



# Pilot's Training Manual



780-0178-00

## **DRACONIAN™**



# Credits

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Ken Hall - TESTING 1-2-3. Documentation: Viveros and Associates

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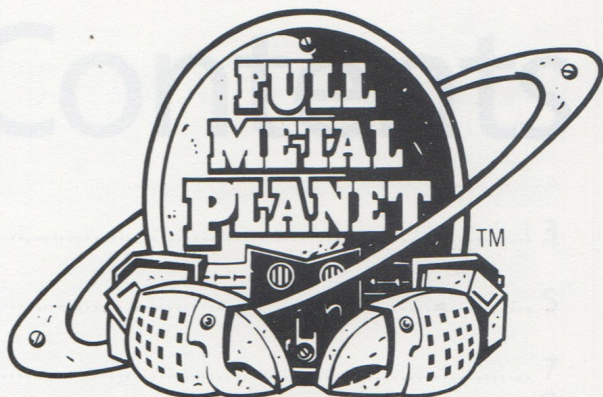
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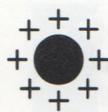


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## 8:54 am In Orbit Around Full Metal Planet.

Interplanetary ore excavation companies come and go. Now that you've got command of your own mining fleet you can show the universe what it really means to haul ore.

But don't start pinning the ribbons and awards on your chest just yet. Full Metal Planet is a test for even the most seasoned – and cut-throat – mining consortiums. There will be three of these competitor's on the planet's surface with you – fighting for the same limited, precious cargo.

Your mission: Land your freighter on the volatile planet's surface, load up with all the ore your ship can carry, blast or capture your rivals' equipment – including their fully loaded freighter, if possible – then get off this rock they call a planet in one piece.

At your disposal is a state-of-the-art excavating armada: attack boats, barges, tanks (including the famous T-99, also known as the "Heap"), transporter crabs, and the unique "Weather Hen," which can take ore and transform it into new equipment and predict changing tides – critical to your survival on FMP.

Entering the FMP orbit. Good luck.





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Interplanetary ore excavation companies come and go. Now that you've	33
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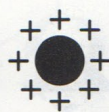


# Quick Start Guide

Full Metal Planet is one of the deepest military simulations available today. As a result, the entire contents of this manual are essential to a thorough understanding of the game. But we understand the gamer's desire to get right into the heat of battle, so we've outlined the key sections you may want to scan quickly to get you into the game as soon as possible.

The thrashing you're likely to get from your computer opponents will probably encourage you to come back to the manual when you feel a little more patient. Meantime, your quickest path into Full Metal Planet:

1. Review "Loading the Game" on Page 7.
2. Once you've booted the game, work your way through the game menus with the help of the following sections: "Main Menu" on Page 11; "Copy Protection" on Page 15; "Game Options Screen" on Page 37; "Strategic Map" on Page 41; and "Landing and Deployment" on Page 45.
3. Quickly scan the capabilities, strengths and vulnerabilities of your armada in the "Vehicles and Equipment" section on Page 23.
4. Go ahead and try playing a game – referring as you go to the various commands in the "Battlefield Commands and Functions" section on Page 49.
5. Use the "P" key liberally at first – it will pause the action, thus stopping the clock – while you get your bearings straight during your turn.





# Quick Start Guide

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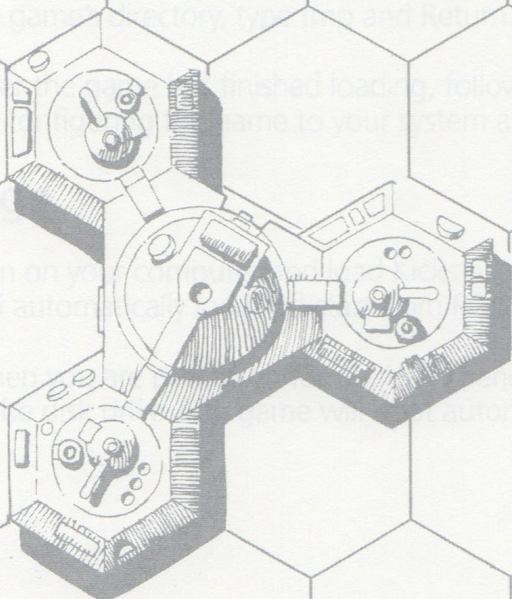
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# Loading the Game





## System Specifics

Full Metal Planet has been developed to take advantage of an icon-driven menu system for players using a mouse – where you can point at an icon and click the left mouse button to select that option. A mouse is not necessary, however, to fully enjoy the game. While the screens and menus are the same in all formats of Full Metal Planet, the following section is written for players using a mouse, who simply need to point and click on the icon depicted in order to activate the listed command. Keyboard equivalents of these selections are listed in *[ITALICIZED BRACKETS]* for those players using IBM and compatible computers, who need only press the key identified *[IN BRACKETS]* for the same result as clicking on the icon mentioned. The IBM and compatible version also allows players to use the *[ARROW DIRECTION KEYS]* to move the cursor around the screen as a mouse would move it. When using these keys to move the cursor like a mouse, *[RETURN]* serves as the mouse button. Finally, certain game commands on all systems require keyboard input, in which case, the command listed is the same for all hardware formats.





## IBM PC and Compatibles

1. Turn on your computer and load DOS. Follow your system directions to format a blank diskette for use as a data disk. If you are using a hard drive go ahead to Step 3. If not, continue to Step 2 and skip Step 3.
2. Place Full Metal Planet Disk 1 in the disk drive. If necessary, log the drive in which you've placed the floppy disk by typing its designation – for example, A: for A-drive – and pressing Return. Type fmp and press Return. Throughout the game you will be prompted to switch game disks as necessary.
3. Place Disk 1 into the floppy drive and type A: (or the appropriate letter for the drive in which you've placed the game disk) then Return. At the prompt, type install C: (or your designation hard drive) then Return. All game data will be copied from Game Disk 1 onto the hard drive. You'll then be prompted to remove Disk 1 and insert the other disks in numerical order until all data has been loaded onto the hard drive. Remove the game disks and store them safely as back-up. An FMP directory has now been created on your hard drive. To access the game from the hard drive prompt, type cd fmp and Return. After entering the game's directory, type fmp and Return.
4. After the game has finished loading, follow the on-screen directions for configuring the game to your system and calibrating your joystick.

## Amiga

1. Turn on your computer and load Kickstart (Certain Amiga machines will automatically load Kickstart from ROM).
2. When you are prompted for the Workbench disk, put your game disk in the disk drive. The game will boot automatically.





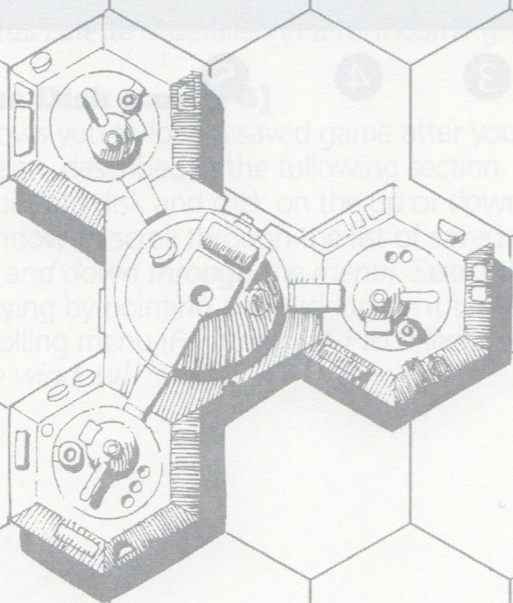
1. Turn on your computer and load DOS. Follow your system instructions to format a diskette for use as a game disk. If you are using a hard drive, go ahead to Step 5. If not, continue to Step 2 and the next steps.
2. Place Full Metal Jacket Disk 1 in the disk drive. If necessary, load the driver which you've placed in the floppy disk by typing its designation in for example, A for A drive, and pressing Return. Type name and press Return. If you are using a hard drive, you will be prompted to switch to the game's directory. Type fmp and Return.
3. Place Disk 1 into the floppy drive and type A (or the appropriate letter for the drive is which you've placed the game disk) and press Return. All game data will be copied from Game Disk 1 onto the hard drive. You'll then be prompted to remove Disk 1 and insert the other disk in numerical order until all data has been loaded onto the hard drive. Remove the game disk and store them safely as back-up. An FMP directory has now been created on your hard drive. To access the game from the hard drive prompt, type cd fmp and Return. After entering the game's directory, type fmp and Return.
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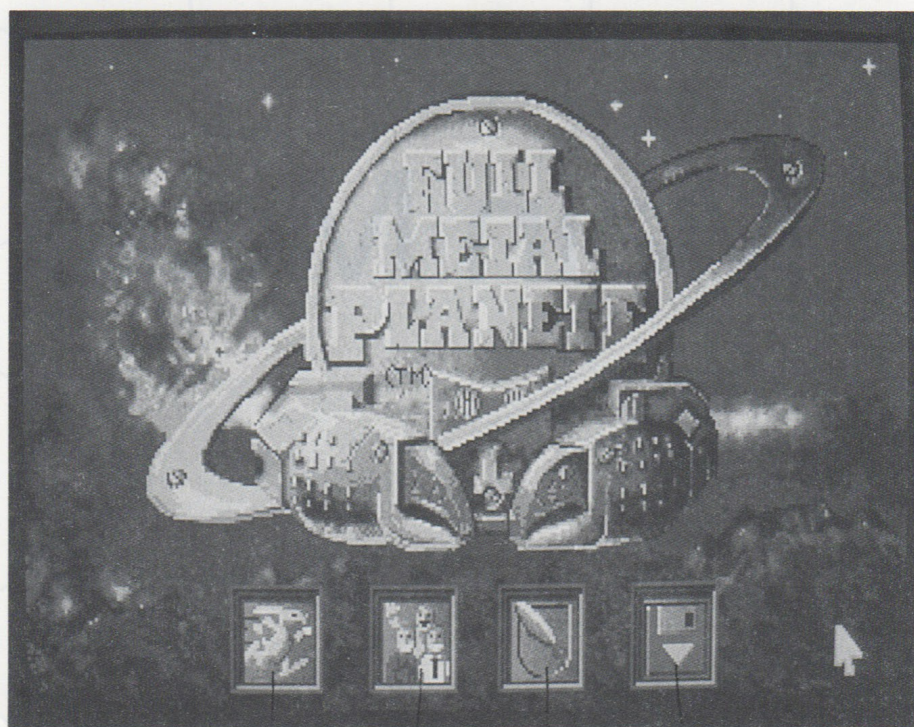


# Main Menu





## The Main Menu



2

3

4

5





Following the introductory screen, the first screen you will encounter is the Main Menu, which offers the following icon selections:

**1. The Door Icon**

**[DOES NOT APPEAR ON IBM VERSION]**

This icon will appear in later menus as well, it is your passage-way to other game screens. In this first instance, it will begin the game by moving you to the Game Options Screens, preceded by the introductory music and title screens.

