NUS-NBXE-USA

INSTRUCTION BOOKLET

BATTLETANX™



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CONTENT RATED BY ESRB

3DO™

NINTENDO.64

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The Nintendo® 64 Controller

Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right), then press START while holding down the L and R Buttons.



The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

The Nintendo® 64 Controller

Holding the Nintendo 64 Controller



While playing the BattleTanx game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B, or C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3, and Player 4.



The left-most socket with a controller connected to it is the default Player One controller. If you change the connection during the game, you must return to the Game Setup screen and change the number of players to make the new connection active.

Prologue

You are Griffin Spade, warrior and battle leader in a post-Apocalyptic future. Your destiny is to fight your way across the radioactive wastelands that were once known as America, in order to find the woman you love.



You can still remember how it all started. The precursor of the Apocalypse was a lethal virus that appeared from nowhere. Known as the X2 Virus, it was selective, choosing only females to act as its host.

The week the news about the virus broke, you had other things on your mind. Madison, the love of your life, had just agreed to marry you, and wedding plans were all you wanted to think about. Your plans were doomed to be delayed by a small matter: the collapse of civilization.

In the early stages of the outbreak, the virus was presumed to be an influenza-type organism, so there was no reason to set up quarantine zones. Because the microbreak was not contained within those first crucial days, the X2 Virus was able to develop into an unstoppable tidal wave of destruction. The world's population of women was reduced to a tiny fraction of its former numbers.

The second phase of the Apocalypse was anarchy, caused by panic among the men who dominated governments worldwide. Focusing their attention on saving the remaining women, governments rounded up all survivors, by force if necessary, and relocated them to secure, quarantined facilities in secret locations. This policy was implemented virtually worldwide. Discontentment and rioting soon followed, as groups of men banded together to form pseudo-militias. The barrier between civilization and anarchy toppled, and the world became a factionalized collection of small nation-states virtually overnight.

In your home town, New York City, many militias were formed in those dark days, and you became a member in order to protect your fiancée, Madison. She was one of the lucky women whose body chemistry was resistant to the X2 Virus. In the end, Madison made the decision to voluntarily give herself up to the government relocation forces, in order to save you. Madison knew you would give your life to defend her. Her current location is unknown.

The third and final phase of the Apocalypse was global war. The remnants of the world's governments opted for what was in their short-term best interest. With this twisted logic, the country that could secure the most women would be in the best position for maintaining its population. Countries with large military forces immediately attacked neighbors in hopes of

Prologue (cont)

capturing and containing their surviving females. Although there are no known records about who fired the first nuclear shot, in the end it didn't matter.

New York took many direct hits during the war, but luckily, you had scavenged an abandoned National Guard tank and gotten it operational just a few days before the attack. You survived the next few months because almost all modern tanks come equipped with "NBC" (nuclear/biologic/chemical) systems that make them nearly invulnerable to secondary nuclear effects. Ninety-nine percent of the population of New York was not so lucky.



The world as you knew it is gone, devoured in the purifying fire of nuclear cataclysm. The massive amount of fallout caused catastrophic famine and ecological damage across the entire planet. Over half of the sprawling cities that once consumed the land with their brilliance and innovation are now only rubble. However, the X2 Virus is no longer a threat - the few women who have survived its decimation are all immune, and infinitely precious to the few surviving men who still populate a desolate Earth.

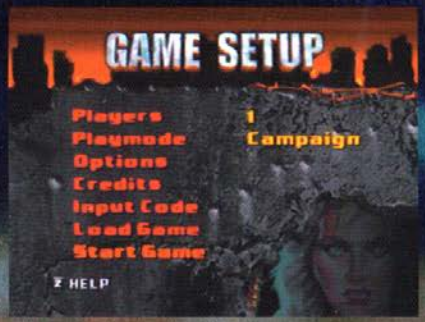
For you, there is nothing left in New York. Madison must have survived the madness, since the survival of virus-resistant women was the U.S. government's absolute top priority. Somewhere out West, she is waiting for you. But many challenges lie in your path. The survivors of the devastation now claim ownership to vast regions. These militarized gangs are known as Tribes, and they show no mercy to strangers. In these societies, women are now treated as holy entities. Referred to as QueenLords, they are both tribal rulers and objects of jealous adoration. Tribes guard their QueenLords at any cost. Almost certainly Madison can be found somewhere under the "protection" of such a Tribe...



