Nintendo®

GAME BOY®

DMG-ABSE-USA

ARCADE CLASSICS

SUPER BREAKOUT®

BATTLEZONE®

Black Pearl SOFTWARE

KIDS TO ADULTS

AGES 6+

INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY.
ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

Battlezone and Super Breakout! 2
Getting Started 3
Battlezone Controls 4
How To Play BattleZone 5
Battlezone Strategy and Hints 7
Super Breakout Controls 8
How to Play Super Breakout 9
Super Breakout Game Variations 10
- Breakout 10
- Progressive 11
- Double 12
- Cavity 13

Using Your Super Game Boy Adapter 14
Warranty 17

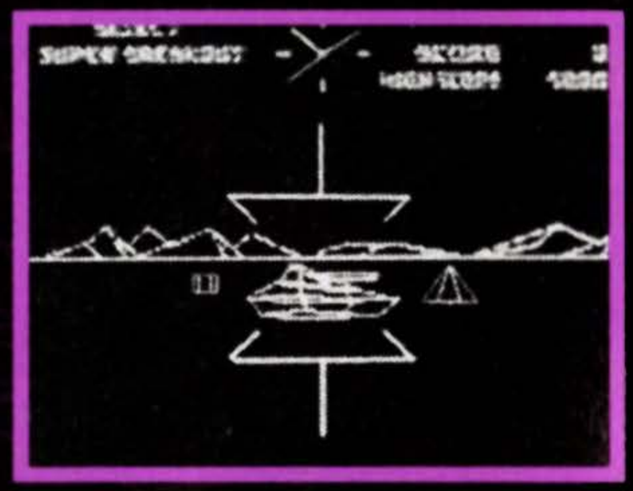
SUPER BREAKOUT®

BATTLEZONE®

BATTLEZONE® AND SUPER BREAKOUT®

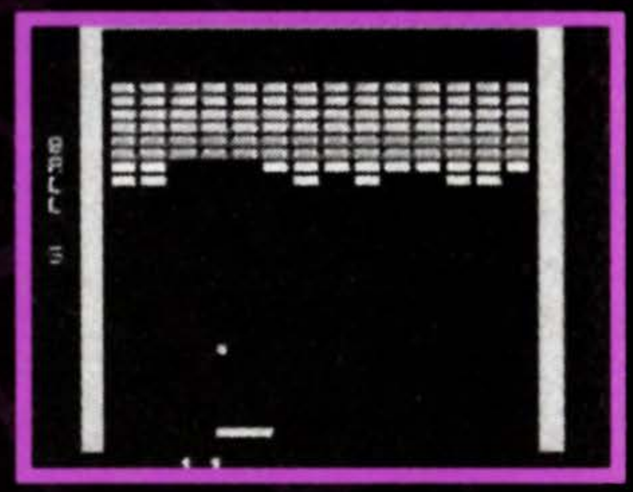
Experience two arcade classics in one with the Battlezone/Super Breakout game pak. Two of the all-time most popular arcade games come home in this multi-game pak.

The game will start in Battlezone by default. To switch between Battlezone and Super Breakout, press the Select button on your controller. Caution: pressing Select will end the current game and switch immediately to the other game.



Battlezone

Prepare yourself for the ultimate challenge. Destroy your opponents using a state-of-the-art battle tank with mind-numbing destructive power. Place the crosshairs over the helpless enemy tank and blow it to oblivion.



Super Breakout

You'll have hours of challenging fun with Super Breakout! Faster and more challenging wall crumbling action than you've ever experienced before. Careful, you may be in for more than you bargained for!

