PlayStation

NTSC U/C

PlayStation

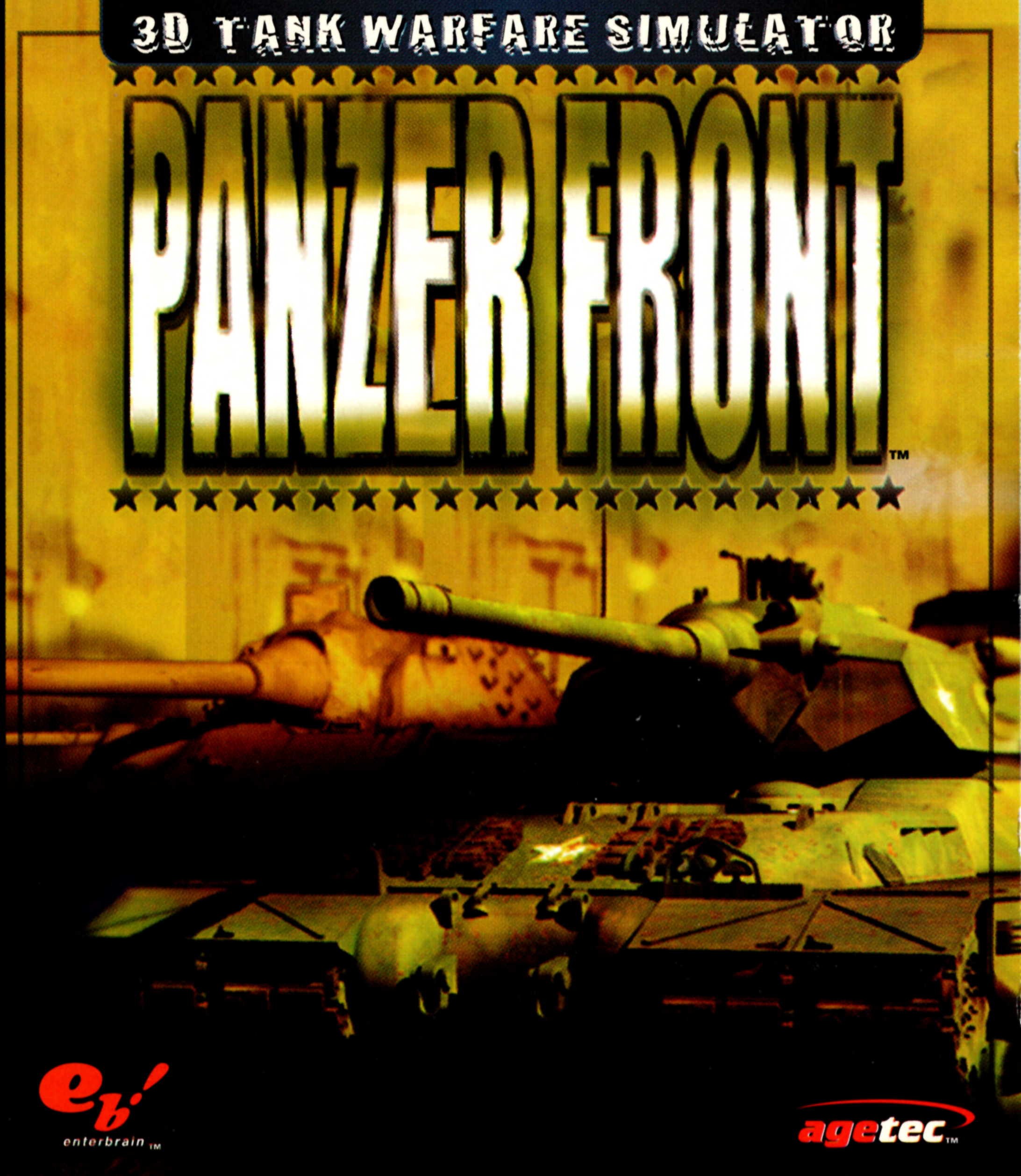
TEEN

CONTENT RATED BY ESRB

SLUS-01399

3D TANK WARFARE SIMULATOR

PANZER FRONT™



eb enterbrain™

agetec™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

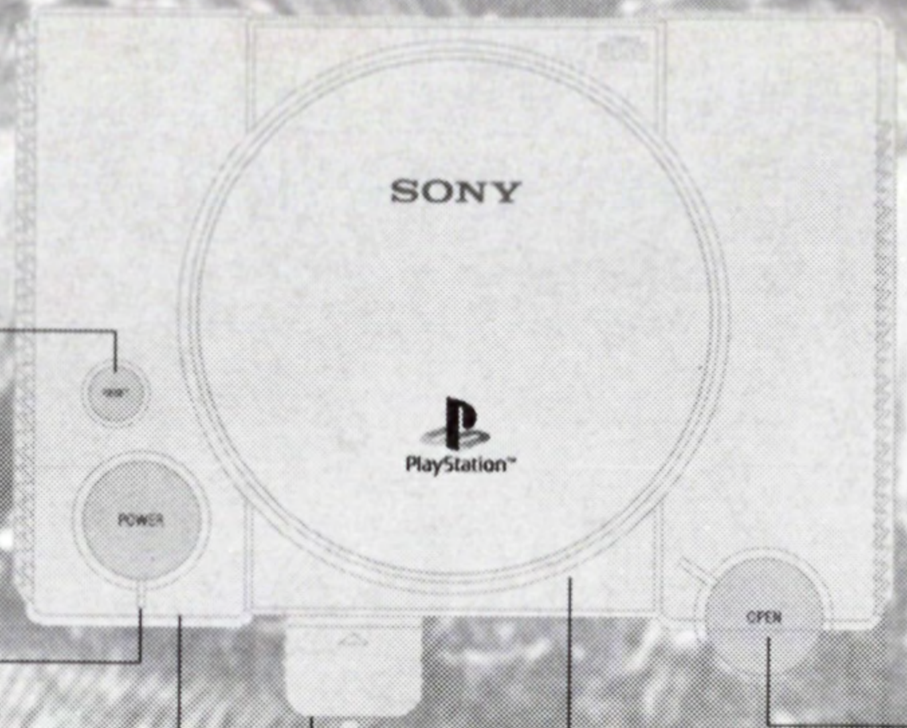
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CONSOLE INSTRUCTIONS

