

**REAL ROBOT ACTION STG**



For Windows

# GIGANTIC ARMY

## GAME MANUAL



# STORY

**Man's conquest of space began in earnest at the turn of the 21st century with the invention of the warp drive.**

**It was the dawn of a new era of space exploration. And of war with alien races.**

**The year is 2009.**

**Territorial disputes between the humans and the Ramulons have escalated into the 'Ramulon War'.**

**The Terran Defense Force space fleet has successfully gained control of space around the Ramulon homeworld, but the war is far from over.**

**Heavy resistance by Ramulon fortifications known as 'Citadels' have brought TDF ground forces to the brink of defeat.**

**On a battlefield with no option of retreat, unnamed soldiers fight on...**



## SYSTEM REQUIREMENTS

OS: Windows 2000 / XP / Windows 7  
Processor: Pentium III 1GHz or better  
Memory: 256MB or better  
Graphics: NVIDIA Geforce series, AMD(ATI) Radeon series recommended  
DirectX®: DirectX® 8 or later  
Hard Drive: 250MB of free hard drive space

## GAME START / UNINSTALL

Open the game folder and click on "GIGANTIC ARMY.exe". A message will prompt you to select between Full Screen and Windowed Mode. Once in game, press the R key to reset and return to the opening sequence.

To uninstall the game, simply delete the game folder or uninstall it from the Windows Control Panel.

## GAME SCREEN



- ① Score: Your current score.
- ② High score: The highest recorded score.
- ③ Frame Rate: The current game frame rate. Normal is 60 frames per second.
- ④ GMR-34 SALADIN: The player's Manned Combat Robot (MCR).
- ⑤ Time: Current stage time. When time runs out, the Hit Points of the Saladin will automatically deplete.
- ⑥ Hit Points: This gauge depletes as damage is received from enemies. The game will end when this reaches zero.
- ⑦ Shield: Current shield energy status. Once depleted, the shield cannot be used for the remainder of the stage.
- ⑧ Vernier: Remaining energy for the Vernier Thrusters. Hold the Jump button to hover. Thrusters recharge automatically upon releasing the Jump button. Tap the Jump button instead of holding it while in mid-air to slightly increase the jump duration.
- ⑨ Special Weapon: Shows the amount of ammo remaining for the special weapon.
- ⑩ Boss Hit Points: This game appears only during boss fights.

## WEAPON SELECT SCREEN



This is the weapon selection screen. Select a Main and a Special weapon. Once selected, you cannot change the equipped weapons for the duration of the game. Special Weapon ammo stock increases or decreases depending upon the strength of the selected Main Weapon. (E.g. the Assault Rifle is the weakest Main Weapon and provides the biggest amount of ammo.) Special Weapon stock will replenish after clearing a stage.



# CONTROLS

## Game Controller

Basic Movement: D-Pad/Left thumbstick

Dash: Tap twice left or right to dash. You can keep firing in the same direction while dashing backwards.

Aim: Press Up/Down to aim your shots. Hold the Fire button (Button 1) to lock fire in that direction.

Button 1: Main Weapon / Accept.

Button 2: Jump (hold to hover) / Cancel.

Button 3: Shield.

Button 4: Special Weapon.

Button 5: Take a screenshot.

## Keyboard

Basic Movement: the arrow keys or NUMPAD 4/6.

Dash: Tap twice ←/→ or NUMPAD 4/6 to dash in that direction.

Aim: Press ↑/↓ or NUMPAD 8/2 to aim your shots.

Z: Main Weapon / Accept.

X: Jump (hold to hover) / Cancel.

C: Shield.

V: Special Weapon.

P: Take a screenshot.

Q: Pause the game.

R: Back to the title / Reset the game.

Esc: Quit the game. (Only at the main menu.)

## Pilebunker



When in close proximity to an enemy the Pilebunker, a powerful melee attack, will trigger. Use it to your advantage!

## Shield



The Shield will block incoming enemy attacks, but will prevent further movement. You can adjust the angle of the Shield with the arrow keys.


## Additional Information


In the Config menu you can remap the keys and then test the control settings through Control Check.


## Closing the game


Pressing ALT+F4 while in game will quit the game entirely and return to the desktop. Scores and replays will not be recorded. Resetting the game by pressing R will cause a similar effect but will not return to the desktop.

# ITEMS

 Items will appear when you destroy these boxes. **Small items provide half the benefits of full-sized power ups.**

 Power Up: Increases power level of the Main Weapon.

 HP: Restores the Saladin's Hit Points.

 Time Item: Grants a fixed amount of additional mission time.



## BONUS SYSTEM

There are several score bonuses that are available throughout the game that are achieved in ways other than destroying enemies,

**Power Up Bonus:** Once the Main Weapon is at Maximum level, successive Power Up items will add huge score bonuses.

**HP Bonus:** If you can keep the GMR-34 SALADIN at max Hit Points, Hit Point items will also provide a huge score boost when you pick them up.

**Clear Bonus:** At the end of each stage, a Stage Clear Bonus will be awarded. This bonus is based upon Hit Points remaining, Difficulty setting (the higher the difficulty, the higher the score bonus) and remaining time.

## DIFFICULTY SELECTION

The Difficulty setting can be chosen after selecting **START** from the title screen:

- **EASY:** For beginners to Manned Combat Robot piloting.
- **NORMAL:** For intermediate level players. A fair challenge for anyone.
- **HARD:** For expert players.
- **INSANE:** For Elite Class TDF Manned Combat Robot Pilots only.

Note: When starting for the first time, only **NORMAL** and **EASY** settings are available. **HARD** will become available upon clearing **NORMAL**. **INSANE** unlock when the game is cleared on **HARD**.

## CONTINUES, REPLAYS, PRACTICE MODE

Failing a stage will result in a **GAME OVER**. At the Game Over screen, you will be first prompted to save a **REPLAY**, then you may choose to **CONTINUE**. If you choose to do continue, this will allow you to restart the current stage you were playing, but **will also prevent any further replay data from being saved**.

Selecting **PRACTICE** in the title screen to play any stages you have previously completed on that particular Difficulty setting. The Main Weapon level may also be selected. **Replays and high scores will not be saved in this mode.**

### ■ Note on Continues:

The number of available Continues is 3.

The number of Continues used will be displayed in the final score screen.

### ■ Note on Replays

Selecting **REPLAY** from the title screen menu to view a list of the previously saved runs. Replays files are named with the following structure: "**difficulty\_score.rpy**". It is possible to edit the name of the replay file provided that the file extension remains the same.

During Replay, you can fast forward the action by pressing the Main Weapon button. To exit a replay and return to the title screen, press the Jump button.

## FAQ

### Q1. I can't start the game.

**A1.** Please check that your graphics card, DirectX version, sound card and motherboard drivers are all up to date. Try using Windows Update to streamline this process.

### Q2. The game runs slowly.

**A2.** Make sure your anti-virus is not conflicting with the game. You can also disable V-Sync on your video card control panel. You can also try running the game in windowed mode and stretch the window to fit your monitor.



## SPECIAL THANKS

This game was created using **DX Library**.

Thank you for playing GIGANTIC ARMY!!!

Very special thanks to everyone supporting ASTRO PORT and Nyu Media games! *Kongo mo yoroshiku!*

## CONTACT

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ASTRO PORT

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