# ARMOUR-GEDDON

ENGLISH

# ARMOUR-GEDDON

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## CREDITS

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# ARMOUR-GEDDON

Devoid of emotion — unlike the six-strong crew — the computer onboard MSS Orestruck plots a perfect orbit around its home planet, Earth.

Having to remain onboard Orestruck for another twelve hours — for decon reasons — while being within spitting distance of home does little for the crew's morale. They've been manning the deep-space mining vessel for the last two years and want nothing more than to get off the thing. In fact the crew are so pre-occupied with preparations for going home that they fail to notice the "Attack Threat" indicator frantically flashing on the command console.

Orestruck's computer goes into standard "Panic Mode" when under attack and automatically makes ready the escape craft. Unfortunately, it fails to detect a lack of human life on the small craft at the time of its launch. The crew remain onboard, ignorant of the fast-approaching nuclear warhead. As the small craft reaches maximum velocity the crew are otherwise engaged, anticipating happy home-comings. They don't feel a thing as the missile blows the ship apart.

Pleased with the successful test firing of its weapon, the power-hungry nation responsible for the destruction of MSS Orestruck now feels confident enough to turn its weapons against the rest of the world.

## ARMOUR-GEDDON

While the super powers negotiated, bargained and greased palms in an effort to overcome their differences and achieve world peace, a small, previously all-but-ignored nation decides to take over while attention was elsewhere. As the world's peace-seekers strived to ban the bomb they were given an untimely reminder of the destructive powers of nuclear weaponry.

Retaliation — of what was later described as "unreasonable strength" — against the aggressor swiftly followed; it seemed that every country with nuclear capabilities had itchy fingers: Death and destruction became the norm for the next few years, so-called civilisation collapsed, cities were razed, countries were wiped out and nations were destroyed. Unsurprisingly however, some were prepared. . .

Man is a resilient creature: what he can't survive naturally he attempts to overcome by synthetic means, if he has the resources. While most of the human race were left to experience nuclear hostilities and a post-holocaust Mother Earth, the privileged few entered purpose-built structures to exist safely therein. The rest of the world struggled to survive outside.

## Known Enemy Vehicles (limited data):

### Fighter Planes:

Attributes: Highly manoeuvrable, dangerous and deadly.

Max Speed: Unknown.
Weapon Capabilities: Bombs, Lasers and Missiles – enemy aircraft carrying bombs will break off their attack if their target becomes airborne.
Enemy vehicles carry two weapon payloads, when their first payload runs out they use their second payload. When all weapons have been used the enemy vehicle retreats.

### Floaters:

Attributes:Form a protection-zone pattern from which they attack. Limited range.
Weapon Capabilities: Missiles and Normal Bombs.
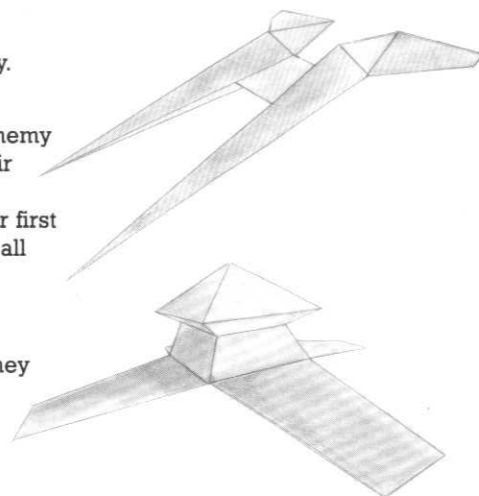
## For Keyboard Controls, refer to separate pull-out sheet

## The Viewpoints, refer to right-hand side of pull-out sheet

A piloted vehicle may be considered from outside using the keys on the keypad.

These keys also relate to the different views available from within vehicle cockpits, providing the pilot with an all-round view of his surroundings.

There is also a satellite view, centred on your current vehicle, it may be zoomed in to or out of using the 'CAMERA UP' and 'CAMERA DOWN' keys on the keypad. This view not only shows your vehicle in relation to its surroundings but also displays current velocity and altitude, if applicable.

Certain weapons may be tracked by camera: Missiles, Rockets, Retarded Bombs and Normal Bombs. This view is accessed via the 'SHIFT EXTERNAL 2' on your keypad.

