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CODENAME *Call of Duty*

ARMOUR GEORGE II

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

Please take the following precautions when playing video games

Do not sit too close to the television screen; position yourself when linking the cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10 - 15 minutes per hour while playing video games.

ADVERTISEMENT SUR L'EPILEPSIE

A lire avant toute utilisation d'un jeu video par vous meme ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'epilepsie ou d'avoir des pertes de conscience a la vue de certains types de lumieres clignotantes ou d'elements frequents dans notre environnement quotidien. Ces personnes s'exposent a des crises lorsqu'elles regardent certaines images televisees ou qu'elles jouent a certains jeux video. Ces phenomenes peuvent apparaitre alors meme que le sujet n'a pas d'antecedent medical ou n'a jamais ete confronte a une crise d'epilepsie. Si vous meme ou un membre de votre famille avez deja presente des symptomes lies a l'epilepsie (crise ou perte de conscience) en presence de stimulations lumineuses, veuillez consulter votre medecin avant toute utilisation. Nous conseillons aux parents d'etre attentifs a leurs enfants lorsqu'ils jouent avec des jeux video. Si vous meme ou votre enfant presentez un des symptomes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immediatement cesser de jouer et consulter votre medecin.

EPILEPSIE WARNING

Bitte lesen Sie diese Hinweise, bevor Sie dieses Videospiel-System benutzen oder Ihre Kinder damit spielen lassen.

Bei manchen Personen kann es zu epileptischen Anfällen oder Bewusstseinsstörungen kommen, wenn sie bestimmten Blitzlichtern oder Lichteffekten im täglichen Leben ausgesetzt sind. Diese Personen können einen Anfall erleiden, während sie bestimmten Fernsehbildern ausgesetzt sind oder bestimmte Videospiele benutzen. Es können auch Personen davon betroffen sein, deren Krankengeschichte bislang keine Epilepsie aufweist und die nie zuvor epileptische Anfälle gehabt haben. Falls bei Ihnen oder einem Ihrer Familienmitglieder unter Einwirkung von Blitzlichtern mit Epilepsie zusammenhängende Symptome (Anfälle oder Bewusstseinsstörungen) aufgetreten sind, wenden Sie sich an Ihren Arzt, bevor Sie das Spiel benutzen. Eltern sollten ihre Kinder bei der Benutzung von Videospiele beaufsichtigen. Sollten bei Ihnen oder Ihrem Kind während der Benutzung eines Videospiele Symptome wie Schwindelgefühl, Sehstörungen, Augen- oder Muskelzuckungen, Bewusstseinsverlust, Desorientiertheit, jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, so beenden Sie SOFORT das Spiel und konsultieren Sie Ihren Arzt.

Vorsichtsmaßnahmen während der Benutzung

Halten Sie sich nicht zu nah am Bildschirm auf. Sitzen Sie so weit vom Fernsehbildschirm entfernt, wie es die Länge des Kabels gestattet.
Verwenden Sie für die Wiedergabe des Spiels einen möglichst kleinen Fernsehbildschirm.
Spielen Sie nicht, wenn Sie müde sind oder nicht genug Schlaf gehabt haben.
Achten Sie darauf, daß der Raum, in dem Sie spielen, gut beleuchtet ist.
Ruhlen Sie sich während der Benutzung eines Videospiele mindestens 10 bis 15 Minuten pro Stunde aus.

AVVERTENZA A PROPOSITO DELL'EPILESSIA

Per favore, leggete quanto segue prima di utilizzare o di permettere ai vostri figli di utilizzare questo sistema per video giochi.

Alcune persone sono suscettibili di attacchi epilettici o di perdita della coscienza se esposte a particolari luci intermittenti o motivi luminosi durante la vita quotidiana. Tali persone possono subire un attacco durante la visione di alcune immagini televisive o utilizzando alcuni video giochi. Questo può accadere anche se la persona non ha precedenti clinici riguardanti l'epilessia o non è mai stata colta da attacchi epilettici. Se voi o altri componenti della vostra famiglia avete sperimentato i sintomi correlati all'epilessia (attacchi o perdita di coscienza) durante l'esposizione a luci intermittenti, consultate il vostro medico prima di giocare. Consigliamo che i genitori tengano sotto controllo l'utilizzo dei video giochi da parte dei loro figli. Se voi o vostro figlio avvertite uno dei seguenti sintomi: senso di vertigine, vista annebbiata, contrazioni degli occhi o dei muscoli, perdita di coscienza, disorientamento, un qualsiasi movimento involontario o convulsione, durante l'utilizzo di un video gioco, interrompete l'uso IMMEDIATAMENTE e consultate il vostro medico.

