

A + M + O + K™

MANUAL



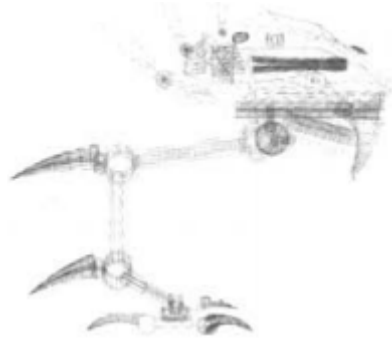


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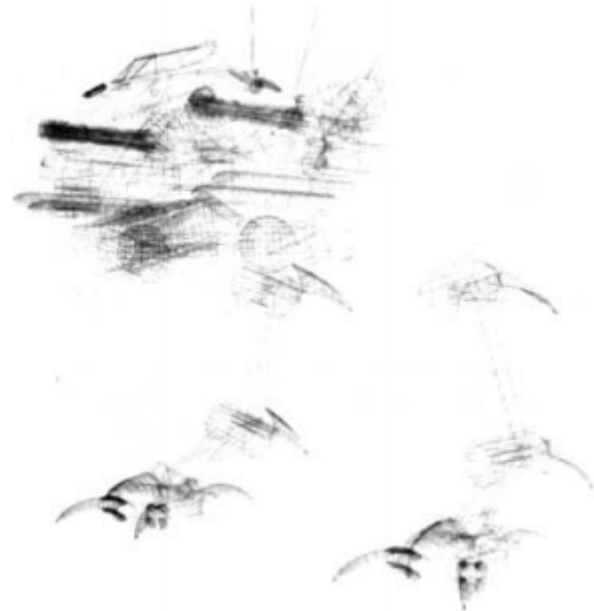
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INSTALLATION

SYSTEM REQUIREMENTS:

REQUIRED:

486-DX2
CD-ROM Drive
MS-DOS 6.0 or Windows 95
8 MB RAM

RECOMMENDED:

Pentium 100Mhz or better
2x CD-ROM drive or better
Windows 95
16 MB RAM (for Windows 95 version)
Sound Blaster and 100% Sound cards

INSTALLING UNDER WIN95

AMOK doesn't install any files (except for a temporary file which is removed when the game quits), but requires DirectX to be installed for the Windows 95 version. To run the Windows 95 version, insert the CD, and click on the Amok icon.

INSTALLING UNDER MS-DOS

Change the current directory to your CD-ROM drive (e.g. CD E:<Enter>)
Run AMOK.BAT which is located in the root directory (type 'Amok.bat <Return>')
To configure sound for DOS start SETUP.BAT in the root directory (type 'Amok.bat <Return>')

NOTES:

Amok requires the CD to be in the drive at all times during play. Low-end keyboards sometimes "forget" the pre-set key commands. If you are experiencing problems with the keyboard handler "forgetting" keys when pressing many keys at the same time, we recommend trying different keyboard-definitions.

Some CD-drives cause serious slow downs when playing cd-audio under Windows 95. This is a general Windows 95 problem, and we can not do anything about it. Sorry.

If you are running the game under Windows 95 in 256 color mode, remove any wallpapers and backdrops (this will corrupt the game colors).

So *if* the game runs slowly, try switching off the CD-Rom drive (F9) or try selecting a lower screen resolution.





INTRODUCTION

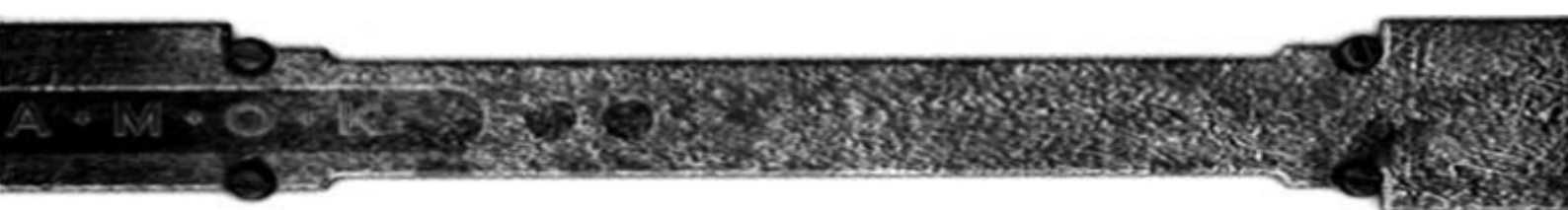
The great war lasted for nearly 47 years, but now the two largest corporations have finally ceased fire and the planet Amok is peaceful again. The N.O.N.L.U.N. corporation was unwillingly forced into the negotiations of a peace-contract. They had suffered a series of serious defeats on the battlefield, and their only choices were large scale nuclear war or a peace treaty.

