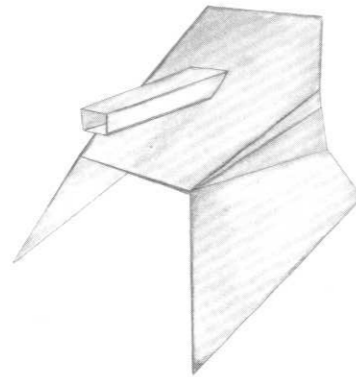


YOUR VEHICLES

Ground Vehicles

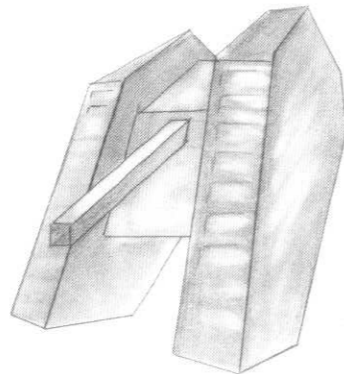
Light Tank

Primary Uses: High-speed hit-and-run missions
 Evaluation:
 Speed: Good
 Manoeuvrability: Good
 Firepower: Low/Medium
 Durability: Good
 Range: 43 miles
 Top Speed: 102 mph (cross country)
 Weight (unladen): 30000 kg
 Maximum Load: Unlimited
 Maximum Fuel: 3072 kg
 Weapon Capabilities: Shells, Laser
 Non-Weapon Capabilities: Night-Sight



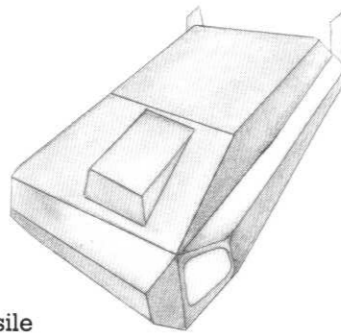
Heavy Tank

Primary Uses: Collection of Neutron Bomb parts (automatically transported to base on collection).
 Evaluation:
 Speed: Poor
 Manoeuvrability: Poor
 Firepower: Good
 Durability: Good/Very Good
 Range: 28 miles
 Top Speed: 68 mph (cross country)
 Weight (unladen): 50000 kg
 Maximum Load: Unlimited
 Maximum Fuel: 3072 kg
 Weapon Capabilities: Shells, Laser, FFRs, Neutron Bomb
 Non-Weapon Capabilities: Night-Sight, Cloaker

