

SUPER BATTLETANK™

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Nintendo

GAME BOY®

DMG-N6-USA-1

SUPER BATTLETANK™



INSTRUCTION BOOKLET ABSOLUTE™

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COMMUNIQUÉ

TO: M1 Commanders, Mid-East Peacekeeping Forces
RE: Violation of Neutral Territory Cease-Fire

Early this morning, elements of the 15th Mechanized Infantry were engaged and overrun by combined air and ground forces attacking through territory defined as neutral in accordance with the recent cease-fire agreement. Intelligence regarding the national origin of the aggressor units is sketchy; confidence is high, however, that these units are part of a renewed offensive by our previous adversary.

Admittedly, Allied Armored Command has been caught unaware, and the results of this initial defeat will take days to reverse. It is at this desperate hour that we require the battle-tested skills of our veteran tank commanders. Operating as individual units, you are ordered to proceed into the neutral territory and begin to conduct small-scale offensive operations against any hostile forces encountered. Eliminate any strongholds that may delay the advance of the main force once it is assembled. Your sole mission is to destroy as many of the enemy as possible, for as long as possible, utilizing forward supply depots as necessary.

It is your job to stem this tide before the scope of hostilities widens. The peace and future of this region lie in your capable hands. Allied Armored Command expects that every man will do his duty.

CLASSIFIED

M1A1 Main Battletank Specifications

Weight: 63 tons

Measurements: 20' long, 11.8' wide, 7.8' high

Primary Weaponry: 120mm M-68E1 smoothbore cannon, firing M-728 armor-piercing shells with an effective range of 2.5 miles.

Secondary Weaponry: 7.62mm General-Purpose 7.62mm Machine Gun.

Engine: 1,500 hp gas turbine

Top Speed: 42 mph

Maximum Range at Top Fuel Capacity: 288 miles



Pre-Patrol Checklist

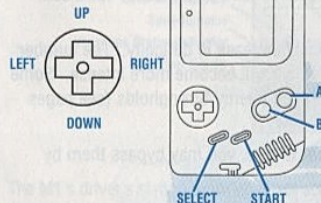


1. Make sure the power switch on your GAME BOY® is **OFF**.
2. Insert the **SUPER BATTLE TANK™** Game Pak as described in your GAME BOY manual.
3. Turn the power switch **ON**.



Controlling the M1A1

Control Pad



To Steer Tank: Press **LEFT** or **RIGHT** on the **CONTROL PAD**.

To Increase Speed: Press **UP** on the **CONTROL PAD**.

To Decrease Speed: Press **DOWN** on the **CONTROL PAD**.

To Reverse Direction: Press **DOWN** on the **CONTROL PAD** when the tank is stopped.

To View Long-Range Radar Map: Press **START**.

To Select a New Weapon: Press **SELECT**.

To Fire a Weapon: Press **BUTTON A**.

To Lower Cannon or Weapons Sight: Press and hold **BUTTON B** and press **UP** on the **CONTROL PAD**.

To Raise Cannon or Weapons Sight: Press and hold **BUTTON B** and press **DOWN** on the **CONTROL PAD**.

To Move Cannon Left or Right: Press and hold **BUTTON B** and press **LEFT** or **RIGHT** on the **CONTROL PAD**.

To Pause or Unpause the Game: Press **START**.



Receiving Mission Orders

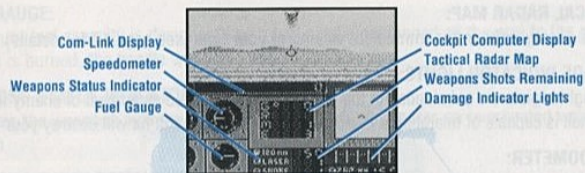
Each mission assignment will give your M1 a number of enemy objectives that must be located and destroyed (see *Enemy Weapons and Equipment* on pages 26–27 for a complete listing of possible enemy targets).

