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ESRB
SLUS-01044
PMN-5045-151
BATTLETANX
GLOBAL ASSAULT
3DO

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PROLOGUE

You are Griffin Spade, BattleLord, in the year 2006.

The apocalypse raged in 2001, which unleashed the lethal X-2 virus. It appeared from nowhere and infected only female members of the human race.

The collapse of civilization happened quickly, as the world's population of women fell to a tiny fraction of its former numbers. Panic spread immediately among the men, from fear of the inability to sustain their nations' populations.

The panic led governments to round up all the remaining women, by force if necessary, and relocate them to facilities in secret locations. Rioting soon followed, as nations attacked their neighbors in hopes of capturing and retaining their surviving women. As international tensions and battle intensity increased, a global nuclear war arose that devastated more than 50% of the planet.

The abrupt demise of formal governments caused groups of survivors to band together and claim ownership over vast regions. Some groups formed ruthless militarized bands called "Gangs", who showed no mercy to strangers. Other groups, however, established themselves to be more peaceful, and became known as "Tribes."

In these new societies, women are called QueenLords. They are both tribal rulers and objects of jealous adoration. Both Gangs and Tribes guard their QueenLords at any cost.

Throughout all of the madness, you acquired a National Guard tank and built up your own Tribe. Your mission was to cross the country to save Madison, your fiancee and true love. She was one of the lucky women to survive the virus, but you became separated through the government's secret "relocation" of her.

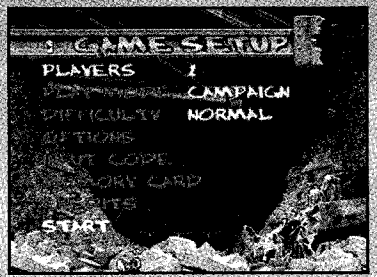
During your rescue mission, you faced many ruthless Gangs, but ultimately triumphed. Now you and your Tribe have established yourselves in San Francisco, with Madison as its QueenLord. With this new leadership in place, you have begun to rebuild the world under new rules.

You and your wife, Madison, now have a young son, Brandon. He is three years old, and he is unusually intelligent and active for a child of his age. Keeping him safe is the most important thing in your life.

As the game begins, you have been having nightmares about a sinister QueenLord whom you have seen before. Her face is evil, and something about her seems more than human - as if she has some mysterious power that you don't understand. Your instincts tell you that she has been spying on you and your family, with some terrible purpose in mind. You will soon learn the truth, as the mystery unfolds.

GAME SETUP

When you load the BattleTanx: Global Assault game, the title screen appears. Press the START button, and the Game Setup screen appears.



Note: Only Player 1 may make adjustments in the Game Setup screen.

Press the ↑ and ↓ directional buttons to highlight any of the choices.

PLAYERS
Changes the number of players in a game. One or two may play, depending on the number of controllers connected. Moving the ← and → directional buttons changes the number.

PLAY MODE
Lets you select the type of battle you wish to play. Use the ← and → directional buttons to change modes.

CAMPAIGN
SINGLE PLAYER CAMPAIGN MODE - You will play through the entire game and challenge all Gangs in an effort to rescue your son, competing against computer-controlled opponents in 40 unique levels. Highlight START and press the ⊗ button to be taken to the opening cinematic. Pushing the START button while the opening cinematic is playing will bypass it.

2 PLAYER CAMPAIGN MODE - This mode allows you to play through the entire campaign in a 2 Player cooperative game. To start a 2 player Campaign game, change the number of players to 2 and then start a campaign game.

WARNING: In 2 Player Campaign Mode, you are buying tanks with the same pool of TANK BUCKS as your buddy, so be a GOOD teammate! If your teammate loses a tank, and there are no more TANK BUCKS available, you will need to find more TANK BUCKS before your teammate can resume play.

CHOOSING YOUR TANK - In Campaign Mode, you are allowed to choose which tank you will play by "buying" it with TANK BUCKS. You start the game with 30 TANK BUCKS and acquire more by collecting power-ups in the levels. You will also receive 10 TANK BUCKS for every 10,000 points.



Not all the tanks are offered on every level. The following points listed are what a tank will cost you:

M1A1:	10	MOTOTANK:	5
HOVERTANK:	15	RHINO:	20
GOLIATH:	25	FLP-E:	10
INFERNO:	5	RATTLER:	10
M-80 DEMOLITION TANK:	5	HORNET:	15
M-2 HYDRA:	15	B-6 BULLDOG:	10
SHREDDER:	20		

If you run out of TANK BUCKS, it's GAME OVER, so choose carefully!

