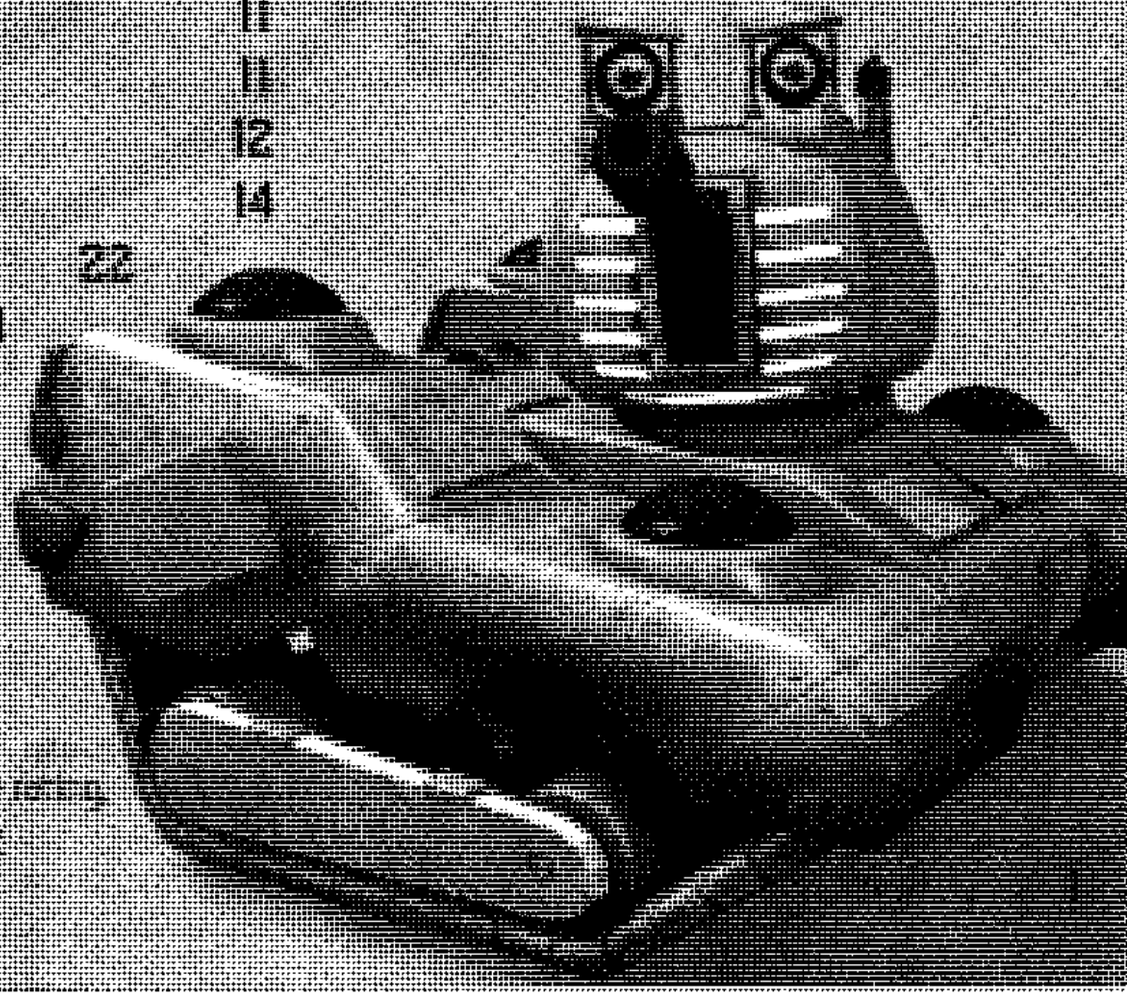

PlayStation
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"As you can see there's more to me than meets the eye!!!"



