TOPFIELD®

LEADER OF MULTIMEDIA HOME

Battle Tank
User Guide

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Chapter 1

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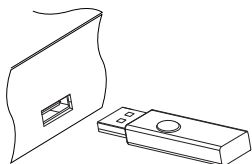
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Battle Tank Single Mode

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NOTE

You can use a wireless keyboard to play the game as well as the remote control. To avoid confusion in this manual, the word Button is used for the remote control. And the word Key is used for the wireless keyboard.

1.1   To use the wireless keyboard

You can use a wireless keyboard to play the game as well as the remote control.

To use the wireless keyboard, plug the wireless module into the USB port on the digital receiver.

NOTE

Use only the provided wireless keyboard. If you use other wireless keyboard besides the provided one, the digital receiver may not work properly.

To play the Battle Tank Single Mode, select the Entertainment > Game > Battle Tank (Single); then perform the following steps:

1. Select a game mode.
2. Select a character.
3. Buy items as you desire.
4. Select a map. If you play the game by yourself, you do not need to select a map.
5. Start playing.

If you want to out of the game while palying, press the [EXIT] button on the remote control or the Esc key on the keyboard.

1.2   Selecting a game mode
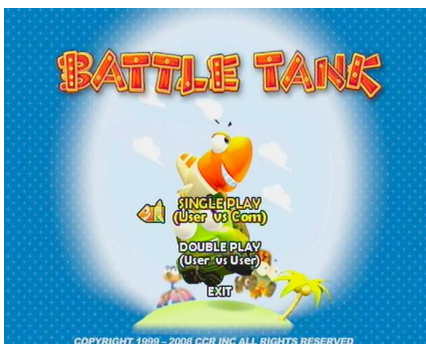
When you select the Entertainment > Game > Battle Tank(Single), you should see a screen like the left figure.

You can select a game mode as you desire. If you want to out of the game, select the EXIT option.

There are two modes as below:

Single play playing by yourself.

Double play playing with another user.

If you are using the remote control, select a mode with the ⊚ and ⊚ buttons and press the (OK) button.

If you are using a keyboard, select a mode with the up and down arrow keys and press the space bar.

1.3 Selecting a character

After selecting a game mode, you should see a screen like the left figure.

Select a character referring to Table 1.1.

If you select the ⟨?⟩, a character will be chosen randomly.

When you play the game first time, you can select only two characters. To get a new character, you have to play the single mode and clear all stages (13 satges).

Table 1.1: Buttons for selection

	Remote Control		**Keyboard**	
Action	**1 Player**	**2 Player**	**1 Player**	**2 Player**
Left	⊚	•	Left arrow	**A**
Right	⊚	⏵	Right arrow	**D**
Up	⊚	‖	Up arrow	**W**
Down	⊚	⏮	Down arrow	**S**
Select	(OK)	(F2)	Space bar	Enter

You can see the selected character's information of the 1 Player on the left bottom of the screen. Also you can see the selected

character's information of the COM or 2 Player on the right bottom of the screen.

NOTE

You have to select a character in 30 seconds; otherwise, the character will be selected automatically.

1.4   Buying items

After selecting a character, you should see a screen like the left figure. Buy a item referring to Table 1.1.

When you finish selecting items, select the READY on the screen as follows:

- **1 Player with the remote control** : Select the READY using the (MENU) button and press the (OK) button.

- **2 Player with the remote control** : Select the READY using the (F1) button and press the (F2) button.

- **1 Player with the keyboard** : Select the READY using the Tap key and press the space bar.

- **2 Player with the keyboard** : Select the READY using the Q key and press the Enter key.

See the Appendix § A for detailed information of items.

1.5   Selecting a map

After buying items, you should see a screen like the left figure.

If you are using the remote control, select a map with the ⊚ and ⊚ buttons.

If you are using a keyboard, select a map with the left and right arrow keys.

After selecting a map, select the START on the screen.

If you are using the remote control, select the START using the [MENU] button and press the [OK] button.

If you are using the keyboard, select the START using the Tap key and press the space bar.

NOTE

If you play the game by yourself, you do not need to select a map.

1.6   Playing the Battle Tank

When you start the game, you should see a sceen like the below figure. Play the game referring to Table 1.2.

① The character's weapons.

② The angle of the character.

③ You can see the direction and speed of wind.

④ You can see the information of the character as follows:

ENERGY displays the character's energy.

POWER displays the power of shot.

MOVE displays the movement bar.

⑤ You can check your position and enemy's position on this mini-map.

⑥ You can use those items while playing the game.

⑦ Displays a current player.