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Panzer Front disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game. If you wish to record your progress make sure you insert a Memory card into MEMORY CARD Slot 1 on your PlayStation. Make sure that there are two free blocks on your Memory card before commencing play.

Top View



RESET button

POWER button

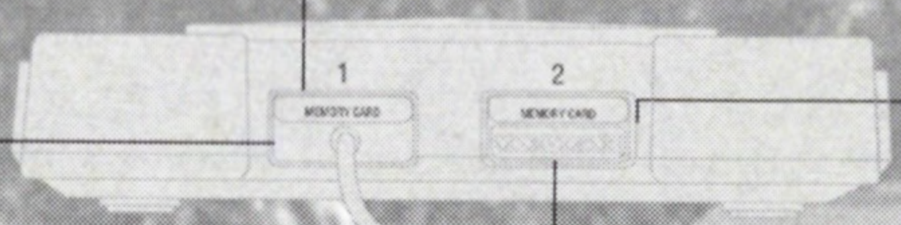
Power Indicator

Controller Port

OPEN button

Disc Cover

Front View



MEMORY CARD Slot 1

MEMORY CARD Slot 2

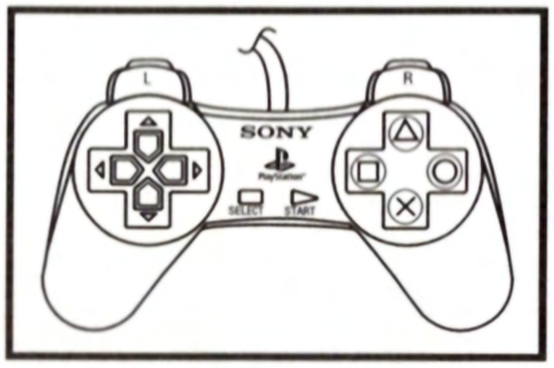
Controller Port 1

Controller Port 2

OPERATING INSTRUCTIONS

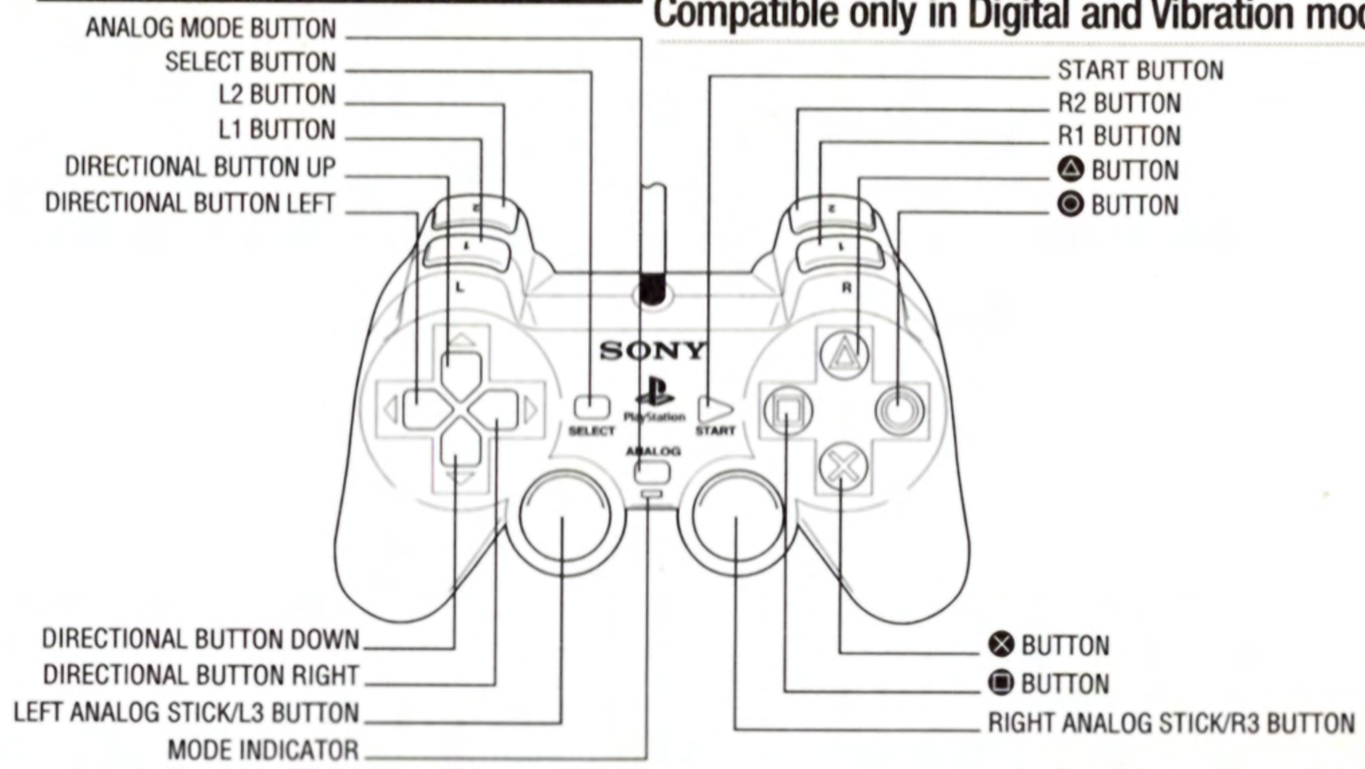
CONTROLS

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined to the right.



