

ARMOUR-GEDDON

ENGLISH
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ENGLISH

ARMOUR-GEEDON



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Special Thanks to – Steve Riding & Sound Images

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.

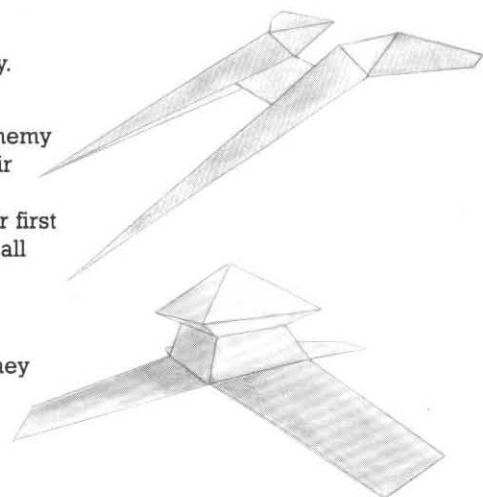
Weapon Capabilities: Bombs, Lasers and Missiles – enemy aircraft carrying bombs will break off their attack if their target becomes airborne.

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.

Floater:

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.

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.

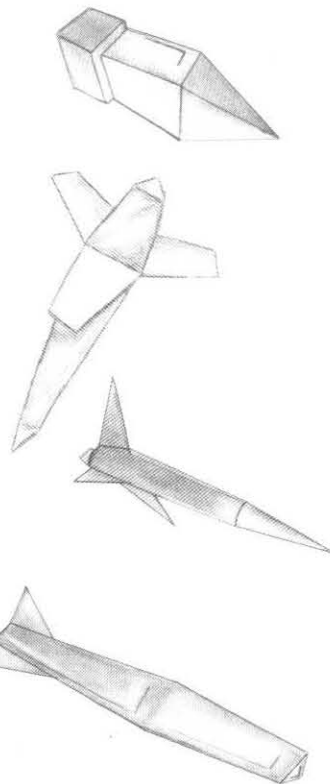
Rockets (FFRs): 40 per payload. Harder hitting than laser fire and have a greater range. They are fin stabilised; fins are deployed soon after launch. Weight 25 kg.

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

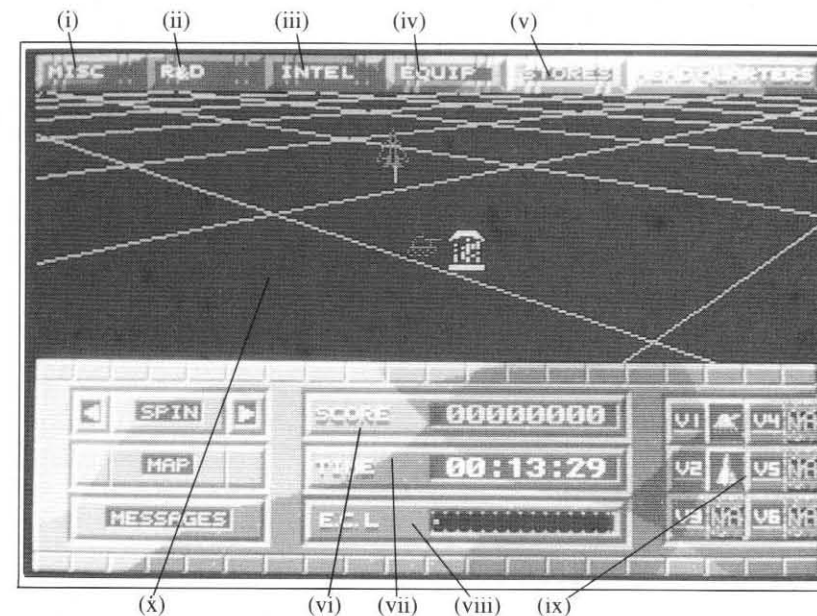
Beacons: Use to trace your other activated vehicles, fuel pods, your base, telepods and waypoints (see keyboard plan for details). When selected, a Beacon Indicator is displayed on-screen. Your on-board computer can calculate a beacon's range up to 60 km away.

