

Garry Kitchen's

SUPER BATTLE TANK

WAR IN THE GULF

TM



COMMANDER'S DIRECTIVE



Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



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COMMUNIQUÉ TO ALL M1A1 BATTLETANK COMMANDERS FROM THE COMMANDER OF ALLIED FORCES

As you know, the Persian Gulf air war has been underway for some time now, and we have been completely successful in all aspects of that campaign.

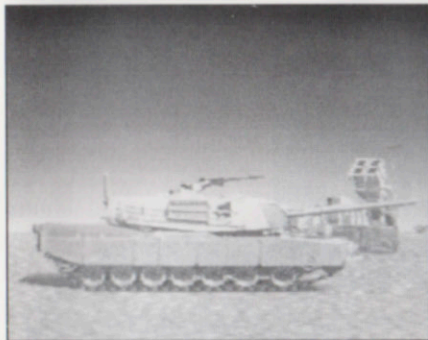
While we have previously been unable to confirm the necessity of launching a ground assault, we have certainly been prepared to commence such an action for the past several months.

It is my duty to inform you at this time that the decision to go ahead with the ground war has been made. We have received orders from the president authorizing immediate troop movements into Kuwait.

On behalf of the Allies and the American people, the president extends his appreciation to you and your men for training so diligently and waiting so patiently these last few months. You have earned his respect and complete confidence.

As for myself, I know you will perform brilliantly.

SPECS



"I just want everybody to know that we have a toolbox that's full of tools and I brought them all to the party."

— General Colin Powell,
Chairman, Joint Chiefs of Staff

M1A1 Abrams Battletank

Weight: 63 tons

Measurements: 20 ft. long, 11.8 ft. wide, 7.8 ft. high

Primary Weaponry: 120mm M-68E1 smoothbore cannon, firing M-728 armor-piercing shells at a range of 2.5 miles

Secondary Weaponry: 7.62mm M-240 machine guns

Engine: 1,500 hp gas turbine

Top Speed: 42 mph

Maximum Range at Top Fuel Capacity: 288 miles

Number of Units Deployed to Persian Gulf: 1,900

POWERING UP



1. Make sure the power switch of your Sega Genesis unit is **OFF**.
2. Insert the *Super Battle Tank: War in the Gulf*™ cartridge into the Genesis unit as described in your Genesis instruction manual.
3. Turn the power switch **ON**. If nothing appears on the screen, turn the power switch **OFF**, remove the cartridge, and try again.
4. A brief movie sequence of company logos will appear, followed by the Title Screen.
5. After the Title Screen, the Selection Screen appears (see page 8 for a Selection Screen discussion). If you do not make a selection here, pressing **START** will begin the game.

If the design credits display begins, press **START** to return to the Selection Screen, and press **START** again to begin the game.

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use solely for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

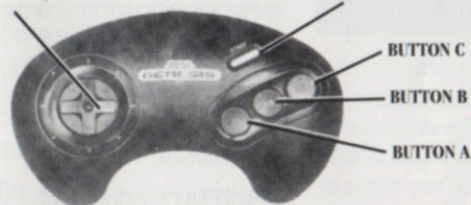
CONTROLLING THE M1A1

Refer to the diagram below and familiarize yourself with the controls needed to operate your M1.



D-PAD (Directional Pad)

START BUTTON



BUTTON C

BUTTON B

BUTTON A

TO STEER TANK — Press the **D-Pad RIGHT** or **D-Pad LEFT**.

TO INCREASE SPEED — Hold down **START** and press the **D-Pad UP**.

TO DECREASE SPEED — Hold down **START** and press the **D-Pad DOWN**.

TO REVERSE DIRECTION — Hold down **START** and press the **D-Pad DOWN** when stopped.

TO VIEW LONG-RANGE RADAR MAP — Press **BUTTON C**.

TO SELECT A NEW WEAPON — Press **BUTTON B**.

TO FIRE A WEAPON — Press **BUTTON A**.

TO LOWER CANNON OR WEAPONS SIGHT — Press the **D-Pad UP**.

TO RAISE CANNON OR WEAPONS SIGHT — Press the the **D-Pad DOWN**.

TO PAUSE — Press **BUTTONS A, B, and C** simultaneously.

TO UNPAUSE — Press any button on the controller or any direction on the D-Pad.

TO ADVANCE THROUGH ON-SCREEN TEXT — Press any button on the controller or any direction on the D-Pad.