⑧ Displays the attack time. If the time is over, turn will be changed to the other player.

Table 1.2: Buttons for playing

Action	Remote Control	Keyboard
Changing weapon	③ ④	**F3 F4**
Changing angle	⊙ ⊙	up and down arrows
Moving character	⊙ ⊙	left and right arrows
Using items	⑦ ⑧ ⑨ ⓪	**F9 F10 F11 F12**
Skipping turn	⑤	**F5**
Changing view of map	● � ❚❚ ❚◀	**W A S D**
Firing a shot	OK	Space bar

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NOTE

The same buttons and keys are used for 1 Player and 2 Player.

Chapter 2

Battle Tank Network Mode

To play the Battle Tank Network Mode, select the Entertainment > Game > Battle Tank (Network); then perform the following steps:

1. Select a game server.
2. Log on to the game server.
3. Joining a game.
4. Preparing to play the game.
5. Start playing.

While playing the game, use the Tap button to change column and the space bar to select. To move the highright bar use the arrow keys.

> **NOTE**
>
> You can play the Battle Tank Network Mode only with the wireless keyboard which is provided with the digital receiver.

2.1   Selecting a game server

When you select the Entertainment > Game > Battle Tank (Network), you should see a screen like the left figure.

Select a game server with the up and down arrow keys and press the space bar.

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Press the R key or alternatively select the REFRESH button on the screen to refresh when changing a game server or channel.

To exit the game press the Esc key or select the EXIT button on the screen.

2.2   Longging on to a game server

After selecting a server, select the LOGIN button on the screen with the left and right arrow keys, and press the space bar; then you should see a screen like the left figure.

Enter your ID and password and select the OK button. After logging on, the LOGIN button on the screen will be changed to the START button. Select the START button and press the space bar.

2.2.1   Creating a new ID

To cereat new ID, perform the following steps:

1. Select the CREATE ID button on the screen.

2. Enter new ID and password as you desire and insert the password again to confirm.

3. Enter your e-mail address.

4. Enter your name and select the OK button.

NOTE

Each receiver has only one serial number. You can create up to three IDs with the serial number.

2.2.2   Searching an ID

To search your ID, perform the following steps:

1. Select the SEARCH ID button on the screen.

2. Insert the serial number of your digital receiver and select the OK button.

2.2.3   Deleting an ID

To delete a ID, perform the following steps:

1. After logging on, the SEARCH ID button on the screen will be changd to the DELETE ID button.

2. Select the DELETE ID button and press the space bar.

3. Insert the serial number of your digital receiver.

4. Insert new ID and password. And then the selected ID will be deleted.

2.2.4   Changing a password

To change a ID, perform the following steps:

1. After logging on, the CREATE ID button on the screen will be changd to the CHANGE PW button.

2. Select the CHANGE PW button and press the space bar.

3. Insert the old password.

4. Insert a new password twice and select the OK button.

2.3   Joining a game
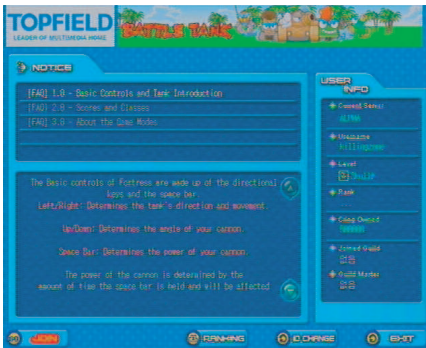
After logging on, you should see a screen like the left figure. You can see notices and user information at this screen.

Select the JOIN button on the screen to see the game list.

To check rankings, select the RANKING button on the screen.

To change ID, select the ID CHANGE button on the screen.

2.4   Preparing to play the game

Before playing the game, you can buy items and create a room.

2.4.1   Selecting a game room

After selecting the JOIN button, you should see a screen like the left figure.

Select a game using the navigation buttons of the remote control or the arrow keys of the keyboard.

If you want to create your own game room, select the CREATE button on the screen; then the create room screen appears. Enter a game name as you desire and select the OK button.

2.4.2   Buying items

When you select the SHOP button on the screen, you should see a screen like the left figure.

To buy items, perform the following steps:

1. Select a item you want to buy using the arrow keys and press the space bar.

2. If you want to buy a premium item, press the F1 key.

3. To buy a normal item, press the F2 key.

2.4.3   Ready to play

After selecting or creating a game room, you should see a screen like the left figure.

Select the START button on the screen to play.   You have to wait until other users select the START when they are ready.

2.5   Playing a game

Refer to § 1.6 for how to play the game.

