

ARMOR ALLEY

COMBAT HANDBOOK



Armor Alley Combat Handbook

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Preface

Thank you for purchasing Armor Alley—we know you'll enjoy it!

Armor Alley is a combination action and strategy game that offers a level of sophistication not found in arcade games. Instead of pitting the player's solitary ship against scores of aliens, Armor Alley plays fairly, matching you against an equal opponent. To further challenge you, each level adds new elements to the game and new variations to the landscape. Although, the basics of the game are quickly and easily learned, Armor Alley is a challenge to master.

In Armor Alley, you can compete against the computer, or against other players. An Armor Alley multi-player game is well worth the effort of finding another player and connecting Macintoshes.

Please send us a note if you have any comments or suggestions.

Return To Armor Alley

"Why'd I go back?" he said, the words stretched thin and hard.

The old tanker stared straight at me—or, not at me, but at something in the room that I couldn't see—something I could barely imagine. He cocked his head as though hearing—flared his nostrils at some imagined acrid stench—all his senses seemed to strain toward something, somewhere. . . .

"Because, it's the only way to get there," he half-whispered, half-screamed, his eyes blazing into mine.

I never saw him again, but I kept the letters that came—all eight of them.

I keep them to remind myself of why I became what I am today—

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Level 1

Cake Walk

We started strong today, with the tanks and vans spaced well out, and didn't run into the enemy until we were halfway to the target. Our chopper cover managed to nail most of their birds before they got anywhere near us. Their pilots flew like they were asleep, lucky for us.

I started out 4th tank in line, but after their 3rd bunker I was number two. I hate it up there. I watched Johnson and his squad get shot up trying to take a bunker on foot. They should have waited for us.

We got our van to the base and blew the enemy away—got a big pat on the back from the brass for winning battle one. Big deal. I'm just glad my tank is still in one piece with me inside it.

This seemed way too easy. I've got a bad feeling about this. . .

Before You Begin

Register

Please take the time to fill out your registration card so that we can inform you of upgrades to Armor Alley and provide technical support.

Know Your Macintosh

This manual assumes that you have a basic understanding of the Macintosh¹. You should know how to:

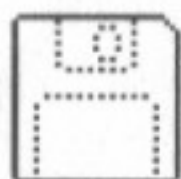
- 1) start your Macintosh
- 2) copy a file
- 3) start a program
- 4) use menus and buttons

Required Equipment

Armor Alley, Version 1.0 works with:

- Macintosh Plus or later (min. 2MB RAM for color)
- System 6.0.2 or greater
- AppleTalk network (see **Appendix B: The AppleTalk Network**)
- serial cable
- 1200 baud (or greater) modem
- color monitor

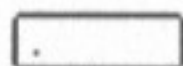
Optional Equipment



Backup

Armor Alley is not copy-protected. Make a backup of your Armor Alley master disk for regular use and keep the original in a safe place.

Hard Drive Installation



Hard Disk

You can copy Armor Alley to your hard disk using the Finder. Armor Alley requires that the current system folder not be write-protected and that a few kilobytes of disk space be available for saving high-scores.

¹ Your MacintoshTM owner's guide explains how to use your Macintosh.

Introduction

Players

Armor Alley is game for 1, 2, 3, or 4 players. For a multi-payer game, each player must have a computer and a copy of Armor Alley². The computers must be connected via serial line, 1200 bps (or greater) modem, or AppleTalk. *Modem and serial games are limited to 2 players.*

Forces

Armor Alley pits two enemy forces against each other. Each force tries to eliminate the other from the battlefield.

Each side controls a force of helicopters, ground equipment, and men. As the game progresses, funds are automatically allocated to each team. The funds may be spent on equipment or soldiers. Each side has a base and landing pad at one end of the battlefield. The base teleports equipment and soldiers to the battlefield. While the base is teleporting, only helicopters can be ordered and the lines bordering the radar turn white. Helicopters use the landing pad to repair, rearm and refuel.

Flags

Each side is identified by its flag:

Left Force

Right Force



Winning

Although the enemy can be vanquished by destroying all of its helicopters, a more satisfying and complete victory can be achieved by destroying the enemy's base. Bases are impervious to conventional weapons and can only be destroyed by the electronic weapons carried by vans. When the vans come within range of the enemy base they launch an electronic assault which destroys the base. *To win against the computer you must win ten battles in a row.*

² For a full game, each copy of Armor Alley must have a different serial number.

Strategy

One possible strategy is to create a convoy of equipment which will destroy opposing enemy ground forces, placing a van at the rear to destroy the enemy base. You can then escort the convoy to the other end of the battlefield. A winning convoy can withstand one or two airborne assaults without air support. This ability could be necessary if your helicopter is destroyed or needs to be resupplied. The timing of resupply missions often plays a critical factor in succeeding.

Hidden Features

Armor Alley has been designed to provide many hours of entertainment. Discovery is part of the fun of Armor Alley. Many of the subtleties of Armor Alley have purposely been left out of this manual³. So be bold, experiment! What are those strange objects omitted from the manual? Train yourself: learn to use the radar to identify different objects.



Learning Armor Alley

Don't spoil the game for others by revealing Armor Alley's secrets. If they are having problems refer them to this manual - especially: **Tips**, and **Appendix 1: Winning The First Battle**.

To learn to play, read the following sections:

Personalizing Armor Alley

Starting Your First Game

Rules - Controls

- Ordering Equipment
- Status Display

Experiment for a few games, then read the remainder of the manual in detail.




If you're an experienced player, allow beginners to practice against the computer before challenging them. Otherwise, their first Armor Alley experience may be frustrating for them, and boring for you.

3 For example, How much fuel do helicopters consume when they are not flying?


Personalizing Armor Alley

The first time you run Armor Alley you should personalize your copy. Personalizing Armor Alley allows you to play complete games. If not personalized, Armor Alley will play in a demonstration mode that will not allow you to suspend games, resume games, or play the higher levels.

 **Armor Alley™**
Copyright © 1989, 1990 Information Access Technologies, Inc. All Rights Reserved

This prerelease of Armor Alley™ is for your evaluation only,
DO NOT DISTRIBUTE. Enter your name, company name, and select
personalize. A serial number is not required.

Name:
Company:
Serial #:

 **THREE-SIXTY PACIFIC, INC.**
2105 South Bascom Avenue, Suite 290, Campbell, California 95008

1) Enter your
name and/or
company name.

This information will be displayed every time you run Armor Alley™. Be sure to check for mistakes.

2) Enter the serial
number from the
diskette label.

If you don't want to enter the serial number you can click Demonstration to play in the the demonstration mode.

3) Click
Personalize.

The personalization information is saved in the preferences file. You won't need to personalize Armor Alley again unless you throw out your preferences file.

Level 2

One-Gun

They managed to get an anti-aircraft gun into the alley while we were sleeping. We didn't even see it until we were almost on top of it. Three of our chopper pilots and a missile launcher went down before the lead tanker levelled it.