**2. The Hare Icon [F1]**

This will also move you to the Game Options Screen, but will bypass the title-sequence.

**3. The People Behind This Game Icon [F2]**

Information about the people involved in bringing you this game. To return to the Main Menu, click the left mouse button *[RETURN]*.

**4. The Brush Icon [F3]**

Moves you to Full Metal Palette a graphic-creation program that allows you to create your own excavation company emblem. Full Metal Palette is detailed in a forthcoming section of this manual.

**5. The Disk Icon [F4]**

Allows you to load a saved game after you clear the copy protection screen, described in the following section. When prompted, insert your data disk and click on the up or down arrows in the pop up window to scroll through the list of saved games *[F6 and F7 to page up and down through the menu]*. Select the game you wish to resume playing by pointing and clicking on it twice after it appears in the scrolling menu *[F1 through F4 to select between 1 through 4 in the window]*.



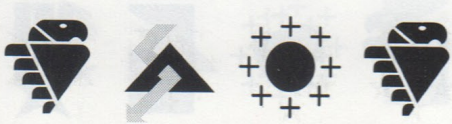


## The Main Menu

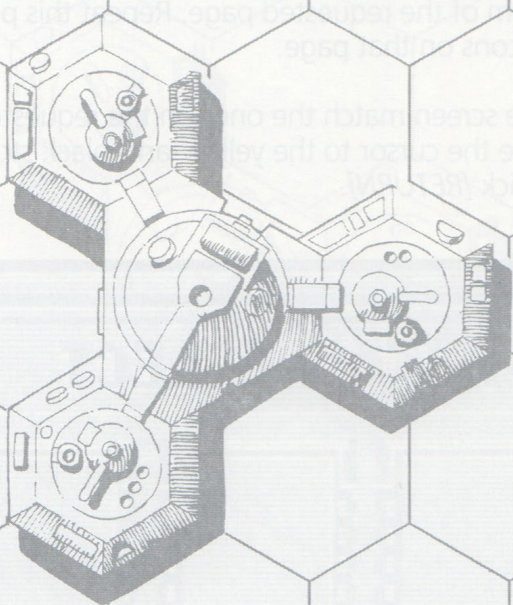
Following the introduction screen, the first screen you will encounter is the Main Menu.

1. The Main Menu  
The Main Menu is the first screen you will see after the introduction screen. It contains the following options: New Game, Load Game, Options, and Exit. The New Game option is highlighted by default. The Load Game option is only available if you have saved a game. The Options option is only available if you have a game loaded. The Exit option is only available if you have a game loaded.
2. The New Game Screen  
The New Game screen is the screen you will see after you select the New Game option. It contains the following options: Name, Difficulty, and Start. The Name option is highlighted by default. The Difficulty option is only available if you have a game loaded. The Start option is only available if you have a game loaded.
3. The Load Game Screen  
The Load Game screen is the screen you will see after you select the Load Game option. It contains the following options: Name, Difficulty, and Start. The Name option is highlighted by default. The Difficulty option is only available if you have a game loaded. The Start option is only available if you have a game loaded.
4. The Options Screen  
The Options screen is the screen you will see after you select the Options option. It contains the following options: Sound, Music, and Controls. The Sound option is highlighted by default. The Music option is only available if you have a game loaded. The Controls option is only available if you have a game loaded.

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# Copy Protection

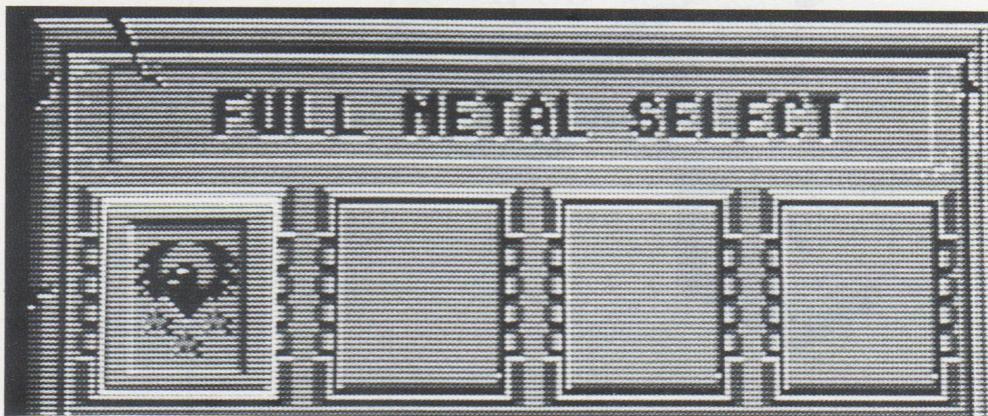




Before you can play the game, you'll be asked to select and enter four icons in the order they appear at the bottom of a page in this manual. On the screen you will see: "ENTER PAGE XX CODE," with "XX" representing a specific page number. To get by the copy protection and into the game:

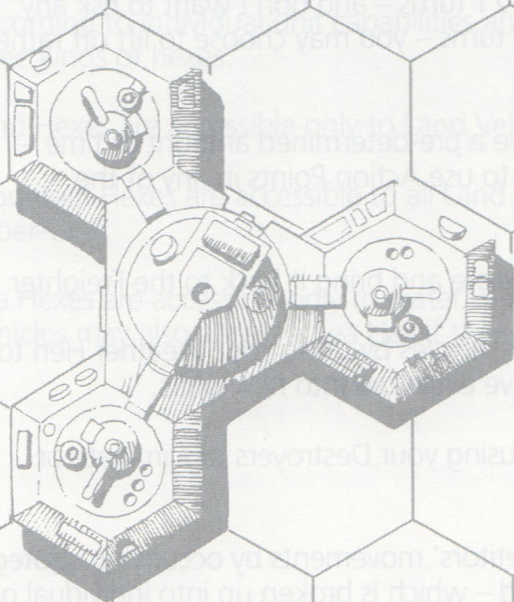
1. Open this manual to the page requested, where you'll see four icons at the bottom of the page.
2. Just beneath the line of text that requests the code, you'll see four empty boxes. Use your mouse to point to the first of these boxes on the far left and click *[use the DIRECTION ARROWS to point the arrow cursor onto the box and press RETURN]*.
3. Next, select the icon on the screen that matches the first icon on the bottom of the requested page by moving the cursor in the same way and clicking *[DIRECTION ARROWS and then press RETURN]*. The icon you've just selected will now appear in the first box at the top of the screen.
4. Now select the second empty box from the left – a border will outline it once it's been selected – and then select the icon that matches the second icon on the bottom of the requested page. Repeat this process for the third and fourth icons on that page.
5. Once all four icons on the screen match the ones on the requested page in the manual, move the cursor to the yellow-and-black striped icon on the screen and click *[RETURN]*.

### Full Metal Select





# Game Overview





## Background

This game follows the rules and gameplay of the highly popular board game, Full Metal Planet. The computer acts as referee and will forbid illegal movements, allocate points, control tidal changes, and so on.

The computer also provides you with ever-ready computer-controlled opponents. Up to four-players may participate – in any combination of human and computer-controlled players.

Please note that this manual has been written for computer systems equipped with a mouse. If playing on an IBM/Compatible system that does not include a mouse, use the keyboard commands that are listed *[IN BRACKETS]* after each mouse command.

## Game Summary

Your freighter will be on the planet's surface for an ore-extraction period of either 21 or 25 turns. After 25 turns the planet will flood and destroy everything remaining on the surface. If you believe you have enough points to win the game after 21 turns – and don't want to risk any mishaps during the final four turns – you may choose to lift off rather than stick around.

During each turn, players have a pre-determined amount of time – from three to nine minutes – to use Action Points in any of the following manners:

- Move Transports to gather ore and bring it back to the Freighter.
- Create new equipment or vehicles by using your Weather Hen to manufacture the ore you've extracted into new units.
- Weaken the opposition, using your Destroyers to eliminate or capture opposing units.
- Threaten or hinder competitors' movements by occupying strategic locations on the Battlefield – which is broken up into individual game spaces known as hexes.





- Capture opposing Freighters, to increase your own unit numbers, gain additional Action Points.
- Blast off at the end of the game with as many loaded Freighters as you control.

## Scoring

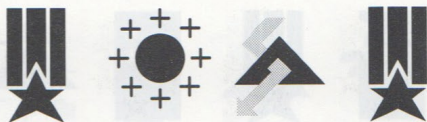
If things work out right, you'll take off at game turn 21 or 25 with your cargo intact. The player leaving the planet's surface with the greatest number of points wins the game. Points are tabulated at the end of the game based on what's aboard your freighter as follows:

Each Vehicle Unit or Equipment Unit:	One Point
Each Block of Ore:	Two Points

## The Planet's Surface

The game terrain is overlayed with a grid of hexagonal spaces – or Hexes. Hexes serve to regulate movement and positioning. Units move from hex to hex according to individual unit capabilities and specific game situations. There are three kinds of hexes:

- Land Hexes are accessible only to Land Vehicles.
- Mountain Hexes are accessible to all Land Vehicles except the Heap Super-Tank.
- Sea Hexes are accessible only to water vehicles – with one exception: Land Vehicles may also access a Sea Hex if there is a Pontoon on that Hex.





# Tides

The tide on Full Metal Planet changes from Turn to Turn – affecting the sea level. Therefore, certain shoreline Hexes will alternate between Sea Hex and Land Hex depending on the level of the tide. In actuality, these ever-changing Hexes are known as Swamps and Reefs:

During Mid-Tide: Swamps act as Land Hexes. Reefs act as Sea Hexes.

During High-Tide: Swamps and Reefs both act as Sea Hexes.

During Low-Tide: Swamps and Reefs both act as Land Hexes.

The “T” key on your computer keyboard allows you to determine the current status of a Hex. Refer to Page 57 for details on this “Check Hex” command.

As detailed above, a change in tide will change the status of Reefs and Swamps and may result in Vehicles getting caught out of their natural element. If, for example, a Water Vehicle moves into a Swamp during High-Tide (when Swamps act as Sea Hexes) and does not move out of the Swamp before the tide changes (during either Mid-Tide or Low-Tide Swamps act as Land Hexes), then the Water Vehicle will be completely neutralized and unable to operate until the next High-Tide (at which point the Swamp will again act as Sea Hexes, the Water Vehicle’s natural element).

- Water Vehicles caught in Reefs or Swamps during Low Tide will run aground.
- Water Vehicles caught in Swamps during Mid-Tide will run aground.
- Ground Vehicles caught in Reefs during Mid-Tide will be bogged down.
- Ground Vehicles caught in Reefs or Swamps during High Tide will be bogged down.





These neutralized vehicles are completely immobilized and may do absolutely nothing. While neutralized, vehicles are actually helpless and are ripe for capture or destruction. Also note that neutralized vehicles are obstacles to movement and may be deliberately run aground or bogged down to strategically block a passage.

