
Tricky Software presents

ARMADO

USERS MANUAL

STORY

Assume the role of Armado the armadillo and embark upon a great adventure to free the Queen of the land. The Queen is a Great Eagle, the last of an ancient race. While on a journey to visit the Queen, Armado learned of a growing darkness from the South; armies of giant ants marching Northward. They moved slowly at first, but eventually overwhelmed and colonized the legendary eagle nests in the mountains. Soon, the Queen herself was captured, and imprisoned.

Just as Armado bowed his head and turned for home, he noticed an old fox. The fox was dressed in old tattered robes and told Armado that the Queen herself had foretold that he would meet a great hero at this very spot. Armado did not think for a moment that meant him. Then the fox handed him a satchel filled with magical eggs, and told Armado that one by one they must be placed into the ancient nests. Before Armado could speak the fox was gone in a puff of blue smoke. And so began Armado's quest to help free the Queen.

OBJECTIVE

Armado must travel south to find the eagle nests of which the fox has spoken. The ancient nests sit atop majestic mountains, and only when he arrives at each mountain does his task begin. He must place each of the magical eggs he carries into their nest. The eggs he carry are magical, but their magic is fading, so he must be steadfast.

To get the eggs to their nest, Armado must run, roll, and jump his way up along the mountain's old paths that are now swarming with ants and other dangerous obstacles. His tools are his wits, agility, and armored shell that he's learned to use as a weapon. To make matters even more difficult, after he puts the eggs into their nest he must make is way back down the mountain to continue his quest.

The final nest sits atop a mountain that lies deep within the fiery lands of the south, and there the Queen herself is being held prisoner. Once all the eggs are in their nests it's said the Queen will become empowered with the old magic of the land, and finally break free from her prison. What happens then nobody knows for sure.

MENU: MAIN

New Game

Use this to start a new game. You'll need to type a name that will be used throughout the game. You can also select an icon that will always be shown along with your name. Remember that both your name and icon will be published with your score. You will also be given the option of turning "Game Tips" on or off. Game Tips are useful for your first adventure.



Load Game

You will be shown a list of slots that represent previously saved games. Simply click on a slot to load it. Note that the last slot is the "Auto-Save" slot, and will always hold the last game played in which the game automatically saved a player's progress.

Scoreboard

Here is where the top scores are kept. There are three sections to the scoreboard. The "Local" section is private to your machine, and shows only the scores you have published. The "Monthly" section retrieves its scores from Tricky's servers, and shows the best scores published by anyone for the current month. Lastly, the "Overall" section retrieves its scores from Tricky's servers, and shows the best scores published by anyone since the game shipped.

Options

Here you can set such things as "Brightness", general "Volume" level, "Music" to be on/off, as well as customize the "Controls" of the game.

Quit

Quit the game and go back to the desktop.

MENU: GAME

The game menu appears when the player has no more lives left. However, the menu can be brought up at any time by pressing the “Esc” key.

Save

You will be shown a list of slots that represent previously saved games. If the slot has not been used it will be “Empty”. Simply click on a slot to save your current progress into that slot. Note that the last slot is the “Auto-Save” slot, and will always hold the last game played in which the game automatically saved a player’s progress.



Continue

When the game menu is shown during normal game play, the game will be paused. To make the game menu go away and continue playing, simply click on this. Note that this is not available when the player has run out of lives.

Restart

You can restart the level at any time. When you restart the level you will begin at the top or bottom of the mountain depending on whether you’re currently going up or down to complete the level. Note that “Restart” will be available when you’re out of lives as well.

Options

Here you can set such things as “Brightness”, general “Volume” level, “Music” to be on/off, as well as customize the “Controls” of the game.

Exit

Exit the game and go back to the main menu.

CONTROLS

Running

Armado can run all day long, and to win the day he may just have to. In order to make Armado run along the path you have two simple keys to remember. By default those keys are the "Up Arrow" to move forward, and the "Down Arrow" to move back. What's forward and back changes depending on whether your running up or down the mountain to complete the level.



Jumping

Jumping is the key to survival. It's your means to get over hazardous areas, and can also serve as a method of attack. By default the key to jump is the "Space Bar". A single tap is a quick jump, which is good for small jumps or navigating hazardous areas. Quick successive taps will get Armado into a fast spin, which is good for big jumps, but is also used as a powerful strike. Armado can dispose of enemies with his strike, but it's also good to dispose of objects and obstacles. While in the air Armado can gain finer control of his landing/strike by using the forward and back key that he uses while running.



Rolling

Armado is always in a hurry since the eggs he carries need to be placed in their nests before the magic in them is gone. Rolling is good for that, because while rolling Armado travels faster than running. However, rolling is hard work, and Armado can't do this too much. The spin bar located at the bottom left-hand corner of the screen shows how much spin-time Armado has left. This is replenished whenever Armado is *not* rolling or striking. His spin-time is also replenished a little bit with each gem he picks up. The default key to roll is "Command" (Mac) or "Alt" (Windows). To get out of the roll you can either use the roll, jump, or strike key. If the jump or strike key is used to get out of the roll, he will do the requested action immediately.