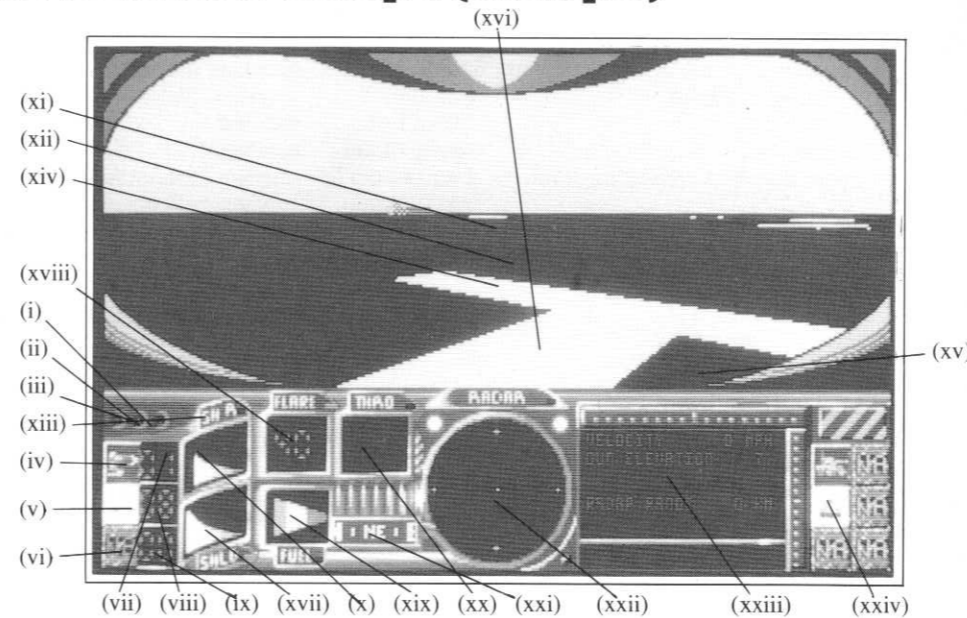


Hovercraft

Evaluation:
 Speed: Good
 Manoeuvrability: Medium
 Firepower: Good
 Durability: Poor
 Range: 30 miles
 Top Speed: 140 mph (approx)
 Weight (unladen): 5000 kg
 Maximum Load: Unlimited
 Maximum Fuel: 3072 kg
 Weapon Capabilities: Laser, FFRs, Missile
 Non-Weapon Capabilities: Night-Sight, Cloaker
 Primary Uses: Swift survey of islands to seek and find Neutron Bomb parts, Ground Attack



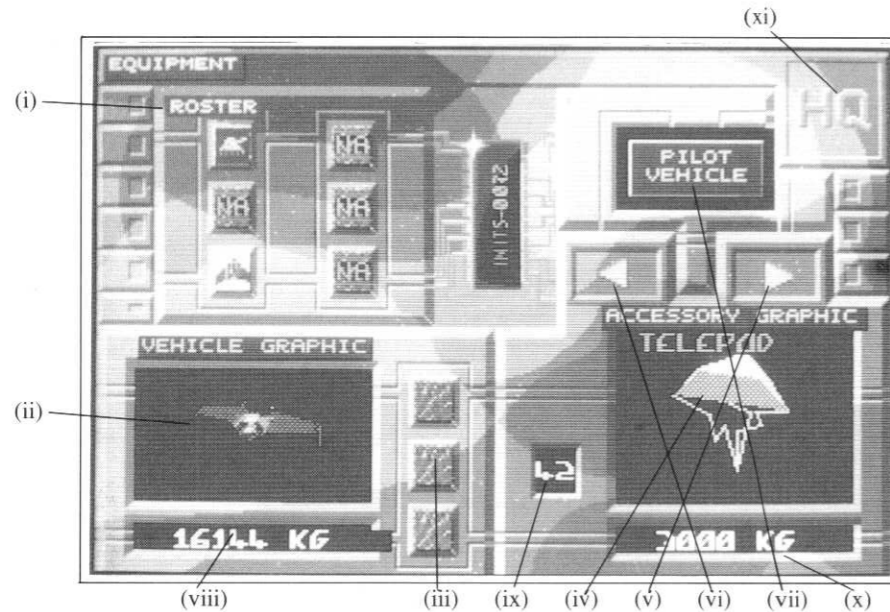
Ground Vehicle Cockpit (example)



- (i) Engine Status Indicator (on or off)
- (ii) Radar detection Warning Light
- (iii) Missile Lock Warning Light
- (iv) Payload 1 – highlights when selected
- (v) Payload 2 – highlights when selected
- (vi) Payload 3 – highlights when selected
- (vii) Amount of weapon 1 available
- (viii) Amount of weapon 2 available
- (ix) Amount of weapon 3 available
- (x) Shield Recharge Rate
- (xi) Head-Up Display
- (xii) Weapon Sight
- (xiii) Missile Lock Indicator
- (xiv) Target Lock Indicator
- (xv) Current Weapon
- (xvi) Velocity (mph)
- (xvii) Shield Strength
- (xviii) Number of flares available
- (xix) Fuel Gauge
- (xx) Throttle (forward and reverse) – no reverse thrust on hovercraft
- (xxi) Compass
- (xxii) Radar (range variable from 1 to 32 km)
- (xxiii) Information Panel: Provides various information (accessed via the 'VDU MODE' key) including;
 - a) Speed and Radar Range; b) Payload and Fuel Weights; c) Current Mission Text
- (xxiv) Vehicle access icons: click on the appropriate icon to take control of any one of your other activated vehicles.

Equipment Screen:

Select a suitable vehicle for the task at hand then load it with the appropriate equipment:



(i) **Roster** of active vehicles – icons highlight when a vehicle is activated – click on an icon to select a vehicle for arming or piloting.

(ii) **Vehicle Graphic** window – to select a vehicle for piloting, display your chosen vehicle in the Accessory Graphic window (click on the arrows above this window to scroll through available vehicles) then click on the vehicle, hold down the mouse button and drag its icon to the Vehicle Graphic window. The Accessory Graphic window now displays devices available for your selected vehicle.