The flow of tides is decided at random by the computer during initialization of the game.

## Ore

It's what you're here to get. The cone-shaped blocks of Ore are scattered all over the Battlefield – on the Strategic Map they're represented by a white "I". A block of Ore occupies a Hex and is therefore an obstacle to movement. At Low-Tide, Ore may be picked up anywhere on The Battlefield. At Mid-Tide, Ore may not be taken from Reefs. At high tide, Ore may not be picked up from Reefs or Swamps.

There are four things you can do with a block of Ore:

- Load it into a Freighter from an adjacent hex.
- Load, transport and unload it, using a Weather Hen (can hold one block at a time), a Crab (can hold up to two blocks at a time) or a Barge (can hold up to four blocks at a time).
- Load it onto a Weather Hen and manufacture it into a new piece of equipment.
- Destroy it.





# Tides

These neutralized vehicles are completely immobilized and may do absolutely nothing. While neutralized, vehicles are actually helpless and are not subject to destruction. Also note that neutralized vehicles are not levelled by movement and may be added to the map at any time and one down to strategically block a tide. Tide levels are known as Swamps and Reefs:

The flow of tides is decided at random by the computer during initialization of the game. Swamps act as Land Hexes.

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Ore may not be picked up from Reefs or Swamps. As a result, the game will add a chance to avoid a natural element of the game, and does not add a block of Ore.

There are four things you can do with a block of Ore. During High Tide (when Swamps act as Sea Hexes) you can:

- Load it into a Freightier from an adjacent hex.
- Load it onto a Weather Hen (can hold one block at a time).
- Load it onto a Crab (can hold up to two blocks at a time).
- Load it onto a Barge (can hold up to four blocks at a time).

Load it onto a Weather Hen and manufacture it into a new piece of equipment.

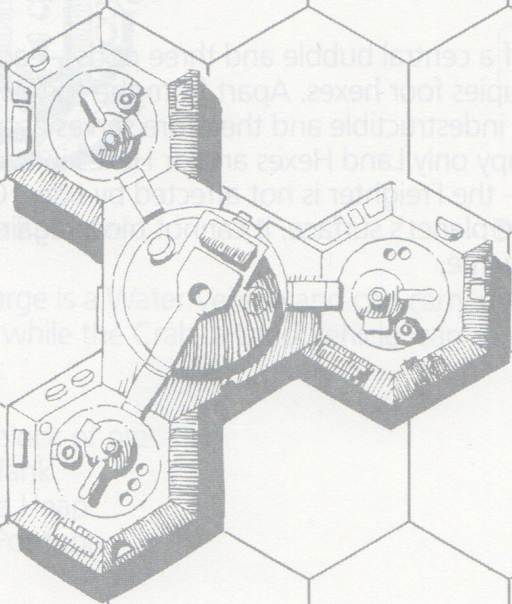
Water Vehicles caught in Swamps during Mid-Tide will be bogged down.

Ground Vehicles caught in Reefs during Mid-Tide will be bogged down.

Ground Vehicles caught in Reefs or Swamps during High Tide will be bogged down.

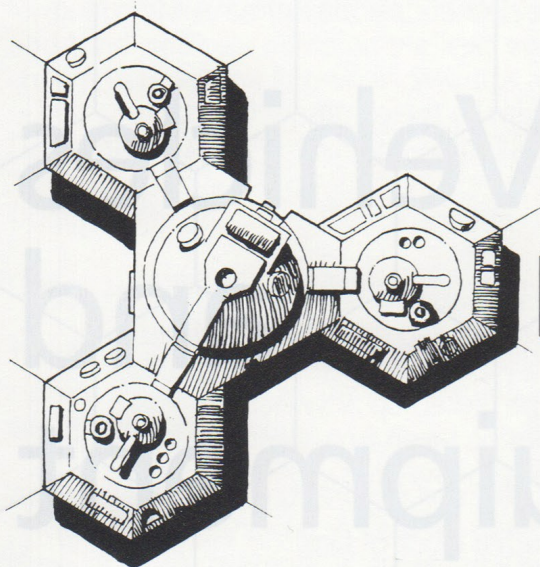


# Your Vehicles and Equipment

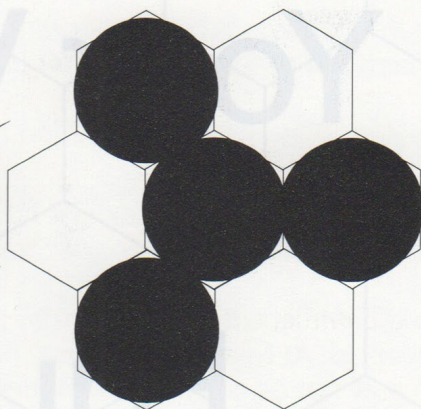




# The Freighter



On the Battlefield



On the Strategic Map

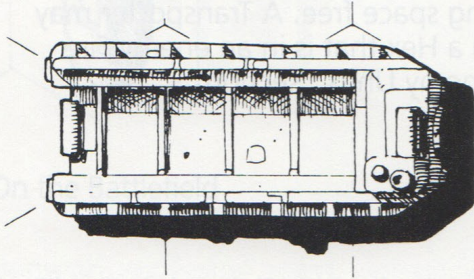
Your Freighter is composed of a central bubble and three pods – each topped by a turret – and occupies four hexes. Apart from the turrets, the Freighter and its contents are indestructible and therefore serves as a shelter. A Freighter can occupy only Land Hexes and/or Hexes in Swamps, regardless of tide conditions – the Freighter is not affected by tides. Once you land your Freighter on the planet's surface, it cannot move again until you lift off at the end of the game.



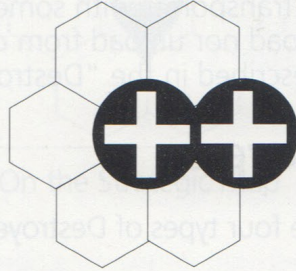
# Transporters

There are two types of Transport Vehicles:

## 1. The Barge

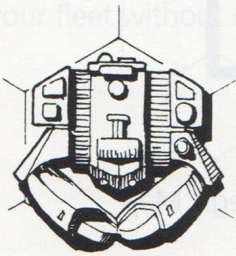


On the Battlefield

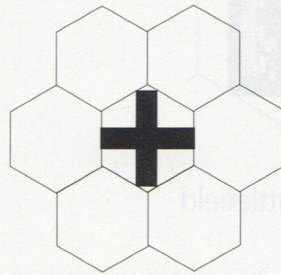


On the Strategic Map

## 2. The Crab



On the Battlefield



On the Strategic Map

The Barge is a Water Vehicle and can carry up to four of the following items, while the Crab, a Land Vehicle, can carry up to two of them at a time:

- A block of ore
- A Tank
- The Heap
- A Pontoon





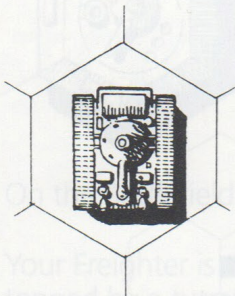
In addition, the Barge can also carry a Crab or the Weather Hen, but these items count as two elements each. Vehicles loaded on a Transporter are neutralized and suffer any fate the Transporter may encounter.

Elements can only be loaded onto a Transporter from an adjacent Hex and can only be unloaded to an empty hex – or one occupied by another Transporter with some loading space free. A Transporter may neither load nor unload from or onto a Hex that is in an enemy Fire Zone (described in the "Destroying Enemy Units" section).

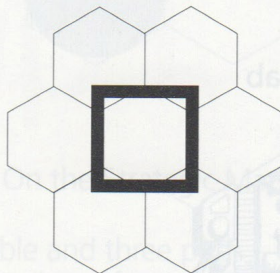
## Destroyers

There are four types of Destroyers:

### 1. Tanks

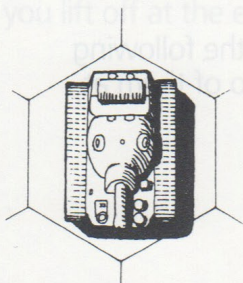


On the Battlefield

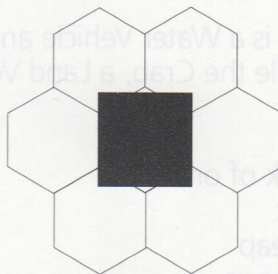


On the Strategic Map

### 2. The Heap



On the Battlefield

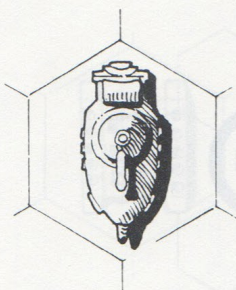


On the Strategic Map

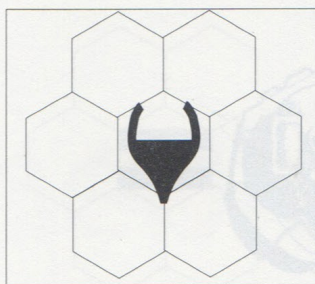




### 3. The Attack Boats



On the Battlefield



On the Strategic Map

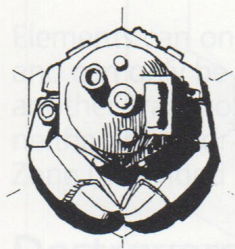
### 4. The Freighter's Turrets also act as Destroyers.

Destroyers can eliminate anything on the board – including ore – except Freighters and their cargo (only the Freighter's turrets can be destroyed). Destroyers are also used to capture enemy units – converting the units to your fleet without destroying them.





## The Weather Hen



On the Battlefield



On the Strategic Map

A Weather Hen in good working condition can, at any time, forecast what the next tide will be (Press "M" Key to forecast. Refer to page 56). A player with two Weather Hens (after capturing one from another player) can forecast the tide for the next two turns, and so on.

A Weather Hen can also manufacture any of the following new units from a block of ore:

- A tank
- A pontoon
- A crab

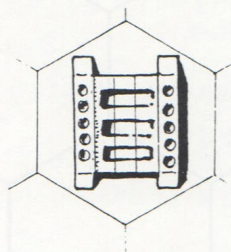
The Weather Hen can load the ore from an adjacent hex and then immediately "lay" the new unit onto an adjacent hex. The Weather Hen can also carry ore, like a Transporter, and then lay a new unit during a later turn. In this scenario, the Weather Hen is subject to the same rules as a Transporter, but can carry only one element at a time.

The Weather Hen cannot operate inside a freighter, on a barge, in an enemy fire zone or while it is bogged down – this includes its ability to forecast tides.

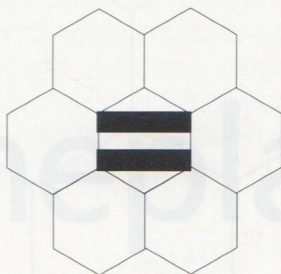




## Pontoons



On the Battlefield



On the Strategic Map

Pontoons cover Sea Hexes – including those submerged or submersible Hexes in Swamps or Reefs – in order to provide full-time access to those Hexes for all land vehicles. A Pontoon can only be placed on an unoccupied hex that borders at least one land hex. However, additional Pontoons may be linked in a chain to that one anchor Pontoon.

