

ARMORED



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THE GAME

ARMORED IS AN EXPLORATION GAME WITH A STRONG ACTION COMPONENT AND A HINT OF STRATEGY. YOU HAVE ALL THE MAPPING AVAILABLE RIGHT OUT OF THE BOX, BUT IT IS FRAUGHT WITH DANGERS. USE YOUR FOUR WEAPONS TO CLEAR YOUR WAY AND REMEMBER THAT YOUR AMMO IS LIMITED ... EVERY SHOT COUNTS. THERE ARE TWO DIFFERENT LOADS. GET THE PASSWORD FOR THE SIDE B BY COMPLETING SIDE A.

CONTROLS

- KEYS (O P Q A Sp M)
- KEMPSTON
- SINCLAIR

HOW TO PLAY ARMORED

THE HUD IS MADE UP, FROM LEFT TO RIGHT, CURRENT CARD, THE LIFE BAR, NUMBER OF LIVES REMAINING, AMMUNITION AVAILABLE FROM YOUR FOUR WEAPONS, WHICH ARE: SINGLE MISSILES, TRIPLE MISSILES, MACHINE GUN AND MINES, ALONG WITH THE NUMBER OF SOLDIERS LEFT BY RESCUE.



PRESS THE M KEY TO CHANGE WEAPONS.

IN ARMORED THERE ARE FOUR DIFFERENT ITEMS.



FILL YOUR LIFE.
RELOAD ALL YOUR WEAPONS
ACCESS CARDS
RESCUE THEM!

IN ARMORED YOU HAVE TO MOVE FAST. EXPLORE AND FIND OUR MEN. WHEN YOU DO, YOU HAVE TO FREE THEM AND PUT THEM TO SAFETY. HOW DO I DO IT?



WHEN BARS SEPARATE YOU,
DESTROY THEM WITH YOUR MISSILES

WHEN DOORS SEPARATE YOU,
FIND THE ACCESS CARD
OF THE SAME COLOR



HISTORY

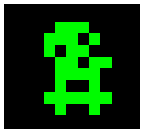
IS TODAY. A FEW MONTHS AGO A STRANGE ARMY INVADED YOUR LAND. NOBODY KNOWS HOW OR WHERE THEY COME FROM. AN ARMY OF MACHINES, WITH ADVANCED ARTIFICIAL INTELLIGENCE. THEY HAVE BUILT UP STRENGTH ON TWO STRATEGICALLY LOCATED BASES, ONE IN THE ARCTIC; THE OTHER IN THE CAPITAL, IN AN URBAN AREA.

A COMMANDO WITH OUR BEST MEN MARCHED TO FIND, MARK AND NULLIFY THE THREAT, BUT THEY HAVE BEEN CAUGHT. DIVIDED INTO TWO GROUPS, THEY AWAIT A SUMMARY EXECUTION. THEY WANT TO TEACH US A LESSON. THAT'S WHERE YOU COME IN.

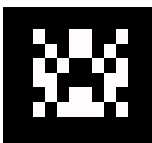
A TANK, A PROTOTYPE. A HOPE. WITH THE MOST ADVANCED TECHNOLOGY. YOUR MISSION: FIND THEM AND BRING THEM HOME AGAIN.

BESTIARY

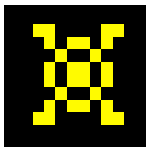
AN ENTIRE ARMY OF MACHINES AWAITS YOU AND WILL RESPOND TO YOUR INCURSION. THEY ARE NOT GOING TO GIVE YOU ANYTHING. EH! AND REMEMBER THAT THE ENVIRONMENT IS ALSO DEADLY: AVOID WATER AND HOLES IN THE ICE.



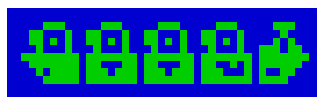
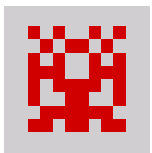
BATTLE DROID: YOUR WORST NIGHTMARE ON THE BASE URBAN. ITS GRAVITATIONAL PLATFORM MAKES MAKE IT FAST AND STALKING.



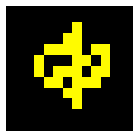
ARACHNID TANK: IT IS SLOW AND HEAVY, BUT ALSO CONSTANT AND AGGRESSIVE. DO NOT TRUST.



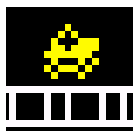
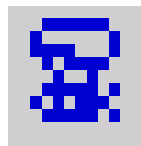
HEAVY MACHINE GUNS: STATIC. LETHAL.