Striking

There are a lot of evil creatures and hazardous obstacles that will get in Armado's way. Although his jump can be turned into an attack by quickly pressing the jump key, "Striking" is the more direct method. The default key to get Armado into an instant striking jump is "X". Once pressed Armado will instantly jump into a powerful spin which is good for disposing of anything in his way. While in the air Armado can gain finer control of his strike by using the forward and back key that he uses while running. Note that using this strike will drain some of Armado's precious spin-time.



HEADS-UP-DISPLAY (HUD)



Extra Lives

Armado can only take so much damage before he finally gives up a life. Also, there are some dangerous situations that if not executed well, he will immediately lose a life. Upon losing a life he will use one of these “Extra Lives”, and will be given another chance to continue his way up or down the mountain. Once he runs out of lives, his only option is to “Restart”, and begin again at the top or bottom of the mountain. However, if he succeeds going up or down he will be awarded an additional life, but never more than two.

Timer

The eggs that Armado carry must be placed into their nests before the magic in them fades away. The timer helps Armado know how much time he has left before it's too late. Once the “Timer” runs out Armado must “Restart” the level. Additional time can be gained by picking up “Clocks”, which are described below.

Health Bar

The “Health Bar” shows how much health Armado currently has. Any time something hits, explodes, or bites Armado his health will go down. Once his health is gone he will lose a life. Additional health can be gained by picking up “Medical Kits”, which are described below.

HEADS-UP-DISPLAY (HUD) *continued...*



Spin Bar

Spinning is hard work, and Armado can only spin so much at a time. While rapidly spinning the spin-time will go down until finally Armado will not be able to roll or use his “Striking” jump. Fear not, because while he’s not rolling or striking the spin-time will replenish at a steady pace. Also, for every “Gem” that Armado picks up his spin-time will be replenished a little bit.

Points

To measure Armado’s decisions and skills, he will be given points for all of his actions. Examples of how points are given are picking up “Gems”, disposing of enemies, and breaking obstacles.

Multiplier

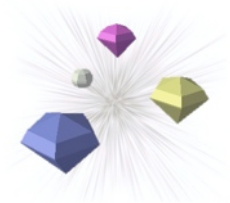
Multipliers can be picked up along the path that Armado is making his way along. They only remain active for a short period of time, but while they’re active all points awarded will be multiplied by this factor. This is a great way to accumulate points quickly.

ITEMS

As Armado makes his way up and down the various mountains, he will need as much help as he can get. This help comes in many forms, and the items he can collect will be a major source of his success. In order for Armado to pick an item up and use it he must simply touch the item. Below is a description of the various items he will come across:

Gems

Gems are Armado's primary source for accumulating points. There are four different kinds, each awarding a varying amount of points.



Multipliers

There are three types of "Multipliers". Once picked up, they will only stay active for a short period of time. While active, all points awarded be multiplied by this factor.

Rings

There are many magical rings to be found that have various effects while worn. Examples include "Super Strike", "Sonic Strike", "Armor", and "Speed". However, they can only be worn for a short period of time.



Medical Kit

Your health is key to survival, and the status of Armado's health is reflected by the "Health Bar". When you take damage this goes down. The only way to get health back is to grab a "Medical Kit".

Clock

The eggs Armado carry need to be put into their nests before its too late. The "Timer" shows how much time Armado has left to get up or down the mountain. Additional time can be gained by picking up "Clocks".



ADVANCED

Customizing Controls

If you decide to customize the controls of the game, you can map various device inputs to the game's actions. To customize the controls you must go to the "Controls" menu, which is located in the "Options" menu.

Once in the "Controls" menu, select the action you want to change by clicking once on the action's name. After clicking on the action you want to customize, it will be highlighted. Whichever key, mouse button, or controller movement you do while the action is highlighted will be used as a replacement input for that action. If you wish to cancel the process and leave the action as is, simply press the "Esc" key.

Note to Macintosh users: Only the Macintosh *Universal* version has support for Gamepad and Joysticks.

Player Icons

When you are starting a new game, there is a little icon the right of the player's name. If you click on this icon you will get a list of icons you can choose from. The icon you choose will always be shown next to your player name whenever it's displayed, and this includes on the scoreboard. These icons can be customized.

To customize an icon(s), go to your Armado folder and locate the following folder:
Armado/Data/**Gamelcons**

If you take a look inside the "Gamelcons" folder you will find a list of files ending with "tga". These are "Targa" files. Targa is an image format that many paint programs can export. These icons are 32x32 in size, and if you replace one with your own it will then show up in the game. And not only will it show up in the game, it will show up in the scoreboard as well!

CREDITS

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Special thanks to Meagan and Jude

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