DUALSHOCK™ analog controller

Compatible only in Digital and Vibration mode.



BUTTONS

	DIGITAL CONTROLLER		ANALOG CONTROLLER		
	Config. 1	Config. 2	Config. 1	Config. 2	Config. 3
L1	L View	Move Backward L	L View	Move Backward L	Target
L2	L View	Move Backward L	L View	Move Backward L	Target
R1	R View	Move Backward R	R View	Move Backward R	Target
R2	R View	Move Backward R	R View	Move Backward R	Target
Directional Controller	Target and Move	Target	----------	----------	Target
LEFT Stick	----------	----------	Target and Move	Target	Move L
RIGHT Stick	----------	----------	----------	----------	Move R
SELECT Button	Armament Select	Armament Select	Armament Select	Armament Select	Armament Select
START Button	Map	Map	Map	Map	Map
△ Button	Binoculars	Binoculars	Binoculars	Binoculars	Binoculars
○ Button	Fire	Fire	Fire	Fire	Fire
× Button	Forward	Gear Up	Forward	Gear Up	----------
□ Button	Backward	Gear Down	Backward	Gear Down	----------

SETTING UP YOUR GAME

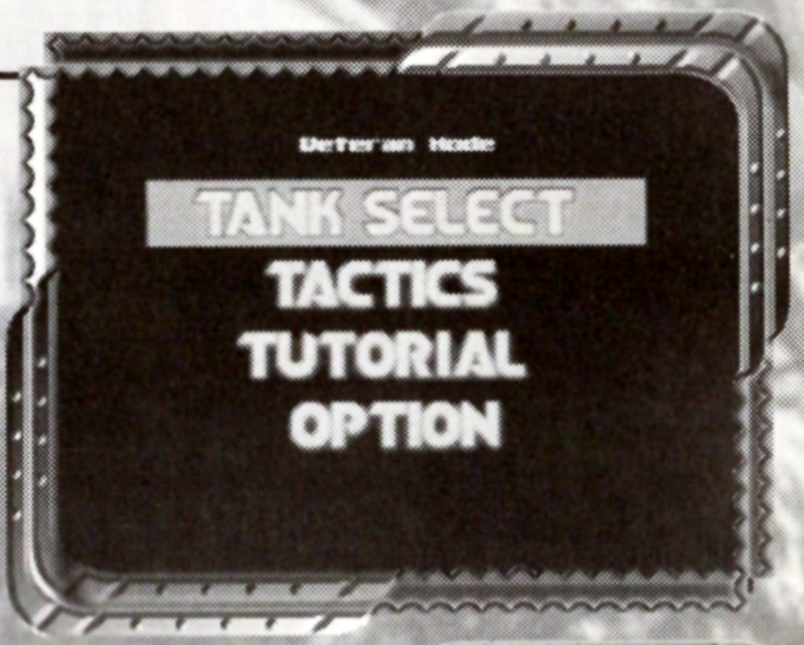
Press **START** button on demo movie screen to move to the Panzer Front Introduction Set-Up menu. The start screen appears after the introduction sequence. Place the cursor over **START** button and press the ⊗ button. This now takes you to menu screen. To load a previously saved game select **LOAD** from the start up menu.

Choose **TANK SELECT** and use the directional button ← or → to select a tank and confirm your selection pressing the ⊗ button. The game will begin as soon as your selection map and use the directional button ↑ or ↓ to select a map and press the ⊗ button.



TANK SELECTION

Play with Fictitious Tanks. Selecting "TANK STATUS" allows you to view the specifications of the tank you have selected. Use it to compare your tank with others.



TACTICS

Play with real tanks.

TUTORIAL

Describes game operation *(Refer to page 11)*

OPTION

Change game settings. *(Refer to page 9)*





GAME START

After selecting the TANK and MAP you want to play, the battle will begin. The Player's tank will be directly in front of you and enemy tanks are designated by red markers on the battlefield screen.



TANK SELECT

In **TANK SELECT** mode you can fight with up to six types of Fictitious Tanks. These include tanks from the Russian, American, and German armies. Battlefield maps will be matched with these - they are numbers 7-12. Begin the game by selecting a map with the ⊗ button in **SELECT MAP** and pressing the **START** button. When you clear a map, save your battle score. Press the **R1** button to see your score. Fictitious Tanks are more powerful than normal tanks. It is a good idea to begin fighting in this mode. Select a battlefield then view each of the finely tuned specifications.





THE SIX TYPES OF TANKS



E-79

The German E-79 heavy tank uses a small, high performance, Russian built, diesel engine. It's 128mm main gun is capable of attacking tanks from long range.



CY 122C

The Russian CY 122C has a high caliber 122mm gun turning this tank into a Self-propelled gun (Tank Destroyer). It is also highly mobile.



AUREOLE

The German AUREOLE attack tank has a large caliber gun and has been made as small as possible. Its gas turbine engine makes it extremely fast.



SHORTBULL

The American SHORTBULL development super heavy tank should be used to oppose the German E79. It uses a 105mm gun. It required four tracks to support its immense weight.



NC 152

The Russian NC 152 tank has a 152mm gun and could well be called a mobile battery. Although not overly mobile, its attack and defending power is fearsome.