Precauzioni durante l'utilizzo

Non state in piedi davanti allo schermo a distanza ravvicinata.
Sedetevi ad una certa distanza dallo schermo televisivo, tanto quanto lo permette la lunghezza del cavo.
Preferibilmente utilizzate i giochi su uno schermo televisivo piccolo.
Evitate di giocare se siete stanchi o non avete dormito abbastanza.
Accertatevi che la stanza nella quale state giocando sia ben illuminata.
Riposate per almeno 10 o 15 minuti ogni ora durante l'utilizzo di un video gioco.

□□ CODENAME HELLFIRE □□

Codename Hellfire™ Armour-Geddon II

“There will be no veterans of World War III”
Walter Mondale

THE STORY CONTINUES...

"I thought the end of the world could only happen once in a lifetime. Now I'm not so sure..."

Mark Day,
Chairman of the Survivor's Committee, 2083

"Seventy years ago the forces of EDEN (Earth Defence Network) came a hairsbreadth away from total annihilation at the hands of their enemy, the radiation-ravaged surface dwellers. Fortunately for the human race the Hellfire satellite malfunctioned before it could unleash its coup de grace onto the remnants of our post-holocaust civilisation.

It was the last weapon of mass destruction the surface dwellers or ourselves possessed and the more sane of us on both sides breathed a sigh of relief. We had pushed the planet right up to the brink for the second time in a generation, stared into the abyss of extinction and been jerked back at the last moment.

Perhaps now was the time to lay down our arms and embrace our fellow men above ground (even if their pustulated, seeping, sinewy appearance can turn the stomach of the most battle-hardened Marine).

But such thoughts were soon ploughed under by the blood-fixated realities of life in a post-holocaust society. Neither side seemed to care that the same lethal cocktail of aggression, prejudice and abject ignorance lay behind the nuclear maelstrom that erupted in June 1997. Instead both sides blamed the other for the sad progression of disease, despair and desperation that began on that awful Summer's day.

We had tried and failed - just - to manufacture the end of the world once.
But progress is progress. And practise makes perfect..."

Introduction to An Uncensored View,
Professor Noam Chomski Jr,

This manual does not take sides. In the computer simulated world, ethics and morality are an uncharted province. Here there is only Darwin's Law - the survival of the fittest. Kill or be killed. The facts are simple. You have total control of the land and air forces of EDEN. Your objective is to launch a space probe to destroy the Hellfire Satellite - and so remove forever the Damocles Sword that threatens our civilisation. Unfortunately the enemy also knows that the satellite is recoverable and has pulled out all the stops to recapture the weapon.

Neither of our current industrial bases is developed enough to allow us to complete the launch booster without capturing the resources, mines and factories of the enemy. By annexing raw materials and the factories that can develop them you not only boost the production of the Yuri Gagarin launch pod, you also give yourself additional resources to develop more weapons to help the Cause.

Further details - including plans for your rocket probe and the location of its launch site - will be passed onto your command centre as and when they become available.

The time scale depends on the successful completion of your intelligence gathering missions.



Hellfire in action

OBJECTIVES

GENERAL

The Earth Defence Network HQ is located deep below ground at three key locations. All above ground sorties will be made from these locations. As Commander-in-Chief of EDEN's land and air forces you will have control of up to six different vehicles at once. Co-ordinated control of a variety of attack craft is essential for quick and effective progress against the enemy. That progress is measured by the construction of your space probe: successful completion of missions will speed up your construction rate while slowing down the enemy's.

REMEMBER - Your supplies of vehicles and armaments are limited.
In this scenario wastage is a cardinal sin.
DO NOT SQUANDER YOUR PRECIOUS ORDINANCE. THE WAGES OF WASTAGE ARE DEATH.

LOADING INSTRUCTIONS

FLOPPY DISC PLAY

To run Armour-Geddon from floppy disk

- (1) reset your Amiga (i.e. switch it off then on).
- (2) insert disk 1 (there's no need to run workbench).
The intro sequence will now begin.
- (3) insert disk 2 when asked by the on-screen prompts.

To run Armour-Geddon II without the intro sequence simply reset the Amiga and insert disk 2 directly.

INSTALL TO HARD DRIVE WITH WORKBENCH

- (1) Reboot machine and load workbench (if it has not already loaded)
- (2) Place disk 1 into any drive then double click on the Armour-Geddon 2 Disk icon. You should now see two icons, one called AG2 the other called Install.
- (3) Drag the Install icon to the place where you want to install AG2.
Double click on the install icon.
- (4) All files should then be copied from to hard drive. Follow the on-screen instructions about inserting disk two and three.

If you do not wish to install the intro sequence, then follow the above instructions but insert disk 2 rather than disk 1 into any drive. The install program will create a directory called AG2 and copy all files into the directory.