MULTI-PLAYER MODES

DEATHMATCH MODE - The first player to destroy a total of 5 enemy tanks, wins.

BATTLELORD MODE - The first player to capture all the opposing team's QueenLords, and return them to their base, wins.

FRENZY MODE - To win, you must rescue the QueenLords that appear randomly on each level. The first player to touch 10 QueenLords wins.

HOLD 'EM MODE - To win, you must take the QueenLord from the center of the map, return her to your base, and then hold onto her for about 30 seconds. If you can guard her for that amount of time, you win!

FAMILY MODE - This is an alternate style of Deathmatch play. The mode is simple yet fun: just one button for firing! When the ⊗ button is pressed, both the main gun and the currently available special weapon fire simultaneously. When a power-up is acquired, it is added as a secondary weapon to the arsenal. Once the currently available secondary weapon is used up, the next one is automatically selected for firing.

TANK WARS MODE - Teams of tanks battle each other for 3 minutes. The team with the highest score at the end of this time wins.
See the "Multi-player" section of this manual for more information on configuring multi-player games.

DIFFICULTY

Set the difficulty level to Easy, Normal or Hard. This affects Campaign Mode only.

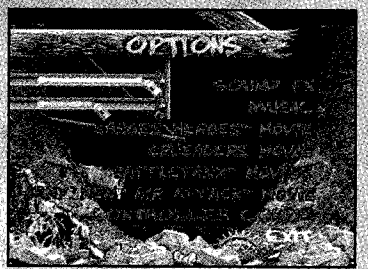
OPTIONS

Only Player 1 may adjust the options. Highlighting OPTIONS and pressing the ⊗ button takes you to the Options screen, which allows you to customize the BattleTanx: Global Assault game to your liking. To exit this screen, highlight EXIT and press the ⊗ button to accept changes or the △ button to cancel any changes that were made. Press the ↑ and ↓ directional buttons to highlight an option.

SOUND FX - Set sound volume by pressing the ← and → directional buttons.

MUSIC - Set music volume by pressing the ← and → directional buttons.

MOVIES - To check out other great games from 3DO, highlight the movies you want to see and press the ⊗ button. To exit a movie during play, press the START button.



CONTROLLER CONFIG - Highlight this option and press the ⊗ button to activate the Controller Config screen. Here player 1 is able to set the configuration for controllers in both port 1 and 2.

From the Controller Config screen, press the ↑ and ↓ directional buttons to highlight controller port 1 or 2, then press the ⊗ button to select. Highlighting EXIT from this screen and pressing the ⊗ button returns the game to the Options screen.

From the next screen, with CONFIGURATION highlighted, press the ← and → directional buttons to scroll through the available configurations. For DUALSHOCK™ analog controllers, the player can also press the ↑ and ↓ directional buttons to access the vibration option. Once accessed, the player presses the ← and → directional buttons to toggle between ON and OFF.

Pressing the △ button on this screen cancels any changes made and returns the game to the previous screen. Pressing the ⊗ button

when EXIT is highlighted accepts the changes.

INPUT CODE

If you do not have a memory card, this option is useful to continue a game. At the end of each level, you obtain a code. This level code specifies the number of tanks, skill level and the level completed. When you select this option, the Game Setup screen changes to the Input Code screen. Enter your level code here and you will continue playing, starting at the level after the one you previously completed. You may not, however, start with the same amount of TANK BUCKS as before.

You can enter your level code by moving the highlight over the desired letter with the ← and → directional buttons and then press the ⊗ button. The selected letter will then appear on the screen. Once all the letters are entered, highlighting ENTER and pressing the ⊗ button will enter this as the code to the Game Setup screen. If you get an "invalid input code" message, select ERASE and press the ⊗ button. Then re-enter the correct code.

MEMORY CARD

The BattleTanx: Global Assault game is compatible with the memory card accessory. Before using a memory card, make sure to read the memory card accessory instruction booklet carefully. Only one campaign can be saved on a memory card. For additional games, use additional memory cards.

Once accessed from the Game Setup screen, the Memory Card screen appears. The player is able to load a saved campaign game, load game settings, save game settings and exit the screen. Press the ↑ and ↓ directional buttons to highlight an option and the ⊗ button to select.

