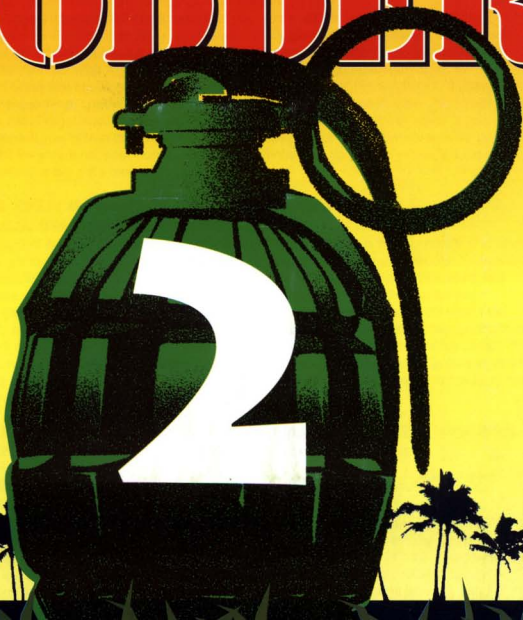


CANNON FODDER



Sensible
SOFTWARE

Virgin
www.oldgames.sk

THE TROOPS RETURN - A COMMEMORATIVE PROGRAMME FROM THE CEREMONY IN HONOUR OF THE SURVIVING CANNON FODDER SOLDIERS
THEME: RE-ENLISTMENT

OPENING SPEECH FROM FIELD MARSHALL BRIAN 'POINTY' BLATHERSTOCK

As you probably know, war is not a polite occupation. Bullets can injure you, bombs can squish you, tanks can run over you and you can lose your cufflinks at very embarrassing moments. War is a clash between those who are in the right, those who are in the wrong and those with the most money. It's about right-thinking men, taking up arms against an oppressor and killing them. Despite what your prep-school headmaster might have told you, war's about death, not trout fishing.

Some of you may be thinking that old soldiers, like myself, glorify armed combat. To that I say, piffle. We've got the wheel, electricity, space travel, aspirin and Pot Noodles, all very wonderful inventions in their own peculiar ways, but what mankind will really be remembered for, is scrapping. Ever since one caveman bounced a rock off the cranium of his neighbour, we've been clubbing, stabbing, gutting, crushing, shooting, poisoning and bombing each other. So what I've got to say to you is this. Forget about staying neutral, don't try and pretend that war sickens you, ignore those who tell you to turn the other cheek. You, a member of the human race were put on this earth to fight for your land, your honour and your cufflinks. So, up and at 'em lads. Last one into no-man's land is a big girl's blouse.

SECONDARY SPEECH FROM SHERINGHAM 'BIFFER' SMITH, FORMER S.A.S. OPERATIVE

Being in command of soldiers isn't much fun. The safety of the battalion is in your hands and above all else, you've got to make sure that your squad returns from combat with as few cuts, bruises and fatalities as possible. The upper echelons of the military would have you believe that death is a glorious business. In truth, there's nothing glorious about writhing around in the dirt as your mangled body gasps its last. So, if you've got one ounce of common sense, you'll do what I did. Take your finely honed skills, leave the army and sell your expertise to the highest bidder. It's three years since I left now and thanks to various crackpot dictators, I've got a discrete Swiss bank account, a beach house in California and a string of actress girlfriends. The choice is simple, death and glory in the army or obscene amounts of dosh as a hired gun. If anyone wants to speak to me after this ceremony, I'll be in the bar.

THIRD SPEECH FROM THE VERY REVEREND MARTY 'BUNGLER' HODGSON

God doesn't mind you killing people, as long as it's for a good cause. Thank-you.

FINAL SPEECH FROM COLONEL MARION 'UP-HILL' THOMAS, COMMANDER-IN-CHIEF

Well gentlemen, you've served this fine country of ours to the best of your ability. I'm sure that you're all itching to get back into combat and will be re-enlisting after this ceremony. I'm pleased to tell you all that our next tour-of-duty will be in the Arctic, where we'll be part of a UN peace-keeping force based at Ice Station Permafrost. Our mission there will be to patrol the beautiful barren wilderness on the look-out for invading forces, whaling ships, mining platforms and lost polar explorers. I look forward to seeing you all back here in two days time, ready for departure.