To arm your vehicle, use the arrows above the Accessory Graphic window to scroll through the devices available in stock then, when a suitable device is shown in the window, click on it and drag its icon to the Vehicle Graphic window. One of the three payload areas displays the device icon to confirm it has been successfully loaded on to your vehicle.

Selected vehicle's (iii) **Payload** (maximum of three items).

(iv) **Accessory Graphic** window.

(v) **Next** and (vi) **Previous** device arrows – click on these to scroll through devices currently in stock.

(vii) **Pilot Vehicle** icon: click on this to transport your selected vehicle, by elevator, to the surface, ready for piloting.

(viii) **Weight** of selected vehicle.

(ix) **Number** of devices/vehicles currently in stock.

(x) **Weight** of device/vehicle currently highlighted in Accessory Graphic.

(xi) **HQ** icon – click on this, or press 'HQ SCREEN', to return to the headquarters screen.

You can return individual devices to your stores by clicking on its payload icon and dragging it back to the Accessory Graphic window. You may also return vehicles complete with all payloads to your stores in a single move by clicking on the Vehicle Graphic window and dragging the vehicle icon back to the Accessory Graphic window.

Air Vehicles

Helicopter

Primary Uses: Ground attack

Evaluation:

Speed: Good

Manoeuvrability: Good

Firepower: Good

Durability: Medium/High

Range: 73 miles

Top Speed: 320 mph (ground level)

Ceiling: 8400 ft (in Hover and unladen)

Rate Of Climb: 73 fps (unladen)

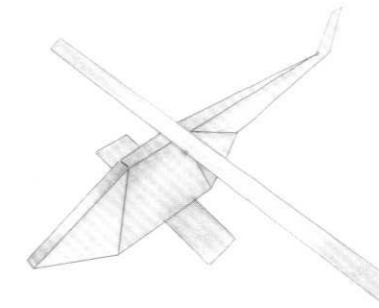
Weight (unladen): 4000 kg

Maximum Load: Total take-off weight 8500 kg

Maximum Fuel (internal): 832 kg

Weapon Capabilities: Laser, FFRs, Missiles

Non-Weapon Capabilities: Night-Sight, Drop Tanks



Stealth Fighter

Primary Uses: Swift Air and Ground Attack

Evaluation:

Speed: Excellent

Manoeuvrability: High

Firepower: Very Good (air and ground attack)

Durability: Low

Range: 170 miles – full thrust and unladen

Top Speed: 890 mph (level flight)

Ceiling: 48000 ft

Rate of Climb: 500 fps (ground level)

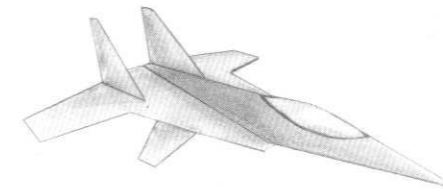
Weight (unladen): 4875 kg

Maximum load: 5000 kg (safe)

Maximum Fuel: 3072 kg

Weapon Capabilities: Laser, Missiles, Bombs, FFRs

Non-Weapon Capabilities: Night-Sight, Cloaker, Drop Tank



Stealth Bomber

Primary Uses: Collection of Neutron Bomb parts (automatically transported to base on collection) and air delivery Of Neutron Bomb

Evaluation:

Speed: Good

Manoeuvrability: Medium

Firepower: Good for ground attack, Poor for air attack

Durability: Medium

Range: 106 miles – full throttle, unladen and at ground level

Top Speed: 475 mph (unladen)

Ceiling: 36700 ft (unladen)

Rate Of Climb: 345 fps (unladen)

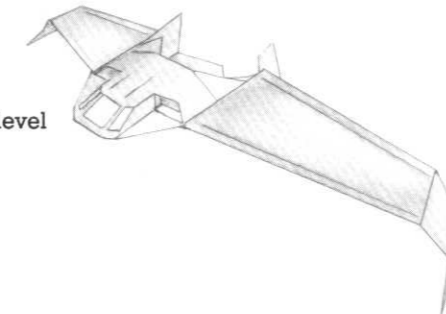
Weight (unladen): 10150 kg

Maximum Load: 10000 kg (safe)