The third chopper was trying to put a pair of missiles into the gun when it got him, but he fired too early.

I managed to stay farther back in the pack today because we didn't lose any tanks, but I feel like something's coming that's going to melt those guys in front of me away like hot lead.

The commander won't even talk about making it all the way. He says the Alley's still too long for us to be thinking about the end.

But we just found out he doesn't know what he's talking about. Turns out he's never been there before.

Starting Your First Game

1) **Select the New Game command from the File menu.**

The New Game command is dimmed if a game is in progress. To cancel a game already in progress choose the Resign Game command from the File menu. Then click Resign to confirm resigning the game.

Name	Battle	Score
01' Tanker	0	1

Buttons: Begin, Cancel, Keys, Register, Delete

Name: 01' Tanker

Password: Challenge

2) **Enter your name.**

You can also enter a password if you want to prevent others from using your name or resuming your suspended games.

3) **Click Register and read the registration agreement.**

Players are registered for network use and to keep track of high scores. The registration dialog also serves initially to inform users of their obligations.

4) **Click Agree.**

The Agree button is dimmed until you acknowledge your agreement to the terms of the registration agreement.

5) **Click Begin.**

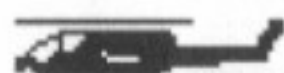
Look out, the enemy is after you!



The enemy base is on the right edge of the field. You can't fly off the left or right edges of the field.

Tips

- Armor Alley is a game of strategy. It isn't easily won just with quick reactions and dexterity. The key to winning is to use tactics to achieve strategic goals.



- Always keep at least one extra helicopter in reserve.



- Take advantage of the objects on the landscape. For example, capture bunkers and anti-aircraft guns.

- Set goals, for example:

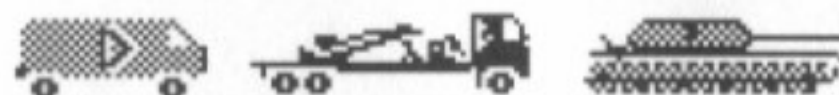
- Destroy enemy anti-aircraft guns

- Capture enemy bunkers



- Survive the battle and accumulate funds. Every man, machine, and building left on the field is worth money to the survivor. For example, each helicopter is worth 20 bags of money. A helicopter with a full load of men is worth 25 bags of money.

- Build convoys that can survive both ground assaults and attacks from enemy helicopters. Defend your convoy. Try different combinations of equipment and men.



- In some situations, it's better not to destroy the enemy helicopter.
- Destroy enemy missiles by leading them into other objects and shooting them down with machine guns and missiles.
- Destroy the enemy helicopter with missiles and bombs. Advanced players can try using the machine guns.

Sucker Punch

They switched tactics today, getting their choppers to work on our bunkers, dropping men and blasting balloons. It wasn't too big a problem, except you had to wonder what our choppers were doing. I spent half the day mowing down infantry. Something's up.

It was almost too easy. My old man used to tell me that you got nailed in battle when you got cocky—started thinking you couldn't miss. It's hard not to feel like we're in control, and the other drivers just laugh me off when I get gloomy. They've never been down the alley before. I have.

Aw, what the heck. I might as well have some fun and forget about it for one night. I'm going down the alley anyway, so I'll either be dead or I won't when it's all over.

Mobile Forces

Helicopters



Helicopters are controlled either by local players, remote players, or the computer.

At the lower levels, helicopters are armed with Vulcan machine guns, smart missiles, and bombs. At higher levels the helicopter may have aimed "dumb" missiles and napalm.

The weapons keys are:

X Smart Missile
Z Dropped Weapon
shift Forward Weapon

To abandon your helicopter, press *return*.

Landing on the landing pad by your base will rearm, repair, and refuel your helicopter. Four or more men can repair the helicopter in the field when the helicopter is on the ground.

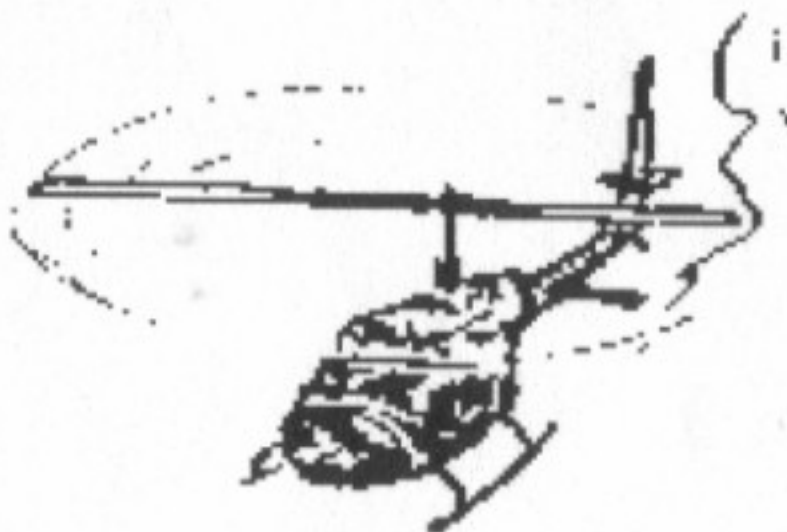
Helicopters can carry up to 5 men, 2 missiles, and 10 bombs. The helicopter's supply of machine gun ammunition is also limited.

Each team starts with 4 helicopters for each player. Additional helicopters must be purchased for 20 bags of money.

If either team runs out of helicopters the game is over. The computer team has an unlimited supply of helicopters.

To order a helicopter, press: H

See also: Bombs, Controls, Infantry, Landing Pads, Machine Guns, Missiles, Ordering Equipment, Paratroopers, Status, & Winning •



Infantry



Infantrymen cost 5 bags of money to deploy in squads of 5. The soldiers carry small arms and grenades. Infantry fight to take over and occupy bunkers, and to destroy anti-aircraft guns.

Your helicopter can carry up to 5 men. To pick up soldiers, land the helicopter in front of them. Press "space" to have a soldier leave the copter.

To order infantry, press: I

See also: Bunkers, Ordering Equipment, & Paratroopers

Engineers



Engineers cost 5 bags of money to deploy in squads of 2. When they reach a damaged anti-aircraft gun they will attempt to repair it. Engineers behave as regular infantry except that they will not attempt to occupy bunkers. Picking up engineers with a helicopter forces them to abandon their equipment.

To order engineers, press: E

See also: Anti-Aircraft Guns, Infantry & Ordering Equipment

Paratroopers



Paratroopers are dropped from helicopters by pressing the *space* bar while the helicopter is airborne. It's much safer to deploy men by letting them get off when the helicopter is on the ground.

See also: Status Display, Helicopters, & Infantry

Missile Launchers



Missile launchers cost 3 bags of money to deploy. Launchers are expendable vehicles that launch a single smart missile at an enemy helicopter. When an enemy helicopter that has no other missile locked on it comes into range, the launcher launches its missile and self-destructs.