WHISPERED-UNDER-THE-BREATH SPEECH FROM SERGEANT MAJOR JOOLS

Anyone see which way that S.A.S. geezer went?



**VIRGIN INTERACTIVE ENTERTAINMENT AND
SENSIBLE SOFTWARE PRESENTS
CANNON FODDER 2 - THE SEQUEL TO THE PREQUEL**

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EPILEPSY WARNING

PLEASE 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 on 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.

HI THERE!

Welcome to Cannon Fodder 2. This manual has been lovingly produced to ensure that you get the very best out of this utterly fantastic 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, Virgin Interactive Entertainment, 338a Ladbrooke Grove, London, W10 5AH.

HOLD IT!

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays, hydrochloric acid, intense magnetic fields or re-runs of Blakes 7 as the data they hold will be erased, and then you'll be sorry. Do not attempt to 'back up' this data as it may be destroyed in the process.

BOX CONTENTS

Accompanying this manual, inside the box you should find 3 Cannon Fodder 2 program diskettes. We advise that these disks are 'write-protected' at all times by ensuring that the little black plastic tab in the corner of each disk is moved 'up' so a 'hole' is 'created'.

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A SCENARIO - OF SORTS

Three months have passed since Jools, Jops, Jon and the rest of the Cannon Fodder troops returned from their tour-of-duty. Thanks to some advice from an ex-S.A.S. soldier, the squad has opted to leave the army and set themselves up as mercenaries. Having got in touch with a middle-man, they make contact with a wealthy Arabian gentleman who's had a few problems on the borders of his country.

The troop decides to accept the gentleman's kind offer of work and are soon flying out to the middle-east on a private jet. After their arrival, they are shown to some very nice quarters and are kitted out with shiny new weapons. But before they get a chance to re-arrange their sock draws, trouble flares up on the border, and the chaps march off into action on their first sortie.

However, all is not as it seems. Having returned from their second mission they are kidnapped by some aliens (the same ones who've got Elvis, Glenn Miller and Lord Lucan). It soon transpires that these aliens are engaged in a war on their home planet; a war that they are losing. They need a secret weapon, something to swing the battle in their favour, someone who's a better shot than Elvis. Having monitored the troops earlier performances, they decide that they may be just what they're looking for. But first they need to test them...

WE'VE ONLY JUST BEGUN

Welcome to Cannon Fodder 2. The luckless soldiers from Cannon Fodder have been kidnapped by aliens, to see if they can save their own world from invasion. These aliens possess a time machine that can transport the boys to any period in human history, and they're going to use it to test the chaps abilities in battle. All of which is hard luck on the soldiers, because the aliens have got some choice hot-spots for them to try out.

Fortunately, there's an alien who's on the troop's side. He doesn't agree with the way the soldiers are being treated and he sees it that there's plenty of ammo at the beam-down sites. Only through extreme pugnacity can the boys survive the 72 phases and return to their own time. Through five different time zones, they've got to battle against increasingly remote odds and kick their kidnapers butts. Only then can they retire to Bournemouth with the missus.

Now some of you will have played the first Cannon Fodder game. Hell, some of you may even have beaten it without cheating. For those of you who did, we've included a few 'surprises' in this game. You'll need to play tactically and skillfully to survive. And for those of you who are new to Cannon Fodder - welcome to the war zone.

LOADING CANNON FODDER AMIGA

As with the first game, Cannon Fodder 2 is for one player only.

Set up your computer as described in its instruction manual. Ensure that a mouse is plugged into Joystick Port 1.

If your computer is 'turned on', turn it off. Wait for ten seconds, shout 'hurrah', wait another ten seconds, gaze blankly out of the window, investigate that thing that's flapping in your left nostril, wait another ten seconds and then turn your computer back on again. This will get rid of any virus that might be lurking in memory and minimise the risk of infecting and possibly destroying your Cannon Fodder disks.