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



Headquarters Screen:

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

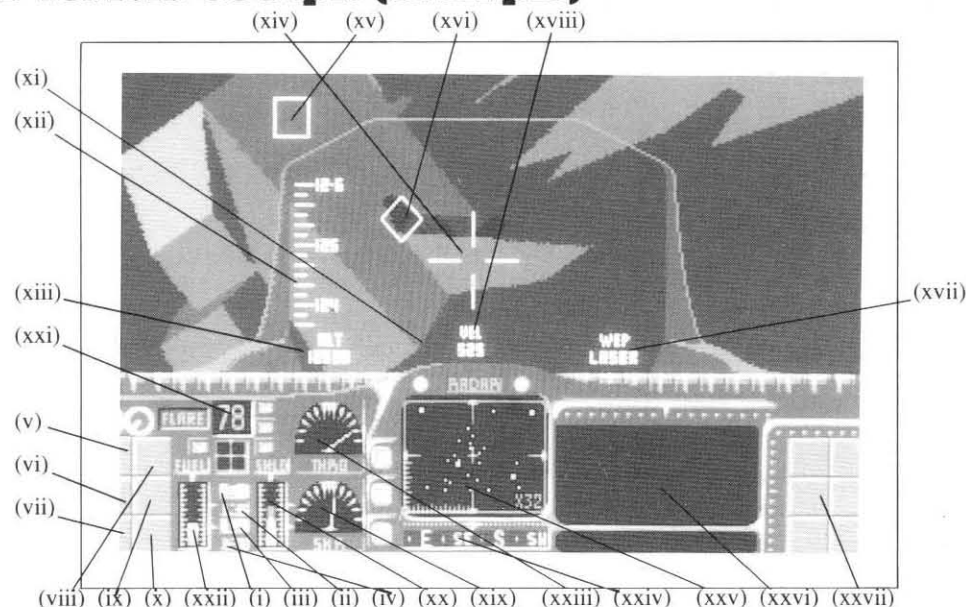


(i) **Miscellaneous Screen**, (ii) **Research & Development Screen**, (iii) **Intelligence Screen**, (iv) **Equipment Screen**, (v) **Stores**.

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).

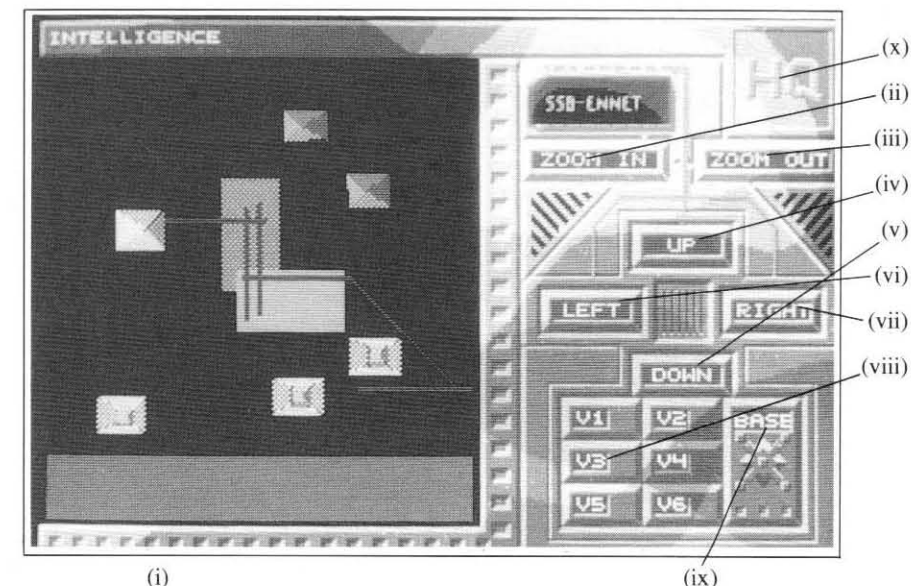
From this screen, pressing 'SHIFT SATELLITE VIEW' on the keypad accesses a Tower View of surface activities.

