

ENGLISH EDITION

## THE COPYRIGHT

Here at Psygnosis we are dedicated to bringing you the best in computer entertainment. Every game we publish represents months of hard work dedicated to raising the standard of the games you play. Please respect our endeavours and remember that copying software reduces the investment available for producing new and original games. It is also a criminal offence.

This software product, including all screen images, concepts, audio effects, musical material and program code is marketed by Psygnosis Ltd who own all rights therein including copyrights. Such marketing of this product gives only the lawful possessor at any time the right to use this program limited to being read from its medium as marketed into the memory of, and expected by, the computer system to which this product is specifically adapted. Any other use or continuation of use including copying, duplicating, selling, hiring, renting, lending or otherwise distributing, transmitting or transferring this product in contravention of these conditions is in breach of Psygnosis Ltd's rights unless specifically authorised in writing by Psygnosis Ltd.

The product Walker, its program code, manual and all associated product materials are the copyright of Psygnosis Ltd who reserve all rights therein. These documents, program code and other items may not in whole or part be copied, reproduced, hired, rented, lent or transmitted in any way nor translated or reduced to any electronic medium or machine-readable form without prior consent in writing from Psygnosis Ltd.

Copyright © 1993 Psygnosis Ltd  
in association with DMA Design.

Psygnosis Ltd, South Harrington Building  
Sefton Street, Liverpool L3 4BQ  
Tel: (051) 709 5755

Copyright © 1993 by Psygnosis Ltd.  
All Rights Reserved

# WALKER

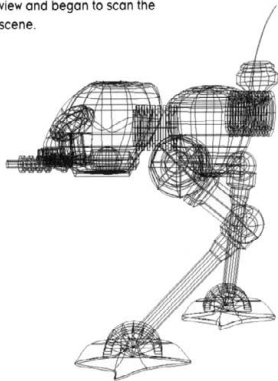
THE MANUAL  
english edition

## PSYCHOSIS



# WALKER: THE STORY

The shape grew in the dark. A grinding and clashing of metal filled the dank air as the immense hulk rose to its feet. Soldiers looked on, paralysed by fear at the shape that now stood tall and menacing scant distance ahead. The machine settled itself, almost relaxing on its haunches like a puma in wait, muscles flinching, silent and purposeful. A powerful hum drew attention towards the towering monster as gun turrets swung smoothly into view and began to scan the scene.



Shouted orders now issued back and

forth across the lines of infantry men who spurred into action. A rumbling heavy cannon drew up behind the lines with a loud hiss as airbrakes brought its colossal weight to a halt. Yet it was still dwarfed by the Walker.

And there they lay, face to face; the might of the Endalion Time Force - a specially trained unit with the latest mortar technology and the best back-up hardware money can buy - against the Walker, the machine from the future. It came as no surprise, of course, to the troops on the ground facing the Walker; they'd been waiting and preparing for weeks now, waiting for the time vacuum to burst its deadly load upon their doorstep. But when the Walker did arrive, its sheer size drove dread into the hearts of the troops who's task it was to destroy it.

The history of The Time Wars was scarred with appearances such as this. The war broke out in the year 2370 following the invasion of the Myarn terbium-mines by the great warring continent of Northern Endalion. But it took over three decades before the war entered its most deadly phase...

With the shifting polarity of the mother planet, vast new tracts of space time opened up in which these deadly war games could

now be played. But it was Northern

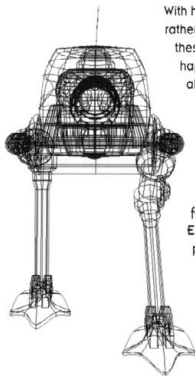
Endalion who reacted most swiftly. Suddenly realising the strategic advantage to be gained they sent large forces of highly trained commandos back in time. There, the Time Bandits, as they were to become known, established bases in full knowledge of future enemy manoeuvres. This meant that the war being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

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

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

power source.

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

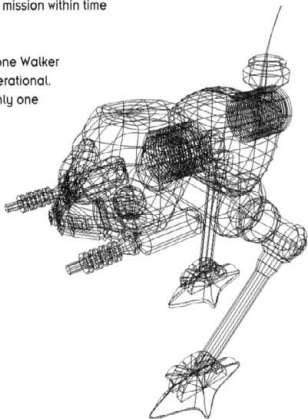


With hindsight, it was rather ironic that these events happened at about the time that Myarn intelligence units communicated the presence of four key Endalion positions within the timescape which it appeared, with the

enigmas thrown up through time-travel, could prove decisive in the wars. It was noted that should these four bases be destroyed, Endallion forces in the present would cease to exist.

And so, armed with this piece of information, the Myarnian commanders turned their attention to the remaining Walker unit. Conventional attacks could not be successful because speed was of the essence to prevent present-day Endallion units mobilising quickly and reinforcing the remaining key installations. Only a Walker unit would be quick enough and versatile enough to complete the mission within time constraints.

