



METAL FATIGUE

Manual

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METAL FATIGUE

A World in Turmoil

With the development of faster-than-light travel in the early 23rd century, mankind could finally reach for the stars. Unfortunately, galactic exploration brought with it a horrible find: as they scoured the universe for signs of life, survey teams discovered the ruins of sentient cultures destroyed by a strange cataclysm. Analysis of these newly explored worlds and the remnants of a decaying military machine suggested that a warlike alien race, the Hedoth, had swept through the galaxy aeons ago and systematically pulverized every civilization lying in their path.

And that's where the saga takes a second mysterious turn. For some inexplicable reason, the Hedoth abandoned their conquests, leaving behind no clues as to where they went or why they suddenly departed. Fortuitously, salvage operations did manage to uncover a few scattered installations and some destroyed weaponry amidst the wreckage, which provided details concerning the Hedoth's awesome technology. Recognizing the importance of this find and the need to recover fully functioning Hedoth technology as quickly as possible, three of Earth's largest CorpoNations – Rimtech, Mil-Agro and Neuropa – decided to band together to contact the Hedoth and locate their home worlds.

In time, the three CorpoNations assembled a huge expeditionary force, comprised largely of numerous support and research vessels, along with dozens of warships. The fleet then set off for the Hedoth system where they believed the last vestiges of Hedoth hegemony might still remain. When survey ships finally reached the system, the CorpoNations divided their immense fleet, parking their research ships in orbit around Hedoth Prime, the capital planet of the Hedoth. Meanwhile, the CorpoNations held their massive battle fleet in reserve, waiting in earnest for a battle against a foe of unknown strength.

After settling into orbit, the research vessels dispatched several armed scouting parties to the planet's surface. Again, they turned up little trace of the Hedoth menace. This time around, however, a small survey team did stumble upon some functioning alien technology. When leaders of the three CorpoNations learned of the find, they immediately dissolved the alliance and split their forces along corporate lines. Evidently, their greed and desire to plunder alien technology was too much to bear, even this far from home. It also appeared as if the battle fleet would be employed after all, if for a far different purpose than originally conceived.

Here's Where They Came In...

Metal Fatigue traces the story of three brothers – Diego, Jonus and Stefan Angelus – who are swept up in a brutal intergalactic war of greed and betrayal. One member of a RimTech expeditionary force sent to Hedoth Prime, Jonus, the middle brother, discovers a strange alien relic that touches off a fierce debate among the three brothers. The find also triggers a series of strange events that will not only split the trio, but also spark a war between the three distrustful CorpoNations, which will end when only one conglomerate prevails.



After a fierce struggle with a squadron of Mil-Agro fighters, Jonus decides to defect, and takes the alien relic to the leaders of Neuropa. Meanwhile, Stefan, the youngest brother, is left for dead during the skirmish, when a follow-on search and rescue team cannot locate his remains. In reality, the cruel Mil-Agro have recovered the injured Stefan, nursed him back to health, and pressed him into service for their

CorpoNation. Thinking his youngest brother dead and Jonus a traitor to the cause, Diego, the eldest of the three Angelus brothers, returns to Rimtech and apprises them of the recent developments back on Hedoth Prime.

... Now Here's Where You Come In

When the game begins, you will assume the role of one of the three Angelus brothers, as they attempt to expand the control of their respective CorpoNations and improve its technological capabilities. After launching from a distant battle carrier, your assault force will automatically descend on one of three planets. At this point you will immediately construct your base and, if necessary, strengthen its defenses to protect it from enemy attack. In the meantime, you will be responsible for exploring the game world and locating the raw materials that will enable you to develop your infrastructure. Thereafter, you can expand your base of operations, adding new structures, researching new technology and generally improving your logistical situation. You can then go about building and customizing your forces, perhaps even using stolen weaponry or other artifacts to enhance their abilities. And, when you have created your army of robots, vehicles and other assorted units, you can then think about taking the war to the enemy's doorstep; but be advised, battle may be joined on many different levels.



Good luck, commander. Your forces await you.