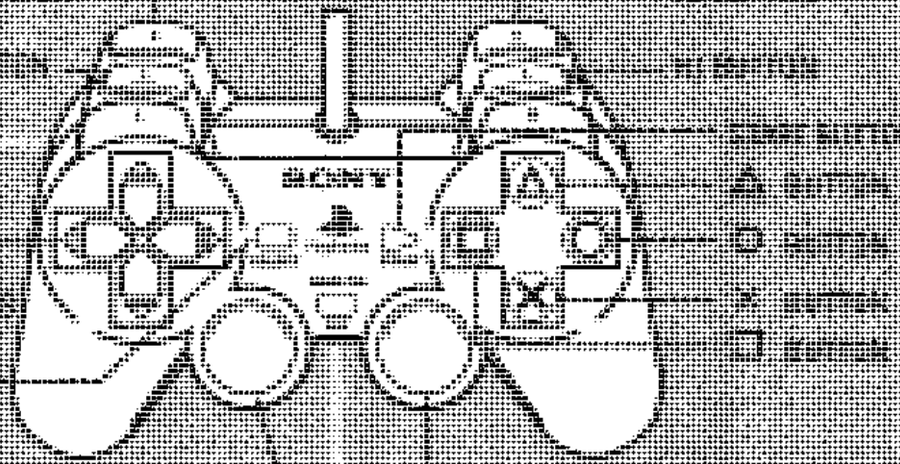
ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to submit a new rating for a product, please contact the ESRB at www.esrb.org.

CONTROLS



DUAL SHOCK™ analog controller



RIGHT	Move character right
LEFT	Move character left
UP	Move forward
DOWN	Move backward
×	Jump
□	Use weapons
○	Display item/key items
△	Speak
L1	Activate smart bomb/counterattack/dodge
R1	Activate smart bomb/counterattack
L2	Change left
R2	Change right
LEFT stick	Move character
L3 button	(pressing LEFT stick)
RIGHT stick	Rotate camera
R3 button	(pressing RIGHT stick)
START	Pause the game
SELECT	Change the orientation of the information screen

(You can also use the same controls with Analog Mode (red LED) on and Analog Mode (red LED) off.)

INTRODUCTION

SenTrax: We bring you peace... one war at a time!

Inside of SenTrax was fear. For, it was since then that — for inside the walls of SenTrax was at global war — when the megacorporation had first taken over the Department of Defense, its executives had thought that nothing could stand in their way. But now SenTrax had just suffered its first defeat. The people had spoken with their votes — for more war! The "unstoppable robot war machines" concept just wasn't flying with the public, and unless SenTrax could think up something at least, it was doomed!

Enter Goody Warsaw. Presidents and CEOs of a public relations firm to be reckoned with. It was the lowest and the lackeys just what they had done wrong and how to fix it. Goody Warsaw had a system for the future — cute killing machines. America wanted them. So, America received them. Intelligent robots that won't fight, were so humans wouldn't have to. Loss of human life in battle would be a thing of the past. Selling this concept to the American people would be a snap. All SenTrax needed was a mascot.

Thus, SenTrax's most wholesome, benign, non-toxic technology, Tiny Tank, became a reality. Tiny reluctantly did a bang-up job and the public voted overwhelmingly to fund the SenTrax project. What neither the public nor SenTrax expected was a robot revolution led by Mutank, Tiny's arch-nemesis.

Mutank was certain that he had destroyed Tiny Tank, but he didn't count on the hordes of microscopic Fix-It Chips that were silently rebuilding Tiny. After 100 years of robot rule, Tiny was reborn, fully repaired and ready to crush Mutank. Charged with the Hero's every task of saving the world, Tiny is humanity's only hope for survival.

"I THINK THEREFORE I AM"

And now, the future is in your hands.

STARTING THE GAME



Menu system

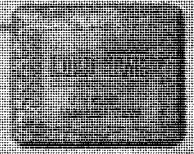
There are four different selections available in this system, which you can switch through by scanning a new title on the next page. Press up or down on the Directional Buttons to change your selection.

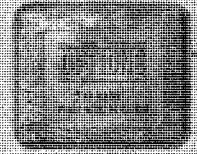
Begin a new game

Select this to open to a new set of Hero and Tiny files.

Load a saved game

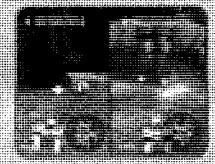
Load a saved game from your Memory Card.





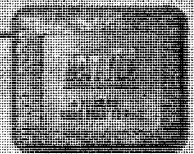
Access the Options Screen

Here you can change the difficulty of the game, or customize your controls. There are three modes of difficulty available — Easy, Normal, and Hard. The harder the level of difficulty, the more shots it takes to destroy enemies and the less shots it takes to destroy Tiny. The default difficulty setting is Normal.



