FULL METAL PLANET

Pilot's Training Manual

DRACONIAN

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INFOGRAMES

Full Metal Planet Macintosh Credits:

Enhanced Macintosh Version By: Brainstorm Software
Program: Francois Uhrich
Graphics: Nicolas Bergeret
Producer: Denny Thorley
Assisted by: Louis Van Proosdij Duport
Special Thanks to: Pascal Wassong and Ian Mcgee
Documentation: Viveros and Associates and David Fisher

Original Game Developed by: HITECH Productions
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Graphics: Nathalie Delance and Franck Drevon
Program: Roland Morla
Music: Staphane Picq
Based on a game by: Ludodelire

Contents

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.

Loading The Game/ Getting Started
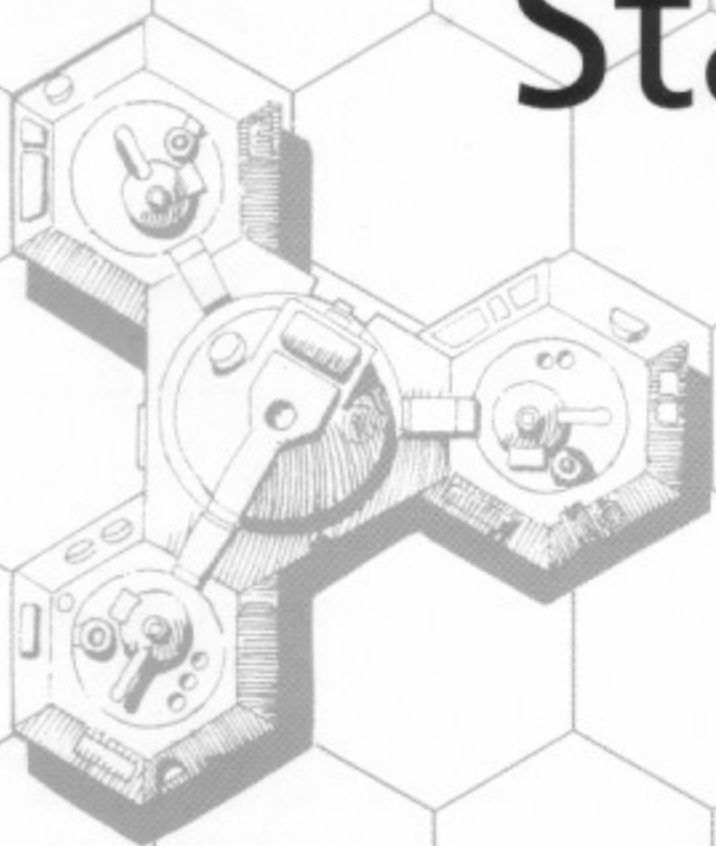
Loading The Game

Full Metal Planet supports the Macintosh Plus, SE, Classic, SE/30, LC, II, IIcx, IIsi, IIci, IIfx and Power Books. Full Metal Planet requires Macintosh System version 6.0.5 or a later version to run. The game is compatible with System 7.

Based on system 6.0.7, the game's memory requirements are:

1 Mb RAM to run the black-and-white version.
2 Mb RAM to run the 16-color version.
3 Mb RAM to run the 256-color version.

To Load The Correct Version On Your System

Playing the Game from Floppy

Full Metal Planet's black and white version may be played from floppy disk. The color version requires installation to a hard drive. To play from floppy, insert disk one into your floppy drive. Open the disk icon and double click on the Full Metal Planet icon to start the game.

Installing and Running the Game from a Hard Drive

1. Create a new folder on your hard drive and name it Full Metal.

2. For black-and-white play, copy the contents of Disk 1 into your Full Metal folder.

3. For color play, the first step is to copy the contents of Disk 2 into your Full Metal folder.

4. Disk 3 of Full Metal Planet is shipped as compressed files. In order to play the color version of the game, you will need to insert disk 3 and click on the "Extractor" file icon; don't copy this icon to your hard drive! It will automatically copy the required files from the floppy to your hard disk. A requester will appear asking you to select the destination for your extracted files. Choose your Full Metal Folder and click on OK.

Starting Play

To start play, open your Full Metal folder and double-click the Full Metal Planet icon. The game will default to play in the mode your monitor is set. If you would like to have the program prompt you to choose a different graphics mode, hold down the option key while the game is loading.

Once the game has opened to the Title Screen and the music is playing, you may click anywhere on the screen to activate the Game Menus.

The Menu Interface

Most functions and options of the game are carried out through the familiar Macintosh pull-down menus. To access the menus during gameplay, simply move the cursor to any of the menu headings at the top of the screen then press and hold the mouse button to show all the menu options under that heading. With the mouse button still pressed, move the cursor down the menu options to highlight your selection then release the button. All menu selections are fully detailed in the Pull-Down Menus section beginning on page 45 of this manual.

To move right into a new game, select NEW under the FILE menu heading as just described.

Choosing Players

The Full Metal Select Screen is where you choose the number of human and computer-controlled players in the game. You can have between two and four players in any combination of human or computer-controlled—including all-human or all-computer. This screen is fully detailed in the Game Options Screen section beginning on page 31 of this manual.

To start a one-player game against three computer opponents—or Cyber Players—click on any one of the six Human Player icons to the left of the START Button. Then click on any three of the six Cyber Players icons to the right of the START Button.

The four mining companies now show at the top of the screen. If you don't like the companies you've chosen, you can highlight the company's icon you wish to remove, then select the icon you wish to replace it. Selecting Cancel at the bottom of the start button will re-start you from the beginning.

Next, set the length of time each player will be allowed for each turn by clicking on the timer in the upper right corner until it reaches the desired time—anywhere between one and nine minutes per turn.

Click on START to prepare for landing on the planet's surface.

Landing and Deploying Your Fleet

The computer will randomly pick which company or companies will land on the planet's surface first. When it is your turn, you will see the strategic map with a white-bordered rectangle in the upper-left corner of the screen. This rectangle shows the area you will be able to land your freighter during your first turn. To move the rectangle, click a spot on the map where you would like it to relocate. All items on the Strategic Map Screen are detailed in the section beginning on page 35 of this manual. Complete directions on Landing and Deployment is found in the section beginning on page 37 of this manual.

After picking the area where you are going to land, click the striped START button on the bottom-right corner of the screen to move to the Tactical Map.