To play Metal Fatigue, your computer must meet at least the following criteria:

Minimum Configuration Requirements

- Pentium 200 MHz Computer
- 3D Accelerator card with 8MB RAM
- Windows 95/98 Operating System with DirectX 6.1 drivers or better installed (DirectX is supplied on the game CD)
- 32 MB System RAM
- 60 MB Hard Drive Space
- 4x or better CD-ROM Drive
- Windows 95/98 compatible Sound Card
- Microsoft-compatible mouse
- Network play requires TCP/IP Network protocol with at least a 28.8 kbps connection speed

For optimal performance, your computer should meet the following criteria:

Recommended Configuration Requirements

- Pentium II Computer or higher
- Windows 95/98 Operating System with latest DirectX drivers installed (DirectX 7.0 recommended)
- 32MB System RAM
- 385 MB Hard Drive Space
- Second generation 3D Accelerator Card with 12MB RAM (eg. 3dfx Voodoo 2, TNT)
- Windows 95/98 compatible Sound Card
- 8x CD-ROM
- Microsoft-compatible mouse
- Network play requires TCP/IP networking protocol with at least a 28.8 kbps connection speed

Game Installation

1. Start the Windows 95/98 operating system.
2. Insert the Metal Fatigue CD into your CD-ROM drive. The Autorun menu should immediately appear.

Note: If the Autorun menu does not automatically appear, double-click the My Computer icon located on your Desktop. Then double-click the icon corresponding to your computer's CD-ROM drive. The Autorun menu should now appear.

3. Click the Install Metal Fatigue button.

- The installation routine will now walk you through each step of the setup and installation process.

- Once you have created a directory for Metal Fatigue, the program will automatically be installed on your hard drive and, if you wish, create a Metal Fatigue Icon on your desktop. In addition, the program will check to see whether or not a current version of DirectX has already been installed on your hard drive. If there is an older version of DirectX on your computer or DirectX does not exist, then the program will offer to install DirectX.

- Finally, the program will determine what types of graphics drivers have been installed on your machine. To change the graphics driver settings please see the readme text file for instructions.

4. After you have completed the installation process, you can select Metal Fatigue from the Start menu (Psygnosis/Metal Fatigue is the default location) or double-click on the Metal Fatigue desktop icon to run the game.

Uninstalling Metal Fatigue

1. Start the Windows 95/98 operating system.
2. Insert the Metal Fatigue CD into your CD-ROM drive.
3. Click the Uninstall Metal Fatigue button.
4. You will be asked to confirm that you wish to uninstall Metal Fatigue.
 - If you are sure you want to uninstall Metal Fatigue, click Yes.
 - If you are not sure, click No.

Note: When you uninstall Metal Fatigue, you will be asked if you wish to delete any saved games. If you click No, all of your saved games will remain within the Save game subdirectory of Metal Fatigue.

Note: You may also uninstall the game from the Start Menu by clicking on the Uninstall Metal Fatigue command bar.

Quick Walk-Through

Metal Fatigue is an intense real-time strategy game that simulates futuristic combat operations on multiple levels. As such, we highly recommend that you acquaint yourself with some of the concepts, terminology and game functionality explained throughout this manual. We also suggest that you complete the accompanying training exercise before tackling any of the campaigns.

Reconnaissance in Force

Okay, let's begin by choosing "New Campaign" from the Main Menu. You'll notice that three campaigns are included in Metal Fatigue, one for each of the three Angelus brothers. Now, set the campaign difficulty to medium by selecting it at the bottom of the screen. For purposes of this discussion, we will follow the career of Diego Angelus, so select the Rimtech CorpoNation - this campaign is best designed to introduce new players to the various concepts of the game. We highly recommend that players select Rimtech as their first single-player campaign.

The next screen that will appear is called the Mission Briefing Phase. Notice that on the left hand side of the screen, you may review your mission objectives by scrolling through the Mission Briefing Window. If you like, you can listen to the narrative or turn it off by pressing the Speaker button located on the bottom left side of the panel. At this point, you may also examine Diego's personal log, which appears just below the Mission Briefing Window. Finally, you can return to the Main Menu by pressing the Main Menu button.

For the first mission, your immediate goal is to build a Combob Parts Factory then a Combob Assembly Bay then two functioning Combobots, using any of the parts created at the Combob Parts Factory. Meanwhile, you must strive to keep Diego alive for the duration of the scenario, otherwise the mission will end and you will have to repeat it again in its entirety. Okay, let's begin the scenario by pressing the "Continue" button.



