

ATARI<sup>®</sup> ST<sup>™</sup> Computer Game Manual

# BATTLEZONE<sup>™</sup>





*Dateline: 1999.*

*The nations of Earth have finally agreed on a world peace plan.*

*But a power-hungry rabble of military malcontents won't go for it. Instead, they've sent out armies of robot-driven weapons in a take-over gamble. These lethal machines will turn Earth into a lifeless landscape—unless you defeat them!*

*The one defensive weapon left on Earth is a vintage military tank. It's your only hope for searching out the enemy machines and destroying them—before they destroy you!*

## System Components

- ATARI ST Computer, Disk Drive, and Monitor (color recommended)
- One or two joysticks (optional)

## Getting Started

1. Make a backup copy of your BattleZone™ program disk (see your ST Computer manual for instructions). Always use the backup program disk, and safely store the original disk.
2. With your ATARI ST Computer system turned on and the GEM™ Desktop displayed, insert the BattleZone program disk into the disk drive, label side up.
3. Double-click on the floppy disk icon for the drive containing the program disk.

# Save the Earth!

4. When the disk directory appears, double-click on BATTLEZN.TOS and the BattleZone title screen appears.
5. Press **[F2]** to choose between a one- or two-player game.
6. Press **[F3]** to choose one of six Skill Levels.
7. Press **[F4]** to choose between using the keyboard or joystick. To use the joystick, plug it into Joystick port 1. For two players, unplug the mouse and plug a second joystick into Mouse/Joystick port 0.
8. Press **[F1]** (or the joystick fire button) to start the game.
9. Press **[P]** to pause the game; press it again to resume play.

## Playing the Game

You begin each game with five tanks. If you're using a joystick, push the handle forward to move your tank ahead, pull back to move your tank in reverse. Rotate your tank in position by pushing the joystick handle to the left or right. Move diagonally by pushing the handle diagonally in the desired direction. Fire your turret gun by pressing the joystick fire button.

If you're using the keyboard, use the **(Up Arrow)** and **(Down Arrow)** keys to move your tank forward and back. Press the **(Left Arrow)** and **(Right Arrow)** keys to rotate the tank in either direction. The tank will move in the direction of the key you press until you press the opposite key. Press any **(Arrow)** key to restart the tank moving in the desired direction. Moving the tank while rotating it results in diagonal travel. Press **(Space Bar)** to fire your turret gun.

When the game begins, you're looking through your tank window onto the battlefield. Your gunsight is at screen center.

Your Information Panel is at the top of the screen. The left side of the panel displays Alert Messages during battle, and shows the number of reserve tanks you have left. The right side of the panel is your score card. Your radar scanner is in the center. The scanner shows the entire battlefield; the V-shaped lines indicate your field of view. Enemy tanks show up as "blips" on the scanner.

An enemy may materialize in your field of view or offscreen.

If offscreen, maneuver your tank until the enemy comes into view, then move in on it. When your gunsight narrows on the target, fire your turret gun. You cannot fire again until your shell hits the target or runs its course.

Objects—rectangles, pyramids, and cubes—are scattered over the battlefield. These act as both obstacles blocking your shots, and shields protecting you from enemy fire.

Your tank will be shattered each time it is hit by enemy fire. A game ends when all your tanks are destroyed. Press **(F1)** (or the fire button) to restart the game at the same level. Press **(Control) [C]** or **(Undo)** to return to the GEM Desktop. (To save your high score, make sure your BattleZone program disk is in the drive and is not write-protected.)

## Enemy Weapons



**Tanks** are your most common enemy, and move slower than your tank.



**Supertanks** are aggressive fighters that match you for speed.



**Missiles** swoop from the air, intent on colliding with you. You must destroy them fast, but their zigzag maneuvers make it difficult.



**Saucers** are noncombattant, sent to distract you when an enemy tank is closing in on you.



# Scoring

You score points whenever you destroy an enemy. Point values are:

Saucer .....	5,000 points
Supertank .....	3,000 points
Missile .....	2,000 points
Tank .....	1,000 points

You win an extra tank at 15,000 and 100,000 points.

## Strategy

Use your radar scanner to locate enemy machines outside your field of view.

Keep moving. Standing still or rotating in place makes you a perfect target.

Avoid offscreen enemy fire. Listen for shots, watch the radar scanner for direction of fire, then get out of the way!

Make enemy tanks shoot and miss. Then move in close for a sure shot before their guns recharge.



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BattleZone was programmed by Andromeda Software, Inc.

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Sunnyvale, CA 94086  
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Printed in USA  
C031620 Rev. A