You will now see your company's freighter hovering above the surface of Full Metal Planet. To land your Freighter, move the mouse to position your ship over your chosen landing spot and click. After you touch down, any Cyber Player not yet joining you on the planet's surface will begin their landing. The final landing of all players signals the end of the first turn.

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 current "Crane" cursor to the Inventory Window. This window shows all the units on board the Freighter. To scroll through your entire inventory, click on the Left or Right arrows in the inventory window—each click moves the conveyor belt by one Unit until you reach either end. The Vehicles and Equipment section beginning on page 17 details all items individually.

To unload an item, click on it then click on the Hex you wish it to occupy. If you have selected the wrong item or wish to return an item to inventory, make sure it is selected and then move it back to the inventory window; click once to secure it to the conveyor belt. Once you've finished deploying your fleet, select END OF TURN from the pull-down Options Menu.

On The Battlefield

From your third turn on, you will rely heavily on the Battlefield Command Box found under the pull-down Commands Menu. For a rundown on the following commands, refer to the section beginning on page 41. To apply any one of these commands, select the command, then select the vehicle(s) and or the hex(es) the command will affect.

Command	Icon	Numeric Keypad Equivalent
Move	(Icon Here)	7
Load/Unload	(Icon Here)	8
Fire	(Icon Here)	9
Capture	(Icon Here)	4
Unit Status	(Icon Here)	5
Strategic Map	(NEW Icon Here)	6
Rebuild	(Icon Here)	1
Check Hex Type	(Icon Here)	2
Retreat	(NEW Icon Here)	3

Game
Overview
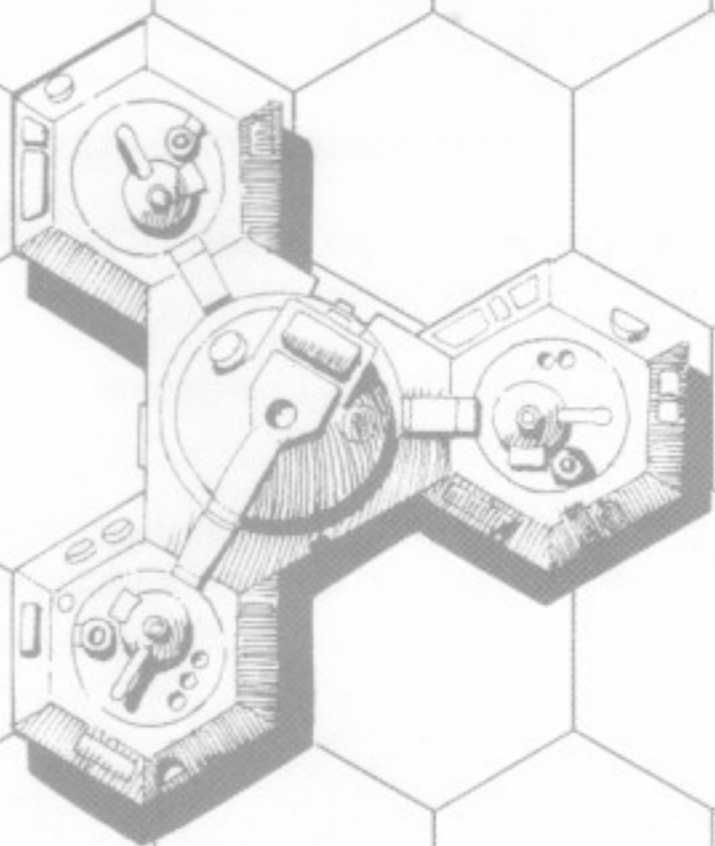
Background

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.

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 one 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.

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 rock-shaped blocks of Ore are scattered all over the Battlefield – on the Strategic Map they're represented by an asterisk in a hex. 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, blocks may not be taken from Reefs. At high tide, blocks 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.