People celebrated the peace, but beneath the surface the suspicion and anger still lurked, like a fire smothered by a blanket, balancing between total extinction and that smoldering ember that could ignite it again. The Bureau is desperate to provide that ember to fan the flames between the corporations once again.

The Bureau was one of the many small outfits that profited heavily during the war, recruiting mercenaries and bounty hunters for special assignments ranging from simple bombings to complex assassinations. Their plan was to make the two corporations equal opponents again.

To make this happen the Bureau has hired just the right man, Gert Staun, who has made a living as a mercenary from the beginning of the war. Staun pilots a highly modified battle walker named the Slambird, which is equipped with a range of missiles, bombs, mini guns and many other types of military devices.





GENERAL

SELECTION SCREENS

The game starts with a series of startup screens. These can be skipped by pressing Esc, followed by a demo. Press space anytime during the demo to enter the main screen. Use arrow keys + return to make choices.

MAIN SCREEN

- Start: *Starts the game using the settings made in the Options menu.*
- Options: *Brings up the Option menu.*
- Quit: *Returns to Dos or Win95.*



OPTION MENU

- Password: *Press Enter, then a password, then Enter to enter a different level than the initial.*
- Sound: *Brings up the sound menu.*
- Keys: *Use arrow left/right to toggle default/user defined movement & attack keys. If user defined has been chosen, press Enter to define your own keys.*
- Hard: *Playing in easy mode, only the first 5 levels are available.*
- Screen: *Brings up the screen menu.*
- Back To Main: *Returns to the Main Menu.*



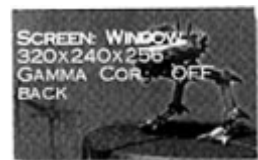
SOUND MENU

- Music Test: *Selects CD-music tracks and plays them when you press Enter.*
- Music Volume: *Sets CD-music volume.*
- Sfx Volume: *Sets sound effects volume.*
- Music On/Off: *Turns the CD-music on or off (read installation notes).*
- Back: *Returns to Option Menu.*



SCREEN MENU:

- Screen: *Select fullscreen or Window (only under win95).*
- 320x240x256: *Cycles between the available screen resolutions. (Width x Height x #colors). TV is a special interfaced screen mode which results in a smooth TV appearance.*
- Gamma Cor.: *Gamma correction adjusts the light intensity of the screen. On some monitors the game will appear very dark. To correct this choose medium or high, to brighten up the colors.*
- Back: *Returns to Option Menu.*



GENERAL

GAME ENVIRONMENT

The game is divided into a chronological series of nine missions (four missions consisting of two phases each), set in four different environments: Wastelands, Ocean, City & Tunnels.

Each mission includes a number of tasks that have to be executed correctly in order to successfully complete the mission. Some tasks might not be as vital to the completion of a mission as others. Each mission takes place in a separate game world.

PASSWORDS

Passwords are available for the last four levels, and for the second level. To enter a password, go to the Options Menu (from the Main Menu) and choose Password. Enter the password to start a game on that level.

MISSION DESCRIPTION



Before each mission you are presented with a mission description. Read this carefully, because it is important for the completion of the level. Each mission has different objectives. Most objectives are necessary, and while some are not necessary, completing them can make life easier later on.

WALKER TYPES

There are two types of walker in the game, the standard walker, and a modified sub-walker for underwater action. The controls of the two are similar, but the handling is different. The sub-walker does not come to a complete stop when you release control keys, it just stops the engines. This results in the sub-walker gliding through the water for a short time after the engines have stopped.