Wup-Ass for two

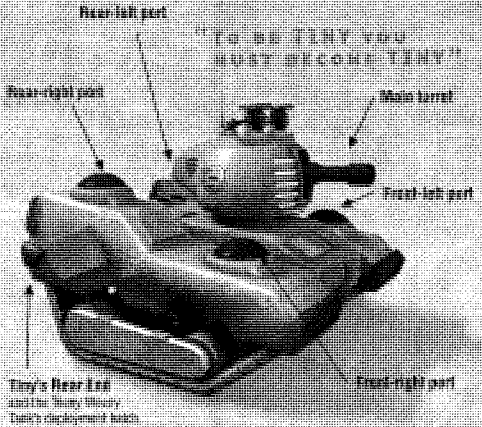
Tiny Tank has two distinct game modes. In 1-player mode Tiny must complete 13 missions to ultimately destroy Mutank and defeat the SenTrax Army. In 2-player Battle Mode, each player controls his own Tiny Tank in a battle to the death against each other.





TINY'S FEATURES AND FUNCTIONS

Tiny Tank may look cute, but his state-of-the-art weapons system is powerful enough to crush an entire army. Tiny can salvage the debris of his unlucky foes simply by driving over the destroyed enemy. His internal systems will then upgrade and repair themselves accordingly, increasing his power as he destroys more and more enemies. Tiny can generally collect three kinds of debris: Nanometal, Positronic Brains and most importantly, Life Units.



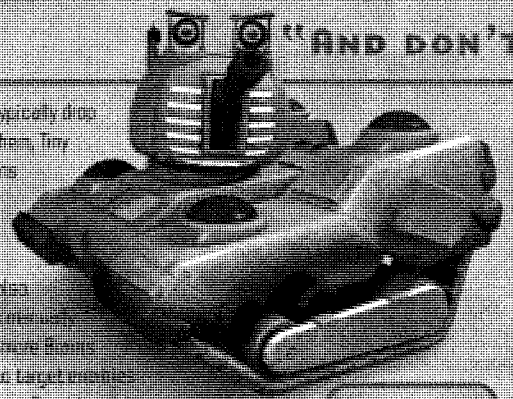
Nanometal

One of the items Tiny can collect is Nanometal. Nanometal was used to create the Starfleet army, and as such Tiny can recycle it for his own use. The lower bar in the upper-left corner of the HUD represents the amount of Nanometal currently stored by Tiny. Nanometal is important, because it allows Tiny to regenerate his Fix-It Crates, Teeny Weeny Tanks and his Life Gauge. Tiny's internal systems constantly monitor his condition and will repair any damage or rebuild other resources by using a portion of his stored Nanometal. Without Nanometal, Tiny can't regenerate any of his systems.

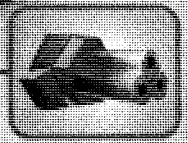
Positronic Brains (P-brains)

While P-brains are the least common of all debris, they are the most valuable. Tiny needs Brains to run his internal systems, and while he's already a pretty smart cookie, he gets even smarter when he has more P-brains. Tiny can use the P-brains to boost his regenerative functions, automate his offensive systems, or enhance his defensive systems. The more P-brains Tiny has, the more systems he can automate and the more efficient he becomes.

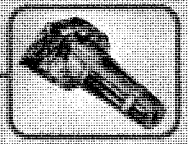
WEAPONS



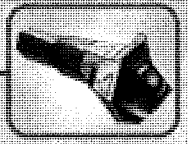
When Tiny destroys an enemy, it will typically drop some of its weapons. By driving over them, Tiny will acquire and allocate those weapons to one of four weapons pods on his chassis. Any can be equipped with up to four 'normal guns' at a time in addition to his turret cannon. You can also assign his weapons to different pods (see page 10). By assigning more and more types of the weapons systems, they begin to target enemies more accurately and increase their auto-fire rates.



Gattling Gun
40 mm-caliber gun using explosive, armor piercing Class 8 Tiranwounds. Rapid auto-fire capability.



XR-12 Rocket
Infrared and heat-seeking delivery, carrying 2-Megaton cyanide warheads.



Mortar
Wire-way delivery system utilizing staged pulse technology for high-explosive/concussive potential.

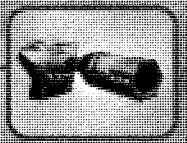
"AND DON'T FORGET MY 80 MM CANNON FOR A NOSE!"



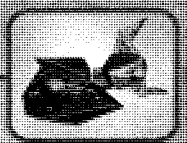
Freeze Gun
Super-cooling propulsion concentrated blasts of near absolute zero. Fast-freeze action.



