

# ARMED SEVEN

BATTLE OF THE STEEL CORPS IN 1989

## GAME MANUAL

12 years after the Gogoh War

This is a record of operations  
in the Second Loran War...



# STORY

**The year is 1989.**

**12 years have passed since the Gogoh Army invasion of Earth.**

**The introduction of alien technology enabled Earth technologies to take a massive leap forward.**

**Conflict between countries declined and the Earth Federation was established as a unified Earth government.**

**The stage was set for an era of unprecedented prosperity.**

**However, the peace was abruptly broken.**

**The underground militant organization, the 'Neo Loran Order', was bent on establishing a new world order.**

**Utilizing weapons stolen from the Federation, they launched a global assault. Now, the fate of the newly-formed Earth Federation hangs in the balance as it begins to fight back!**



## 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  
DirectX®: DirectX®8 or later  
Hard Drive: 150 MB free hard drive space

## GAME START/UNINSTALL

Open the game folder and click on "A7.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 through your game client.

## GAME SCREEN



- ① Life Gauge: As you get hit, this gauge will decrease. If it's completely gone, Game Over!
- ② Shield Gauge: Acquiring shield items enables you to take up to two hits without decreasing the life gauge.
- ③ Charge Shot Gauge: This gauge increases automatically. Once it reaches MAX, you can use the charge shot.
- ④ Surveyor's Hitbox: The Surveyor is the player's mecha and you will only receive damage on this point.
- ⑤ Score: Your current score.
- ⑥ Boss Health: This gauge goes down as you damage the boss. Once empty, you progress to the next stage.
- ⑦ Boss Time Out Counter: When this counter reaches 0 the boss will self-destruct, preventing time bonuses.

## WEAPON SELECTION SCREEN



Before starting the game, you can select the Surveyor's equipment, divided in 'Main Weapon', 'Sub-Weapon' and 'Charge Weapon'. Once you pick the weapons, you can't change them until the game ends.

The charge time of the charge weapons is defined by your main and sub weapons selection. The farthest on the right offer the shortest charge times.

Each weapon has its own pros and cons. Some can deliver extraordinary performance depending on the stage. It's up to you to come up with your own strategy and choose a suitable combination of weapons, minding their charging time and effectiveness in different situations.

You can also adjust the orientation of your main weapon by releasing the fire button, adjusting the direction and pressing fire again. In the Config menu you can set if this orientation is done in a reverse (down/up) or normal (up/down) fashion.



## CONTROLS

The Surveyor can be moved with either the keyboard or a controller and this second option is recommended for a better experience. The Xbox 360 controller is supported.

### Basic keyboard controls:

Movement: directional arrows and WASD  
Shot: Z  
Charge weapon: X  
Restart (Back to the Main Menu): R  
Quit: ESC key (valid only at the Main Menu)

### Controller:

Movement: d-pad and sticks  
Shot: Button 1  
Charge weapon: Button 2

## SCORING SYSTEM

### MAXIMUM Bonus

When you already have two shields equipped and acquire a 3rd, a "MAXIMUM" bonus will be provided and your score will automatically increase. This also depends on the level you are playing.

The higher the level, the more your score will increase.

### TIME Bonus

You'll get bigger score bonuses the faster you defeat the bosses.  
Don't waste time micro-dodging, charge and go in for the (speed) kill!

### SHIELD Bonus

You'll get this bonus based on your equipped shields at the time of clearing a stage. When you clear the stage with the MAXIMUM shield condition, a 3x score bonus will be awarded.

### Multipliers and Life Extends

You'll be awarded score multipliers for destroying bigger enemies quickly and efficiently so use your charge weapons!

Extra lives are provided after reaching certain score thresholds.

## DIFFICULTY AND RANK SYSTEM

After Selecting Start, you can choose the difficulty settings:

**EASY:** For the Beginners. Nice and actually EASY.

**NORMAL:** For Normal Players. Good challenge.

**HARD:** For High Level Players. Ready to face a fierce enemy.

**INSANE:** For Ultimate Players. **ONLY FOR TRUE STEEL CORPS.**

Armed Seven features "Rank", which is a separated from of difficulty: Rank goes up and down automatically and affects the enemy attack level. Thus, the game will adjust to your performance and the better you do, the harder it'll get to keep up the challenge and viceversa.

### Rank Up Conditions

When the Surveyor powers up, the Rank will also go up. As your shields increase, the Rank will also increase. At the MAXIMUM shield condition, it'll go up even further.

## STAGE SELECTION AND REPLAYS

You can freely practice the stages you have cleared. Rank and other settings can be also adjusted. However, Replay and High Score options will not be available when you play in this mode.

Replays allow you to watch your previous runs. At the end of each game, a message will prompt you to save a replay. If you choose to do so, a file will be created using the following format: "Difficulty\_Equipment\_Score.rpy".

Being a PC game, of course you can rename the file as you please as long as you keep the '.rpy' extension in order to view it.

## EMBLEMS

This option of the Main Menu allows you to view obtained emblems. Different kinds of emblems can be earned, depending on the difficulty played and the scores achieved.

## FAQ

### Answers to Frequently Asked Questions

#### Question 1:

The game won't start.

#### Answer:

It's possible that the drivers for DirectX, your graphics card, motherboard, or sound card may not be fully updated.

Please update them to their latest versions.

#### Question 2:

The game runs slowly. The frame rate is really choppy!

#### Answer:

Sometimes the game will run smoother if you temporarily stop your antivirus software (turn off your connection too just in case!) or exit other hardware intensive programs running on your computer.

You can also try running the game in windowed mode. Enable V-Sync through your graphics card panel in case you experience screen tearing.

#### Question 3:

I just can't beat the game, it's too hard! Why are there no checkpoints or regenerating health?

#### Answer:

You need some practice, son! Being a Steel Corp is not easy! Believe in your shields!

## SPECIAL THANKS

Many thanks to DX for their library and The Match Makers for sound effects!

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