EXIT SIGN

Whenever you see one of these, walk over it to complete the level.

SECRET AREAS & MISSIONS

Each world contains a number of secret areas that can be accessed by blowing up walls, mountain sides, cave walls etc. The game even includes an entire secret mission.



TELEPORTERS

To get quickly from one part of the map (some are LARGE) special teleporters are present all over the map. **White teleporters** transport the player one-way (no return). **Colored teleporters** transport the player to a similar colored teleporter (and back).



GAME CONTROLS

IN-GAME KEYS:

The game can only be controlled by keyboard. The Movement and Attack keys can be defined by the user in the option menu.

GAME COMMANDS:

Exit Current Game	Shift + ESC
Exit Amok	Alt + F4 (<i>Exits Amok and returns to Win95 or DOS</i>)
Skip Cutscene	ESC
Game View	F1 (<i>toggles near/far/normal</i>)
Mission Map	Tab or P (<i>pauses the game</i>)
Screen Resolution	F3/F4
Music Vol. +/-	F5/F6
Sfx Vol. +/-	F7/F8
Music On/Off	F9

MOVEMENT:

Walk Forward	Arrow Up
Walk Backward	Arrow Down
Turn Left	Arrow Left
Turn Right	Arrow Right
Toggle sidesteps	Alt + Turn Key
Toggle run	Shift + Walk/Turn Keys

ATTACK

Fire Miniguns	Ctrl
Fire Normal Missile	Space
Fire Heavy Missile	BackSpace
Throw Bomb	Enter

WINDOWS 95 SPECIFIC FUNCTIONS:

These keys will only function if you are running Amok for Windows 95.

F2: Toggle Fullscreen/Window mode.

FULLSCREEN MODE:

Right Mouse button: Change to window mode.

WINDOW MODE:

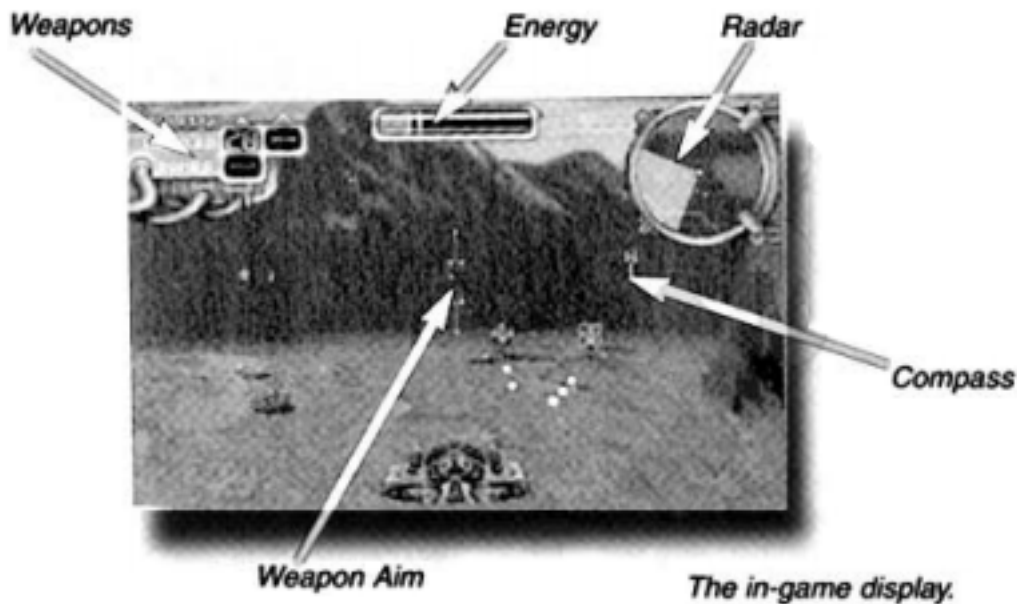
F12: Make Screenshot (*in-game and replays only*)
Right Mouse button: Resolution menu.

In window mode it is possible to resize the window, but you might experience severe slow-downs if the window is too big.