Your Vehicles and Equipment
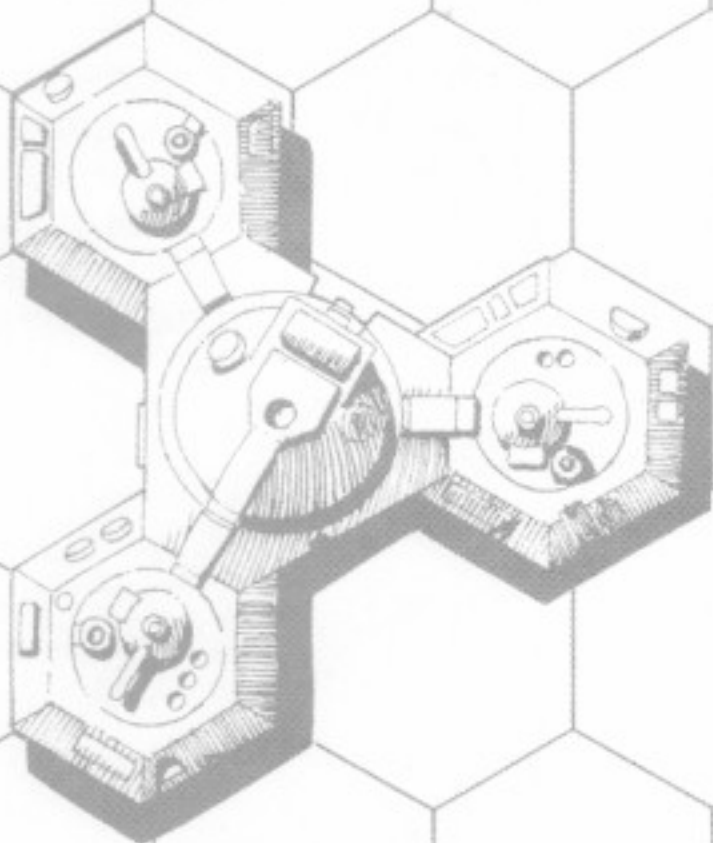
The Freighter
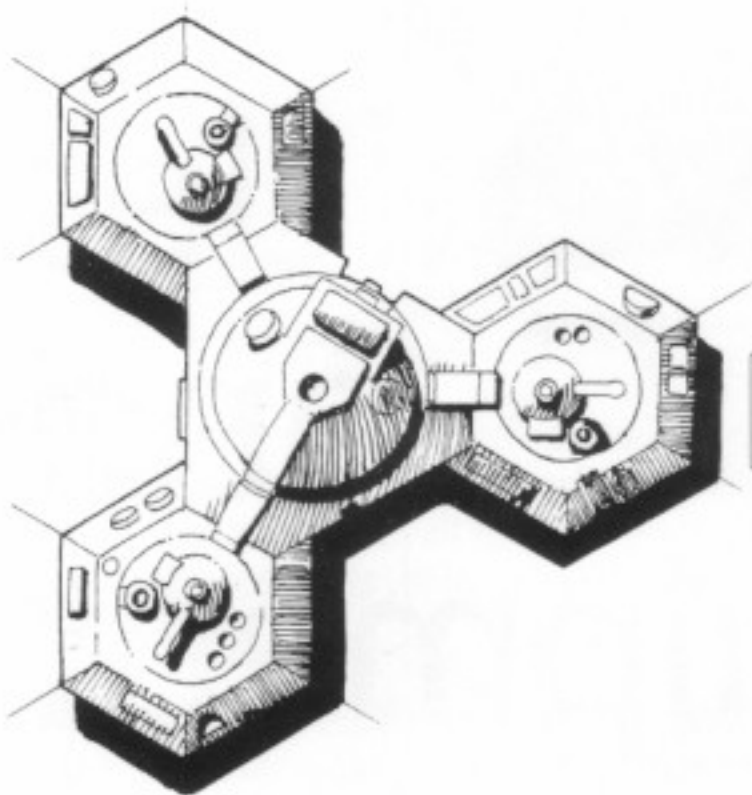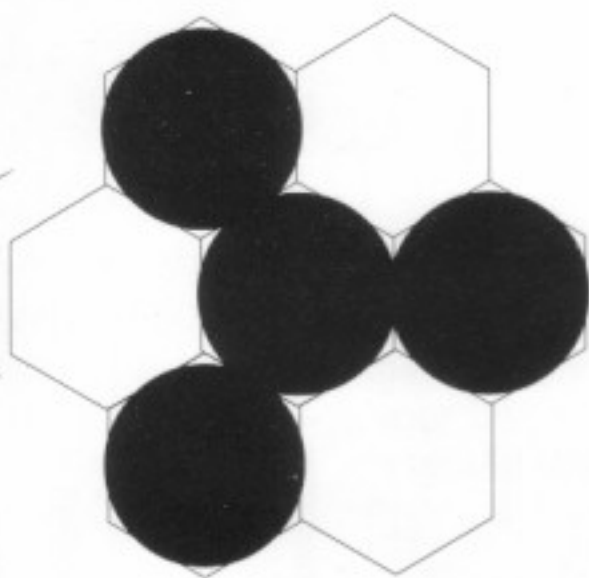
On the Battlefield   On the Strategic Map

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
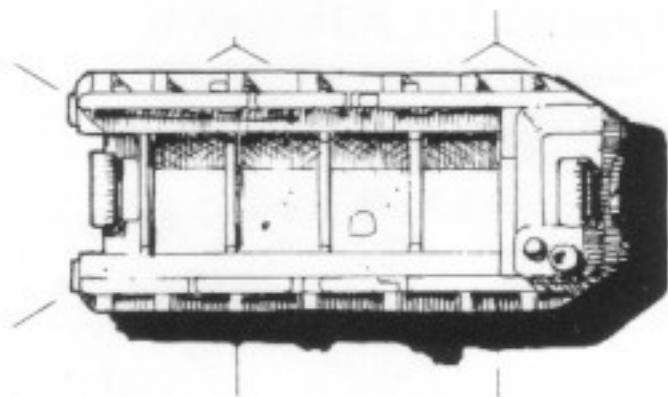
On the Battlefield

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

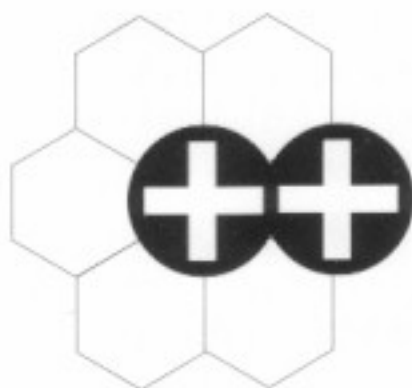In addition, the Barge can also carry a Crab or the Weather Hen, but these items count as two elements each. Vehicles loaded on a Transporter are neutralized and suffer any fate the Transporter may encounter.

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
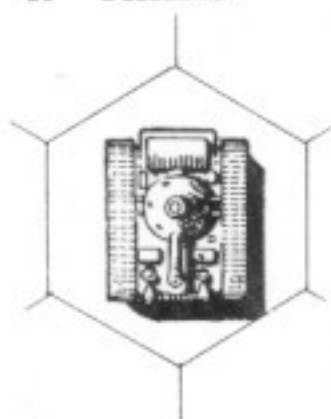
On the Battlefield
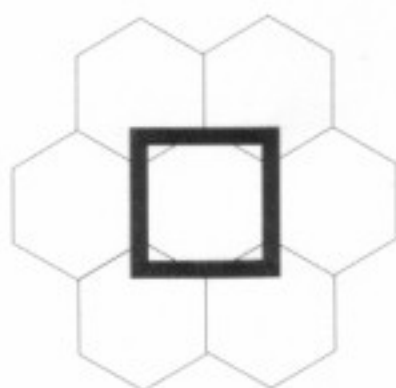
On the Strategic Map

2. The Heap
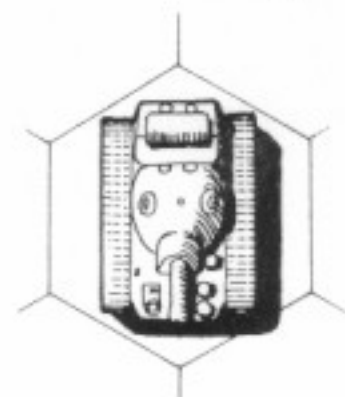
On the Battlefield
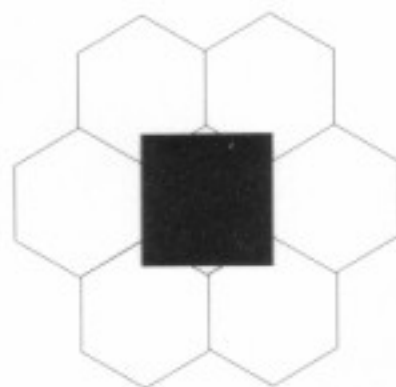
On the Strategic Map

