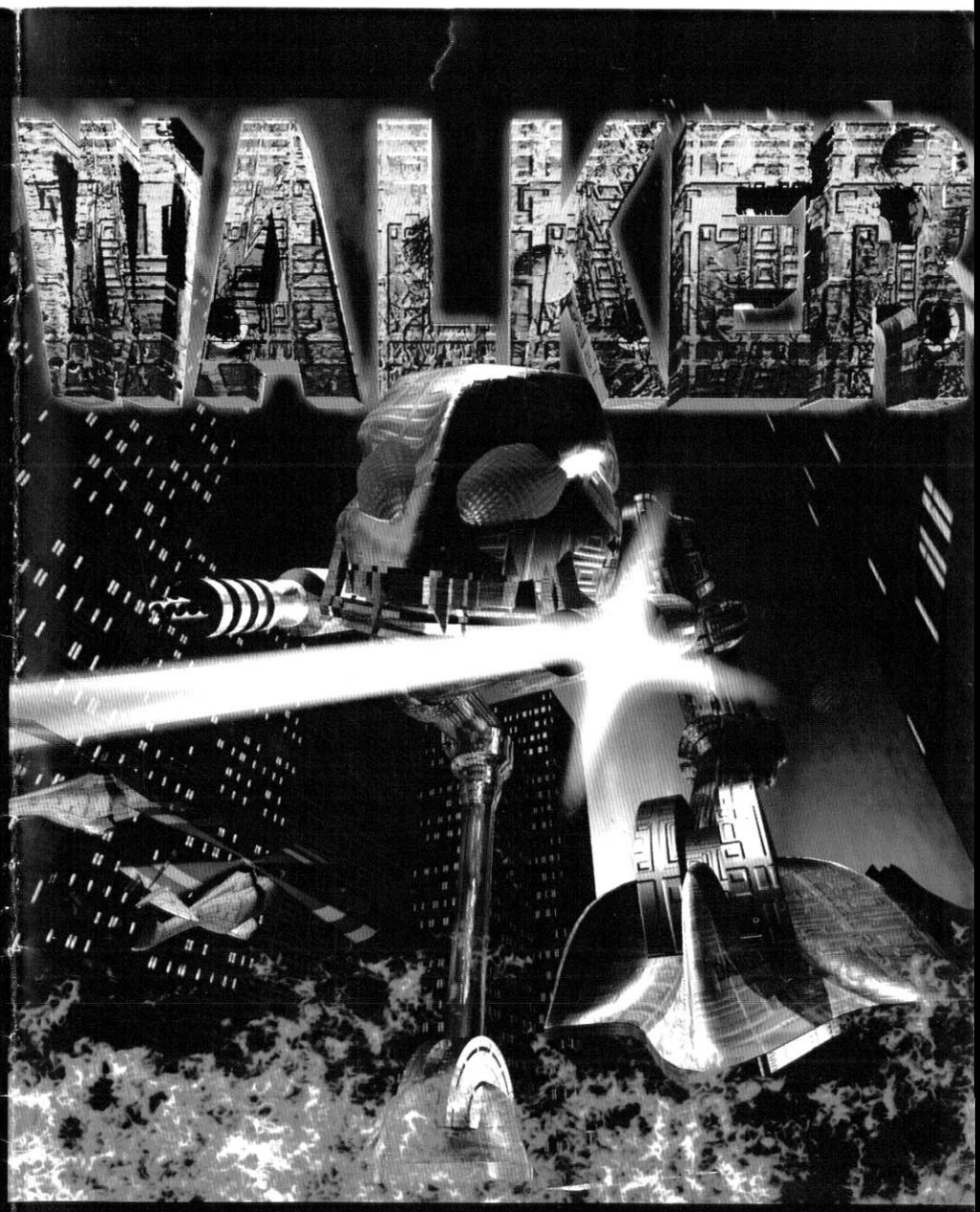
PSYGNOSIS

DMA DESIGN



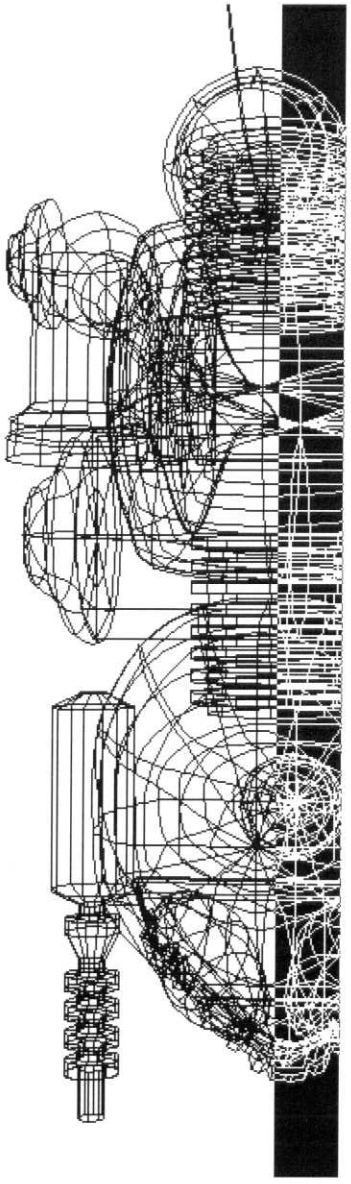
ENGLISH EDITION

WALKER

THE MANUAL

english edition

PSYGNOSIS



CREDITS

A DMA Design game presented by Psygnosis
made possible by the following people...

Game written by Ian Dunlop

Ian Dunlop
Level Design, Walker Section SFX

Stacey Jamieson
Vehicles, Guardians and End Sequence

David Hally
Infantry & Guardians, Walker Sketches

Mark Ireland
Backgrounds

Neill Glancy
Level Design, Front End & Walker Section SFX

Scott Johnston
Walker Character, IFF Anim Player,
BootBlock Loader

Raymond Usher
Front End Music

John Dye
IFF Anim Player

Teijo Kinnunen
MEDV3 Mod Player

Richard Biltcliffe
Documentation

Keith Hopwood
Package & Manual Design

Lee Carus-Westcott
Cover Illustration

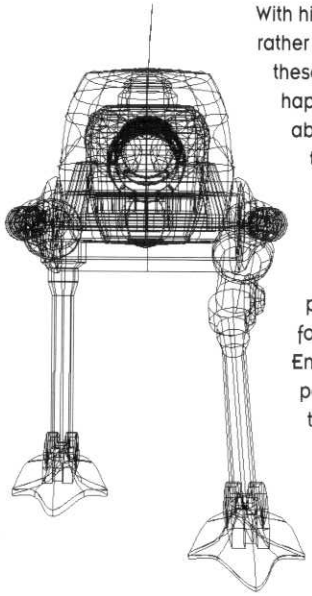
Graham Stafford
Producer

Endalion who reacted most swiftly. Suddenly realising the strategic advantage to be gained they sent large forces of highly trained commandos back in time. There, the Time Bandits, as they were to become known, established bases in full knowledge of future enemy manoeuvres. This meant that the war being waged in the present could be irrevocably altered by war in the past- a war in which the Endalions would have a huge advantage of both surprise and technology.