INSTALL TO HARD DRIVE FROM CLI

You can manually install the game from the CLI by creating a directory, then copy all the files from disks 1 to 3 (if you want the intro) or disks 2 and 3 (if you don't want the intro), then type:- COPY FLOPPY HDFLAG (Return).

RUN FROM HARD DRIVE WITH WORKBENCH

Run the game by first opening the AG2 folder then:-

- (a) You can run the game and intro sequence by clicking on the icon AG2
- (b) You can run the game only by clicking on the icon AG2B

Once you have clicked an icon do NOT press any keys or move the mouse until the game is loaded.

RUN FROM HARD DRIVE WITH CLI

If your machine only has 1 meg of RAM, you may need to boot up without Workbench and run the program from the CLI. See your user manual on how to boot up the Amiga without workbench, then type:-

CD AG2 [RETURN]

If you have installed Armour-Geddon 2 to another folder then change the directory name AG2 - this will run the intro sequence then the game. Typing AG2B will run the game only without the intro.

LOAD AND SAVE

To load a game make sure no game is playing then:

- (1) click on the disk icon in the CONFIG screen. A file selector will then be displayed.
- (2) select a file to load then click on load or cancel.

Note:- if the game is being run from floppy disk then the save files will be written to and read from drive df0: (You must have pre-formatted an Amiga Dos disk before beginning AG2 if you intend to save your game).

To save a game:

- (1) click on the CONFIG disk icon while a game is playing. Once again a file selector will then be displayed.
- (2) select a file slot to save to, type in a file name, and then click on save or cancel.

Note:- the first time load or save is used to a blank disk or hard drive the directory file will not be found, this will cause the message 'Directory Load Error' to be displayed, simply click on CANCEL to display the file selector, after saving to disk this warning should not happen again.

TWO PLAYER SERIAL LINK

A two player game option is available if you have access to two Amigas and a Null-Modem cable.

To do this:

- (1) Make sure both Amigas are turned off.
- (2) Connect the Null-modem cable to the serial ports of both Amigas.
- (3) Turn on and boot up both Amigas, then run AG2.
- (4) Select 2 Players from the AG2 CONFIG screen



9935 9536 3326
6740 6329 9372
9761 5755 9038

The Null-modem cable should be wired with:-

Plug A		Plug B
Pin 2	to	3
Pin 3	to	2
Pin 7	to	7

All other pins are unused or ignored.

TWO PLAYER SAVE GAME

If a game is currently playing and you click on the config disk icon, both machines will bring up a file-selector box. If you wish to continue with the game at a later time you must save the game on one of the machines (You only need to save on both the machines if either machine uses the hard drive to play the game from).

TWO PLAYER LOAD GAME

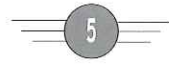
To reload a saved game for two players the saved game must be reloaded into both machines before clicking on the '2 players' button. A saved game may be used to play a one or two player game. If used for a two player game then you must load the game onto both machines. If the game is run from floppy disk then games are saved and loaded from drive DF0:.

If the game is run from hard drive then games are saved and loaded from the AG2 directory of the hard drive.

NOTE: Occasionally when playing a 2 player game you may find that the two computers are "out of sync" with each other. To bring the games back in sync, save the games to disc and reload.

MEMORY

The program needs a minimum of 1 Meg of RAM to run. When a game is started there will be a short delay while the program loads in files. If your Amiga has enough memory, these files will only need to be loaded once at the start of game play.



8038 4051 1000
9944 4346 5734
4177 3863 5588

☐☐ — BEGINNING A CAMPAIGN — ☐☐

OPERATIONS SCREEN



This is the first screen you will see once Armour-Geddon II has successfully loaded. It is the nerve centre of EDEN command, from here you can access every part of the battlefield scenario. Across the top of the screen is a menu of commands - simply point and click with the mouse to activate them.

- to start the game from scratch click on the CONFIG command.
- choose the difficulty rating (Training/Easy/Difficult/ Hard) and then click on the difficulty bars to 'fine tune' your setting - the range that these bars can be adjusted depends on the level selected. Training level restricts the game map size - making it impossible to complete but it does give you access to fully developed and manufactured equipment and the ability to adjust the difficulty bars across the whole range.
- click in the controller icon until your preferred means of control is highlighted (AG II supports keyboard, mouse or joystick play).
- select one or two players to start the game (see additional section on two player play). The game will now return to the operations screen and the battle has begun.

MAP SCREEN (MAP)



This gives you an overview of proceedings across the entire AGII battle field. Your forces are coloured white, the enemy vehicles are coloured yellow.

To stop the map rotating click the mouse on the word SPIN in the bottom left hand corner of the map. To restart the rotation click the word again.