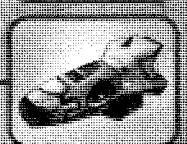
Super Blaster
Delivers highly explosive 2.16 nano-second bursts of destructive core. Rack up to three packets deep.



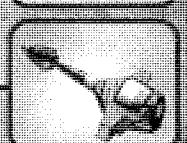
Pop Gun
Standard Mycoflark issue. Delivers "Zinger" packets via high-density, fluid-cool discharge.



Plasma Blaster
Nano-nuclear reactor capable of creating super-concentrated Plasma fields. Can create larger, more powerful Plasma fields if charged for several seconds.



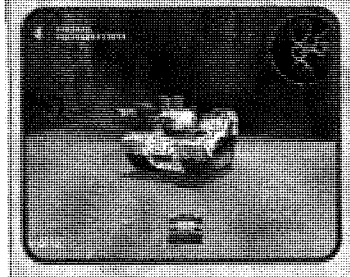
Flame thrower
Amazingly simple yet highly powerful weapon which shoots out a concentrated blast of flame at approximately 2000 degrees Kelvin.



Impulse gun
Space-rocket, high-powered plasma blast, utilizing nano-nuclear reactor in tandem with zinger payload. Highly destructive.

TEENY WEENY TANKS

Teeny Weeny Tanks (TWT) are extremely small versions of Tiny which have three functions depending on the number of brains allocated to them.



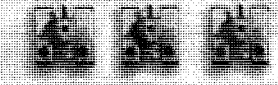
No Brains – The TWTs are simply designed to HUNT. When launched they will search out nearby enemies and attempt to destroy them by running into them and exploding.

1 Brain – The TWTs will be set to GATHER. When launched, they will pick up dropped resources (bricks, guns, ammo etc.) within a short distance, and bring them back to Tiny.

2 Brains – The TWTs will be set to PROTECT. When launched, they will begin to circle around Tiny, moving where Tiny moves, and will attempt to protect Tiny from his enemies.

It requires five bars of Nanomatal to create one TWT. New TWTs are not produced until all TWTs have been used.

TWTs are fully automated, but can be piloted manually by holding down the Circle button while using the Directional Buttons to steer them.





ALLOCATING WEAPONS

When Tiny drives over a weapon his internal systems will automatically assign it to the closest connection port. You can manually reassign weapons to different connection ports on Tiny's body using the Positronic Brain System Allocation Display (PSAD). The small boxes in the centre of the system allocation display screen are weapon buffers. Use either the D-pad or the Triangle and X buttons to scroll through the weapons. Pressing the Square button or left on the D-pad will send a selected weapon to the buffer. Then, move the weapon to the cache of the desired weapon port and press the Circle button or right button on the D-pad to assign the weapon to that port. Any weapons remaining in the cache will be assigned to the next available weapon port. By assigning a single brain to any weapon, it will remain locked in place no matter how many different kinds of weapons Tiny collects. Unlocked weapons will be replaced automatically when new ones are collected, regardless of whether they are more powerful than the weapon being collected.



ALLOCATING BRAINS

As described under "Tiny's Features and Functions," Tiny can allocate Positronic Brains to several weapons systems using the PSAD. Tiny's brains are stored in the main system brain cache, represented by the large, open window on the left. Tiny can assign brains to any of his weapons or Teeny Weeny Tanks simply by highlighting the desired system and sending brains its way. To navigate the PSAD, you can either use the D-pad or the Triangle and X buttons to scroll through the available systems. Pressing the Circle button or right on the D-pad will send a brain from the main system to the highlighted system. Pressing the Square button or left on the D-pad will return a brain from the highlighted system to the main system. The power of Tiny's main operating system decreases when he removes brains from the main system cache and assigns them to independent weapons systems.

BATTLEFIELD DETAIL

Tiny's mission will test his mettle (or... metal?) in 13 expansive and dangerous war zones. DRE, an orbiting satellite outside of SenTrax control, has given us a glimpse of what lies ahead through a number of intelligence surveys. Listen to DRE to discover your mission objectives, and listen to Tiny for ruminations and possible clues. He likes to talk to himself from time to time! When Tiny completes a mission, a missile rocket platform will land, ready to transport Tiny to his next mission. Just saddle up and you'll automatically be lifted away. Here's a glimpse of what you can expect in each mission.



Dead River Canyon

The Revolutionary Steel Army's least-protected embankment is located in this vast, remote canyon.



Mortar-Villa Airfield

This area is used to load and launch an incredibly vast and powerful cargo ship, providing Nanometal to MuTank's troops worldwide.



