CANNON FODDER

ACORN 32 BIT
INSTRUCTIONS

KRISALIS
SOFTWARE LTD.

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Sensible

CANNON FODDER

original design ....*sensible software*

archimedes conversion ....*jason butler*

quality control ....*steve sumner & marvyn burton*

original manual ....*gee penn*

archimedes editing..............*steve sumner & amanda pugh*

production ....*amanda pugh*

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EPILEPSY WARNING

READ THIS BEFORE PLAYING CANNON FODDER

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns of backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your doctor before resuming play.

WELCOME!

Welcome to **Cannon Fodder**. This manual has been produced to ensure that you get the very best out of this premium product. If you should find either the program or the documentation unsatisfactory in any way, drop us a line detailing in full the reasons for your dissatisfaction. This will help us to avoid repeating any similar hiccups in the future. Queries, opinions and complaints should be sent to CUSTOMER SERVICES, Krisalis Software Ltd., 47 Moorgate Street, Rotherham, S. Yorkshire S60 2HD

CAUTION!

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process.

BOX CONTENTS

Accompanying this manual inside this box you should find three (3) **Cannon Fodder** program diskettes. We advise that these disks are 'write-protected' at all times by ensuring the black plastic tab in the corner of each disk is moved 'up' so a 'hole' is created.

WAR HAS NEVER BEEN SO MUCH FUN!

CONTENTS

LOADING CANNON FODDER

ACORN 32 BIT

Note that **Cannon Fodder** is for one player only (but friends are allowed to cheer you on).

• Set up your computer as described in its instruction manual.

• Insert the **Cannon Fodder** Disk 1 into the computer's internal disk drive. Click the floppy disk icon once on the icon bar. When the Cannon icon appears in the drive window, double click on this to start. When you are prompted to insert **Cannon Fodder** Disk 2, do so.

• You will know that **Cannon Fodder** has loaded when you see the Title Screen. Further loading from Disk 2 may be required, so do not remove it from the drive unless you are prompted to insert Disk 3 or until you no longer wish to play.

RISC-PC

Cannon Fodder !RUN file modification for RISC-PC.

• Load 'EDIT' onto the icon bar. (Usually on APPS DISK 1)

• Insert CANNON FODDER DISK 1 (please ensure disk is write-enabled).

• Click on floppy disk icon once, a window should appear containing 4 icons.

• Hold down any SHIFT key and then double click on the '!CANNON' icon, this will bring up another window containing lots of icons.

• Look for an icon called "!RUN', then left click on this once (keep holding the left button down) and drag it over the 'EDIT' icon on the icon bar. Another window will appear containing some text.

• Find the 7th line which should read:

(Can$Dir).initmem

• Now COMMENT this line out. To do this click the mouse pointer at the very beginning of the 7th line and then hold down the LEFT SHIFT key and press the key directly next and right of it once. This will insert a vertical line and should now read:

I(Can$Dir).initmem

This now needs to be saved to the CANNON FODDER DISK 1.

• Press F3 and a small 'Save as:' window will open, simply click on 'OK' to save the modified '!RUN' file to disk.

Cannon Fodder is now RISC-PC compatible.
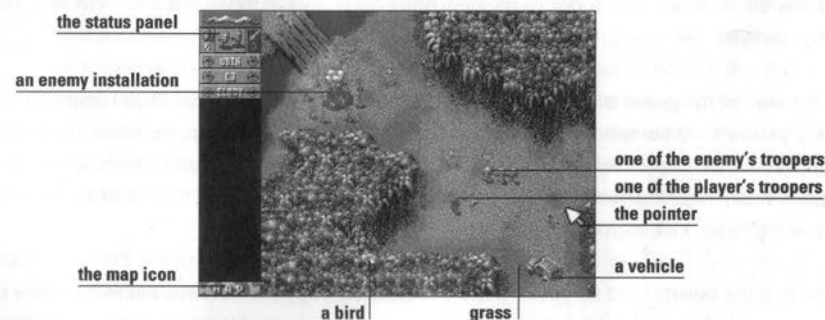
TROUBLE-SHOOTING

In the unlikely event that **Cannon Fodder** fails to load, turn off your computer and remove any extraneous external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure.

