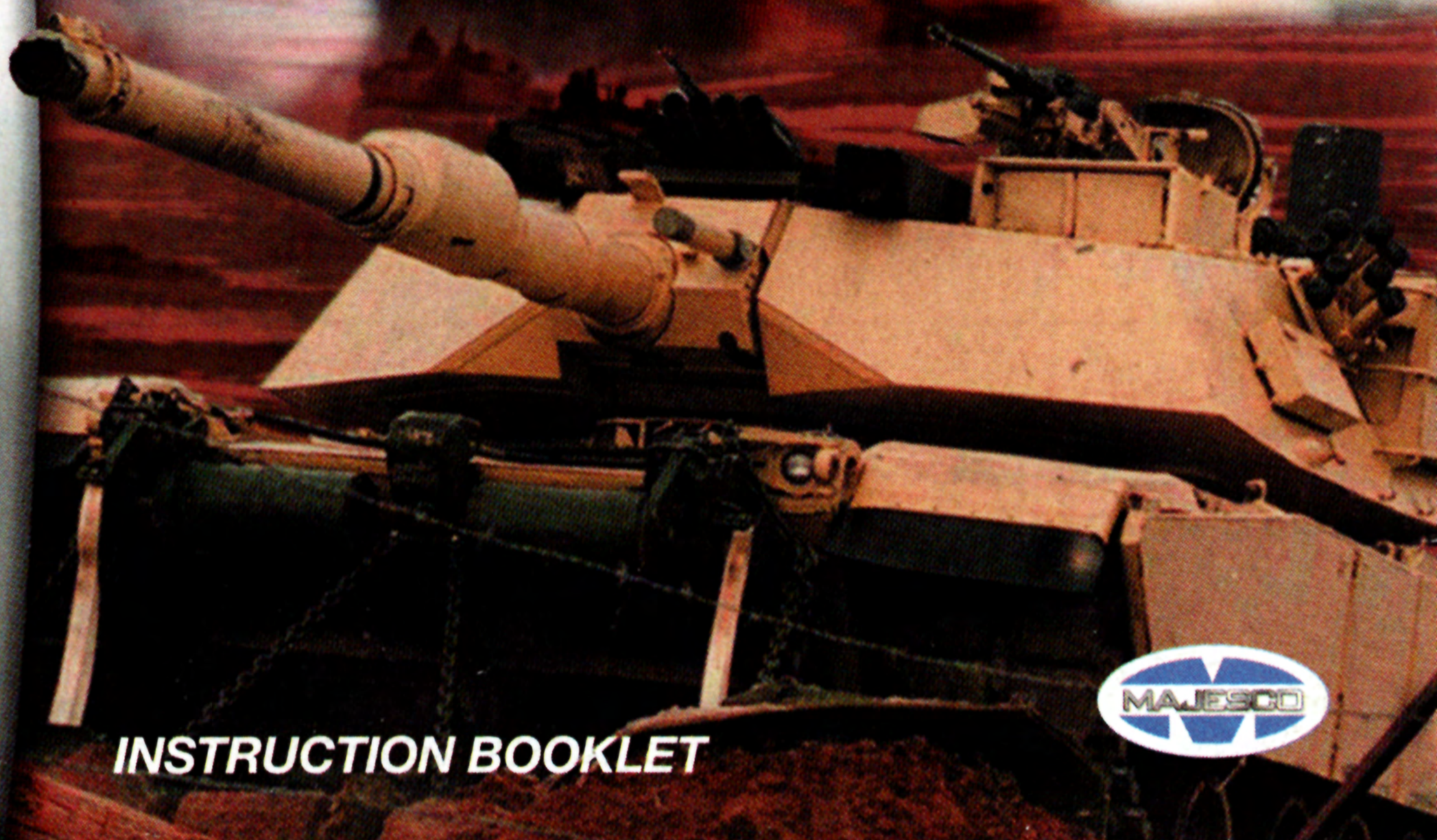
GAME BOY ADVANCE

AGB-BAAE-USA

Operation Armored Liberty™



INSTRUCTION BOOKLET

MAJESCO

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN
Mild Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing OPERATION ARMORED LIBERTY for the Nintendo® Game Boy® Advance System.

Operation ARMORED LIBERTY

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INTRODUCTION

On August 2nd, 1991, Iraq invaded its neighboring oil-producing country, Kuwait. On August 25th, 1991, a joint session of the United Nation's Security Council authorized the intervention of military force. During the twilight hours of January 16th, 1992, the liberation of Kuwait began. Almost twelve years later, in the twilight hours of March 16th, 2003, the liberation of Iraq begins.