When loading or saving, the player has the choice of selecting the memory card slot 1 or 2. The player can also exit the screen by highlighting EXIT and pressing the ⊗ button.

Note: If no memory card is inserted, the game will prompt the player to insert a memory card.

CREDITS

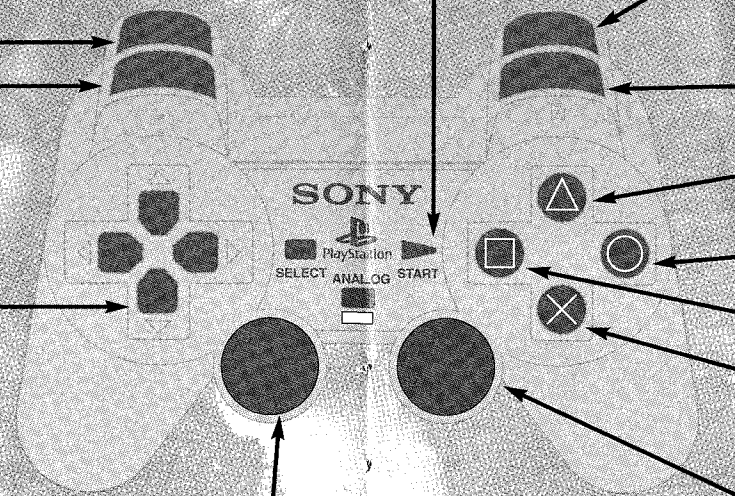
Shows the credits of the 3DO development team.

START

Begins the game. After making changes to the Game Setup screen, highlight START and press the ⊗ button. Press the ⊗ or START button at anytime to return to the Options screen.

CONTROLS

ARCADE - DEFAULT CONTROLLER



L2 — Strafe left. Tanks with the strafe ability can move side to side using this button.

L1 — Fire main gun.

DIRECTIONAL BUTTONS — Controls tank movement. Moves the tank forward, backwards, left and right. The tank body follows the turret closely.

LEFT ANALOG STICK — Controls tank movement. Moves the tank forward, backwards, left and right. The tank body follows the turret closely.

START — Pause the game.

R2 — Strafe right. Tanks with strafe ability can move side to side using this button.

R1 — Turret. Holding the turret button down allows you to turn the turret independently from the body. If the button is released, the body will follow the turret.

△ — Cycle forward through special weapons.

○ — Cycle backward through special weapons.

□ — Fire special weapon.

✕ — Fire main gun.

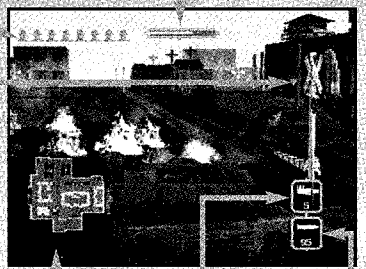
RIGHT ANALOG STICK — Strafe. Pressing the stick to the left or right cause tanks with the strafe ability to strafe left or right.

SPECIAL NOTE: Remember that other configurations are available through the Options Screen under the Controller Config. option.

HEADS UP DISPLAY

OBJECTIVE MARKERS
For certain missions or play modes, these markers show you how many objectives still remain to be completed. This can include number of prisoners to rescue, missiles to destroy, supplies to collect, etc.

HEALTH BAR
This green bar shows how much damage you have taken. If the bar runs out, your tank is destroyed. You can replenish your health bar with Star, Health or Super Health power-ups.



RADAR HUD
If you have picked up a Radar power-up, you will see small triangular arrows over the game screen.

Blue Arrows indicate friendly tanks. Red, green and yellow arrows indicate enemy tanks.

Blue crosses indicate a destination you must reach. White crosses indicate an objective (such as a prisoner) you must pick up.

RADAR MAP
This map is a rough representation of the area, showing buildings, walls, land and water. A blue arrow shows your current position. If you have picked up a Radar power-up, you will also see other indicators on the radar:

Colored circles show the position of tanks. Blue are friendly tanks. Red, yellow and green are enemy tanks.

Flashing dots indicate objectives. White ones must be picked-up and red ones must be destroyed.

MAIN GUN AMMO
This shows how many shots your main gun has. You can increase your ammo by picking up Ammo and Star power-ups.

SPECIAL WEAPON
This shows you what special weapon you currently have selected, and how many shots you have left.