HQ ADVISORY: See pages 8 and 9 for information on customizing your controls.

THE SELECTION SCREEN



The Selection Screen appears after the Title Screen. If you do nothing on this screen, the design credits will be displayed. Pressing **START** during the credits returns you to the Selection Screen.

On the Selection Screen, press the **D-Pad UP** or **DOWN** to move the cursor arrow. Choose **START** to begin the game. Choose **OPTIONS** to move to the Options Screen where you can customize the controls of your battletank.

Press **START** to lock in your choice.

THE OPTIONS SCREEN

➔ **CONTROLS**
BUTTON A FIRE
BUTTON B SELECT
BUTTON C MAP
SOUND TEST
SEQUENCE 000
PRESS START TO EXIT

Higher-ranking, more experienced tank commanders may want to customize the controls of their M1. This can be accomplished on the Options Screen.

To customize the control buttons, press the **D-Pad UP** or **DOWN** to move the cursor arrow to **CONTROLS**. Then press the **D-Pad RIGHT** or **LEFT** to cycle through all the possible combinations. When you've settled on your selection, lock it in with **BUTTON A**.

If you wish to preview *Super Battle Tank's* sound sequences, sound effects, and musical themes, press the **D-Pad UP** or **DOWN** to move the cursor arrow to **SOUND TEST**. Then press the **D-Pad RIGHT** or **LEFT** to cycle through them. Press **BUTTON A** to trigger your selections.



HQ ADVISORY:

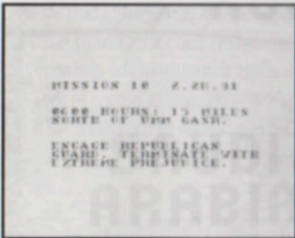
The control settings that first appear on the Options Screen are *Super Battle Tank's* pre-set default controls. These are pictured at the left. *This manual refers only to these default controls.* It is every tank commander's responsibility to memorize their customization.

You may exit the Options Screen at any time by pressing **START**. Remember, though, if you begin the game at this point, any control customization you've locked in will be in effect throughout the entire game. You cannot return to the Options Screen in the middle of a game.

RECEIVING MISSION ORDERS

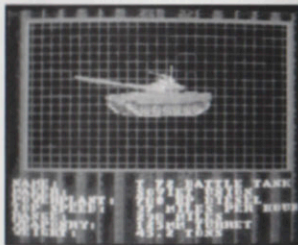


All missions begin with a short briefing by the commander of the Allied Forces.



Next, the Mission Objective Screen will be displayed and you will be given your mission orders along with the current time and present location. Each mission assigns to your M1A1 a number of enemy targets that must be located and destroyed (see the Long-range Radar Map icons on page 13 for a complete listing of enemy targets).

Expect a total of 10 missions in this campaign that will increase in difficulty and vary as to time of day. The number of enemy encounters will progressively rise, and combat will become more intense. Missions 3-10 are expected to culminate with assaults on heavily-fortified Enemy Strongholds; see page 20 for more information.



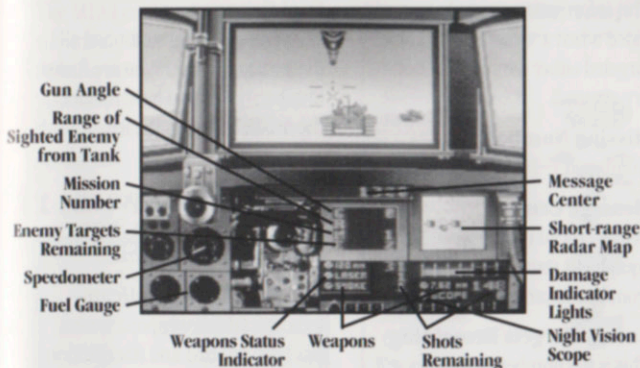
Note that in Missions 1 and 3, the commander's briefing is followed by an Enemy Spec Screen. This screen contains the most current intelligence data available on the Soviet-made T-72 tanks and Mi-24 HIND helicopters.



HQ ADVISORY:
Experienced commanders familiar

with their orders may advance through on-screen text by pressing *any button on the controller or any direction on the D-Pad*. Pressing **START** when the text is completed will advance you to the next screen.