Expect a total of 10 missions in this campaign that will increase in difficulty. The number of enemy encounters will progressively rise, and combat will become more intense. Some missions will culminate with assaults on heavily-fortified Enemy Strongholds (see pages 28–29 for more details).

If you have previously familiarized yourself with your orders, you may bypass them by pressing the **START BUTTON** or **BUTTON A**.



The Cockpit Control Panel



The M1's driver's station provides direct access to all computerized weaponry and guidance systems. This is the view from which you will actively engage the enemy. An experienced commander should be intimately acquainted with all of the following instrumentation:

COM-LINK DISPLAY:

Crucial information regarding your M1's equipment and damage status will be relayed from your computer systems onto this display. Communications from field headquarters and your score are also displayed here.



The Cockpit Control Panel (Contd.)

TACTICAL RADAR MAP:

Shows enemy units in the immediate vicinity of your tank (see page 17 for details).

DAMAGE INDICATOR LIGHTS:

Each light registers a substantial hit that your M1 has sustained as a result of enemy fire. The M1's hull is capable of tolerating a maximum of five hits. A sixth hit will destroy your tank.

SPEEDOMETER:

Displays your speed in miles per hour. The needle will move clockwise as your speed increases, and counterclockwise as it decreases. When your tank is in reverse, the needle will move counterclockwise past the zero point.



FUEL GAUGE:

Maximum fuel capacity is designated by a fuel needle positioned all the way to the right. As fuel is burned, the needle will move counterclockwise.

WEAPONS STATUS INDICATOR:

Indicates the weapons system selected. A blinking light denotes an overheated weapons system.

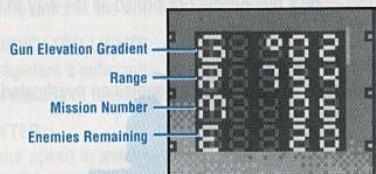
WEAPONS SHOTS REMAINING:

The amount of ammunition available for a particular weapon.



The Cockpit Control Panel (Contd.)

The Cockpit Computer Display



The Cockpit Computer Display (CCD) contains a variety of crucial information regarding the position and number of enemy units during the mission. This information will change as you begin to accomplish mission objectives.

GUN ELEVATION GRADIENT (G):

Displays the main gun's elevation in degrees. At maximum elevation, this will read 10. When the main gun is level, this display will read 0.

RANGE (R):

The distance (in meters) of a sighted enemy from your tank. This information can only be provided when a weapons system has acquired either a kinetic or stationary target.

MISSION NUMBER (M):

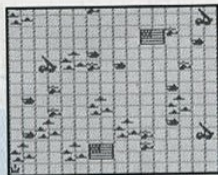
The number of the mission in which you are currently engaged; ranging between 1 and 10.

ENEMIES REMAINING (E):

The number of enemy units in operation within striking distance of your M1's weapons systems, and visible on your Long-Range or Tactical Radar Maps (see pages 14–17).

The Radar Maps

The Long-Range Radar Map



Information from the state-of-the-art NavStar navigational satellite will be downloaded onto the Long-Range Radar Map. This system enables you to quickly locate all enemy targets (kinetic or stationary, ground-based or airborne), mine fields, enemy strongholds, and Allied bases in your current area of operations, and to direct your tank toward them.

To Access the Long-Range Radar Map:

- Press the **START BUTTON**

The movable tank on the Long-Range Radar Map represents your M1. You may steer your M1 on this map using the **CONTROL PAD**.

Remember: Pressing the **START BUTTON** will call up the Long-Range Radar Map and pause the game. You can continue play either by pressing the **CONTROL PAD** to steer the M1 on the Long-Range Radar Map, or by pressing the **START BUTTON** again to return to the Cockpit Control Screen. When the Long-Range Radar Map replaces the Cockpit Control Screen and you begin to steer your tank on it, **THE GAME IS NOT PAUSED**; your M1 will still sustain battle damage. The enemy's radar and tracking system will be able to pick you up once you enter their sector, so be ready for immediate combat.

