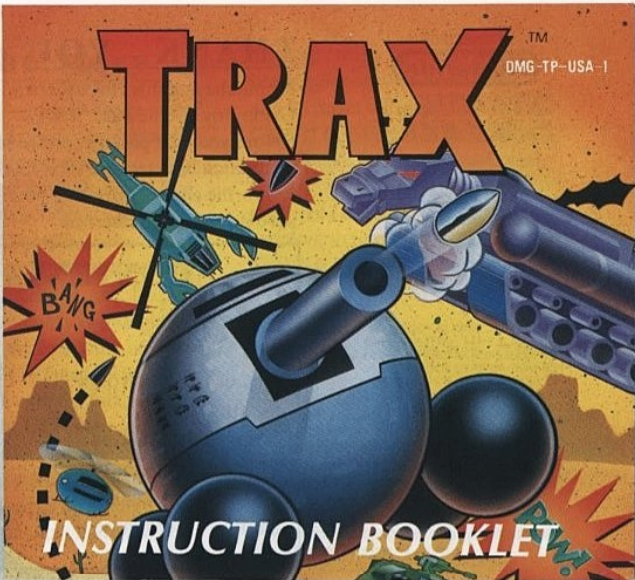


Nintendo

GAME BOY



TRAX<sup>TM</sup>

DMG-TP-USA-1

INSTRUCTION BOOKLET



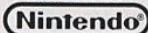
ELECTRO BRAIN!

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COMPLETE COMPATIBILITY WITH  
YOUR GAME BOY SYSTEM.



ELECTRO BRAIN

## THANK YOU

for purchasing this Hal America Nintendo™  
Game Boy™ Game Pak, "TRAX".

Before you start playing, please read this  
instruction booklet carefully, learn and  
follow the correct operating procedures, then  
save it for future reference.

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## The Story

The setting - a quiet village in the  
country. Peace and contentment  
have ruled for centuries.

But then, one bright summer day,  
disaster strikes. The neighboring  
Republic of Akuda attacks, invades  
without warning! Akuda's military  
power is formidable, and the tiny  
defenseless country is brought to  
its knees in the twinkling of an eye.  
But the spirit of freedom lives on in  
these simple country folk, and,  
mustered the quiet strength con-  
stantly burning in the hearts of these  
brave souls, a rebellion gains a  
toehold and picks up strength.  
Their only weapon, an outmoded

Tank so creaky its treads have  
been replaced with rubber tires  
and its turret will only turn to the  
right, is dispatched to the Capitol  
City to take on the cold and cruel  
King of Akuda. The little Tank  
that could creak off to perform its  
mission, to bravely go where no  
Tank has gone before, to lay down  
its rusty turret for its friends.

## Care of Your Game

- 1) Playing a video game shouldn't be a test of endurance. If you play for a long time, try to take a break each hour.
- 2) This is a precision Game Pak. Don't store it under conditions of extreme temperature, or subject it to rough handling or shock. Don't try to take your Game Pak apart.
- 3) Don't touch the terminals or let them get wet.
- 4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alcohol.

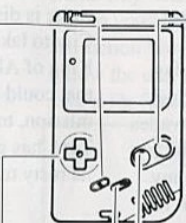
## Use of the Controller

### SELECT Button

Used to enter the computer player in head-to-head competition.

### Control Pad

Used to move your Tank. In Multi Player mode move left and right for map select, up and down for handicap.



### START Button

Used to start the game. Also used to pause or restart game.

### A Button

Rotate the turret on your tank. Hold down to continue turning.

### B Button

Used to fire the gun on your tank. Hold down to fire continuously.

## Getting Started

When you turn on your game the title screen will appear. Select MAIN GAME or MULTI GAME and enter your selection with the START Button.



\* You must have a Game Link cable or a 4-Player adapter to play head-to-head in the MULTI GAME.

## Layout of the Screen

Enemy Supply Truck  
Our Tank  
Enemy Tank  
Guided Missile  
Number of Tanks Remaining  
Fuel Remaining  
Enemy Heavy Tank

A screenshot of the game's main play area. It shows a top-down view of a battlefield with a grid. A tank labeled 'Our Tank' is in the center. To its left is an 'Enemy Tank'. At the top is an 'Enemy Supply Truck'. A 'Guided Missile' is shown in flight. On the right side, there are three vertical bars representing 'Number of Tanks Remaining', 'Fuel Remaining', and 'Enemy Heavy Tank'.