THE BATTLE SCREEN



This is the view from which you will deploy your weapons and actively engage the enemy. All tank commanders are expected to have spent the requisite number of hours in battle station training, as stipulated by the Allied Forces commander. Combat participation without a complete understanding of the following section is strongly discouraged.

The Instrument Panel

The M1A1's fully-instrumented driver's station provides direct access to all computerized weaponry and guidance systems.

Following is a brief overview of instrumentation function. For detailed explanations of each feature, consult the appropriate sections contained in this document.

Gun Angle

The precise angle to which the 120mm cannon turret is raised or lowered at any given time [range: from 0° = straight ahead, through 8° = fully raised].

Range

The distance, in meters, of the sighted enemy from your tank.

This information can only be provided when a weapons sight has targeted either a mobile or stationary enemy.

Mission Number

Numbered 1-10.

Message Center

Relays crucial information, such as equipment status, communications from headquarters, and your score.

Enemy Targets Remaining

This is the number of enemies still active and in operation that must be destroyed in order to complete a mission.

Short-range Radar Map

Shows the location of the enemy relative to your tank.

Damage Indicator Lights

Each light registers a significant hit your tank has sustained from the enemy. The M1A1 is capable of tolerating a maximum of 5 hits. On the sixth hit, your tank will be destroyed.

Speedometer

The needle moves clockwise as your speed increases, and counterclockwise as it decreases. When your tank is in reverse, the needle moves counterclockwise past the zero point.

Fuel Gauge

When the needle is positioned all the way to the right, you are fueled to capacity. As you burn up fuel, the needle moves to the left.

Weapons

When a particular weapon has been selected for use, its Status Indicator will be illuminated.

Weapons Status Indicator

Indicates which weapons system has been selected and its condition.

- **Steady red light** = OK to engage (check the number of shots or uses remaining).
- **Flashing red light** = system overheated and temporarily unavailable (refers to machine guns only).
- **No light** = system cannot be engaged.

Shots Remaining

The amount of ammunition available for a particular weapon.

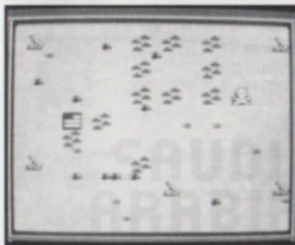
Night Vision Scope

Available for nighttime missions. Allows you to see targets more clearly in the dark, especially at longer distances.

THE RADAR MAPS

The M1A1 comes equipped with advanced Nav-Star uplink navigational systems that will maximize your effectiveness in combat. Use these instruments in the following sequence:

1 Long-range Radar Map



The Long-Range Radar map enables you to quickly and efficiently locate mobile and stationary enemy targets, mine fields, and Allied bases. Pressing **BUTTON C** displays the map in place of the Battle Screen.

Various combinations of the icons shown below will appear, depending on which mission you are currently undertaking.

The blinking tank is yours. After identifying each icon, steer your M1 into the desired sector and press **BUTTON C** again to switch back to the Battle Screen.

Long-range Radar Map Icons

ENEMIES

Soviet-made T-72 Tank



Mine Field



SCUD Launcher



Heavily-Fortified Stronghold (flashes red)



Soviet-made MI-24 HIND Helicopter



Chemical Dump



ALLIES

Your Tank (flashes white)



Allied Base



CAUTION: The Long-range Radar Map contains well-defined borders. When moving toward the edge of this screen, continue in the same direction and you will "wrap around" to the opposite side, thus gaining ground on the enemy. You are advised, however, to take special note of where your tank will re-enter the map. You may immediately cross over a mine field, which will damage your tank faster than you can react.

2. Short-range Radar Map

The enemy will now appear on the Battle Screen's Short-range Radar Map, and will be identified in the Message Center. A mobile enemy may begin to move toward you and commence firing. At such times, it is strongly recommended you engage in combat immediately (see *Weapons* on page 15).

When an enemy is destroyed, its icon will disappear from both the Long-range and Short-range maps. Mine fields are not depicted on the Short-range Map.

Mine Fields

Mine fields will cause damage to your tank on *both* the Long-range Radar Map and the Battle Screen, but do not appear on the Short-range Radar Map. On the Long-range Radar Map, avoid passing over the mine icons. You should attempt to steer *around* them so they pass on either side and not under you.

Mines can be taken out with machine guns only.