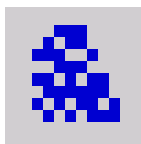
CRUISE: THIS UNMANNED SHIP UNLOADS BURSTS WITH HIGH CADENCE AS YOU PASS.



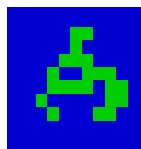
AIR FORCE: FIGHTERS AND ZEPPELINS PERFORM CONTINUOUS PAST DUMPING LEAD ON YOU.



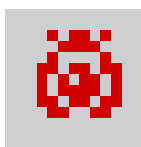
ARMORED TRAIN: TRUE GUARDIANS, CONVERT ITS CIRCULAR ROUTE IN A SHOOTING HELL. AVOID DIRECT ATTACK.



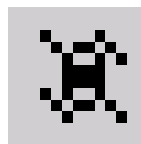
SNOWMOBILE DROID: AS AGILE AS IT IS SMART IT WILL NOT CEASE IN ITS OBSESSION TO DESTROY YOU. DONOT LET TO CORNER YOU.



MINI SUBMARINE: THE OWNERS AND LORDS OF THE WATER, THEY WILL PROTECT THE BRIDGES THAT CROSS THEIR DOMAINS. VERY AGGRESSIVE.



LAUNCHER: THIS MECHANICAL SPAWN IS THE BASE FOR PUMPS WITH TRACKING SYSTEM. ESTATE ATTENTIVE AND YOU WILL KNOW WHEN HE IS ABOUT TO PERFORM A NEW RELEASE.



DRONE: IN CONTINUOUS SURVEILLANCE, IF IT DETECTS YOU WILL DISCHARGE A STORM OF LEAD UP RECOVER ITS INITIAL STATE.



FINAL BOSS: FIND OUT FOR YOURSELF, SOLDIER!

GAME TIPS

- ***DON'T SHOOT AT EVERYTHING THAT MOVES:*** IN ARMORED, AMMUNITION IS LIMITED AND ENEMIES RESPAWN EVERY TIME YOU PASS THROUGH THEIR DOMAIN. EXPLORE, DODGE AND OPEN FIRE ONLY WHEN YOU HAVE SOMETHING IMPORTANT TO DO THERE OR HAVE A RELOAD ITEM NEARBY.
- ***MAXIMIZE THE POWER OF YOUR WEAPONS:*** YOU NEED THE MISSILES TO BREAK THE BARS. THE MACHINE GUN HAS A HIGHER RATE BUT ONLY FIRES HORIZONTALLY. TRIPLE MISSILES ARE IDEAL FOR HITTING MULTIPLE TARGETS SIMULTANEOUSLY. MINES, MEANWHILE, ARE AN EXCELLENT RESOURCE AGAINST ALL ENEMIES THAT MOVE. SET TRAPS FOR THEM AND ENJOY SETTING THEM ON FIRE!
- ***TAKE COVER:*** THERE ARE MANY OBJECTS THAT OFFER COVER. THEY WILL ABSORB SHOTS UNTIL THEY ARE DESTROYED. TAKE ADVANTAGE OF THEM.
- ***MAKE A MAP:*** RIGHT HERE BELOW YOU HAVE THE STRUCTURE TO MAKE A MAP. PRINT IT OUT AND WRITE DOWN ANY CARDS, DOORS, AND FRIENDLY SOLDIERS YOU COME ACROSS. THE OBSTACLES, THE ITEMS. AND WHEN YOU FINISH THIS PUZZLE IT WILL BE TIME TO TRACE ROUTES TO THE OBJECTIVES OPTIMIZING RESOURCES.

MAKE YOUR MAP (HORIZONTALLY)

CREDITS AND 'TOOLS

- **A GAME BY VOLATIL.**
 - **MUSIC BY GASMAN.**
 - **'TESTERS: GREENWEB SEVILLA, EDDIE NEWPIN, ANTXXIKO, MR. RANCIO, ARNAU JESS.**
 - **SPECIAL THANKS TO THE SPECTRUM MAKERS GROUP AND MY LOVING FAMILY.**
-
- **ARMORED HAS BEEN MADE WITH AGDx MINI. MANY THANKS TO J. CAULDWELL AND A. TURVEY.**
 - **MUSIC AND LOADING SCREEN ADDED WITH AGDMUSICIZERII.**
 - **LOADING SCREEN MADE WITH SPECTRUM EYES.**

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ENJOY THE GAME!