SPECIAL OBJECTS

PICK-UP ITEMS - Rescuing people (including QueenLords) and picking up items is simple. Just drive your tank over the icon to pick it up.

BUNKERS - These generate additional enemy tanks. There are two types of bunkers, destructible and indestructible. The indestructible bunkers have a grill over the doorway; the destructible bunkers do not.

REPAIR BAY - These miniature warehouses often contain Health power-ups.

NUKE OBJECTS - Large rockets and other special buildings will explode violently when damaged. Their destruction is often necessary to complete the mission.

PAUSING OR QUITTING THE GAME

To pause the game, press the SELECT button. To continue, quit or restart, highlight the appropriate option using the ⬆ and ⬇ directional buttons, then press the ⊗ button.

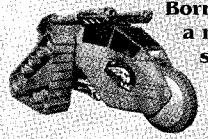
PLAY OPTIONS SCREEN

After completing a level, the Results screen appears, followed by the Play Options screen. The player has the option to continue the game, replay the mission, quit the game or save the game. Press the ⬆ and ⬇ directional buttons to highlight an option and the ⊗ button to select it. After saving the game, press the ⊗ button to return to the Play Options screen.

Once CONTINUE is selected, the next level begins.

TANKS

MOTOTANK



Born of a motorcycle fork and customized tread work from a military half-track, the MotoTank trades armor for speed. Watch out for them near your QueenLords, as they are the abduction vehicle of choice among the inner-city Gangs.

M1A1 ABRAMS



The heavy tank of the US Army during the Apocalypse, the M1A1 Abrams is a fearsome machine. Although it is difficult for smaller Tribes to keep these maintained, larger Tribes have little to lose by fielding them.

GOLIATH



The super-heavy Goliath has the best armor and weapon. Designed for base protection, its firepower is incredible. Its 210mm gun can knock the fight right out of an M1A1.

RATTLER



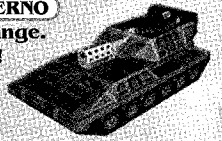
The Rattler is one deadly snake. It mounts a vicious 30mm Gattling Gun. Almost as agile as the MotoTank, its high speed and maneuverability make up for its lack of armor.

FLP-E



Pronoumced "Flippy", the name stands for "Full Lateral Propulsion - Experimental". By using the Strafe controls, you can effectively strafe with this tank.

INFERNO



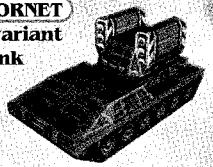
This flamethrower tank is deadly at close range. Watch out, or your goose is cooked!

HOVERTANK



This unusual European light tank uses anti-grav technology. As a result, it is a challenge to maneuver. But in the hands of an expert, it is fast and agile. By using the Strafe controls, you can effectively strafe with this tank.

HORNET



Popular with the American Gangs, this low-tech variant mounts twin missile launchers on a standard tank body. Get it before it gets you!

M-2 HYDRA



The Hydra is a light French tank with 2 rapid firing guns. It's good for leveling buildings and hitting fast moving targets.

RHINO



This heavy tank-destroyer was cobbled together from a medium chassis and a trainload of armor. The designers mounted 6 inches of Chobham composite armor on the front of the vehicle, but didn't have any left over for the sides or rear! So it is almost invulnerable from the front, but easy to damage on the flanks.

M-80 DEMOLITION TANK



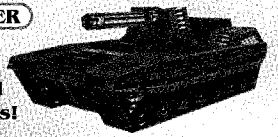
This is a kamikaze tank, with no gun for shooting enemies at a distance. However, it packs a punch with its three on-board neutron warheads, so watch out!

B-6 BULLDOG



This siege vehicle is popular with urban Gangs. It has one giant cannon that fires 300mm explosive shells. While the shots are short-ranged, they can be lobbed over walls or can be used to devastate enemy tanks.

SHREDDER



This gattling tank has a killer turret that spits out a steady stream of destruction. Good for point defense or going berserk when surrounded by a group of enemies!



GRIFFIN'S ARMY

Griffin Spade built a mighty Tribe in San Francisco to conquer the Gangs of the Post-Apocalypse. In Multi-player modes, they start with a Gun Buddy power-up and are outfitted with M1, Moto and Goliath tanks.