To adjust the speed of rotation, click on the arrows

to either side of the SPIN button while the map is rotating. (If the map is stationary then clicking on these arrows will rotate the map for the duration the mouse button is held). To zoom in on the map place the pointer on the area you want to see in more detail and then click the left mouse button. To zoom out, click the right mouse button. To centre the map screen on a particular vehicle in the battlefield, point to the vehicle's icon in one of the six boxes located on the bottom right of the screen - then click the right mouse button. To move straight from the map screen to the cockpit of a particular vehicle repeat the process but this time hit the left mouse button. To return to the operations screen from any other screen in the game press the MAP MENU COMMAND, the OPS on-screen prompt or click on the ESCAPE button. Click on **[M]** button to the right of 'Messages' to change map display mode.

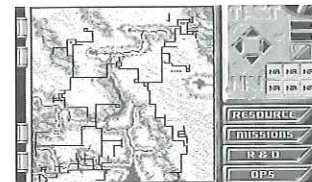
MESSAGES SCREEN (MESSAGES)

This screen gives you an up to the minute account of the battle. Check it regularly to see the current state of your factories, mines and bases and your progress in the game. To scroll back and forth through the messages click on the arrow pointers in the bottom left hand corner of the screen.

STATISTICS SCREEN (STATS)

This gives an even more detailed account of your current status. It includes charts comparing your rate of manufacturing and progress towards a complete rocket with that of your enemy. There is also a relative breakdown of how many factories, mines and HQ's you and the enemy forces have captured and destroyed.

TACTICS SCREEN (TACT)



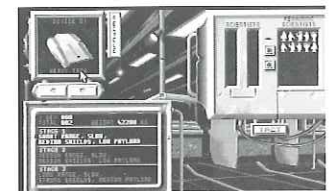
This screen has a variety of functions:

- **missions** - as our intelligence teams and recon satellites gather and process information the results are analysed and displayed on the Missions bulletin board. Simply point and click on the Missions button to activate the screen, click on upper/lower area of the text window to scroll through the various available missions, if

necessary. Completing these missions is an essential component of a winning strategy - for instance you will not be able to begin constructing your rocket probe until you have completed a certain number of missions.

- **research & development** - many of the potential weapons in Armour-Geddon II™ will not be available to you until you have ploughed in the necessary scientific and material resources to develop them (except when playing the game on the "Training" setting). To access the R&D screen hit the button. You will have a contingent of scientist each of which you can assign to develop and improve your military hardware. The more scientists you place on a particular project the faster they will produce blueprints for that piece of hardware. But remember - once the blueprints have been completed the hardware is NOT automatically placed at your disposal. You have to manufacture the equipment either at your initial base (Base Alpha) or at enemy factories that you have captured. A factory can only manufacture when it is supplied with raw materials by a mine.

RESOURCES (mines and manufacturing)
Once you discover and capture mines they will be displayed on the Tactics map when the Resources button is pushed. Enemy mines and factories are coloured black, friendly installations are yellow and destroyed mines and factories are shown in blue.



The R & D Screen

A quick click on the mine will activate it and display information about its mineral reserves. If you keep your finger held down on the mouse button, you can - assuming the mine is captured and 'friendly' - drag a supply line to cover the factory you want the mine to supply. (If the factory is within the mine's 32 km range the line is coloured green, otherwise it is a drab brown) Release the mouse button and you should see the supplies "flow" to the factory on the map.

Now click on the factory itself. A window will open in which you select what three items you want the site to produce. Scroll through the select screen until the item you want is highlighted then click in the empty production box. Provided there is enough of the right type of raw materials (e.g. explodium is essential for missiles, shells, bombs, etc.) the hardware will roll off the production lines and be added to the stockpile at Base HQ.

If there are not enough materials for the factory to produce the selected goods, the icon will flash constantly.

Remember - the factory will always try and produce the products at the top of the list. If the item at the head cannot be produced (say because it's a missile which needs explodium and your mine's run dry) then any items below it which require different raw materials which are available will be held up. The solution is to highlight the goods which you can produce and place them at the top of the list by overwriting the item that has stalled production.

• **waypoints & navigation** - a crucial part of success in Armour-Geddon II™ is the ability to assign waypoints to which vehicles will be directed by their on board auto-pilots.

To assign a waypoint to a vehicle click on the vehicle's icon in Nav Panel, located in the top right hand panel of the Tactics screen. Any waypoints already assigned to the vehicle will be highlighted. You can move or add a waypoint in two ways: first by clicking on an existing waypoint and then moving the mouse to the location where you want the vehicle to go next. Alternatively click on the waypoint cross-hair then use the four cursors on the Nav Panel.

All vehicles must have at least one waypoint (that assigned to the base it was launched from) up to a maximum of five. Use the next base button (INCLUDE ICON PICTURE) to cycle through waypoints that can be moved with the cursor arrows.