If **Cannon Fodder** still refuses to load then pop the faulty disk(s) - not the packaging - into a suitably-sized jiffy bag or padded envelope along with your name and address. To aid our trouble-shooting department, please provide in as much detail as possible your equipment configuration (not forgetting any RAM expansion devices).

Send the package to: THE RETURNS DEPARTMENT, Krisalis Software Ltd., 47 Moorgate Street, Rotherham, S. Yorkshire S60 2HD. Krisalis Software Ltd, will endeavour to replace the faulty disk within 28 days of its receipt.
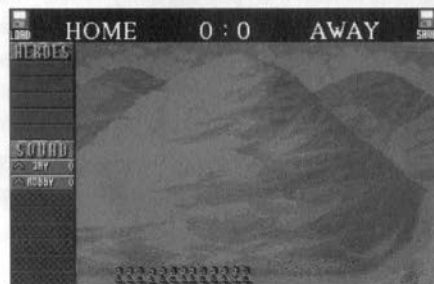
WHAT YOU CAN EXPECT TO SEE DURING PLAY

All the action takes place in the playfield which takes up the best part of the screen. Here are some of the things you will see ...

the status panel

an enemy installation

one of the enemy's troopers

one of the player's troopers

the pointer

the map icon

a vehicle

a bird

grass

FROM CONSCRIPTS TO TROOPERS

Before you get to see the above screen, you need to call up some fit young men to become troopers. As luck would have it, over at Boot Hill there is a queue of some 360 eager conscripts waiting to go to war - but only 15 of them are allowed to volunteer for each mission. Fortunately for all concerned, the innocent are added to the experienced troop of survivors from previous missions.

Boot hill

There are 24 missions to complete, each one with a different terrain and objective and split into a maximum of six phases. For more intimate details see **know your mission profiles** and **know your terrain** on pages 12 and 13.

CONTROLLING TROOPERS

You do not directly control troopers but instead determine their behaviour thanks to a remarkable interfacing technique involving a mouse, a pointer, and a troop leader. Troopers will only follow their leader but can be encouraged to run around in circles, shoot anything that moves, throw grenades, shoot bazookas, drive Tanx, fly Choppas, split up and do their own thing, and die.

At the start of the game all troopers are conscripted as lowley Privates. Their ranks increase for every phase they somehow survive, but their promotion only happens when the mission is complete. After every three missions the raw recruits receive extra battle training and so have already risen in rank when called upon to do their duty. The rank of the troop leader is shown above his head, just so you know who's in charge.

Note that the bullets fired by your troopers are clever. They will not kill a fellow trooper - unless he is wounded and squirming around on the ground in agony. However, it must also be noted that all other weaponry kills everyone, regardless of what side they are on.

THE STATUS PANEL
IT DOES MORE THAN INFORM ...

THE TROOP'S LOGO Shows the logo of the troop.

GRENADES Shows whether or not the troop has any grenades and, if so, how many. At first the troop has no grenades. Extra grenades are found in boxes of four - just like the one shown here. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'Pier Pressure' onwards, each trooper is given two grenades - free of charge.

BAZOOKAS Not to be confused with the crude trombone-like musical instruments of the same name - or, indeed, bazoomas, which are something else entirely - these bazookas are weapons of war. This symbol shows whether or not the troop has any bazookas and, if so, how many. At first the troop has no bazookas but a keen eye will soon spot the barrels - just like the one shown here - in which four bazookas are stored. Pick them up - and be careful not to blow them up. Note that, in the interests of public safety, from the phase entitled 'My Beautiful Skidoo' onwards, each trooper is given a free bazooka.

TROOP STATUS Shows whether the troop is on foot or in a vehicle. This box is highlighted when the troop is active.

TROOP TROOPERS The names of the troopers in the troop are shown along with their ranks, in order of importance, with the leader at the top.

