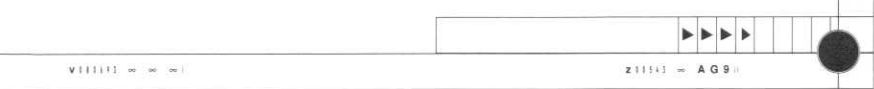
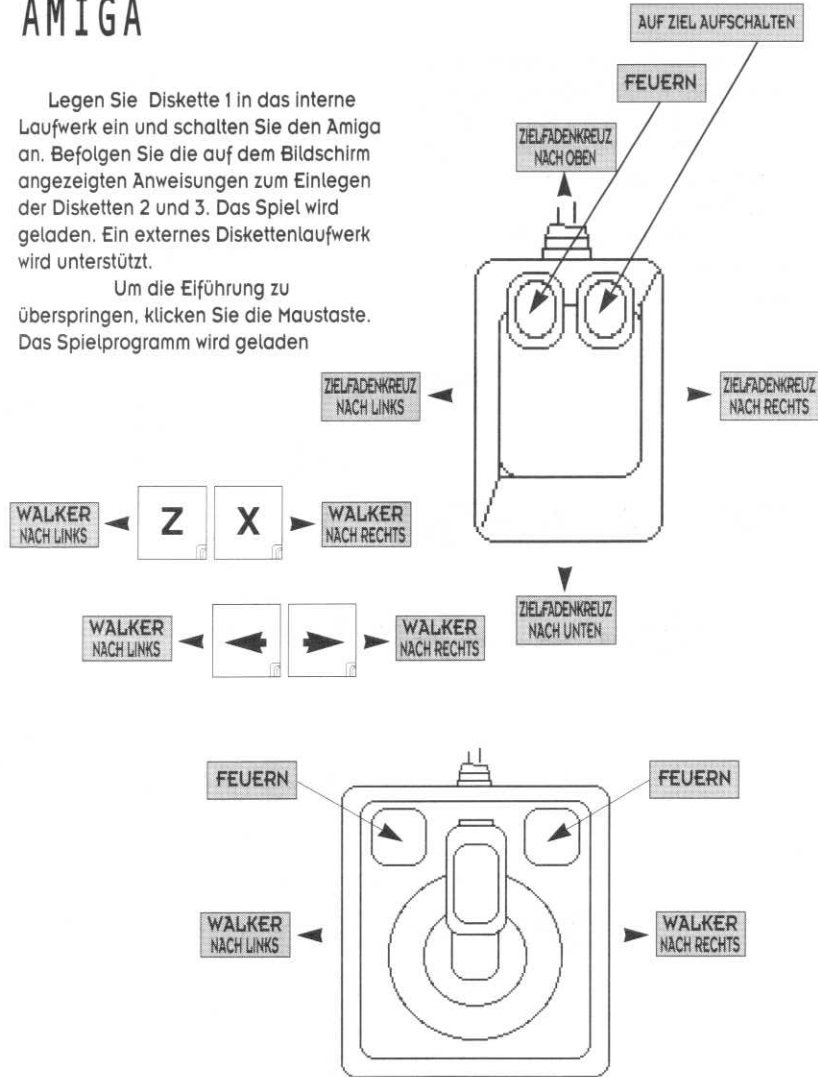


ADEANWEISUNGEN...LADEANWEISUNGEN...LADEANWEIS

AMIGA

Legen Sie Diskette 1 in das interne Laufwerk ein und schalten Sie den Amiga an. Befolgen Sie die auf dem Bildschirm angezeigten Anweisungen zum Einlegen der Disketten 2 und 3. Das Spiel wird geladen. Ein externes Diskettenlaufwerk wird unterstützt.

Um die Einführung zu überspringen, klicken Sie die Maustaste. Das Spielprogramm wird geladen