Game Setup

GAME SETUP SCREEN
When you load the BattleTanx Game Pak, the title screen appears. Press START, and the Game Setup screen appears. Use the Control Stick Up/Down to highlight any of the choices. Press the Z Button for onscreen help.

NOTE: the + Control Pad and C Buttons can function in place of the Control Stick for all menu screens.



PLAYERS - Changes the number of players in a game. One to four may play, depending on the number of controllers connected. Control Stick Left/Right changes the number.

PLAY MODE - Lets you select the type of battle you wish to play. Use the Control Stick Left/Right to change modes.

Single Player Campaign Mode - You will compete against computer-controlled opponents in 17 unique environments. When selected and START GAME is activated, player is taken to the opening cinematic. Pushing START while the opening cinematic is playing will bypass it.

Multiplayer Modes
Deathmatch Mode - The first player achieving a total of seven kills, wins.

Battlelord Mode - The first player capturing all the opposing team's QueenLords, wins.

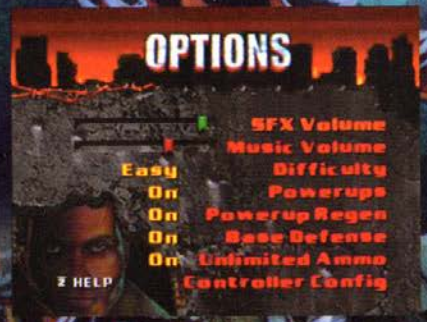
Annihilation Mode - The last player with tanks remaining on the battlefield, wins.

Family Mode - An alternate style of Deathmatch play, where you have unlimited main cannon ammo, and powerups are automatically armed in sequence when you pick them up. Powerup weapons are used in preference to your main cannon. Single-button control is utilized; all weapons are fired from the Z Button.

See the "Multiplayer" section on page 21 of this manual for more information on configuring multiplayer games.

Game Setup (cont)

OPTIONS - Highlighting this option and pressing the A Button takes you to the Options screen, which allows you to customize BattleTanx to your liking. To exit this screen, press the B Button. Use the Control Stick Up/Down to highlight any option, and Control Stick Left/Right to change the option (except Controller Config, as explained below).



SFX Volume - Set sound volume from one (1) to eight (8). (8 is default)

Music Volume - Set music volume from one (1) to eight (8). (6 is default)

Difficulty - Set the difficulty level to Easy, Normal, or Hard. (Easy is default)

Powerups - Determines whether powerups will appear in the game. (On is default)

Powerup Regen - Determines whether powerups will automatically regenerate after a certain period of time. (On is default)

Base Defense - Determines whether the player starts with Gun Buddies defending their base. (On is default)

Unlimited Ammo - Determines whether the player has unlimited ammo for his primary weapon. (Off is default)

Controller Config - Highlighting this option and pressing the A Button will activate the controller configuration screen. Here you will be able to configure the game controls to your personal preferences. See the "Controls" section on page 9 for more details. To return to the Options screen, press the B Button.

Game Setup (cont)

INPUT CODE - If you do not have a Controller Pak, this option is useful for continuing a game that you previously quit playing. When you select this option, the Game Setup screen changes to the Input Code screen. Here you can input a level code, which you obtain at the end of each level. This level code specifies the number of tanks, skill level, and the level completed; when input, it will take you to the beginning of the level after the one on which you obtained the code. Selecting letters is done by moving the highlight over the desired letter with the Control Stick and then pressing the A Button to input the letter. The highlighted letter will then appear on the screen. Once all the letters are input, highlighting ENTER and pressing the A Button will activate the code for the next game. Once you input the code, pressing the B Button takes you back to the Game Setup screen. Selecting "Start Game" will take you to the beginning of the next level.