GAME CONTROLS

The game begins after the mission description is finished. The view is just behind the walker, and you are thrown into action at once. On the game screen several items to help you guide the walker around and keep track of ammunition and damage.



IN-GAME DISPLAY

WEAPONS COUNTER:

The weapons display tells you how much ammunition you have. There are three numbers to note. The top number displays the missiles, small and heavy, and the bottom number displays the bombs.

In the early missions the walker carries:

40 Small Missiles

20 Bombs

10 Heavy Missiles

The miniguns have unlimited ammo

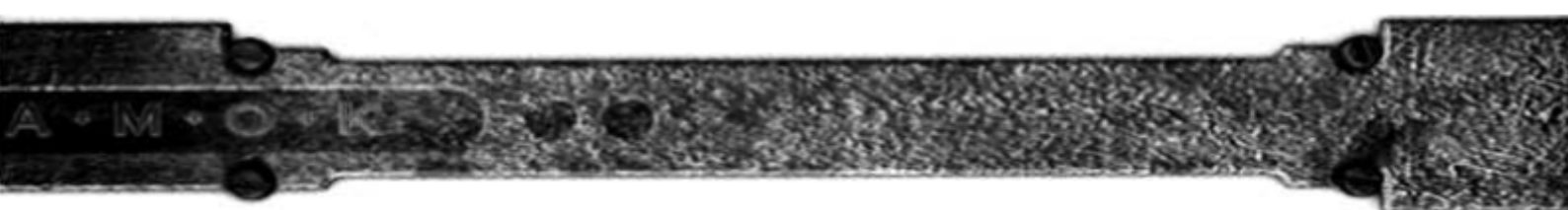
In later missions, your walker will be upgraded to carry more weapons.

THE RADAR:

The radar helps you get to the right place at the right time. The view-triangle is your vision area. Red dots are enemy units and white dots are friendly units.

If you are close to a mission target, the yellow target circle is visible. The target circle is otherwise visible on the map screen (Tab or P).





GAME CONTROLS

ENERGY BAR:

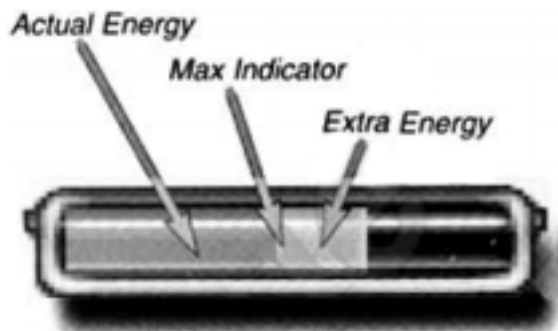
The Energy Bar tells you how much more damage your walker can take before being destroyed. There are no 'lives', when Gert Staun is dead, he is DEAD!

The red bar shows the amount of energy left. If this starts to flash, you're going to die soon.

The max-indicator shows the maximum energy. If you pick up hull pickups this indicator will move to the right increasing your walkers hull strength.

The yellow bar indicates that you have acquired a pickup that increases your energy beyond the max. Pretty cool.

When you pick up a shield, the bar turns blue. When the shield is nearly used up it will begin to flash.



THE COMPASS:

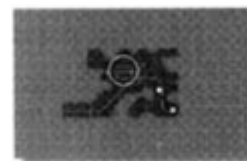
The compass functions as a normal compass, indicating the direction you're facing. The little red arrow is the target pointer, follow this and it will lead you to the mission target location.

WEAPON AIM:

The weapon aim is divided into 2 units. Gun aim and missile aim. Gun aim is fixed to the middle of the screen, which means you have to move the walker to aim. Missile aim is a free floating aim that tracks the closest enemy. When an enemy is in sight it turns red. Shoot, and the missile is fired in that direction. Many of the faster enemies are very hard to hit using missiles, so examine the enemy before you waste ammo on it. If the Missile Aim is not tracked on an enemy, the missile uses the gun aim, when fired.