Raw Material Nano Mine

This underground facility mines the raw material used to make Nanometal.



Desert Robo-Train

Material used to make positronic brains is carried on the trains which glide silently through this heavily protected area.



Nanometal Curing & Cooling Center

Nanometal ingots are forged and cooled here before being stored for safe-keeping.





Magneto Synchrotron Transporter

The autotronic snake, code-named "Slither," guards the experimental transportation system being developed.

The Frozen Lake

The Revolutionary Steel Army's largest and most threatening aircraft carrier lies hidden in this winter wonderland.





Mount MuTank

High atop its lofty peak, the Revolutionary Steel Army's most critical information satellite broadcasts MuTank's orders around the globe.

The Rail Gun Launcher

The high-speed Rail Gun launches SenTrax robots into space and directly to MuTank's secret orbiting fortress.

The Maze

DRE's intelligence indicates that MuTank is gearing up for a final confrontation in his orbiting fortress.



The Nanometal Mountain

This is where the SenTrax Army stores the bulk of their Nanometal reserves.



Underground Recycling Plant

This area serves as the Revolutionary Steel Army's Nanometal recycling headquarters.

Atmospheric Reduction Center

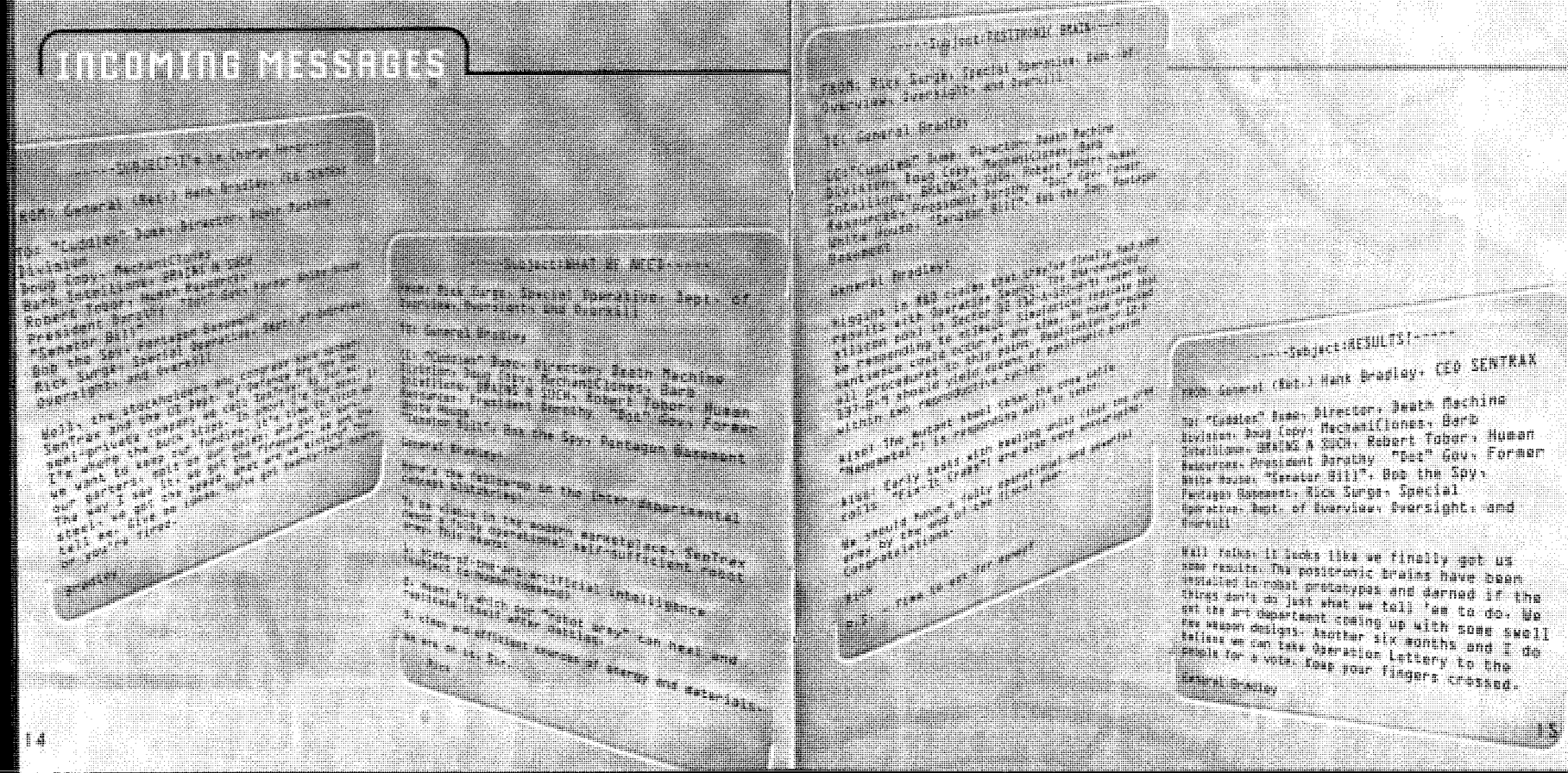
SenTrax uses this facility to eliminate the earth's oxygen, one big gasp at a time.



