FULL METAL PLANET ™

Quick-Start Card

DRACONIAN ™

INFOGRAMES

Game Interface

This Quick-Start Card is intended for those familiar with their computer systems and eager to start the game. It will also serve as a good point of reference for you while you play the game.

Full Metal Planet is icon-driven. In this card, the term SELECT means pointing the screen cursor at a game icon with a mouse *[or the DIRECTION ARROWS on the IBM/compatible keyboard]* and then clicking the left mouse button *[or pressing RETURN on the IBM/compatible keyboard]*. All other notes to IBM/compatible players not using a mouse will be in *[ITALICIZED BRACKETS]*.

Loading The Game

IBM or Compatible System Requirements

To play Full Metal Planet you will need:

- An MS DOS system with 512K RAM or more.
- Either a 5.25" 360K or 3.5" 720K disk drive.
- VGA, EGA, CGA Tandy or Hercules Monochrome display.
- VGA and Tandy Graphics require 640K.
- A joystick, mouse or keyboard.

From a Floppy

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.

From a Hard Drive

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 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. The 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**.

Amiga System Requirements

To play Full Metal Planet on the Amiga you will need:

- Amiga 500/ 1000/ 2000/ 3000
- 512K RAM
- Color Monitor

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

Main Menu

To get immediately into the game, SELECT the Hare Icon *[or F1]* to move to the Game Options Screen.

All other icons on the Main Menu are detailed on Page 13 of the Pilot's Training Manual.

Copy Protection

To get into the game, you'll be asked to SELECT four icons in the order they appear at the bottom of a page in the Pilot's Training Manual. On the screen you will see: "ENTER PAGE XX CODE," with "XX" representing a specific page number. Open the Pilot's Training Manual to the page requested, where you'll see four icons at the bottom of the page.

Just beneath the line of text on the screen that requests the code, you'll see four empty boxes. SELECT the first of these boxes on the far left. Then SELECT the icon on the screen that matches the first icon on the bottom of the requested page. The icon you've just SELECTED will now appear in the first box at the top of the screen. Now SELECT the empty box second from the left – a border will outline it once it's been SELECTED. 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. Once all four icons on the screen match the ones on the requested page in the manual, SELECT the yellow-and-black striped icon on the screen.

Game Options Screen

Begin by SELECTING one of the four squares to set up that player's options. SELECT either the Human Player Icon or The Computer-Controlled (Chip) Icon for that player. Then choose the company that player will represent by SELECTING one of the six company emblems. The name for each company will appear at the top of the screen. 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.

SELECT the clock icon to advance the hands on the clock to five or six minutes (you can go up to nine minutes per turn if you want more time the first time you play). Each left-mouse-button click [RETURN] will advance the length of time for each turn by one minute.

Once your choices have been made for all players and the turn-time has been set, SELECT the yellow-and-black striped icon to advance to the game.

The 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 your first turn. To move this white border, SELECT the spot on the map where you would like it to move.

For complete explanations on all the icons on the Strategic Map, see page 43 in the Pilot's Training Manual.

Landing Your Freighter

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 the left mouse button [RETURN]. This will be the end of your first turn.

Deployment

During your second turn, you can unload some or all of your Units from your Freighter and deploy them on the terrain, within the landing zone limits that are indicated by white dots.

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, SELECT a unit, then SELECT the Hex you wish it to occupy. For a complete overview of all your vehicles and equipment, see pages 24 through 29 of the Pilot's Training Manual.

Once you've finished deploying your fleet, SELECT the yellow-and-black striped icon – the clock in the upper-right corner will then register "0." SELECT the "0" to confirm the end of your deployment.

On The Battlefield

From your third turn, you will rely heavily on the Battlefield Command Box. For a rundown on the following commands, refer to pages 50 through 53. In general, to apply a command, SELECT the command, then SELECT the vehicle(s) and or the hex(es) that command will affect.

Command	Icon	IBM SELECT Equivalent
Move		[F7]
Load/Unload		[F8]
Fire		[F9]
Capture		[F4]
Unit Status		[F5]
Strategic Map		[F6]
Rebuild		[F1]
Hex Display		[F2]
Retreat		[F3]

Keyboard Commands
All Systems

Command		Key
Pause		P
Save Game		S
Tide Forecast		M
Diplomacy		D
Check Hex Type		T
Run Aground		E
Check Current Score		R
Robot Control		J
Scroll Terrain Left		G
Scroll Terrain Up		H
Scroll Terrain Down		B
Scroll Terrain Right		N
Move Cursor One Hex	↖	1
Move Cursor One Hex	←	2
Move Cursor One Hex	↙	3
Move Cursor One Hex	↘	4
Move Cursor One Hex	→	5
Move Cursor One Hex	↗	6
Cancel Command		ESC

IBM and Compatibles Only

Command	Key
Scroll Loading Bay Conveyor Belt Left/Right	A / Z
Toggle Command Box Window On/Off	ALT
Right Mouse Click	TAB
Left Mouse Click	RETURN
View/Erase Rows of Command Box Icons	+ (On the keypad)
End Turn	[F10] and RETURN