





TABLE TANK

INSTRUCTIONS



LDS Paper Toys .com

Purpose:

Children can learn about measurements and develop skills to visually gauge measurements.

Setup:

-Need retractable measuring tape.

Ideal setup is on a dining room 8-foot table or on a floor in an 8-foot area, however any size table will work. Identify the halfway point of the table or area of play. Establish a red and a blue side. Both red and blue sides will have a base and six tanks. Players may place all 6 tanks and a base anywhere on their own side. (During the course of play, tanks can MOVE anywhere on the board.)

Basic Play:

Paper-Rock-Scissors decides who goes first. The first player decides whether he wants to ATTACK or not. If not, the player will proceed to the MOVE portion of his turn and his turn is over. However, if he decided to ATTACK, he chooses a tank to fire from and a target. If he destroys the target he may once again fire from any of his tanks. This continues until he misses a shot. When he misses, he will MOVE and end his turn.

Players keep taking turns until a base is destroyed or all of one color of tanks are destroyed.

Attack:

When attacking, a player declares which tank he will use and which tank is the target. As an example, the player could say, "Blue C attacking Red E" This would mean that the Blue team's "C" tank is attacking the Red team's "E" tank. Then the player continues and says, "Firing 13". This means that he thinks that center of the enemy tank is exactly 13 inches away. IMPORTANT: Players may ONLY measure with their eyes. Fingers or other items may NOT be placed on the table to assist in their measurement guess.

After the guess is declared, measuring tape is placed from the center white dot of the attacking tank in a straight line towards the center white dot of the target. If the guessed measurement tick mark touches any part of the paper, then that target has been destroyed. If not, then it is a miss. (24 inches is the max distance a tank can fire.) Do not show more measuring tape than needed, so the target's true distance is not unnecessarily revealed.

Move: (Hand-span: distance from thumb to pinky)

After a tank has missed (or if the player doesn't want to attack), the player may choose one tank to move in any direction in a straight line. Distance of MOVE is the player's hand-span (or shorter if desired) After a MOVE, it always means that a player's turn is now over.

Move Strategy: Sometimes it is a good idea to not attack on your turn, but just MOVE instead. Sometimes an ATTACK can giveaway your measured position, making you an easy target.

Weapon Upgrades

Each player has two special weapon upgrades to increase their chance of hitting a target: THE MEGA SHOT and THE ATOMIC SHOT. A weapon upgrade can be used only if there is one available in the player's base.

A player must declare that he is using a weapon upgrade (and specify which upgrade) before he fires. Just like a normal attack, he must declare what tank he is attacking. After the firing distance is declared, the player removes his upgrade from the base and centers it on the measurement tick mark. If any part of the circular paper upgrade touches the target (or other targets too) it is a hit. The tank(s) is removed. Whether it is a hit or not, the upgrade remains where it is. It is now equivalent to a crater in the ground which the opposing team must go around. Also, if one of your own tanks ever comes in contact with your own upgrade during a MOVE, the upgrade can be returned to the base and used on a future turn.

Other Details:

- If there is a large difference between player hand sizes, smaller hands gets to move the distance of two hand spans.
- Attacks should be no more specific than to 1/4 of an inch.
- Tanks can only fire 24 inches or shorter.
- Tanks that have been hit should be returned to base and cannot be reused.
- It only takes 1 hit to destroy a tank or a base. Game ends when base is hit.
- A "hit" occurs if the measuring tape tick-mark or weapon upgrade touches any part of the paper target, including its black border. Target is destroyed.

Common Questions:

What if I want to move, but an enemy tank or base is in my way?
Just move as far as you can until you hit the edge of the object. Then stop there. (This also applies to weapon upgrades)

What if a weapon upgrade is in my tank's path?
If it is an enemy upgrade, refer to the above question. If it is your upgrade, you may run your tank into the edge of the upgrade and stop. Return the upgrade to your base for future use.

Can I accidentally kill my own tank due to normal fire or using a weapon upgrade?
Yes. The radius of an upgrade kills anything it overlaps.

Can I aim at the ground in between two tanks to try to kill both with a weapon upgrade?
It is possible to kill multiple tanks at once, however you can never aim at the ground. You must target the center of a specific tank in a straight line. Doing this, you could still hit multiple targets if you purposely overshoot or undershoot the target. You may need to reposition your tank to have the desired outcome.