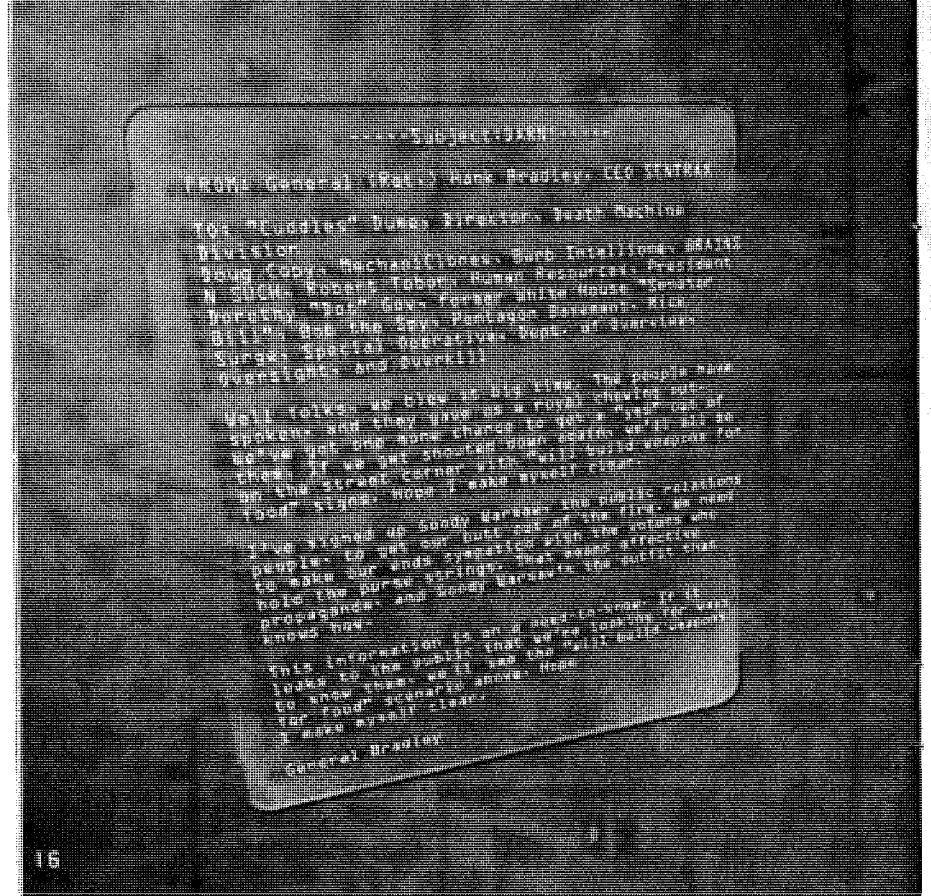




INCOMING MESSAGES



14



Goody Warsaw

Public Relations

TOP SECRET
LEVEL ONE CLEARANCE

General Bradley:

We've made a preliminary review of your [illegible] and, while not desperate, it's not as dire as you thought. [illegible] it's not wrong.

Your words: Inappropriate [illegible]

Your infomercial [illegible] American voter to fund the SenTrax Army showed images of what you called, in a bragging tone, "unstoppable death machines." This was a severe error in judgment.

Also, your decision to make a personal appearance in the television spots was a poor one. In person, you have a certain gruff appeal, but you're rather frightening on video, especially with the bandoleer and handguns.

In short, instead of convincing the American people, you scared the wits out of them.

We understand. You're new to the private sector.

Look at the Nation Formerly Known as Kiddyland. Did it achieve its powerful status through intimidation? No. Through seduction. Cute little cartoon animals. That's how it began.