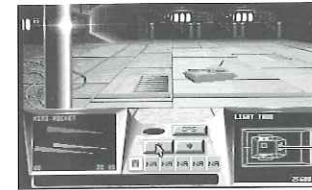
You can delete a waypoint by clicking on it and dragging the crosshair to an adjacent waypoint assigned to the vehicle. You cannot delete the vehicle's first waypoint (the one assigned to the base it was launched from) nor can it be moved from its original position.

NOTE - You can download waypoint co-ordinates directly from the mission computer to your vehicle's on board Navicom. To do this, simply select the mission you intend to pursue, select a vehicle icon and then click on the NEXT BASE/AUTO DOWNLOAD button (at the top right of the screen), making sure you have kept the game on the Mission screen. Confirm the downloaded settings by clicking the cursor on an unused part of the Nav Panel (in other words any part of the panel except the vehicle icons, cursor controls and NEXT BASE/DOWNLOAD button).



The Factory Screen

EQUIP SCREEN (EQUIP)

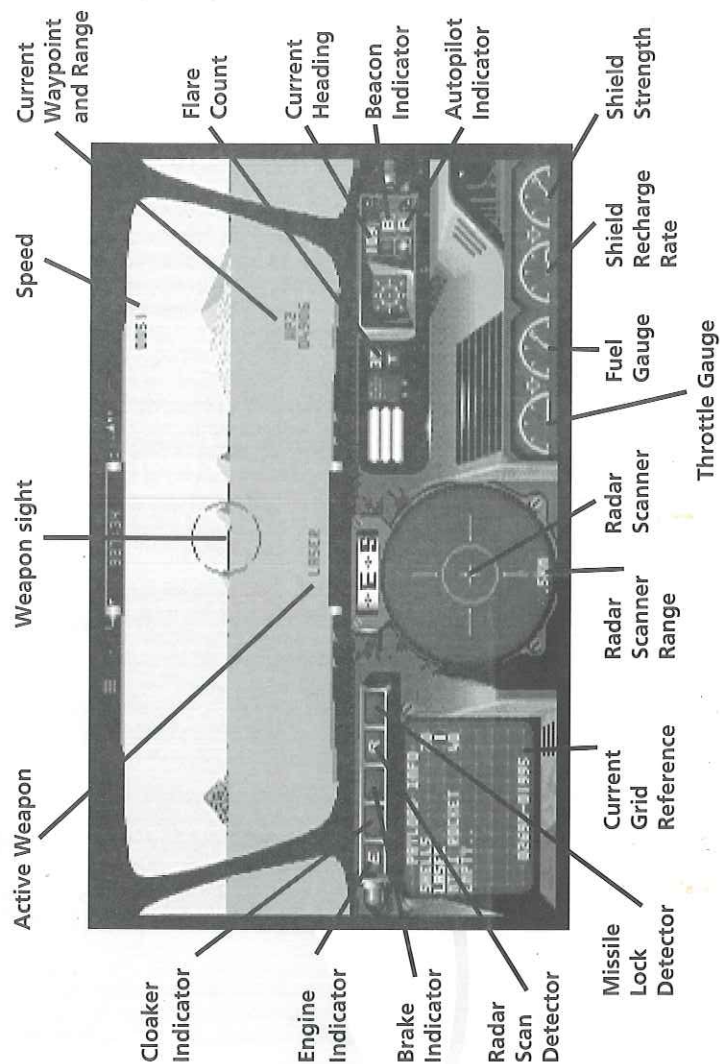


Selecting this option from the operations screen menu takes you to the primary launch bay. From here you can select and equip vehicles and launch them from one of your three bases (except in training mode).

Selecting and equipping a vehicle:

1. Point and click the cursor over one of the six squares in the bottom right of the screen.
2. Use the cursor to press the left and right buttons which scroll through the vehicle roster in the bottom left hand side of the screen.
3. When the vehicle you want to equip and launch is highlighted in the window click and drag it to the empty window in the bottom right of the screen - a wire outline of the vehicle should appear.
4. To equip the vehicle, use the cursor to flip through the bottom left hand screen again (the vehicles will now be replaced by the arms and accessories available for the selected craft). Click on the equipment you want and drag the selection across to the vehicle's wire frame. You can only place items on vehicle mountings highlighted in yellow, and you may find that a craft can only carry a limited number of certain types of equipment. Remember that there must be supplies of the selected piece of ordinance in the bunker before it can be loaded onto a vehicle (the number below the icon in the window indicates current reserves).
5. Having loaded the selected vehicle with all the ordinance you require, now is a good time to set the craft's waypoints (see WAYPOINTS & NAVIGATION section above). To launch the craft into the battlefield, use the cursor to click on one of the three doorways at the rear of the launch bay. Each one corresponds to one of your bases. The lift will now take your vehicle to the surface and you're ready for action! Note each lift is placed above a hanger specifically designed for certain vehicle types - which means that it is only possible to launch each vehicle type through one specific lift at each base.