GETTING STARTED

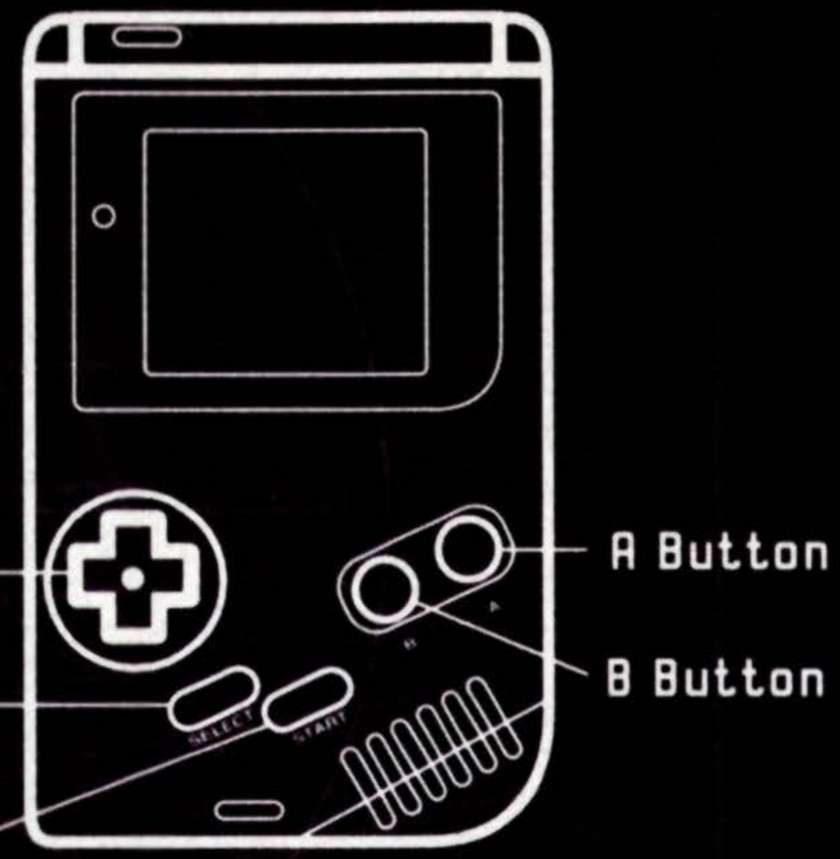
1. Turn OFF the power switch on your Nintendo Game Boy™. Never insert or remove a Game Pak when the power is on.

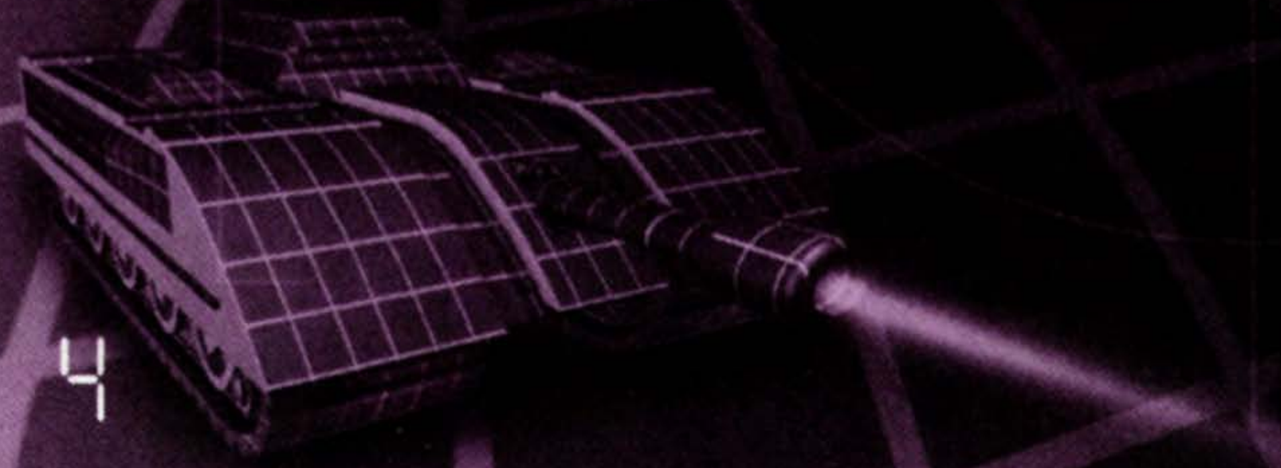
2. Insert the Battlezone/Super Breakout game cartridge into the slot on the back of the Game Boy. To lock the Game Pak in place, press firmly.