To order a missile launcher, press: M

See also: Missiles & Ordering Equipment

Tanks



Tanks cost 4 bags of money to deploy. Tanks carry both machine guns and a cannon, and are the most powerful mobile ground force. In the later battles of the game, tanks are also equipped with flame throwers.

To order a tank, press: T

See also: Ordering Equipment

Vans



Vans cost 2 bags of money to deploy. Vans carry electronic equipment and will destroy the enemy base if they get into range, winning the game. Vans also jam enemy radar when enemy helicopters approach too closely.

To order a van, press: V

See also: Bases, Ordering Equipment, & Winning

Level 4

Airborne

The enemy choppers were murder today. It seem's like their pilots got chewed for sleeping yesterday; they started ramming our choppers and dropping bombs all over the place. We lost the whole first wave on the way down the alley—two choppers, five tanks, two vans, three squads of infantry, four engineers. . . . what a mess. We heard there was a massacre when the number two chopper had to turn back for fuel.

None of the brass seems to care much about the men. It's the vans and choppers they're groaning about.

We passed the stretch of the alley where the fight happened. Place looked like a burned out exploded junk yard, all spread out around this blown up bunker. The tanks were still smoking, just twisted piles of iron. I'm lucky I was sweep in the second wave or I'd be stew meat by now.

Even after we hit the target there weren't any volunteers to lead the assault tomorrow. I got assigned to take out the 4th tank. I'll mail this and the other letters tonight, because it looks like I won't get another chance.

Stationary Elements

Anti-Aircraft Guns



Anti-aircraft guns automatically fire at enemy helicopters. If the gun has not been completely destroyed it will quickly repair itself. After a gun has been destroyed, engineers from either team can rebuild the gun.

See also: Engineers

Barrage Balloons



Barrage balloons are moored to bunkers and act as obstacles to enemy helicopters. Free floating balloons, and their falling mooring lines, are neutral and dangerous to both teams' helicopters.

See also: Bunkers

Bases



Bases teleport troops and equipment individually to their end of the battlefield. While the base is teleporting, the lines bordering the radar turn white. A base can be destroyed only by an approaching enemy van; the base is invulnerable to damage with conventional weapons.

See also: Battles, Ordering Equipment, Vans, & Winning

Bunkers



Bunkers control barrage balloons moored above them. Bunkers are controlled by occupying infantry. Infantry also use the bunkers to recuperate from wounds. When a soldier reaches an enemy bunker he attempts to occupy it, battling with any enemy soldiers inside.

Other types of bunkers are armed with machine guns. Some cannot be destroyed.

See also: Barrage Balloons & Infantry

Landing Pads



Landing pads are used by helicopters to repair, refuel, and rearm. The helicopter is gradually serviced; it is not instantly repaired, refueled, or rearmed.

When the player's helicopter is completely ready, stripes appear across the top of the screen.

See also: Machine Guns, Bombs, Missiles, & Helicopters

Weapons

Bombs

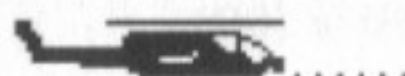


Helicopters carry up to 10 bombs. On the higher levels the helicopter is equipped with napalm.

To drop a bomb press: Z

See also: Computer Display, Helicopters, & Landing Pads

Machine Guns



Helicopters are equipped with Vulcan machine guns. These guns are very effective and can even destroy tanks and bunkers.

To fire machine guns, press: shift (hold down the firing key to fire repeatedly.)

See also: Helicopters & Landing Pads

Missiles



Missiles seek a target until: 1) they hit a target, 2) the target is destroyed, 3) they are destroyed, or 4) they run out of fuel. Missiles without targets or fuel are neutral and dangerous to both teams.

A "smart" missile will not fire until it can lock onto an enemy target in front of and at approximately the same altitude of the helicopter.

Missiles are not armed until a few seconds after you leave your landing pad. Helicopters can carry up to two smart missiles at once.

In later battles, machine guns are replaced with aimed missiles. These "dumb" missiles travel in the direction the helicopter is pointed.

To launch a "smart" missile, press: X

To launch a "dumb" missile, press: shift (later battles only)

See also: Helicopters, Landing Pads, Launchers, & Display

Level 5

Two-Gun

Our convoy ran up against a fully-equipped enemy ground force for the first time today, after we spent half the day trying to get past a huge bunker and a pair of anti-aircraft guns.

The choppers have managed to wipe convoys out ahead of us before, but their tanks were too spread out today. Two of the tanks in front of mine were blasted away, and I rolled into the target alongside the number one tank with my right track blown completely off.

I don't blame the chopper pilots for not clearing the way completely. Back at base they said they had their hands full in the air. The enemy helicopters were up to some nasty tricks, with two of them just flat out ramming our guys.

The chopper guys also say the enemy vans are jamming their radar, making them lose track of us and the enemy both while they're flying.

Thank God I get sweep duty again tomorrow. Our lookouts saw lights tonight within shelling distance down the alley.

Rules

Battles

A battle is lost when a team's base is destroyed. Against the computer, Armor Alley is composed of ten battles. To win the game, you must win all ten battles consecutively.

See also: Bases, Game Over, Vans, & Winning

Controls

The helicopter is controlled by the mouse. The helicopter seeks the height of the mouse's pointer. The horizontal position of the pointer sets the desired velocity of the helicopter. If the pointer is centered the helicopter stops. The farther from center the pointer moves, the faster the helicopter flies.