LOAD GAME - (single player only) When highlighted, players who have a Controller Pak can load saved games. Players will be able to save games at the end of each level (players without Controller Paks must use level codes). Only one Campaign game may be saved on any single Controller Pak.

START GAME - Begins the game. After other selections are made, when highlighted and the A Button is pressed, the game starts.

Controls

CONTROLLER CONFIG SCREEN



There are four preset configurations: Easy, Arcade, Gunner, and Driver. Use the Control Stick Up/Down to highlight any option; use the Control Stick Left/Right (when the preset name is highlighted) to change the preset. If you wish to customize the preset controller configurations, highlight the option you wish to change, then press the button you wish the action to correspond to. The button icons (the one you are changing from, and the one you are changing to) will swap places. To return the preset controller configuration, highlight the configuration name and move the Control Stick Left, then Right. Once these preferences are set, highlighting DONE and pressing the A Button will return you to the Options screen.

Rumble Pak™



The BattleTanx game is compatible with the Rumble Pak accessory. Before using a Rumble Pak, make sure to read the Rumble Pak accessory instruction booklet carefully. BattleTanx supports "hot" insertion of the Rumble Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak at any other time, please make sure the Control Deck is OFF before doing so.

Controller Pak™



The BattleTanx game is compatible with the Controller Pak accessory. Before using a Controller Pak, make sure to read the Controller Pak accessory instruction booklet carefully. BattleTanx supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please make sure the Control Deck is OFF before doing so. Only one memory slot is utilized on a Controller Pak for saving Campaign games; for additional save games, use additional Controller Paks.

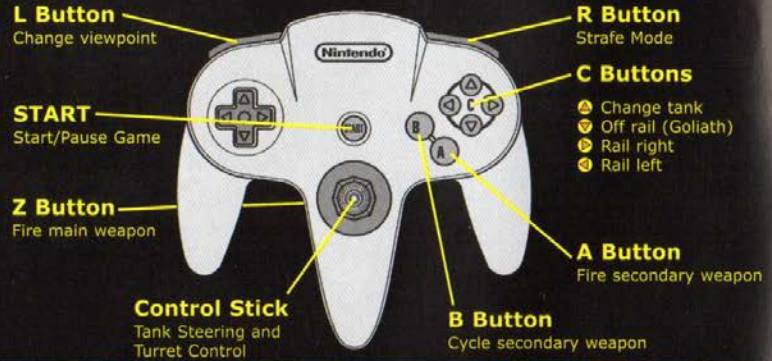
Controls (cont)

Preset Configuration - Easy (Default)

In EASY MODE, the Tank Hull and Turret are locked together.