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.

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.

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)

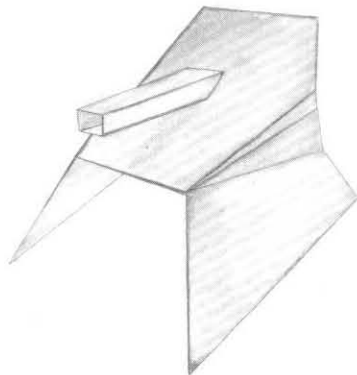
Weight (unladen): 30000 kg

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)

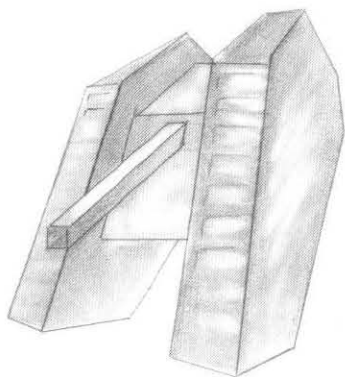
Weight (unladen): 50000 kg

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

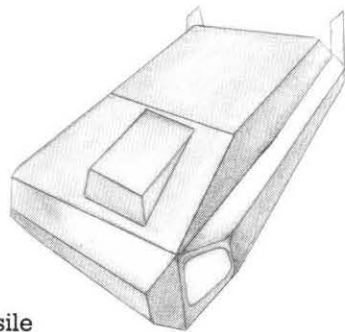
Maximum Load: Unlimited

Maximum Fuel: 3072 kg

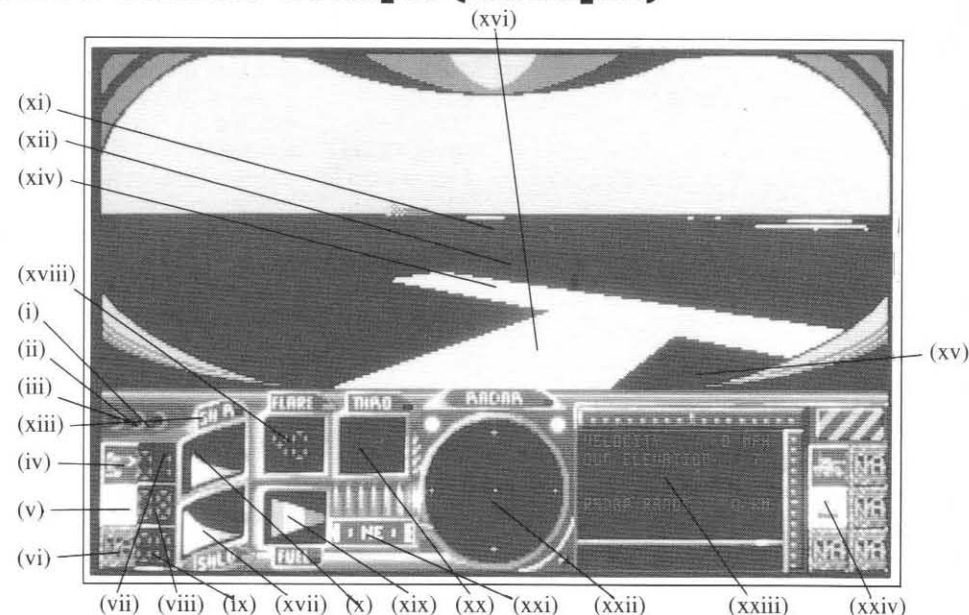
Weapon Capabilities: Laser, FFRs, Missile

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)