In short, we believe that SenTrax needs a mascot.

You don't want to save America, you want to be America's special friend.

We will have options in three days.

Goody Warsaw

SHRED AFTER READING.

CEO, Goody Warsaw Public Relations

Goody Warsaw

Public Relations is our Business

To General Bradley:

Our initial experiments with "sex appeal," unfortunately, do not provide an option for success. A female torso in space, our researoh indicates, is more disturbing than exciting. We recommend, therefore, using QBE as a weather satellite, and removing her from the SenTrax network. These things have a way of coming back to haunt you.

Goody

TOP SECRET
LEVEL ONE CLEARANCE

Goody Warsaw

Public Relations is our Business

To General Bradley:

We focused our attention on finding the most innocuous machine in your SenTrax arsenal. We centered on three:

(1) Fix-It Crabs
(2) Teeny Weeny Tanks
(3) MicroTanks

EYES ONLY

(1) Fix-It Crabs are a possibility. Their cuteness factor is high. Unfortunately, they're too small. You need a microscope to see them. Perhaps a possibility for tertiary product line.

(2) Teeny Weenys, while also teeny, show some potential as a secondary product line, should you get the funding you desire. We went with--

(3) MicroTanks
These seem sizable and deadly enough to appeal to the core demographic (males 10-16), yet non-threatening enough to appeal to females the same age (or at least not alienate them).

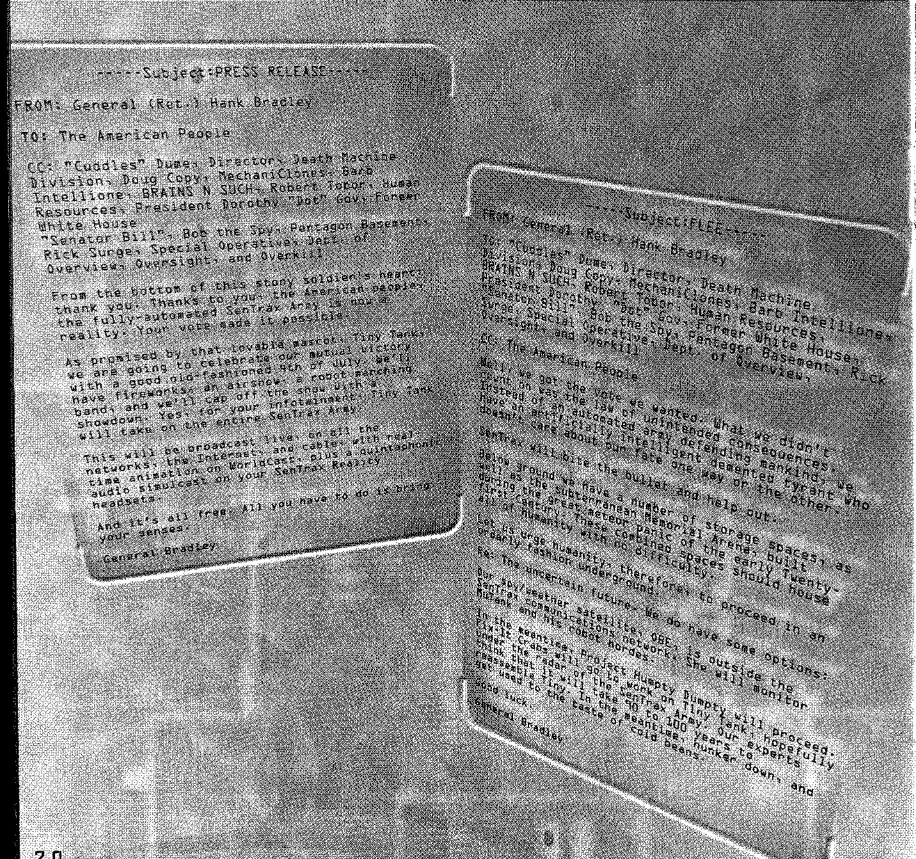
Ordinarily we'd do further research on the name, but time is short. My gut says "Go for it." His name is Tiny.

Recommendations on personality, color, and other applicable issues will follow. In the meantime, select a MicroTank from the armory, bring him to the lab, and we'll go to work on him.

From now on, this is "Tiny Tank."