If the anchor pontoon is later destroyed, then so are the others in the chain. The destruction of a pontoon results in the immediate destruction of any vehicle standing on it.

A pontoon may never be loaded or unloaded inside an enemy fire zone. But your enemies may load the pontoon onto one of their Transporters and haul it away – remember that a Pontoon is neutral and may be used by all players.

Positioned on a Land hex, a pontoon does not prevent that hex from being used. But on a sea hex, a pontoon is an obstacle to barges and attack boats.



## The Weather Hen

## Pontoons



On the Strategic Map

On the Battle Map

Pontoons are used to transport units across water. They are placed on a hexagon and can be moved to an adjacent hexagon. Pontoons can carry units and supplies. They are destroyed if they are hit by enemy fire.

If the weather hen is destroyed, the weather will change. The weather hen can be moved to an adjacent hexagon. It can be destroyed if it is hit by enemy fire.

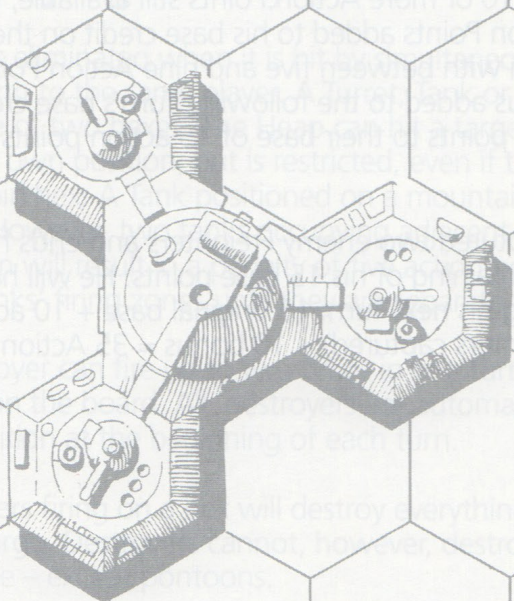
- A tank
- A pontoon may never be loaded or unloaded inside an enemy zone.
- But your enemies may load the pontoon onto one of their transports.
- Remember that a Pontoon is neutral and may be used by all players and hexes adjacent to it.
- The weather hen can be moved to an adjacent hexagon. It can be destroyed if it is hit by enemy fire.
- Pontoons can carry units and supplies. They are destroyed if they are hit by enemy fire.
- Being used by an enemy transport is not a problem. It can be destroyed if it is hit by enemy fire.
- And a time

The Weather Hen cannot operate inside a freighter, on a barge, in an enemy fire zone or while it is bogged down - now bogged is it or not all yours to forecast.





# Gameplay





## Turn Time

The length of each game turn is determined at the beginning of the game by all players and can range from one minute to nine minutes. At the end of each player's turn time, the computer will halt the action and move on to the next player. Once all players have completed their actions for that turn the computer will announce the next turn and change the tides before the players begin their next actions.

## Action Points

Each player starts a turn with a certain number of action points used to carry out the game actions of his choice – within the limit of action points available to him on a particular turn. During the first two turns – landing and deployment – no points are necessary. For the third turn, players receive five action points with which to maneuver. Turn four offers ten points. From turn five on, all players receive a base of 15 action points for each turn.

Players receive an Action Points bonus for conserving points during a turn. If a player ends his turn with 10 or more Action Points still available, he'll receive an additional 10 Action Points added to his base credit on the following Turn. Ending a Turn with between five and nine Action Points will result in a five-point bonus added to the following Turn's base credit. In addition, players will add five points to their base of 15 action points for every Freighter they capture.

An example: A player has captured two enemy Freighters and ends his turn with 10 Action Points remaining of his 15 base points. He will have 35 action points to use during his next Turn: 15 original base + 10 added to base (5 each for two Freighters captured) + 10 bonus = 35 Action Points.





## This is How Action Points May be Used:

Moving a unit:	One point for each hex.
Loading a unit (including one that is itself loaded):	One point.
Unloading a unit (including one that is itself loaded):	One point
Destroy a unit:	Two points.
Capture a unit:	One point.
Rebuild a turret on a captured freighter:	Two points.
Freighter taking off:	One to four points, depending on ship's condition.

## Destroying Enemy Units

A unit is eliminated when it is hit by simultaneous fire from two Destroyers belonging to the same player. A Turret, Tank or Attack Boat has a firing distance of two hexes. The Heap can hit a target up to three hexes away from its own position, but is restricted, even if transported, from entering a Mountain hex. A Tank positioned on a mountain hex, can fire up to three hexes. However, two tanks occupying adjacent mountain hexes at the end of a Turn will result in a penalty of five action points and will neutralize both tanks' firing zones until they are separated.

A Destroyer can fire up to two times in one turn and can fire over any unit or hex on the board. All destroyers are automatically reloaded with ammunition at the beginning of each turn.

Destroyers firing on a hex will destroy everything there, including ore or a unit's cargo. Destroyers cannot, however, destroy units belonging to their own side – except pontoons.





## Fire Zones

A Fire Zone is made up of all the hexes falling within firing range of two or more destroyers belonging to one player – by definition, any area within reach of the simultaneous fire of two destroyers.

Vehicles may never move out of or into an enemy fire zone – with two exceptions: A Retreat, which is detailed later, and an Attack.

A player's Destroyers may enter an enemy Fire Zone only during a turn in which that player will be able to attack and destroy the enemy forces that control the Fire Zone before the end of his turn.

When making this kind of attack, the first shot fired during a turn must come from outside the Fire Zone. At that point, a second Destroyer may enter the Fire Zone with the sole intent of firing the second shot necessary to destroy the enemy unit. The destroyer arriving into the Fire Zone must destroy enough enemy elements so as to not be in a Fire Zone. Only then may the attacking player move other units.

If the arriving destroyer is being transported to a sector defended by an enemy Fire Zone, it must be unloaded into a hex outside enemy fire and move under its own power to its firing hex inside the enemy fire zone.

## Capturing Enemy Units

Two destroyers belonging to the same player can capture an enemy unit by moving into two hexes that adjoin the hex in which the target unit is located. The captured unit – and all its contents – will change color to match those of the units making the capture.

At the moment of capture, neither the capturing units nor the target can be inside an enemy Fire Zone. Thus a player can protect a unit from capture by sheltering it inside a fire zone. The obvious enemy counter, therefore, is to eliminate the Fire Zone, as detailed above, then make the capture.

A captured unit can be used immediately by its new owner for any action normally available to that unit.





Even if out of ammunition, a destroyer can participate in a capture.

## Retreat and Neutralization

It's possible for a player to lock his enemy's units inside the Fire Zone of his destroyers – without destroying or capturing those enemy units. If a player ends a turn with his enemy's units in a newly created Fire Zone, such units are considered to be threatened.

When it is the threatened player's turn, he can try to move any threatened unit away from this enemy fire through a Retreat, which is a special exemption to the rule governing movement in and out of Fire Zones.

Under a Retreat, the player may move only one hex, so long as the destination hex is out of the Fire Zone. Thus if all adjoining hexes are also within the Fire Zone, that unit cannot Retreat and is unable to move. At that point the unit is considered Neutralized and can do nothing – with the exception of a Freighter's Turret, which cannot be Neutralized. Even under fire, Turrets can always fire.

## Entering and Leaving The Freighter

Units can enter and leave the Freighter through any one of the three pods to any appropriate adjacent hex. The central bubble has no access to the exterior. Units entering or leaving the Freighter follow the same rules as a Transporter with these exceptions:

- Any ore that is loaded can neither leave nor be transformed.
- A unit may enter or leave a pod situated in an enemy Fire Zone, providing the adjacent hex to which it moves is outside a Fire Zone.
- A unit may not leave from a pod whose turret has been destroyed, although it may enter through a pod with a destroyed turret.

Entering or leaving with a loaded Transporter costs one point and loading and unloading a Transporter inside the Freighter costs nothing.





## Capturing A Freighter

When its three Turrets have been destroyed, control of a Freighter and all the units of that Freighter's color pass over to the first player to Capture the Freighter. As soon as he has Captured a Freighter, a player's base Action Points are increased by five points, which may be used immediately. On the flip-side, if he loses one of his freighters, his base credit will drop by five points. A player who no longer possesses any Freighters has lost the game.

Only a player who has just captured (or recaptured) a freighter may rebuild its Turrets.

In addition, the player who has captured a freighter gains control of all that Freighter's units during his original turn. In other words, in a four-player game, a player capturing another player's Freighter will reduce the number of player turns to three during each game turn. The order of play will remain as before, minus the player that was eliminated.

Even deprived of its three turrets, a Freighter still belongs to its original owner, until an enemy destroyer Captures it. The Capture of a Freighter is the only case where a Destroyer may enter an enemy Freighter and it may only do so following a path situated outside an enemy Fire Zone – although the pod through which it enters may be in an enemy fire zone.

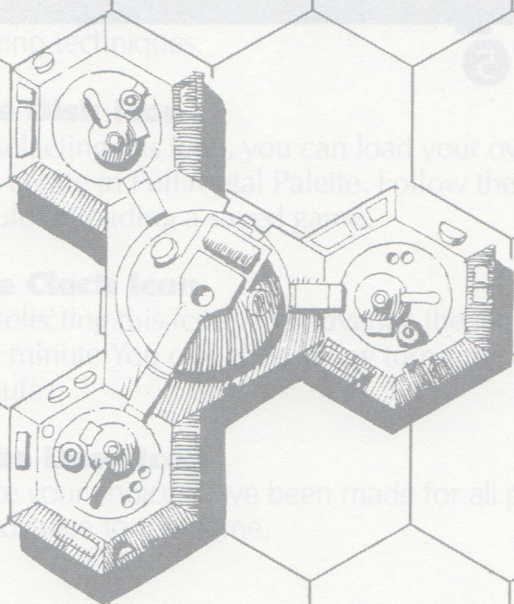
## Diplomacy

Human players are free to make alliances – of any kind. Alliances may also be made with computer-controlled enemies by offering them non-aggression pacts. But bear in mind that the computer can be trusted only as much as any human opponent can be trusted – which means that in the heat of battle, it's every man for himself. Don't be surprised if your strongest ally turns on you when it's to their advantage to do so.