Stranger in a Strange World

When the scenario opens, you'll find that your forces (which are colored blue) are scattered about the southern portion of the map. The large circular structure in the middle is your Matter Converter, which represents your drop ship and serves as your base nexus. Lose it and you won't be able to build many of the higher tech structures available to you. Fortunately, you can build another one at any point during play, but be forewarned, they don't come cheap.

The small square structure to the left of your Matter Converter is your Cryo Farm, which supplies you with Manpower. The Manpower resource is required to build any vehicle and most structures. The Cryo Farm is also where specialized crews, called Combot Crews, are created to pilot your Combots.

In addition to the two structures, there are several different types of vehicles located along the lower ridge. The small vehicle deployed on the far left is your Missile Jeep; a good all-purpose vehicle especially suited for reconnaissance duties. Next to it is one of your Tanks, your principal ground attack vehicle and primary means of carrying the war to the enemy. On the far right, you'll notice two dome-shaped vehicles. These are your Hover Trucks. Hover Trucks are unarmed utility vehicles, which are used to build different types of structures and collect Metajoules, the other valuable resource needed to build your base and army.



The small figures that appear just south of the Matter Converter are a Combot Crew, which contains none other than Diego Angelus. Lose this particular Crew and you've lost the mission, but we'll discuss that in further detail a little later on.

Below the ridgeline you'll find another Missile Jeep and a third Hover Truck, as well as several needle-like objects spread out across the bottom of the map. These are Imaging Poles, a.k.a. Recon Poles. Recon Poles are surveillance devices that eliminate a circular portion of the Fog-Of-War (Fog-Of-War is the grey shadow which allows you to see the terrain, but not enemy units or structures.) Recon Poles can "detect" any enemy unit that moves within range of the device and are therefore very important assets, especially if you're not sure where the enemy base may be located. Unfortunately, Recon Poles are unarmed structures that can be easily destroyed.

The Battle is joined

Okay, now that we've established what forces are initially available to you, let's discuss how they're going to be used. When the scenario opens, you'll find that your base will come under immediate attack by several enemy vehicles. Fortunately the assault is half-hearted, comprised of no amassing and a handful of enemy Tanks and Missiles Jeeps. Your immediate goal then is to blunt the attack by massing your units at each of the enemy's avenues of advance. Your two combat vehicles on the left should be used to engage the enemy Missile Jeep moving down the left map edge. Meanwhile, the balance of your combat forces should advance up the north-east passage then engage the enemy forces moving south along your right flank. Meanwhile, you might want to withdraw the lone Hover Truck to a safer location, perhaps moving it closer to your Matter Converter.

To move a unit, simply place the cursor over the unit then press the left mouse button. The unit will now become highlighted on the map and a small health bar will appear just below the unit. A close-up view of the unit will also appear in the Portrait Window located in the center of the right hand panel of the interface. Information concerning its production costs, manpower requirements, and current damage level is listed along the bottom of the interface in the Smart Info Display Window.

You may notice that several types of orders can be issued to the unit, which appear at the bottom right hand corner of the interface. We'll discuss these in a moment. For now, though, let's move the lone Hover Truck back to the base by selecting the unit then moving the cursor to a new location. When you're ready to issue the command, simply press the right mouse button and the unit will start moving to its new destination.

If you prefer, you can also order a unit to move to a new location by placing the cursor in the mini-map window, which is located at the top right hand corner of the interface. Again, press the right mouse button and the unit will begin moving to its new destination.



Next, let's deal with the threat posed by those enemy forces. If you like, you can move each of your units individually by following the steps described earlier. However, a more prudent way to get your troops moving in a hurry might be to issue a group command. In effect, a group command tells a bunch of units to move to the same location or perform the same action simultaneously. To issue a group command, place the cursor near the edge of the group of units then press the left mouse button.

Now, hold down the button and move the cursor

further away from the initial starting point. A white outline will begin to form encircling all of the nearby units. Now release the button.

Notice how the white outline has disappeared and all of the units situated within the bounded area are now highlighted. You've just created your first group. Next, move the cursor to a new location on the map and press the right mouse button. Notice how all of the grouped units will begin moving to the new location. Of course you can still issue individual orders to any unit within the group by left clicking on a unit then following the steps described earlier. To engage an enemy unit or structure, left click on a friendly unit(s) then move the cursor over the enemy unit or structure you want it to attack. Notice how the cursor will change in shape and color whenever it is placed over an enemy asset. Instead of a green arrow, the cursor will now resemble a flashing red target. Next, press the right mouse button to order your unit(s) to attack the enemy. At this point, concentrate on destroying the enemy force before it has a chance to reach your base.