3. Turn ON the power switch. The game logo should appear (if you don't see it, begin again at step 1.)

BATTLEZONE® CONTROLS

Up/Down: Moves the tank forward/backward.
Left/Right: Moves the tank left/right .
B Button: Fires.





HOW TO PLAY BATTLEZONE®

Battlezone is a tank simulation game in which you use both visual and radar information to hunt down and destroy enemy Tanks, Super Tanks, Missiles and Flying Saucers. The Radar, located in the upper right of the main display, will show enemy tank positions and imminent threats.

Scoring

Battlezone awards big points to celebrate your big victories.

TANK
1000 points

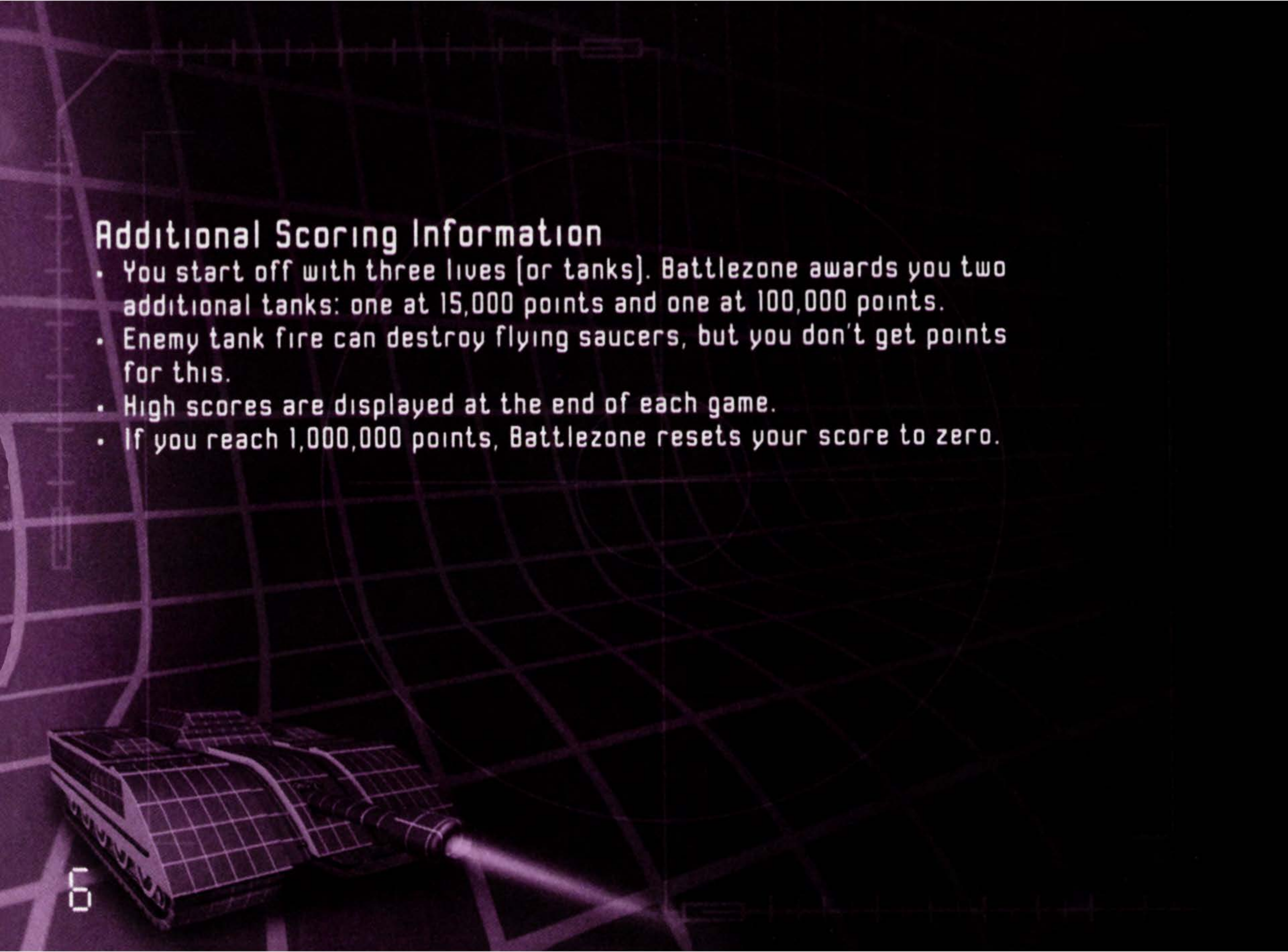
MISSILE
2000 points

SUPER TANK
3000 points

FLYING SAUCER
5000 points

Additional Scoring Information

- You start off with three lives (or tanks). Battlezone awards you two additional tanks: one at 15,000 points and one at 100,000 points.
- Enemy tank fire can destroy flying saucers, but you don't get points for this.
- High scores are displayed at the end of each game.
- If you reach 1,000,000 points, Battlezone resets your score to zero.



BATTLEZONE® STRATEGY AND HINTS

- Keep your tank moving and turning. Enemy tanks aim at where you are, not at where you are going.
- Hide behind cubes and pyramids, but remember that blocks are too low to offer protection.
- Use the radar scope to locate your enemies.
- Aim carefully with your gun sight. Once you fire, you can't fire again until your shell hits an object or disappears into the horizon.
- Listen for the booming sound of an enemy's tank firing. When you hear this warning, move away from the line of fire and launch an attack before the enemy tank can fire again.