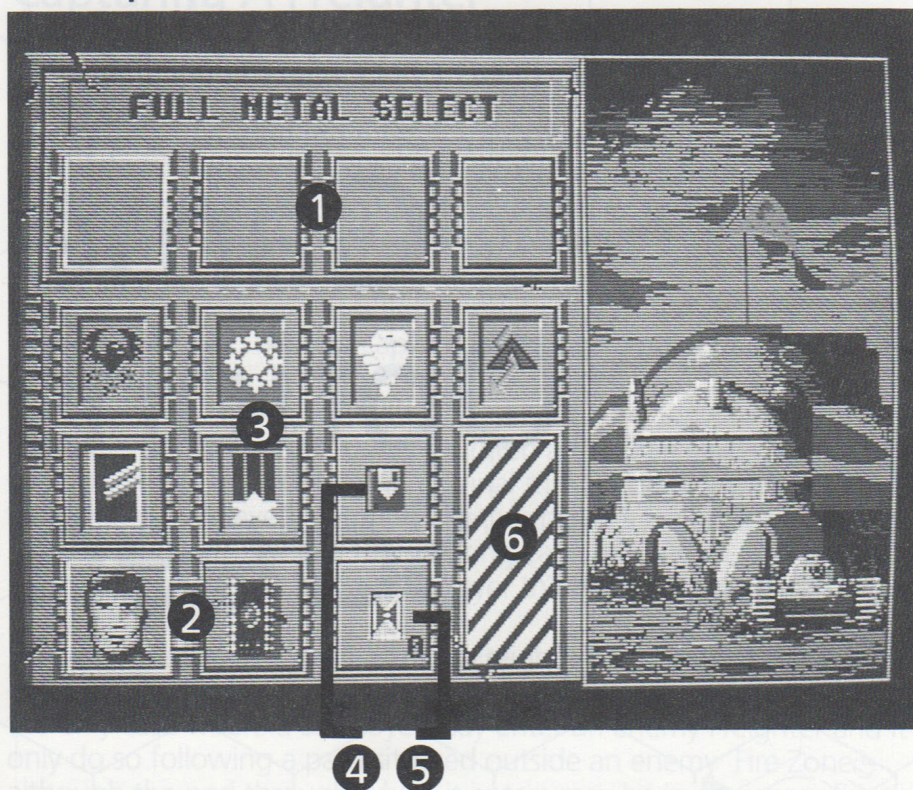


# Game Options Screen





## Game Options Screen



## Diplomacy

Human players are free to make alliances of any kind. Alliances may also be made with computer-controlled enemies by giving them non-aggression pacts. But bear in mind that the computer can be trusted only as much as any human opponent can be trusted, which means that in the heat of battle, it's every man for himself. Be especially cautious if your strongest ally turns on you when it's their advantage to do so.





The Game Options Screen lets you set up game and player specifics by selecting and clicking on the following icons *[Use direction arrows to move cursor then press return to select]*:

### **1. Player Selection Squares 1 through 4**

Begin by selecting one of the four squares to set up that player's options. When you finish setting that player, select the next square, and so on, until you have set all the players with which you wish to play—there must be at least two.

### **2. Human/Computer Player Icons**

For each Player Selection Square, select either the Human or Computer-Controlled Player icon to determine the type of player.

### **3. Company Emblem Icons**

Select the company that each player will represent by selecting one of the six company emblems. The name for each company will appear at the top of the screen. You can rename the company selected by clicking on the name and then typing in a new one of up to 16 letters. When you select Computer-Controlled Player, a different set of emblems appears. Each of these companies has a different personality and playing style. It may take you a while to figure out their various playing techniques.

### **4. The Disk Icon**

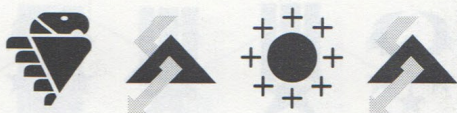
By selecting this icon, you can load your own Company Emblem that you create in Full Metal Palette. Follow the same process as you would in loading a saved game.

### **5. The Clock Icon**

By selecting this icon, you advance the length of time for each turn by one minute. You can choose any turn-time between one and nine minutes.

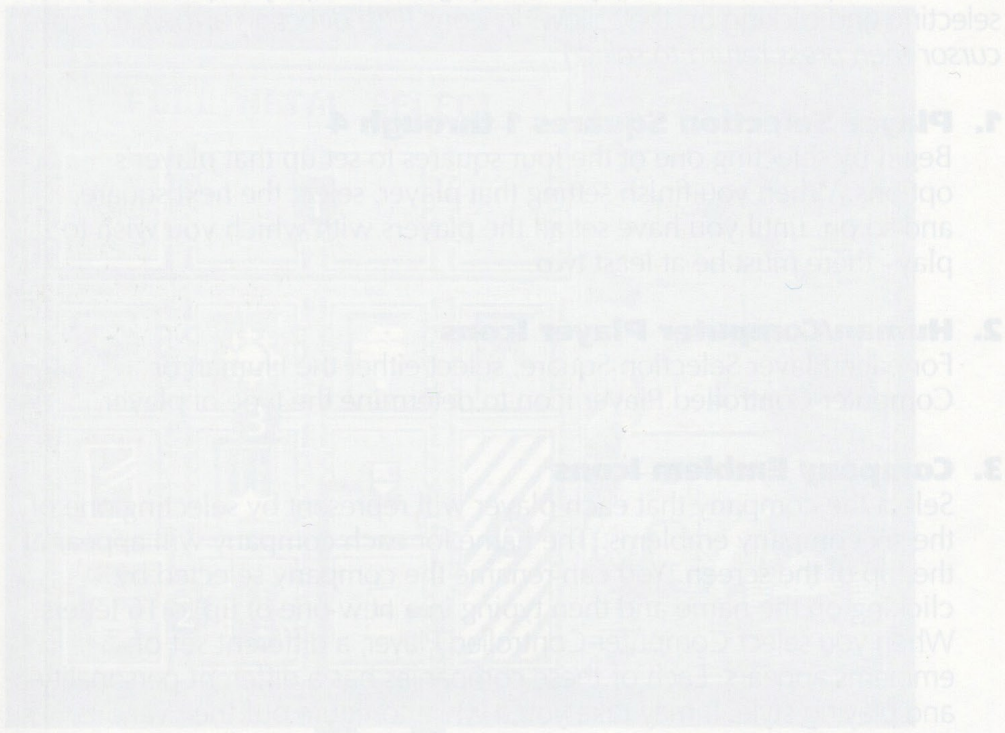
### **6. The Door Icon**

Once your choices have been made for all players, select this icon to advance to the game.





The Game Options screen lets you set up game and player-specific options.



4 5

playing techniques

#### 4. The Disk Icon

By selecting this icon, you can load your own Company Emblem that you create in Full Metal Palette. Follow the same process as you would in loading a saved game.

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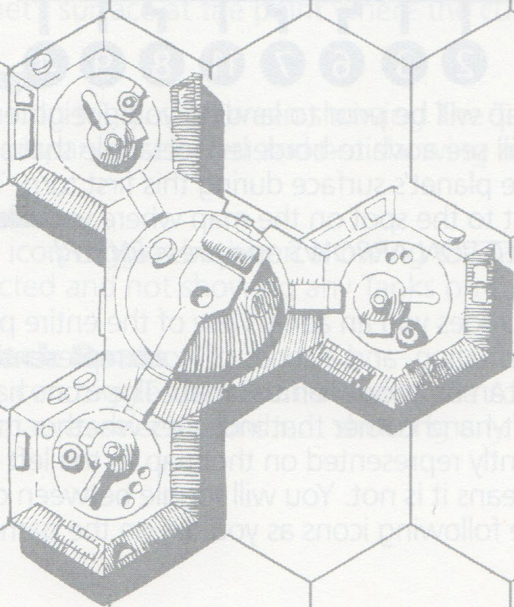
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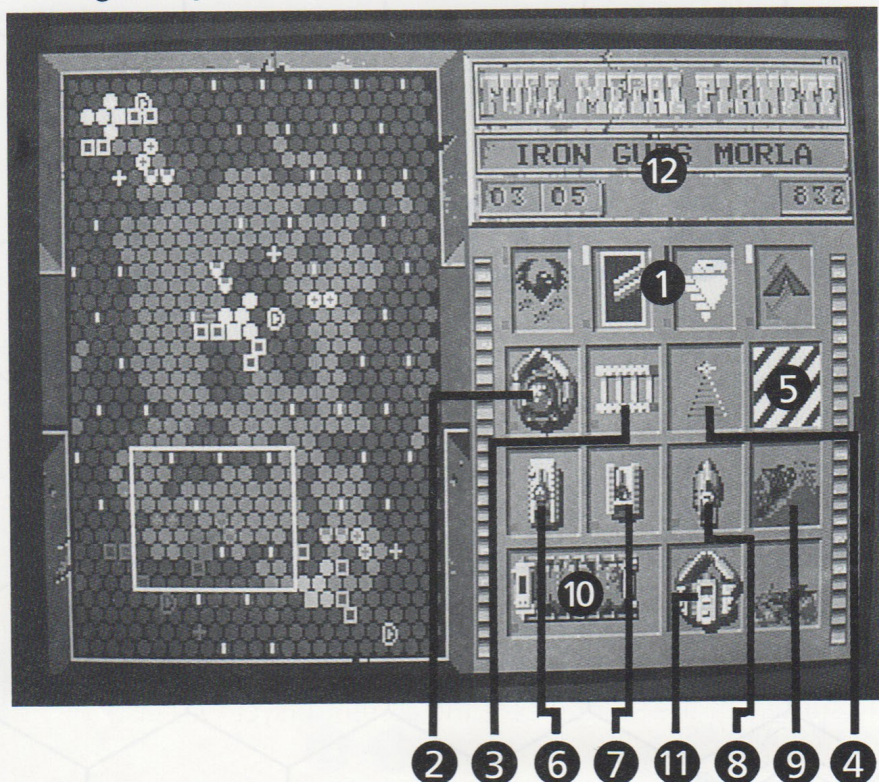


# The Strategic Map





## Strategic Map



The first time you see this map will be prior to landing your Freighter during your first turn. You will see a white-bordered rectangle that shows the area you will go to on the planet's surface during this first turn. To move this white border, point to the spot on the map where you would like it to move and click *[DIRECTION ARROWS and press ENTER]*.

The Strategic Map Screen provides you an aerial view of the entire planet's surface, pertinent game information, and a series of icons representing various game elements that can be shown on the map. The icons have an on/off light in the bottom left-hand corner that indicates whether that particular item is being currently represented on the map to the left – on means it is shown and off means it is not. You will toggle between on and off by selecting from the following icons as you did on the game options screen.





## **1. Company Emblems For Players 1 to 4**

You can show all the fleets on the planet's surface by making sure all the company emblems are on. To remove any one company's entire fleet from the map, simply select their emblem icon to turn it off.

## **2. Weather Hens**

This icon toggles between showing the Weather Hens for all companies selected and not showing any Weather Hens on the map.

## **3. Pontoons**

This icon toggles between showing and not showing all Pontoons on the map.

## **4. Fire Zones**

This icon toggles between showing current Fire Zones for all companies selected and not showing them on the map.

## **5. The Door**

This icon moves you to the Battlefield, with a close-up view of the planet's surface at the point where the current player was last.