THE POINTER

This is the aforementioned mouse-controlled pointer used to determine the behaviour of your troopers (and troops). As you will see, the pointer changes to reflect one of three types of trooper conduct:

Trooper (or troop) destination pointer

Weapon destination crosshair

Vehicle in, out pointers

MOVING TROOPS

Use the mouse to move the pointer around the screen until its tip touches the desired destination. Note the way that you can view the immediate area surrounding the active troop.

• Press the left-hand mouse button to make the troop leader move towards the pointer's tip. The rest of the troop will follow in rank and file.

USING WEAPONS

IT COULDN'T BE SIMPLER ...

• Press the right-hand mouse button to turn the pointer into a crosshair and make the trooper or troop shoot at the centre of the crosshair.

• Press and hold the right-hand mouse button then press the left-hand mouse button to make the troop leader throw a grenade or fire his bazooka at the centre of the crosshair.

USING VEHICLES

Five types of vehicle become available in **Cannon Fodder.** Each vehicle holds up to eight troopers. For details of the vehicles and their special functions, see **know your vehicles** on page 14.

BOARDING VEHICLES

• Use the mouse to move the pointer around the screen until its tip touches the desired vehicle. The pointer will change to show that the empty vehicle may be boarded.

• Press the left-hand mouse button to make the trooper (or troop) board the vehicle.

• Press and hold the left-hand mouse button to make the vehicle move towards the trooper destination pointer. The longer the left-hand mouse button is held down, the faster the vehicle will travel.

• Press the right-hand mouse button to make the trooper (or troop) shoot the vehicle's weapon (if it has one). Note that grenades and bazookas cannot be used while inside a vehicle.

LEAVING VEHICLES

• Use the mouse to move the pointer around the screen until its tip touches the occupied vehicle. The pointer will change to show that the occupied vehicle may be abandoned.

• Press the left-hand mouse button to make the trooper (or troop) leave the vehicle.

A LITTLE WHITE LIE

Actually, the pointer has a fourth state. When a trooper (or troop) is in a Choppa flying above the terrain, touching the Choppa with the pointer will change it into a **'the choppa can land symbol'** - just like the one shown here. This means that the Choppa can land.

the choppa can land symbol

• Press the left-hand mouse button when the 'The Choppa Can Land Symbol' is shown to make the Choppa land. Once the Choppa has landed, select it to make the troop disembark.

FORM A NEW TROOP (OR TWO)

There are times when the strategy dictates that the troopers split up - perhaps to execute a 'pincer movement'. So long as you have enough troopers you can make a maximum of two new troops from the original Snake Troop, and those are: Eagle Troop and Panther Troop.

- Select the names of the troopers you'd like to form a new troop (the names will be highlighted). Notice that the troop's logo has split in two.

- Select the troop's logo to form a new troop with the troopers whose names were highlighted.

Note that new troops may be formed inside a vehicle, but only the highlighted troop will exit the vehicle.

SHARE AND SHARE ALIKE

Hold on - who takes all the grenades and bazookas when a troop splits? It's up to you to decide. Notice that when you split a troop, any grenades and bazookas are outlined. By selecting the grenades or bazookas, the outline changes to reflect the quantity of weapons - all, half or none - that the new troop will take.
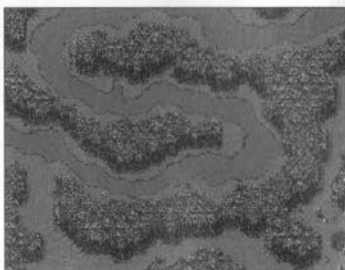
- The solid outline represents all the weapons.
- The dotted outline represents half of the weapons.
- No outline represents none of the weapons.

REGROUPING TROOPS

To bring separate troops together simply walk them into each other whereupon the troopers will automatically regroup as a single troop.

A MISSION REMINDER

Select the map icon for an overview of the surrounding area.

The map shows more than just an overview of the area

PHASE COMPLETE

You did it - you saved the day. And you can save your state of play, too - but only if you manage to complete the whole mission.