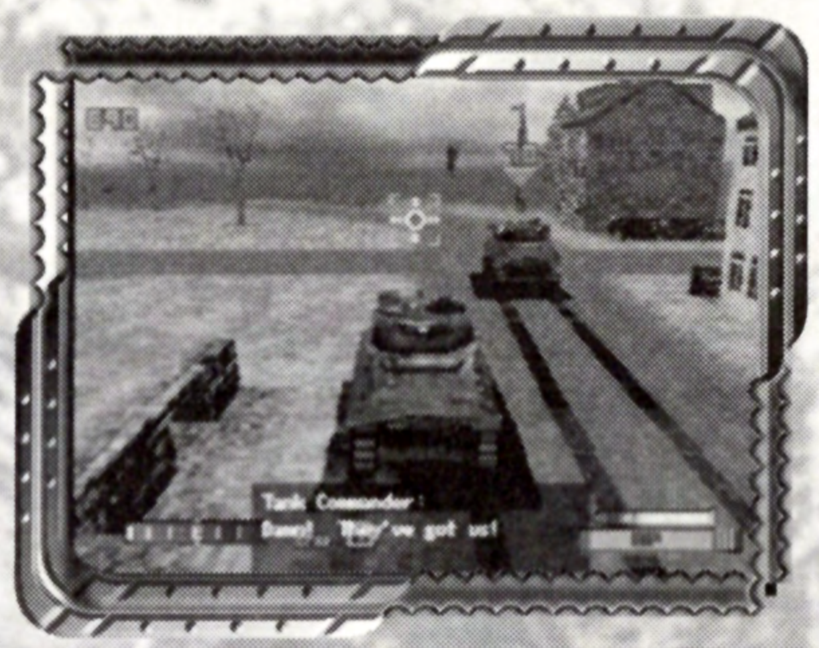


T69E3

The American T69E3 tank has a well-balanced body with a large caliber gun and appropriately hardened armor. This tough tank is also in the class Tank Destroyer.

TACTICS MODE

In this mode you drive World War II tanks and fight with enemy tanks. There are 28 maps, including **TRAINING** maps. The conditions required for victory, such as destroying the enemy and escaping to a certain point, differ for each of the maps. Confirm the conditions during the **MISSION BRIEFING** at the beginning of each game. Begin the game by selecting **START BATTLE** and pressing either the **START** button or the ⊗ button. Then enjoy high-level tactics and real time battle.



VIEWING THE TACTICS MENU

1.	Service records
2.	Map
3.	Battlefield name
4.	Player camp
5.	CPU camp
6.	Name of the tanks in play
7.	Game Start



In additional to changing the map you can also change Player tanks, Allied Tanks, Enemy Tanks, etc.

SELECT A BATTLEFIELD

Use the directional button to move the cursor to the top battlefield map then press the ⊗ button. When you have chosen the map you want to play on, confirm your selection with the ⊗ button.



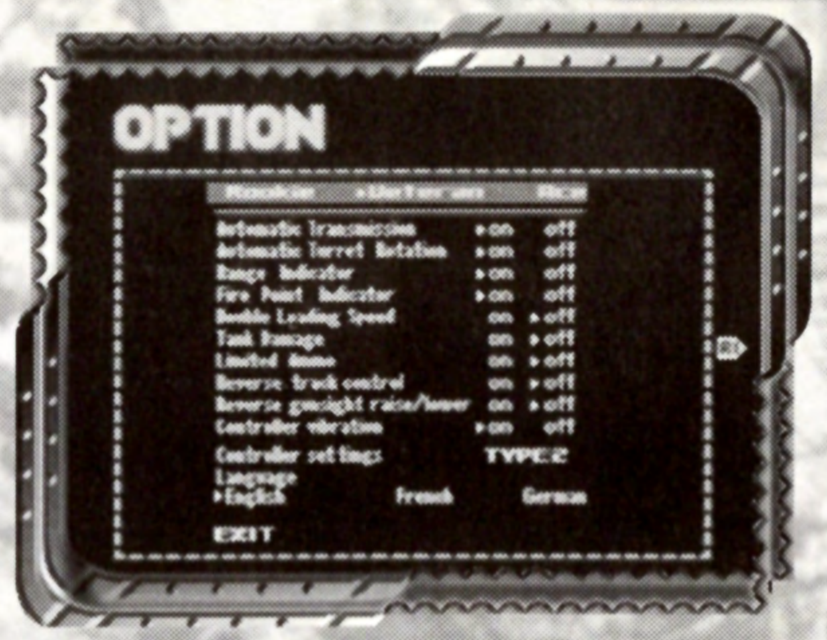
CUSTOMIZING YOUR GAME

Move the cursor to the tanks in window at the bottom right of the screen and use the ⊗ button to call up other tanks. When you have made your selection, confirm it by pressing the ⊗ button. You can select tanks from other countries. If you select "**START BATTLE**" the game will begin. You have the option to skip the "**MISSION BRIEFING**".



Note: In TACTICS mode you can change allied tanks regardless of the camp. However, if you change the tanks in play the battle result score will not be saved. If you are after maximum points do not change the tanks in play window.

OPTION



Use the directional button ↑ or ↓ to place the cursor, and the directional button ← or → to change setting one at a time. The game is initially set to Veteran mode. Simply changing this mode changes all settings at once. However, the game difficulty level is the same for Rookie, Veteran, and Ace. The R1 and L1 buttons switch the setting screens. You can store changed settings on a Memory card. The option to save your changed options appears automatically when Exit is chosen.

ROOKIE, VETERAN, ACE SETTINGS

The "**ROOKIE**" setting is easier while in "**ACE**" more complex and detailed operations become possible. Since you can only use "TYPE 1" and "TYPE 3" controllers for "**ROOKIE**", Victory can be problematic on some maps.