- Never drive straight toward an enemy tank. You'll put yourself in the line of fire. Use wide arching turns or a zigzagging path.
- Take advantage of enemy collisions. After an enemy tank runs into an obstruction, it must back away and set a new course. This gives you time to aim and fire.
- Missiles alter their course randomly as they travel towards you, so don't fire at them immediately.

SUPER BREAKOUT®

CONTROLS

Use the Control Pad left/right to move the paddle left/right. Position the paddle in the path of the oncoming ball. Depending on where the ball hits the paddle, the ball's trajectory and speed will vary.

HOW TO PLAY SUPER BREAKOUT®

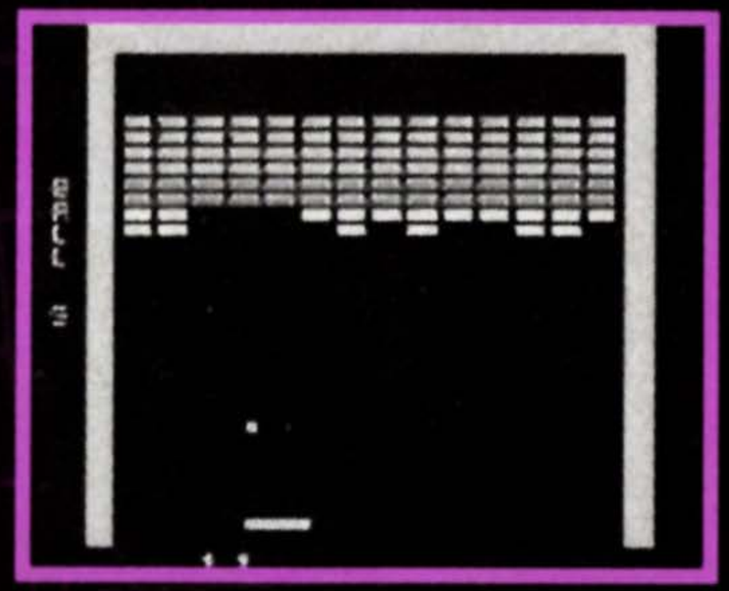
The object of Super Breakout is to score the highest amount of points possible.

Points are scored by hitting the ball into the rows of bricks on the screen using the Paddle. The bricks disappear from the screen when hit, one at a time. The point value of the bricks in all games is defined by row (or color when displayed on the Super NES using the Super Game Boy Adapter).

ROWS 1-2	ROWS 3-4	ROWS 5-6	ROWS 7-8
1 point	3 points	5 points	7 points

The ball will speed up after hitting any bricks in the last four rows. Whenever you break through the last row of bricks and the ball makes contact with the boundary at the top of the play field, the paddle is reduced to half it's original size. The paddle returns to normal size when a new turn begins. Each turn ends when the ball is missed and disappears off of the bottom of the screen.