SAVING GAMES See that little picture in the top right-hand corner of Boot Hill? That's a **save** icon, that is. Use the mouse to select it and call up a special Save Screen with three new options: **save, format** and **continue game.**

SAVE You can only save 'situations' to a specially formatted disk (see the **format** option for more details). Having selected the **save** option you will be prompted to insert your game **save disk**, do so and select **ok** (you will be prompted if you have inserted the wrong type of disk). Use the keyboard to type a name for your save (a maximum of eight letters and numbers are allowed, but spaces are not). Press the **Enter** key to save the state of play to the disk. Select exit to return to Boot Hill.

FORMAT Having selected this option, insert a blank disk into the disk drive then select **ok**. The Cannon Fodder program will check the disk and you will be prompted to decide whether or not you wish to destroy its contents. Select either **yes** (in which case, wait until the disk is formatted) or **no.**

LOADING SAVED GAMES See that little picture in the top left-hand corner of Boot Hill? That's a **load** icon, that is. Use the mouse to select it and call up a special Load Screen. You will be prompted to insert a **game save disk**. If the **Cannon Fodder** program detects a suitable disk, its contents will be shown on screen (if more than five filenames are stored on the disk, select **up** or **down** to view them). Select the filename you wish to load. You will then be returned to Boot Hill.

HOLD IT!
IF YOU NEED TO HALT YOUR ASSAULT ...

- Press the [P] key to freeze the action.

- Press the [P] key when the action is frozen to resume play.

TRY AGAIN

So you screwed up? Never mind, surrender and try again. But wait! What if you have some remaining troopers but, say, not enough grenades or inclination to continue and you want to try again?

• Press the [Esc] key to surrender. Your surviving troopers will be available to replay the phase.

HIGH SCORING HEROES

When a trooper dispatches an enemy, one point is added to his personal score. Note that all grenades, bazookas and vehicle weapons are activated by the troop leader, so he gets all the credit (and points, of course). When a trooper dies, his performance is not forgotten - unless he didn't score enough points to register with the High Scoring Heroes Bureau (who manage the High Scoring Heroes Table).

KNOW YOUR MISSION PROFILES

THOSE SEVEN PRIMARY OBJECTIVES ARE REVEALED IN FULL ...

KILL ALL ENEMY Including troopers, enemy BigGunz, vehicles and the rest.

DESTROY ENEMY BUILDINGS All those buildings with doors from which the enemy emerge.

DESTROY ENEMY FACTORY Or Computer even.

RESCUE ALL HOSTAGES Return up to four hostages to safety. Free a hostage by shooting his (or her) captor, then take the trooper (or troop) up to the hostage to 'tag' him (or her). The hostage will follow the trooper (or troop) to the nearest friendly MASH outpost - so take him (or her) there as quickly as possible.

KIDNAP ENEMY LEADER This cunning fellow is dressed to look like a hostage, but he's not. Don't be angry and kill him - take him to the nearest allied outpost.

PROTECT ALL CIVILIANS Whatever happens, don't let any civilians die.

GET CIVILIANS HOME Innocent civilians are caged like wild animals. Destroy their barricade to free them then ensure that they make it home alive.

KNOW YOUR TERRAIN

There are five different climes to conquer in **Cannon Fodder** - and here's the low-down on all of them ...

THE JUNGLE

LOOK OUT FOR THE FOLLOWING

TREES And plants for that matter. They aren't just here for decoration - they also provide much-needed cover for exposed troopers. Note that you can blow up some trees (and plants).

QUICKSAND Or 'sucky sucky' as it's known. Every time we put up warning signs they disappeared, so beware.

WATER It's either shallow or deep. Troopers cannot use their weapons when they are in deep water - because they need to swim across it.

BIRDS You can't shoot them down - or can you? If not, why not? Otherwise, why are they here? Or are they simply red herrings?

ARCTIC WASTES

IGLOOS Packed with eskimos - or are they the enemy?

SNOWMEN They often hold a surprise.

ICE Perfect training ground for the Torvilles and Deans of this world, but not for the troopers in Cannon Fodder.

THE DESERT

CHASMS They make the Cheddar Gorge look like a small crack - so there's no good reason for your troopers to fall into one.

HANGARS Not for the troopers' clothes you understand, but for cover from enemy fire.

