

VIDEO GAME CARTRIDGE  
FOR THE ATARI 5200

# ATARI 5200



COMBAT 2 ADVANCED



© 2002 Mean Hamster Software  
Program by John Swiderski





## Title Screen

# Select Game Mode And Number Of Players

\* Select Area To Battle In

0 Select Scoring Method  
Combat 1 or Combat 2



## Tanks Mode

Weapons:

Fire 1 Main Gun

Fire 2 Faster Machine Gun

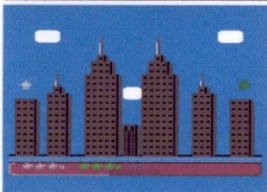
Areas:

Area 1 Plain Field

Area 2 River

Area 3 Forest River

Area 4 Night Time Battle



## Choppers Mode

Weapons:

Fire 1 Main Gun

Fire 2 Bomb

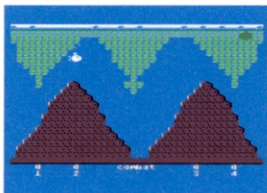
Areas:

Area 1 Sky

Area 2 Clouds

Area 3 Buildings

Area 4 Hide N' Seek



**Subs Mode**

**Weapons:**

Fire 1 Torpedo

Fire 2 Depth Charge

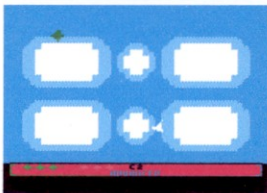
**Areas:**

Area 1 Ocean

Area 2 The Rocks

Area 3 Rocks & Seaweed

Area 4 Hide Behind Mode



**Jet Mode**

**Weapons:**

Fire 1 Main Gun

Fire 2 Machine Gun

**Areas:**

Area 1 Sky

Area 2 Combat 1 Clouds

Area 3 Combat 2 Clouds

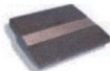
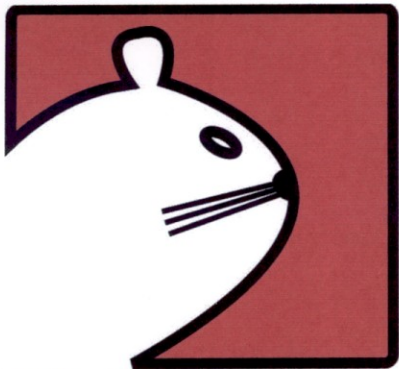
Area 4 Clouds & Fog

### Notes:

**Combat 1 Scoring = First Player To 15 Points**

**Holding Down Reset for a Few Seconds on Controller 1 will go back to the title screen.**

**After a game is done, hold down start to return to the title.**



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