

For
Atari® 2600
VCS™ and Sears
Video Arcade™

XONOX™
DOUBLE-ENDER™

ARTILLERY DUEL™

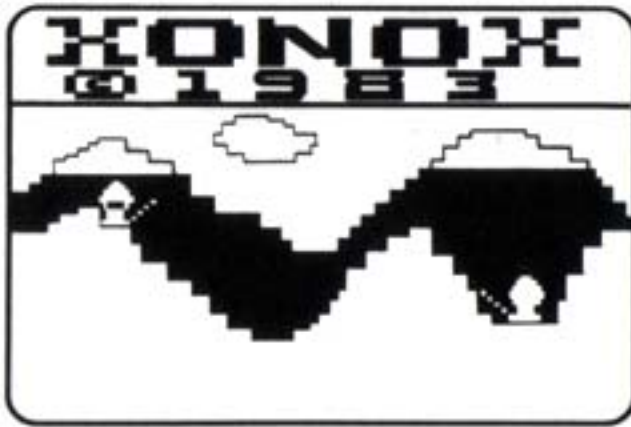
You are in charge of an artillery gun emplacement set in a rugged mountain terrain. Your enemy's gun emplacement is set across the hills in another strategic location, and it is your task to knock out the enemy before he is able to destroy you. You must take into account distance, gun placement relative to terrain, wind direction, and wind speed as you mount your assault. You can control the amount of powder and barrel angle for each shot fired as you zero in on your opponent. Before you can fire again, your enemy will get off a round, so make each shot count!

GAME INSTRUCTIONS

Get Ready to Play ARTILLERY DUEL™

1. Hook up your video game system. Follow the manufacturer's directions.
2. With the power "OFF," plug in the game cartridge. The XONOX Double-ENDER with ARTILLERY DUEL and CHUCK NORRIS SUPERKICKS gives you twice the fun with two totally separate games, one on either end of the cartridge. To play ARTILLERY DUEL, insert the end of the cartridge labeled "Artillery Duel" into your video game system.
3. Now turn the power "ON." If no picture appears, check the connection of your game console to TV, then repeat steps 1, 2 and 3.
4. ARTILLERY DUEL is a two player game, so player #1 use the left joystick, and player #2 use the right.
5. Console game difficulty switches allow for two skill levels independent of each other, so one player can be a Captain (B) and the other a General (A). Game reset draws another terrain and starts the game.

NOTE: Always turn the console power switch "OFF" when inserting or removing a XONOX cartridge. This will protect the electronic components and help prolong the life of your XONOX games. You may need to adjust your Vertical Hold on your T.V.



ARTILLERY DUEL Video Game

As the officer in charge of an artillery gun emplacement, you must square off for an exciting duel of skill and action as you plan and coordinate the destruction of your opponent. Check the wind, make critical adjustments of barrel angle and powder

charge, and fire! Random terrains and gun placement ensure that every battle is different. Start off as a Captain and as your skill in measuring the effects of wind and shot adjustment increases, you can promote yourself to General, but when you are a General you have to be able to make fast decisions!

1. OBJECT of the GAME:

Destroy the opposing artillery gun emplacement before he destroys you. Predetermine between you and your opponent how many battles you are going to play in your war (i.e., first player to destroy five gun placements).

2. CONTROLS:

Player #1 use left joystick and fire button; player #2 use the right. Joystick controls the barrel angle (up or down) and the amount of powder (up or down) used for each shot. The fire button fires your gun.

3. SCORE DISPLAY:

At the end of each battle, a cumulative score of the number of gun emplacements which both you and your opponent have knocked out will be displayed on each side at the bottom of the screen.

4. SKILL LEVELS:

You have two skill levels, Captain and General. The "A" difficulty switch on the console is for General and the "B" switch is for Captain. Each player may select which level to play on.

5. SCORING:

Scoring is the same on all levels. You are given credit for blowing up the opposing gun emplacement before being destroyed yourself.