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
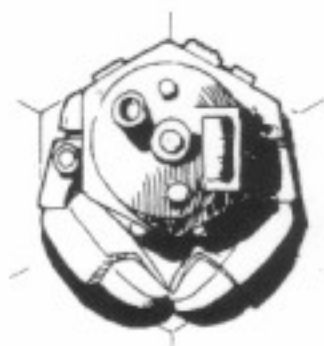
On the Battlefield

On the Strategic Map

A Weather Hen in good working condition can, at any time, forecast what the next tide will be—using the TIDE command under the pull-down Display Menu. 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
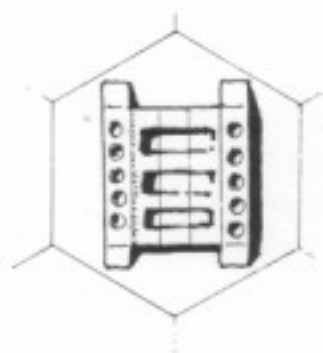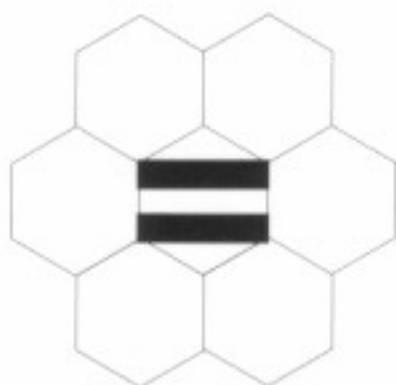
On the Battlefield   On the Strategic Map

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.

Gameplay
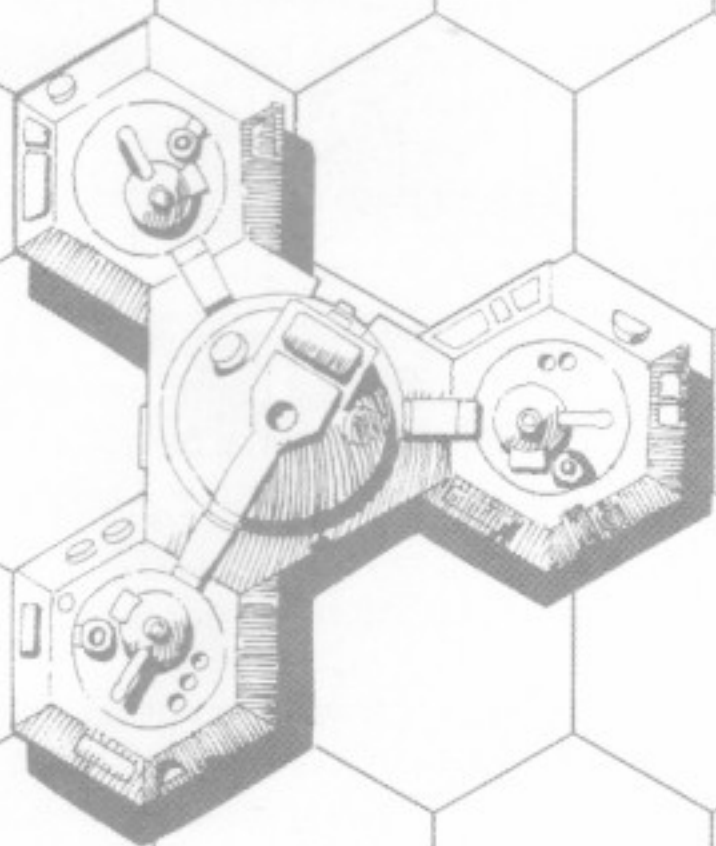
Turn Time

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
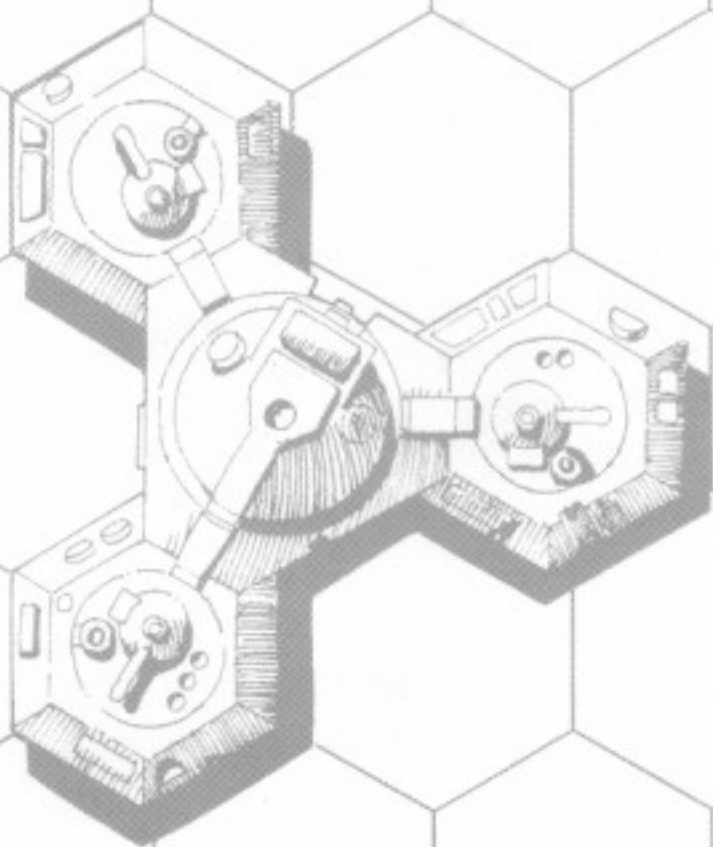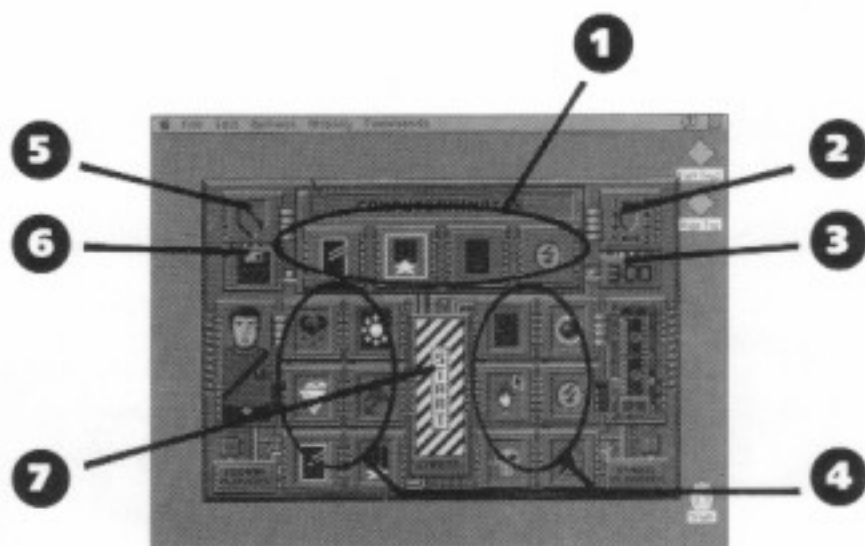
Game Options Screen