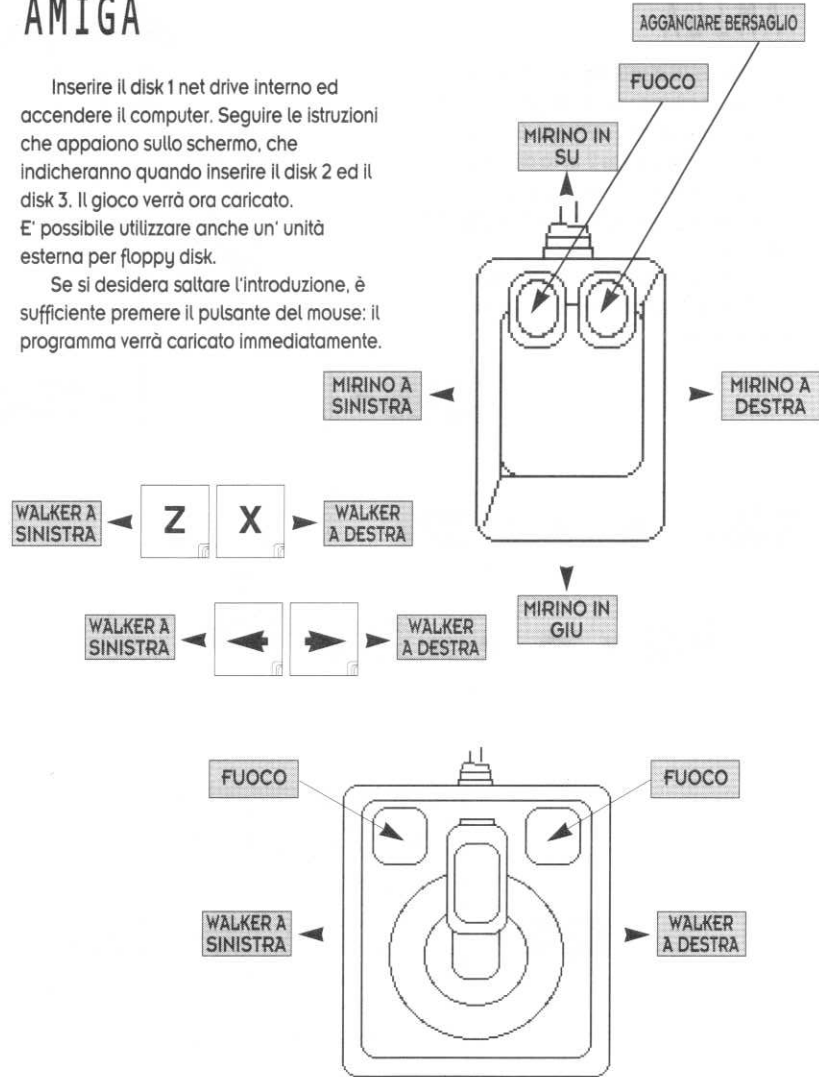


ISTRUZIONI PER IL CARICAMENTO

AMIGA

Inserire il disk 1 nel drive interno ed accendere il computer. Seguire le istruzioni che appaiono sullo schermo, che indicheranno quando inserire il disk 2 ed il disk 3. Il gioco verrà ora caricato. E' possibile utilizzare anche un' unità esterna per floppy disk.

Se si desidera saltare l'introduzione, è sufficiente premere il pulsante del mouse: il programma verrà caricato immediatamente.



ACTIVATING THE WALKER

Walker is controlled by an innovative mouse/cursor key combination.

The cursor keys or the Z and X keys control the direction of Walker whilst the mouse moves the target cross-hair. The left mouse button is used for firing Walker's twin 30mm carbines and the right button will allow you to lock-on to a target - wherever it goes.

SCORING & CANNONS

Top left of the game screen, you will find your current score. Below is the gun temperature indicator. When the gun is used, the indicator rises from red through orange and yellow to white representing the heat level of the cannons.

At white, the cannon is overheated (an alarm will sound) and needs to be allowed a short time to cool down. One tip for using the cannon is to use it in short bursts - letting the cannon cool down during use.

At the bottom left of the screen, a written display of gun temperature is available.

LIVES & SHIELD

To the top right hand side of the screen you can see how many lives you have left. Below that is the shield indicator. When your shield is complete, the box is entirely green. As you are hit by the enemy, the shield level will drop. When the level becomes low, an alarm will sound and a written display to the bottom

right hand side of the screen will tell you of the current status of your shields.

When the shield is destroyed, the enemy will be destroying the fabric of your Walker. The shield box turns red and when the box is empty, the Walker is destroyed.

AREA STATUS & LOCK DISPLAY

When the current screen is clear of enemies, the message box in the centre will display 'AREA CLEAR'. When enemies are about to appear, the message will be 'DANGER'.

When the cannons are locked on to a target, the message display below the area status box will display 'LOCK ON'.