GAME LAYOUT:

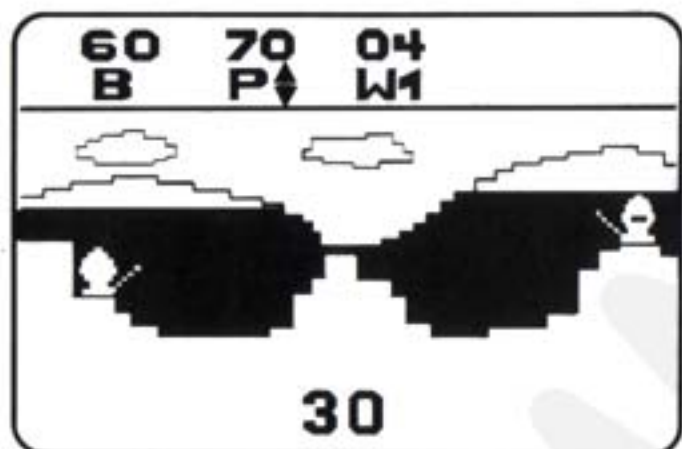
There are several thousand combinations of alpine terrain and gun emplacements, so virtually every game you play will be different from any which you have played before.



ATTRACT MODE — OPENING SCREEN:

When you first turn on the game the name ARTILLERY DUEL and ©XONOX 1983 will appear in a banner across the top of the screen. The sky will turn dark to show you night has come and a mountain terrain will set up in the foreground. Two artillery guns will appear and will silently commence firing randomly at each other. The gun with the flashing black window has control and is taking aim to fire.

At this time, select the difficulty level that each player wishes to play and press the Game Select switch to start the game.



ARTILLERY DUEL — THE BATTLE:

An alpine terrain will appear with two guns placed ready to defend their territory. The terrain will be different for each battle (sometimes mountains, sometimes valleys, sometimes several hills and valleys). Across the top of the screen a banner of instruments show barrel angle (B), powder level (P), wind speed (W) and wind direction (white flag and the motion of the clouds). The player whose artil-

lery gun has an opening and closing window is in control. Using the joystick, move left or right to move the flashing arrow to Barrel angle or Powder level. Move joystick up or down to increase or decrease the amount of barrel or powder you want for your shot.

There is an automatic countdown at the bottom of the screen and you must make your adjustments prior to reading "0" or your gun will automatically fire. Once you have fired control goes over to your opponent.

Shots falling short or long of your target explode, but you only score by a direct hit. Wind speed and direction may change between shots so you must take this into account when adjusting your gun as you zero in on your target. When one gun is finally destroyed, a group of your infantry soldiers will march on to the field of battle to a military drum beat to indicate which side has control of the territory. The score will show at the bottom of the screen. After a few seconds, new terrain will appear with guns in new positions and you're ready to continue the war with a new battle.

PLAY ACTION – CAPTAIN LEVEL:

Adjust powder level and barrel angle using the joystick. Take into account your previous shot's point of impact and the wind in making your adjustments. You will have thirty (30) seconds to set up your shot before the automatic firing mechanism takes over. The on-screen clock tells you how many seconds you have to make your calculations. When you are ready, press the fire button to fire. The game will continue until one player has destroyed the opponent's emplacement.

PLAY ACTION – GENERAL LEVEL:

You will still have all the variables (wind direction and speed, barrel angle, powder level and terrain) that you had in the Captain level, but as your rank increases you will have less time (15 seconds) to make your adjustment decisions. The wind variations will also increase between shots. Part of the challenge of being a general is that you have less time to react to make the proper decisions. Assess the situation and rapidly decide what changes in your barrel angle and/or amount of powder will give your shot the proper trajectory to hit your target. You must always try to remember where your shot landed on the previous attempt and what the wind direction and wind speed were. This way when it is your turn again you can estimate which adjustment will be best under the particular conditions.