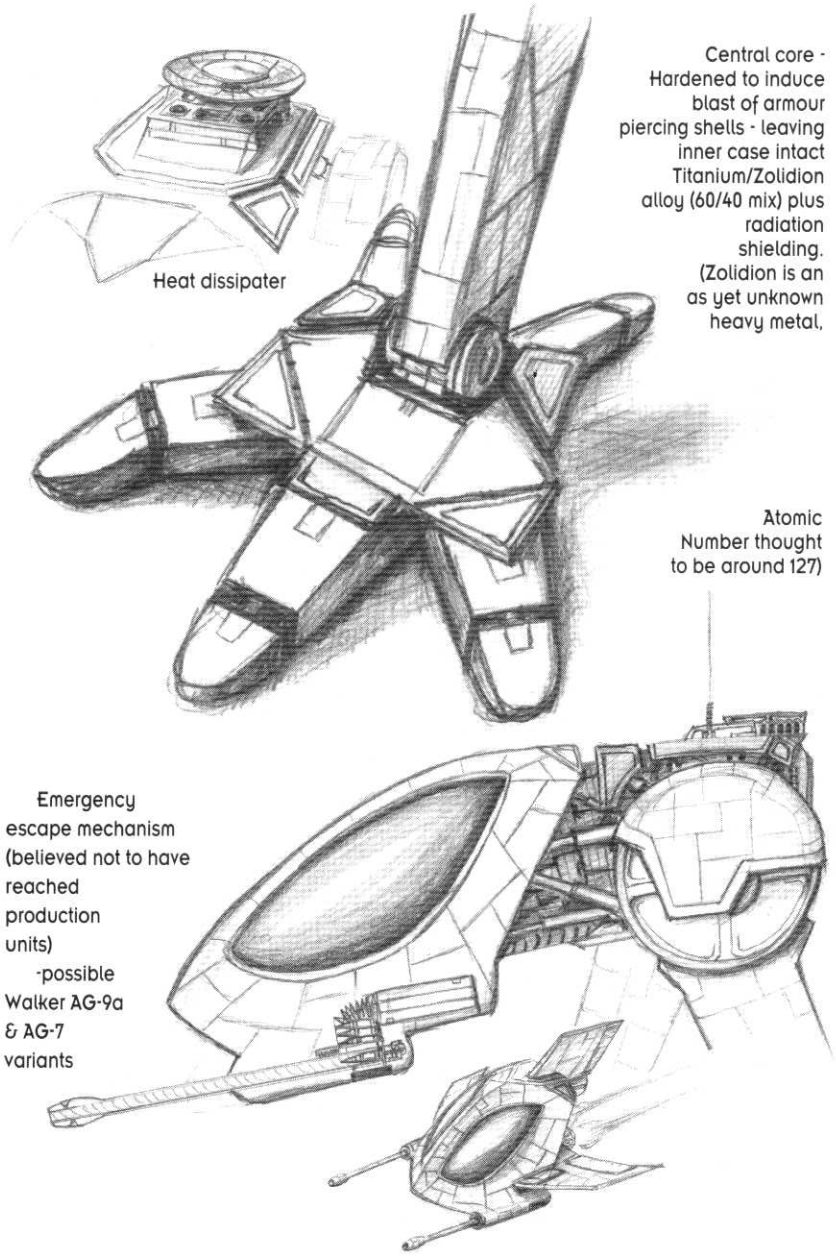
It was only when entire units of the Myarn army were thrown out of existence by the actions of the Endalion Time Bandits that the Myarn high command realised the immense danger their essentially peaceful nation was in.

And so it was that the AG-9 - codename Walker - was born. A weapon which could be taken back through time and challenge the Endalion units established in past time zones. Engineering criteria required a self-contained and energy-efficient unit - thus expansive armour and a powerful yet efficient weapons' system would be required. Plus the ability to traverse any terrain, at speed, necessitated a bipedal movement system. The only compromise this design required was the need for a large heat-sink at the back of the craft to dissipate heat produced by the Walker's power source.

Thus produced, the Walkers were sent through the Myarnian timegate and into battle leaving the High-command waiting with baited breath to see how many returned. History now relates the ensuing events up to the present day; of how the Endalion forces attacked the Walker installations, halting Walker production for any foreseeable future. It also tells of how only one Walker returned in a usable state, limping through the timegate to report the sole successful mission of Walker operations. No other mission results were reported.



With hindsight, it was rather ironic that these events happened at about the time that Myarn intelligence units communicated the presence of four key Endalion positions within the timescape which it appeared, with the



Heat dissipater

Central core - Hardened to induce blast of armour piercing shells - leaving inner case intact Titanium/Zolidion alloy (60/40 mix) plus radiation shielding. (Zolidion is an as yet unknown heavy metal, Atomic Number thought to be around 127)