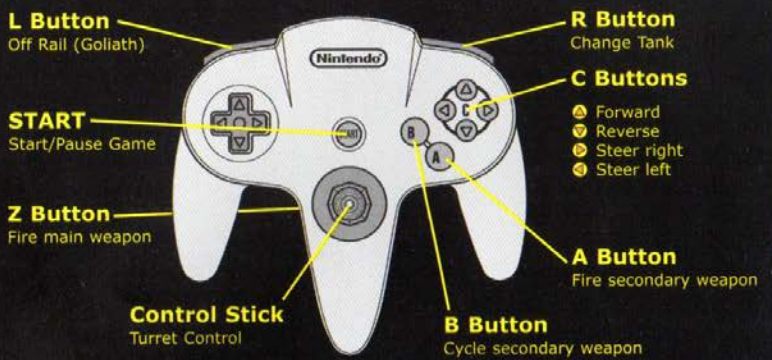


Preset Configuration - Arcade

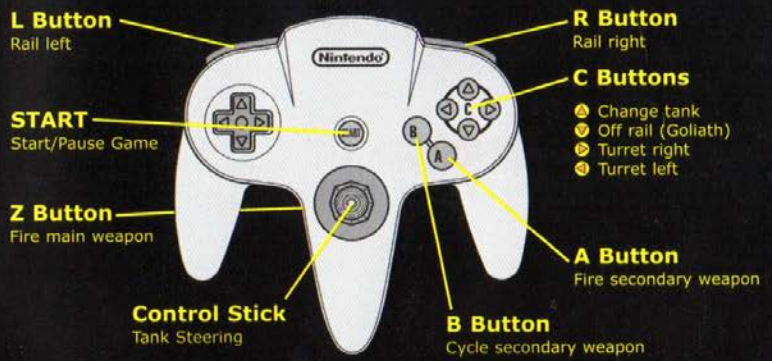


Controls (cont)

Preset Configuration - Gunner



Preset Configuration - Driver



In the Game

Heads-Up Display (HUD)



1) #of Tanks
2) Health Bar
3) Current Score
4) Main Cannon Ammo Count
5) Selected Powerup and Quantity
6) Map

Special Items

QueenLord icon - Inside every Fortress is a QueenLord, represented by an icon. Like any powerup, simply drive your tank over the icon to pick her up.

Bunkers - There are two types of bunkers, destructible and fortified. They are very similar in appearance (a small, blue-gray, boxy building), but the destructible type are distinguished by red lights on top.

Gun Buddies - These come in several sizes and types, from small machine gun turrets and rocket lauchers to large laser mounts. The bigger they are, the harder they fall.

Special Notes

- Bonus levels appear after each city is completed (Campaign game only). You will command a Goliath tank on a rail; your objective is to destroy as many waves of attacking enemy tanks as possible. You cannot take the Goliath off the rails in the Bonus levels. Use the Rail Left and Rail Right controls to move along the rails, the Control Stick to aim the turret, and the Z Button to fire your main cannon.

In the Game (cont)

- Watch your score. You receive an extra tank in your arsenal for every 50,000 points that you rack up. Bonus levels are a great way to gain extra points.
- Many of the walls, fences and buildings in each level can be destroyed. Buildings often contain powerups, which you can only get to by destroying the building containing them.
- Completing the Campaign game allows you to replay the Campaign using any of the Gangs. BattleTanx will offer you a special code to unlock them.

Pausing or Quitting the Game

To pause the game, press Start. To quit or restart, press Start, highlight the appropriate option using the Control Stick Up/Down, and press the A Button.

Scoring

You increase your score whenever you destroy an enemy tank, structure, or gun emplacement. Obviously, the bigger the tank, the better the score, but Goliath tanks on rails are worth more than Goliaths out on patrol. Capturing an enemy QueenLord nets big points. The scoring works as follows:

MotoTank:	500
M1A1:	1000
Goliath:	3000
Goliath on rails:	5000
Getting Powerup:	100
Destroying a Fortress:	1000
Gun Buddies: (range)	100 to 2500
Capture enemy QueenLord:	1000
Returning QueenLord to base:	5000
Beating Par Time:	4000 + 100/second under par time

Developer High Scores

These are some of the high scores achieved by our internal programming and test staff. All of them were achieved while beating par time. See if you can beat them!

Easy:	2359400
Normal:	1769800
Hard:	1637200

Tanx

MotoTank

Necessity, as they say, is the mother of invention. How else to explain this hybrid vehicle? Born of a motorcycle fork and customized treadwork from a military half-track, the MotoTank trades armor for speed. Watch out for them near your Fortress, as they are the abduction vehicle of choice among the inner-city gangs.