## **6. Heaps**

This icon toggles between showing The T-99 Heap Supertanks for all companies selected and not showing any Heaps on the map.

## **7. Tanks**

This icon toggles between showing the Tanks for all companies selected and not showing any Tanks on the map.

## **8. Attack Boats**

This icon toggles between showing the Attack Boats for all companies selected and not showing any Attack Boats on the map.





## 9. Tides

These icons show the effects of tide changes on the terrain. With the upper icon on, the Strategic Map will show high tide. With the lower one on, you'll see low tide. And with both of them off, you'll see mid tide.

## 10. Barges

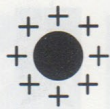
This icon toggles between showing the Barges for all companies selected and not showing any Barges on the map.

## 11. Crabs

This icon toggles between showing the Crabs for all companies selected and not showing any Crabs on the map.

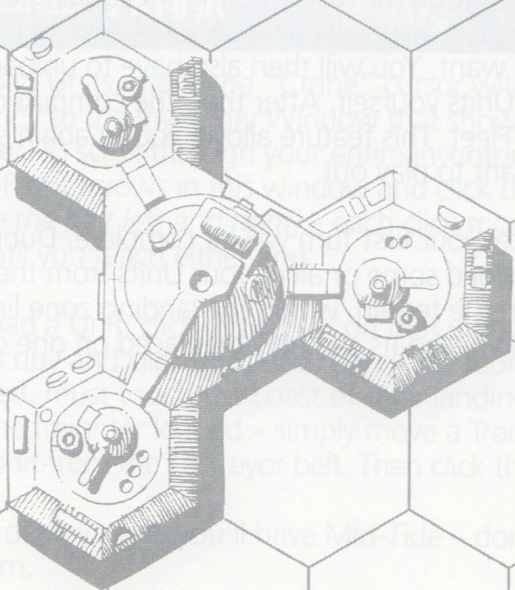
## 12. Data Lines

At the top of the icons, you will find listed: the company name, and below it, from left to right, the current Turn, current Action Points and time remaining in the current player's Turn.





# Landing, Deployment and Taking Off





The first time you see the Battlefield, you will be landing your Freighter on the planet's surface. Once your ship has stabilized after entering the atmosphere, you can take over the controls with the mouse [*DIRECTION ARROWS*]. You can scroll the terrain by moving the Freighter to the edge of the screen in the direction you want to move. (Or, on all systems at all times you can scroll the terrain on the Battlefield by using the keys G, H, N and B on the keyboard as direction keys.) Once you know where you want to touch down on the planet's surface, just click [*RETURN*].

The Freighter will only touch down in authorized Hexes – Land Hexes or Hexes in a Swamp, even if they are submerged at the time. In addition, the Freighter must be at least one Hex away from any outside borders. Once you have landed, you cannot move your Freighter again until it's time to lift off the planet.

### **Game Scenario Notes:**

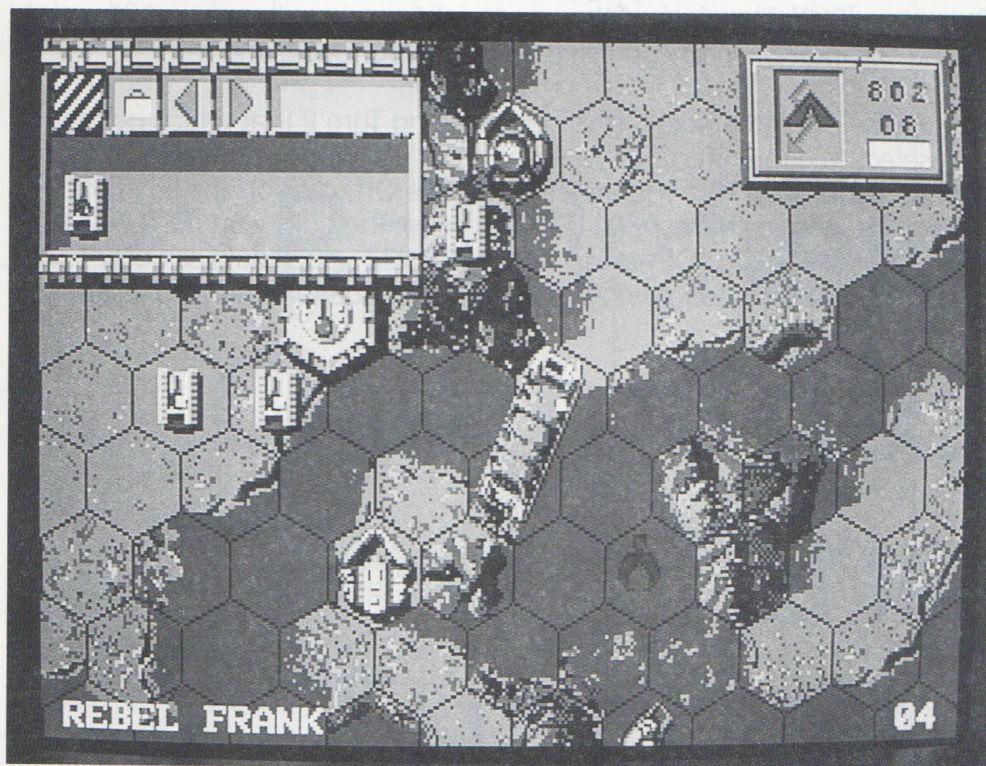
- When you're playing alone against the computer, the landing zone you choose will greatly impact the game's strategy. If you're all by yourself at one end of the Battlefield, you won't see as much action as you would if you land in an occupied area.
- If you click the left mouse button [*RETURN*] during the landing of a computer-controlled Freighter, you will gain control of that ship and can land it anywhere you want. You will then also have to unload the Freighter and deploy the Units yourself. After that, the computer will again take control of the Fleet. This feature allows you to again set up any scenarios you may want to play out.

Once your Freighter is in place, your first Turn will be complete. During your second Turn, you can unload some or all of your Units from the Freighter and deploy them on the terrain, within the landing zone limits that are indicated by white dots – boats can only be placed on one of these indicators.





## Armada Deployment



To unload Units, move the "Crane" cursor with the mouse [*DIRECTION ARROWS*] to the Inventory Window that shows all the units aboard the Freighter. To scroll through your entire inventory, move the cursor to the Left or Right arrows in this window and click the left mouse button [*A and Z move the belt left and right*] – each click moves the conveyor belt by one Unit until you reach either end.

To unload a Unit, click the cursor on that unit, move it to the Hex you wish it to occupy and click again [*RETURN*]. Pontoons and Water Vehicles, if deployed, must touch the coast of their landing zone. Transporters may leave the freighter loaded – simply move a Transporter on top of an appropriate unit from the conveyor belt. Then click the right mouse button [*TAB*].

During deployment, you'll have Mid-Tide – don't count on it for the next turn.





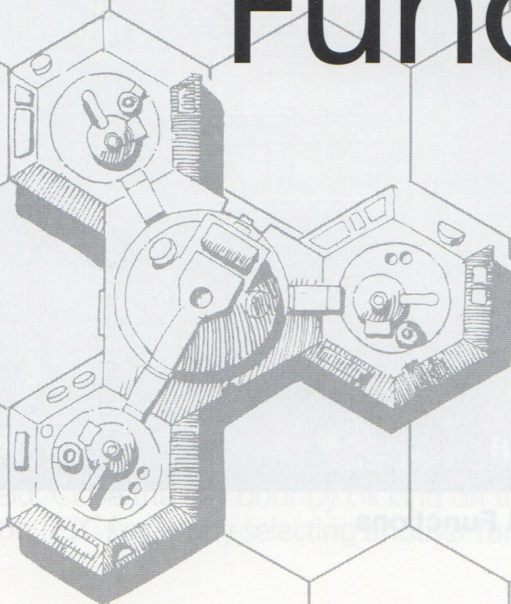
Once you've finished deploying your fleet, click on the yellow and black Door icon [F10]. The clock in the upper-right corner will register "0" – click on the "0" [RETURN] to confirm the end of your deployment.

You will be offered a Take Off Window during Turn 21, at which point you may select to either lift off or wait until Turn 25, when you will have no choice but to lift off – if you are able. To Take Off, click on the left Take Off Icon in the Window [press SPACEBAR] or click the right icon [RETURN] to stay put until Turn 25. Obviously, during Turn 21 you should ask other human competitors to look away while you decide whether you'll stay or go.





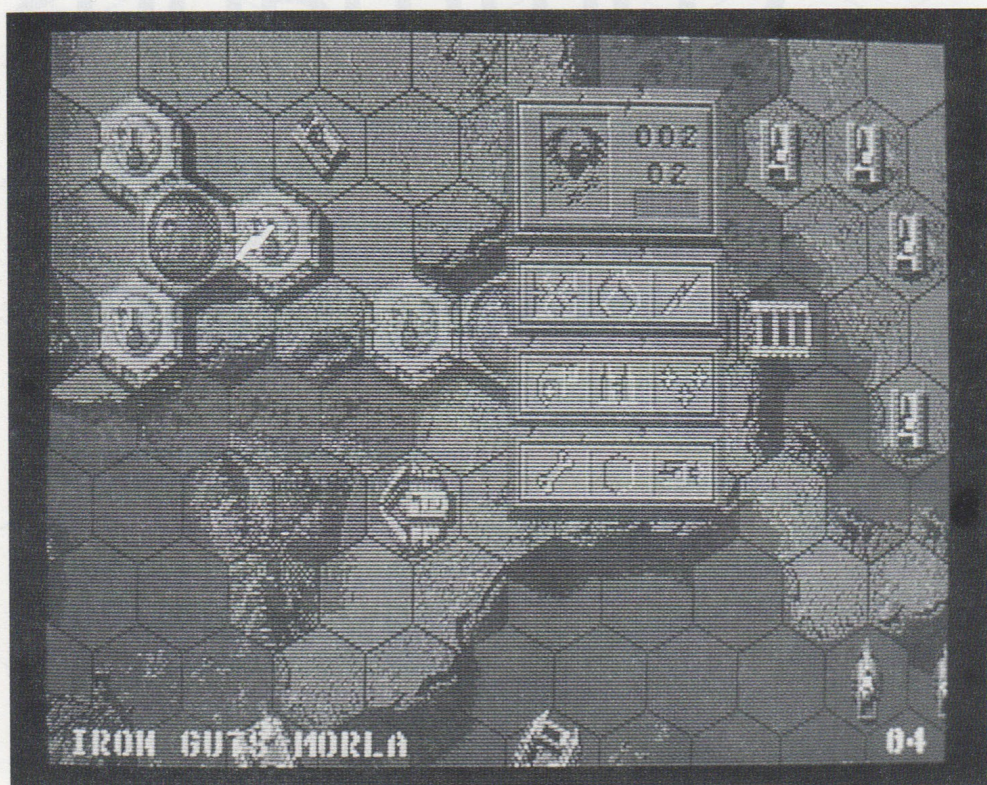
# Battlefield Commands and Functions





The Battlefield Command Box will serve the majority of your needs during gameplay. It is a block of permanent information: The player's company emblem, time remaining in the current Turn, Action Points remaining in the current Turn, and the the color of the current player's Freighters.