The Game Options Screen lets you set up game and player specifics by clicking on any of the following icons:

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. Player Order

Once all the players have been chosen and you click START, the game will automatically "shuffle" the order in which the players will get to play their turns – like a random four-way coin toss.

If you would rather control the order of play for all the players, click on the Player Order icon. The cursor will change into a number "1." Click on the emblem in the Player Selection Squares that you want to go first, and so on, until all the players are in the right order. Then, press and hold the Option key on your keyboard and click on START. The Option Key over-rides the automatic "shuffle" and uses your selected order in the game.

3. The Clock Icon

By clicking on 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.

4. Human/Cyber Player Company Emblems

The six company emblems on the left side of the screen – all those to the left of the START button – are mining companies that can

only be controlled by human players. All emblems to the right of the START button are Cyber Players, or computer-controlled mining-company ore fleets. Click on any emblem to place it into a Selected Player Square.

If you click on an emblem in the Selected Player Squares, the company's name will appear at the top of the screen. You can rename the company by clicking on the name; a requester will appear allowing you to type in a new name of up to 16 letters.

5. Full Metal Palette

Click on this icon to move into the Full Metal Palette utility, which lets you create your own company emblems. Full Metal Palette is described on page 51.
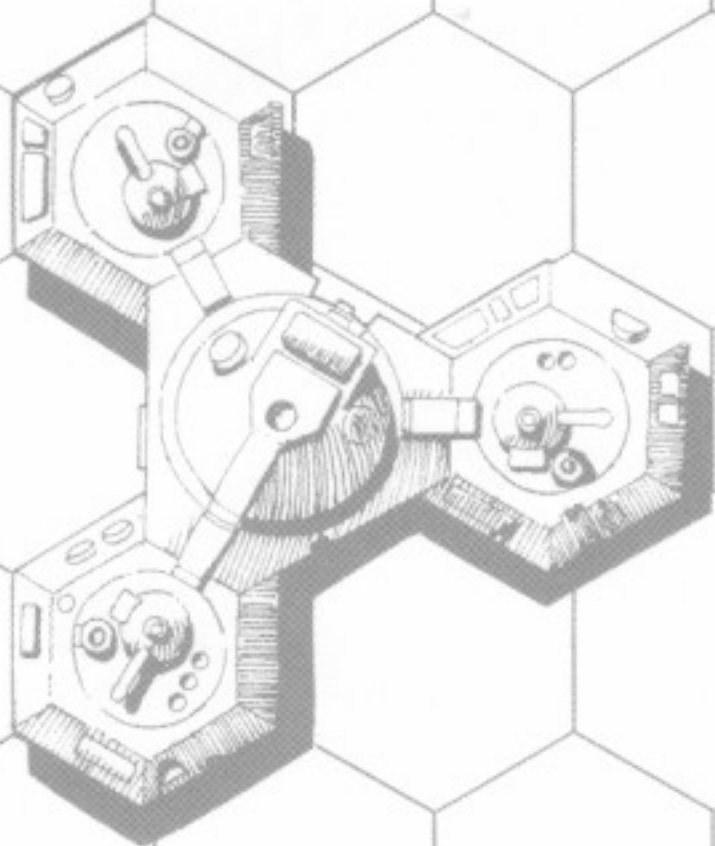
6. The Disk Icon

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.
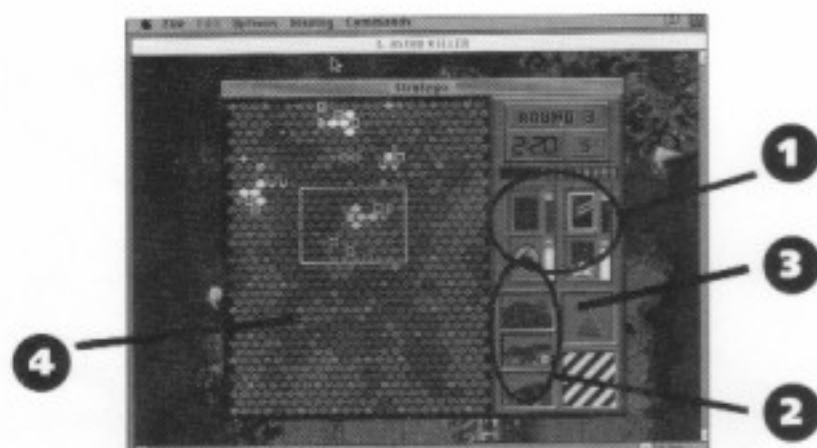
7. Start

Click on START to move to Player 1's first turn.

The Strategic Map

Strategic Map Screen

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 land on the planet's surface during your first turn. To move this white border click on the map where you would like it to relocate.

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.

1. Company Emblems For Players 1 to 4

The company emblems have an on/off light in the upper-right-hand corner that indicates whether that player's equipment is being currently represented on the map to the left – the light on means it is shown and off means it is not. You will toggle between on and off by clicking on the emblem.

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. Tides

These icons show the effects of tide changes on the Strategic Map. With the upper icon on, the Strategic Map will show high tide. With the lower one on, you'll see low tide. The middle one lighted will show you mid tide.