SUPER BREAKOUT®



To choose a game variation, press the Control Pad left or right, then press Start to begin the game.

Breakout

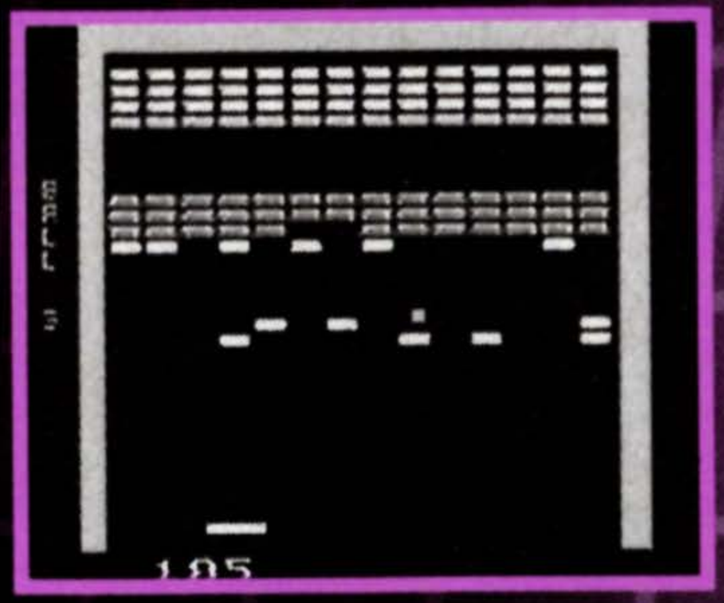
This game (like the others in the Super Breakout Game Pak) is for one player.

Each wall of bricks contains 8 rows with 14 bricks in a row. If you knock out all the bricks (within five turns), a new wall of bricks will appear on the screen. Each wall of bricks is worth 448 points.

Note: There is no limit to the number of times a new wall of bricks can be reset during a game.

Progressive

The playfield in PROGRESSIVE is set up somewhat differently than BREAKOUT. When the game begins the playfield contains 4 rows of bricks at the top of the screen, followed by 4 blank rows, and then 4 more rows of bricks. The point value for the bricks is determined by row, as in BREAKOUT.



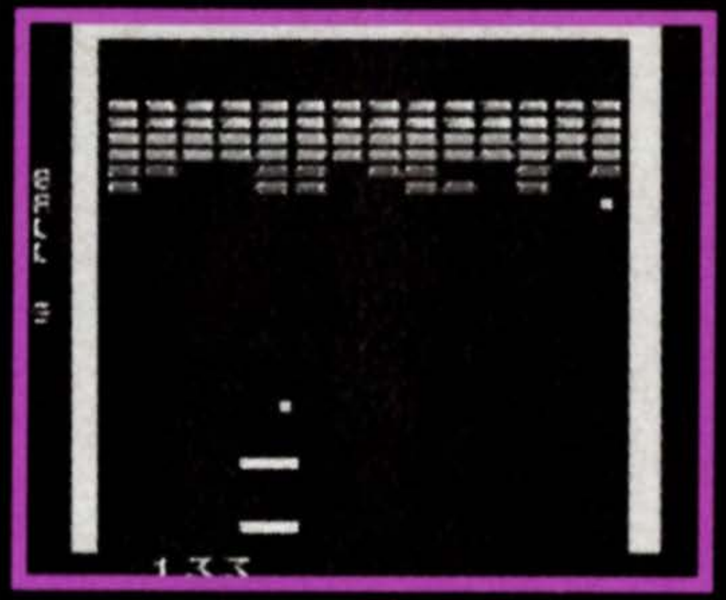
After game play begins, the brick walls move down or 'scroll' toward the bottom of the screen at a rate determined by the number of times the ball is hit. As the bricks are knocked out and the walls progressively move down toward the paddle, new bricks enter the playfield at a progressively faster rate. Four rows of bricks are always separated by four rows of blanks.

BRICKS THAT SCROLL OFF THE BOTTOM OF THE SCREEN ARE LOST AND ARE NOT COUNTED FOR OR AGAINST THE PLAYER'S SCORE.