By clicking on the emblem you can drag the remote control to any position on the Battlefield that you'd like it to be [*ALT will toggle between showing the control box and not showing it on screen*]. When you click on the color-block [*+ on numeric keypad*], you will display the nine Command Icons in three rows of three – each row made visible by each click, until all three rows are showing. At that point, another click [*+ on the numeric keypad*] will make the Command Icons disappear.



### Battlefield Commands and Functions





At the end of your movements, if there's time left in your Turn, you may skip the balance of your time to expedite gameplay. To erase the remaining time, click once on the clock [F10] to bring the clock down to 0:00, then click it again [RETURN] to end your Turn or [Spacebar to reset the clock].

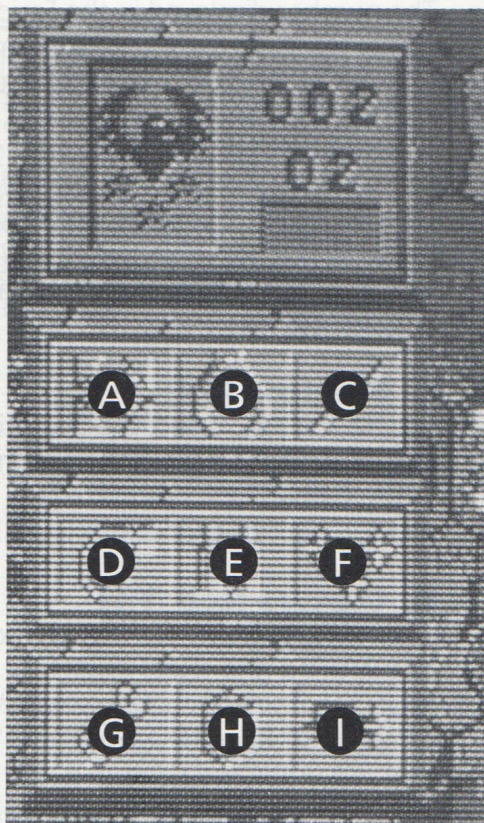
To select a command, simply click on the icon representing that command [F1 through F9]. These are the Command Icons:

### A. Move Icon [F7]

Move is the default command. Select the vehicle to move by clicking on it [DIRECTION ARROWS to move cursor, then RETURN]. Indicate the route to be taken, by moving the cursor with the mouse [DIRECTION ARROWS]. The cursor will only enter hexes authorized for the selected vehicle. As you trace your route, the point cost is displayed in ascending numbers from the point of origin. To back up one Hex press BACKSPACE on all systems. ESC will cancel the traced moves for that Unit. Left-mouse click [ENTER] will confirm the selection and instantly move the piece – instead, a right-mouse click [TAB] will provide animated, Hex-by-Hex movement. To move the Barge, select it at the end nearest the desired move direction.

### B. Load/Unload Icon [F8]

As with the initial deployment, select a Transporter and its Inventory Window will open. Select the unit to be moved into or out of the Transporter and put it either in the hold or out on the Battlefield. Close the bay door by clicking on the black and yellow striped Door Icon [ESC key] or by selecting another function.



**Battlefield Commands**





Given the size of the Freighter's hold, it may become necessary to activate the conveyer belt by clicking the arrow icons *[A and Z keys move it left and right]*.

A particularity of the Barge: It occupies two hexes and must be manipulated so that its position coincides with the arrival Hexes. A right-mouse click *[TAB]* will rotate the Barge.

The number displayed in the Freighter's Inventory Window indicates the global value of the transported material. Click on this figure to know the number of blocks of ore in the Freighter.

The Weather Hen's manufacturing abilities work in the same way as the Load/Unload function: When a block of ore is loaded into the Weather Hen, the Hen's Inventory Window will be filled with layable Units: Tank, Crab, Ore or Pontoon. When you want the Hen to lay, select the desired unit from this selection and unload it – the others will disappear immediately.

### **C. Fire Icon [F9]**

To attack a Hex, select the first firing Unit then select the target. When the target begins to "glow," select the second firing Unit. If the target is not in the second Unit's range, select the hex into which the second unit will move. You can abandon a firing attempt by selecting another function.

### **D. Capture Icon [F4]**

After choosing this command, move the Hand-icon cursor to the unit to be captured and select that Unit. If the Capture attempt is within the rules, the unit will change color. When capturing a Freighter whose three turrets have been destroyed, don't select the Freighter, but the destroyer that will enter and capture it.

### **E. Unit Status Icon [F5]**

After choosing the "binoculars" icon, select the Unit whose status you wish to check (you may check any unit on the Battlefield, regardless of color). If a red square is displayed, then the vehicle is neutralized, a blue or green square means that it is active – colors will vary by system.





## **F. Strategic Map Icon [F6]**

This command will move you from the Battlefield to the Strategic Map.

## **G. The Rebuild Icon [F1]**

After capturing or recapturing a Freighter whose Turret(s) have been destroyed, you may rebuild the turret by selecting this command and then moving the wrench icon to the turret to be rebuilt and clicking [*DIRECTION ARROWS then RETURN*] A rebuilt Turret is operational immediately.

## **H. The Hex Display Icon [F2 ]**

This function will let you toggle between having the Hex overlay showing on the Battlefield and not having it shown.

## **I. The Retreat Icon [F3]**

If one of your Units is neutralized inside an enemy Fire Zone at the beginning of your turn, you may Retreat by selecting this icon, then selecting the Unit to retreat, and then selecting the Hex to which you wish to Retreat – remember it's one Hex maximum movement and it must be outside the Fire Zone.





## F. Strategic Map Icon [F6]

Given the size of the Battlefield, it's often difficult to see the whole map at once. This command will move you from the Battlefield to the Strategic Map and let it zoom in and out. (A) and (Z) keys will zoom in and out respectively.

## G. The Rebuild Icon [F7]

After capturing or recapturing a Freighter whose Turret(s) have been destroyed, you may rebuild the turret by selecting this command and then moving the mouse icon to the turret to be rebuilt and clicking it. (C) and (V) keys will rebuild the turret. A rebuilt Turret is operational immediately.

## H. The Hex Display Icon [F8]

This function will let you toggle between having the Hex overlay showing on the Battlefield and not having it shown.

## I. The Retreat Icon [F9]

If one of your Units is neutralized inside an enemy's Fire Zone or the beginning of your turn, you may Retreat by selecting this icon, then selecting the Unit to retreat, and then selecting the Hex to which you want to retreat. Remember it's one Hex maximum movement and it must be outside the Fire Zone.

## C. Fire Icon [F9]

To attack a Hex, select the first firing Unit then select the target. When the target begins to "glow," select the second firing Unit. If the target is not in the second Unit's range, select the hex into which the second unit will move. You can abandon a firing attempt by selecting another function.

## D. Capture Icon [F4]

After choosing this command, move the Hand icon cursor to the unit to be captured and select that Unit. If the Capture attempt is within the rules, the unit will change color. When capturing a Freighter whose three turrets have been destroyed, don't select the Freighter, but the destroyer that will enter and capture it.

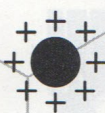
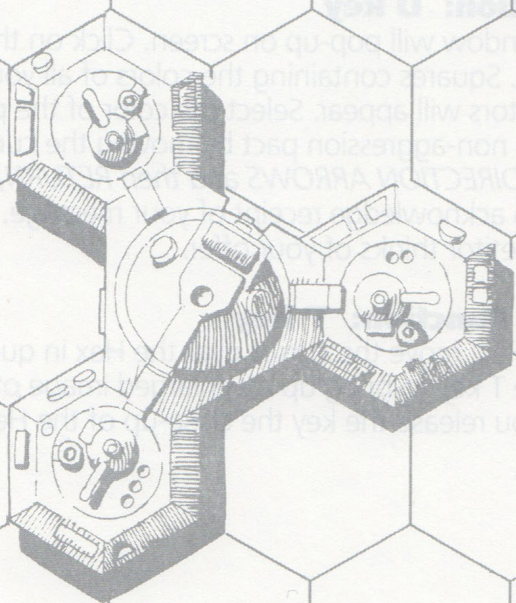
## E. Unit Status Icon [F5]

After choosing the "binoculars" icon, select the Unit whose status you wish to check (you may check any unit on the Battlefield, regardless of color). If a red square is displayed, then the vehicle is neutralized; a blue or green square means that it is active - colors will vary by system.





# Keyboard Commands





These commands are entered through the keyboard – not the mouse – on all systems:

### **Pause: P key**

You can stop the clock by pressing the P key. Since time is a vital factor in the game, stopping the clock also blacks out the screen and forbids any game actions. To restart, press P again.

### **Save Game: S key**

Beginning with turn three, you can save a game with all current data (emblems, names, points, vehicle locations, etc.). Press the S key during your turn. You'll then be asked to insert your blank, formatted data disk as the "Save Game Disk" – unless saving to a hard drive. All data saved will be as of the end of the last complete turn.

### **The "Tide Forecast" Function: M key**

A Tide Window will pop up on screen when you hit this key. Again, ask competitors to look away, as you may have a greater insight into tides if you have more than one Weather Hen under your control. Right-button click *[TAB]* to open the trapdoor and left-button click *[RETURN]* to close it.

### **The "Diplomacy" Function: D key**

Once you press this key, a Window will pop-up on screen. Click on the Window *[RETURN]* to open it. Squares containing the colors of all your computer-controlled competitors will appear. Select the color of the player to whom you want to offer a non-aggression pact by moving the cursor onto that color and clicking *[DIRECTION ARROWS and then RETURN]*. An "OK" message will appear to acknowledge receipt of your message. Only time will tell what your competitor thinks of your offer.

### **The "Check Hex-Type" Function: T key**

To get an up-close look at a Hex, move the cursor over the Hex in question and press and hold down the T key to bring up an enlarged image of that Hex on your screen. When you release the key the close-up of the Hex will disappear.





### **The "Run Aground" Function: E key**

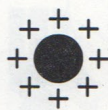
You may purposely run a vehicle aground onto an adjacent Hex to strategically block a passage. Press the E key, then select the vehicle you wish to run aground. Finally, select the adjacent Hex where the vehicle will run aground or bogged down.

### **Hex-By-Hex Cursor Movement: 1, 2, 3, 4, 5, 6 on keyboard**

The 1-6 keys on the regular keyboard allow you to move the cursor one Hex at a time in any direction. Moving counter-clockwise from the upper-left direction, 1 through 6 each represents one of the six directions around the Hex.

### **Check Score: R Key**

Shows all players' current scores.





