



ELECTRO BRAIN CORP.™

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Printed in Japan

Nintendo

GAME BOY®

DMG-GT-USA



INSTRUCTION BOOKLET

Thank you for purchasing the Nintendo GAME BOY Game Pak, GO! GO! TANK.

Before you start playing please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet handy for your future reference.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

LICENSED BY



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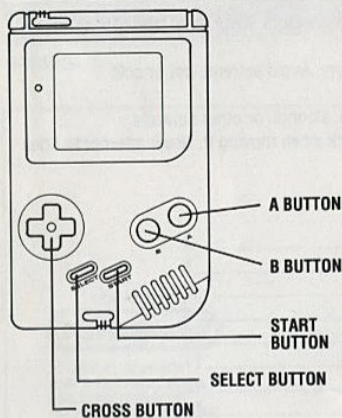
PRECAUTIONS

1. Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2. Store your Game Pak at room temperature. Avoid extreme hot or cold temperatures.
3. Do not clean with paint thinner, benzene, alcohol, or other solvents.
4. Avoid subjecting your Game Pak to shock when moving it. Never attempt to open or dismantle.

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BUTTON FUNCTIONS



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CROSS BUTTON

1. UP-DOWN—moves your plane upward or downward (Plane floats upward when button is released).
2. RIGHT-LEFT—changes direction of your flight.

Pressing the button in the same direction that the plane is flying in speeds your plane up.

A-BUTTON — Fires Bombs

B-BUTTON — Releases blocks from your plane's hook.

SELECT BUTTON — Returns your plane to the beginning of the board if it is pressed immediately. If you don't press it quickly, the select button will start the game over.

START BUTTON — Once to pause game and again to release pause.

MODE SELECTION

1. 1-PLAYER MODE — Object: Use your plane to help the tank reach the end before it runs out of energy or before three planes are lost.
2. 2-PLAYER MODE — Battle Game—Object: Try to reach the end before your opponent does.
3. SELECT MODE — Use the select button or up-down on the cross-button to choose 1 or 2 player mode and then press the start button.

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GAME SYSTEM

1. Your plane cannot be harmed by white blocks, but watch out! It will crash into the black road, resulting in the loss of one airplane. Enemy airplanes, gun batteries and tanks will fire at you, and a hit will also destroy your plane.
2. The tank loses power when it hits a section of road that is too high to jump or when it is hit by enemy bullets. In addition if the tank hits a section of road that is too high it will turn back toward the beginning until it hits another high section. When the tank's power meter reaches "0" the game is over.



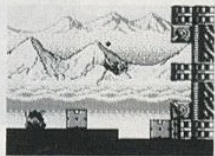
3. To catch a block you must hit the hole in a block with your hook. After catching a block, you can release it in a desired position by pressing the B-button.



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GAME SYSTEM

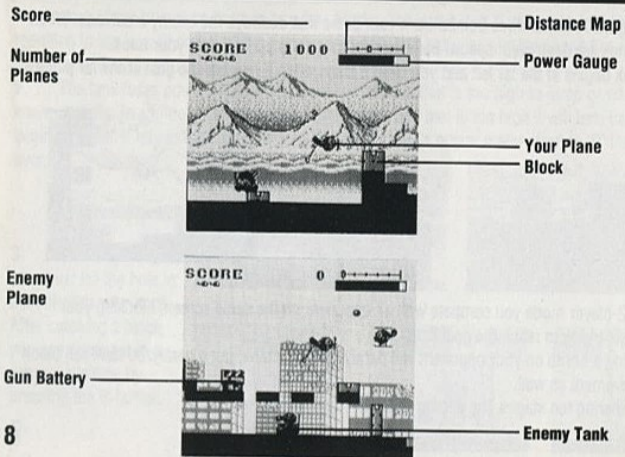
4. Pushing the A-button fires bombs from your plane that destroys the enemy machines. When the gun batteries are destroyed, special items appear for you to pick up with your hook.
5. The tank begins at the far left and you clear a stage when it reaches the goal at the far picture at right.



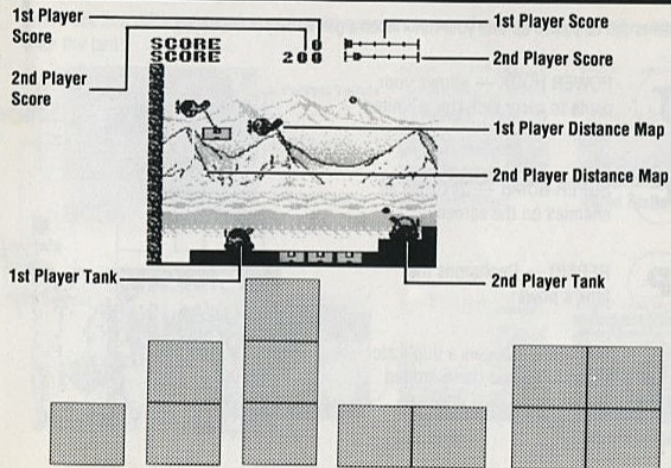
6. In the 2-player mode you compete with an opponent on the same screen, blocking your opponent while trying to reach the goal first.
7. Dropping a bomb on your opponent will paralyze his/her tank, but a paralyzed tank can block your own movement as well.
8. After clearing ten stages, the person with the highest score wins!

