

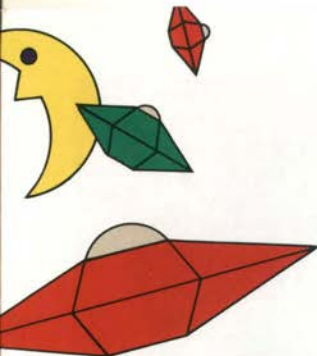
An Apple II computer unit is shown from a top-down perspective, resting on a metallic surface. The background is a fiery orange and red, suggesting a battle scene.

APPLE II⁺

BATTLE ZONETM

FROM
ATARISOFTTM

A2D
S G



SECURE WO

PREPARE FOR BATTLE

Insert your BATTLEZONE diskette into the disk drive. (If you are using joystick control for the game, plug your joystick into the controller jack.) Boot your APPLE computer as explained in your computer owner's guide. To go directly to game play, press RETURN.

Press the Space Bar to display the Option Screen. Once at the Option Screen, you may press K to select keyboard control and R to redefine action keys, or press J to select joystick control. Press 1 or 2 to select a one or two player game, and S to switch the sound effects on or off. CTRL-Q to quit and restart the game anytime, CTRL-0 to quit the game and return to the Option Screen. Reset or CTRL-Reset will reboot the game from the disk.

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. Line your sights carefully on enemy tanks by gently tapping the joystick. Fire the turret gun by pressing the joystick button. Press ESC to pause; press again to continue play.

KEYBOARD CONTROLS

Define the action keys you wish to use by pressing R 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. Unless redefined, press ESC to pause and resume the game.

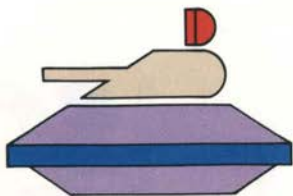
WORLD PEACE

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.

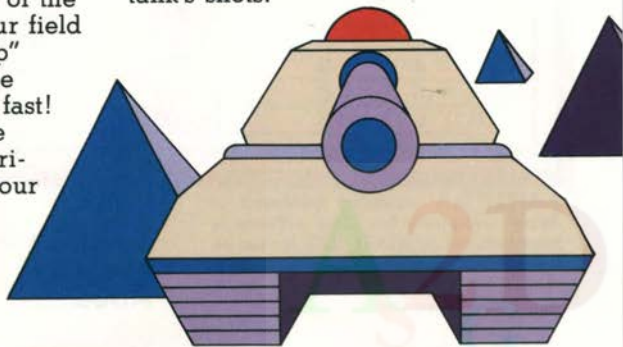


When you fire the turret gun, the gunsight will flash. You cannot fire again until your shell has hit something or run its course, at which time the gunsight will stop flashing. If the sight changes appearance, this indicates a tank or missile is within the sight.


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	20,000	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

† APPLE is a registered trademark of Apple Computer, Inc. This software is manufactured by ATARI, INC. for use on the APPLE II computer and is not made, sponsored, authorized or approved by Apple Computer, Inc.



A Warner Communications Company

© 1984 Atari, Inc. All rights reserved.

Printed in U.S.A.

1312 Crossman, Sunnyvale, CA 94086