AUTOMATIC TRANSMISSION

You can set player tanks to automatic transmission. If you select **OFF** change gears with the controller using the ✕ button and the □ button.

AUTOMATIC TURRET ROTATION

When **ON** turret rotation and gun raising and lowering is automatic and aligned to the targeted object. When **OFF** you must use the ○ button to enable the gun to follow the target.

RANGE INDICATOR

When **ON** it displays enemy fire points with a pointer and a distance. However this only works when you have come relatively close to the target. When **OFF** nothing is displayed.

FIRE POINT INDICATOR

When **ON** it shows the shell loading enemy Fire Pointer and its distance. However this only works you have come relatively close to the target. When **OFF** nothing is displayed.

DOUBLE LOADING SPEED

When **ON** shell loading speed becomes twice the normal speed. You can take the fight to the enemy more effectively when loading speed is faster.

TANK DAMAGE

When **ON** this turns on tread damage, shell damage and other tank damage. It works for player and all the allied tanks in his command.

LIMITED AMMO

Turning this **ON** limits the number of shells you have on hand. You can see the number of remaining shells displayed in the shell icon. Setting this **OFF** give you an unlimited supply of shells to fire.

REVERSE TRACK CONTROL

When **ON** you can switch the operation of L1 and L2, R1 and R2 on a type **2** controller (In other words, you can exchange the forward and reverse buttons).

REVERSE GUNSIGHT RAISE/LOWER

Reverse Gunsight using the ⬆ and ⬇ directional button.
(Note: Does not work when ANALOG Mode is turned on.)

CONTROLLER VIBRATION

When using a controller that supports the vibration function, set this to **ON** and the controller vibrates both when you are hit by enemy fire and when you fire off a shot.

CONTROLLER SETTING

Depending on controller type, you can change button functions. Setting types vary according to controller type.

AUDIO

Use the directional button ⬆ or ⬇ to move the cursor and the directional button ⬅ or ➡ to adjust the BGM volume. Set to **MIN** to turn the volume **OFF**.

MUSIC LEVEL

Use the directional button ⬆ or ⬇ to move the cursor and the directional button ⬅ or ➡ to adjust the SE (Special Effects Sounds) Volume. Set to **MIN** to turn the volume **OFF**.

SOUND EFFECTS

You can check all of the special effects sounds in the game. Press the ⊗ button to listen to the sound.

TUTORAIL

This mode explains basic game operations. When you select this mode the screens automatically progress and explain operations; the player need not operate the controller. Please read the screen explanation and learn the operations, types of enemies (other than tanks), and the different types of shells.



LECTURE IN EACH MODE

You can see a Tutorial for each of the modes that you set with **OPTIONS** (Rookie, Veteran, and Ace). The tutorial process is automatic but it is also good idea to hold the controller during the performance trial operations.

BATTLE FIELD SCREEN

IDENTIFYING ENEMY & FRIEDLY TANKS

Allied and enemy tanks inside the screen are represented by downward pointing triangular markers. There is one marker for each friend or enemy.



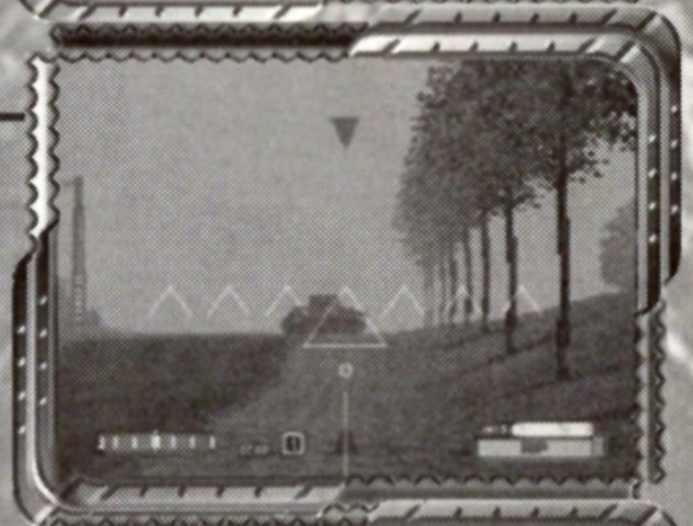
UNITS OUTSIDE OF THE SCREEN

Allied and enemy tanks outside the screen are represented by right and left pointing triangular markers. There is one marker for each friend or enemy.



AIM

Aim is used to aim the main gun, binoculars, and machine gun. Move it with the directional button and use the ◉ button to align the main gun with the target after which you will enter the sight mode.



PLAYER'S TANK

The battle screens field of vision is displayed with the sight at the center. By rotating the sight, you can easily see the full 360 degrees around the player's tank while moving.



SIGHT AND BINOCULARS

At the Battle screen you can change to binoculars by pressing the △ button. On the controller, you can change to the sight by pressing the ◉ button. You can see which weapon is currently selected at the bottom right of the screen. For the main gun (in addition to the type of shell) the motion of the shell icon will tell you the loading conditions. Right and Left main gun rotation is limited for the Self-propelled gun, the Attack gun, and the T69E3. When it is insufficient, compensate by moving the tank. Vertical angle also varies from tank to tank.