If the lights above the lift doors have changed colour from green to red then that lift cannot be used - either because the lift is damaged or the entire base is destroyed. (Damaged lifts may be repaired only if the base is not destroyed). If all the lifts are red then the likelihood is that the game is over.



VEHICLE CONTROL KEYS

- \ engine start/stop
- Cursor Up increase throttle (nose down on aircraft)
- Cursor down decrease throttle (nose up on aircraft)
- Cursor left turn or bank left
- Cursor right turn or bank right
- Back space brake (aircraft only)
- + increase throttle
- decrease throttle
- <> rudder left/right (aircraft only)

THE WEAPON CONTROL SYSTEM

- V activate payload display (in the bottom left hand of the vehicle cockpit). Repeated pressing cycles through the target, payload and teleport modes
- W move to next payload entry/teleport entry
- S select the highlighted payload entry or activate teleport
- T select airborne target (for missiles) from those indicated on the radar display
- Shift and T select ground target from those indicated on the radar display
- SPACE BAR activate or fire the selected payload
- TAB raise tank gun barrel (tanks only)
- CTRL lower tank gun barrel (tanks only)
- AMIGA (right) and ALT (right) fire flare

OTHER USEFUL FUNCTIONS

- esc go to operations screen
- P pause game
- Left ALT key + A Activate auto pilot to next waypoint — AUTO
- Left AMIGA key + A Activate auto-pilot to next beacon (while beacon is switched on)
- F attempt to refuel from fuel pod —
- L attempt to use lift
- f1-6 select vehicles 1-6
- shift + esc vehicle self-destruct

OTHER COCKPIT FUNCTIONS

- M go to tact map
- shift M display last message
- B beacon on/off
- C select control mode
- H hud brightness control
- Help — increase shield charge rate 300 FIRST}
- Del — decrease shield charge rate

□ □ GETTING STARTED □ □

The first thing you must do after you have launched a vehicle into the battle field is start its engine. If you're piloting an aircraft, taxi it onto the runway, pick up speed and take off.

If you're in control of a land vehicle pick your direction and gun the throttle.

Now is a good time to set your waypoint (if you haven't done so already!). From the vehicle cockpit push the escape button to bring up the operations screen. Click the mouse on Tactics to bring up the tactics screen. Select your vehicle icon - all the current waypoints assigned to your vehicle will be highlighted on the map. If you've just started the game there will be only one - the base from which the craft was launched from. If you've already assigned a waypoint(s) prior to launch they will now be programmed into the Navcom.

First off, activate your shields - otherwise your vehicle will be a cloud of radioactive particles before you can say "Gott in Himmel". Push the HELP button to activate your shields and increase their charge rate (the higher you pump it, the quicker the shields will energise and be replenished - but the bigger the drain on your fuel reserves).

Where do you go? Check out the Mission screen - here you will find a grid reference for your next mission objective and use it to set the vehicle waypoint.

Getting bored with steering your vehicle all the way to the waypoint? No problem! Simply select the Auto-pilot - by pushing the left ALT and A buttons. To deactivate the auto-pilot press A on its own.

Coming under fire? You've got two choices. Either you can activate the cloaker to render yourself undetectable to enemy radar or you can take out the bandits (of course you can do both if you want to - the so-called "belt and braces" approach).

To activate your cloaker - if your craft has one on its payload - first push the V button.

This should bring up a list of all your payload contents in the right hand cockpit screen.

Press the W button to scroll through the list highlighting each item in turn.

When the cloaker is highlighted, activate it using the S button.

CAPTURING ENEMY INSTALLATIONS

To capture an enemy base, factory or mine you must park your vehicle in front of the enemy HQ. (Occasionally the precise spot will be marked but more often than not you will have to rely on trial and error to discover the exact vulnerable spots). If you capture an enemy base, the EDEN ensign is run up the flagpole - the seizure of mines and factories will be confirmed by the vehicle's on-board computer. Once you capture an enemy base its defences will be trained on any enemy insurgents - providing that those defences have not been destroyed in your initial assault.

If the HQ is not destroyed, damaged buildings near a base - and the HQ itself - will be slowly repaired.

You can use any captured mine to supply raw materials to a single factory within a 32 km radius. That factory can manufacture up to three different weapons, vehicles or accessories - depending on the type and quantity of raw materials supplied to it by the mine. (Note: several mines can supply a single factory but a single mine cannot supply more than one factory).



