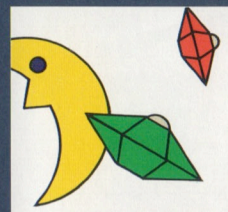
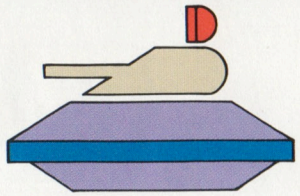
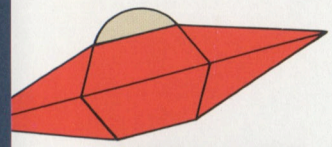
FROM

ATARISOFT™



SECURE WORLD PEACE





PREPARE FOR BATTLE

Insert the BATTLEZONE diskette into the disk drive and boot your IBM-PC as explained in your computer owner's guide. Plug a joystick into the controller jack. To go immediately to game play, press F1. If you wish to set options, press the F2 key to bring up the Option Screen. Press F5 to select the difficulty level. Each level can be played by one or two players. Press F3 to select a two-player game, and press F3 again to return to a one-player game. You can play from either the keyboard or the joystick. Select one or the other by pressing F7. Use F8 to select the monitor you are using. F9 or F10 will center the screen. Press S to switch the sound effects on or off, and press X to calibrate your joystick. To redefine the action keys used for game control, press C.

JOYSTICK CONTROLS

Push forward on the joystick to move the tank forward; pull back to make the tank move in reverse. To rotate your tank in position, push the joystick directly right or left. Move the tank in an arc by pushing the joystick diagonally in the desired direction. Fire the turret gun by pressing the joystick button.

KEYBOARD CONTROLS

Define the action keys you wish to use by selection on the Option Screen. The key you select for FORWARD moves the tank forward from a stopped position or stops the tank if reversing. The BACK key moves the tank backward from a stopped position or stops the tank if moving forward. (You must press the BACK key twice if the tank is moving forward and you want to go backward.) The RIGHT and LEFT keys cause your tank to rotate. To stop rotation, press the opposite key. Moving your tank while rotating causes diagonal movement. The FIRE key will fire your turret gun. Press P to pause and resume the game; F1 to quit and restart the game; F2 to quit the game and return to the Option Screen. CTRL-ALT-DEL will re-boot the game from the disk.

YOUR MISSION

The year is 1999, and the nations of the earth have declared a world-wide peace plan. In retaliation, a council of military commanders has unleashed battalions of automated weapons into the countryside. These aerial missiles, flying saucers, tanks, and supertanks will turn the world into a lifeless landscape unless you can stop them. Luckily, you've discovered an old military tank hidden inside a museum. With this tank you must search the countryside for enemy automatons and destroy them before they destroy you.

TANK MANEUVERS

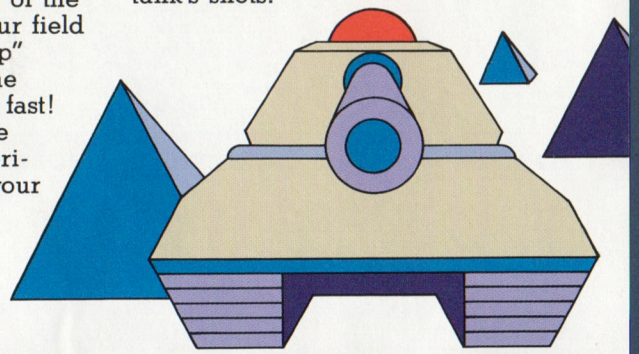
Since your electronic periscope only gives you a front view from the tank, you'll have to rely heavily on your radar screen to detect the enemy. The V-shaped lines at the top of the radar screen indicate your field of view. If you see a "blip" (enemy automaton) on the radar, you need to move fast! Rotate your tank until the enemy appears in the periscope screen, then fire your turret gun.

When you fire the turret gun, the gunsight will flash. You cannot fire again until your shell has hit something or run its course, at which time the gunsight will stop flashing. If the sight changes appearance, this indicates a tank or missile is within the sight.

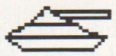
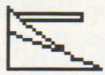
You have three or four tanks to use in completing your mission, depending on level of play. Your tank will be destroyed each time it is hit by enemy fire.

BATTLE TIPS

☐ ... Use the radar.
☐ ... Keep moving. Don't just spin in place or you will be hit.
☐ ... Use the cubes and pyramids as shields.
☐ ... Listen for the enemy tank's shots.



SCORING

	TARGET	POINTS
	Tank	1,000
	Missile	2,000
	Supertank	3,000
	Saucer	5,000

TANKS are your most common enemy. They move a bit slower than your tank, and they have a conventional tank appearance.

SUPERTANKS are sleek fighting machines which maneuver just as fast as you can, and are not subject to human error. Watch out!

MISSILES always appear directly in front of you, descending from the sky. They are sent to collide with you and destroy you. Your only hope is to destroy them first, but their zigzag pattern makes it difficult.

SAUCERS are noncombatant, but can distract you when a tank, supertank, or missile is firing at you.

Changing the level of play has the following effect:

LEVEL	NO. OF TANKS	MISSILES APPEAR AT	EXTRA TANKS AT
1	4	30,000	15,000 & 100,000
2	4	20,000	15,000 & 100,000
3	3	20,000	15,000 & 100,000
4	3	10,000	15,000 & 100,000
5	3	10,000	100,000
6	3	10,000	none

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