GAME MANUAL
MANUEL DE JEU
SPIELHANDBUCH

BATTLEZONE
2000
™
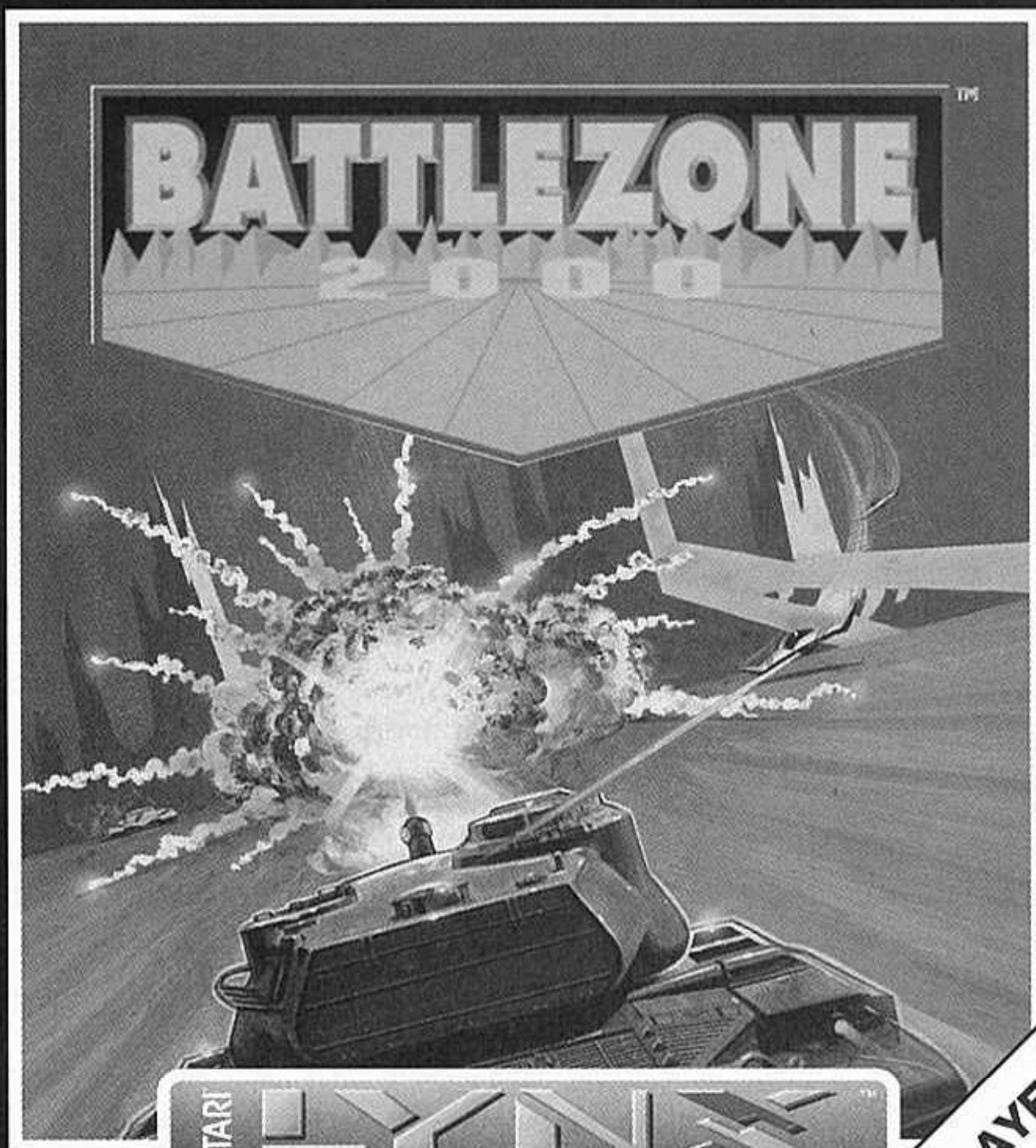
ATARI LYNX ™
VIDEO GAME CARD · CARTE DE JEU

1 TO 4 PLAYERS

ATARI®

Introduction

2005 A.D. It's man vs. machine in World War 3. A mysterious virus has infected the Supertank's ultra-sophisticated computer systems, turning these mighty AI-programmed weapons of destruction against their creators. Humankind is on the verge of extinction ... Free the battle zones from the devastating clutches of this robotic plague!