Maximum Fuel: 6144 kg

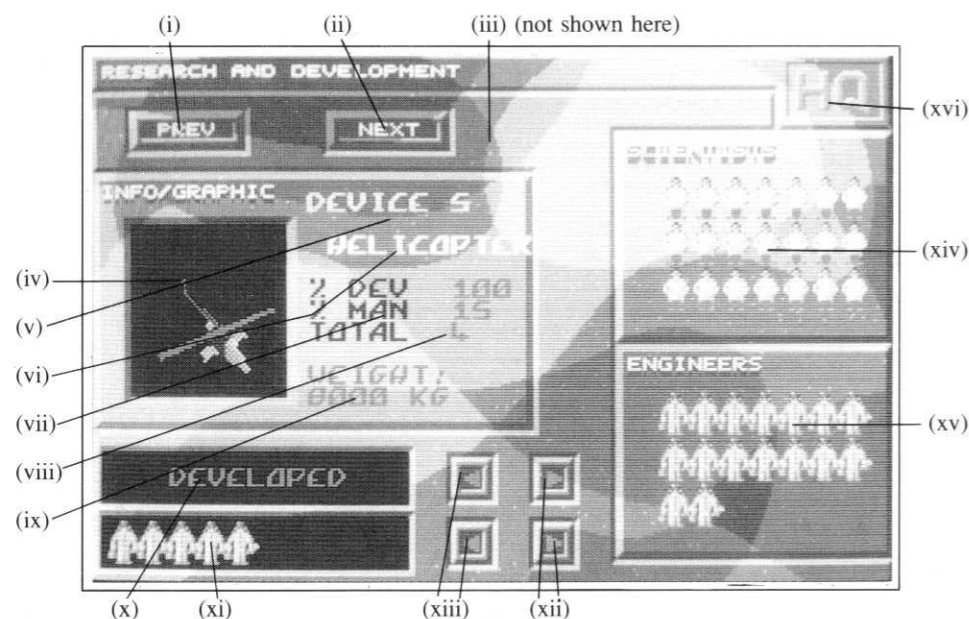
Weapon Capabilities: Bombs, FFRs

Non-Weapon Capabilities: Night Sight, Cloaker, Drop Tank, Fuel Pod, Telepod



Research & Development Screen:

From this screen you can engage your scientists to work on undeveloped devices, then – should you have sufficient of the appropriate resources – have your engineers construct them.



(i) **Previous** device icon, (ii) **Next** device icon (used to scroll through devices available) and (iii) **Recycle** device icon. Recycle breaks down selected devices into their component resources which are then automatically returned to Stores. Holding down the mouse button on this icon increases the recycling speed. Partially manufactured devices take recycling precedence over complete items held in store. Any vehicle destroyed whilst in the elevator is automatically sent underground for recycling.

(iv) **Graphic Display** of chosen vehicle or weapon with (v) **Device Number**, (vi) **Device Name**, how far device is developed (%), the percentage of each unit (vii) **Manufactured**, total (viii) **Number** of units in stock. (ix) **Unit Weight**, the number of (x) **Scientists** currently working on development, the number of (xi) **Engineers** currently manufacturing, Icon to (xii) **Increase** & (xiii) **Decrease** manpower. Number of (xiv) **Available Scientists**, Number of (xv) **Available Engineers**. (xvi) **HQ** icon – click on this, or press 'HQ SCREEN', to return to the Headquarters Screen.

Aircraft Controls

Stealth Air Vehicles

Joystick (self-centering)

Forward: Dive
 Back: Climb
 Left: Bank left
 Right: Bank right
 Fire: Engage highlighted payload

Mouse

Push Forward: Dive
 Pull Back: Climb
 Move Left: Bank left
 Move Right: Bank right
 Left button: Engage highlighted payload
 Right Button: Toggles between controlling Yoke & Cursor

Keys

Cursor up: Dive
 Cursor down: Climb
 Cursor left: Bank left
 Cursor right: Bank right
 Carriage return: Engage highlighted payload
 Spacebar: Toggles between controlling Yoke & Cursor
 Left Rudder: Left rudder
 Right Rudder: Right rudder

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)
 HQ Screen: Return to HQ screen

Helicopter

Joystick (self-centering)

Forward: Lower nose
 Back: Raise nose
 Left: Bank left
 Right: Bank right
 Fire: Engage highlighted payload