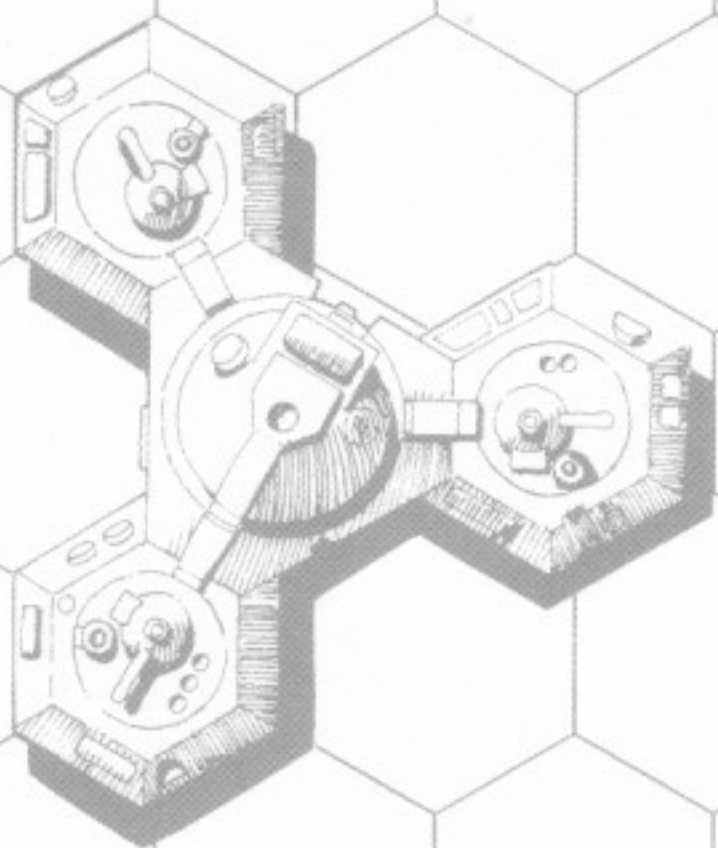## 3. Fire Zones

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

4. Tactical Map

This icon moves you to the Tactical Map and the game's battlefield, with a close-up view of your equipment and the planet's surface.

Landing, Deployment and Taking Off

Landing

The first time you see the Tactical 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. You can scroll the terrain by moving the Up/Down and Left/Right scroll bars at the bottom and right edge of the screen. Once you've got your ship where you want to touch down just click.

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 near an occupied area. (Note: Ore will be destroyed if you land on top of it.)

- Remember, you're here primarily to haul ore and some places on the planet are more abundant than others. Proximity to ore means saved action points and time.

Deployment

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 indicated by the white dots).

To unload Units, move the current "Crane" cursor to the Inventory Window that shows all the units aboard the Freighter. To scroll through your entire inventory, click on the Left or Right arrows in this window – each click moves the conveyor belt by one Unit until you reach either end.

To unload a Unit, click on that unit, move it to the Hex you wish it to occupy and click again. Pontoons , if deployed, must touch the coast of their landing zone. Boats can be deployed in water within the white dot area.

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

Once you've finished deploying your fleet, select END OF TURN under the pull-down Options Menu to confirm the end of your deployment.

Take Off

You will be offered a Take Off icon 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're able.) To Take Off, click on the Take Off Icon in the Battlefield Command Box. Obviously, during Turn 21 you should ask other human competitors to look away while you decide whether you'll stay or go.
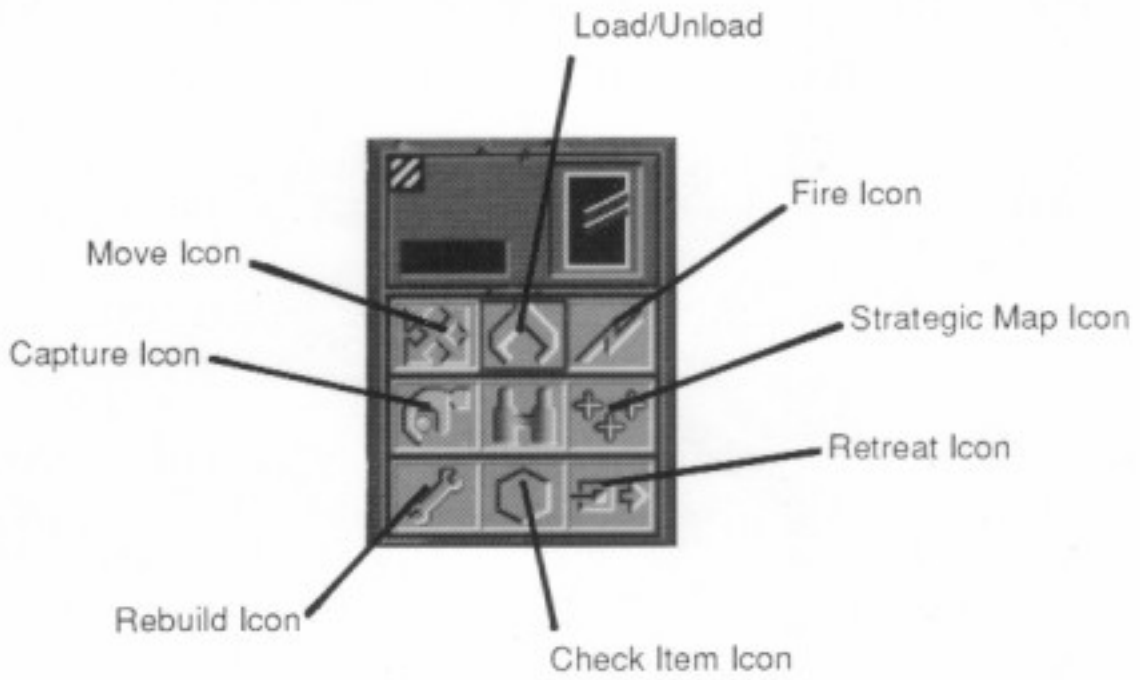
Battlefield Commands and Functions

Command box in pull down menu

Load/Unload

Fire Icon

Move Icon

Strategic Map Icon

Capture Icon

Retreat Icon

Rebuild Icon

Check Item Icon

Up-close command box

42

The Battlefield Command Box will serve the majority of your needs during gameplay. It is located under the pull-down Commands Menu.

Note: This box may "torn" off of the menu bar and placed anywhere on screen by clicking and holding the mouse button on the Battlefield Command Box and then dragging it away from the menu bar.