CACTI Very scarce thanks to the even scarcer giant cactus-eating rodents.
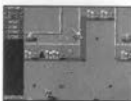
MOOR LANDS

COUNTRY COTTAGES Are they inhabited? Are they indestructible?

STONE BRIDGES Are they merely here for the crossing?

B ROADS There's a network of them.

THE UNDERGROUND BASE

DOORS Destroy them to make progress.

BARRIERS Destroy them to make progress.

ENEMY LOCKERS, CHANGING ROOMS They lead to ...

THE SEWERS Fancy a dip?

KNOW YOUR VEHICLES

NOTE THAT THE ENEMY VERSIONS BEAR RED FLASHING LIGHTS.

CHOPPAS Join the birds in the sky and flit above the treetops. There are two types of Choppa: one is an unarmed Transporta, the other is a Killa brimming to the teeth with bombs, rockets or heat-seeking missiles. A Choppa in the air can only be shot down by rockets or heat-seeking missiles. Choppas are more vulnerable on the ground.

TANX They shoot shells (and not of the seaside variety - ha he ho). Tanx are slow but hardy, being impervious to all weapons except rockets, heat-seeking missiles and shells.

JEEPS There are two types: one is an unarmed transport vehicle, the other has a front-mounted machine gun.

SKIDOOZ Just like Jeeps really, except Skidooz are suitable for travelling across snow and ice.

BIGGUNZ Fixed turrets that fire either rockets or shells and vary in defensive strength depending on the terrain. And, yes, it's not a vehicle. So what?

KNOW YOUR ENEMY

Pay careful attention to the following information - it may help save the lives of innocent troopers.

GRUNTS Your basic enemy trooper. Most of them are armed with machine guns, but some of them carry grenades.

SNIPERS Tricky blighter, Johnny Sniper - he hides in the undergrowth and takes pot shots with his bazooka at the player's troopers.

ARTILLERY They handle BigGunz and Tanx which are best destroyed.

ENGINEERS They command Jeeps and Skidooz. Watch out! Some of them are armed!

AIR FORCE They handle Choppas which you should blow up as soon as possible. Beware! When an enemy Choppa parks itself in your area, it will let out Grunts.

KNOW YOUR SUPA DUPA BOOSTAS™

When you see any of the following gold-coloured Supa Dupa Boostas (which won't be often because they are in such demand), pick it up for a Special Feature!

SUPA DUPA MISSILE BOOSTA A complement of 50 heat-seeking missiles are yours, with our compliments.

SUPA DUPA BULLET-PROOFA VEST Makes a trooper invincible from bullets and bombs for the duration of the phase.

SUPA DUPA RANK BOOSTA The trooper becomes an instant General - and will probably take control of the troop, too.

SUPA DUPA TROOPER BOOSTA Gives the trooper a Missile Boosta, Bullet-Proofa Vest AND Rank Boosta.

SUPA DUPA TROOP BOOSTA Gives the whole troop the complete Supa Dupa Boosta range!

KNOW YOUR RANKS

Just the thing to help you avoid embarrassing faux pas at après battle parties. Note that the higher a trooper's rank, the better the gravestone he receives on Boot Hill.

private	corporal	sergeant	staff sergeant	sergeant first class	master sergeant	sergeant major	specialist 4

specialist 6	warrant officer	chief warrant officer	captain	major	colonel	brigadier general	general

BE THE FITTEST

AND SURVIVE WITH THE FOLLOWING HANDY HINTS:

- Don't wait until you see the whites of their eyes - shoot them before they shoot you.

- Look out for secret hidden zones where special equipment may be found.

- Please don't leave the screaming wounded to die. Bite the bullet, so to speak, and do the decent thing: finish them off.

- Wise men say that fools rush in where angels fear to tread, so look before you leap, so to speak, because the grass is not always greener on the other side of the hill.

- Watch out for mines and mantraps - they make a terrible mess.

- This one'll kill ya ... When you have shot a man and he's lying there, dead, shoot him some more to make him jump around like a bunny.

- And on a more serious note: don't try playing this at home, kids, because war is not a game - war, as **Cannon Fodder** demonstrates in its own quirky little way, is a senseless waste of human resources and lives. We hope that you never have to find out the hard way.