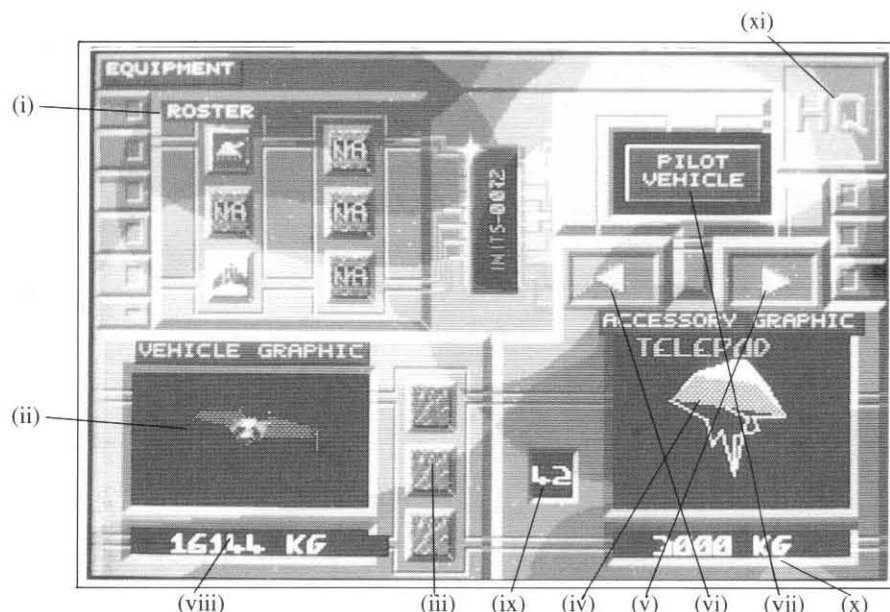


- (i) Engine Status Indicator (on or off)
- (ii) Radar detection Warning Light
- (iii) Missile Lock Warning Light
- (iv) Payload 1 – highlights when selected
- (v) Payload 2 – highlights when selected
- (vi) Payload 3 – highlights when selected
- (vii) Amount of weapon 1 available
- (viii) Amount of 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)

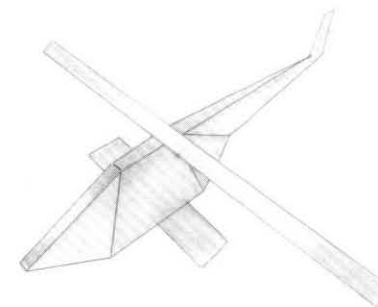
Weight (unladen): 4000 kg

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)

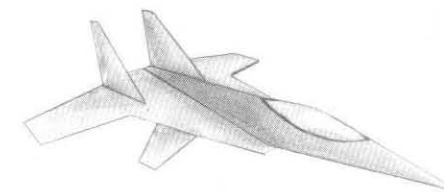
Weight (unladen): 4875 kg

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)

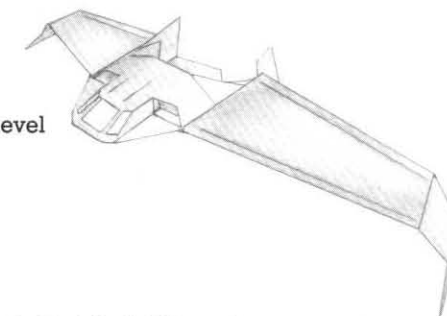
Weight (unladen): 10150 kg

Maximum Load: 10000 kg (safe)