To select a command, simply highlight the icon represēnting that command and release the mouse button. In addition, the 1 through 9 keys on the numeric keypad represent the nine icons in the Command Menu. These are the Command Icons:

A. Move Icon

Move is the default command. Select the vehicle to move by clicking on it. Next,indicate the route to be taken by clicking on one hex at a time and double-clicking on the hex you want to move onto. The cursor will only enter hexes authorized for the selected vehicle. As you trace your route, the point cost is subtracted for each hex along your path. To back up, click back along the traced moves for that Unit. To move the Barge, select it at the end pointing toward the desired move direction.

B. Load/Unload Icon

As with the initial deployment, select a Crab, Barge, or Weather Hen 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 close box in the upper right hand corner, or select another Battlefield Command.

Given the size of the Freighter's hold, it may be necessary to activate the conveyer belt by clicking the arrow icons.

The Barge must be rotated so that the colored end or "X" marking is placed on the Hex adjacent to the freighter or land Hex. You can rotate the Barge once it is selected by using the Spacebar.

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 placeable Units: Tank, Crab, Ore or Pontoon. When you want the Hen to lay, make sure it is loaded with a block of ore. Now select the desired unit to manufacture and it will automatically unload it on an adjacent Hex.

C. Fire Icon

To attack an enemy Hex or unwanted block of ore, select the target first, then the firing Unit. When the target begins to "pulse," select the second firing Unit. If the target is not within the second Unit's range, select your unit then the hex onto which it will move. You can abandon a firing attempt by selecting another function.

D. Capture Icon

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 instead place the capture icon over the unit that will capture the freighter and click.

E. Unit Status Icon

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). For destroyers, the displayed numbers in the upper-right corner lists the number of bonus points available. In the conveyor-belt window you can see your remaining ammunition.

F. Strategic Map Icon

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

G. The Rebuild Icon

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. A rebuilt Turret is operational immediately. (Note: You may not rebuild a turret of a freighter lying within a firing zone.)

H. The Check Hex-Type Icon

To get an up-close look at a Hex and determine whether it is sea, land or swamp, move the Hex-cursor over the Hex in question and click. An enlarged image of that Hex will appear on your screen. You can now make a determination of the Hex's status. When you release the mouse-button the close-up of the Hex will disappear.

I. The Retreat Icon

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 Retreating Unit, Now select the Hex to which you wish to Retreat – remember it's one Hex maximum movement and it must be outside the Fire Zone.

Pull-Down Menus
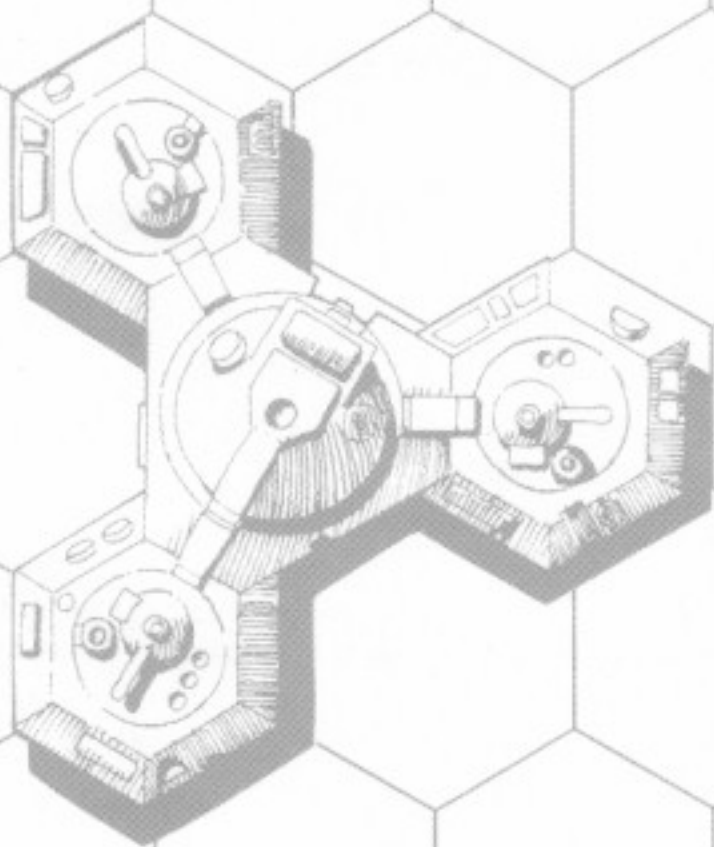
The File Menu

These are all the selections available under the pull-down File Menu:

New
Select this to start a new game. The Game Options Screen will appear so you can set up game and player specifics.

Open
Select this to open and load a game you previously saved in progress (see Save, below). The standard Macintosh Open dialog box appears.

Close
Select this to close a game in progress. If you haven't already saved it, you'll be asked if you want to save it and assign it a name – in the standard Macintosh Save dialog box.

Save
Select this to save a game in progress. If you haven't already assigned a name to the game, you'll have to do so in the standard Macintosh Save dialog box. Because you may go on playing a game after saving it, this is a way to take a "snapshot" of a game at a crucial point; later on, you might want to open the saved game and play it over from that point.

Save as . . .
Select this to save the game under a new file name.

Auto Save
Turn this on – as shown by a check mark to the left of Auto Save in the pull-down menu – to have the game saved automatically at the completion of each human turn. To turn the option off select Auto Save again.

Quit
Select this to quit Full Metal Planet. If there's a game in progress, you'll be given a chance to save it through the standard Macintosh Save dialog box.

The Edit Menu

This menu is not active while you're playing Full Metal Planet.

The Options Menu

These are the items under the pull-down Options Menu:

End of Turn

Select this to signal that you've finished making all your maneuvers and actions during a particular turn and bring the turn clock down to 0:00.

Pause

This choice pauses gameplay and blacks-out the screen. Click the on-screen Pause Box to resume play.

Business

With this feature turned on – again, shown by a check mark – the game pauses automatically before each human player's turn. This will keep the timer from running in case human players are preoccupied when their turn first comes up. When the game is in Business pause, a click of the mouse or keystroke will start the timer running.

Level

You can choose the level of difficulty of your computer-controlled opponents by selecting either Beginner, Normal or Expert.

See Hex

This selection lets you turn on and turn off the hexagonal grid on the Tactical Map of the planet's surface.

Sound

This selection controls turning sound on and off.