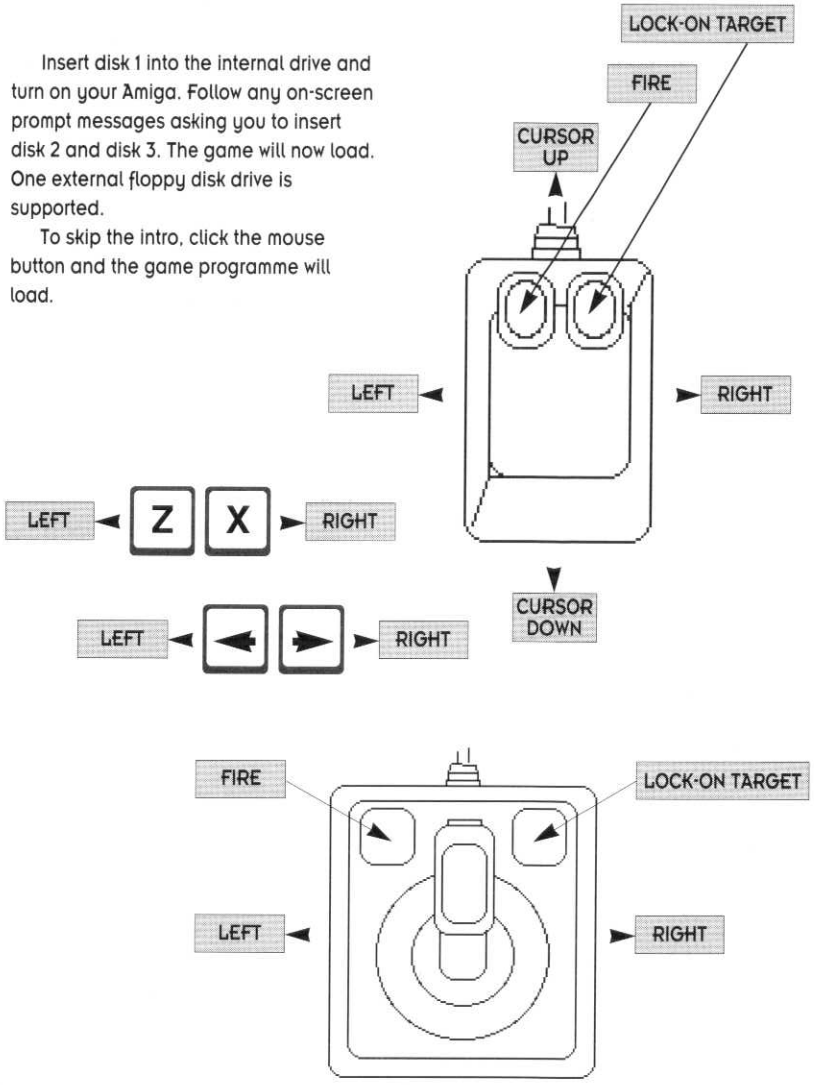
Emergency escape mechanism (believed not to have reached production units)

-possible Walker AG-9a & AG-7 variants

AMIGA: INSTRUCTIONS

Insert disk 1 into the internal drive and turn on your Amiga. Follow any on-screen prompt messages asking you to insert disk 2 and disk 3. The game will now load. One external floppy disk drive is supported.

To skip the intro, click the mouse button and the game programme will load.



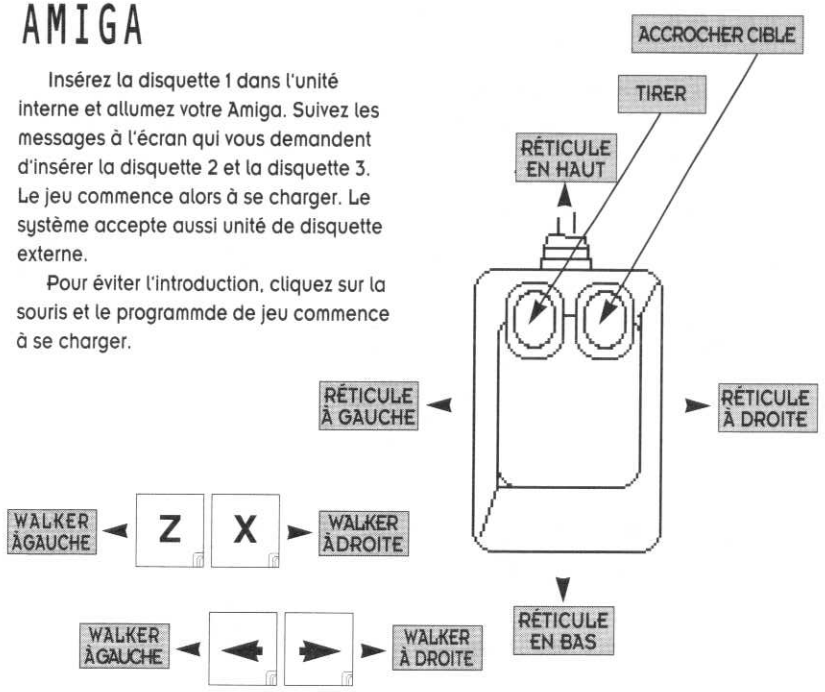
OTEZ...NOTEZ...NOTEZ...NOTEZ...NOTEZ.

