

BATTLE WHEELS™



BEYOND
GAMES

1 TO 6 PLAYERS
LYNX

Beyond Games is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or any portion of its content is not allowed without the specific written consent of Beyond Games. Beyond Games, the Beyond Games Logo, BattleWheels and the BattleWheels Logo are trademarks or registered trademarks of Beyond Games. Atari, the Atari Logo, ComLynx and Lynx are trademarks or registered trademarks of Atari Corporation.

BattleWheels™ for the Atari Lynx system is © 1993 by Beyond Games.

**BEYOND
GAMES**



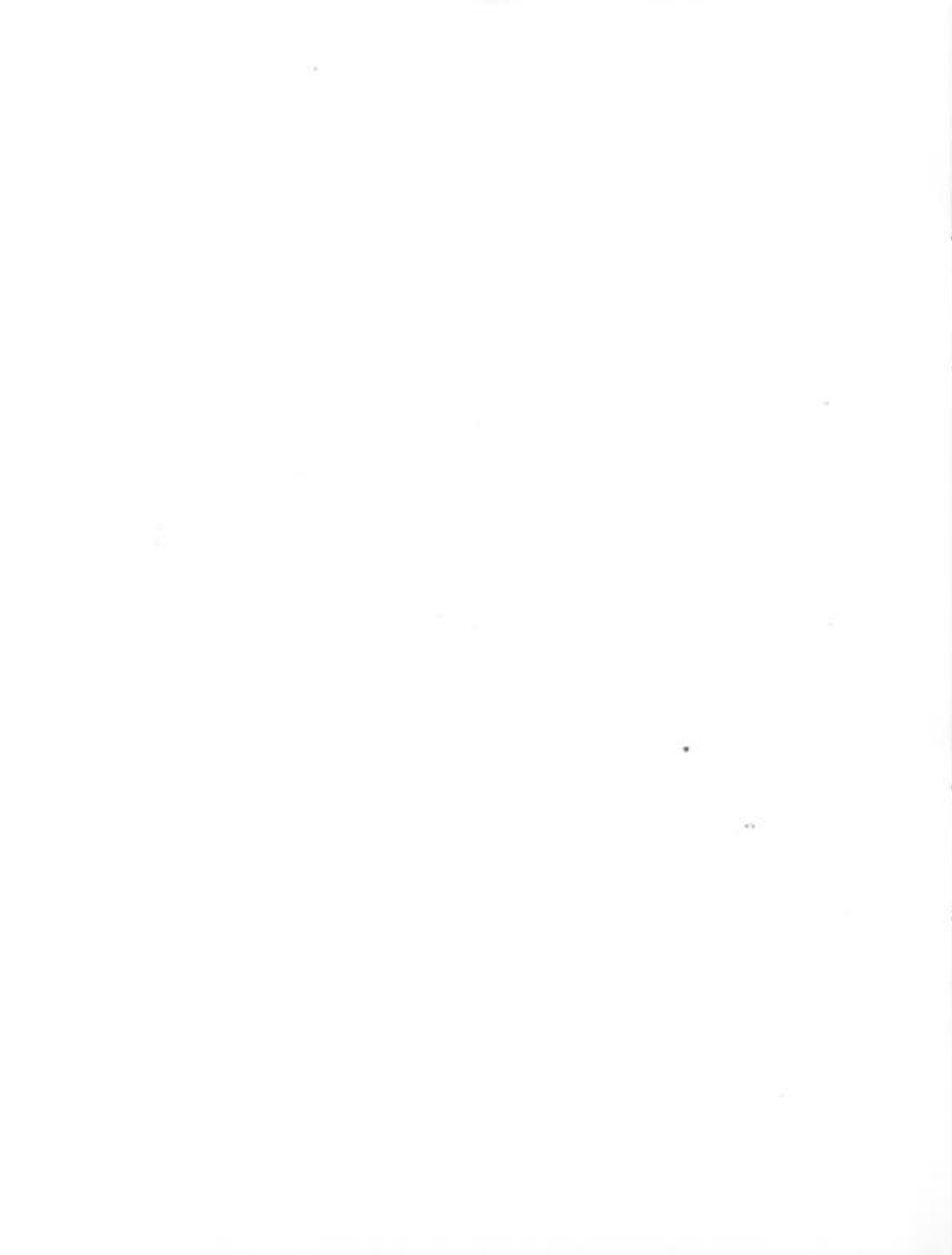


TABLE OF CONTENTS

GETTING STARTED	1
OPTIONS BOARD	2
ACTION MODE	4
CUSTOM MODE	5
Building your car	5
Armor	6
Weapon placement	7
Ammo	8
ARENAS	9
ON FOOT	10
DRIVERS ED	11
DASHBOARD	12
RADAR	13
OTHER STUFF	14
End of round	15
End of game	16
STRATEGY	17