GETTING STARTED

1. Insert your Lynx Battlezone 2000 card into your LYNX.

2. If two to four people are playing, connect the Lynx machines with the Comlynx Cable as shown in your Lynx Instruction Manual.

3. Press ON.

4. Press the B button to start the game.

GAME CONTROLS

[JOYPAD]	Drive forward, backward, turn left and right.
[A]	Fire shot
[B]	Fire missile
[PAUSE]	Pause game
[OPTION 1+ OPTION 2]	Self-destruct
[OPTION 2 + PAUSE]	Flip the display
[OPTION 1 + PAUSE]	Reset the game

ENEMY REVIEW SCREEN

Before you begin you can view the different enemies and powerups in the game by pressing the joypad left or right. Press B to access the Game Set-Up Menu and begin to play.

GAME SET-UP MENU (SEE FIG.1)

Press the joypad up or down to make a selection in the Game Set-up Menu. Auto Set-up allows you to pick from three computer-made tanks. Press A to cycle through the different tank types. Each tank's attributes will be listed in the status bars below.

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You can customize your own tank by adjusting the value settings of your missiles, fuel, ammo and shield. To decrease the value of an item press the joypad to the left. This gives you some credits to spend. To increase a value press the joypad right. Once you have made all your selections, select OK and press A.

You have a total of 100 credits available to spend. Note that missiles cost 10 credits each, so you must have at least 10 credits available to increase your missile arsenal. You cannot buy more than three missiles for a tank, and you must spend at least one credit each on fuel, ammo and shields.

MAIN GAME SCREEN (SEE FIG. 2)

The following items appear on the Main Game Screen:

Shield, Fuel, Missile and Ammo icons display the status of each.

Radar displays the location of your enemies in relation to your tank.

Reserve Tanks show how many tanks you have left.

Crosshair is for targeting your enemies.

Timer displays how much time you have left to complete a timed wave.

Wave Number displays the current wave number.

Enemies Required displays the number of tanks you must kill on the current wave.

Points Required displays the number of points you must score on the current wave.

FIRING MISSILES

To fire a missile, position the crosshairs over an enemy until the crosshairs bend.

This means that you have locked on your enemy and when you fire a missile, it will home in on the target. If you fire the missile without getting a lock on your enemy, that missile will fly straight. Each missile that successfully strikes a target will inflict five points of damage to your enemy.

POWERUPS

Scattered throughout each level you will find a variety of powerups that will help replenish your tank's fuel, ammo, missile and shield meters. To collect a powerup, simply drive over it.

ENEMY SPECIFICATIONS

Name	Hits	Weapons	Top Speed	Points
Saucer	1	none	fast	600
Tank	2	gun	medium	300
Supertank	3	gun	very fast	700
Heavytank	6	2 guns	slow	1000
Missile	1	none	very fast	500

MULTIPLE-PLAYER GAMES

When you play a multi-player game, each player's tank will be a different color. Enemies will appear in green. If any player is killed before the game is over, that tank will become a "ghost" tank, allowing that player to drive around the battlefield and watch the rest of the battle. You can turn off the enemy tanks in a multi-player game by selecting the CPU ENEMY box on the SET UP screen and pressing A or B until it reads "OFF." This allows you to fight against the other players without the enemies getting in the way.

HELPFUL HINTS

The values you assign to your fuel, ammo and shield settings at the beginning of the game determine the maximum amount of each you can carry with you during battle. If you design a tank with 20 shields, the maximum number of shields you can have is 20. If you design a tank with no missiles and you pick up a missile powerup, that powerup won't do anything for you.

The more shields your tank has, the slower it will move. As your tank takes damage, it will lose its shield and actually move faster.

If your tank is extremely fast, it is possible for you to outrun missiles. You and the enemies can shoot down incoming missiles. Be careful not to shoot down your own missiles! Self destruction not only destroys your tank, but can also inflict mass amounts of damage to nearby enemies.

The battle zone is surrounded by an impassable border. If a missile or shot hits an obstacle like a pyramid, it will stop. Missiles and shots cannot be fired past the borders of the battle zone.

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