Appendix A

Additional Information

Table A.1: Class list

Name	Image	Class ratio	Name	Image	Class ratio
Star Crown		1 person	Twin Stars		8.0 %
Gold Crown		12 persons	Gold Star		13.0 %
Silver Crown		100 persons	Silver Star		19.0 %
Bronze Crown		300 persons	Bronze Star		26.0 %
Gold Mark		0.1 %	Triple Missile		31.0 %
Silver Mark		0.3 %	Twin Missile		37.0 %
Bronze Mark		0.6 %	Missile		44.0 %
Gold Medal		1.5 %	Triple Bullet		52.0 %
Silver Medal		3.0 %	Twin Bullet		61.0 %
Bronze Medal		5.0 %	Bullet		71.0 %
			Skeleton		100 %

Table A.2: Map list

Name	Image	Name	Image
Valley of city		The Templer	
The Sky		The Cave	
Single Log Bridge		Grave Yard	
Sphinx		Island	
Infinity		The Factory	
The Heaven		Rainbow	

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Table A.3: Cash item list

Mode	Name	Icon	Explanation
Network only	Pandy		Pet item
Network only	Biya		Pet item
Network only	Choromi		Pet item
Network only	Chance		Gets double score if you win
Network only	Triple Fire		Fires three shots at the same power and angle.
Network only	Class Cheat		Changes your class as you want.
Network only	Normal ID		Changes your ID.
Network only	Color Chat		Uses color chat.
Network only	Angle Forecast		Sees a forecast angle.
Network only	Secret Room		Makes a secret room.

Table A.4: Attack item list

Mode	Name	Icon	Explanation
Single/Network	Double Fire		Fires two shots at the same power and angle.
Single/Network	Power up		Increases the power of your character.
Single/Network	Ion Missile		Fires a laser beam at the point where the shot was hit.
Single/Network	Teleport Missile		Moves your character to the point where the shot was hit.
Network only	Fire		Attacks with fire.
Network only	Poison cloud		Makes a posion cloud.
Network only	Move up		Increases moving speed.
Network only	Summon Missile		Summons your character to the point where the shot was hit.

Table A.5: Support item list

Mode	Name	Icon	Explanation
Single/Network	Additional Energy 1		Recovers the characters' energy 20 percent up.
Single/Network	Additional Energy 2		Recovers the characters' energy 40 percent up. If you use this item, your turn will be over.
Single/Network	Shield		Protects the character over one time.
Single/Network	Type-C Detox		Removes the all effects of disturbance items.
Single/Network	Antidote		Reduces the toxic damage.
Network only	Energy missile		Recovers energy of the characters which are around the point where the shot was hit.
Network only	Team energy		Recovers all alive characters' energy of your team 20 percent up.
Network only	Shield missile		Protects the attack one time.
Network only	Transparent		Makes your character invisible.
Network only	Type-A Detox		Removes the effects of disturbance items such as angle/move/power lock missile.
Network only	Type-B Detox		Removes the effects of disturbance items such as reverse/vertigo/illusion/fog missile.

Table A.6: Disturbance item list

Mode	Name	Icon	Explanation
Single/Network	Angle Lock		Locks angles of the characters which are around the point where the shot was hit.
Single/Network	Power Lock		Reduces the power of the characters which are around the point where the shot was hit.
Single/Network	Movement Lock		Locks the movement of the characters which are around the point where the shot was hit.
Network only	Reverse Missile		Reverses the screen of the characters which are around the point where the shot was hit.
Network only	Vertigo Missile		Makes vertigos on the screen of the characters which are around the point where the shot was hit.
Network only	Illusion Missile		Makes a illusion to confuse your opponent.
Network only	Fog Missile		Makes a fog to confuse your opponent.

Table A.7: Additional item list

Mode	Name	Icon	Explanation
Network only	Power Tornado		Makes a power up wall at the point where the shot was hit.
Network only	Powerup Missile		Increases the power of the characters which are around the point where the shot was hit.
Network only	Snow Fall		Makes a snow fall.
Network only	Wind Direction		Changes the direction of wind.
Network only	Generate Fog		Makes fogs on the screen of all players.
Network only	Tornado Missile		Makes a tornado at the point where the shot was hit.
Network only	Via Tornado		Increases the power when the shot passes a tornado.
Network only	Fog Light		Removes all fogs of your team players.
Network only	Wire Tap		Sees chats of your opponents for 10 turns.
Network only	Steal Item		Steals opponents' item.

A

Topfield continues to improve the digital receiver which this guide explains. So some explanations and illustrations in this guide could be different from the actual digital receiver.