

ATARI[®] XE VIDEO
GAME
CARTRIDGE

Game Manual

BATTLEZONE[™]



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 bent on winning world power for themselves. These lethal machines will turn Earth into a lifeless landscape—unless you can defeat them!

The only defensive weapons left on Earth are vintage military tanks. They are your only hope for searching out the enemy weapon machines and destroying them—before they destroy you!

System Requirements

- Atari XE game system console, or XL™ or XE computer
- Color TV or color monitor
- One joystick

Getting Started

1. With your XE game console turned off and the joystick plugged in, insert the Battle-Zone game cartridge into the slot on the top of your console.
2. Turn on your TV or monitor, then press the **[Power]** key to turn on the system. The Battle-Zone title screen appears followed by the game play screen.

3. The game starts at level 1, the easiest level. To change the level, press the **[Option]** key until the level you want (1 through 5) appears. Pressing **[Option]** during play ends the game.
4. Press **[Start]** or the joystick fire button to begin play.
5. Press **[Select]** to pause the game; press it again to resume play.

Playing the Game

You begin each game with four tanks. 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.

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

e Earth!

Your tank will be shattered each time it is hit by enemy fire. A game ends when all your tanks are destroyed.

Press [**Start**] or the joystick fires button to restart the game at the same level.

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 quickly, but their zigzag maneuvers make it difficult.



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

The Information Panel

Your information panel is at the top of the screen. The left side of the panel displays alert messages during battle. The right side of the panel shows scores and the number of reserve tanks. In the center is the radar scanner. The scanner shows the entire battlefield; the wedge-shaped area indicates your field of view. Enemy weapons show up as "blips" on the scanner.

The Battlefield

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.

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.

Scoring

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

| | |
|-----------------|-------------|
| Saucer | 5000 points |
| Supertank | 3000 points |
| Missile | 2000 points |
| Tank | 1000 points |

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

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, and omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written permission of Atari Corporation.

Atari, BattleZone, XE, and XL are trademarks or registered trademarks of Atari Corporation.

XE version of BattleZone was prepared by Ken Rose.

Copyright © 1987, Atari Corporation, Sunnyvale, CA 94086. All rights reserved.

Printed in Taiwan. C031877
C031877/A1
K. I. 12. 1987