Mouse

Push Forward: Lower nose
 Pull Back: Raise nose
 Move Left: Bank left
 Move Right: Bank right
 Left button: Engage highlighted payload
 Right Button: Toggles between controlling Yoke & Cursor

Keys

Cursor up: Lower nose
 Cursor down: Raise nose
 Cursor left: Bank left
 Cursor right: Bank right
 Carriage return: Engage highlighted payload
 Spacebar: Toggles between controlling Yoke & Cursor (Keyboard and Joystick Mode only)

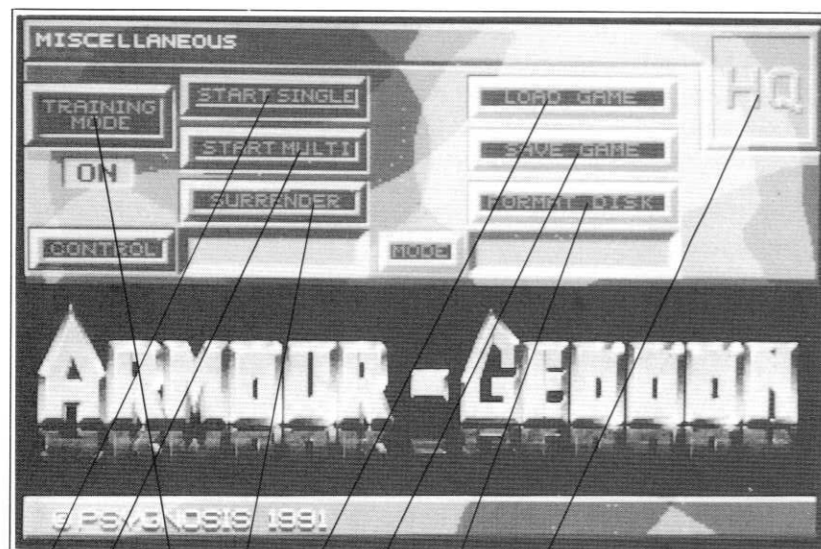
'Left Rudder' Left rudder – only effective below 40 mph
 'Right Rudder' Right rudder – only effective below 40 mph

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)
 HQ Screen: Return to HQ screen

CONTROL SCREENS

Miscellaneous Screen:

This is the initial screen from which you select basic game options:



- (i) **Start Single Game:** Click on this icon if you wish to play alone.
- (ii) **Start Multi Game:** Click on this icon to play with a friend; connect two machines (any combination of Amiga and /or Atari ST) using a null-modem serial link. **Armour-Geddon** has to be loaded in to both machines for a Multi Game.
- (iii) **Trainer Mode:** Click on this before starting a game (it is not accessible during an active game) to explore the **Armour-Geddon** map with a good stock of vehicles, weapons and devices at your disposal. This mode renders it impossible to win, lose, save or load a game or to enter your name in the high score table.
- (iv) **Surrender:** Click on this icon to admit defeat.
- (v) **Load Game:** Click on this icon to load a previously saved game; To load a saved-game position, place your saved-game disk in any drive, click on the Load Game icon, click in the required file slot (or the Cancel option should you wish to abort loading a game) and your saved-game position will load. The Load Game option only works if there is no game currently in progress. A two-player game requires both players to load the saved game position in to their respective machines before starting a game.
- (vi) **Save Game:** Click on this icon to save your game position; To save a game you should have a formatted disk in drive 0 – the **Format Disk** option on the screen allows you to perform this task if you haven't already done so. Click the Save Game icon then click on the required File Slot and type in a suitable file name. At this point you may either press Enter to confirm or press ESC to abort the Save Game option.
- (vii) **Format Disk:** Click on this icon to format a blank disk ready to save a game position – It is not possible to format the game disks.
- (viii) **Go to Headquarters Screen.**

The following screens are only available when a game is in progress:

Flares – May be used for distress signals but are predominantly used to confuse on-coming enemy missiles.