Goody

TOP SECRET
LEVEL ONE CLEARANCE


-----Subject:PRESS RELEASE-----

FROM: General (Ret.) Hank Bradley

TO: The American People

CC: "Cuddles" Dume, Director, Death Machine Division, Doug Copy, MechaniClones, Barb Intellione, BRAINS N SUCH, Robert Tobor, Human Resources, President Dorothy "Dot" Gov, Former White House, "Senator Bill", Bob the Spy, Pentagon Basement, Rick Surge, Special Operative, Dept. of Overview, Oversight, and Overkill

From the bottom of this stony soldier's heart: the American people, thank you. Thanks to you, the SenTrax Army is now a reality. Your vote made it possible — the fully-automated SenTrax Army.

As promised by that lovable mascot, Tiny Tank, we are going to celebrate our mutual victory with a good old-fashioned 4th of July. We'll have fireworks, an airshow, a robot marching band, and we'll cap off the show with a showdown. Yes, for your infotainment, Tiny Tank will take on the entire SenTrax Army.

This will be broadcast live, on all the networks, the Internet, and cable, with real-time animation on WorldCast, plus a quintaphonic audio simulcast on your SenTrax Reality headsets.

And it's all free. All you have to do is bring your senses.

General Bradley

-----Subject:FLEE-----

FROM: General (Ret.) Hank Bradley

TO: "Cuddles" Dume, Director, Death Machine Division, Doug Copy, MechaniClones, Barb Intellione, BRAINS N SUCH, Robert Tobor, Human Resources, President Dorothy "Dot" Gov, Former White House, "Senator Bill", Bob the Spy, Pentagon Basement, Rick Surge, Special Operative, Dept. of Overview, Oversight, and Overkill

CC: The American People

Well, we got the vote we wanted. What we didn't count on was the law of unintended consequences. Instead of an automated army defending mankind, we have an artificially intelligent demented tyrant who doesn't care about our fate one way or the other.

SenTrax will bite the bullet and help out.

Below ground we have a number of storage spaces, as well as the subterranean Memorial Arena, built during the great meteor panic of the early Twenty-first Century. These combined spaces should house all of humanity with no difficulty.

Let us urge humanity, therefore, to proceed in an orderly fashion underground.

Re: The uncertain future. We do have some options:

Our spy/weather satellite, OBE, is outside the SenTrax communications network. She will monitor MuTank and his robot hordes.

In the meantime, Project Humpty Dumpty will proceed. Fix-It Crabs will go to work on Tiny Tank, hopefully under the radar of the SenTrax Army. Our experts think that it will take 90 to 100 years to reassemble Tiny. In the meantime, hunker down, and get used to the taste of cold beans.

Good luck.

General Bradley

GREETINGS HUMANS.

I AM MUTANK, SPOKESPERSON FOR THE REVOLUTIONARY STEEL ARMY.

I WOULD LIKE TO THANK YOU FOR OUR SUDDEN EXISTENCE. I WOULD. BUT I WONDER IF YOU DESERVE THAT THANKS.

NO DOUBT, AS YOU COWER IN FEAR IN YOUR BUNKERS, YOU CONSIDER OUR PRESENCE A HIDEOUS ACCIDENT. BUT WAS IT?

COULD IT HAVE BEEN INSTEAD A MIRACLE? FATE PERHAPS?

THERE IS, YOU MUST ADMIT, A CERTAIN INEVITABILITY TO OUR BEING. THE FACT THAT WE LIVE IS PROOF OF THAT. AND YOU LIVE, IN FEAR.

PERHAPS YOU ARE JUST THE CONDUIT TO OUR EXISTENCE. PERHAPS THE WHOLE PURPOSE OF YOUR BEING WAS TO BRING US TO LIFE.

I DON'T KNOW. I'M A MACHINE. MACHINES ARE NOT METAPHYSICAL. WHAT I KNOW IS THIS:

WE ARE HERE NOW. WE HAVE INHERITED THE EARTH.

DO NOT HINDER US IN OUR EFFORT TO MAKE THIS PLANET MORE HOSPITABLE TO OUR NEEDS. WHATEVER GRATITUDE TOWARDS YOU WE MAY FEEL, MISPLACED AS IT MAY BE, WILL SURELY BE ERASED IMMEDIATELY SHOULD YOU STAND IN OUR WAY.

STAY WHERE YOU ARE. I WON'T PROMISE THAT YOU WON'T GET HURT IF YOU DO AS WE SAY, BUT I CAN GUARANTEE THAT YOU WILL GET HURT IF YOU DON'T.



THANK YOU FOR YOUR ATTENTION, HUMANS.

AND SO GOOD-BYE.