M1A1 Abrams

The cavalry workhorse of the US Army during the war, the M1A1 Abrams is a fearsome machine. With a 1500-horsepower turbine engine and special depleted uranium armor, the M1A1 can achieve 42 mph — an impressive speed for a vehicle weighing over 135,000 pounds. Although it is difficult for smaller tribes to keep these beasts running and armored, larger tribes have little to lose by fielding them.



The Goliath

The marriage of heavy firepower and rails is ancient history in terms of technology, but the Goliath is a strange crossbreed. Actually a tank mounted on a small rail platform, it can leave its railway bed at any time (except in Bonus Rounds). Designed for Fortress protection, its firepower is incredible. Its 210mm gun can knock the fight right out of an M1A1.



Gangs



The Urban Decay

Made up of street punks and predatory vermin who have mutated into maniacal cannibals. A devastated New York is their territorial home. The Urban Decay gang starts with the Swarmer Missile powerup. In Multiplayer modes, they are outfitted with four M1A1s and one Goliath.



Psycho Brigade

A nightmare army of convicts and insane asylum inmates that together resemble a pack of rabid pit-trained rottweilers that have learned to drive tanks. The Psycho Brigade gang starts with the Shield powerup. In Multiplayer modes, they are outfitted with two M1A1s, two MotoTanks, and one Goliath.



Skull Riderz

Destruction is a way of life for this roaming motorized wolf pack made up of outlaw gangs and bikers who rule the interstates of the Post Apocalypse. The Skull Riderz gang starts with the Guided Missile powerup. In Multiplayer modes, they are outfitted with four MotoTanks and one Goliath.

Gangs (cont)



Mech Maniax
Combining conspiratorial paranoia, right wing militia politics, and a whole "mess-o-weapons", the Maniax are a mechanized army made up of survivalists and extremists. The Mech Maniax gang starts with the Gun Buddy powerup. In Multiplayer modes, they are outfitted with two MotoTanks, two M1A1s, and one Goliath.



Charlie Company
When the US Army fragmented, the surviving remnants formed Charlie Company; highly mechanized, highly disciplined, and highly likely to kill anything that moves. Charlie Company starts with the Laser powerup. In Multiplayer modes, they are outfitted with two MotoTanks, one M1A1, and two Goliaths.



Nuclear Knights
A secret government experiment that went wrong, after the Apocalypse these "Super Soldiers" escaped from their lockdown cells and armed themselves with the latest in weapon technology. The Nuclear Knights gang starts with the Nuke powerup. In Multiplayer modes, they are outfitted with five Goliaths.

Gangs (cont)



After Shocks
After earthquakes, firestorms, and the ravages of nuclear war decimated Southern California, this gang headed up north to continue the carnage. Made up of freaks, punks, and post-apocalyptic mutants. The After Shocks gang starts with two powerups, Grenades and Mines. In Multiplayer modes, they are outfitted with three MotoTanks, one M1A1, and one Goliath.



Dark Angels
The Dark Angels consider themselves servants of their God. Their mission is to reshape the world in His name. The Dark Angels gang starts with the Cloaking powerup. In Multiplayer modes, they are outfitted with two MotoTanks, two M1A1s, and one Goliath.



Griffin's Army
Griffin Spade built a mighty army to conquer the Gangs of the Post-Apocalypse so that one day he could be reunited with his lost love, Madison. In the Campaign, Griffin's Army starts with no powerups. In Multiplayer, they start with a randomly assigned powerup. In Multiplayer modes, they are outfitted with four M1A1s and one Goliath.

Powerups



Star
This powerup, left behind when a tank is destroyed, gives a variable amount of ammo and armor. It is only available briefly, then it is removed from the battlefield.



Health
The Health powerup restores up to 1/3 armor strength to your vehicle.



Ammo
The Ammo powerup adds 30 shells to your primary weapon (cannon) if you are in an M1A1 or Goliath tank. This powerup adds 70 shells to the Moto-Tank's armory.