MISSION MAP:

While In-Game you can press Tab (or P) to get to the mission map. The mission map shows you where you are and where the next mission target is. Your position is shown as a green flashing diamond, and the mission target is located at the center of the yellow circle. While you are at the map the game is paused, so don't worry about enemies sneaking up on you.



PICK UPS

Spread throughout the levels are different objects that can be picked up. These will improve the walkers offensive and defensive abilities.

OFFENSIVE POWERUPS

MISSILES



The missiles are small non-guided missiles. The Slambird's aiming system secures a high hit rate for the missiles. Missiles are found individually or in packs of 10.

HEAVY MISSILES



The heavy missiles have a much more powerful impact than the standard missiles. They travel more slowly, which makes them easier for the enemies to avoid. Heavy missiles are found individually or in packs of 5.

BOMBS



Bombs are thrown at the enemy. They can be thrown over walls to kill enemies on the other side or into a mine to clear it. The bomb does not explode on impact but only after a few seconds. It is very heavy and can knock over smaller enemies killing them. A single bomb can kill multiple enemies. The bombs are found individually or in packs of 5.

RAPID FIRE



This special device enables the walker's miniguns to fire at twice the normal speed. The rapid fire device will last for approx. 400 rounds. Multiple rapid fire packs can be picked up.

ARMOR PIERCING BULLETS



Hard hitting ammunition for the walker's miniguns. Armor piercing bullets are found in packs of 400 rounds. Multiple packs can be picked up, and they work together with the rapid fire device.

POWER GUN



The Power Gun is found on the last mission. It is a special, and very powerful weapon developed by the A.Z.T.K. corp., as a counterpart for their latest battle robot. The Power Gun can easily be mounted on the walker, giving it unrivaled firepower. The Power Gun is compatible with Rapid Fire module and the Armor Piercing Bullets.

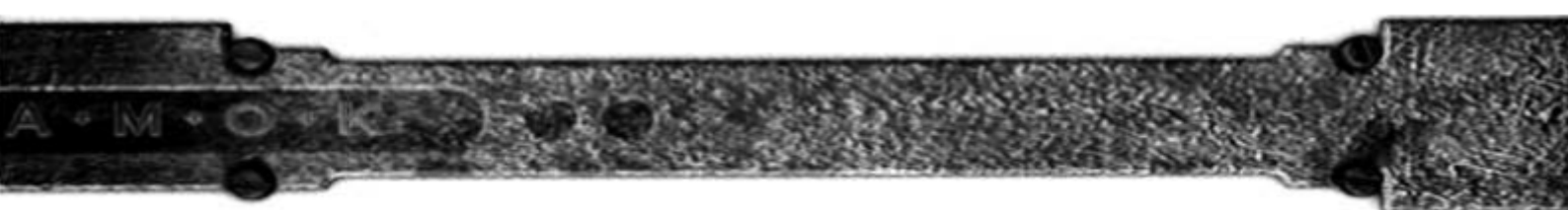
DEFENSIVE POWERUPS

EXTRA HULL



Increases the max. amount of protective energy available to the walker.





PICK UPS



EXTRA ENERGY

Restores a small portion of the walker's protective energy.



RESTORE ENERGY

Restores all of the walker's protective energy.



FULL ENERGY

Increases the walker's protective energy to the absolute maximum, beyond maximum hull.



NORMAL SHIELD

Renders the walker invulnerable for a short period of time. The shield is cumulative.



FULL SHIELD

Renders the walker invulnerable for a long period of time. The shield is cumulative.

ENEMIES

During the missions Gert Staun will come to face a lot of different enemies. Most are hostile and only want to get rid of him, but some are just neutral creatures, better off left alone.

A.Z.T.K. TROOPS



GRUNT

The grunt is the basic soldier. He packs small machine guns. You'll find him guarding or patrolling the area. He is not too smart and too many grunts in one place can easily cause confusion when an enemy attacks, often resulting in grunts shooting grunts.

BAZOOKA GRUNTS

These grunts carry a medium sized missile launcher. They don't move around much.



DESERT BIKERS

There are crazy three wheeled desert bikes, very robust and fast, which makes them hard to kill. Once they have you in their sight, they will go straight for the kill, shooting the front mounted mini cannon, or trying to run you over. The riders of these machines are the most insane of the grunts. It is quite common that they run over friendly grunts if they get in the way, and they even look like they enjoy it.