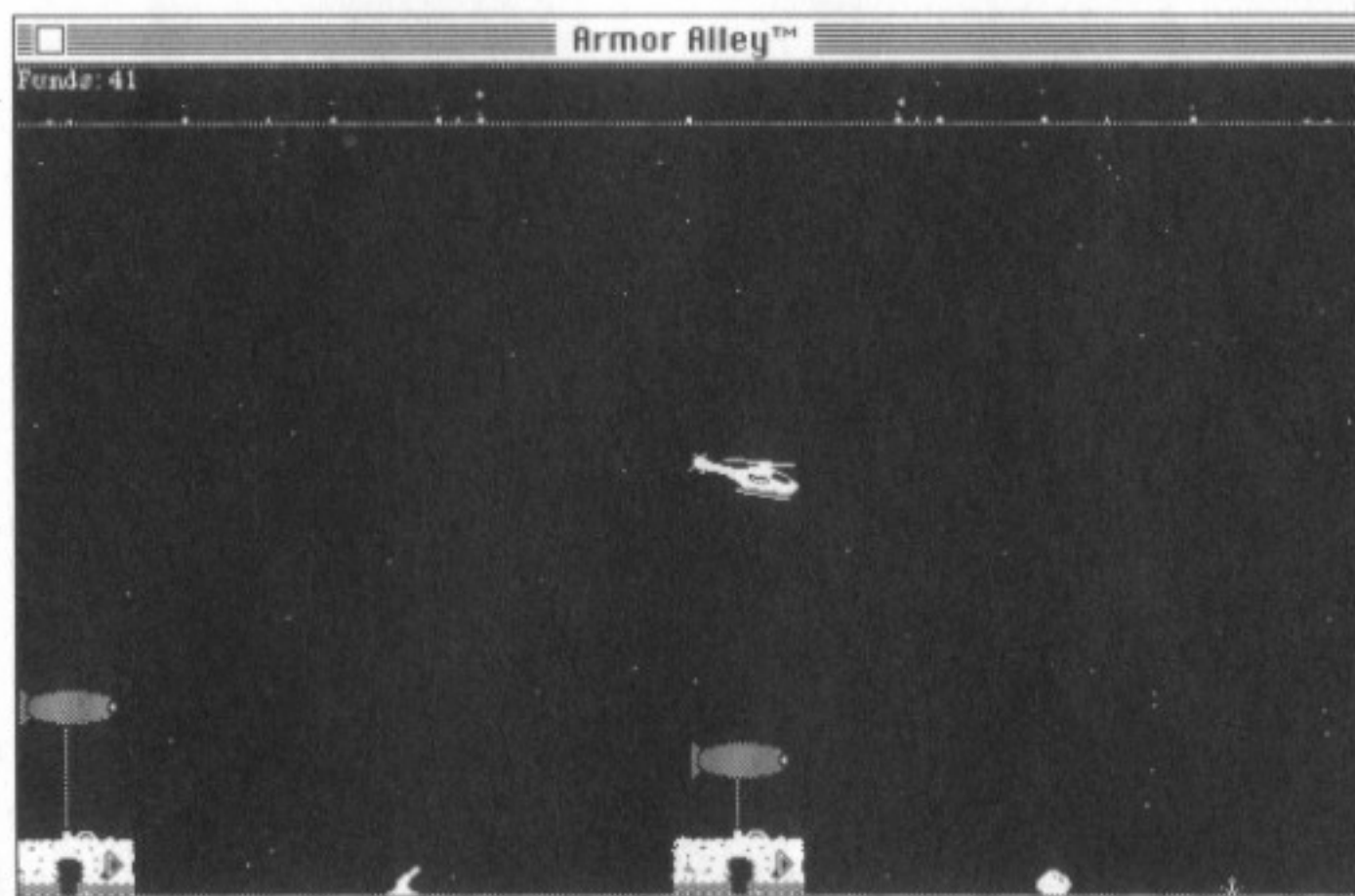
See also: Helicopters, Computer Display, & Ordering Equipment

Display

The display is divided into two areas. The upper area shows a computer enhanced display of the battlefield. The lower section shows a close-up of the action around your helicopter.

Radar display

Battlefield close-up



See also: Radar

Game Over

The game is over when a player runs out of helicopters, loses a battle, or wins the ten battles against the computer.

See also: Battles, Ordering Equipment, &Winning

Funds



As the game progresses funds are allocated to each team in return for accomplishing a variety of goals. For example, the deeper into enemy territory you move, the faster you accumulate funds. Funds can be used to purchase equipment and train soldiers. When a battle is won, the winning player is compensated for equipment on the field—his own and whatever he's captured.

See also: Ordering Equipment & Status

Ordering Equipment



Funds are allocated to each team as the game progresses. These funds can be used to purchase the equipment listed below. While the equipment is being transported to the battle field the lines of the radar will change to white. Since only one element can be transported at once, this indicates that ground equipment may not be ordered.

<u>Key</u>	<u>Cost</u>	<u>Quantity</u>	<u>Description</u>
V	2	1	Van
M	3	1	Missile Launcher
T	4	1	Tank
I	5	5	Infantry
E	5	2	Engineers
H	20	1	Helicopter



A limited quantity of each item can be ordered at one time. If your team's funds are insufficient, the order is ignored. If sound is on, Armor Alley will make a tone when your order is successful.



Helicopters can be ordered even if the radar lines are white.

See also: Status Display

Super Bunker

My hearing is totally shot. I lost track of how many bombs went off around us when the bad guys hit today, and my ears are still ringing. There were rockets flying back and forth overhead from helicopters I never even saw through the smoke, and it seemed like the foot soldiers were screaming for blood from first light onward. It seemed like the enemy was in our face from the minute we started down the alley.

The column commander told me to cover a squad of engineers trying to take over an enemy aircraft gun, and I splashed by what was left of them in a puddle of mud and blood that was up to their ankles. They got the gun, though.

I'm glad we had a launcher with us to keep the choppers off our backs, or I wouldn't be writing this now. There were bits of burned metal falling around us like some weird rain as we passed the half way point.

Two of the tankers behind me caught up and we snuck a van in close enough to blow the target, but I can't remember how we got there. I can't hear, and my head hurts. The general says we're on a roll, but I don't care anymore. I just want to keep moving, because if I don't I figure it'll mean I'm dead.

Radar

The radar display shows the field as seen by your base. The enemy's vans will jam your radar if your helicopter approaches them too closely, and vice versa. In the higher levels of the game the enemy develops radar jamming equipment.

See also: Bases, Display, & Status Display

Scoring

Armor Alley scores loosely on a moral system. You lose points for: the longer the battle lasts, each soldier and piece of equipment you bring into the battle, the destruction of buildings, and the destruction of your forces. You gain points for winning, for each surviving hero, and for destroying enemy forces.

See also: Status Display

Status Display

To start the status display press: S. The computer will display information about the player's current helicopter and team.



The continuous status display can be turned on or off by typing: C.

Helicopter information consists of fuel remaining (displayed as a bar under the radar), soldiers on board, bombs, and missiles remaining. When your helicopter is completely battle ready the fuel display is replaced with stripes.

Team information consists of: funds available for ordering equipment, the number of helicopters in reserve, and the team's score.

See also: Bombs, Helicopters, Landing Pads, Missiles, Machine Guns, Funds, Ordering Equipment, Paratroopers, Scoring, & Forces

Menus, Dialogs, & Multi-Player Games

File Menu

File		
New Game...		⌘N
Resume Game...		⌘O
Suspend Game...		⌘W
Practice Level		
Pause Game		⌘P
Resign Game...		⌘R
Quit		⌘Q

New Game

Armor Alley requires each player to register before playing. When you register you may supply a password to prevent others from setting your high scores or resuming your suspended games.

New Game...

Ol' Tanker	0	1
The Kid	0	1

Name:

Password:

Buttons: Begin, Cancel, Keys, Register, Delete

- 1) To begin a single-player game, select New Game from the File menu and enter your name; enter a password if you want to prevent others from using your name or playing your suspended games.
- 2) If you haven't registered, please do so now. Each player must register before playing Armor Alley. To register enter your name & password in the New Game dialog, then click Register. Read the registration agreement. Click Agree to register.
- 3) Click 'Begin' to start your game.



Clicking on a name in the player list enters the name. Double-clicking enters the name and Begins.

Resume Game

To resume a game, open a suspended game document from the Finder or select the Continue Game command from the File menu.