Maximum Fuel: 6144 kg

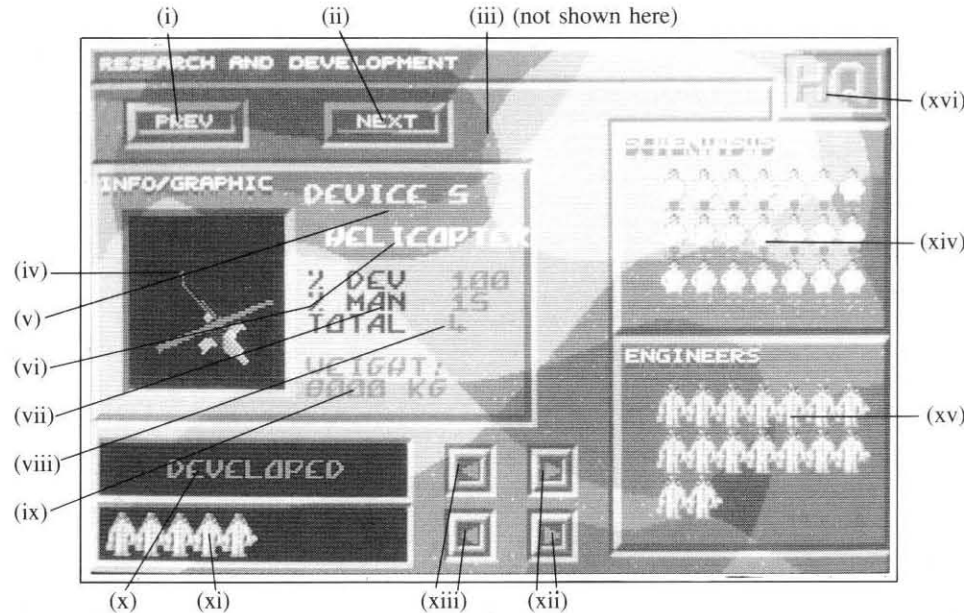
Weapon Capabilities: Bombs, FFRs

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

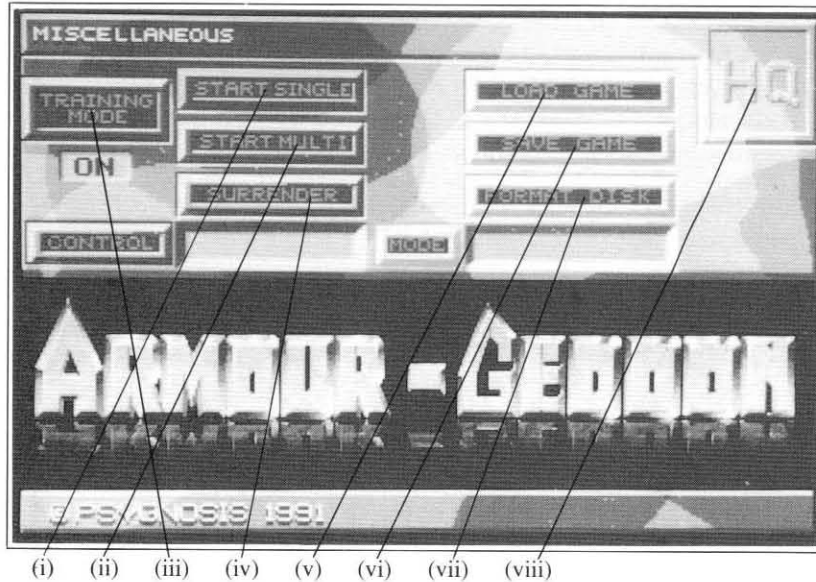
Other relevant keys:

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.

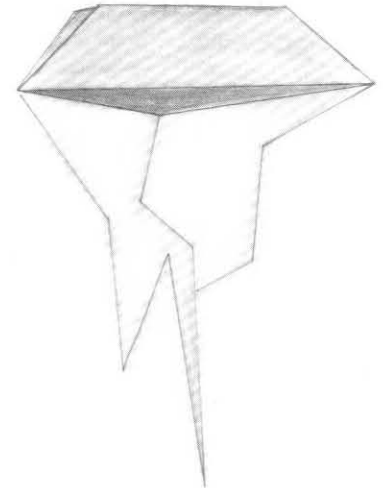
Drop Tanks – Attaching up to three drop tanks (dependant on availability) greatly increases a vehicle's range. Your on-board computer automatically selects these externally carried tanks as initial sources of fuel. Tanks may be ejected from your (airborne) vehicle by highlighting it on the cockpit screen 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 . . .