SIGHT SCREENS

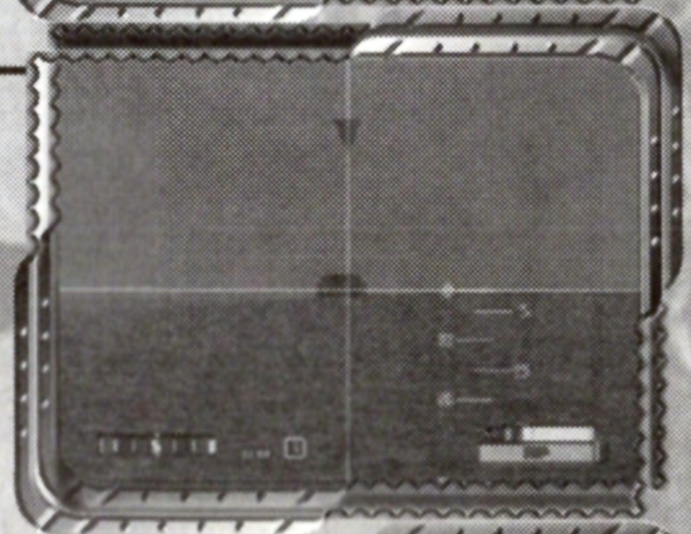
German Type

This is a sight along the tip of the triangle. A digital readout shows you the distance.



Russian Type

When you move the distance, the horizontal crosshair moves to match the distance gauge at the bottom right.



American Type

Aim by moving the crosshair within the distance scale.



WEAPONS

THE DIFFERENT SHELLS

(AP) Armor Piercing Shell

This is the default setting for Shell selection. These excel at penetrating armor and are used against tanks.

(APCR) High Speed Armor Piercing Composite Rigid Shell

The background for this shell name is red. These shells are faster and have greater penetrating power. Some tanks are not equipped with these shells.

(HE) High Explosive Shell

These shells explode on contact. They are used against infantry, Fire points, and anti-tank guns. The background for these shells is light yellow.

(SMOKE) Smoke Shells

These special shells lay down a smoke screen on contact. You can use them to hide your allies. Some tanks are not equipped with these.

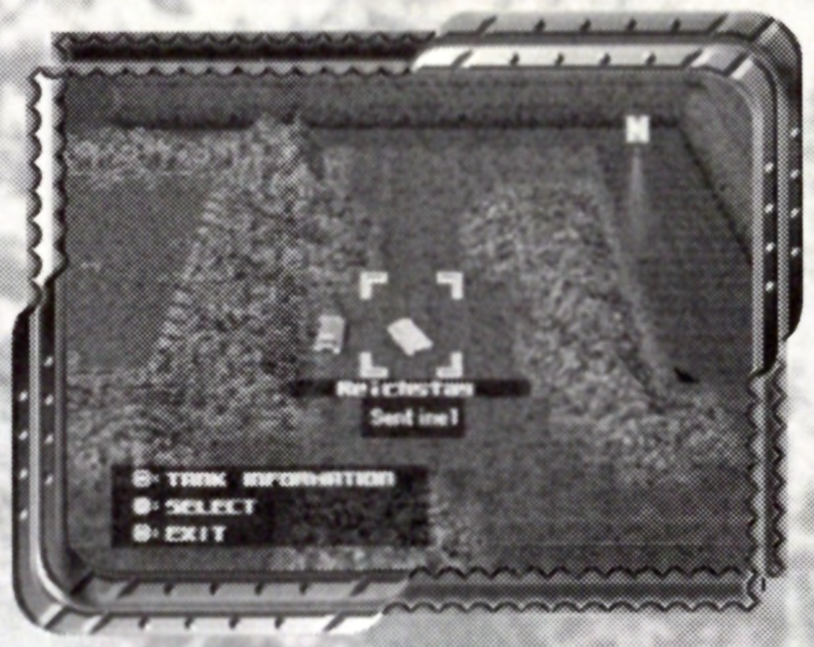
(HEAT) Heat Shell (Heat)

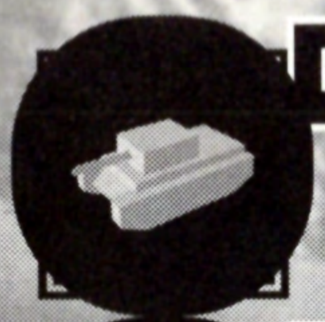
Some tanks use these in place of armor piercing shells. They use heat to melt armor. The background for this shell name is red.

*Note: The number of main gun shell remaining will only be displayed if the option "Limited Ammo" is "**ON**".*

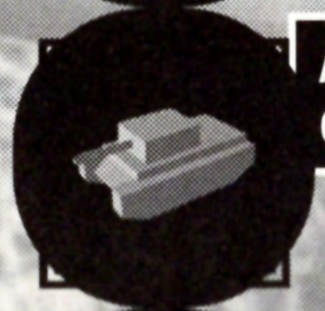
MAP STRATEGY

Press the **START** button on the battlefield screen to move to the **TACTICS** screen. At the Tactics screen the player gives commands to allied tanks. Using the directional button, move the cursor to grab a tank icon. Then with the ⊗ button, bring up the commands and select one. You can issue commands only to light blue player tanks, and blue player unit tanks. Using the ⊗ button you dispatch the tanks you command one at a time. With the ▣ button you can view the tank specification and graphic.





Player's tank.



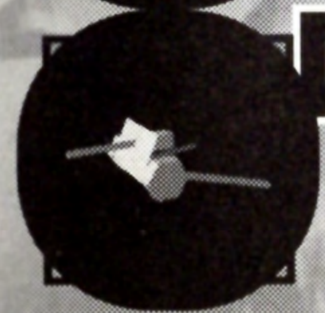
Allied tanks that player may command.



Allied tanks that player cannot command.



Enemy tanks.



Enemy anti-tank gun.



Allied infantry. Player cannot give them commands.



Enemy infantry. They don't attack player but will inform your position to enemy tanks.



Enemy fire point. Enemy will set anti-tank gun here.



Once player's tank reaches this depot, ammo will be supplied.