See also: Suspend Game

Suspend Game

Only single player games can be suspended. To suspend a game use the Suspend Game command from the File menu. Armor Alley will ask you to supply a filename for the suspended game. To continue a suspended game, either open the game from the Finder or use the Resume Game command from the File menu.

Suspended Armor Alley games cannot be copied. To move a suspended game: resume the game, suspend the game again, and save the suspended game elsewhere.

See also: Resume Game

Practice Level

Armor Alley gives you the option of practicing some of the early battles without recording your score.

Pause Game

To pause the game use the Pause Game command from the File menu. The menu command changes to Continue Game. When you are ready to continue the game use the Continue Game command. In a multi-player game, any player can pause or continue the game.

Resign Game

This option allows your team to resign from a game. You're given a chance to change your mind before actually resigning. If you have a high score when you resign it is saved.

See also: Suspend Game

Quit

If you are playing a single player game, you're given the option to suspend the game before quitting. If you are playing against other players you must resign before you are allowed to quit.

On a large screen (larger than 512 x 342 pixels) you can click on the close box to quit.

See also: Resign Game & Suspend Game

Special Menu

Special	
Align Window	⌘A
Talk	⌘T
Game Speed...	⌘G
Sound	⌘S
Display Background Scroll Background Inverse Display Numeric Status	
Fast Configuration	

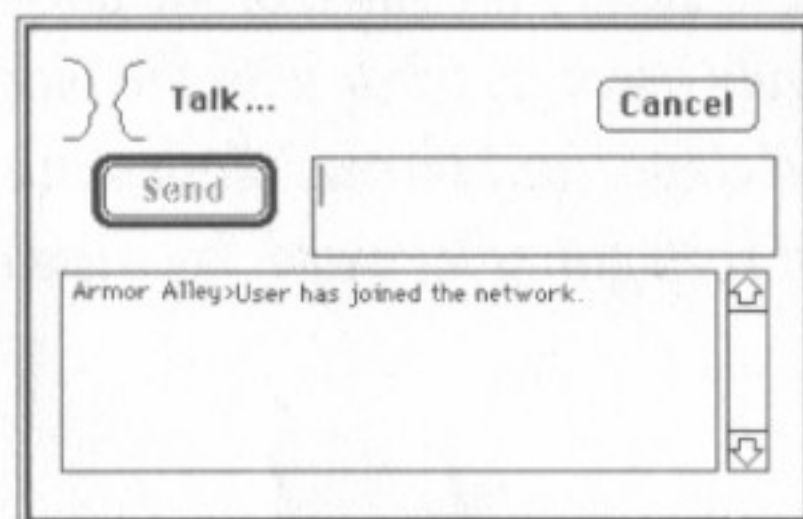
Align Window

On a large screen (larger than 512 x 342 pixels) Armor Alley™ plays in a reduced window, and will play fastest when the window is aligned to certain boundaries. You can align the window after moving it by choosing the Align Window menu command from the Special menu. This item is dimmed when the window is aligned.

See also: Game Speed

Talk

The Talk menu command is dimmed if a multi-player game is not in progress. To broadcast a message to all players currently playing a game over AppleTalk, a modem, or a serial connection, enter the message and click Send.



Scrapyard

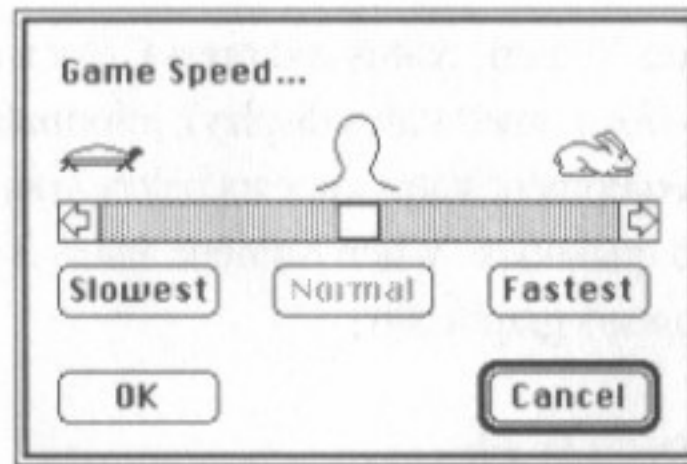
When we started out this morning, the commander said we were a little more than halfway to our final goal. I felt like standing up and screaming "only half way?!?" The idiots. They'll kill us all. We lost five choppers today. The pilots say they've almost given up on the radar.

They were on us like flies on meat before we were halfway to target. My tank's turret is damaged so they sent me out last. I didn't argue. It was like running into a meat grinder, with the sound of bombs and machine guns getting closer and closer as we rolled down the alley behind a couple of vans.

The first three convoys out were completely destroyed, and our lead two tanks bought it from a pair of rockets. I was driving up and over twisted, steaming piles of iron scrap for miles down the alley, and we had dying men strapped on the back as we finally hit the target.

I'm so sick of the smell of the alley that I can barely breathe, what with the blood and cordite and diesel and burned flesh stink all around. I just keep going forward, because everyone else is.

Game Speed



This dialog allows you to alter Armor Alley's play speed. For fastest play make sure that Armor Alley's window is aligned. The new speed is saved in the preferences file.

See also: Align Window & Preferences

Sound

The Sound menu command allows you to turn Armor Alley's sounds on and off.



You can set the Sound volume with the Control Panel desk accessory under the Apple menu.

Display Background

The Display Background command lets you replace Armor Alley's default nighttime background with a rugged mountainous backdrop.

Scroll Background

The Scroll Background command makes the mountain range backdrop move as you travel the alley, giving an added impression of depth and realism to the game.

Inverse Display

Inverse Display is for owners of Macintosh Portable computers. The command reverses the black/white image of the computer display.

Numeric Status

If you select Numeric Status and press C (for a continuous status display) or S (for a timed status display), information about your weapons/fuel/equipment status appears below your radar view as numbered quantities. When Numeric Status is *not* checked, the information appears graphically:

Numeric Status Display



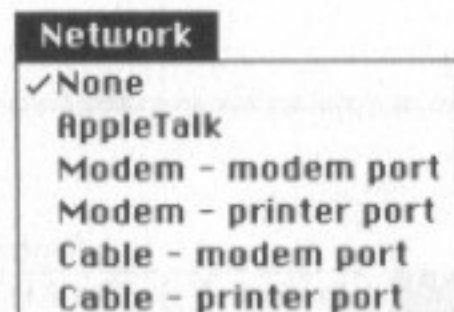
Graphic Status Display



Fast Configuration

Select Fast Configuration to make Armor Alley start faster when you first open the program. When Fast Configuration is *not* checked, the program will take extra time to examine and configure itself to your computer.