### The Two-Player Game (requires 2 machines)

Any combination of Amiga and/or Atari ST can be connected – via a null-modem serial link – to enable two players to experience **Armour-Geddon** simultaneously.

If the other player is controlling a vehicle, an icon is displayed above its slot to indicate that it is currently unavailable to you.

Should any RS232 errors occur a suitable message appears at the top of the main screen and the RS232 link is terminated – press any key to continue.

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A grid of power-lines feeds the beam cannon. To give you time to find the cannon and destroy it you must delay its reaching firing strength by destroying the power-line generators.

Controlling up to six different vehicles (simultaneously if you think you can cope!) you must survey your environment, discovering natural – and very unnatural – hazards and utilising your resources to best deal with both. However, not only have you to find and destroy the power-lines and beam cannon but also you have to survive the aggression of the heavily-armed enemy.

To assist you in this daunting task you have at your disposal some highly advanced equipment, including:

**Your Headquarters screen** from where you can access all other screens – and any of your six vehicles. It also displays a grid map of the game area and vehicle positions (both enemy – shown in red – and your own – shown in white);

**An Intelligence system** which displays areas of the game surveyed by your vehicles and which also enables you to select waypoints for your vehicles – a waypoint is a marker placed on the map and designated to one of your six vehicles, the selected vehicle can then home in on that point via its cockpit display;

**A sophisticated Research & Development team** of scientists and engineers: Given the appropriate resources your scientists can develop virtually any hitherto undeveloped weapon that exists in the game (including the Neutron Bomb) and, once developed, your engineers can build the device.

Resources in stock are displayed in your **Stores** screen (as are all devices and vehicles). You may replenish depleting stocks of resources by pillaging destroyed enemy vehicles and installations.

To destroy the beam weapon you need to find the five sections of the Neutron Bomb, use your Research & Development team to construct it, load it on to your most suitable vehicle (the hovercraft would not be a good choice) and drop it on the building harbouring the cannon. Your Stealth Bomber and Heavy Tank are the only two vehicles capable of collecting sections of the Neutron Bomb. Once a section has been picked up it is automatically transported to your stores.

This manual assumes you are using a mouse to move your cursor around the various screens and select options. However, should you prefer to use a joystick for 'click' read 'press fire' or, should you be using keys, then for 'click' read 'press spacebar'.

'Clicking on vehicle icons' is a function mentioned in this manual that may also be achieved by pressing F1 to F6 on the keyboard.

An in-flight unattended aircraft will level off and circle until you once more take control of it (or until it is destroyed by enemy fire). Should it have an activated waypoint it will fly to it and then circle until you re-take control.

Damage taken to your vehicles is indicated by yellow lights alongside equipment in your cockpit – the more the yellow lights flash, the greater the damage.

## Weapons Available To You:

**Laser Beam:** Medium range, relatively weak but sufficient against soft-skin vehicles. Weight: 100 kg.

**Shells:** 80 per payload. Difficult to judge their range. They contain a high explosive warhead which is effective against all vehicles. Weight: 10 kg.

**Free Fall Bomb:** 10 per payload. When selected, a CCIP (Continuously Computed Impact Point – indicates where the bomb will hit) marker is displayed on-screen. Quite accurate when used with your bomb sight. Used for high-level bombing. After release it is fused after approximately 3 seconds. Weight: 750 kg.

**Retarded Bomb:** 10 per payload. Used for low-level bombing by your Stealth Fighter. Its parachute allows deliverer to escape blast area. Does not contain as large a charge as the Free Fall Bomb. Weight: 250 kg.

**Rockets (FFRs):** 40 per payload. Harder hitting than laser fire and have a greater range. They are fin stabilised; fins are deployed soon after launch. Weight 25 kg.