Welcome to the #1 Spectator Sport in the Nation

In the year 2019, Humankind has turned to more and more dangerous games for its entertainment. New technological advances and a massive reorganization of the Nation's political structure has given rise to new breeds of spectator sports. The most popular of these sports is BattleWheels™, an arena combat duel between two to six warriors. The cars are Hi-Tech, heavily armored and ready to party. The drivers are afraid of nothing. Your job is to go into the arena, rock & roll, and get out in one piece. Welcome to the world of BattleWheels™.

GETTING STARTED

With the power off, insert the cartridge into your Lynx system and press power "ON". When the game's title screen begins, press either "A" or "B" to go to the Options board (press "Option 2" on any screen to toggle the music).

MULTI-PLAYER

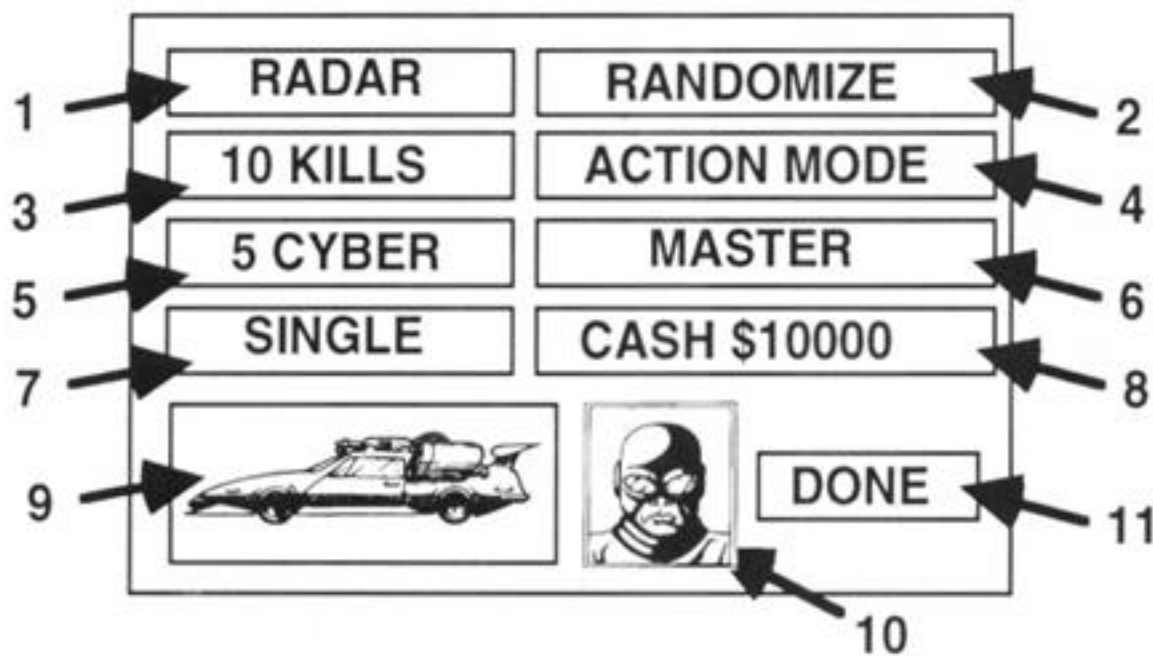
All players who wish to link up can connect the ComLynx cables at any time, but you can only add new players while everybody is on the Title Screen (which appears upon pressing **reset**). Make sure that the number of players at the bottom of the screen matches the number of people connected by ComLynx.

PLAYER NOTE: If at any time during the game a Comlynx cable becomes unplugged, a "CHECK COMLYNX" message will appear. DON'T reset your machine - simply check all connecting cables until play is automatically resumed.



THE OPTIONS BOARD

Options are selected by moving the joystick **Up** or **Down** and **Left** or **Right** until the desired item is highlighted. Use "A" or "B" to move forward or backwards through the settings.