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GAME SCREEN — 1 PLAYER



GAME SCREEN — 2 PLAYER



SPECIAL ITEMS

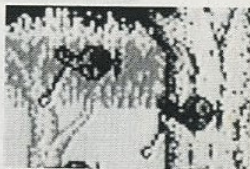
These items can be picked up with your hook when a gun battery is destroyed.

T POWER HOOK — Allows your plane to carry tank (for a limited time).



C SUPER BOMB — Destroys all enemies on the screen.

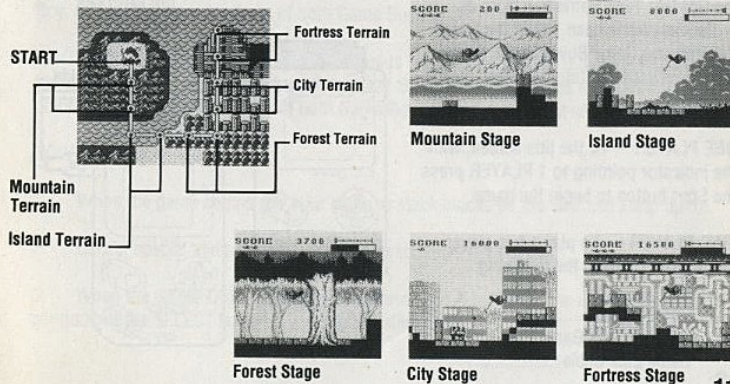
P REPAIR — Recharges the tank's power.



O OPTION — Causes a duplicate plane to appear (for a limited time).

DIFFERENT TERRAINS

There are five different terrains you must conquer to win the game. Each terrain, harder than the last!



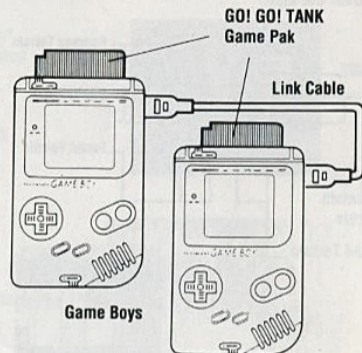
BEFORE YOU START TO PLAY

LOADING THE CARTRIDGE—Remove the Go! Go! Tank Game Pak from its protective plastic case. Insert the Game Pak into you Game Boy with the title facing outward. Switch the power button to ON.

ONE PLAYER — At the title screen, with the indicator pointing to 1 PLAYER press the Start button to begin the game.

TWO PLAYER — To play a two player game, you will need the following:

Game Boys.....	2
Go! Go! Tank Game Pak.....	2
Game Link Cable	1



HOW TO PLAY

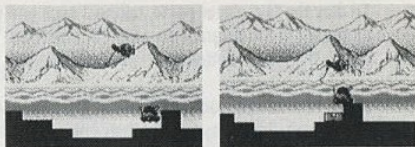
1. To play the two player game, connect each end of the Video Link Cable to two Game Boys as shown in the diagram on page 10. Insert Go! Go! Tank Game Pak into each Game Boy. Switch the power buttons of both Game Boys to ON.
2. At the title screen, each player must press the Select button to move the indicator to the 2 player gam. Each player must then press Start. If the game does not start at this point switch the power buttons of both Game Boys to OFF and repeat steps 1 and 2.

HOW TO PLAY

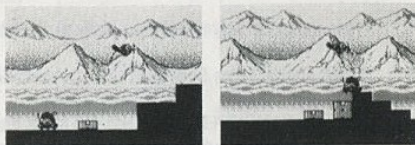
1. When the game begins use your plane to stack blocks so the tank can jump them.
2. Collect special items from destroyed gun batteries to help you.
3. When the GAME OVER screen appears press the A-button or the START button to continue or the SELECT button if you wish to start over.

FLYING TIPS

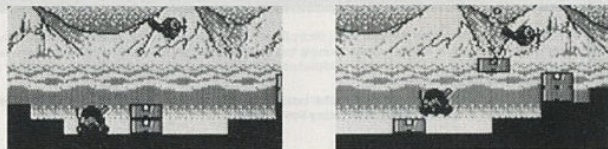
1. Use blocks to help the tank jump over high obstacles.



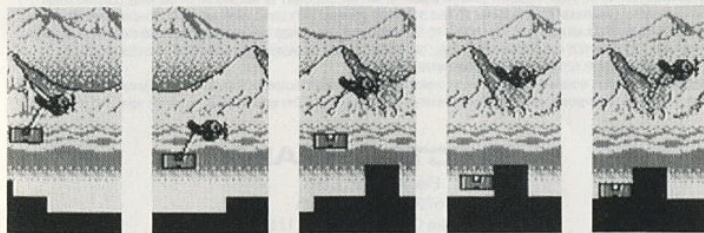
2. You can stack blocks within a distance of one block and the tank can still jump them.



3. When possible try to lift blocks out of the way instead of just stacking other blocks.



4. When a released block hits a section of black road it will settle where it hits.



LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

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 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.**

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRO BRAIN CORP. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also

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Electro-Span, Inc. warrants that the product described in this Limited Warranty is free from defects in material and workmanship under normal use and service for the period of time specified in this Limited Warranty. This warranty is limited to the product described in this Limited Warranty and does not cover any damage to the product caused by misuse, abuse, neglect, or any other cause not within the scope of this warranty.

This warranty does not cover any damage to the product caused by misuse, abuse, neglect, or any other cause not within the scope of this warranty. This warranty is limited to the product described in this Limited Warranty and does not cover any damage to the product caused by misuse, abuse, neglect, or any other cause not within the scope of this warranty.

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