**Missiles:** 8 per payload. Range is 1000m. IR homing missiles (feature scanning heat seeker which automatically targets potential prey). Best fired from behind a moving target, they attempt to calculate target's speed and the most suitable closing speed. If it loses lock it will circle until it finds a similar IR signature. Weight: 120 kg.
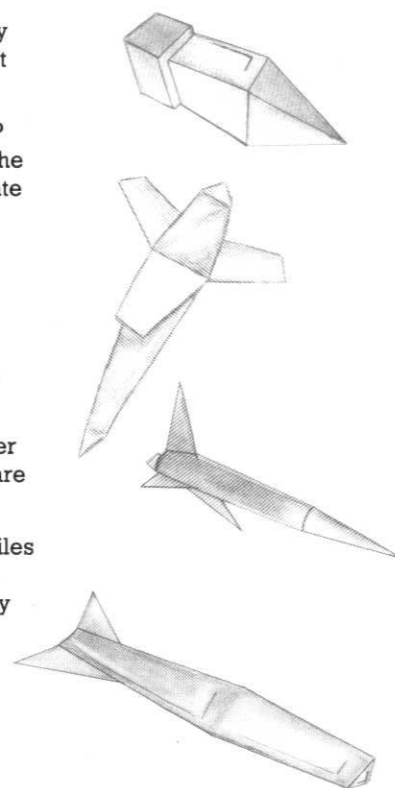
## Non-weapon devices

**Beacons:** Use to trace your other activated vehicles, fuel pods, your base, telepods and waypoints (see keyboard plan for details). When selected, a Beacon Indicator is displayed on-screen. Your on-board computer can calculate a beacon's range up to 60 km away.

**Night-Sight** – Infra-red optical utility, enables vehicles to 'see' in the dark. Its effect is lessened during daylight. Weight 50 kg.

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**Headquarters Screen:**
This is your central command screen from which all other screens are accessed:
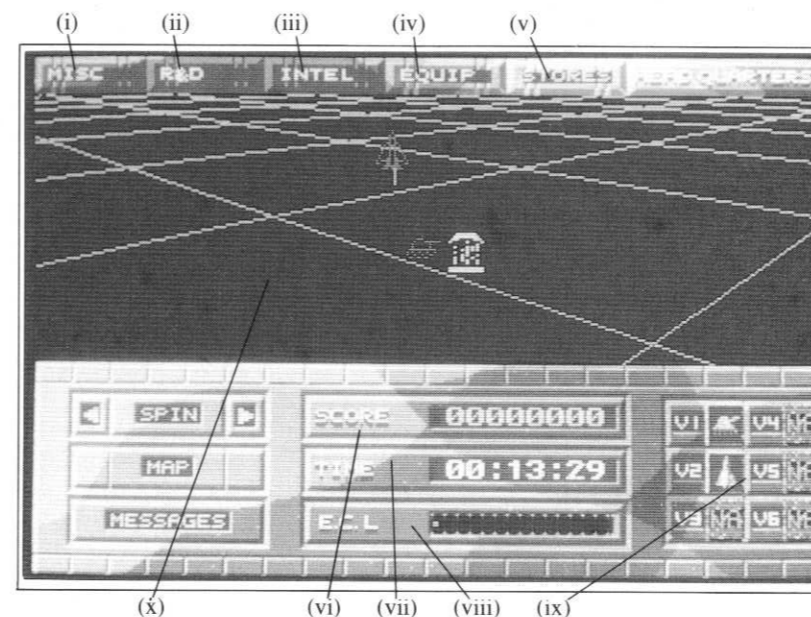


(i) **Miscellaneous Screen,** (ii) **Research & Development Screen,** (iii) **Intelligence Screen,** (iv) **Equipment Screen,** (v) **Stores.**
This screen also displays your (vi) **Score,** the (vii) **Time** elapsed in the game, the estimated power of the enemy's beam cannon (viii) **(ECL** – when the reading fills this metre the cannon fires and earth is destroyed) and (ix) **Vehicle Icons** with which you may take control of any of your vehicles currently on the road – click on the relevant icon to access a selected vehicle. The (x) **Main Window** can be alternated to display either messages or a grid map of the play area – click on **Map** icon for map and **Messages** icon for messages. The grid-map shows the positions of your vehicles, enemy vehicles and in-flight weapons (as dots). The grid map may be rotated if required and it may also zoom in on selected vehicles (position cursor over the selected icon and click the right mouse button or press space bar).
From this screen, pressing 'SHIFT SATELLITE VIEW' on the keypad accesses a Tower View of surface activities.