With OPERATION ARMORED LIBERTY, you are in command of the military's top armored defense vehicle, the M1A1 Abrams Battle Tank. Defend yourself against Soviet-built T72's, mobile S.C.U.D. launchers and an array of Iraqi helicopter gun-ships as you blaze across the scorching sand of the desert and drive onto Baghdad and victory!

OPERATION ARMORED LIBERTY is dedicated to the brave men and women who fought so gallantly to maintain the diplomacy of peace in the Gulf region.

GETTING STARTED

1. Making sure your Game Boy® Advance System power switch is set to OFF; plug the OPERATION ARMORED LIBERTY Game Pak into the Game Boy® Advance System.

2. Turn on the Game Boy® Advance System.

3. In a few moments the **Title Screen** should appear. Press **START** to display the **Mission Briefing Screen**.

Important Note: If nothing appears on the screen, turn the power switch to OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always set the power switch to OFF before inserting or removing the Game Pak.)

CONTROLS

Your M1A1 Abrams Battle Tank may be controlled using the following:

L Button - Move gun sight left.

R Button - Move gun sight right

Control Pad
UP - Raise gun sight.
DOWN - Lower gun sight.
RIGHT - Steer your tank towards the right.
LEFT- Steer your tank towards the left.



A Button - Press to fire your selected weapons.

B Button - Engage throttle

START - Pressing **Start** will display the *Map Screen* for the game. While on the *Map Screen*, press **Start** to return to the *Main Game Screen*.

Select - Select weapon.

Note: When displaying the Map Screen the game will automatically enter the pause mode, press the Control Pad in any direction to exit the pause mode and remain on the Map Screen.

PASSWORDS

On the **Title Screen** you can enter a password to continue at a previously completed level. Passwords will be issued at the successful completion of each mission.



Mission Briefing Screen

- Press **UP / DOWN** to enter the desired letter.
- Press **LEFT / RIGHT** to move to each letter position.
- Press **START** to enter the password.

THE MAP SCREEN

On the **Map Screen**, you can view the entire battlefield area. To display the **Map Screen**, press **START** from the **Main Game Screen**. Press the **Control Pad** in any direction once the **Map Screen** appears to exit the pause mode. Each sector of terrain is represented by one square on the map grid. On the **Map Screen**, you will find the following icons:



Enemy Tank
This icon represents the position of an enemy tank.



S.C.U.D. Launcher
This icon represents the position of a mobile S.C.U.D. Launcher.



Enemy Helicopter
This icon represents the position of an enemy helicopter.



Mission Objective
This icon, appearing on particular missions, represents the position of your mission objective and appears only when all enemy resistance has been terminated.

THE MAP SCREEN

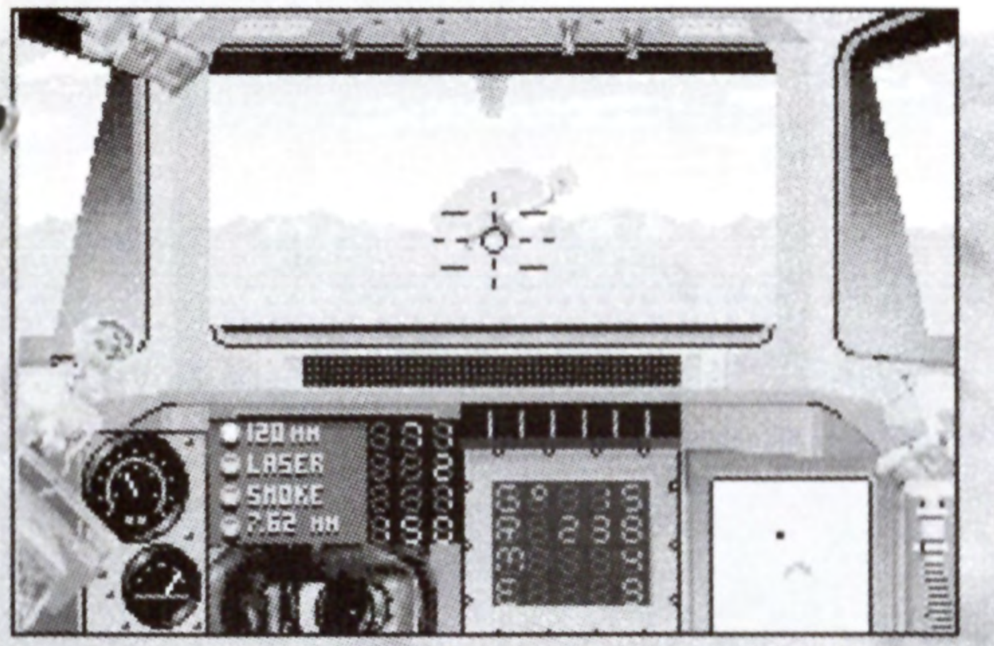


Allied Base
This icon represents the position of an allied base. You must return here to refuel and repair your tank.