ENEMIES

SCUBA GRUNTS

Diving grunts can be more dangerous than land based grunts. They always patrol in groups of four or more.

SUBSCOOTER RIDERS

Riding on a small twin engine driven sub-scooter, these grunts are quick, precise and hard to kill. They usually attack in packs.



GUN TURRETS

Gun turrets are large, heavily armored stationary cannons. They are pretty slow, but they hit hard. They are usually mounted near or on enemy buildings. They come in single-barrel and triple barrel varieties.

MISSILE LAUNCHERS

Missile launchers are stationary like the gun turrets. They are a bit more dangerous. They reload faster and their missiles are semi guided. Missiles will try to correct their course to increase their chances of hitting you.

BARREL5 LAUNCHER

The barrel launcher is the smallest of the missile launchers. It contains 5 small missiles, which it fires one at a time until it need to reload. The danger of the Barrel5 is that each missile is corrected by the one fired before.

DOUBLE LAUNCHER

The double launcher is an underwater missile launcher, it shoots two heavy missiles simultaneously.



QUAD LAUNCHER

The quad launcher is similar to the double launcher, except that it shoots four heavy missiles and has better armor.

CITY GUN

The city gun is positioned to protect the HQ in the city. It shoots two heavy missiles one at a time, and reloads fast.

CC2-MINIGUN

This is a computer controlled minigun - a heavy duty machine gun mounted on a rotating-pole. Its laser guiding system combined with high shooting cadence makes it a fast and dangerous opponent. CC2-Miniguns are fairly rare because of slight unreliability (they'll shoot everything that moves, friend or foe).



MISSILE TANK

This tank shoots missiles at long range, and has the ability to move around. It runs on ordinary combustion fuel and is somewhat outdated, but is still kept in service because of the combination of heavy firepower and movability.



ENEMIES



GUARDIAN DROID

This robot is the pride of A.Z.T.K. engineers. It has a long range targeting system that makes it an excellent guard. Its triple barrel pulse lasers make it a dangerous long range shooter. Up close, the Guardian Droid is danger too. It instantly tries to ram everything too close with the front mounted steel razor. The Droid has very heavy armor and moves very fast. This is indeed a very tough opponent.

SUBMERGED TORPEDO LAUNCHER

This weapon launches very heavy torpedoes. The torpedoes have a sophisticated target system that enables them to turn around and come back if they miss the target. They are devastating if they hit. The launcher reloads slowly because there is only room for one torpedo at a time, and each new torpedo has to be loaded by a small transport droid from the ocean surface.

LANDMINE

Landmines are dangerous and easily triggered. They can only be blown away with bombs or heavy missiles (lighter ammunition does not trigger them). They do a lot of damage to the one unlucky enough to trigger one.

The blast is so powerful that it often triggers nearby mines in a deadly chain reaction, that can ping-pong the unfortunate victim around until he is destroyed. A special sub-mine can often be found in the water.



MINI SAUCER

This is one of the newest and technologically most advanced enemy vessels. Completely computer controlled, and with an unrivaled target system that also functions as a defensive detection system that helps the mini saucer avoid enemy fire. A CC2 minigun is mounted underneath the saucer for quick and hard-hitting firepower.



NCD 6 MINI TANK

Small missile carrying tanks. These tanks are normally used to guard smaller rooms. They carry 2 small missiles armed and ready. They are fast and very maneuverable.

CC3 'DRAGONFLY'

A strange creation. Although it was originally designed to replace the Guardian Droid, a lack of fire rendered it inferior to the brutal and fast Guardian Droid. It is still a dangerous enemy though, and a number of them were produced and set free to roam the sewer system.



ENEMIES

NON-CORPORATION ENEMIES

ZUMZOOM WARRIORS

Warriors of the ancient desert tribe called Zumzoum. The non-warrior tribe members (workers) live in complex tunnel systems underground. The warriors have wings (and no legs), and attack (and hunt) by throwing balls of a special chemical composition at their targets. After being exposed to air for a short while, the ball catches fire and explodes, killing everything near it.