Insert the Cannon Fodder Disk 1 into the computer's internal disk drive. The program will load and run automatically. When you are prompted to insert Cannon Fodder Disk 2, do so. All pretty obvious so far, isn't it.

You'll realise with a sudden jolt of recognition that Cannon Fodder 2 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.

TROUBLE-SHOOTING

In the unlikely event that Cannon Fodder 2 fails to load, turn off your computer and remove any external peripherals such as printers, blenders, pneumatic drills etc., but leave the monitor or TV connected, before repeating the loading procedure.

If Cannon Fodder 2 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 (although we don't need to know what you were wearing at the time), your 'equipment' configuration, especially any RAM expansion devices.

Send the whole lot off to: The Returns Department, Virgin Interactive Entertainment, 338A Ladbrooke Grove, London, W10 5AH. We will endeavour to replace the faulty disk(s) within 28 days of receipt.

INTO BATTLE

Ready for battle then? Right, skip through the introductory menus by pressing the left mouse button, until you come across the **LOAD/SAVE** screen. You should see a brown Alien landscape and a line of recruits who'd love to sign up with your band of mercenaries. Every time you complete a mission, you'll be dropped back to this menu, from which you can load or save games. To enter the game just click the left mouse button and the first mission will start. There are 24 missions in all, consisting of 72 phases.

SOME IMPORTANT KEYS AND WE'RE NOT TALKING CHUBB HERE

[ESC] Surrender. All remaining troops will be available to attempt the phase again.

[P] Pauses and un-pauses the game.

[G] Are you kidding? The G key only gets used in flight sims and adventure games.

[Space] Swaps between grenades and bazookas (when available).

UNDER FIRE

HOW TO GET AROUND IN CANNON FODDER 2

Right, some basics now. **TO MOVE** your squadies around, simply click the arrow on the screen with the left mouse button. So long as there aren't any large obstacles in the way, such as trees or cliffs, they'll then endeavour to move to the position you've chosen. **TO FIRE** at the enemy, simply press the right mouse button. And to fire a grenade or bazooka, hold down the right mouse button and click once with the left. Fiendishly simple, eh?

Now, because these are highly trained soldiers, they will only follow their leader - they aren't under individual control. So once you've instructed the squad's leader to move to a new position, the rest of the chaps will plod along behind him in a nice orderly line. Similarly, if you fire at the enemy, they'll all fire. And if you instruct the commander to walk into an enemy mine field, the whole squad will end up looking like marmalade.

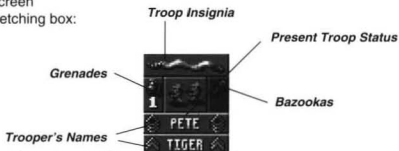
Now there's some good news and some bad news. Firstly, any bullets that your squad fire will only harm the enemy, so you can quite happily spray shrapnel around without worrying about lacerating one of your own. The bad news is that grenades and bazookas aren't clever, and these will quite happily blow up your own chaps. So if you've got a guilty conscience, look before you lob.

THE IN-GAME SCREEN

During a mission you'll see a screen something like this. Your soldiers are the small green guys with the round hats. The leader is the chap with the insignia floating above his head. It's possible to see what lies beyond your squad's immediate vicinity by moving the cursor to the extremities of the screen.

THE STATUS PANEL

In the top left of the screen you'll see this rather fetching box:



THE TROOP LOGO serves two purposes. Firstly it looks rather fetching, and secondly it enables you to split your squad into two. We'll discuss this a bit further in section entitled Splitting Your Troops.

GRENADES and **BAZOOKAS** are your two heavy weapons. The number underneath tells you exactly how many of each you've got. To choose grenades, just click on the grenade icon. And, surprisingly, to choose bazookas, just click on the bazooka icon. To pick up this sort of weaponry, you should guide your troops over the icons - they're usually located next to buildings. Both grenades and bazookas are kept in boxes of four. Please note, that should you fire at a box of grenades or bazookas, they'll blow up. If you do blow up a box, you might not be able to complete a mission, so fire carefully.