Minefields
This icon represents the position of enemy minefields. Avoid these at all costs.

EXECUTING A MISSION

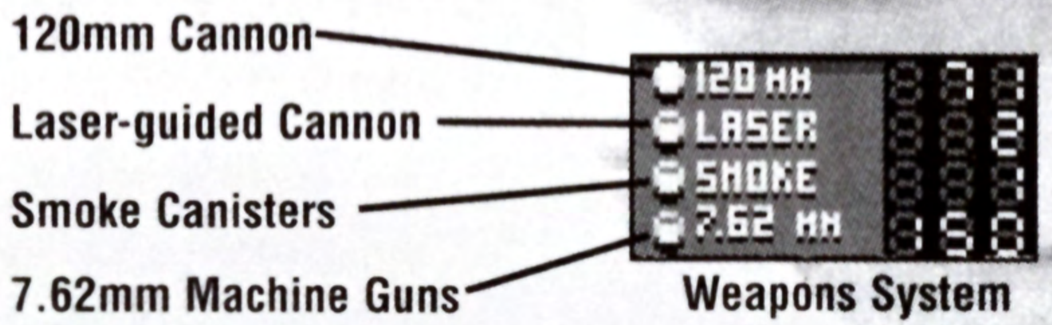


Main Game Screen

At the start of the game, press **START** and switch to the **Map Screen**. Press the **B Button** to increase your tank's throttle. Using the **Control Pad**, steer your tank towards the enemy icons located on the map. Make sure to avoid sectors containing minefields. When your tank has entered a sector containing an enemy, press **START** to return to the **Main Game Screen**.

WEAPONS SYSTEMS

Your M1A1 Abrams Battle Tank is equipped with three types of offensive weapons and one defensive weapon:



Weapons System

120mm Cannon

Enemy opponents need to be hit a number of times with these explosive shells.

Laser-guided Cannon

This laser-guided shell, locked onto an enemy when the weapon's sight is flashing, almost always guarantees a kill.

Smoke Canisters

Release this defense system to fill the area with a smoke cover, which blinds the enemies visual reference.

7.62mm Machine Guns

This weapons system is most effective at close range, particularly against enemy helicopters.

INSTRUMENTATION

Your M1A1 Abrams Battle Tank is equipped with a state-of-the-art weapons system and instrumentation. The following defines the details of your tank's cockpit:

Message Center
This area displays your score, as well as mission-related information.

Speedometer
This indicates your tank's speed.

Fuel Indicator
This indicates your onboard fuel supply.

Onboard Computer System
This computer display indicates a variety of information.

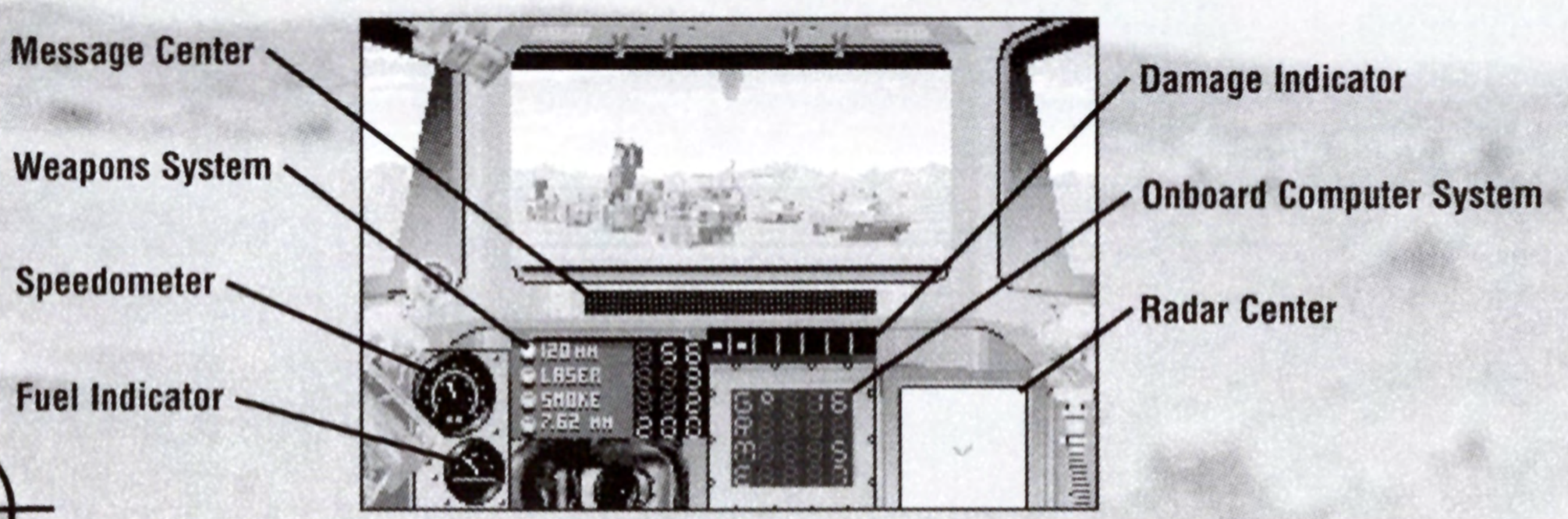
G -This indicates the vertical position of your cannon.
R -This indicates the range of the enemy when it is within your targeting sight.
M -This indicates the current mission.
E -This indicates the number of enemies remaining.