When an enemy unit has been neutralized, it will no longer appear on the Long-Range Radar Map.

The Radar Maps (Contd.)

LONG-RANGE RADAR MAP ICONS



*Soviet-made Mi-24
HIND Helicopter*



Soviet-made T-72 Tank



Allied Supply Depot



Enemy Stronghold



Anti-tank Mine Fields



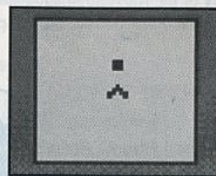
SCUD Missile Launcher

See *Enemy Weapons and Equipment* on pages 26-27 for more details.



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The Tactical Radar Map



The location of enemy units within range of your M1's weapons systems appear on the Tactical Radar Map.

These enemies will appear as square-shaped icons. Your tank will always appear in the center of this map, and will be represented by an open triangle icon (the point of this triangle will represent the front of your M1).

Your M1 will likewise be within range of the ordnance of any enemies appearing on this map. Once an enemy unit has been neutralized, it will no longer appear on the Tactical Radar Map. Mine fields do not appear on this map.



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Weapons and Defense Systems

The M1 is armed with four types of the most sophisticated weapons and defense systems ever developed:

OFFENSIVE WEAPONS SYSTEMS

- 7.62mm Machine Gun
- 120mm Cannon
- Laser-Guided Missiles ("Fire and Forget" Rounds)

DEFENSE SYSTEMS

- Smoke Screens

To Choose a Weapons or Defense System:

- Press **SELECT** to cycle through available weapons systems (the Weapons Status Indicator Light will appear next to the system you have selected).



18

To Fire or Activate a Selected Weapons or Defense System:

- Press **BUTTON A** to fire or engage the system you have selected.

Weapons Status Indicator Lights—

Provide immediate feedback on a selected weapon's condition.

Steady Light—Indicates the selected weapons system.

Blinking Light—Indicates that the machine gun has overheated.

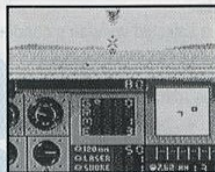


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Weapons and Defense Systems (Contd.)

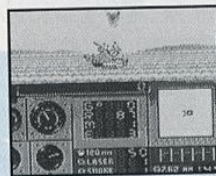
Offensive Weapons Systems

7.62mm Machine Gun



Effective against all targets, this general-purpose gun augments the M1's armament load by providing a strong second line of defense. Useful against air attacks, this weapon is best held in reserve for when 120mm gun ammunition runs low. Also useful against anti-tank mines, it is best used in short, punctuated bursts. Prolonged firing will inevitably overheat this weapon.

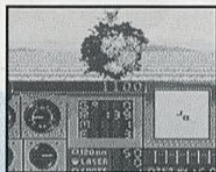
120mm Cannon



In all missions, your M1's main ammunition allotment will be for the 120mm cannon. The cannon must be carefully aimed to maximize a shot's effectiveness. Make the proper adjustments based on your distance from an enemy target. For a shot to travel longer distances, the gun should be raised; aim lower for closer targets. Careful attention must be paid to gunnery as it is important not to waste valuable rounds by firing them over the tops of rapidly-closing enemy T-72s.

Weapons and Defense Systems (Contd.)

Laser-Guided Missiles ("Fire and Forget" Rounds)



A limited number of your M1's magazine is devoted to Laser-Guided Missiles (LGMs). When this weapon's sight is aligned with an enemy unit, it will begin to flash, and a steady lock-on tone will signify that it has locked onto its target. LGMs are particularly effective against helicopter attacks.

Defensive Weapons Systems

Smoke Screen

Smoke screens provide excellent defensive cover, and are especially effective when combating multiple enemies. The smoke serves to cloak your tank from view, eliminating the possibility of direct enemy fire. As a result, enemy units will cease fire entirely. Experienced tank commanders use this respite from enemy attack to move their weapon sight around the screen until the range-to-target information on the CCD is illuminated (see page 13). This will indicate that an enemy target is within range and may be fired upon with accuracy.