Short-range Radar Map Icons

ENEMIES	
<i>Soviet-made T-72 Tank</i>	
<i>SCUD Launcher</i>	
<i>Heavily-Fortified Stronghold</i>	
<i>Soviet-made Mi-24 HIND Helicopter</i>	
<i>Chemical Dump</i>	
ALLIES	
<i>Your Tank (always at center)</i>	
<i>Allied Base</i>	

WEAPONS

The MIA1 is equipped with four primary types of artillery. These are available to you during combat on the Battle Screen. Pressing **BUTTON B** highlights the weapon on the instrument panel; pressing **BUTTON A** fires it.

You will be issued a different number of rounds for each mission. On the instrument panel, the number next to the weapon indicates how many of its shots remain.

The Weapons Status Indicator lights provide you with immediate feedback on the condition of your artillery. A steady red light signals which weapon you've selected and normal firing status. A blinking red light signifies temporary inaccessibility due to overheating (machine guns only).

If you've selected a weapon that is out of ammunition or is completely unavailable in a particular mission, a hollow clicking sound will be heard when you attempt to engage it. In some cases, rearmament is possible at an Allied base (see *Allied Bases* on page 18 for more details on this process).



Machine Gun Sight

7.62mm Machine Guns

Machine guns are best used in short punctuated bursts. Prolonged firing will lead to overheating, which is indicated by a flashing red Weapons System Status light. If this situation occurs, you will be unable to fire until the guns cool and the steady red light returns.

In addition to their effectiveness on mobile and stationary enemies, the machine guns can take out mines and enemy shells visible on the Battle Screen.

The machine guns are represented on the Battle Screen by an "X" sight.



Cannon
Sight

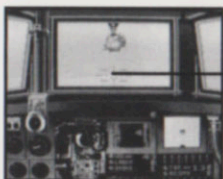
120mm Cannons

In all missions, your main ammunition allotment will be for the 120mm cannons.

The cannon turret must be carefully aimed to maximize the effectiveness of a shot. Refer to the Gun Angle indicator on your instrument panel to make your adjustments, based on your distance from the enemy. For a shot to travel longer distances, the gun angle should be raised (the maximum is 8°). Caution must be exercised, however, not to fire over the top of a close enemy tank.

For shorter distances, a smaller angle is called for (0° will result in a shot that travels straight and low).

The cannons are represented on the Battle Screen by a circle sight.



Laser
Sight

Laser-guided Shells ("Fire and Forget")

A limited number of cannon shells may be placed under the computer-controlled guidance system. When the laser's square sight is placed on an enemy it will begin to flash, signifying it has locked onto its target. You may now fire when ready and the shell will seek the objective.

Unlike standard cannon ammunition, laser-guided shells can be aimed by raising or lowering the turret all the way to the top and bottom of the Battle Screen. This feature is particularly valuable for helicopter attacks.

CAUTION: The laser-guided shells are not infallible. Rare cases have been reported of enemy tanks using Electronic Counter Measures (ECM) against these shells. ECM's confuse the shells' guidance systems, causing them to veer off course, away from the enemy target.



Smoke Screen

Releasing the smoke screen provides an excellent defensive cover, especially during intense mobile enemy encounters. The smoke will disorient your opponents, causing them to cease fire and possibly stop to regroup.

Take advantage of their vulnerability by moving your weapon sight right or left until the Range light on your instrument panel illuminates. The enemy is now within firing range and you may attack uncontested until the smoke screen dissipates.

CAUTION: Selecting the smoke screen de-selects any other weapon in use at that time. You must choose a weapon after the smoke is released to restore a sight to the Battle Screen and resume an attack.

CAUTION: When the smoke screen is engaged, traveling at high speeds on the Battle Screen and Long-range Radar Map may cause your tank to move past the smoke-guarded area. If this occurs, you are once again vulnerable to attack.



Night Vision Scope

The Night Vision Scope is available for limited durations only in night-time combat. Using it will allow you to see targets more clearly in the dark, especially at longer distances.

The number of Night Vision Scope uses increases as the mission difficulty increases. Each activation only lasts for 30 seconds. You can stop the timer by moving to the Long-range Radar Map. Once you return to the Battle Screen, the timer continues to count down.

When the Night Vision Scope is activated, you will be unable to use the Smoke Screen. You cannot deactivate the Scope once it's in use; you must wait until it automatically times out.

CAUTION: Night Vision is not available for end-of-mission assaults on enemy strongholds. Your instrument panel computer has been pre-programmed to automatically shut the Scope down as you approach these bastions.