INSTRUMENTATION

Radar Center
This sophisticated radar system utilizes the GPS to indicate your relative position on the battlefield as well as that of the enemy.

Damage Indicator
This indicates the amount of damage your tank has taken. When all five damage indicators are illuminated your vehicle will be destroyed.

Weapons System
This indicates which weapons system is currently selected.

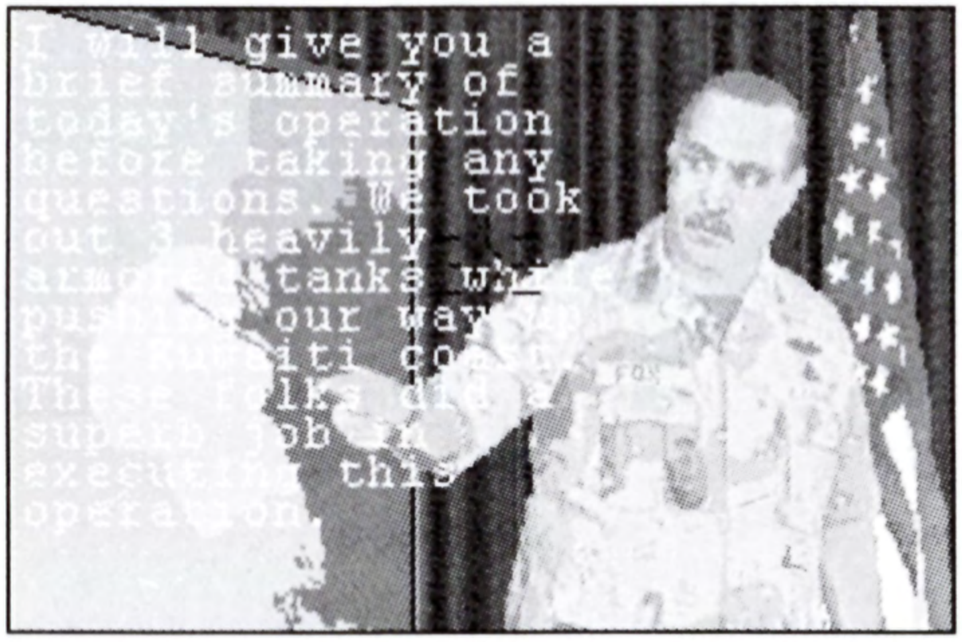


Cockpit Screen

MISSION SUMMARY SCREEN

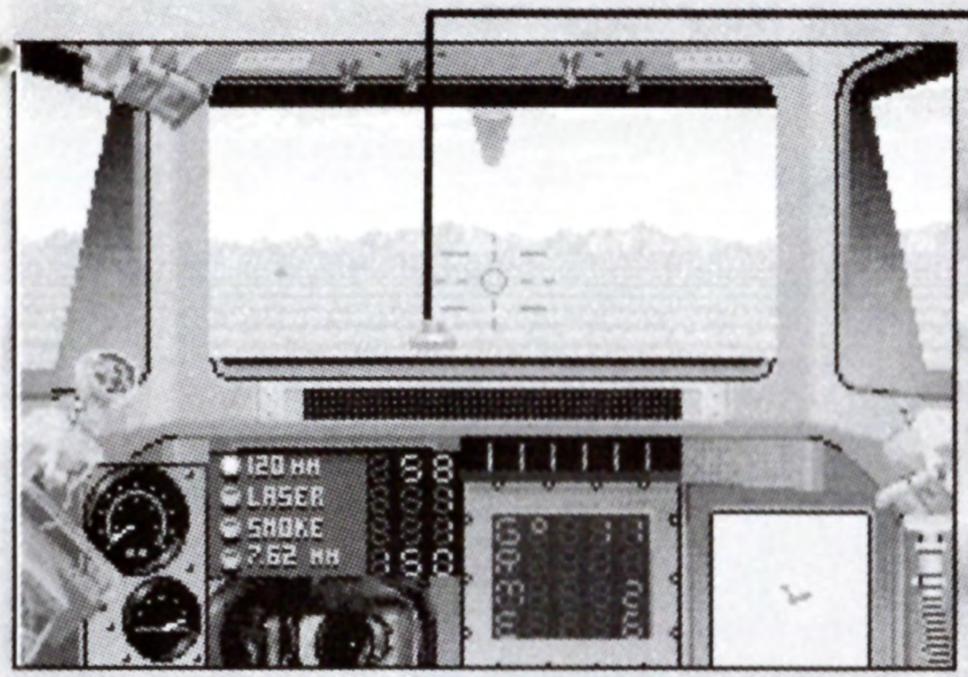
On the **Mission Summary Screen**, you will get a brief summary of your performance on the battlefield.

Press the **A Button** to advance through the screen text.



Mission Summary Screen

MINEFIELDS



Minefield Screen

Scattered throughout each mission are minefields. If you accidentally enter a minefield, you may destroy all visible mines using your 7.62mm Machine Guns.

ALLIED BASES

During various missions Allied Bases will be located on the **Map Screen**. You may enter each base only once to refuel and rearm your tank.

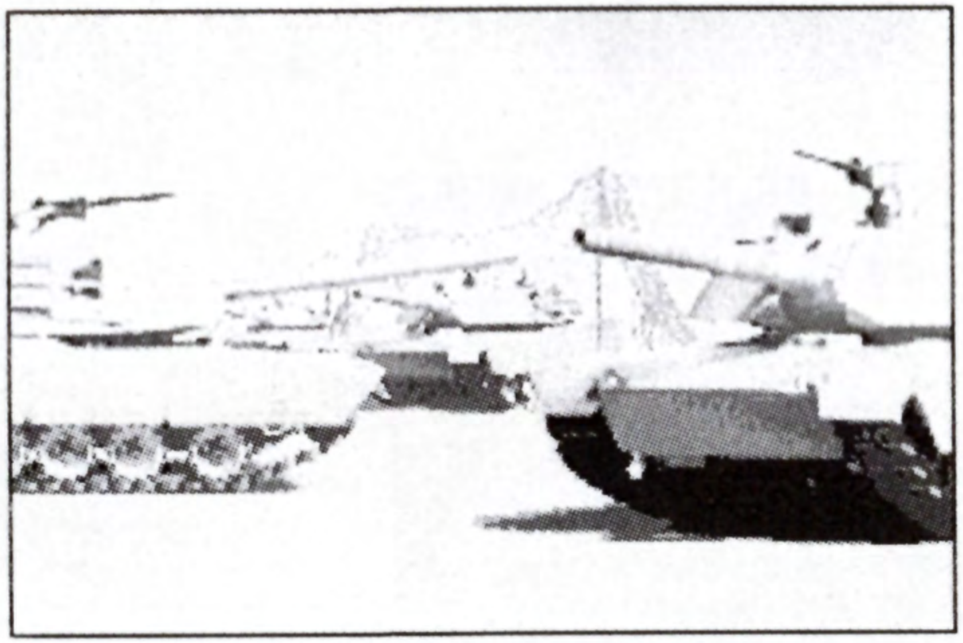
Press **START** to return to the **Main Game Screen** once your tank is good to go.



Allied Base Screen

MISSION OBJECTIVES

During various missions, you will be ordered to attack an Iraqi stronghold objective once all enemy resistance has been terminated. To fulfill these orders, maneuver your tank to the same sector as the objective. Once you are in position, the battle will begin.



Mission Objectives Screen

To destroy an enemy objective, fire at all visual flack bursts using your 7.62mm Machine Guns until all enemy positions are cleared of resistance.

HINTS & TIPS

1. To find an enemy, first switch to the **Map Screen** and drive close to the desired enemy, then switch back to the **Main Game Screen**.
2. Before attacking an Objective, refuel and rearm at an available Allied Base.
3. Save your laser-guided shells for difficult enemies.
4. To defeat an Objective, attack only the areas that are firing at you.
5. Use your machine guns to destroy enemy helicopters.

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   160 Raritan Center Parkway (Suite 1)
   Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

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