TANK COMMAND





FORMATION

Make a formation of tanks in your unit and act together. There are 5 formation types. You can also command them to remain in their current positions.



REQUEST FIELD ARTILLERY SUPPORT

When you select this, a grid appears and a field artillery attack will be made at the position you specify with the ⊗ button. Field artillery is especially useful against infantry and Fire Points.



MAP DISPLAY

This displays a reduced version of the overall map. The position of allied tanks and confirmed enemy tanks will be displayed as dots.



SCOUTING DISPLAY

This displays the scouting area around the player's tank.



RETRY

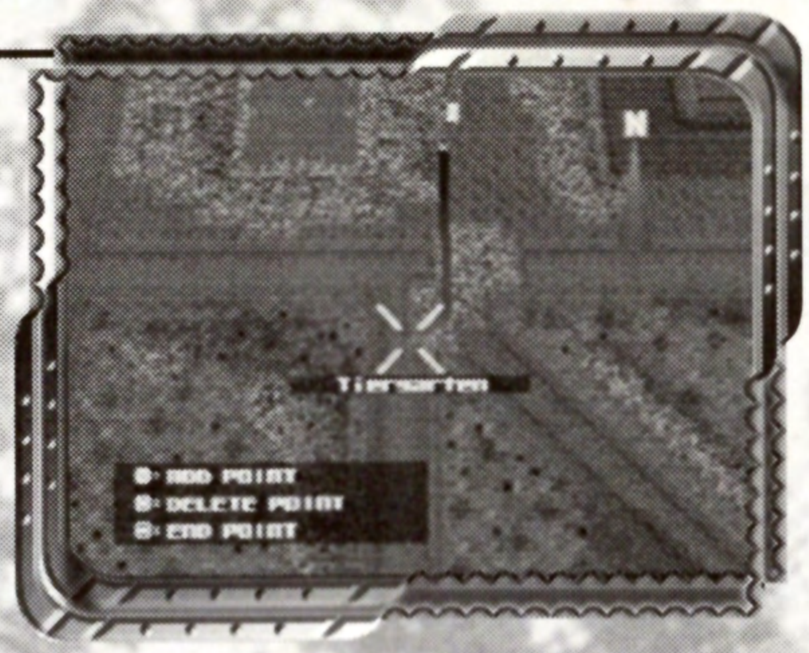
This stops the current game and restarts using the same map. The score will not be displayed.



RETURN TO MENU SCREEN

This stops the current game and returns to the menu screen. The current score will be displayed.

PLAYER UNIT TANK COMMAND



Move

ADVANCE 1 - Slow advance speed.
ADVANCE 2 - Slow/medium advance speed.
ADVANCE 3 - Fast/speed.
ADVANCE 4 - Fastest advance speed (assault speed).

Set goal for advance

When the X cursor appears on the map input select a destination by moving the directional button in the direction or to a location you want the tank to go. Confirm with the ⊗ button.

Point with the ⊗ button as many times as you like allowing the tank to change course to negotiate hazards. (Confirm with the ▣ button.) Use the directional button ⬆ or ⬇ to set up through the options Advance 1-4 and retreat large advance number signifying a faster movement. Whether tanks in your unit are in advance or retreat, The tanks have the option to stop and attack enemy tanks.

DEFENSE

Tanks in your unit will stop on the spot and take defensive action. Use the directional button ⬅ or ➡ to move one at a time through these items: degree of advance, defense, degree of positive action or standby.

FIRING COMMANDS

With "**FIRE POINT**" the spot tanks will fire at the firing objective as set in the tactics screen. With "**HOLD FIRE**" they will hold their fire until the player tank fires. With "**FIRE**" they will attack as soon as they spot an enemy.

SETTING THE FIRING OBJECTIVE

Set the firing Objective with the ⊗ button. Although you can set the objective anywhere on the tactics screen, note that the tanks will continue to fire shells even at an objective that is out of their range. For any command you can freely set such factors as whether tanks in your unit will attack or withdraw based on the number and distance of enemy tanks.



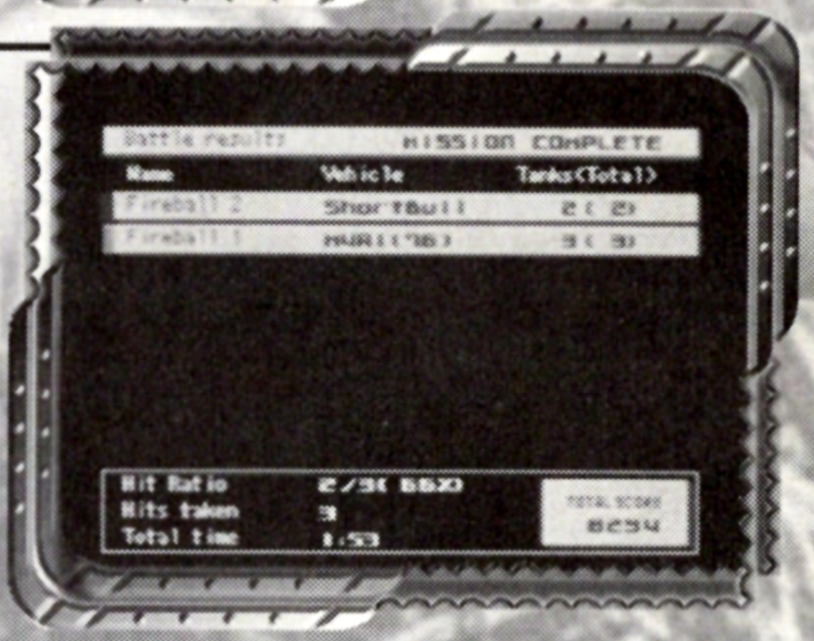
BATTLE SCORE

In "**TANK SELECT**" and "**TACTICS**" mode the displayed score reflects battle results. The score given in points is based on a number of factors. You can save your score to the Memory card. Even though scores will be displayed regardless of the final result, you can only save them after clearing a map. You can load saved scores when you load a game.