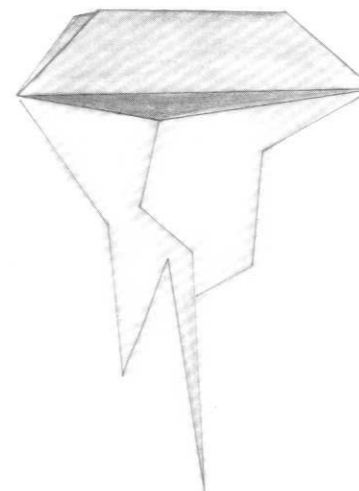
Drop Tanks – Attaching up to three drop tanks (dependant on availability) greatly increases a vehicle's range. Your on-board computer automatically selects these externally carried tanks as initial sources of fuel. Tanks may be ejected from your (airborne) vehicle by highlighting it on the cockpit screen and pressing fire. A tank that contains fuel when ejected explodes on contact with the ground. Full tanks weigh in excess of 800 kg and greatly affect aircraft manoeuvrability.

Cloaking Device – Using this renders you 'invisible' to the enemy. However, your vehicle can still be traced by missiles locked on to you before you engaged the device.

Use sparingly as this device is a heavy drain on your fuel. Weight: 500 kg.

Telepod – May only be carried and dropped at its destination by your Stealth Bomber. Up to six may be in operation at one time. They are used to teleport from one location to another. To use a Telepod: position your vehicle below it and press 'TELEPORT' on the keyboard. Weight: 8000 kg.

Fuelpod – May only be carried and dropped at its destination by your Stealth Bomber. Fuelpods are used to re-fuel any of your vehicles that can reach them. To use a Fuelpod: Drive up to it and press 'FUEL POD' on the keyboard. Weight: 8000 kg.



Resources available to you:

Tritinium: Used for manufacture of fuel compounds.

Xelinium: Used for manufacture of explosives.

Maxinium: Used for manufacture of electronics (optical processors and lasers) and N-space products such as Teleport and Cloaker.

Outinium: Used for manufacture of all weapon and vehicle body shells.

However, the Sheltered Ones, as they came to be known, concluded that if conflict continued, there would be nothing left of earth to return to. Thus, as they didn't relish the idea of spending the rest of their lives in shelters, they ventured out to bring the fighting to an end. They succeeded and slowly began reconstructing the one small, habitable area left of the world.

A "civilised" society existed once again . . . However: a large sector of those left on the surface to face the holocaust were not impressed with the way they'd been treated; they formed a silent resistance movement, secretly worked for themselves while all the time feigning subservience . . . until they were ready to strike.

Using their limited resources, the resistance movement construct a powerful laser cannon whose beam, when aimed at an antediluvian tran-satellite, currently orbiting earth, will be upsurged many times so that when bounced back down to earth it will be powerful enough to fry anything and anyone not protected. Of course the resistance movement has its protective shelters already prepared.

Human nature being what it is – and man being the trustworthy creature **he** is – the Sheltered Ones soon hear of the movement and its plan to fricassee them, they begin making plans to stay cool.

They learn of the existence of an ancient Neutron Bomb, the only weapon with sufficient power to destroy the beam cannon. The bomb was dismantled some time in the past, for security reasons and is now in five sections, all of which are hidden about the landscape.

THE GAME

Armour-Geddon features a massive play area of over 80km by 80km made up of fast, filled vector graphics which creatively represent mountains, lakes, buildings, vehicles and weapons. You are free to scout the play area in any or all of your vehicles – your exploration is only hindered by the fuel limitations of each vehicle and the possible (or rather, very probable) attack by enemy forces.

From your headquarters deep in the bowels of the earth, you have at your disposal an arsenal of sophisticated vehicles and weapons with which to find the five sections that make up a Neutron Bomb. This bomb is very important to you as it is the only weapon powerful enough to destroy the enemy's beam cannon.

Unfortunately, some time in the past the five sections that make up the bomb were scattered throughout the area, for reasons of security. You must find the sections then build and use the Neutron Bomb on the beam cannon before it is charged to full power and ready for firing.

HINTS

A Guide to finding the first section of the Neutron Bomb . . .