TROOP STATUS tells you instantly what your squadies are up to at any particular moment in time. In our example they're on foot, but should they manage to find some other means of transportation, this icon will change accordingly. But then if you need to look at this to find out what your squadies are up to, you should start paying a bit more attention. There's a war on, y'know.

TROOPERS NAMES are listed at the bottom of the status panel. This tells you who's in your squad. You'll find that the list starts to shrink a bit, as squad members snuff it.

MAP

Down in the bottom left of the game screen you'll see an icon which looks disturbingly like a map. Click on this and you'll see an overview of the battle area. Interesting looking buildings, rivers and trees are all on this map. Snipers, mine-fields and blue crested tits are not. Please note, that this also functions as a **PAUSE** key.

UNDERSTANDING YOUR POINTER A BEGINNERS GUIDE

In order to control your troopers, you've got to get to grips with the pointer. This is context sensitive, so in other words, it changes depending upon the options which are open to you at any time.



This is the plain vanilla pointer. You can wiggle it about the screen, pretend to prod enemy soldiers and direct your troopers around the screen. Just choose a destination and click with the left mouse button.



And here we have the cunningly designed cross-hairs. These become active whenever you're firing a weapon. Simply position the cross-hair over the target and let loose a barrage of bullets with the right mouse button.



And these are the vehicle in and out icons. These appear when you move the pointer over a vehicle. Click the left mouse button and the squadies will enter the vehicle.



Which brings us along quite nicely to the landing pointer. This only becomes active when you're using an airborne vehicle and it signifies that the land your pointer is over at that moment, is a suitable landing site.

SPLITTING YOUR TROOPS

Now, there will come a day when you give up your crap strategy of wading into the middle of a firefight and losing all your men. You'll scratch your chin, look enigmatic and say something like, "what I really need to do here is perform the classic pincer movement."

To increase your chances of winning a phase, you can split your available squadies into different troops. Then you can position some of your men at an appropriate vantage point (where they'll shoot at anything which comes near them) while the rest of the chaps sneak round the back and catch the enemy with their army issue pants down.

To **SPLIT** your troops, firstly click (with the left mouse button) on the names of the squadies you want in the second troop. Then click the left mouse button on the troop's insignia at the top of the status panel. Hey presto, you've got two teams. To control a troop, just click once on the appropriate insignia in the status panel. To **RE-UNITE** your teams, simply move one unit over another and they'll automatically join forces.

You can also control which of your troops gets the grenades and bazookas. Click on the grenades or bazooka icon once (solid outline) to give the new troop all of the goodies, twice (dotted outline) to give them half and three times (no outline) to give them none.

TRANSPOTTERS GUIDE TO VEHICLES

As you progress through Cannon Fodder 2, you'll encounter some wonderful vehicles. The list includes Choppas, Tanx, Jeeps, Biggunz, Battering Ramz, Dragonz, Flying Sawcers, Daleqs and Witchs. Here's how to use them.

- To enter a vehicle, move the pointer over it, until it changes into the vehicle entry icon. Then click once and your soldiers will enter the vehicle.
- To move the vehicle hold down the left mouse button. The longer you hold the button down, the faster it'll go.
- To fire the vehicle's weapon, press the right mouse button. Grenades and bazookas cannot be used whilst inside a vehicle.
- To leave a vehicle, position the pointer on the edge of the offending transport and click once with the left mouse button.

Each vehicle has different capabilities. Here's what they're all capable of:



This is the **CHOPPA** it comes in two varieties, the unarmed Transporta and the armed-to-the-teeth Killa. Only rockets or heat-seeking missiles can destroy a Choppa and it's worth noting that they're more vulnerable when on the ground.



Then there's the **JEEP**. Like the Choppa, this comes in armed and unarmed flavours. The armed variety is fitted with a front-mounted machine gun.