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 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.

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.

Power your shields up (press the SHIELD UP key and hold it down) in case of attack.

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.

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.

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).

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!

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SEWER SOFT PRESENTS ARMOUR-GEDDON KEYBOARD CONTROLS

(TOP OF KEYBOARD)

ESC: H.Q. SCREEN

F1: VEHICLE 1

F2: VEHICLE 2

F3: VEHICLE 3

F4: VEHICLE 4

F5: VEHICLE 5

F6: VEHICLE 6

F8: RESET RADAR

F9: RADAR ZOOM OUT

F10: RADAR ZOOM IN

DEL: SHIELD DOWN

HELP: SHIELD UP

(KEYBOARD MAIN)

1: BEACON 1

2: BEACON 2

3: BEACON 3

4: BEACON 4

5: BEACON 5

6: BEACON 6

7: WAYPOINT BEACON

8: BASE BEACON

-: THROTTLE DOWN

+: THROTTLE UP

BACKSPACE: BRAKE

TAB: RAISE GUN TURRET

Q: PAYLOAD 1

W: WEAPON VIEW

E: EMERGENCY BEACON

T: TARGET

I: CAMERA LEFT

O: CAMERA RIGHT

P: PAUSE

[: CAMERA ZOOM IN

] : CAMERA ZOOM OUT

CTRL: LOWER GUN TURRET

A: PAYLOAD 2

S: START/STOP ENGINE

F: FUEL POD

G: TELE PORT

J: * JOYSTICK MODE

K: * KEY MODE

L: LIFT

': CAMERA UP

RETURN: FIRE (KEY MODE)

Z: PAYLOAD 3

V: VDU MODE

B: BRAKE

N: NEXT MISSION

M: MOUSE MODE

: LEFT RUDDER

: RIGHT RUDDER

/: CAMERA DOWN

SPACE BAR: YOKE/CURSOR TOGGLE IN KEYBOARD/JOYSTICK MODE

RIGHT ALT: FLARE

CURSOR KEYS UP, DOWN, LEFT, RIGHT: EMULATE JOYSTICK/MOUSE CONTROL
IN KEY MODE

(KEYBOARD NUMERIC KEYPAD)

CAMERA CONTROLS DUPLICATED ON MAIN KEYBOARD

THE VIEWPOINTS

(: CAMERA LEFT): CAMERA RIGHT	/: CAMERA ZOOM IN	*: CAMERA ZOOM OUT
7: 315 DEGREES	8: 0 DEGREES	9: 45 DEGREES	-: CAMERA DOWN
4: 270 DEGREES	5: INTERNAL VIEW	6: 90 DEGREES	+: CAMERA UP
1: 225 DEGREES	2: 180 DEGREES	3: 135 DEGREES	ENTER: EXTERNAL 1
0: SATELLITE VIEW	.: EXTERNAL 2		

IN SHIFT KEY MODE

H.Q. SCREEN	=	SELF DESTRUCT
BEACON 1	=	TELEPOD 1
BEACON 2	=	TELEPOD 2
BEACON 3	=	TELEPOD 3
BEACON 4	=	TELEPOD 4
BEACON 5	=	TELEPOD 5
BEACON 6	=	TELEPOD 6
EXTERNAL 2	=	WEAPON VIEW
EXTERNAL 1	=	EXTERNAL 3

THROTTLE UP	=	INSTANT MAX. THROTTLE OR ZERO THROTTLE IF IN REVERSE
THROTTLE DOWN	=	INSTANT MAX. REVERSE THROTTLE OR ZERO THROTTLE IF IN FORWARD
PAUSE	=	PAUSE MODE WITHOUT PAUSE MESSAGE
JOYSTICK MODE	=	JOYSTICK CONTROL OF ALL SCREENS AND VEHICLES
SATELLITE VIEW	=	TOWER VIEW

IN ALT KEY MODE

BEACON 1	=	FUEL POD 1
BEACON 2	=	FUEL POD 2
BEACON 3	=	FUEL POD 3
BEACON 4	=	FUEL POD 4

* AUTOMATICALLY REVERTS TO MOUSE CONTROL FOR CONTROL SCREENS AND BACK TO SELECTED MODE FOR VEHICLE CONTROL.