## Items and One-ups

There are two kinds of items in the game, Weapons Items and 1-Up Items. The first four items will give you new weapons to use, the last set of items will repair damage you may have sustained and refuel your Tank. Some Items will override others, so be careful which you take and which you leave behind!

### Weapons Items

#### **Piercing Bullets**

Move slowly, but carry a lot of punch



#### **Big Boy**

Destroys everything within a limited area



#### **Double Turrets**

Shoot to the front and back simultaneously



#### **Tri-Bombs**

Shoot straight ahead, and to left and right



### 1-Up Items

#### **Gasoline**

Restocks your energy supply.



#### **1 Up**

Awards you 1 more vehicle



## Enemies and Cautions

### **Guided Missiles**

Laser-guided, follow your Tank - dangerous!



### **Land Mines**

Don't be around when these blow!



### **Heavy Tanks**

Pack a lot of bang for the buck.



### **Trucks**

Contain lots of 1-Up items to pick up

### **Light Tank**

An even match for our Hero.



### **Cobra Trucks**

Attack vehicles - loads of firepower.



## Game Over!

When you are hit by an enemy the Power Display on the right side of the screen will be decreased. When

the Power Display drops to zero, you lose one Tank. You start the game with 3 Tanks, but taking 1-Up Items during the game will give you more Tanks to use.

## Game Play Areas

### **STAGE 1** **The Grassland**

We're inside the village. Our brave little Tank's mission has just begun, but already there are hardships. Akuda's forces are patrolling everywhere, but our valiant Tank knows the score. There are enemies lurking behind every tree, peeking out from behind every building. Danger is all around, but you must step lightly - this is your village, so you must be careful where you shoot!

### **Stage 3** **The Mountain Cave**

Not even a hummingbird can get through these defenses. Through the Valley of the Shadow of Akuda, into the labyrinth-like string of deadly Caves, and onward on your heroic quest toward the Capitol. There are enemies around every corner, and new foes to outwit. Watch out for the Clown Prince, the Guardian Joker at the end of the Caves!

### **STAGE 2** **Saboten Desert**

The enemy's Front Line Desert Base Research Center is located in the middle of this scorching desert. The highway is crawling with armored Tractor-Trailers, the skies are full of helicopters waiting to pounce. Information from the Central Intelligence Bureau says that this is where the new Multi-Purpose Self-Controlling Infantryman Robot is being developed. Watch your step!

### **STAGE 4** **The Capitol City**

The toughest battle of all - the enemy's home base! As you battle your way through the city, prepare yourself to meet your toughest enemy yet. This is where the Big Daddy Tank Builder polishes his deadly craft! All of the Bosses from different parts of the game are poised for a re-match, and waiting at the end is the biggest Tank-Maker of them all. It's a battle to the finish now!

## Multi-Player Game

### Player Options

Using the 4-Player option, up to four players can face off until only one player is left moving. If you have fewer than four players, your Game Boy machine can take over for the missing players.



### Game Link Cable

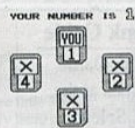
Turn on both Game Boy machines at the same time. Select MULTI PLAY, and push the START Button on both machines at the same time. The screen below will appear. Now push both Start Buttons at different times. Whoever pushed the START Button first will become Player 1. If you make a mistake, shut off both machines and try again.

### 4-Player Adapter

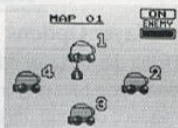
When you select MULTI GAME on the title screen, the screen shown in the bottom left will appear. Your number is marked by the word YOU. Verify the number assigned to your Game Boy. Player 1 should then push the START or A Button to go to the Map Screen. The Game Boy connected to the Adapter's cable will automatically become Player 1.

## Multi Game, Cont.

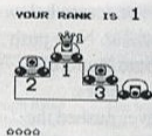
By pushing the left and right arms of the Control Pad, Player 1 can select the battle map. Or, by picking Camera Mode, a display resembling a video camera will appear in the upper right and the player can watch the battle unfold without taking part.



Player 1 can handicap each Tank with weights to even out the competition. Two different sizes are available.



When the battle is over the rankings and scores (SC) are shown on the Winner's Screen. First place earns you 4 points, second 2 points, third 1 point, and fourth no points. In addition, each opposing tank you destroy will earn you 1 point. The Star display shows how many tanks you've destroyed. A small star is 1 tank, a large star 10 tanks.



When Player 1 pushes the START Button the game will return to the Selection Screen and you can start again. Scores will be updated until the game is shut off or reset.

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Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain Corp. software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.

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