SHARKS

The sharks are normally quite peaceful animals – but if they are disturbed they will attack immediately. Their bite is powerful enough to rip a small vessel apart, so watch out for them.

SPIKED GUHU FISH

The Spiked Guhu is a strange animal. It lives in large numbers in volcanic cracks in the ocean floor. It feeds mainly on small fish, but can eat plants from time to time. The Guhu Fish is a very caring parent. It protects its breed aggressively. If a great danger approaches, the Guhu attacks it, sacrificing itself by inflating its body until it explodes. Stomach acids and other chemicals in its body are released and a powerful reaction with the seawater causes a deadly explosion. It is recommended to leave the fish alone and go directly for their cave.



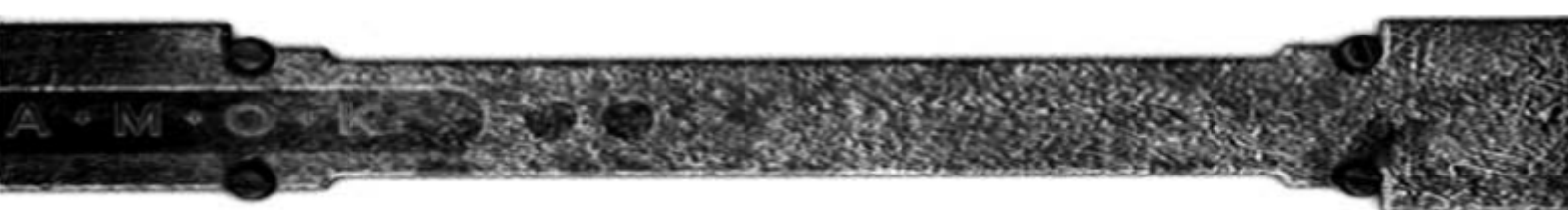
KAMIKAZ BEETLE

The Kamikaz Beetle is a mindless carnivore. It lives in great numbers in large caves under the ground. When a Kamikaz reaches a certain age it automatically becomes a 'frontliner'. Frontliners are the oldest and most useless beetles, sacrificing themselves for the sake of the species. When a beetle goes hunting for food, it is the frontliners that make the kill, by exploding themselves close to the victim. The younger beetles then carry the dead victim home and eat it.

STEELJAW RAT

This rat species has mutated into a very dangerous creature. It eats everything, even steel walkers.





ENEMIES

CAVE BAT

A normally peaceful creature, the only harm it can cause is fly by and disturb you.

GIANT RAM ANT (JUMPING)

A large and rare predator that lurks in the corners of the sewer systems. It attacks by jumping at its prey hitting it with its giant forward pointing jawbones. The jawbones are hard enough to seriously damage your walker.

SEWER CLAW



The chemical waste in the sewers has bred many new mutations, but this is the largest and most aggressive of them all. It reaches out of the water to grab unlucky passersby. Its poison claws at the end of its tentacle arm instantly kills normal creatures, and after the kill it uses the tentacle to pull the dead body into the water to devour it.





CREDITS

Code	<i>Søren Hannibal Martin Pollas</i>
Gfx	<i>Jacob Andersen</i>
Music+Sfx	<i>Jesper Kyd</i>
Testing	<i>Michael Persson, Jesper Kyd, Morten Thuesen, Darran Hurlbut & Mikko Tahtinen.</i>

TECHNICAL ASSISTANCE

Technical Support in the case of faulty disks, you should return the disks ONLY, not the packaging. Return the disks with a covering letter containing details of the fault, your name and address to:

GT Interactive Software (Europe) Ltd., Willow Grange, Church Road, Watford, Herts WD1 3QA, United Kingdom.

We will attempt to replace the disks within 28 days of receipt.

If you encounter technical problems with the disks you should write to the above address or call the Technical Helpline which operates between the hours of 9am and 6pm (Central European Time), Monday – Friday, please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering with you when you call.

English speaking customers call **01923 209145**.



PC CD-ROM

WINDOWS 95
& DOS 6.0



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