ARMOUR GEDDON MISSION DISK DOCS!

Typed by: BamBam

This disk features four saved positions which allow you to begin playing the game of various stages of advancement.

There follows an example of the tactics employed to reach each saved position.

* indicates the point at which you can take over.

Go to LOAD GAME to play these missions!

MISSION #1-----

Mission information tells me of a neutron bomb detonator at co-ordinates 44,-10. Intelligence indentifies a deserted airstrip at that point, just east of my base.

Intelligence also defects substantial enemy activity in that area.

A heavy tank would seem the safest vehicle with which to go and collect the first part of the neutron bomb, but that enemy activity could make the pick-up tricky. I send out a fighter to try and deplete their forces before I dispatch a heavy tank. The tank should make it to the detonator's location and back to base before darkness falls, so night sight won't be required. I give here three payloads of IR missiles so my tank will have little or nothing to do when it gets to the airstrip.

Checking out my stores I see I don't actually have any missiles so I get my boffins and engineers working on building up stocks - I have plenty of resources. While I'm in R & D I also need a bomber or two... and a couple of telepods wouldn't be a bad idea.

It's too far to drive the tank to the detonator so ill utilize a bomber to drop a telepod near it after the fighter takes off.

I access intelligence to give my vehicles a waypoint to the abandoned air-strip then enter research & Development to start developing missiles, bombers and telepods.

Once the missiles are ready I load up the fighter and ascend to the surface.

Thundering down the runway, almost at takeoff speed (around 112mph with this payload) and I'm already under attack. Two enemy fighters seem to not want me to make it to the detonator.

Enemy fighter tactics are basically to get behind a target and lock on with missiles. My flares should divert a few missiles but survival depends on my getting behind the enemy and locking on to him with my own IRs.

To get a better idea of enemy positions I reduce my radar range to 4km and watch out for red dots. Red dots spell danger!

The one enemy fighter is a doddle to get behind: once I have speed I simply loop the loop, turn over, lock on and fire... bye bye baby.

His partner is different kettle of fish: Blast! He's hit me! Luckily the shield holds. Turn you crate, Turn! Check the radar: he's southeast of me... TURN!

There he is... keep him in the HUD, steady, locked On! FIRE!, FIRE!

Damn! He's dodged my first... come on, come on! My missile is turning to chase him... he's dispatching flares. Lost him! Another loop the loop, turn over, there he is again! locked on! FIRE!... Got 'I'm! I love the smell of burning enemy in the morning! I'll follow him down: just to make sure!

DEAD MEAT.

Now, where's the detonator?

I'm a few kms away yet, I might as well take out some power line generators on the way.

There's the airfield, a couple of fly-overs, discharging missiles as I go, should make the place safe enough for the bomber.

Enemy ground forces are attacking me but if I keep on the move I should be able to make a couple of useful runs before having to return to base to refuel.

Activating my base waypoint I leave the fighter to find its own way back while I load up the bomber.

Time is marching on so I give the bomber night-sight as well as two telepods.

Following a trouble-free take-off I set a waypoint for the bomber to coordinates 44, -10

A quiet flight takes me to waypoint 1 and I successfully drop the first telepod.

Using my video panel on the bombers control deck I head to coordinates 111, 1 to drop another telepod near a neutron fuel cell (information related to me by mission intelligence).

My video display tells me I'm almost there... telepod away!

I set the base waypoint for the bomber.

Dear diary - The bomber was unfortunately shot down by enemy helicopters on its return flight. *

MISSION #2-----

I ready a heavy tank for piloting.

Arming it with lasers, I take the tank outside and reverse into the base telepod. Teleporting from here to the first telepod takes but a moment.