The maximum attainable score for PROGRESSIVE is infinite.

Double

The DOUBLE playfield is the same as the BREAKOUT playfield except that there are two paddles and two balls served. The paddles are stacked one on top of the other. The point value of the bricks is defined by row (or color if the Super Game Boy Adapter is used) and is essentially the same as the other games except when there are two balls in play. When two balls are in play, each brick is worth twice or double its normal amount.

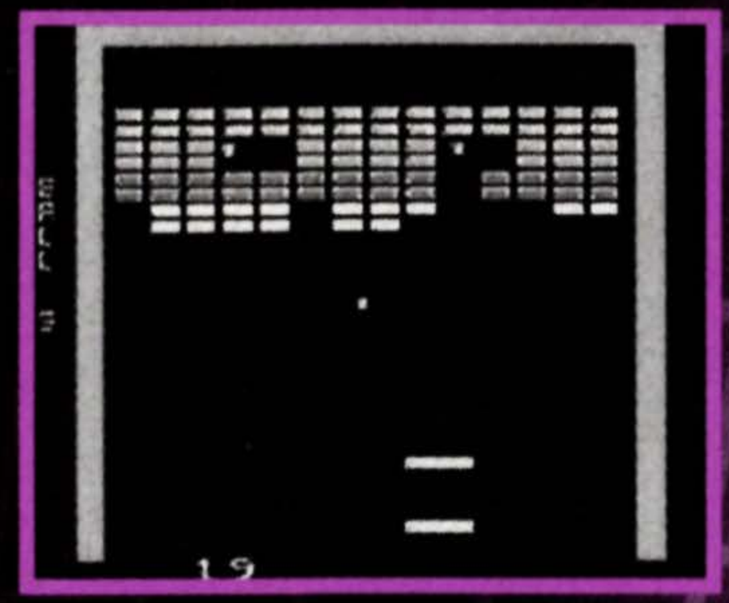


If the first ball served is missed, it counts as a missed serve or turn and goes against the player's allotted serves per game. Otherwise, the second ball is served. If the second ball is missed (after the first ball is hit), play still continues until the first ball is missed. After both balls are in play (have been hit at least once), one may be missed while the other remains in play.

Note: There is no limit to the number of times a new wall of bricks can be reset during a game.

Cavity

This playfield contains slightly fewer bricks to make room for two 'cavities,' each of which contains a ball. When the game begins, the balls bounce inside each cavity but are held captive for the time being while a third ball is served. There are two paddles, the same as in DOUBLE.



Point values of the bricks are the same as the other games when one ball is in play. When enough bricks are removed to release a captive ball, each brick is then worth twice its normal amount when hit. If the third ball is freed, bricks are then worth triple their normal amount when hit. If any one of the balls is missed and lost, the score returns to double points. If the second ball is missed and only one ball remains in the playfield, the point value of the bricks returns to normal.

Note: There is no limit to the number of times a new wall of bricks can be reset during a game.