Network Menu

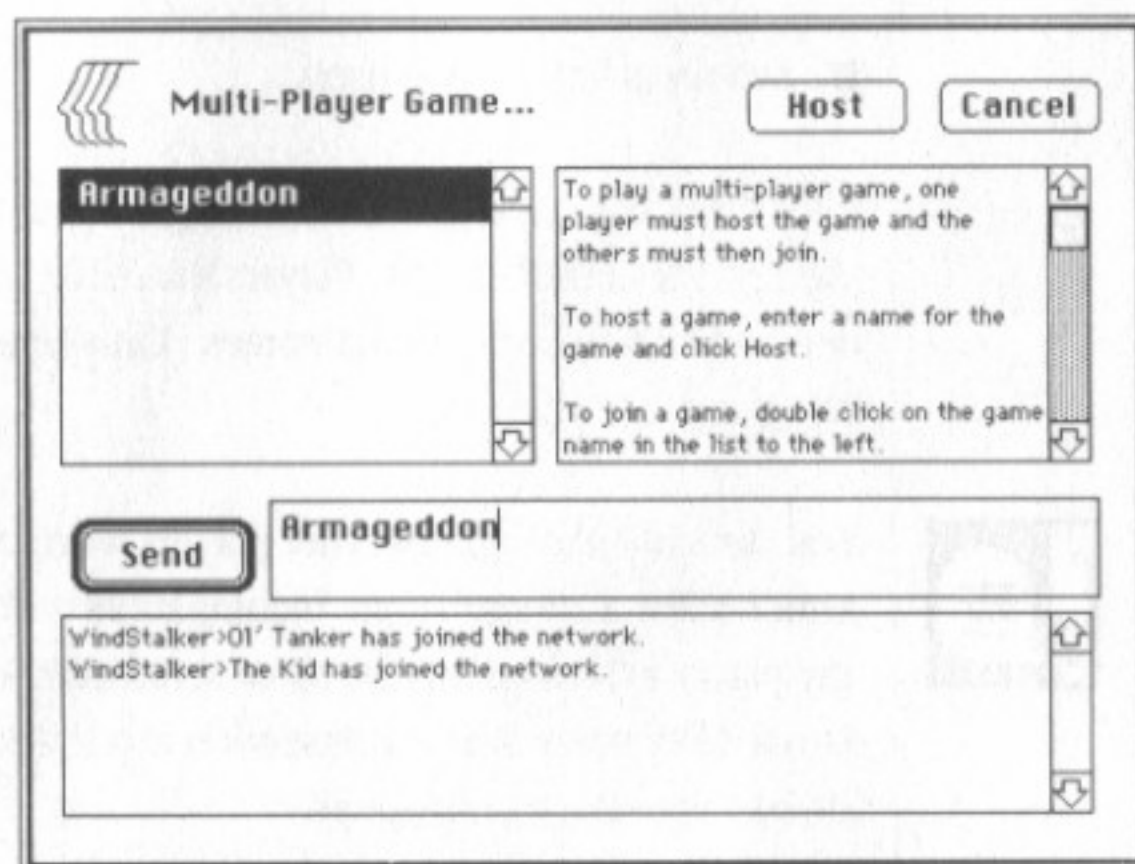


None

When the None command is selected and a new game is begun, the game will be a one-player/one-computer game. This is the basic game setup; it allows a single player to practice Armor Alley and develop strategies against a single computer opponent.

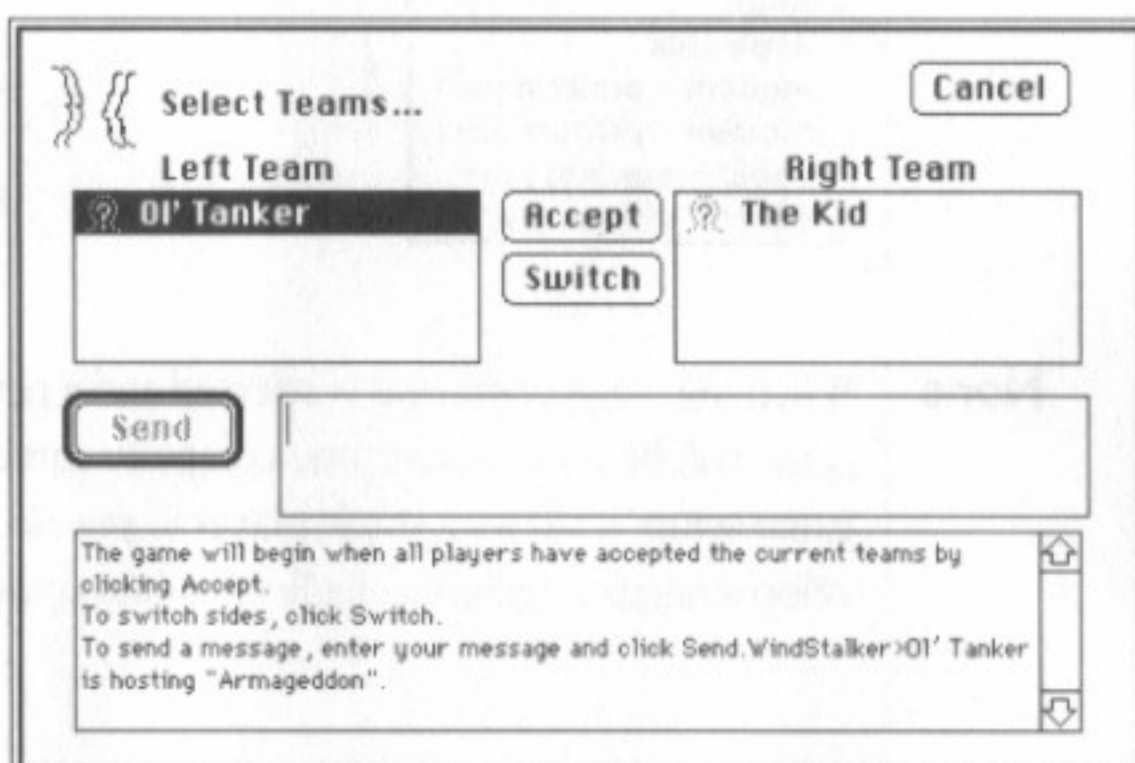
AppleTalk Multi-Player Game

Armor Alley can be played by up to four players over an AppleTalk® network (see **Appendix B: The AppleTalk Network**, to learn more about AppleTalk). When AppleTalk is selected and a new game is begun, the Multi-Player Game dialog box appears and allows you to start or join a game with up to three other players. Each game is given a name. A list of games currently being played is shown in the upper left-hand corner of the dialog box:



To begin an AppleTalk game, a player enters the game name and clicks 'Host'. Other players can join the game by double-clicking the name of the game.

The Select Teams dialog box appears, allowing players to switch sides if necessary.



Possible teams include:

- two users against each other
- two users against two computer helicopters
- two users against one user and one computer helicopter
- two users against two users

Click 'Switch' to change teams. The game will begin after all players 'Accept' the current teams. Players that have not yet accepted have a dimmed icon in front of their names. Only one on one and two on two games are allowed.



You can only play against other players who have the same version of Armor Alley. Games that are incompatible with yours are dimmed. If any player in a game has the same serial number as any of the others, Armor Alley plays in a demonstration mode and players are not allowed to purchase helicopters.