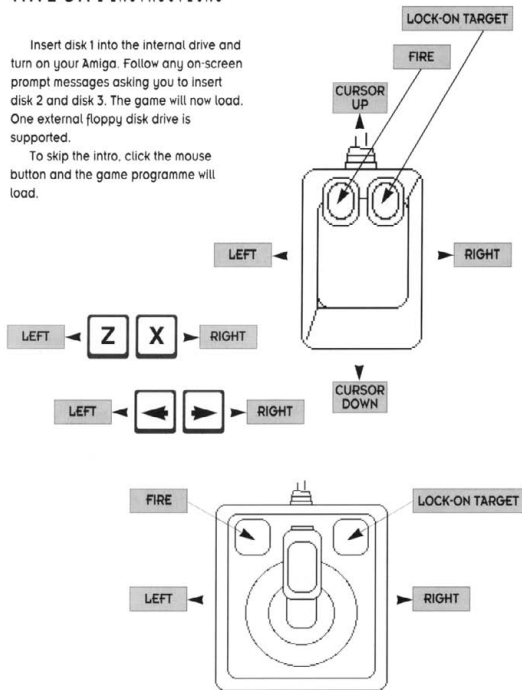
But only one Walker remained operational. And with it, only one chance for survival...



# AMIGA: INSTRUCTIONS

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

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



## ACTIVATING THE WALKER

Walker is controlled by an innovative mouse/cursor key combination.

The cursor keys or the Z and X keys control the direction of Walker whilst the mouse moves the target cross-hair. The left mouse button is used for firing Walker's twin 30mm carbines and the right button will allow you to lock-on to a target - wherever it goes.

## SCORING & CANNONS

Top left of the game screen, you will find your current score. Below is the gun temperature indicator. When the gun is used, the indicator rises from red through orange and yellow to white representing the heat level of the cannons.

At white, the cannon is overheated (an alarm will sound) and needs to be allowed a short time to cool down. One tip for using the cannon is to use it in short bursts - letting the cannon cool down during use.

At the bottom left of the screen, a written display of gun temperature is available.

## LIVES & SHIELD

To the top right hand side of the screen you can see how many lives you have left. Below that is the shield indicator. When your shield is complete, the box is entirely green. As you are hit by the enemy, the shield level will drop. When the level becomes low, an alarm will sound and a written display to the bottom

right hand side of the screen will tell you of the current status of your shields.

When the shield is destroyed, the enemy will be destroying the fabric of your Walker. The shield box turns red and when the box is empty, the Walker is destroyed.

## AREA STATUS & LOCK DISPLAY

When the current screen is clear of enemies, the message box in the centre will display 'AREA CLEAR'. When enemies are about to appear, the message will be 'DANGER'.

When the cannons are locked on to a target, the message display below the area status box will display 'LOCK ON'.

## TIME SCENARIOS

Walker is initially placed in a Berlin World War II scenario. Once the level is cleared of enemy troops, he travels to the next timezone.

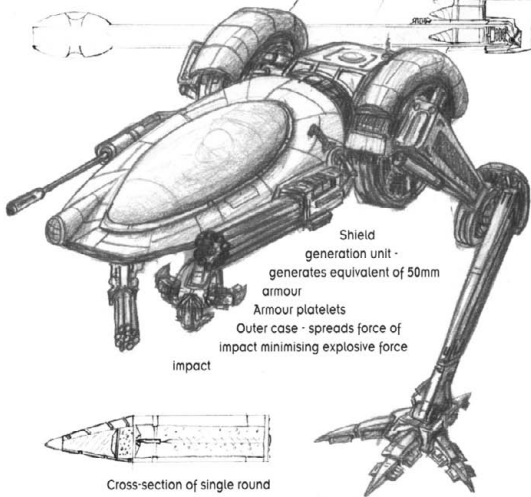
These progress as follows:

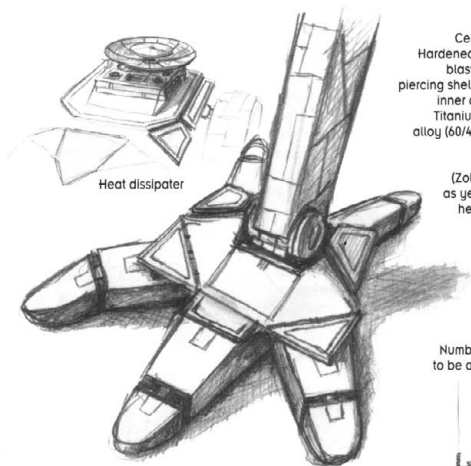
- i. Los Angeles 2019 (The survivors called it Judgement Day....!)
- ii. Middle East, present day
- iii. The Great War 2420

## WALKER AG-9 SPECIFICATION

Few records now exist as to the build of the Walker units save for a number of rough engineering sketches discovered in a time capsule in the Gobi Desert. There follow the complete and unabridged versions of these sketches.