TIME SCENARIOS

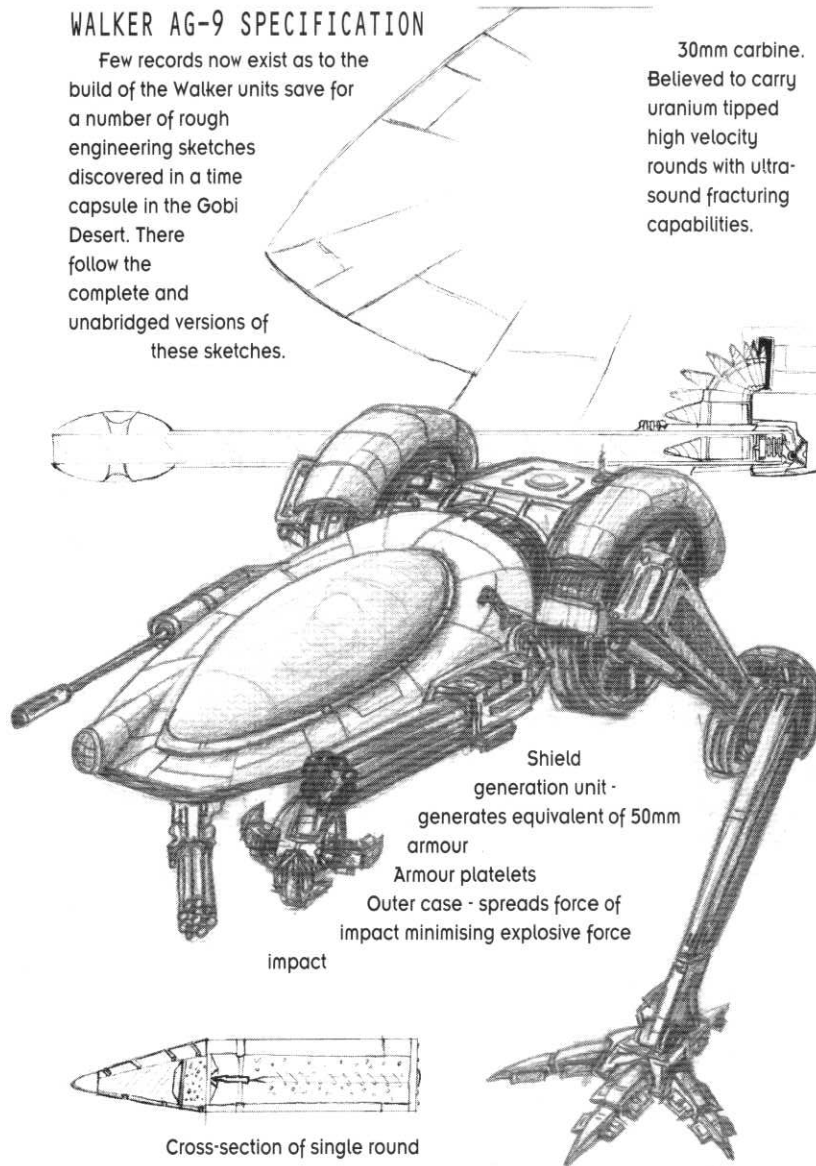
Walker is initially placed in a Berlin World War II scenario. Once the level is cleared of enemy troops, he travels to the next timezone.

These progress as follows:

- i. Los Angeles 2019 (The survivors called it Judgement Day...!)
- ii. Middle East, present day
- iii. The Great War 2420

WALKER AG-9 SPECIFICATION

Few records now exist as to the build of the Walker units save for a number of rough engineering sketches discovered in a time capsule in the Gobi Desert. There follow the complete and unabridged versions of these sketches.

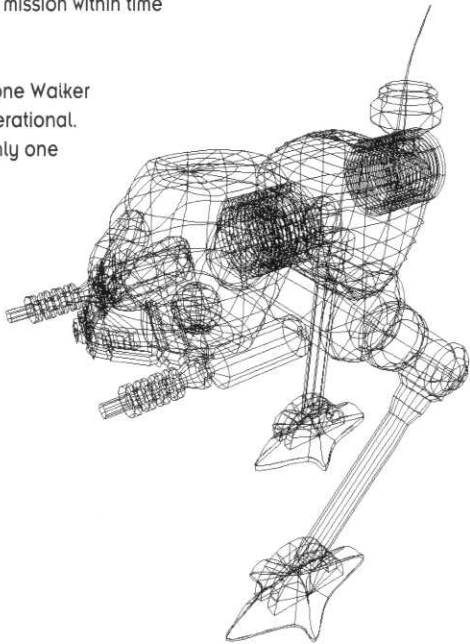


30mm carbine. Believed to carry uranium tipped high velocity rounds with ultrasound fracturing capabilities.

enigmas thrown up through time-travel, could prove decisive in the wars. It was noted that should these four bases be destroyed, Endalion forces in the present would cease to exist.

And so, armed with this piece of information, the Myarnian commanders turned their attention to the remaining Walker unit. Conventional attacks could not be successful because speed was of the essence to prevent present-day Endalion units mobilising quickly and reinforcing the remaining key installations. Only a Walker unit would be quick enough and versatile enough to complete the mission within time constraints.