ALLIED BASES



Represented by a flag on the Long-range Radar Map, these Allied command posts act as way stations that provide full damage repair, refueling, and rearmament with each visit. You can only enter a base when it appears on the Battle Screen, so get as close to them as possible on the Long-range Radar Map.

Due to proscribed conservation mandates, you are only permitted one visit to a particular base during a mission. If you attempt to enter the same base twice, access will be denied. Check your Message Center for this information. The more difficult the mission, the greater the number of bases provided.

As before, you may advance through on-screen text by pressing any button on the controller or any direction on the D-Pad. Pressing **START** when the text is completed will resume the mission.

Following is a review of the situations that may warrant a trip to a base:

Damage and Repair

Your tank can sustain a maximum of 5 hits. Each significant hit you receive results in the illumination of a Damage Indicator Light on your instrument panel. After 5 hits, an alert siren will sound and a critical damage warning will appear in the Message Center. At this point you are strongly advised to proceed toward an Allied Base for repair, since one more hit will result in mission failure.

Hits

Damage to the MIA1 occurs when:

- you are shot by an enemy
- you drive over a mine
- you are hit by an accumulation of shells fired from an enemy stronghold

CAUTION: Your tank will sustain a hit if you drive over a mine on the Long-range Radar Map. Additionally, selecting the Long-range Radar Map screen is not a refuge from enemy fire. An engaged opponent can hit your vehicle even as you view the map.

Refueling

Monitor your fuel gauge and Message Center for warnings that you're low on fuel. There are few acceptable excuses for allowing your vehicle to run dry. If this occurs, a severe reprimand will be issued.

Rearmament

Carefully monitor your instrument panel for the number of remaining shots available to each weapon. Replenishment partially restores your armament capacity. In some cases (based on consumption during a mission), you will leave the base with *more* ammunition than you began the mission with.

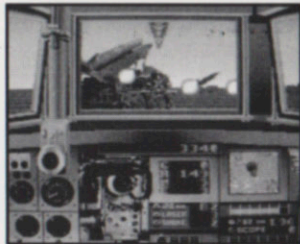
FORTIFIED ENEMY STRONGHOLDS



Confidential sources have indicated the existence of several heavily-fortified enemy strongholds: oil refineries, chemical weapons manufacturing facilities, tank and troop bunkers, ammo dumps, and possibly others. Allied AWACS reconnaissance has been authorized to confirm these locations.

When you have successfully completed the initial stages of missions 3–10, a field intelligence report will be relayed to your Message Center via satellite, along with your new orders. The location of one of these targets will now be pinpointed.

Calling up the Long-range Radar Screen at this time shows a flashing icon that represents the stronghold. This icon can only be seen after all other enemies in a mission have been destroyed. On the Short-range Radar Map, the stronghold icon will remain static.

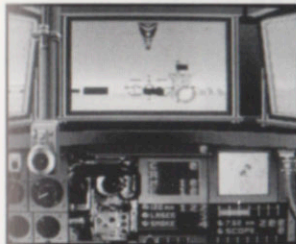


When you arrive at the stronghold on the Battle Screen, the enemy is expected to attack with a renewed fervor. Bursts will be fired at you, not individual shells.

Your objective is to knock out the concentrated areas on the stronghold that the shots originate from. You will notice that there are two types of enemy bursts here: large and small. The large ones cause more damage than the small, so aim for them first.

Depending on an enemy's location within the stronghold, you may choose to fire either your cannon or the machine guns, which aim higher than the cannon but require more shots to be effective.

If you're using the machine guns, keep firing at an area until it explodes into flame and smoke. Only one direct cannon hit is required to take out an enemy position.



Your M1 will be subject to an intense barrage of firepower during this siege. You must respond quickly, accurately, and instinctively since your vehicle will incur greater amounts of damage the longer a large number of enemies remain active.

When all of the stronghold's flak bursts are knocked out, the firing will cease and your mission will be deemed successful.



HQ ADVISORY: Carefully monitor the ENEMY TARGETS

REMAINING area on your instrument panel during stronghold encounters. It will indicate how many enemy positions (flak bursts) within the stronghold remain to be taken out.