MADISON'S MILITIA

The powerful QueenLord Madison has her own portion of the Tribe of San Francisco. In Multi-player modes, they start with the Flamethrower power-up and are outfitted with M1, Rattler and Rhino tanks.



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. In Multi-player modes, the Skull Riderz Gang starts with the Swarmer Missiles power-up and are outfitted with Moto, Bulldog and Hornet tanks.



DARK ANGELS

The Dark Angels consider themselves servants of their God. Their mission is to reshape the world in His name. In Multi-player modes, the Dark Angels Gang starts with the Cloaking power-up and are outfitted with M-80, Inferno and Bulldog tanks.



SHADOW OPS

The Shadow Ops Gang rules Washington D.C. They are made up of former CIA agents and other covert operatives. They specialize in stealth and assassination. In Multi-player modes, they start with the Mines power-up and are outfitted with Hover, Shredder and M-80 tanks.



CRIMSON GUARD

The Crimson Guard controls most of the London territory. Their bitter enemies are the Iron Maidens. In Multi-player modes, they start with the Plasma Bolts power-up and are outfitted with Inferno, FLP-E and Rhino tanks.



IRON MAIDENS

This Tribe of women controls the West End of London. In Multi-player modes, they start with the Shield power-up and are outfitted with Goliath, FLP-E and Shredder tanks.



LES MISERABLES

This is a Gang of slaves in Paris. Ruled by Cassandra, these women and children have been forced to form a militia to protect her interests in the city of lights. In Multi-player modes, they start with the Grenades power-up and are outfitted with Hydra, Shredder and Rattler tanks.



COLD WARRIORS

This is a Gang of insane soldiers obsessed with continuing the post-apocalyptic war long after the involved countries disappeared. They are secretive and ruthless. Their battle cry, "We will bury you!" can frequently be heard in the streets of Berlin. In Multi-player modes, they start with the Guided Missiles power-up and are outfitted with Hornet, M-80 and Bulldog tanks.



STORM RAVENS

This ruthless group of women survivors patrol the western United States and have sworn loyalty to Cassandra. In return, she has promised to teach them the ways of the Edge. In Multi-player modes, they start with the Turbo power-up and are outfitted with Rattler, Hydra and Hover tanks.

POWER-UPS



STAR
This power-up, left behind when a tank is destroyed, gives a small amount of ammo and health. It is only available briefly, then disappears from the battlefield.



HEALTH
The Health power-up restores a fixed amount of health to your vehicle. Bigger tanks require more Health to bring them up to full power.



SUPER HEALTH
The Super Health power-up restores your tank to full health automatically when you pick it up. They can often be found inside repair bays.



AMMO
The Ammo power-up adds additional rounds to your primary weapon.



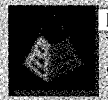
SWARMER MISSILES
When used, this power-up fires a group of three missiles. These missiles inflict a moderate amount of damage.



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 minefields, and can be bounced around corners and thrown over walls as well!



GUIDED MISSILES
When fired, your camera view shifts to directly behind the missile. By holding down the Fire Special Weapon button and steering with the directional controls, you can guide the missile to a target.



MINES
When used, this power-up drops a small but powerful land mine. Any tank running over this mine will be destroyed. Mines do not differentiate between friend or foe, except for scoring purposes, so be careful!



LASER
When used, the Laser power-up fires a high-energy pulse that does a moderate amount of damage.



SHIELD
The Shield allows your tank to deflect weapon fire without sustaining damage. An active shield can only take a limited beating before it is destroyed. You will see your shield turn from blue to red as its protective ability wears out. This power-up is automatically activated when you run over it.



CLOAKING
This makes your tank invisible to all enemies (including radar) until it wears off. A tank will be briefly visible when its main weapon is fired.



NUKE
This power-up is a tactical nuclear warhead with a time-delay fuse. It does huge amounts of damage to everything on the map, including the individual who launched the weapon. Sitting close to the bomb when it goes off is a bad idea.



GUN BUDDY
When activated, this power-up will drop an automatic gun turret behind you. The Gun Buddy will attack any mobile enemy unit and will continue to attack until it is destroyed.



TELEPORTER
This power-up can be used to instantly move yourself from your current position to a different position on the battlefield. It's great for getting out of trouble!



TURBO
The Turbo power-up gives your tank incredible speed for a short time!



PLASMA BOLTS

These wild shots bounce off of "hard" objects (like buildings) and only impact on "soft" targets (like your enemy).