Click on the game name to quickly enter it. Double-clicking will enter the name and join the game.



Armor Alley only works in your local network zone; games cannot be played across zones.

Level 8

Blind Spot

I wouldn't be writing this except I had one terrific chopper pilot save my life big time today.

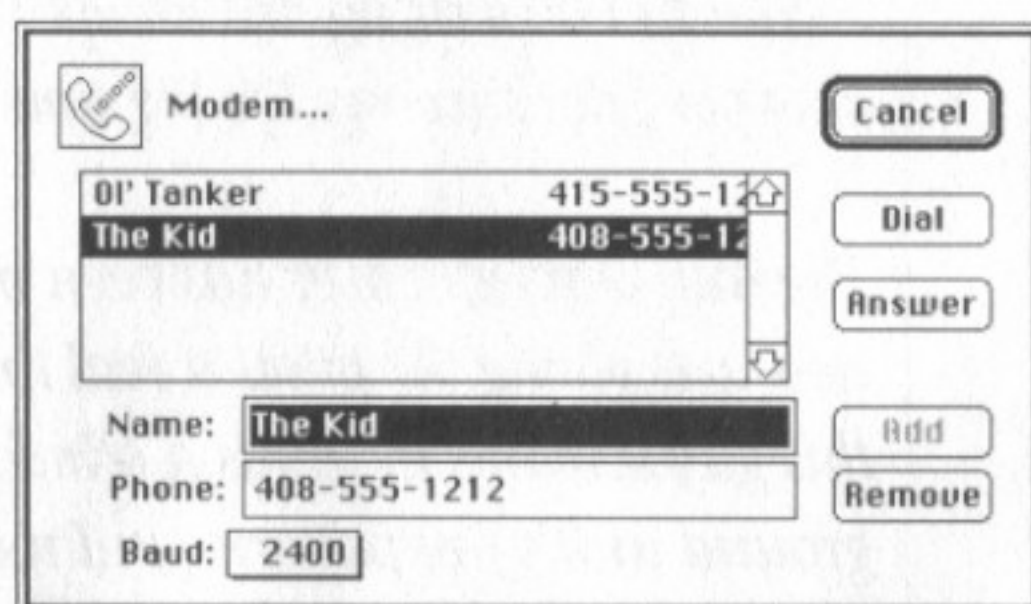
The anti-aircraft cover has been murder, and one nest was giving the pilots a real time of it until this guy screams in, finds a blind spot in the ground unit's fire pattern, and rockets the bad guys into oblivion. Just after that I saw this same guy get his bird wrapped up in a barrage balloon cable and go up in smoke. I saw the whole thing from about 500 yards away. The engineers I was escorting were fixing one of our guns nearby while this went on and didn't even blink.

There just seem to be more and more of them every day, and the commander says we're spending everything we're making on new equipment to replace what we're losing. He says we're doing great, that we're three quarters of the way there.

But if we make it I can tell you we'll come swimming in on a river of blood and diesel oil.

Modem

The Modem commands let two players play Armor Alley over standard telephone lines using a modem connected to the computer's modem or printer port. When the command is selected, this dialog appears:



1) Make sure that your modem is turned on and connected properly to the modem or printer port of the Macintosh. To be sure, please consult your modem and Macintosh owner's guides.

2) Set the **Baud** popup menu at the bottom of the box to match the speed of your modem. Check the modem owner's guide if you're not sure of its baud rate. Both players should select the same baud rate: 1200, 2400, 9600, or 19,200.

Maximum transfer rate is limited to the speed of the *slower* of the two modems. Some faster modems will adjust themselves to the slower mode; some will not. Check your owner's guide to be sure about your model.

3) One player clicks the 'Answer' button in the box and waits for the call to be made.

4) The other player then enters the name and phone number of the other, and clicks the 'Add' button to save the new listing in the phone book, in the window above the name. (Later, you can edit the phonebook by selecting listings and clicking the 'Remove' button.)

5) The caller clicks the 'Dial' button.

Double clicking on a listing already in the phone book starts the dialing process immediately.

6) When connection is established, one player selects New Game under the File menu. This brings up the two-player Modem & Serial dialog box:

The Teams are set up in the two upper-right hand boxes. Players can switch back and forth, but the teams will always remain even; the computers will fill spaces to even out the teams. The computer players cannot switch teams.

7) Start a new game by typing in a name for the game and clicking the 'Host' button, or double-click one of the network levels listed in the upper left box. (Beware! Not all of these pre-set levels are an even match!)



You can send messages back and forth to each other by typing a message in and then pressing the 'send' button. Messages sent to each other and messages from the dialog are printed for your information down below. You can scroll back and forth to review past messages.

8) *Both* players must press 'Begin' before the game will start.

Cable

The Cable commands let two players play Armor Alley using a serial cable connected to the modem or printer ports of two computers'. (Serial cables are available from your authorized Apple reseller.)



If you use the *printer* port, MAKE SURE APPLE TALK IS TURNED OFF in the Chooser desk accessory.

- 1) Establish the connection by connecting the serial cable to the printer or modem ports of both machines (use the modem port only if the printer port is already in use).
- 2) Select the 'Cable' command for the appropriate port.
- 3) Follow steps 6 through 8 in the **Modem** instructions above.



Wasteland

I'm standing here writing this in the ruins of the enemy base, and I don't really know how I got here. The casualty lists are out though, and it's clear this day was a disaster from the beginning. Only the fact that we're here keeps it from being a total loss.

27 tanks. 7 helicopters. 50 infantry. 12 vans. 8 missile launchers. The commander lost an arm, but says he's going to control our final run down the alley tomorrow. Our funds are almost gone, and the enemy came real close to stealing what was left.

I can't believe we're almost there. I lost my gunner and driver today, and drove the beast into the target myself. I don't recognize any of the guys I'm with here, and I don't know if it's because they're green troops and all my friends are dead, or because I'm losing my mind.

Tomorrow's the last push. I'm not afraid. There's not much left of me to kill.

Game Files

Application



This is the Armor Alley program. The serial number of your program is on the label of your Armor Alley master disk.

Preferences



This file is created by the Armor Alley application to save high score information, game preferences, window position, and other information. To clear Armor Alley's high scores, throw away this file.

Suspended Games



Suspended games can only be resumed once. Armor Alley will not resume copies of suspended games. If you need to move the file, resume the game and suspend it again to a new place.

See also: Suspend Game & Resume Game

AppleTalk



AppleTalk

For Armor Alley to use AppleTalk on a MacPlus, this file must be in the system folder at start up.

See also: New Game

Miscellaneous

Monitors/Colors



Armor Alley works in 2 and 16 color modes. These can be set by using the Macintosh Control Panel desk accessory.

See also: Multi-Player Games

Sending Messages



You can talk to other players on the network from the Talk, Multi-Player Game, Modem & Serial, or Select Teams dialogs.