STRATEGIES FOR WINNING THE BATTLE:

When you first start a battle, test fire a shot based on your past experiences to see how gravity and wind are affecting your shot. Each game has slight gravity and wind force changes to prevent an experienced player from "memorizing" shot distances and trajectories (angles that the shots make at different barrel angles). Therefore the first shot is very important. Watch the opponent's shot as well, for you can learn from how his adjustments affect his shots to make yours more effective.

The higher you point your barrel the steeper the angle of your shot will be. This is good for getting at a gun emplacement nestled in a valley or behind a mountain, but high angle shots are more affected by the wind. (Note: about one increment of powder is equal to 2 MPH of wind change at 60° of barrel angle). This changes slightly with each new game.

As a last resort, use verbal exchanges and bad advice to distract and confuse your enemy. This is called "counter intelligence" and is often used by real military forces to supply false information to the enemy for their advantage.

PLAY IT AGAIN:

After you have fought your battle and either you or your opponent has won, simply wait for the next terrain to set up and continue in your war. This will happen automatically, and the loser will be awarded the first shot.

To reset the score or to assign new player ranks, press the RESET button and follow the instructions for starting the game.

ARTILLERY DUEL — INSTRUCTION SUMMARY

Hook up your Artillery Duel video game cassette.

On your screen will appear an alpine terrain with hills, valleys and snow-capped mountains. Terrain will change with each new battle. Two artillery guns face each other on each side. The gun with a flashing black window has control. Winning any battle takes cunning and quick decision making. Artillery Duel has a number of instruments in which to help you make correct calculations to win a battle and finally win the war.

At the top of your screen are three instrument boxes. The box on the left is labeled (B), showing barrel angle. The box directly in the middle of your screen is labeled (P) for powder level. The correct adjustments to these two boxes will determine a direct hit. The box on the right of your screen, labeled (W), is your wind speed indicator. Directly next to it is a small white flag, which you will use to determine wind direction.

When a new round of firing begins you will first want to determine wind speed and wind direction. You will have 30 seconds to make the correct adjustments before firing. By moving your joystick right or left you will guide the blinking arrow to the instrument box (B) or (P) you wish to make adjustments to.

Barrel Angle —

Push up your joystick to increase the barrel angle and down on the joystick to decrease the angle.

Powder Level —

To increase the powder charge used in a shot push up on your joystick. Pull down on your joystick to decrease your powder level.

Wind Speed/Direction —

The instrument labeled (W) indicates wind speed in MPH. Watch the little white flag or the movement of the clouds to determine wind direction.

Shot Countdown —

The numbers displayed at the bottom center of the screen indicate the number of seconds remaining before you must fire — 30 seconds for Captain and only 15 seconds for General.

Once the correct calculations have been made you should fire your gun. After your 30-second shot countdown has expired your gun will automatically fire. Firing will continue until one of the artillery guns is destroyed. When a battle is won, infantry soldiers marching to a military drumbeat will announce which side has control of the territory. The war continues with new terrain and new challenges.

90-Day Limited Warranty

XONOX warrants to the original consumer purchaser of this XONOX video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, XONOX, at its option, will repair or replace this cartridge free of charge upon receipt of the cartridge (postage paid), a completed XONOX warranty registration card (if not previously mailed) and proof of date of purchase. The cartridge, the warranty card and the proof of purchase should all be sent to the address nearest you, as shown on the back of the package.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through or the cartridge shows signs of misuse, excessive wear, modifications or tampering.

This warranty is in lieu of all other express warranties or representations. Any applicable implied warranties, including warranties of merchantability and fitness are limited to a period of 90 days from the date of purchase. XONOX is not liable for any special, incidental or consequential damages resulting from breach of any express or implied warranties on this cartridge.

The logo for XONOX features the word "XONOX" in a bold, white, sans-serif font. A thick, red, wavy line is superimposed over the letters, starting from the left, passing through the 'O's, and ending at the right. A small "TM" trademark symbol is located to the upper right of the final 'X'.

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