RECORDS

When you begin a map, you will be able to view the total score that you saved. When you are in the Tactics mode or tank select, select the map screen. You can call it up with the R1 button.



SCORE CALCULATION METHOD

Hit Ratio

Points = Player tank main gun hit ratio x 100. HE shells are included, but SMOKE shells and machine gun fire is not.

Tanks Destroyed

Points = Number of enemy tanks destroyed by player tank 1000 each (by allied tanks 500 each). Points for other vehicles and infantry destroyed are 1/10 of that.

Own Tanks Destroyed

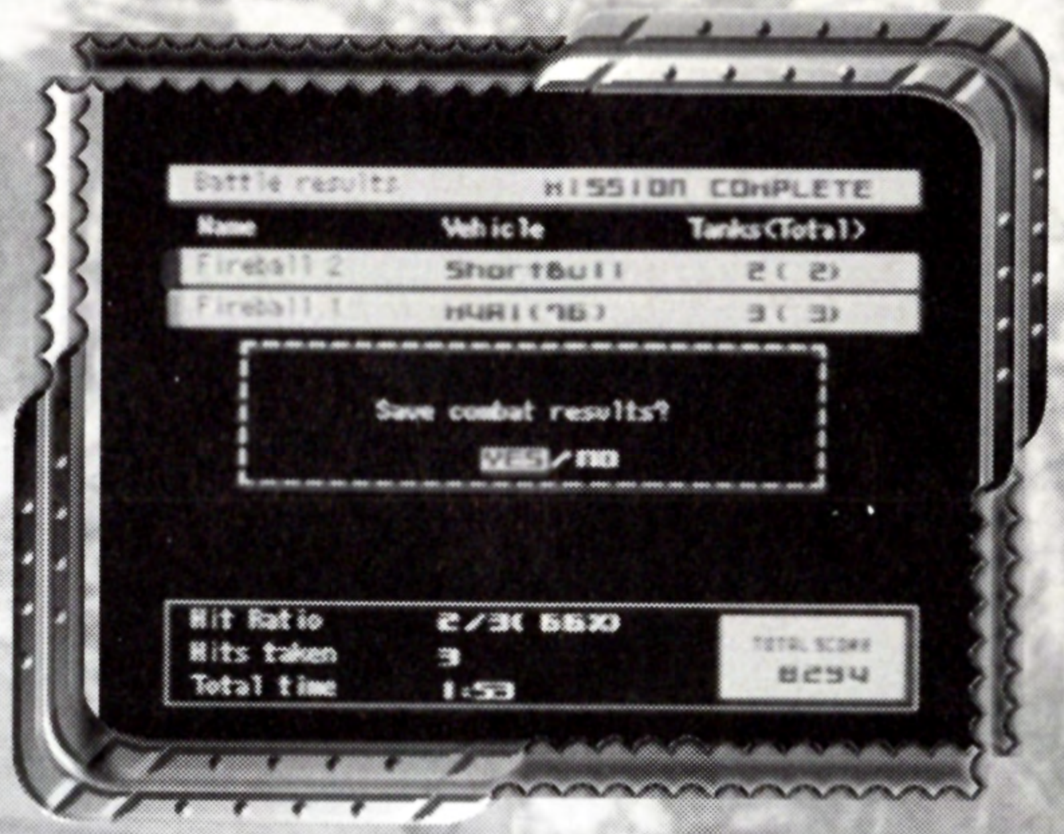
500 points will be deducted for the destruction of each player tank or allied tank such as those from the player's unit.

Battle Time

Ten times the time required to clear a map or finish will be deducted from your score. In other words, finishing one minute early is worth 600 points. The total score may be affected by additional elements.

SAVING GAME RESULTS

Ten displayed "**TOTAL SCORE**" is based on battle results. When you clear a map you will be able to save the score to a Memory card. You can also save a previous score that has been updated. When you either clear a map for the first time or clear (and update) a previous score, the save window opens as soon as you leave the battle result screen. Select save to record the result.



TACTICS MODE

You can save tactics mode battle results to a Memory card. However, you will not be able to save if you change either enemy or allied tanks.

TANKS SELECT MODE

You can save Tank Select mode battle results to a Memory card. If your score changes, previously saved data will be overwritten.

HINTS

ARMOR

Tank armor thickness is not uniform. In general if front armor is 100, side armor will be about 50 and back armor will be about 30. Do your best to keep the front of your tanks facing the enemy. Also, top armor is even weaker when under fire from enemy Yabo (anti-tank aircraft fire).

ORDNANCE NOTE



Armor piercing shells are for attacking tanks, not infantry. They will not wipe out enemy infantry. Use the HE shells! These shells explode and damage the enemy. Don't aim directly at the troops, shoot at the ground slightly in front of them. Aim the machine gun directly at nearby infantry.

Armor piercing shells will not work against anti-tank guns. Like ground troops, think of this as a place where you must use the HE shells. When HE shells explode they spread forward from the points of contact so aim to hit the ground slightly in front of the anti-tank guns. Unlike battling ground troops, it will not be easy to destroy anti-tank guns with machine gun fire. However, their firing range is limited so your chances improve if you attack from the rear.

WARRANTY AND SERVICE INFORMATION

AGETEC, INC. LIMITED WARRANTY - SOFTWARE

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (408) 736-8001 to receive instructions to obtain repair/replacement services.

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