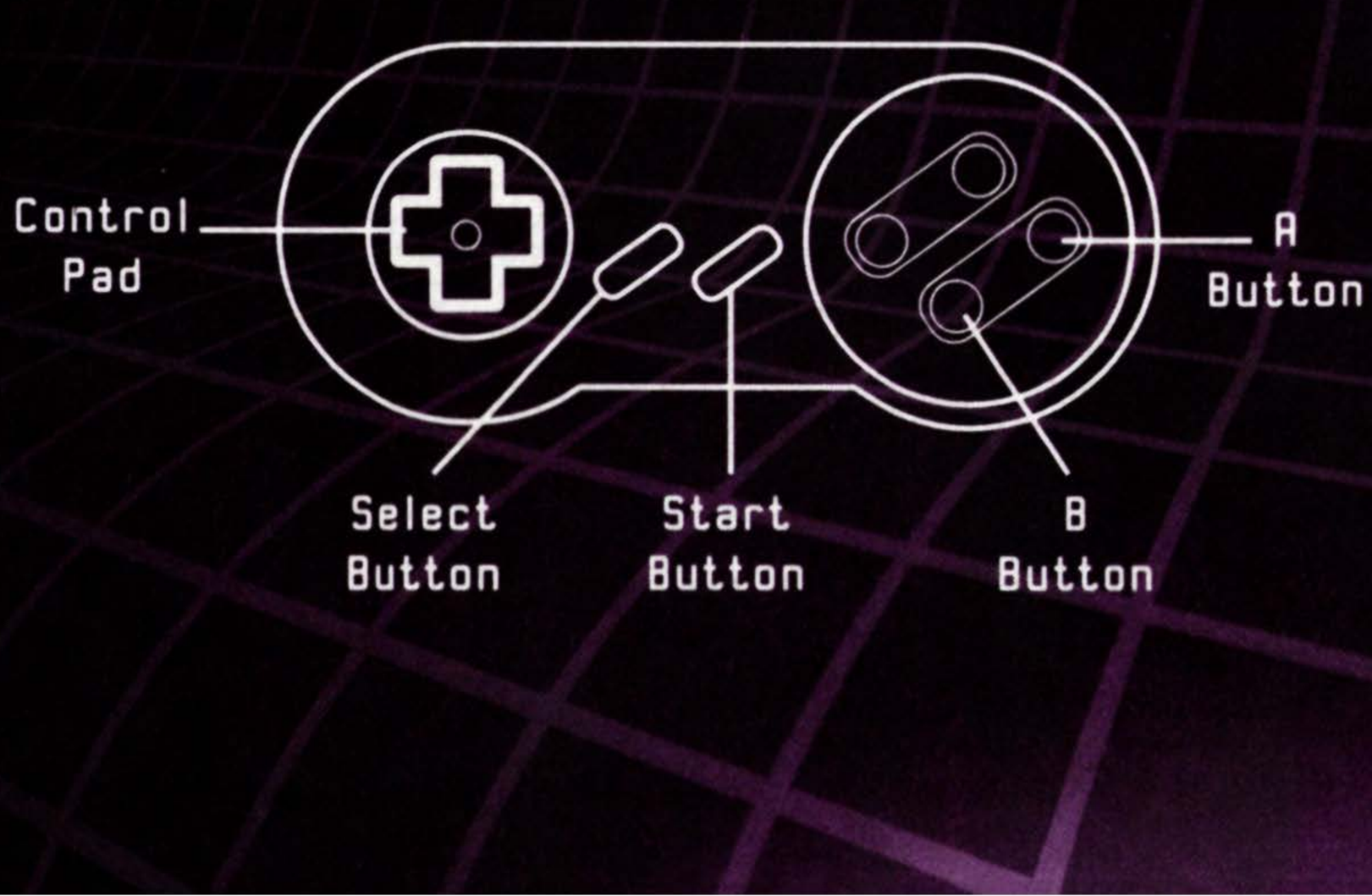
USING YOUR SUPER GAME BOY

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position.

For further operation information, please consult your Super Game Boy and Super NES instruction booklets.

Game play on the Super NES using the Super Game Boy adapter. Both sold separately.

This Game Pak has been specially designed to allow enhanced graphics when using the Super Game Boy. Game controls have been pre-set so that the A, B, Start and Select Buttons on your Super NES Controller correspond to the same controls on the Game Boy. If you want to change the controller settings or the colors set for this game, consult your Super Game Boy instruction booklet.



LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK. Send the defective PAK, along with $10.00 freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH Of ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Black Pearl Software, c/o T•HQ, Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302, (818) 591-1310

c/o T•HQ, Inc.
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

SUPER BREAKOUT™ © 1978-1996 ATARI CORPORATION ALL RIGHTS RESERVED. BATTLEZONE™ © 1981-1996 ATARI CORPORATION. ALL RIGHTS RESERVED. SUPER BREAKOUT AND BATTLEZONE ARE REGISTERED TRADEMARKS OF ATARI CORPORATION. LICENSED FROM ATARI CORPORATION. BLACK PEARL SOFTWARE IS A TRADEMARK OF T•HQ, INC. © 1996 T•HQ INC.

Printed in Japan