To send a message, enter the message and click Send. Your message will be broadcast to all other Armor Alley players in talk dialogs. The message is sent with your name preceding it, so other players will know who sent the message. This button is dimmed while there is no message to send.

See also: Select Game, Modem & Serial, Select Teams, & Talk

Serial Numbers

The serial number of your copy of Armor Alley is on the original game disk label.

In multi-player games all players must have different serial numbers to play a full game.

Demonstration multi-player games cannot select battlefields or purchase additional helicopters.

Version Numbers

A armor Alley's version number is displayed in the "About Armor Alley..." dialog and in multi-player dialogs. The same version of Armor Alley must be used to resume suspended games and to play multi-player games.

Midnight Oasis

They're holding me in reserve today, as they say I'm the only experienced tanker they've got left. I'll write this while I wait and leave it with the base's battery commander. If you get it, you'll know we got to them before they got to us, and who knows—I may even still be alive.

We knew before our radar started blanking out that they were coming at us with everything today—we've brought up every piece of hardware we've got. Second wave just rolled out, and our third chopper of the day is lifting off. It isn't even 10:00 yet. Gonna be hot in the Alley today. We're all going to be looking for a piece of shade.

They say war tests you. . . makes you tough. . .

That's bull. It turns you into a machine—some kind of machine that only knows the difference between winning and losing. We don't master the machines we command—they master us. And in the end, we don't fear death. He marches alongside us, cheering us on, laughing while we fight for some cause we've forgotten.

The column commander's waving me forward. I see the lights of tanks and rocketfire coming my way. Good luck, pal. The Alley's all yours now.

Quick Reference

Objective

In order to win a complete game of Armor Alley, you must win ten successive battles. To win each battle, you must either destroy all of the enemy's helicopters, or destroy the enemy base by moving one of your vans into range. To win against the computer (which has an unlimited supply of helicopters), you must win ten battles in a row.

Although the enemy can be vanquished by destroying all of its helicopters, a more satisfying and complete victory is achieved by destroying the enemy's base. Bases are impervious to conventional weapons and can only be destroyed by the electronic weapons carried by vans. When your vans come within range of the enemy base they launch an electronic assault which destroys the base.

Ordering Forces






<u>Object</u>	<u>Key</u>	<u>Cost</u>	<u>#</u>	<u>Description</u>
	V	2	1	Van
	M	3	1	Missile Launcher
	T	4	1	Tank
	I	5	5	Infantry
	E	5	2	Engineers
	H	20	1	Helicopter



A limited number of each item can be ordered at one time.

The lines bordering the radar turn white while an element is being teleported. Only one element can be teleported to the battle field at a time.

Helicopter Commands

<u>Object</u>	<u>Key</u>	<u>Description</u>
	X	Fire missile.
	Z	Drop bomb.
	shift	Fire Vulcan machine gun.
	space	Drop off men.
	return	Abandon helicopter.



Computer Display

<u>Key</u>	<u>Description</u>
S	Status display
C	Continuous status on-off
-/=	Set the Status Display duration longer/shorter (takes effect the next time you use the display).

Trouble Shooting

<u>Subject</u>	<u>Symptom</u>	<u>Solution</u>
Memory	Not enough memory to run	less memory is needed to run in black and white
Other problems		Throw away the prefs file (located in Preferences folder in System Folder.)
		Try removing inits.
Game Speed	Game plays too fast or too slow	See Game Speed
	Jerky play	Disable MultiFinder®, close other open windows and applications.
	Game Freezes	Try disabling screen savers and removing INITs.
Preferences	Unable to access, unable to create	Throw file out (located in Preferences folder in System Folder)
Macintosh Plus	Game won't start	Armor Alley requires the second graphics page. If you are using TMON it must be reconfigured. Remove inits
Suspended	Can't restore suspended game	Only the original file can be restored from.
AppleTalk	Cannot use AppleTalk	On a Macintosh Plus you must install the AppleTalk file in your System Folder

Appendix A: Winning The First Battle



Please don't read this section unless you've found the game exceedingly difficult.



Your helicopter can be moved with great precision and varying speeds. To move slowly, don't move the pointer to the extremes of the screen; instead, lead the helicopter just slightly. If you're having problems landing on the pad, simply keep the pointer above the landing pad. When the helicopter is over the pad, lower the pointer.



To win you must learn to defeat the enemy helicopter. On level one the enemy does not use his missiles. This allows you to destroy the enemy helicopter at a safe distance with your own missiles. By arming your convoys with missile launchers you can keep your convoy in relative safety from the enemy helicopter.



Create more than one convoy; if your leading convoy is destroyed a new convoy will be ready to continue the assault immediately.

Always keep at least one helicopter in reserve. As long as you destroy the enemy vans and have a helicopter in reserve you won't be able to lose instantly.

When you destroy the enemy he comes back to the field fully armed and ready for battle. If the enemy is going back for supplies, it may be advantageous to let him spend the time returning to his base and refueling rather than destroy him. Another tactic is to distract the enemy copter from your convoys by convincing it to chase you.



Although not necessary to win, you may wish to take over enemy anti-aircraft guns with your engineers; this will help to protect you and your convoy's from airborne assault. Ways to destroy these anti-aircraft guns include tanks, two smart missiles in quick succession, or an assault by several men.

Like the first battle, Armor Alley's other battles are designed to challenge your thinking abilities and reflexes. All the levels are surmountable. If one method of attack seems inordinately difficult, consider a different strategy. If your forces appear to die for no reason, investigate and observe their destruction. Make sure of their cause of destruction, and develop a counter-strategy.

Appendix B: The AppleTalk Network

AppleTalk® is Apple Computer, Inc.'s network system for linking its computers together, and to other workstations and devices (such as printers) on local and wide area networks. The network architecture comes built into every Macintosh®, and the AppleTalk software is part of the Macintosh system software.

This means that in order to connect your Macintosh computers together and play an Armor Alley Multi-Player Game over an AppleTalk network, you need only connect their 8-pin printer or modem ports together with an appropriate cabling system.

LocalTalk® connectors and cables, made by Apple, provide one means of connection. For an AppleTalk network using the LocalTalk cabling system, you'll need one LocalTalk Locking Connector for each Macintosh, and enough LocalTalk cable to cover the distance between machines (up to 1000 feet maximum length for a simple daisy-chain network with a maximum of 32 computers).

An alternative cabling system is the PhoneNet® system, manufactured by Farallon Computing of Berkeley, California. Again, you'll need one PhoneNet connector for each Macintosh, but instead of a special cable designed specifically for the system, PhoneNet connectors use the same standard telephone cable and modular phone jacks common in most households today (up to 2000 feet maximum length for a simple daisy-chain network with a maximum of 20 computers).

Whichever cabling system you choose, be sure to refer to your Macintosh user's guide and read the manufacturer's instructions carefully when installing.

Serial Number
LZDDCPQ



Three-Sixty, 2105 Bascom Avenue, Campbell, CA 95008