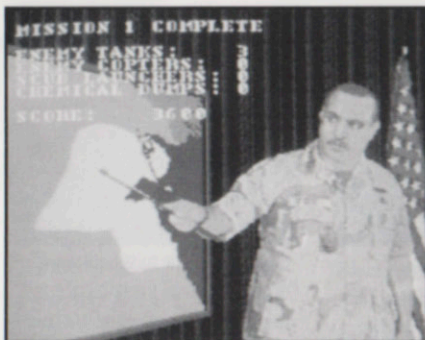
Stronghold Assault Strategy

- Evaluate your weapons supply and damage situation before embarking upon a stronghold assault scenario. Your tank enters this con-

frontation in its most current condition. Once the firefight commences, it will not be possible to visit an Allied base for replenishment. You can only use what you have brought with you.

- Accordingly, it is recommended you save a base visit for the time directly after the mission's initial stage—when all the original enemies are destroyed—and just before proceeding to the stronghold target. This way you are assured optimal armament and no damage.
- Your smoke screen is especially effective for dealing with strongholds. When released, the smoke will temporarily conceal the M1A1, drastically reducing the accuracy of enemy fire and their rate of hits that score.
- You will still be able to see enemy bursts through the smoke, thus ensuring your aim.
- The importance of advance preparation for these encounters cannot be overstressed. With each progressive mission, the enemy is certain to step up stronghold fortification.

MISSION COMPLETION



After a mission has been successfully carried out, the commander will recap the day's events. You will then receive your next set of orders and resume active duty.

If your mission has resulted in failure, the commander will offer you the opportunity to continue. He will do so a maximum of 3 times throughout the campaign. If you agree to go on, you will be returned to the beginning of the mission you have most recently failed to complete. Your MIA1 will be fully powered up and your current score intact.

In any circumstance, you may only exit after the commander has completed his briefing. At that time, press **BUTTON A** to continue or **START** to for a new game.

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Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Cartridge ("Cartridge") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Cartridge becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

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Absolute Entertainment, Inc.
P.O. Box 116
Glen Rock, New Jersey 07452
Tel: (201) 652-1227

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We recommend that defective Cartridges be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Cartridges until they have been received by us at the above address.

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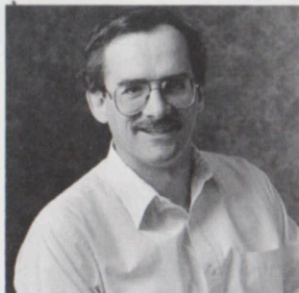
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CREDITS



Garry Kitchen, author of **Super Battletank: War in the Gulf**, has been designing video games since 1979. His first titles were the landmark Atari 2600 version of *Donkey Kong*[™] (Coleco) and his original creation, *Keystone Kapers*[™] (Activision), also for the 2600.

Garry's other products for Activision include *Designer's Pencil*[™] and *Garry Kitchen's Gamemaker*[™], both for the Commodore 64. His work on these titles led to his being named 1985's Video Game Designer of the Year by *Computer Entertainer* magazine. For the NES, Garry has worked on *Destination Earthstar*[™] and *The Simpsons: Bart vs. the Space Mutants*[™] (Acclaim); *Stealth ATF*[™] (Activision); and Absolute's *A Boy and His Blob*[™]. He was also the designer of Absolute's best-selling NES release, *Battletank*[™].

Garry currently serves as president and CEO of Absolute Entertainment, Inc.

Garry Kitchen's

SUPER BATTLETANK[™]

WAR IN THE GULF

Designed by Garry Kitchen and Alex DeMeo
Genesis Version Programmed by Mark Morris
Graphics by Jesse Kapili and Gregory Faccone
Music and Sound Effects by Mark Van Hecke
Special Thanks to Roger Booth, Tom Heidt, Amechi Amanugi,

Robert Prescott

Package and Manual Design by W. R. Wentworth
Instruction Manual by Barry Marx
Photo Credit: Mason Morfit
Dedicated to the memory of Tom Heidt

COMMANDER'S LOG

COMMANDER'S LOG

COMING SOON FROM ABSOLUTE!

R.C. Grand Prix™

Rev up your motors, hit the dirt, and become World Champion Remote Control Racer!

Designed by Scott Marshall and Dan Kitchen.



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Designed by David Crane.

Toys™ SEGA GENESIS

Twentieth Century Fox's major motion picture Holiday '92 release featuring one of today's most dynamic comedians and directed by Academy Award-winner Barry Levinson ("Bugsy," "Rain Man"), comes to Genesis!



Actual Genesis screens may vary.



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