1-Toggles all players' radar screens on or off. Some arenas like the Wasteland or Open Range are much harder without radar.

2-Chooses a particular arena for combat and includes a random selection mode.

3-Selects the total number of "Kills" needed to win the game. Choose from 1, 5, 10, 20, 30, 50, or 100.

4-Selects one of two modes: Action or Custom.

The Action mode allows players to choose one of five prebuilt cars to be used and fully rebuilt automatically after every battle. The Custom mode allows players to build their own cars, which must be repaired after each round.



5-Determines the number of Cyberbrains that will be let loose in the arena (between 0 and 5). In a one player game you must choose at least one Cyberbrain as an opponent.

6-Determines the experience level of the Cyberbrains in the arena. They can be on foot as Runners or rank from the slow and stupid Rookies to the Hi-Tech dueling class Dark Lord.

7-This option selects either single or team combat. In single mode, it's you against the world. In team mode you can divide forces between the Red Devils and the White Knights (Used in Multi-player games only).

8-This is the starting cash amount used only in the Custom mode. Cash amounts go from \$3,500 to \$40,000.

9-Chooses one of eleven different car colors. Remember: **your car color determines your radar color**. Since players can choose the same car color, individual player identification is determined by your body armor color. Your individual body armor color appears as a colored triangle on the side of your car.

10-Chooses your warrior for the contest.

11-Press the "A" or "B" button here when you are finished selecting options (note: in multi-player mode, a "waiting" icon will be displayed until all other players have completed the **options** board). The game will then proceed to the "Action" screen or the Bodyshop (Custom mode only).



ACTION MODE

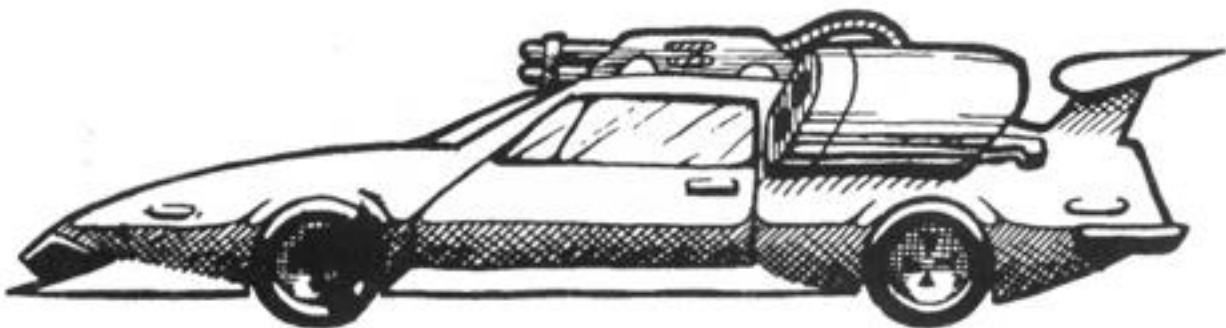


If a continual slug-fest is to your taste, then the Action mode is for you. Select your class, "On Foot" or one of 5 prebuilt cars that range between a Basic design to a Heavy class cruise-mobile. This screen can be used to handicap more experienced players and give novice drivers more of a chance in the arena. Money is not the issue here; beating your opponent is. The Gaming Commission has seen to it that you and your car are automatically patched-up after every battle. Note: the mode of transportation you choose on the Action screen CANNOT be changed or modified during the course of a game, so choose wisely.



CUSTOM MODE

Here's where the real operators are separated from the Sunday drivers. The custom mode allows you to build a car from the ground up. After "Custom" mode and a dollar amount are selected on the "Options" board, you roll into the Bodyshop. Select "Custom" and press "A" to begin building your car; or, if you're feeling lazy, go to "Plans" and press "A" to buy a factory model. Press the "A" button to exit the factory after building your car. Pressing the "B" button toggles between the car you've selected and the "On Foot" mode.



Building your Pride and Joy

Up and **Down** on the joypad moves the select arrow to whatever item you want to modify. Joypad **right** selects the item and increases the amount of armor or ammo you have highlighted. Joypad **left** decreases the amount of armor or ammo and/or removes the item. The first screen shows engine and suspension options. These control speed and weight capacity. The larger the engine you choose, the faster you will go. The higher the suspension you choose, the more armor and weapons you can carry. The current weight and cost of your car will be displayed in red if the car is too heavy or too expensive.



