

0.1 Hardware Requirements

- Commodore 64 or Commodore 128 (D)
- Disk drive or hard disk
- Joystick in port 2 (optional in Metal Warrior 3)

0.2 Loading

To load one of the three games, insert disk the correct diskside and type

LOAD""",8
RUN

A configuration screen is displayed then and there you can:

- * Turn fastloader on/off
- * Turn loading picture on/off
- * Reset high scores

If there is no keypress given within 5 seconds the program will continue to load automatically. The fastloader supports 1541, 1571, 1581, CMD FD and CMD HD. For other drives, such as IDE64, it must be turned off.

0.3 Disk Protection

The three games can save the individual highscores, if the disks are not write-protected. As the three diskides are not copy-protected, we recommend that you make backup-copies and use these for playing. Protect your original disks and store them at a safe place.

1.1 Prologue

It is the year 2010. Take the role of Ian, a young metal guitarist. Challenge the bloodthirsty villains and radioactive mutants as a sinister plot against the world slowly unveils. Stay alert and keep your gun ready to survive in this dismal future world.

1.2 Controls

The game is played using a joystick in port 2. The moves are the following:

UP	Jump/Climb/Enter
DOWN	Duck/Climb/Pick up
LEFT	Move/Turn left
RIGHT	Move/Turn right
FIRE	Use weapon

Also use these keys:

SPACE	Communicate (when near to a person)
..	Select weapon
RUN/STOP	Pause/resume game
S	Toggle music/sound effects
Q	Quit paused game

1.3 Credits

Code, graphics and music by	LASSE ÖÖRNI
Pucrunch by	PASI OJALA
Special Edition produced by	SIMON QUERNHORST

2.1 Prologue

Following the hateful split-up of the band Cyberpriest, Ian (protagonist of the first Metal Warrior game) disappears after embarking on another quest in unstable mental condition. Now it's up to his partner in axe-wielding mayhem, Joan (a.k.a. Phantasm) to find out what is really going on.

On your journey, you'll encounter characters both friendly and hostile, as well as extra weaponry and other useful collectable items, so pay attention to your surroundings!

2.2 The Game

An extra life is awarded at 100.000 points. You'll also be awarded "experience" points for defeating enemies. After enough points, you gain a "level", becoming more resistant to damage and more powerful in your unarmed attacks.

At game over, you're given a password which allows to continue the game from the nearest restart position.

2.3 Controls

The game is played using a joystick in port 2. The moves are the following:

UP	Jump/Climb/Enter/Talk
DOWN	Duck/Climb/Pick up
LEFT	Move/turn left
RIGHT	Move/turn right
FIRE	Attack

Also use these keys:

SPACE	Select weapon
RUN/STOP	Pause/resume game
Q	Quit paused game
S	Toggle music/sound effects

2.4 Credits

Code, graphics and music by	LASSE ÖÖRNI
Pucrunch by	PASI OJALA
Special Edition produced by	SIMON QUERNHORST

3.1 Prologue

Take the role of Goat on his quest for revenge (watch the introduction for more details). This time a much bigger conspiracy waits to be discovered...

3.2 Controls

Your warrior is controlled by using a joystick in port 2 or these keys:

Q	W	E
A		D
Z	X	C

+ SHIFT as fire button

The moves are the following:

UP	Jump/Climb/Talk/Enter/Operate
DOWN	Duck/Climb/Pick up
LEFT	Move left
RIGHT	Move right
FIRE	Attack

When using a firearm, you can control your aim by pushing the joystick in the direction you want, while keeping the fire button pressed. To aim down while ducking, you must push the joystick diagonally down.

Also use these keys:

SPACE	Select next weapon
..	Select weapon
ENTER	Change teammate
RUN/STOP	Pause/resume game
M	Turn music on/off
S	Turn sound effects on/off
Q	Quit paused game

3.3 Status

The status panel is shown at the bottom of the screen and consists of these three parts:

- * Leftmost part - displays score, health, and time-of-the-day clock.
- * Middle part - displays the inventory and any game messages.
- * Rightmost part - displays the active team member, his/her abilities and experience points.

Score

Points are awarded for defeating enemies and progressing in the quest (talking to people, solving problems etc.).

Health

Pay attention to health, especially when in combat. If your health is running low, use a first aid kit or switch to another team member.

When health runs out, the team member is out of action (recovery usually takes one day of game time) and you must choose who will continue the fight. The game is over when nobody is able to continue.

Game Time

One minute of real time equals one hour of game time. Eventually, it will become night, and then day again. The streets are more dangerous at night and shops etc. are only open during daytime.

Inventory

Shows the useful items and weapons you have in your possession and how much ammo remains. The inventory disappears for a moment when a game message is displayed.

Abilities and Experience

Each team member has got three abilities:

- * Agility - affects acceleration and maximum height of jumps.
- * Strength - affects climbing speed and power of melee attacks.
- * Vitality - affects recovery speed and reduces damage taken.

After getting enough experience points, the abilities can be improved in a gym. Experience points are awarded for (from least to most):

- * Running/jumping/climbing
- * Taking/recovering damage
- * Using firearms
- * Using throw weapons
- * Melee combat

50 points multiplied by current level are required to raise an ability to the next level.

3.4 Passwords

When the game is over you will receive a password that consists of 32 chars. When you type this password in the 'continue game' screen you can continue from the beginning of the last area you entered.

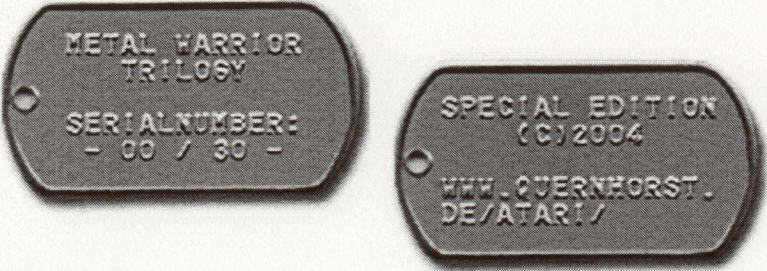
You will keep the weapons - except the ones without ammo. The abilities of the teammates remain, but the experience points and credits are rounded down to next 10.

As the status is only saved when a new area is entered, it is best not to keep fighting in one area for too long.

Good luck on your quest!

3.5 Credits

Code and graphics by	LASSE ÖÖRNI
Music by	HARRI AHOLA, JUHA JAAKKOLA, ANTTI KIVILAHTI, ANDERS PETTERSSON, MARTTI PÄRSSINEN, TEEMU RIIHONEN, ULRIK RONNOVIUS, DANIEL WUIS, LASSE ÖÖRNI
Exomizer by	MAGNUS LIND
Special Edition produced by	SIMON QUERNHORST



Special Edition

Congratulations on owning a copy of Metal Warrior Trilogy - it is only available as 30 copies of this special edition. You can watch a complete list of owners at Simon Quernhorst's homepage.

Internet Resources

Covert Bitops homepage: <http://covertbitops.c64.org>
Simon Quernhorst homepage: <http://www.quernhorst.de/atari>

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METAL WARRIOR TRILOGY

Manual