30mm carbine.  
Believed to carry uranium tipped high velocity rounds with ultra-sound fracturing capabilities.





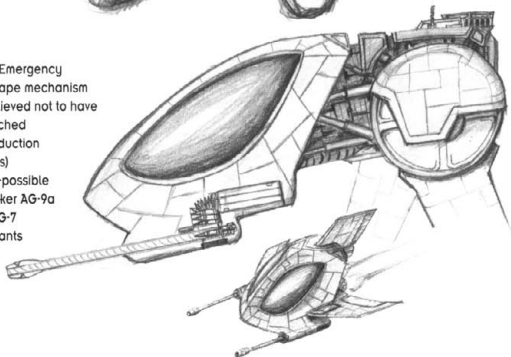
Heat dissipater

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

Atomic  
 Number thought  
 to be around 127)

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

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

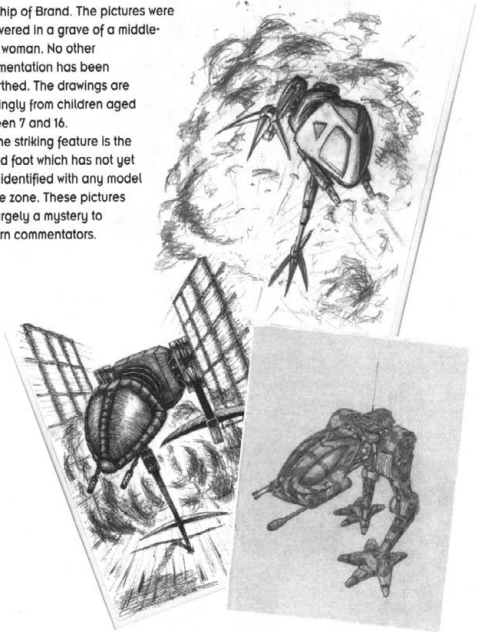


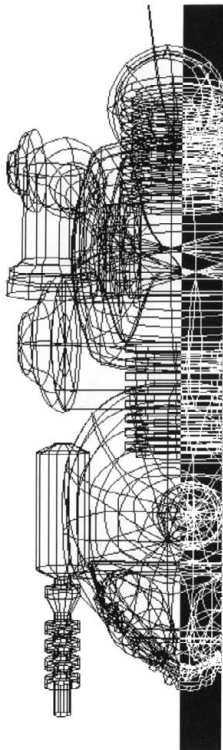
A  
 B  
 C  
 D  
 E  
 F  
 G  
 H  
 I  
 J  
 K  
 L  
 M  
 N  
 O  
 P  
 Q  
 R  
 S  
 T  
 U  
 V  
 W  
 X  
 Y  
 Z

## OTHER WALKER DOCUMENTATION

Another discovery of pictures, apparently depicting a Walker unit, were discovered in the Californian township of Brand. The pictures were discovered in a grave of a middle-aged woman. No other documentation has been unearthed. The drawings are seemingly from children aged between 7 and 16.

One striking feature is the clawed foot which has not yet been identified with any model or time zone. These pictures are largely a mystery to modern commentators.





## CREDITS

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

**Game written by Ian Dunlop**

**Ian Dunlop**

Level Design, Walker Section SFX

**Stacey Jamieson**

Vehicles, Guardians and End Sequence

**David Hally**

Infantry & Guardians, Walker Sketches

**Mark Ireland**

Backgrounds

**Neill Glancy**

Level Design, Front End & Walker Section SFX

**Scott Johnston**

Walker Character, IFF Anim Player,  
BootBlock Loader

**Raymond Usher**

Front End Music

**John Dye**

IFF Anim Player

**Teijo Kinnunen**

MEDV3 Mod Player

**Richard Bittcliffe**

Documentation

**Keith Hopwood**

Package & Manual Design

**Lee Carus-Westcott**

Cover Illustration

**Graham Stafford**

Producer

The disk(s) included with this product are guaranteed to be in correct working order and free from all manifestations of the 'Virus'. It is the purchasers responsibility to prevent infection of this product with a 'Virus' which will always cause the product to cease working.

## WARRANTY LIMITATIONS

The Psygnosis Ltd warranty is in addition to, and does not affect your, statutory rights.

Psygnosis Ltd will replace, free of charge, any disks which have manufacturing or duplication defects. These disk should be returned directly to Psygnosis Ltd for immediate replacement.

Psygnosis Ltd will in no way assume responsibility or liability for 'Virus' damage which can always be avoided by the user switching off the computer for at least 30 seconds before loading this product. If disks have been destroyed by a 'Virus' then please return the disk(s) directly to Psygnosis Ltd and enclose £2.50 to cover replacement costs. When returning damaged product please return DISKS ONLY to Psygnosis Ltd.

111123456789

PSYKHOIDS