X marks the spot

All equipment produced by a factory will be automatically transported to EDEN's central warehouse facility and is available for immediate deployment. The enemy will attempt to recapture or destroy mines, factories and bases so it is advisable to annex these with the minimal amount of damage to their buildings and defences.

COMBAT MODE

The weapons you are using will determine your precise combat procedure. But all weapons are activated in much the same way as your cloaker (see above). Select the payload ordinance you require, arm it with the S button and fire when ready by pushing the SPACE BAR.

Tank cannon shells - these are aimed by controlling the tank cannon. Use TAB and CAPS LOCK keys to adjust the elevation, CURSOR RIGHT AND CURSOR LEFT KEYS (or joystick/mouse) to determine the direction. Naturally, the higher the elevation the further the shell will travel. (Remember that the barrel can only be moved when the engine is running).

WARNING: discharging shells when the barrel is at its lowest elevation can cause serious damage to your tank.

Lasers - if you attached lasers to the tank barrel when the vehicle was equipped then they can be aimed in much the same way as shells. Otherwise lasers can only be fired in the direction the vehicle is facing, and can only be aimed by rotating the vehicle left or right (and by climbing or diving if the lasers are mounted on an aircraft).

Missiles - missiles are self-guided weapons that home in on the heat emissions of aircraft, land vehicles, etc. To target the missile, select the weapon and arm it with the W and S buttons.

The targeting icon will now drift towards the current target as shown on your cockpit's radar screen (you may have to manoeuvre your craft to allow the icon to lock onto the target on-screen). Once you have achieved missile lock, hit the SPACE BAR. To override the computer's chosen target press the T button until the bogey you want to take out is highlighted.

Rockets - unlike missiles, rockets are dumb weapons. They do not home in on bogeys but travel in the direction they were fired for as long as their propellant lasts. Consequently this makes them useless for ground-to-air purposes (although they can be used as air-to-ground weapons).

Flares - these are your main defence against heat-seeking missiles. When a cruise missile is on your tail discharge some flares (research suggests that a salvo of three is most effective) using the RIGHT AMIGA or RIGHT ALT buttons and take evasive action. It just might save your life...

Beacons - there are over 112,589 km2 of battlefield out there and occasionally you may lose track of your vehicles - or want to attack using two or more craft in close proximity. This is where beacons come in useful. Every vehicle has a beacon that can be activated by pressing the B button. Other craft can now home in on this beacon using their auto pilots. Simply bring up the cockpit screen of the vehicle you want to track the beacon and push the LEFT AMIGA KEY + A.

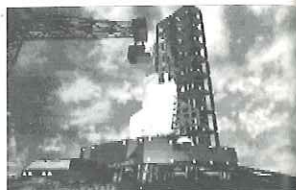
BUILDING YOUR LAUNCH PAD AND ROCKET PROBE

You will not know the location of your launch site until you have completed certain intelligence gathering missions - and captured the site from the enemy.

From then on it's a race against time to build and complete your launch pad and rocket before the enemy can. To do this your factories must produce "high strength composite building materials" - which like other items are immediately transported to your main storage facility for deployment in the field.

You must haul these materials to the launch site by truck (drive it right up to the launch tower). As materials arrive at the site, the construction will take place automatically and you will see the launch pad and rocket develop before your eyes...

WARNING: while loading materials your launchpad may be damaged by stray fire from enemy aircraft attacking the truck.



OTHER IMPORTANT FEATURES

Teleport Pods

The limited range of some of your key weaponry - such as heavy tanks - means that effective use of teleportation is crucial to success in the Armour Geddon battlefield.

As the name suggests, Teleport Pods transfer a vehicle from location A to location B instantaneously and without using up any of its fuel.

Only base Alpha begins a game with the teleport pod which is alongside the control tower. Other teleport pods can be distributed throughout the map by loading them onto the bomber and "dropping" them (in the same way as bombs are released) above the desired location.

In order to use a teleport pod a vehicle must be stationary directly beneath the device. Then activate the teleport information panel within the cockpit display by pushing the **V** button until it is on screen. This will list all the current teleport pod locations and their grid reference numbers. Use the **W** button to scroll through the list until the desired location is highlighted. Then press the **S** button to engage the teleport pod. But remember the destination can only be another Teleport pod (If you haven't placed any you can't go anywhere!) and the process will not work if there is another vehicle within 30 metres of the destination teleport.

Bon voyage! (And keep an eye out for rogue houseflies!)

Recycle Pods

Raw materials are scarce in 2083 and if you squander what little reserves you have you will soon be in big trouble. But inevitably there will be occasions when one of your vehicles runs out of fuel or is badly damaged - after all this is war. When this happens it means that all the resources and materials that went into that vehicle are tied up in the battlefield doing nothing. The solution is to salvage the craft by using recycle pods.