# Air Vehicle Cockpit (example)
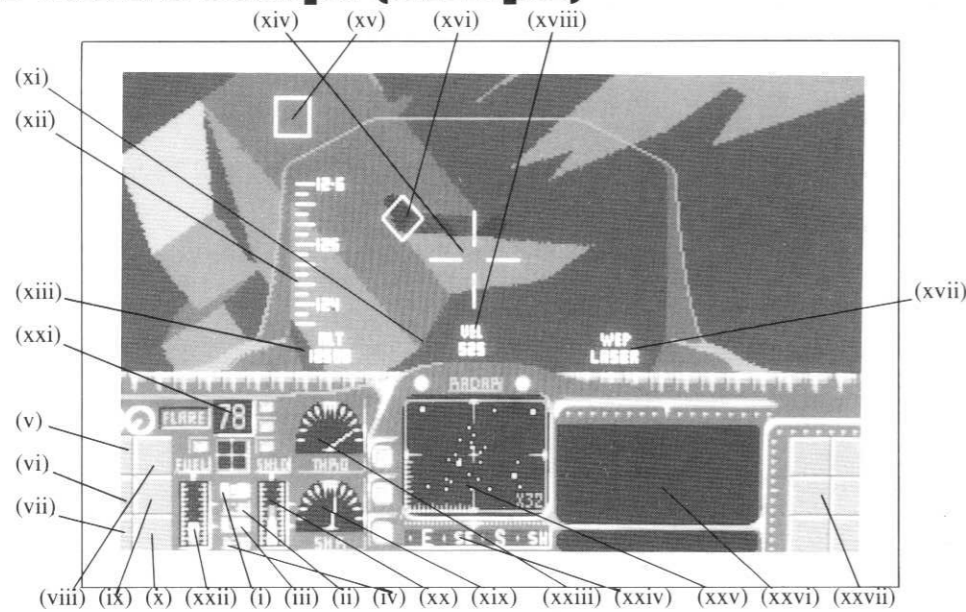


(i) Engine Status Indicator
(ii) Radar detection Warning Light
(iii) Missile Lock Warning Light
(iv) Stall Warning Light − also audible − (not applicable to helicopter)
(v) Payload 1 − highlights when selected
(vi) Payload 2 − highlights when selected
(vii) Payload 3 − highlights when selected
(viii) Amount of payload 1 available
(ix) Amount of payload 2 available
(x) Amount of payload 3 available
(xi) Head Up Display
(xii) Scrolling Altitude Bar
(xiii) Altitude
(xiv) Weapon Sight
(xv) Missile Lock Indicator
(xvi) Target Lock Indicator
(xvii) Current Weapon
(xviii) Velocity (mph)
(xix) Shield Recharge Rate  (xx) Shield Strength
(xxi) Number of flares  (xxii) Fuel Gauge
(xxiii) Throttle  (xxiv) Compass
(xxv) Radar (range variable from 1 to 32 km)
(xxvi) Information Panel: Provides various information (accessed via the 'VDU MODE' key)
including; a) Speed, Altitude, Radar Range and Brake Status; b) Payload and Fuel Weights;
  c) Current Mission Text
(xxvii) Vehicle access icons: click on the appropriate icon to take control of any one of your
other activated vehicles.

**Intelligence Screen** (only displays areas surveyed):
Survey the game area and fix waypoints for your vehicles.
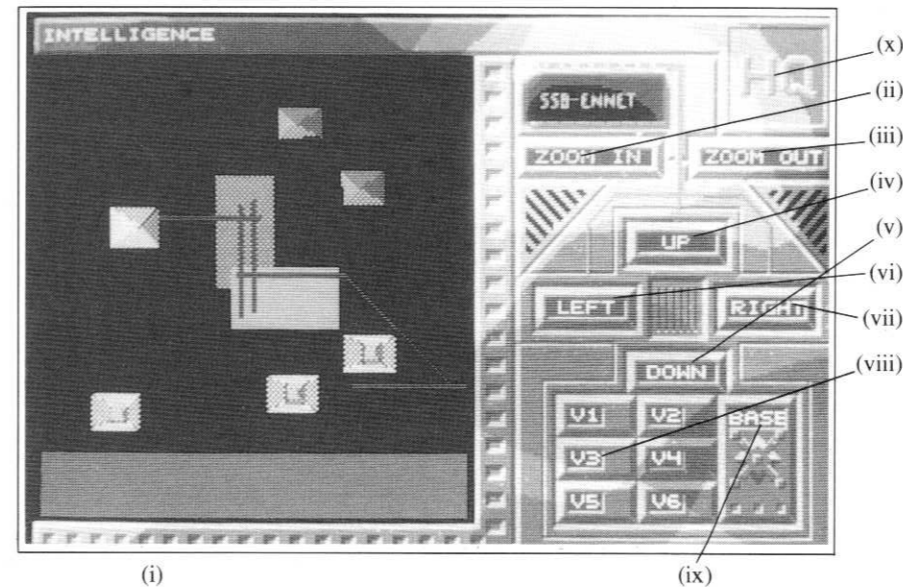