Commander's Advisory:

Selecting the smoke screen will de-select other offensive weapon options. Be sure to re-select an offensive weapon after the smoke has been discharged so that you may resume offensive operations.

Allied Supply Depots



Represented by a United States flag on the Long-Range Radar Map, these areas are an oasis in the harsh, supply-restrictive desert combat environment. A depot can only be entered if it appears on the Cockpit Control Screen, so get as close to it as possible on the Long-Range Radar Map.

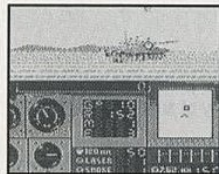
Due to conservation mandates from high command, an M1 is permitted **only one visit** per depot during the course of a mission. Depots that have already been visited will deny access to M1s that attempt to re-enter them. The number of depots available will vary from mission to mission.

Stop at Allied Supply Depots to:

- Repair all hull damage
- Completely replenish fuel supply
- Restock ammunition (supply restrictions may limit the quantity of ammunition available for certain weapons systems)

You must wait for a completion message to appear on the Depot Screen before exiting a base. After this message appears, press **BUTTON A** to resume your mission.

Enemy Weapons and Equipment

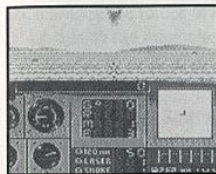
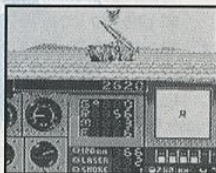


Soviet-made T-72 Tank:

The enemy's main battle weapon, the T-72 and its variants are the M1 commander's most common foe. Quick and maneuverable, they are most dangerous to the M1 when attacking en masse.

Soviet-made SCUD Missile Launcher:

While their missiles are capable of wreaking havoc, SCUD missile launchers are slow, clumsy, and extremely vulnerable to Allied ordnance. They are sometimes guarded by T-72s and Mi-24 HINDs.



Anti-tank Mines:

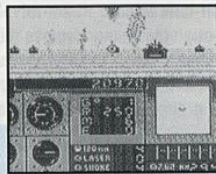
Though the enemy deploys these anti-tank mines more as a nuisance than a threat, the unwary M1 commander who blunders into their path is in great danger. Easily visible on the ground, they can be neutralized with machine gun fire.

Soviet-made Mi-24 HIND Helicopter:

Fast and heavily armed, these tank killers can swoop down and unleash a withering barrage of missiles and 20mm cannon fire. They are difficult to target and best attacked with LGMs or the 7.62mm machine gun.



Enemy Strongholds



Reliable intelligence from forward observation teams has indicated the existence of several heavily-fortified enemy strongholds. It is likely that the approaches to these redoubts are heavily defended by crack enemy units and high-quality equipment. These areas are also known to contain large concentrations of enemy armor and attack helicopters.

After you have successfully completed the initial stages of your mission, you will receive a message on your Com-Link Display to begin your assault on the main enemy stronghold in your area of operations. An icon revealing the location of the stronghold will appear on your Long-Range Radar Map after you have received this message from high command. The message and the icon will appear only after all other enemy units in your area of operations have been neutralized.

To neutralize the forces of an enemy stronghold, you must knock out the areas from which enemy fire originates—aim for the flashes of their guns. Use any means at your disposal to eliminate all resistance at these strongholds. Continue your assault until all enemy fire ceases.

Stronghold Assault Strategy

- Save at least one Supply Depot visit for just before your final assault. This will ensure you have no hull damage and plenty of ammunition for the final attack.
- Use a smoke screen to temporarily conceal your tank. This will drastically reduce the accuracy of enemy fire, while the flashes of their guns will remain visible for targeting.

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