Shield
Causes weapon fire to reflect off your tank without inflicting damage. An active shield can take a limited amount of damage, and several hits will destroy a shield.



Bonus Points
Adds 1000 points to your score.

Powerups (cont)



Radar
Activates a radar sensor on your HUD, showing all enemy tanks on your map. In addition, enemy tanks will have a color-coded triangle above each of them. Radar lasts until your tank is destroyed.



Extra Tank
Adds an extra tank to your team reserve.



Swarmer Missiles
When used, this powerup fires a group of three missiles. These missiles inflict a moderate amount of damage.



Grenades
When used, a single grenade is launched forward from your tank. Grenades have a delayed fuse, and will bounce off of objects in front of you. They are exceptional for clearing mine fields.



Guided Missiles
When fired, your camera view shifts to directly behind the missile. By holding the A Button and using the Control Stick, you can guide the missile to a target.

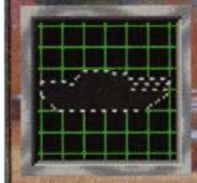
Powerups (cont)



Mines
When used, this powerup drops a small but powerful land mine. Any tank running over this mine will take considerable damage. Mines do not differentiate between friend or foe, except for scoring purposes.



Laser
When used, the Laser powerup fires a high-energy pulse that does great amounts of damage.



Cloaking
This makes your tank invisible to all enemies (including radar) until it wears off. A tank will also be briefly visible when a weapon is fired, and while transporting a QueenLord.



Nuke
A tactical nuclear warhead that does huge amounts of damage to everything on the map, including the individual who launched the weapon. Proximity to the bomb when it goes off results in more damage. It is on a time-delay fuse.



Gun Buddy
When activated, this powerup will drop an automatic gun turret behind you. The Gun Buddy will attack any mobile enemy unit and will continued to attack until it is destroyed.

Multiplayer

BattleTanx multiplayer modes are designed for up to four players, and require at least two teams. For a listing of the various modes of multiplayer gaming, see the section titled, "Game Setup" beginning on page 6.

NOTES

- Only Player One can control the Game Setup Screen, where the number of players, multiplayer mode, powerup options, and controller configurations are chosen.
- A single player can play a multiplayer game, using up to three computer controlled opponents. Pressing the L or R Buttons cycles through the computer opponents so that their team alignment can be modified. Computer opponents play at the Normal skill setting.
- Any player can pause or continue a multiplayer game by pressing Start, but only Player One is able to force the game to quit.
- Killing your own team members does not count toward your team score.

TEAM ALIGNMENT SCREEN

This screen lets you select your team color and experience level. The experience levels (Novice, Normal, and Advanced) affect:

- how much damage you give and take
- the strength of your Gun Buddies
- how long it takes you to resurrect in Battlelord

Use your Control Stick Up/Down to move between options, and Control Stick Left/Right to change the selected option. Once all players have made their alignment selections by pressing the A Button, they will be taken to the Choose Gang Screen.



Multiplayer (cont)

CHOOSE GANG SCREEN

Here the various tribal armies that form the gangs of the BattleTanx world are assembled. Using the Control Stick Left/Right, you will scroll through the various gang pictures and choose one. By moving the Control Stick Up/Down, you can see a graphical representation of the gang's tanks and starting powerups. Selection is finalized by pressing the A Button. Players are then taken to the Occupied Territories screen. See the "Gangs" section for detailed descriptions of each gang.