Refer to this list in balancing your engine size with the weight your suspension will carry:

Engine Size	Cost	Weight
1	\$500	250
2	\$1,550	640
3	\$2,500	1,075
4	\$4,250	1,720

Suspension	Cost	Max. Weight
1	\$450	1,750
2	\$1,500	3,500
3	\$3,250	5,500
4	\$4,625	9,000

Armor

The second screen allows you to determine your armor placement. Select the side you wish to armor with the joypad, then press **left** or **right** to place armor. Note: the "B" button will automatically give you 1/2 of your total armor allotment per side (62); press it again to get the full allotment. Your undercarriage can support a maximum of 50 points of armor. Armor costs ten dollars per point and weighs ten pounds per point.



Weapons Placement

The next series of screens allows you to choose the placement of your weapons. You can select Machine Guns, Missiles, Flame-throwers, Mines, and a Paint Sprayer.

The following list shows the costs and weights for each item and for ammo. Weapons do not come fully loaded. You must select the weapon and then purchase ammunition separately. Note: duplicate weapons in different locations fire from the same store of ammunition. For example, the maximum # of shots for a flame-thrower is 150. If you have both a left and right flame-thrower you will still only have a maximum of 150 shots total.

Weapons Cost and Weight Chart

Weapons	Cost	Weight
Front M.G.	\$350	250
Front Missile	\$850	245
Mines	\$375	175
Right M.G.	\$275	225
Left M.G.	\$275	225
Right Flame	\$400	185
Left Flame	\$400	185
Back Flame	\$400	185
Back Paint	\$350	200
Back Missile	\$650	245



Ammunition Cost, Maximums and Damage Chart

Ammo	Cost	Max.	Damage
Bullet	\$5	250	1 pt.
Missile	\$50	150	5 pts.
Flame	\$5	150	3 pts.
Mine	\$30	50	5 pts. *
Paint	\$5	50	special

A Paint Sprayer covers an opponent's windshield with a neon blue paint that obstructs the view out of the painted window (note: You can clean a painted window by jumping out of your car then getting back in). After outfitting your car, press the "A" button to exit the custom room, then press joypad **right** to highlight the "Use" icon and press the "A" button. Note: in a two or more player game, you must wait for everyone to press "Use" before the game will continue. After it is selected, the "USE" icon will light up green while you are waiting for others.

*Note: a Mine only does damage to the undercarriage of a car. There is, however, some residual damage done to the side of the car that the explosion hits.



ARENAS

On the option board, highlight the top right corner option and press "A" or "B" to browse through the listed battlefields.

Dead City

One of many cities that didn't make it through the Takeover ten years ago.

Wasteland

A barren patch of desert where the Game Masters don't have to worry about cleaning up after a Duel.

Parking lot

Shopping for Kills at the strip mall.

Las Vegas

An extra-tight arena where only the heavy-duty combatants emerge unscathed.

Highland

Cruising for mayhem in the wide open spaces.

Open Range

The deer and the antelope have all been shot up in past games.

The Bank

One block of burned-out financial district with the payoff inside.

Main Street

A blocked-off section of the old city where the youngsters can cruise all night.

Graveyard

Where unsuccessful duelists end up.

Power Plant

An old substation that once provided power to surrounding towns.

Hometown

An abandoned town, not unlike your own, with lines from the Power Plant intersecting it.

Outpost 5

An old guard post established during the Takeover.

The Rabbit

One or two contestants start out in the center of the arena. The others start outside, looking in.

State Park

Private land reclaimed for a higher purpose. Keep your windows rolled up, don't feed the animals and always return fire.

Trader Mel's

Old Man Mel has turned quite a profit from the resale of used car parts.

The DustBowl

Midwest dueling at its finest.

Randomize

Chooses a random arena for each round of combat. As you drive into the arena the road sign will tell you what arena you are entering and what round you are playing.



ON FOOT

You will find yourself on foot during the course of the game for one of two reasons: to collect moneybags or to get out of a burning car. To get out of your car, simply hold down the "Option 2" button until you jump out. You must either be stopped or traveling at a low rate of speed to avoid cracking up on impact with the ground. If you do indeed crack-up, the last player to have shot your car will log the "kill" (note: You can get trapped inside your car if an object is too close to your left side door).