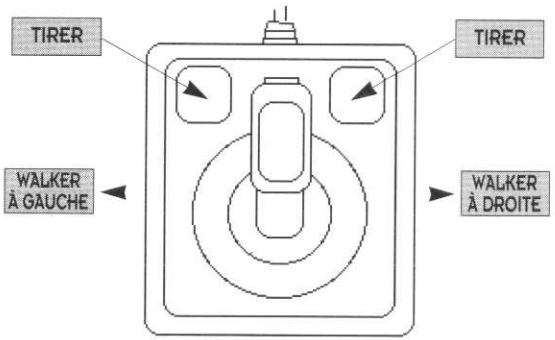
CONSIGNES DE CHARGEMENT

AMIGA

Insérez la disquette 1 dans l'unité interne et allumez votre Amiga. Suivez les messages à l'écran qui vous demandent d'insérer la disquette 2 et la disquette 3. Le jeu commence alors à se charger. Le système accepte aussi unité de disquette externe.

Pour éviter l'introduction, cliquez sur la souris et le programmde de jeu commence à se charger.





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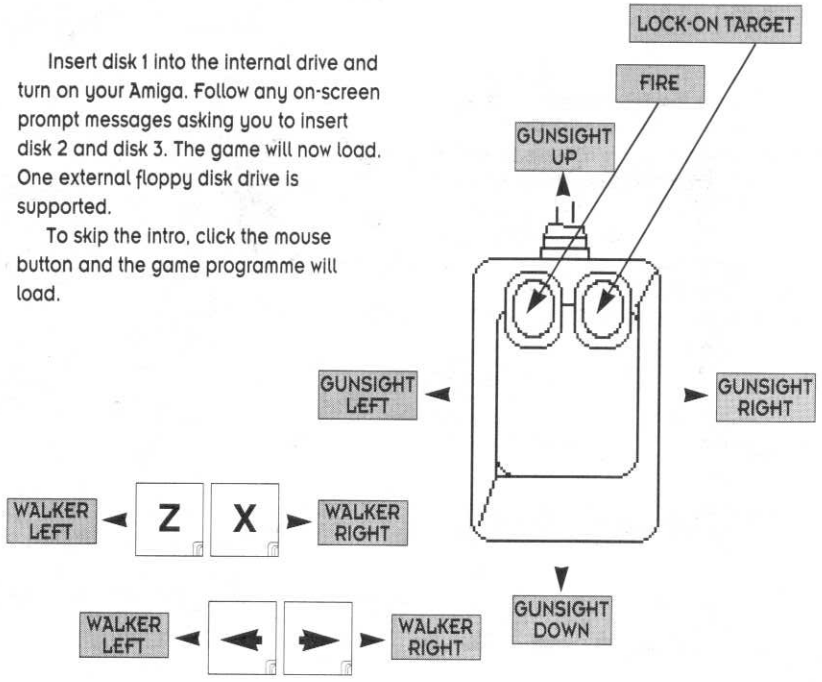
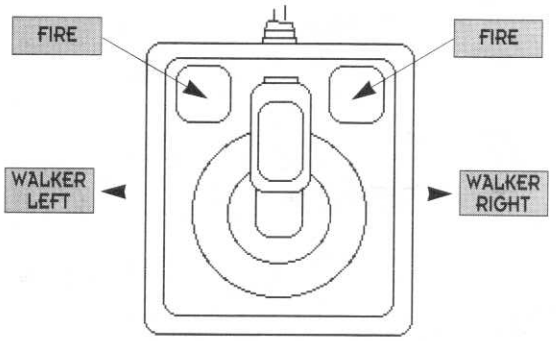
AMIGA: LATEST CONTROLS

Insert disk 1 into the internal drive and turn on your Amiga. Follow any on-screen prompt messages asking you to insert disk 2 and disk 3. The game will now load. One external floppy disk drive is supported.

To skip the intro, click the mouse button and the game programme will load.