Fast Move

To speed up gameplay, use this selection to move vehicles without the animation. Choose whether you want Robot (computer-controlled) and/or Human player animations not shown

Play As Robot

This option lets you change a human-controlled fleet to a computer-controlled fleet either for the whole or remainder of your current turn; or for the rest of the game.

B&W Preferences

Here you determine the way the game appears on a black-and-white Macintosh. When selected, a window will appear allowing you to choose the way you want the hex and equipment graphics to appear on your system.

The Display Menu

These are the items under the pull-down Display Menu:

Tactical

This choice displays the "close-up" Tactical map of the Battlefield area defined by the rectangle on the Strategic map. The bottom-right corner of this screen shows how much time remains in the current turn and how many action points are still available in the current turn.

Strategic

Displays the Strategic map of the entire surface of Full Metal Planet.

Tide

This choice shows you what the tide level will be during the next one, two, three, or four moves – depending on how many Weather Hens you have in your fleet. A Tide Window will pop up on screen when you select this option. Click to return to the game.

Score

Displays the current score of all active players. Click on the score display box to close it and resume play.

Diplomatic...

When game conditions allow it, you can select this option to offer a non-aggression pact to any computer-controlled players. On the Diplomacy window, select the robot player to whom you want to offer a non-aggression pact. An "OK" message will appear to acknowledge receipt of your message. Don't trust this option as a permanent solution to tensions on Full Metal Planet.

Command Keys

Some of the functions in Full Metal Planet can be accessed directly from the keyboard by pressing the Apple Command Key and then the appropriate key. These shortcuts are listed below.

File:

New........	command N
Open	command O
Save........	command S
Quit.........	command Q

Option:

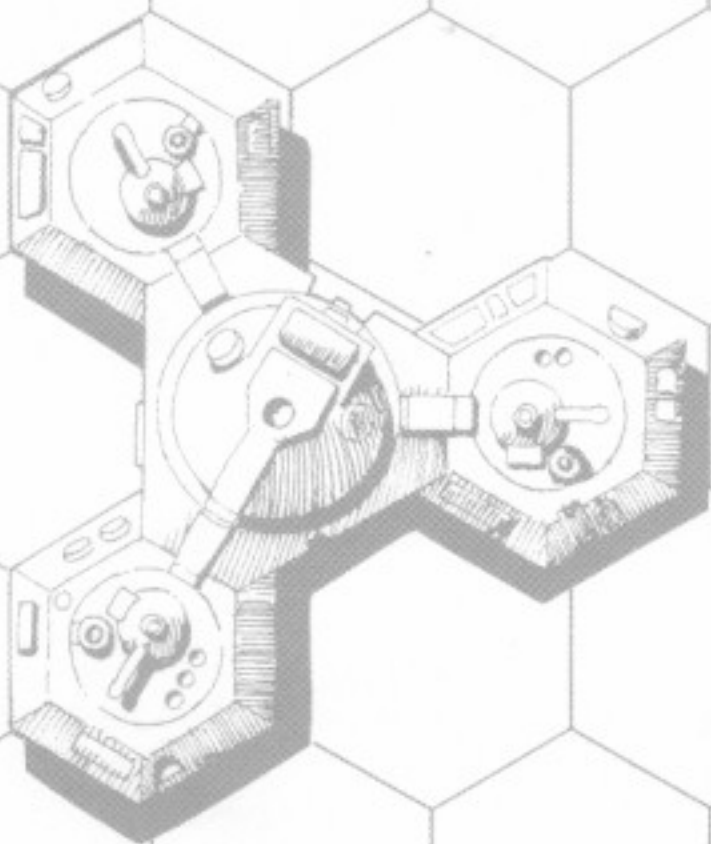|	
End of Turn.....	command E
Pause................	command P
Business........	command B
See Hex	command H
Play as Robot.	command R

Display:

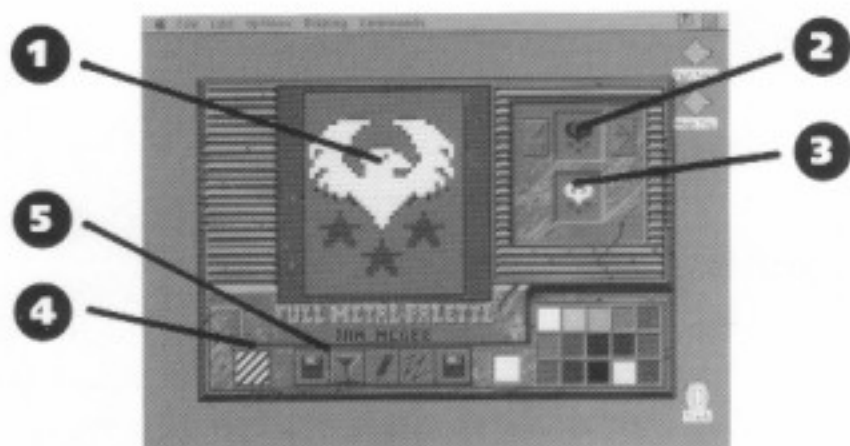|	
Tide....................command T
Score .... command *

(**Printers note!** please replace "command" with graphic of the Apple command key..)

Full Metal Palette

Palette Screen

This graphic utility lets you create your own company emblem. Select the emblem icon at the Game Options 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. Clicking on the emblem itself 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. Done Icon

Clicking on this icon will take you out of Full Metal Palette and back to the Game Options Menu.

5. From-Disk Icon

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. Click on the name of the emblem to bring that emblem up into the Drawing Field.

6. Funnel Icon
Selecting this icon lets you fill a bordered area with the current selected color or pattern. Select the icon then move the cursor to the area you wish to "paint" and click.

7. Pencil Icon
This icon lets you work in the Drawing Field on a pixel basis. After choosing this icon move the cursor to the pixel you wish to color with the currently selected color or pattern and click.

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

9. To-Disk Icon
Lets you save your current emblem to disk. Select this icon, and when the window of saved emblems pops up, type and save the name of your emblem.

10. Current Selected Color or Pattern
This shows you the current color or pattern you have selected for the drawing tools that follow. By clicking on this color box, you will fill the entire Drawing Field with this color or pattern.

11. Palette of Colors or Patterns
These are the 15 colors or patterns you have to work with in Full Metal Palette. To select one, simply click on it.

12. Title Zone
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, click OK to confirm.

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