You are NOT helpless on foot. The National Gaming Commission passed a law stating that each driver must carry a machine gun and four missiles for his/her protection in the arena. "Option 1" will switch between weapons while on foot. Press the "A" button to fire. Additional protection is provided by your body-armor. It will protect you from four bullets or two flame-thrower blasts. Avoid missiles and cars!

Dive and Roll

To avoid the occasional hit and run attempt you may encounter on foot, hold the "Option 2" button down and press **left**, **right**, or **forward** on the joypad to dive out of the way (note: After a left or right dive you will stand up facing in your original direction).

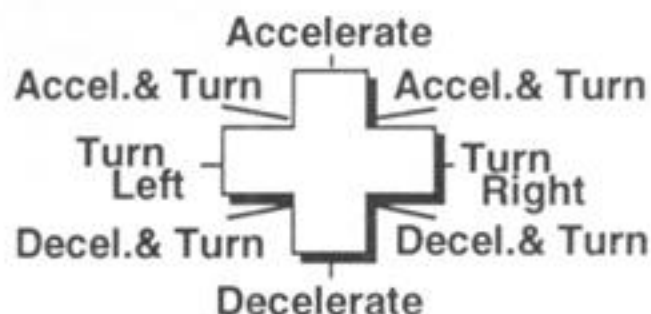
Getting Back In

To get back in your car, simply line up with the left or right door and move forward to your car to climb inside. (note: A car with a black triangle is empty.)

Player Note: There is no honor among Duelists. If your car is toast and you see someone else's car just sitting there.....why not hop in and take it for a spin?



DRIVERS ED.



"A" button fires

"B" button changes view

"Option 1" selects weapons

"Option 2" to bail out of your car

"Pause" pause & show %

Maximum speed is determined by engine size. To accelerate (or decelerate when in reverse) press and hold **forward** on the joystick. To decelerate (or accelerate when in reverse), press and hold **back** on the joystick.

Changing Weapons

To select the weapon you want to use, hold the "Option 1" button down and press the joystick in the direction of the location of the weapon (**L**, **R**, **F**, or **B**). If more than one weapon has been placed on a side, simply hold the "Option 1" button down and press the joystick till the desired weapon appears in the display (see Dashboard). Press the "A" button to launch projectiles at your opponent.

