



Welcome to the Battlefield Earth game!
This game will play best on a Pentium computer.
It requires Windows 95 and DirectX version 3 or better.

The game is best played using a mouse.

If you run out of health, you will have to start the current zone over again.

You will start each new zone with a full complement of kill clubs.

At the start of each zone, Terl will brief you on what you need to do to finish that zone.

When you complete the final zone, Terl will let you know what is happening and the game will end. Good Luck!

Mouse button one will throw a kill club.
Mouse button two will move you forward.

The keys are as follows:

Up arrow	Move forward
Right arrow	Turn right
Down arrow	Move backwards
Left arrow	Turn left
/	Mouse look-around mode
Ctrl	Throw a kill club
Alt	Strafe
Shift	Run
Space	Jump or if the game is paused, will start it.
<	Slide left

> Slide right
Esc Quit
Pause or P Pause and unpause the game

After you complete a zone, the game will pause and you will be taken to a screen detailing what to do next.

To return to the game, use Alt-Tab or click on the game's button on the Windows 95 Taskbar.

If your health is getting low, kill some rabbits and run over them to 'eat' them.

If the program is running too slowly, use a lower screen resolution.

To change screen resolution, pause the game and select a new screen size from the Screen menu.

The Skill menu will allow you to make the game easier to play. The default is the 'Medium' setting. Harder settings make the wolves move faster and harder to kill.



This is a rabbit. Tasty - if you can get one!



This is a wolf. Nasty.



This is Terl. Read the book and you'll understand how to handle him.



This is a killclub. Kill things with it. Ug.

Stuck? How do I get through the maze? Visit the Battlefield Earth site on the World Wide Web at www.battlefieldearth.com!

Designed and produced by:





Human, you have arrived at the Battlefield Earth Game! Enter Zone 1 Canyon of the Wolves at your own risk. Your strength and survival depend on your limited ability to effectively use your Kill Clubs. Ha! I have even been so lenient as to provide you with 'foodstuffs' to revive your puny self! Your goal in Zone 1 is to find the cave and enter it; even you can do that! Unless of course, you are too stupid and puny and allow yourself to be mauled to death by demented wolf beasts. The cave is your only chance of escape and you must travel through it to get to Denver.



So human, you think you made it. Ha! We must have made it too easy for you! Now human, we test your ability to think (what a joke). We already know you have rat brains. See if you can get through this cave and on to Denver!



Did you find our pet wolves interesting? I can see your puny strength is waning, human! Do you really think you can actually make it to Denver? I will arrange transportation for you. If you really want to go! Ha! Ha! Ha!



Stupid Human. If you had read the book, you would have minimally figured out that you are not supposed to die before reaching Denver! So why did you? It must be because of your small rat brain. Oh well human, go ahead and try to fail again. We know you will at least try. You are a somewhat persistent species. But we know we can teach rats, maybe we can even teach you!



Stupid Human, I told you that you could not escape me! I did not lie to you, did I? I told you that 'transportation' would be provided for that puny body. At least you do not take up too much space. But I have plans for you, and you will cooperate with me. Soon I will make them known to you even if you are a rat-brain. But you have shown me that you can be taught. Your next level of 'education' will be ready soon for you. That is of course if your low abilities can come up to the minimum specie brain standard I require.

