

GAME MANUAL  
MANUEL DE JEU  
SPIELHANDBUCH

MANUALE GIOCO  
MANUAL DEL JUEGO  
SPEL HANDLEIDING

# STEEL TALONS™



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU

  
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# ***LYNX STEEL TALONS***

Warning lights flash on the control panel of your high-tech AT1196 Steel Talons combat helicopter. You know what that means! Your on-board sensors detect incoming missiles. You lower the helicopter to just a few feet off the ground to avoid disaster. Your eyes grow wide as you see an enemy tank appear suddenly, right in front of you, guns blazing. You press the trigger and pound the tank with a volley of rounds from your machine guns. BOOM! That's one less tank to worry about. As you rise to avoid the flying debris, a missile flies within inches of your tail rotor. That was a close one!

## ***Getting Started***

1. Insert the Lynx Steel Talons game card in the Lynx Machine.
2. Press On. The title screen appears.
3. Press A or B. The Title, Credits, and High Score screens cycle.
4. Press A or B again. The Mission 1 screen appears. Press up or down on the joypad to see the missions you can fly. When you start the game, the only available missions are Training, Mission 1, and Mission 2. As you gain experience, more missions will become available.
5. To start the selected mission, press A or B.

## *Pre-Flight Briefing*

You may have flown before, Captain, but you've never flown anything like the AT1196 Steel Talons combat helicopter. Listen to me and listen carefully while I tell you how to fly this baby. Remember everything I say. You mess up and we lose this battle. That could mean the whole war.

The AT1196 is a state-of-the-art machine designed for only one thing: finding and destroying the enemy. I'm going to explain the controls one time and one time only. Get it right or you'll never make it back alive.

### *Views*

There are two different views available. You can follow the computer and look at your helicopter from behind and slightly above (Screen 1). This view provides a clear picture of your ship and your targets. You can also use the cockpit view. This view lets you look straight out the cockpit window (Screen 2). Press B and Option 1 together to change the view. (Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.)

In either view, you have some gauges to help you. Top center is your compass. On the right side is your altimeter, with the total score below it. Along the left side is your speed indicator (for forward or backward speeds), and below that is the elapsed time for your current mission.

## *Map/Target Computer*

The AT1196 has a sophisticated on-board computer. Press the Option 1 button on your control panel to call up the computer screen. If your target sights are locked on to a target, a detailed picture of the target will show up on the screen (Screen 3).

If you have not locked on to a target, the Map/Target computer will display a map of your entire target area. The map screen shows every enemy target in the area. Your AT1196 appears as a small V. The point of the V shows the direction you are headed (Screen 4).

The Map/Target computer shows more than the map or target. It also provides information that is crucial for your success. Look at these data areas, Captain. You'd better memorize what they mean.

- Radar: Shows the location of nearby targets relative to your craft. The point of the V represents your helicopter. Anything within the V is within sight and range.
- Lives remaining: The AT1196 is a strong craft. It can be shot down four times before it is destroyed. If the Steel Talons craft is destroyed, so are you, so be careful.
- Enemy count: The computer shows how many targets are left before the target area is clear. To complete the mission you must destroy all enemy targets.
- Time: Clearing the target area is good, but it is not enough. If you take too long, there will not be enough time to

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- Time: Clearing the target area is good, but it is not enough. If you take too long, there will not be enough time to

complete all the missions you must fly. The amount of time varies from one mission to the next.

- **Missile count:** Your machine is equipped with eight guided missiles. Use them only when things are critical.
- **Rocket count:** You have 38 rockets at your disposal. Learn to use them. They will keep you alive.
- **Ammo count:** Your machine gun is loaded with 1200 rounds. This is not your ordinary machine gun. A couple well-aimed shots at close-to-medium range can take out a highly armored vehicle.

## *Weapons*

Now that you understand the on-board computer system, it's time to get down to the real business of war. A crosshair target sight will guide you to your target. If you are too far right or left of a target, an on-screen display will tell you which way to go (Screen 5).

- **Machine Guns:** Press A to fire your machine guns. The rounds will go in the direction of your target sight. Pound the target and BOOM! No more target.
- **Rockets:** Press B and Option 1 together to fire a rocket burst. Rockets are not guided, but if they hit the target, the target will be gone without a trace.
- **Guided Missiles:** Press Option 2 when the sights lock on a

target to fire a guided missile. The missiles are great for long-range targets, but you only have eight so use them wisely.

If there are multiple targets, the target indicator will lock onto the closest one. When the indicator turns white, you can only use your missiles or rockets. When it turns red, the target is in machine-gun range.

## *Flying*

I'll make this quick. You must learn to keep the AT1196 Steel Talons in the air. The ground is just as deadly as the enemy tanks. Land only if you have no choice. And whatever you do, don't crash into a mountain! We lose you, we lose everything.

First you have to get off the ground. Press up on the joypad while holding down the B button to increase your altitude. Watch the altitude gauge on the right of the screen.

To descend, hold down the B button while pressing down on the joypad. Again, watch the altitude gauge. If you hit the ground, you will crash.

Press up on the joypad to increase your forward speed. Remember, speed is important. You must clear the target area as quickly as possible if we are to succeed. Press down to decrease speed. This is especially important when approaching a mountain or an enemy.

To steer, press right or left. You will go in the direction you press. Some of the missions you must fly require quick turns, so be sure



you know how to steer well.

You can also rotate your helicopter by holding down B while pressing right or left on the joypad. This is an important move when you are flying over multiple targets.

If necessary, you can land. Pick your spot, slow to zero, then descend slowly until you touch down. You can do this (carefully!) on any flat piece of land, but the best bet is to look for the helipad (Screen 6).

Well, that's all I can tell you. The rest is up to you. Go out there and win us a war!

## *Strategy*

Use the machine guns whenever possible. Only use missiles on very dangerous, long range targets. You only have eight, and you will need them. Rockets are more plentiful than missiles, but you will run out more quickly than you think.

The target sight may lock on to a target that is behind a hill. If you fire at hidden targets, you may put a dent in a mountain, but you will not do any damage to the enemy. That's a real good way to waste a missile.

Use the map as often as possible. You cannot afford to waste time searching for targets. When you look at the map, notice the mountains, rivers, and roads. Use them to navigate toward your

target. If you fly over the edge of the map, you will wrap to the other side.

Watch out for the enemy radar message at the bottom of the screen. When this message appears, they'll start throwing everything they've got at you.

Don't waste time flying slowly. You have to move if you want to win this war!

Listen carefully to the instructions I will give you at the start of each mission. I will tell you what you must do to succeed.



Screen 1



Screen 2



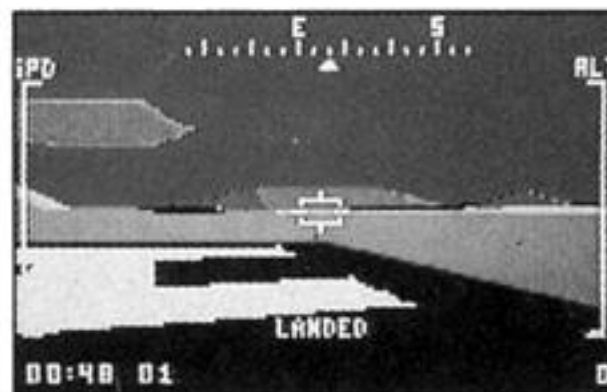
Screen 3



Screen 4



Screen 5



Screen 6



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