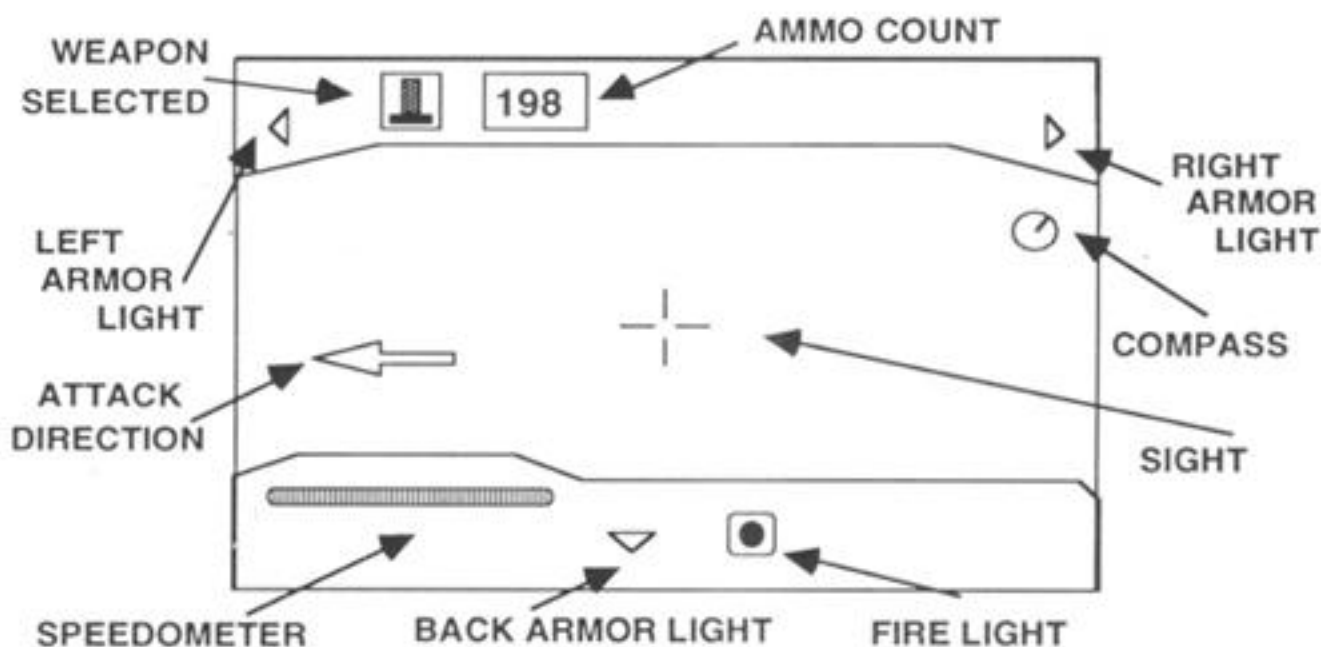
Looking Around

Holding down the "B" button and moving the joystick **left**, **right**, or **back** will show you different views from your car. "B" and **forward** will give you a damage report. The "B" button alone displays your radar. Your car is the blinking one with the halo. Buildings and bunkers are the gray, unmoving squares.

Player Note: Get the hang of driving in reverse. It's a good way to get out of a head-on and continue punishing your opponent.



THE DASHBOARD



Armor lights

Light up when a side has less than 10 points of armor.

Weapon Selection

Weapon type and direction.

Ammo Count

How many rounds remain for the currently selected weapon.

Attack Direction

Indicates the direction of attack **from** an opponent.

Compass

Shows direction of travel.

Engine Fire Alarm

An alarm sounds and the light flashes when your engine is on fire and about to explode. You have less than ten seconds to get out of your car before it goes critical (remember, "Option 2" gets you out).

Speedometer

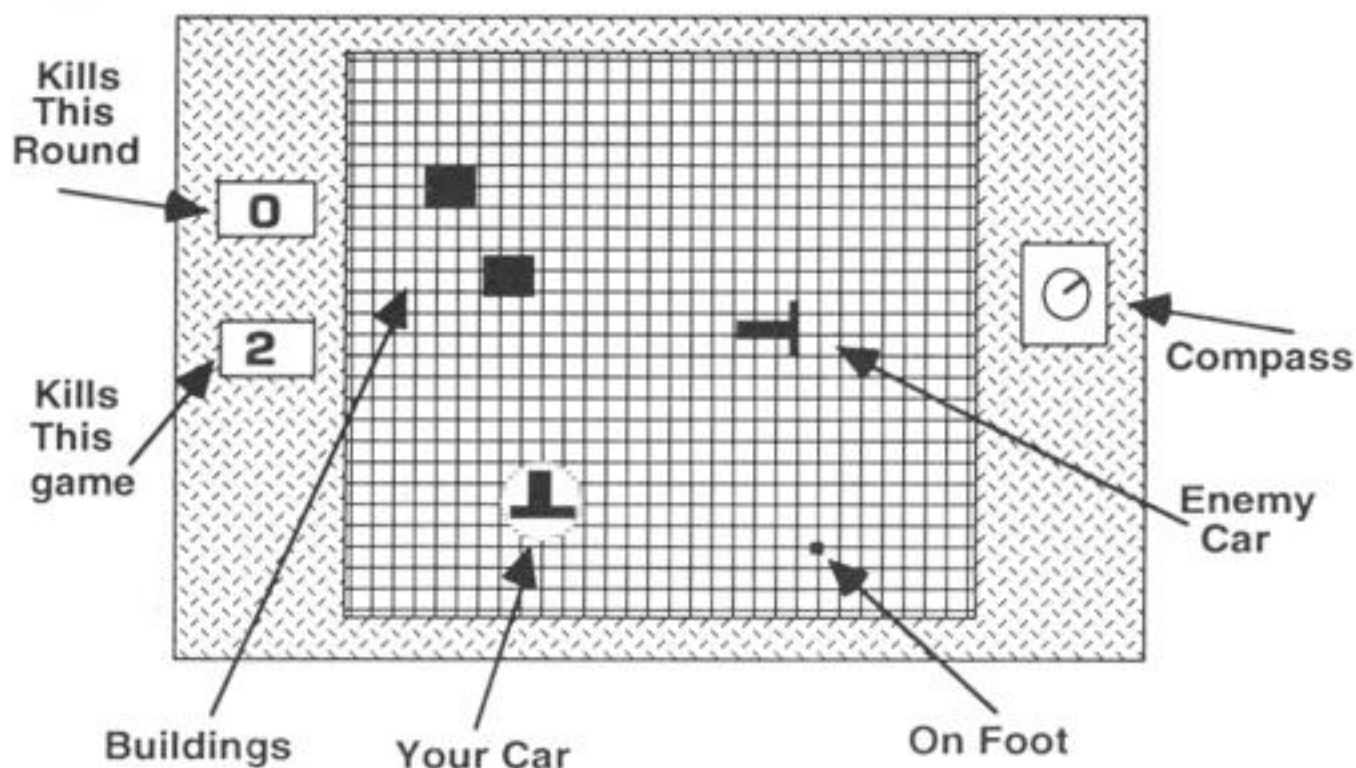
An increase left to right indicates forward speed.