1. From the Headquarters Screen go to Intelligence Screen and select Vehicle 1. Click on the Base icon to centre the map on your base and zoom in slightly (click on the Zoom In icon).
Click on the Right icon to pan right until you see an airstrip. Move your cursor over the airstrip and click on it with the left mouse button - a crosshair should appear over the airstrip, this is now Vehicle 1's Waypoint Marker.
Go back to your Headquarters Screen (press 'HQ SCREEN' key or click on the HQ icon) and select
2. Equipment Screen. Click on the right arrow above the Accessory Graphic until a fighter is shown in the Accessory Graphic window. Now move your cursor over the fighter then click the left mouse button and drag the fighter icon left to the Vehicle Graphic window and release the mouse button.
The Accessory Graphic window now shows payloads available to your fighter. Move your cursor over the laser then drag it to the fighter and release the mouse button (the top payload icon should now hold the laser graphic). Now click on the arrows above the Accessory Graphic until Missiles are displayed. Arm the fighter with missiles then night-sight using the same procedure you used for the lasers.
3. Click on the Pilot Vehicle icon to get the fighter to the surface.
You will now find yourself sitting in the cockpit ready for action.
Press the 'WAYPOINT BEACON' key to activate your Waypoint Navigation. A small indicator appears on-screen (above your Engine Status indicator) to point the way to your target. This indicator is a circle with arrows that indicate whether you should turn left or right, climb or descend to find your waypoint target. When all four arrows are visible you are heading straight for your destination.
The distance to the waypoint is shown on the VDU.
4. Power your shields up (press the SHIELD UP key and hold it down) in case of attack.
5. Start your engine (press the 'START ENGINE' key), throttle up (press the THROTTLE UP key) and taxi to a runway, engage full throttle (with the 'THROTTLE UP' key) and take off (pull back on your joystick, press the up arrow or pull your mouse back, depending on which control method you are using).
Navigate the fighter to your target using the waypoint indicator – all four directions are highlighted when you're on the correct heading.
6. Before reaching your target, arm your missiles – press the payload key appertaining to the position of your missiles to highlight the payload icon.
As you approach the airfield your missile targeting system should detect some enemy ground installations. When the seeker is locked on target – your square targeting display is within your round targeting display – its tone changes to indicate the fact. You may fire when ready.
Ensure your aircraft is in no danger of crashing and you can watch the missile from the weapon camera viewpoint (press 'SHIFT EXTERNAL 2' – on the keypad).
Should you run out of missiles before all enemy installations are destroyed, select your laser – press the payload key appertaining to the position of your laser – and attempt to strafe their defences.
Should an enemy missile lock on to you, launch flares (press the 'FLARE' key) and attempt to out-maneuvre it.
7. After destroying the ground defences press 'BASE BEACON' to activate your Base Waypoint.
Land your fighter, taxi to an elevator and retrieve the vehicle (press the 'LIFT' key).
8. Select a Heavy Tank for slot 2.
Set up the Waypoint as before and arm the tank – you shouldn't meet any enemy resistance but you can never be too careful.
Drive the tank to the deserted airstrip and pick up the Neutron Bomb segment by driving over it. As soon as the device is retrieved it is automatically transported back to base by the onboard LVPT (Large Vehicle Portable Teleport) – only carried by Heavy Tanks and Stealth Bombers.
You should now have successfully collected the first section of the Neutron Bomb.
Should you wish to return the tank to base then press 'BASE BEACON' for Base Waypoint and drive home.
The current mission text (on VDU mode 2) will have updated to reflect the completed mission.

Practice makes perfect:

To help you hone your attack skills there is a target range due west of your base . . . the targets don't fight back!

LOADING INSTRUCTIONS

Always switch off your machine for at least 30 seconds before loading the game. Failure to do so may result in virus contamination of the ARMOUR-GEDDON disks. See the virus warning and the warranty notice on page 24 for further information.

■ ATARI ST VERSION

Insert disk 1 of ARMOUR-GEDDON. Switch on the monitor/TV then your computer.

Insert disk 2 when prompted.

ARMOUR-GEDDON is played with a mouse plugged into the mouse port and a joystick plugged into the joystick port.

■ AMIGA VERSION

Switch the computer on. Insert Kickstart disk if necessary. When Workbench is requested insert disk 1 of ARMOUR-GEDDON into the internal drive. Insert disk 2 when prompted.

ARMOUR-GEDDON is played with a mouse plugged into the mouse port and a joystick plugged into the joystick port.

LOADING TIPS

Should the title screen not appear within 45 seconds there may be a problem with your computer system. Check your computer connections and that the above instructions have been followed correctly. If you are sure your computer is working correctly (i.e. other software loads successfully) and are still unable to load ARMOUR-GEDDON then you may have a faulty disk in which case you can obtain a free replacement from Psygnosis Ltd. All Psygnosis products are fully guaranteed – see page 24 for details.

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