Checking out my intelligence screen I zoom in on the locale of my tank and see the neutron bomb detonator (shown as a circle with three blades protruding), I set a waypoint for my tank in the exact centre of the detonator and return to the cockpit.

By simply trundling over the detonator I pick it up (neutron bomb parts actually look like three connected cubes) and automatically transport it back to base - I check my stores to confirm its successful pick-up.

Utilizing my telepod beacon I head back to telepod 1 and successfully teleport to telepod 2.

Again using my intelligence screen I give the tank a waypoint for the centre of the neutron bomb fuel cell and head for it. My stores screen confirms I now have 40% of the neutron bomb in stock.

I teleport the tank back to base. *

MISSION #3-----

Using the tower view to check out enemy activity outside base I see that things are really hotting up:

Enemy helicopters are just waiting for me to send another vehicle out, if I did it would be sitting duck for those choppers, especially as they're probably carrying IRs

I've got to do something about it, I need to get another bomber airborne. I decide to fight fire with fire and I build myself a helicopter.

Arming it with three payloads of missiles (I'm Glad I left my engineers building them while I picked up those first two parts of the neutron bomb) I quickly enter the lift, raise it and take off. Choppers are great for just hovering and picking off potential with IRs. The knack is to gain height on your enemy as the nose of the chopper needs to be dipped to catch other craft in your HUD.

In this particular case I managed to gain 500 feet in 12 seconds (not bad with this payload). unfortunately I find myself on the exploding end of two enemy missiles... both hit, hard!

My shields are dented but they hold out. Activating payload 1, I study my radar to discover three enemy choppers hind me. Using my rudders, I turn. It seems to take an age to get them in my sights, during which time machine is hit by another missile... my shields suffer damage.

Eventually, there, in my sights, are two enemy choppers, lock on and fire! Change target, lock on and fire! two down one to go. I see he's on the move, maybe he's out of weapons and is returning to base... maybe he's just running either way he's mine! speed is of the essence here, so now that I've got the height (about 5000 feet) I use the control stick rather than rudders to turn and dive quickly.

Now facing north... and there he is, Damn! he's locked on to me, I hope my shields have enough strength to stand another more hit... fire! my flares!ofcourse! I let three flares go in the hope of diverting his missile and I hang on and wait for my missile to hit home. as I wait, I fire another flare and another missile.. Well, you can't be too careful.

I hit him. Down he goes.

Now, leaving the chopper to its own devices I go back to the equipment screen and ready another bomber. Checking my tower view I see its getting dark so I load the bomber with night-sight and two more telepods (once I've had them developed and built).

I was glad to experience a quiet flight to coordinates 127,88 where I dropped a telepod.

My next destination is to coordinates 126, 62, the locale of the neutron bombs radiation shielding. again, an eventful flight (apart from the worryingly-low amount of fuel in my tanks) and a successful telepod drop.

Unfortunately on its return flight to base my bomber ran out of fuel and plunged into a lake. *

MISSION #4-----

Reading the indicator on my headquarters screen, I see that the enemy earn weapon is gaining power, I decide to launch a fighter equipped with three payloads of missiles to wipe out a few power line generators.

I fly north for a few kms then begin a wide, low circle, I meet little enemy resistance and basically use the generators for a bit of target practice.

This little exercise gives me more time to complete my mission.

Returning to my Research And development screen I build another night-sight and load it, along with lasers, on to my heavy tank and teleport to the next two bomb parts.

Enemy activity is high but the heavy tank can take a lot of punishment.

Unfortunately, the problem with this type of tank is that although it's good for receiving punishment it's not so hot at dishing it out - especially against aircraft - due to its limited firing field and inability to carry missiles.

With this in mind each time I use the tank to collect bomb parts I try to get in and out of danger zones as quickly as possible.

Now, with four sections of the neutron bomb safely in stock and with just enough time to find the last bit and reach the keep in which the enemy cannon is housed... *