An increase right to left indicates reverse speed.



RADAR

To use your radar, press and hold the "B" button.



Your radar color matches the color of your car. On foot, your radar color is determined by the color of your body armor. Your body armor color is also displayed in a triangle on the side of the car you occupy.

Car Damage

To see exactly how much damage your car has sustained, hold the "B" button down and press the joypad **up** (note: you must be in your car). The color of each side of your car indicates how much armor you have left.

Red:	Less than 10.
Yellow:	Less than 20.
Green:	20 or greater.



OTHER STUFF

The Anatomy of the Arenas

Arenas are made up of many types of objects. The largest objects are the arena walls. These walls are made of stacks of tires and are impassable. The Gaming Commission frowns upon those who try to scam out of an honest duel.

Entering the Arena

Entering the arena is a glorious affair, with fans cheering and photographers capturing the moment for millions of people to watch across the entire globe. Since your actions will be broadcast on prime-time television, it behooves you to do your best in the arena. Also present is a highway sign thoughtfully installed by the Gaming Commission that names the arena you are entering and the round you are playing.

Moneybags

Throughout the arenas, the Gaming Commission has placed moneybags as a performance incentive. These items appear only when playing the Custom mode. You get \$5,000 in cash for each bag picked up. There are usually four bags in each arena. To pick up a bag you must get out of your car and run over the bag on foot. Other cash awards include a \$2,500 bonus for the survivor and \$2,000 bonus per kill.

Player Note: All battlefields have bonus money in them. Some, like The Bank, have a "safe zone" to cash-in on.



End of Round

After each battle, you will see your character standing in line with the other players. Underneath each character you will see two numbers. On top is the number of "Kills" scored in the last round and below is the total number of "Kills" scored. In Custom mode, bonus money also appears in the form of a \$2,000 reward for each "Kill" that a player logs during the round. Use the "Option 1" button to check out your hit/miss board to see how bad of a shot you are.

"Kills"

"Kills" are the whole reason you're fighting in the arena. For every player you disable, you get one "kill" (note: totaling a rival player's car DOES NOT count as a "kill". The driver of the car must be incapacitated). Your current number of "kills" are shown on both your radar screen (in the arena) and at the "End of Round" board. In custom mode you get \$2,500 per kill.

BattleCam

There comes a time in every duelist's life when he is the first player to get creamed in a given round. Through the miracle of modern technology, you can watch the action of other players still active in the arena. BattleCams are standard issue with drivers' equipment. To switch views from player to player, simply press the "A" button.

Player Note: If you get stuck against an object in the arena, try to accelerate and TURN until you get around the object.



The Pause Button

The pause button not only pauses the game during a battle, but also shows you how bad of a shot you are. The screen that appears while the game is paused lists how many shots you have fired with each weapon and how many of them hit their target.



End of Game

When a player reaches or exceeds the number of "Kills" determined on the options screen, that player wins the game. If more than one player exceeds the number of "Kills", the win goes to the player with the most "Kills". Remember, you compete for "Kills" against everyone; humans **and** cybers. Press "A" or "B" on the trophy board to begin a new game.



STRATEGY

- Use your compass and radar screen all of the time. Orientation on the map is crucial to finding your opponents and moneybags.
- Rapid weapon selection is a necessity if you want to become more than just a punching bag for other players. Learn to pick a side weapon and get off a shot or three as you drive by other players.
- You are a hard target to hit on foot. You are, however, rather easy to run over. Understanding (and using) the Dive and Roll can keep you alive a lot longer. Firing from behind objects like tires or poles is a good way to protect yourself.
- Try not to pick a fight with more than one person at a time.
- Unless it's directly run over, a mine is timed to explode after several seconds. It is possible to sucker someone into driving over them.
- Remember, cars have four sides of armor to whittle down before their engines will ignite, so concentrate fire on one side for a quicker kill.
- Check your damage report often. If you show yellow or red on any side, then try to keep that side away from your opponents.