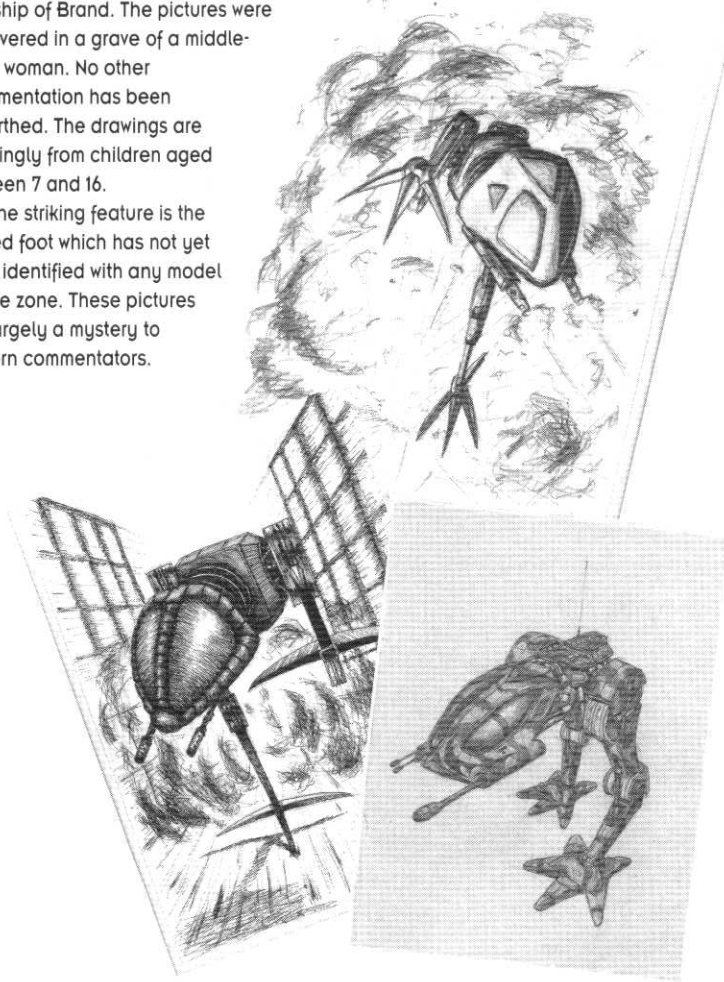
But only one Walker remained operational. And with it, only one chance for survival...



OTHER WALKER DOCUMENTATION

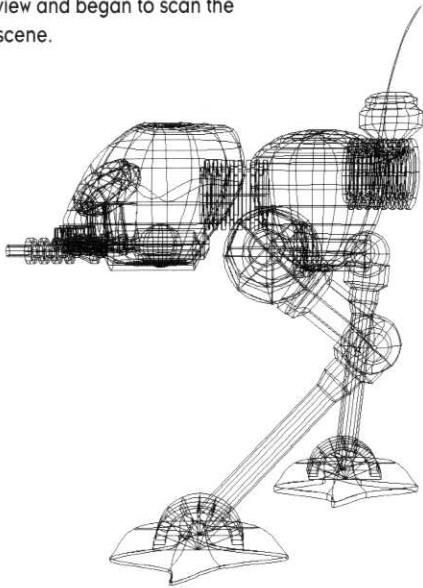
Another discovery of pictures, apparently depicting a Walker unit, were discovered in the Californian township of Brand. The pictures were discovered in a grave of a middle-aged woman. No other documentation has been unearthed. The drawings are seemingly from children aged between 7 and 16.

One striking feature is the clawed foot which has not yet been identified with any model or time zone. These pictures are largely a mystery to modern commentators.



WALKER: THE STORY

The shape grew in the dark. A grinding and clashing of metal filled the dank air as the immense hulk rose to its feet. Soldiers looked on, paralysed by fear at the shape that now stood tall and menacing scant distance ahead. The machine settled itself, almost relaxing on its haunches like a puma in wait, muscles flinching, silent and purposeful. A powerful hum drew attention towards the towering monster as gun turrets swung smoothly into view and began to scan the scene.



Shouted orders now issued back and

forth across the lines of infantry men who spurred into action. A rumbling heavy cannon drew up behind the lines with a loud hiss as airbrakes brought its colossal weight to a halt. Yet it was still dwarfed by the Walker.

And there they lay, face to face: the might of the Endalion Time Force - a specially trained unit with the latest mortar technology and the best back-up hardware money can buy - against the Walker, the machine from the future. It came as no surprise, of course, to the troops on the ground facing the Walker; they'd been waiting and preparing for weeks now, waiting for the time vacuum to burst its deadly load upon their doorstep. But when the Walker did arrive, its sheer size drove dread into the hearts of the troops who's task it was to destroy it.

The history of The Time Wars was scarred with appearances such as this. The war broke out in the year 2370 following the invasion of the Myarn terbium-mines by the great warring continent of Northern Endalion. But it took over three decades before the war entered its most deadly phase...

With the shifting polarity of the mother planet, vast new tracts of space time opened up in which these deadly war games could

now be played. But it was Northern

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