Nothing but rockets, heat-seeking missiles and shells can damage **TANX**. These are tough but slow machines that fire powerful shells. They can take out the sturdiest of structures.



This is a **GUN TURRET**. It fires either rockets or shells. Its defensive capabilities depend entirely on the terrain.



On the medieval levels you'll encounter this rather fetching **BATTERING RAM**. It behaves just like a jeep. Except that it runs on man-power and not petrol.



Yes it's a **DRAGON**. It's great for scaring the willies out of the locals and for destroying their pathetic wattle and daub huts. It behaves just like a tank and is just as powerful.



The **WITCH** is the medieval equivalent of a Choppa. It behaves in exactly the same way as a Choppa, but takes up far less storage space.



Wander around the 1930s Chicago levels and you'll encounter this **RIOT WAGON**. It behaves just like a tank.



The Anthill Mob would be happy to get about in this **ARMOURED CAR**, which behaves just like a jeep.



Funnily enough, the **AIRSHIP** isn't much safer than the real thing. It flies just like a Choppa and features similar armaments.



On the aliens' space ship you'll encounter this **MEWN BUGGY**. It works in exactly the same way as the jeep.



If you need a bit more fire-power and you're on the space ship, get hold of this **DALEK** which behaves just like the tank.



No alien world would be complete without a **FLYING SAWCER**. It flies, it shoots rockets and heat-seeking missiles and it made a guest appearance on the film *The Day The Earth Stood Still*.

STRANGE NEW WORLDS

To test your combat skills to the full, there are five very different kinds of terrain in Cannon Fodder 2. They are:

MEDIEVAL

These dark age levels are populated by Knights and damsels in distress. Because this is before the invention of petrol, you'll find mechanical dragons, witches and wizards creating all the havoc.

1930S CHICAGO

Al Capone's home town looks disturbingly similar to Milton Keynes - only without the concrete cows. Expect to find gangsters, policemen, riot wagons and airships.

MIDDLE EAST

These sandy desert levels feature military compounds, mosques, jeeps, tanks and angry stone-throwing civilians. See if you can spot Salman Rushdie. Not.

SPACE SHIP

The alien's space ship is populated with aliens (well, what did you expect?), robots and captured spacemen. Watch out for the teleporters, moon buggies, flying saucers and hideous electronic monsters.

PLANET X

The aliens' home world is a wonderful purple sticky place that's chock full of Doctor Who_ cast-offs. Look out for buggies and flying saucers and be careful not to walk off the cliffs-of-doom, or into the yawning chasms or gaping gorges.

SUCCESS?

SAVING OR LOADING A LEVEL

You've done the impossible, battled through the armies of darkness and completed a whole mission. Or alternatively you've failed miserably and got a severe kicking from the bad guys. Either way, you'll end up back at Boot Hill from where you can save your game, format a disk, or load a previously saved level.

To format a save game disk, select **FORMAT**, insert a blank disk and click on **YES**. This will erase the disk. You can then save your game by clicking on the **SAVE** icon in the top right-hand corner of the screen. Enter a filename (no more than eight characters) and hit the **ENTER** key. To load a saved game, simply click on the **LOAD** icon in the top-left hand corner of the screen and click on the appropriate filename.

SOME HINTS – BECAUSE WE'RE NICE LIKE THAT

- Don't stop to admire the view (as nice as it is). Keep moving at all times. Fire on the move, grenade on the move, bazooka on the move and you won't die on the move.
- Shoot first, swap telephone numbers later.
- There are mines and booby-traps scattered around all over the place, so watch where you tread, or you'll fall to pieces.
- There are secret zones on most of the levels. Pay close attention to the scenery and you just might find yourself a Supa Dupa power-up.
- Winston Churchill once said, and I quote, "There's nothing more exhilarating in life than being shot at without result." We could say that that's the reason we brought you Cannon Fodder 2. But in truth we did it purely to get up the nose of the media. For as Winston Churchill also said, "Perhaps it is better to be irresponsible and right, than to be responsible and wrong."



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