*Remember: It's not whether you win or lose, it's how bad you cream the other guy. Happy hunting!



CREDITS

Programming: **Kris N. Johnson**

Art & Animation: **Lorin Nelson**

Music: **Curtis Coalson, Tim Huntsman**

Sounds: **Kris N. Johnson**

Design & Concept: **Kris N. Johnson**

Additional Design: **Tim Huntsman**

Cover & Manual Art: **Curt L. Hatch**

Documentation: **Tim Huntsman, Kris N. Johnson**

Quality Control: **Clark Stacey, Bronwen Calver**

Additional Help: **Bruce K. Johnson, Jeff Crosby**

**Clark Stacey, Marilee Staker, Century Russell,
Jason Clinger, James Saffari, David Hendrickson,
Amber McKee**

Thanks to the hundreds of playtesters for all their input!



BEYOND GAMES LIMITED 90-DAY WARRANTY

LYNX™ VIDEO GAME CARD

LIMITED 90-DAY WARRANTY: BEYOND GAMES, warrants to the original consumer purchaser that this Atari Lynx Video Game Card ("Media") is free from any defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If any defect covered by this warranty is discovered within the 90-day period, the unit should be returned to the place of purchase along with the original proof-of-purchase. The place of purchase will either repair or replace the defective unit at their discretion.

Warranty service can only be carried out if proof-of-purchase is received with the product by Beyond Games during the ninety (90) day warranty period and the product has been carefully packaged by you to avoid transit damage.

This warranty does not cover damage or malfunctions resulting from improper handling, accident, misuse, abuse, failure of electrical power, use with other products not manufactured or approved by Atari for use with the Lynx Video Game System, damage while in transit for repairs, repairs attempted by any unauthorized person or agency, or any reason not due to defects in materials or workmanship.

DISCLAIMER OF WARRANTY ON BEYOND GAMES LYNX PROGRAMS: All Beyond Games Lynx programs (contained within the Media) and related informational materials are distributed on an "as is" basis without warranty of any kind. Any statements concerning the capabilities or utility of a Lynx program are not to be construed as express or implied warranties. The entire risk as to the quality and performance of such Lynx programs is the purchaser's. Should a program fail to fulfill the individual requirements of the purchaser or prove defective following its purchase, the purchaser (and not the manufacturer, distributor, or retailer) assumes the entire cost of all servicing, damages or liabilities which may result from the use of any such Lynx program and/or related informational materials.



Beyond Games shall have no liability or responsibility to the purchaser, or any other person or entity with the respect to any loss or damage caused or alleged to be caused directly or indirectly by any game or computer program (on any Media) sold by Beyond Games or others. This includes, but is not limited to, any interruption of service, loss of business, loss of information or that which is rendered inaccurate, or loss of anticipated profits or ANY OTHER CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE PURCHASE, USE OR OPERATION OF BEYOND GAMES LYNX PROGRAMS.

Every effort has been made to ensure that the Beyond Games product manual and promotional materials accurately document the product. However, because of on-going improvements and updating of Beyond Games products, Beyond Games cannot guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

Beyond Games shall have no obligation to enhance or update ANY UNIT once manufactured.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANT ABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE, AND CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Since some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusions or limitations of incidental or consequential damages, the above limitations or exclusions may not apply to you. This warranty gives you very specific legal rights and you may also have other rights which vary from state to state.

If your retailer is unable to provide the warranty repair service you require, you may write to Beyond Games, at the following address:

BEYOND GAMES CUSTOMER RELATIONS
PO. BOX 2754
SALT LAKE CITY, UTAH 84110-2754

Atari and Lynx are trademarks or registered trademarks of Atari Corporation.



NOTES



WE WANT TO HEAR FROM YOU!

Send suggestions, questions and comments to:

**BEYOND GAMES
P.O. BOX 2754
SLC, UT 84110**

**BEYOND
GAMES**

Copyright 1993, Beyond Games
All rights reserved.

Printed in Hong Kong
G.C. 3.1993