To do this you must first develop and manufacture the recycle pods. Then equip and launch a vehicle with one or more of the pods (depending on how many stranded vehicles you intend to salvage).

Steer the craft to the stranded vehicle, highlight the recycle pod on the cockpit control panel with the **W** button and activate it with the **S** button.

The stranded vehicle will be teleported back to (the nearest) base and broken up into its constituent raw materials - although the rigours of the recycling process mean that around 20% of the materials are unusable.

Fuel Pods

Fuel pods, as their name implies, allow vehicles to refuel. But their crucial advantage is that they can be dropped anywhere on the battlefield, allowing surface and aircraft to refuel during sorties without the need to return to base.

The pods themselves are "dropped" by bombers in exactly the same way as teleport pods. To use the pods, park your vehicle as close to the pod as possible and then press the **F** button until its tank is full. Remember that the pods contain a limited amount of fuel so heavy usage will soon empty them.

Attention hi-tech junkies - here's what all those other buttons are for

1	select next base tower view (tracks your vehicle)
2	select cockpit view
3	select nose camera view
4	select satellite view
5	select weapon camera view
6	select external view 1
7	select external view 2
8	select external view 3
9	select flyby view
U	select target track view (shift 9 = reversed target track)
J	move camera up (zoom out in satellite view)
	move camera down
I	(zoom in during satellite mode)
O	zooms camera in/narrows cockpit radar range
K	zooms camera out/extends cockpit radar range
NKP (resets camera/radar options to default settings
NKP)	rotate camera anti-clockwise
f7	rotate camera clockwise
f8	adjusts cloud cover
f9	adjusts view range level
f10	adjusts frame rate factor
NKP 1-9	toggles between high and low resolution
[]	view direction
[]	rotate camera [as for()]
; #	rotate camera ± 45°

NKP = Numeric Key Pad (Not A600)


ORDNANCE SURVEY

HEAVY TANK

Speed: 48-102 km/h
 Shield: Medium-Strong
 Weight: 42,200kg-34,700kg
 Range: 140km
 Weapon capabilities: Shells, rockets, lasers
 Non-weapon capabilities: Cloaker, teleport, external fuel tank night sight, recycle pod

LIGHT TANK

Speed: 68-150 km/h
 Shield: Medium-Strong
 Weight: 23,000-19,000
 Range: 126 km
 Weapon capabilities: Shells, mini rockets, lasers
 Non-weapon capabilities: External fuel tank, night sight

HOVERCRAFT

Speed: 91-190 km/h
 Shield: Weak-Strong
 Weight: 2400-1440kg
 Range: 665km
 Weapon capabilities: Missiles, rockets, lasers
 Non-weapon capabilities: External fuel tank, Night sight

MISSILE DEFENCE PLATFORM (MDP)

Speed: 75-123 km/h
 Shield: Medium-Strong
 Weight: 2500-2050
 Range: 135km
 Weapon capabilities: Mini missiles, Laser
 Non-weapon capabilities: External fuel tank, Night Sight, Cloaker

TRUCK (RTV)

Speed: 61-89 km/h
 Shield: Weak-Medium
 Weight: 1600-1450 kg
 Range: 55 km
 Weapon capabilities: None
 Non-weapon capabilities: External fuel tank, Materials, Night Sight, Cloaker, Recycle Pod

BOMBER

Speed: 300-345 km/h
 Shield: Weak-Medium
 Weight: 22,000-21,000
 Range: 970 km
 Weapon capabilities: Rocket, Free Fall Bomb,
 Non-weapon capabilities: Night Sight, Cloaker, External Fuel Tank, Teleport Pod

FIGHTER

Speed: 565-570 km/h
 Shield: Weak-Medium
 Weight: 4590-4200 kg
 Range: 1248 km
 Weapon capabilities: laser, missile, rocket, mini rocket, retarded bomb
 Non-weapon capabilities: Night Sight, cloaker, external fuel tank,

HELICOPTER

Speed: 279-295 km/h
 Shield: Weak-Medium
 Weight: 3300-2900 kg
 Range: 464 km
 Weapon capabilities: laser, missile, rocket, mini rocket
 Non-weapon capabilities: Night sight, cloaker, external fuel tank, recycle pod

AIRSHIP

Speed: 60-82 km/h
 Shield: Weak-Medium
 Weight: 1400-1200 kg
 Range: 98 km
 Weapon capabilities: laser, mini missile, rocket
 Non-weapon capabilities: Night sight, cloaker, external fuel tank, recycle pod

☐☐ — CREDITS — ☐☐

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☐☐ — CODENAME HELLFIRE — ☐☐

Nom de Code Hellfire™ Armour-Geddon II

“Il n’y aura pas de vétérans de la
Troisième Guerre Mondiale”

Walter Mondale

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