(i) **Map** area;
(ii) **Zoom In** for greater detail of the surrounding area − click on the icon until the
magnification is at the required strength.
(iii) **Zoom Out** for a more overall view − click on the icon until de-magnification is at the
required strength.
Move your viewpoint (iv) **Up** (North), (v) **Down** (South), (vi) **Left** (West) and (vii) **Right** (East)
− click on the icon until you're at the required position.
Setting waypoints: To set a waypoint, first select a vehicle by clicking on the appropriate
**Vehicle Icon** to highlight it (*see below for more details) then move your cursor to the
required area on the map and click the left-hand mouse button − a crosshair confirms that this
area is now a waypoint and a number (1 to 6) confirms the selected vehicle. Placing the cursor
in the map area then clicking the right-hand mouse button centralises the point under the cursor.
Keeping the cursor off-centre and holding down the right-hand mouse button will scroll the map.
*Clicking the left mouse button on a selected vehicle icon centres the map on that vehicle and
selects it for a waypoint, clicking the right mouse button on a selected vehicle icon selects it for
a waypoint without having the map centred on it.
(viii) **Vehicle icons:** any may be selected.
(ix) **Base Icon:** click on this icon to centre the map area on your base.
(x) **HQ Icon:** click on this icon, or press 'HQ SCREEN', to return to HQ screen.

# Ground Vehicle Controls

*Joystick (self-centering)*
| | |
|---|---|
| Forward: | increase throttle |
| Back: | negative throttle |
| Left: | turn left |
| Right: | turn right |
| Fire: | engage highlighted payload |

*Mouse*
| | |
|---|---|
| Push Forward: | increase throttle |
| Pull Back: | negative throttle |
| Move Left: | turn left |
| Move Right: | turn right |
| Left Button: | engage highlighted payload |
| Right Button: | toggles between controlling yoke & cursor |

*Keys*
| | |
|---|---|
| Cursor up: | Increase throttle |
| Cursor down: | Negative throttle |
| Cursor left: | Turn left |
| Cursor right: | Turn right |
| Carriage return: | Engage highlighted payload |
| Spacebar: | Toggles between controlling Yoke & Cursor |

*Other relevant keys:*
| | |
|---|---|
| Start/Stop Engine: | Starts your engine |
| Throttle Up: | Increases throttle |
| Throttle Down: | Decreases throttle |
| Shift Throttle Up: | Instant maximum throttle (or zero throttle if in reverse) |
| Shift Throttle Down: | Instant maximum reverse throttle (or zero throttle if in forward) |
| Raise Gun Turret: | Raise gun turret |
| Lower Gun Turret: | Lower gun turret |
| HQ Screen: | Return to HQ screen |

Damage taken to your vehicles is indicated by yellow lights alongside equipment in your cockpit – minor damage is indicated by a constant yellow light, device inoperative indicated by flashing yellow light.

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**Stores Screen:**
See what's in store . . .



(i) **Previous** & (ii) **Next** item icons – click on these to scroll through devices currently in stock.
(iii) **Name** of selected device/vehicle.
(iv) **Weight** of selected device/vehicle.
(v) **Amount** of selected device/vehicle currently in stock and information on it.
(vi) **Graphic** representation of device/vehicle.
(vii) **HQ** icon – click on this, or press 'HQ SCREEN', to return to the Headquarters screen.