These commands are entered through the keyboard. The "Run Around" Function: E key

You may purposely run a vehicle around onto an adjacent Hex to strategically block a passage. Press the E key, then select the vehicle you wish to run around. Finally, select the adjacent Hex where the vehicle will run around by a goodly key P and gizzard to look at the dots and

Hex-By-Hex Cursor Movement: 1, 2, 3, 4, 5, 6 on keyboard

The 1-6 keys on the regular keyboard allow you to move the cursor one Hex at a time in any direction. Moving counter-clockwise from the upper

left direction, through a series of the six directions (up, down, right, left, up, down) Press the 5 key to get a

Check Score: T key

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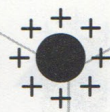
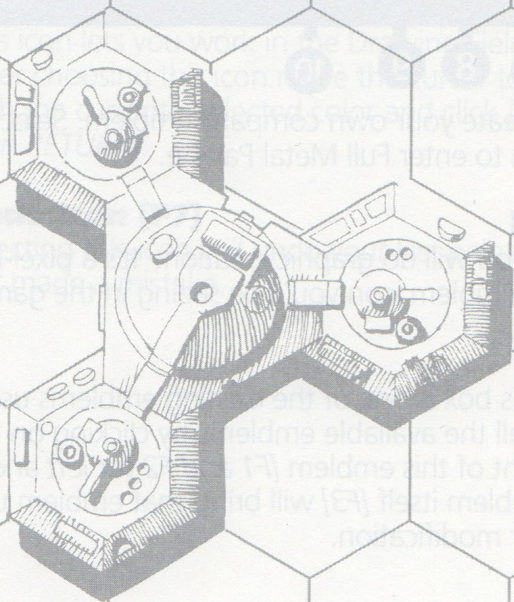
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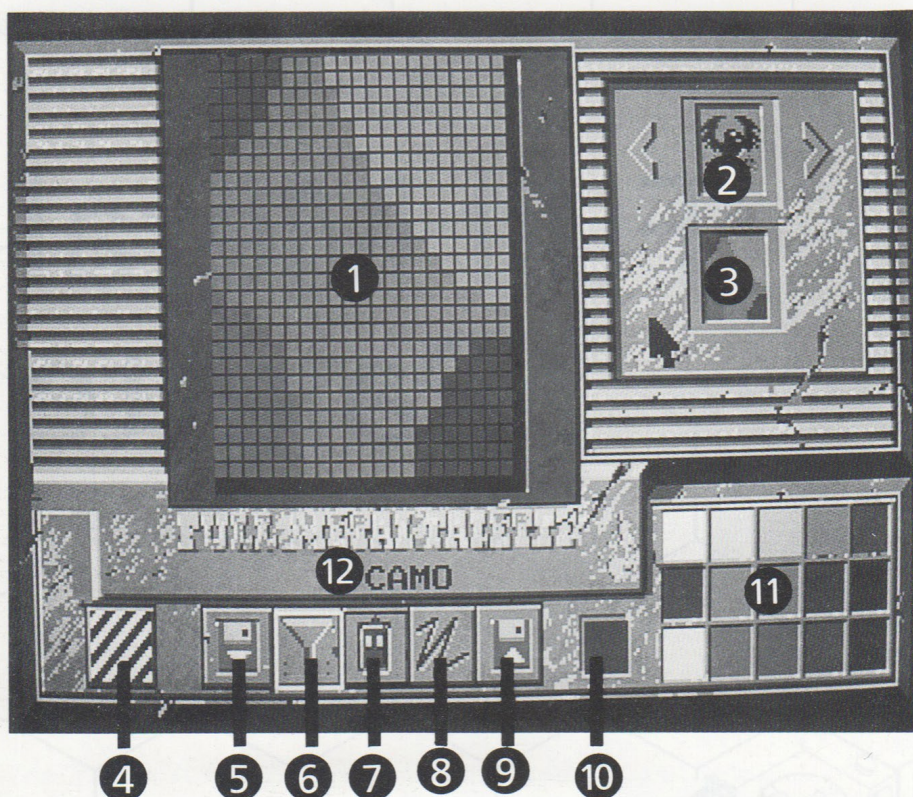


# Full Metal Palette





## Full Metal Palette



This graphic utility lets you create your own company emblem. Select the Brush Icon at the Main Menu to enter Full Metal Palette.

### 1. Pixel Drawing Field

This is the area in which you will do graphic creation. It's a pixel-by-pixel enlargement of the emblem icon you'll be seeing in the game.

### 2. Emblem Library

The emblem shown in this box is one of the existing emblems used in the game. You can scan all the available emblems by clicking on the arrows to the left and right of this emblem [F1 and F2 for left and right]. Clicking on the emblem itself [F3] will bring that emblem up into the Drawing Field for modification.





### 3. Current Emblem

This is the way the emblem in the Drawing Field looks in its normal, reduced form.

### 4. Door Icon

Clicking on this yellow and black icon [ESC key] will take you out of Full Metal Palette and back to the Main Menu.

### 5. Load Icon [F4]

Clicking on this icon lets you load an emblem from disk as you would a saved game: Clicking on the up and down arrows in the Window that pops up lets you scroll through all saved emblems [F6 and F7 to page up and down through the list]. Click on the name of the emblem [F1 through F4 for lines 1 through 4 in the window] to bring that emblem up into the Drawing Field.

### 6. Funnel Icon [F5]

Selecting this icon lets you fill a bordered area with the current selected color. Select the icon then move the cursor to the area you wish to "paint" and click [DIRECTION ARROWS and then RETURN].

### 7. Mouse Icon [F6]

This icon lets you work in the Drawing Field on one pixel at a time. After choosing this icon move the cursor to the pixel you wish to color with the currently selected color and click [DIRECTION ARROWS and then RETURN].

### 8. Undo Icon [F7]

Selecting this icon will undo your last painting move – useful if you've just made a mistake.





## 9. Save Icon [F8]

Lets you save your current emblem to disk. Select this icon, and when the window of saved emblems pops up, click on the last empty line in the window [F5] and then type the name of your emblem. Click the yellow and black door icon in the window [RETURN] to save it.

## 10. Current Selected Color

This shows you the current color you have selected for the drawing tools that follow. By clicking on this color box [F9], you will fill the entire Drawing Field with this color.

## 11. Palette of Colors

These are the 15 colors you have to work with in Full Metal Palette. To select a color, simply click on it.

## 12. Title Zone [F10]

Click in the title zone just below the words "FULL METAL PALETTE" then type up to 16 characters to name your company as it will appear in the game. After typing, press ENTER to confirm.

## 1. Pixel Drawing Field

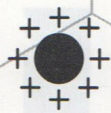
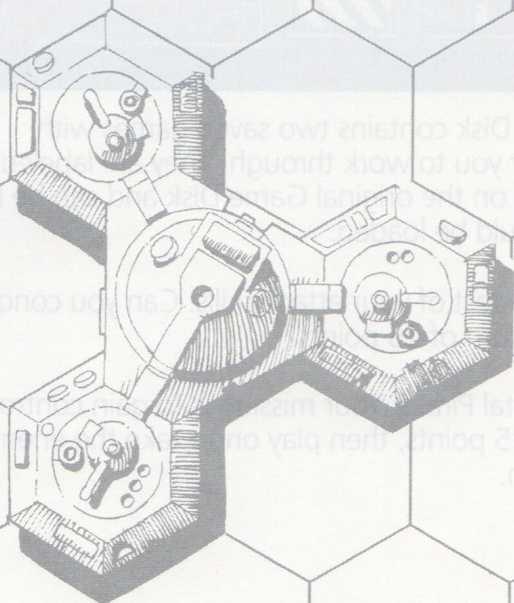
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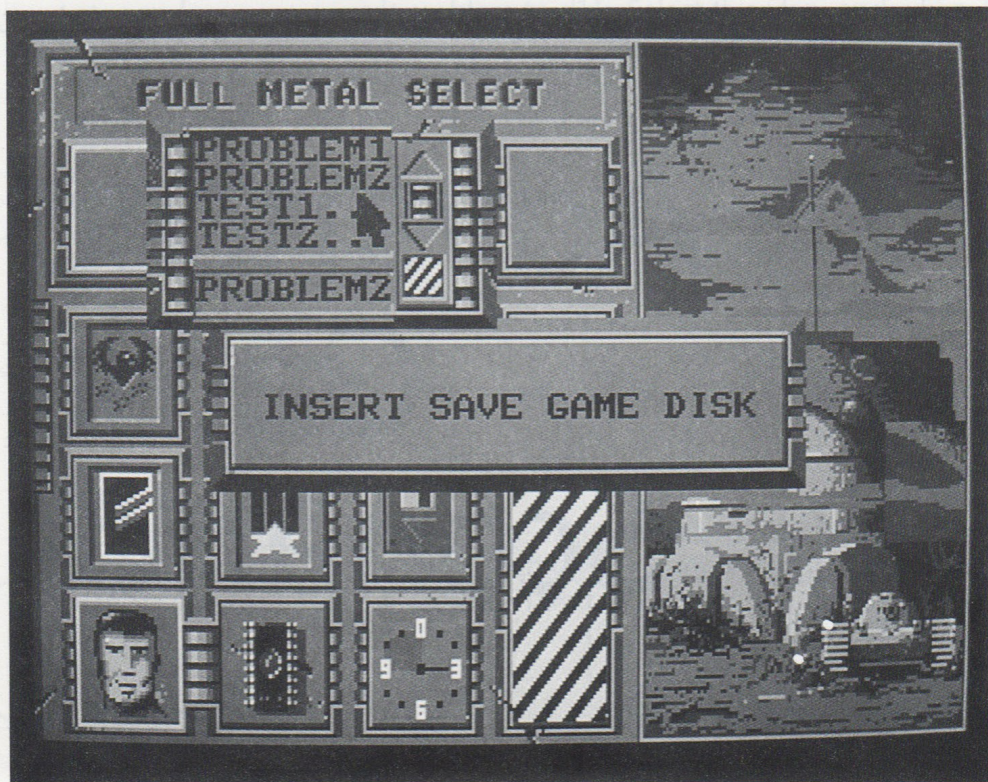


# Advanced Game Scenarios





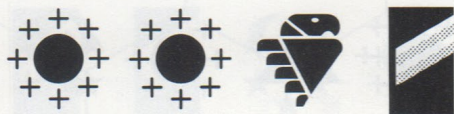
## Advanced Game Scenarios



Your Full Metal Planet Game Disk contains two saved games with advanced game scenarios for you to work through. They are labeled PROBLEM 1 and PROBLEM 2 on the original Game Disk and can be loaded as any other saved game would be loaded.

PROBLEM 1 is structured as a test of your attack skills. Can you conquer the "rebel base" in just one turn of 25 points?

PROBLEM 2 lets you play Metal Pirate. Your mission is to gain control of the pontoon in one turn of 25 points, then play on to take the enemy freighter before the 21st turn.





## Limited Warranty

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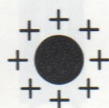
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