THE EDGE

Found only in later levels of Campaign Mode, this is a powerful, one-use power-up. Players receive one per level, and the effects will gradually increase as you become more skilled. The Edge normally stuns your opponents within the area of its effect. However, as you improve, you will actually be able to take over your opponents' minds!



FLAMETHROWER

This weapon doesn't have much range, but it does an amazing amount of damage.



MAGNUM AMMO

This special ammo reinforces your main gun with hypersonic rounds that inflict greater damage when used.



RADAR

This power-up activates a radar sensor on your HUD, showing all enemy tanks and objectives on your map and on the main HUD display. This power-up is automatically activated when you run over it.

MULTI-PLAYER

BattleTanx: Global Assault Multi-player modes are designed for one or two players. For a listing of the various modes of multi-player gaming, see the section titled "Game Setup".

GANG SELECT

After the number of players and Multi-player game type have been selected, and START has been highlighted and selected from the Game Setup screen, the Gang Select screen appears. The appearance of the screen depends on if one or two players are participating, as illustrated below.

ONE-PLAYER SELECTION SCREEN

The player presses the ⬆ and ⬇ directional buttons to highlight his options and the options for the computer-controlled teams. Pressing the ⬅ and ➡ directional buttons when any option is highlighted changes the selection for the option. Highlight DONE and press the ⊗ button to select. In addition to those for his own team, the player has access to the options for the computer-controlled teams. For a description of the Gang options, see next page.

TWO-PLAYER SELECTION SCREEN

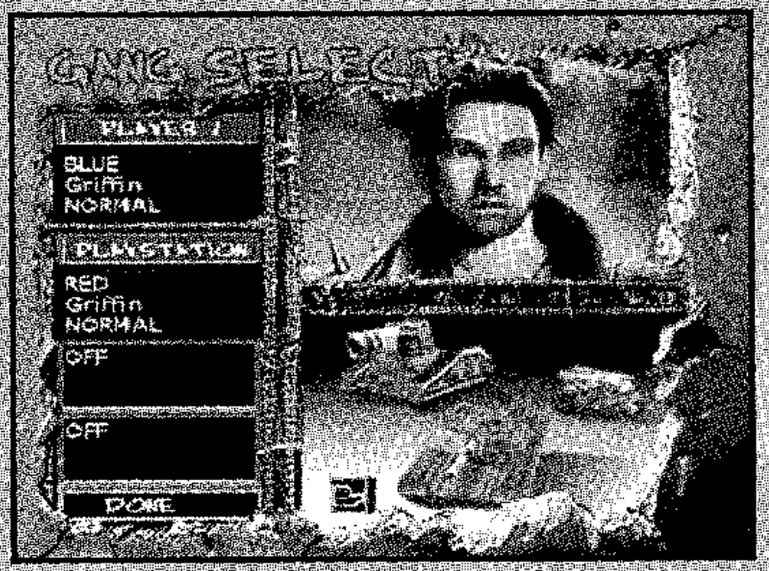
Both Player 1 and Player 2 access their own options as in the manner described above. Press the ◎ button to get a glimpse of the highlighted Gang or tribe's tanks. Once finished making all selections on the Gang Select screen, both players highlight DONE and press the ⊗ button.

In addition, the players each have access to the options for one computer-controlled team. For a description of the gang options, see the next page.

DESCRIPTION OF MULTI-PLAYER TEAM

COLOR

The color for one's own team and any computer-controlled teams are selected here. When OFF is selected, that team does not participate in battle. Teams having different colors are enemies. Two or three teams can have the same color and are thus allies in battle. Team colors will be reflected in the radar.



GANG TYPE SELECT

The player selects the Gang type for the team here. The tank types available for battle for a team depend on the Gang type selected.

EXPERIENCE LEVEL

The level selected (Novice, Normal and Advanced for players and Weak, Normal and Strong for the computer-controlled tanks), determine the strength of the tanks.

Once finished making all selections on the Gang Select screen, the player highlights DONE and presses the ⊗ button.

MAP SCREEN

In Multi-player mode, this screen allows you to choose the location for the game (i.e. which city or area you wish to play in).

Press the ↑ and ↓ directional buttons to highlight a region, then press the ⊗ button to select. After a city/region is chosen, select a particular map and press the ⊗ button. You can select EXIT to return to the previous screen. After the map has been selected, the game will start.

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