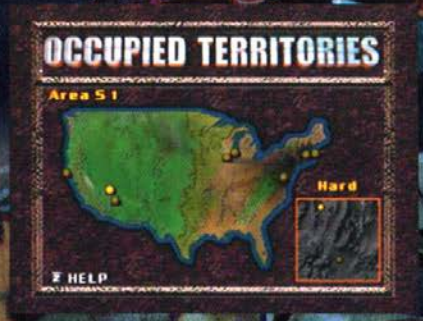
Notes on Choosing a Gang:

- In Deathmatch and Family Mode play, your team will consist of all the tanks the gang controls minus one Goliath. For most gangs, this will mean that they get NO Goliath tanks. Exceptions are the Nuclear Knights and Charlie Company.
- In Annihilation play, you will get all the tanks assigned to a gang, but they will all be released simultaneously, with four of your tanks under computer control.
- In Battlelord play, one Goliath tank is automatically set to defend your Fortress. This Goliath is only available at the outset of the mission; if the gang you choose has only one Goliath tank in its arsenal, you will get no more if it is destroyed. You will continue to cycle through all of your other tanks until the game ends.

Multiplayer (cont)

OCCUPIED TERRITORIES SCREEN

In multiplayer mode, this screen allows you to choose the setting for the game (i.e. which city or area you wish to play in). There are eight unique environments for Annihilation, Battlelord and Deathmatch scenarios to choose from. Move the Control Stick Left/Right to change the selected area. After selection has been made, the game will start.



Occupied Territories - Description

The Arena - A simple map designed for getting accustomed to multiplayer gaming.

New York - Even seedier now than it was before the war, Times Square offers plenty of opportunity for death and destruction. Take the train uptown to Queens for a change of scenery. These maps are only available for play by two players.

Chicago - Devastated by war and riot. Players may choose either the Lake Shore Drive waterfront area or State Street, the main passageway through the Loop.

Las Vegas - Looted and abandoned. Area 51 (outside Las Vegas) and Fremont Street (just off the Strip) are ready to see some action.

San Francisco - The promised land - a city that survived most of the wars and looting. Take on your opponents near the markets and former tourist haunts of Pier 39, known as "The Wharf".

Hints and Tips

- Steer clear of gas stations and barrels, because when they explode they can damage your tank if you are near them.
- Destroy buildings to obtain powerups (buildings and walls which can be destroyed usually have damaged-looking surfaces).
- Explore all areas in every level to obtain a wealth of powerups.
- Collect Star powerups from destroyed enemy tanks. They will restore some of your tank's ammo and health.
- Always pick up the first Radar powerup you see on a level. It will show you the enemy tank locations.
- Never pick up more than one Radar powerup at a time. This will ensure that you have a backup in the event you are destroyed.
- Search for extra tank powerups to grow your army. There is always at least one on every level.
- Use grenades to clear minefields.
- Destroy all non-fortified bunkers because they emit enemy tanks throughout the entire level.
- Guided missiles are a very effective weapon for destroying Goliath tanks.
- Enemy QueenLords are located inside the enemy Fortresses, which appear on the radar display as blinking red squares.
- Laying mines near your Fortress will slow enemy attacks and protect your QueenLord.
- Laying mines next to fortified bunkers will destroy enemy tanks when they are emitted.
- Learn to strafe. It helps a ton against Gun Buddies.
- On-screen warning messages will alert you when your Goliath tank or your Fortress is under attack. You can switch to your Goliath at any time during the game.
- Finding and detonating the Nuke powerup will destroy the majority of bunkers and gun emplacements, as well as clearing mine fields and damaging buildings. Almost every level has a Nuke powerup.

Hints and Tips (cont)

- After you deploy the Nuke powerup, run away from it at top speed. Get as far from it as you can.
- Try to find and destroy all bunkers before attempting to rescue the enemy's QueenLord.
- Once a QueenLord is rescued the enemy will counterattack in force.
- To end the level return all rescued QueenLords to your home fortress.
- Some maps extend beyond the area where you can drive your tank. This barrier-free zone makes an excellent corridor for Guided Missiles.
- Enemy Gun Buddies that are destroyed by enemy fire will reappear on the battlefield after a short interval. Watch out!

Need help progressing through the game? Close to finishing, but need a tip to get you across the line? Call the 3DO Hint line:
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Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063

3DO Direct Sales - (800) 336-3506
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Level Codes

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Notes

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