Developing Your Base

All right, now that the enemy attack has been thrown back, it's time to expand your base and fulfill your original mission objectives. The first order of business is to gather up as many Metajoules as possible, because Metajoules are used to build new units and structures. Keep in mind that Metajoules can be extracted from either lava pools or collected from solar power sources, so if you dry up one source, there may be alternative ways to acquire more Metajoules. For now, though, we'll focus our discussion on lava pools.



Off to the right of your base lies a lava pool teeming with Metajoules. To recover the precious energy, simply left click on one of your Hover Trucks then move the cursor directly over the lavapool.

When you press the right mouse button, the Hover Truck will automatically move alongside the lava pool and begin to extract the material from the pool. And that's all you need to do to acquire more Metajoules. At the top of the screen, in the Resource Display area, a Metajoule supply indicator will steadily begin to rise then level off when your current Metajoule capacity has been met. The number above the Metajoule Bar is the amount of Metajoules you currently have available. The number to the right of the bar is your total storage capacity for Metajoules. Note that the more Hover Trucks you commit to the extraction process, the faster the Metajoule supply indicator will rise. At some point, you may have to construct an Energy Bank, which is used to store any excess Metajoules your Matter Converter is unable to hold.

Now might be as good a time as any to build your first structure so let's begin by constructing a Vehicle Factory. To build a Vehicle Factory, left click on one of the three Hover Trucks. On the right hand portion of the interface, a list of build options will now appear directly below the close-up view of the Hover Truck. Next, left click on the icon that says Vehicle Factory. Notice that a "ghosted" representation of the Vehicle Factory will now replace your standard cursor icon in the Battlefield Viewing Window. A red "ghosted" icon indicates that you cannot build the structure at that location. On the other hand, a yellow "ghosted" icon means that although you can build the structure at that location, it will lie outside your Base's Defense Ring. Finally, a green "ghosted" icon means that you can build the structure at that location and it will lie well within your Base's Defense Ring.



Obviously, it makes sense to erect new structures where they can best be protected, so it's a good idea to find a location where the icon is green to build the structure.

Once you've decided on a location, press the right mouse button to denote where the Vehicle Factory should be built. The selected Hover Truck will now move towards the construction site and automatically begin to build the Vehicle Factory.

Notice that the Metajoule Supply Indicator will start to decrease, reflecting the costs associated with building a new structure. Don't worry because the

other Hover Trucks will more than make up for the shortfall in Metajoule production. Finally, you can determine how long it will take to construct a structure by left-clicking on the construction site. A "build time" bar will appear in the Portrait Window in the toolbar, to show how far along the construction has progressed.

It's going to take a little while before your first structure is completed, so you may want to consider adding a second Hover Truck to the project. Keep in mind that the more units you add to a project, the faster it will be built. In this particular case, it would be wise to get the Vehicle Factory up and running as swiftly as possible so you can create additional vehicles. To speed up the construction process, simply click on a second Hover Truck then right click on the Vehicle Factory. Notice how much faster the "build time" bar is advancing.



Reinforcements Arrive

Once the Vehicle Factory has been set up, you might want to create a couple more Tanks to help defend your Base, and perhaps two more Hover Trucks to expedite the recovery of Metajoules. To build additional vehicles, left-click on the corresponding icon located in the Vehicle

Factory's Build List Window. Notice that you can build multiple vehicles by repeatedly clicking on the icon. Each time you add another build request, the vehicle queue will increase by one. To decrease the queue, right-click on the corresponding icon. You may also build more than one vehicle type at a time by selecting different vehicle icons. Note: All units are built one at a time, sequentially in the order they are requested. Once the two new Hover Trucks have been delivered, have them mine for more Metajoules at the lava pool.

At this point in the scenario, it might be a good idea to build a Cryo Farm. Cryo Farms contain cryogenic chambers that hold the Manpower of your CorpoNation.

The Cryo Farm is especially important because all of your vehicles and most of your facilities will require trained technicians (a.k.a. Manpower) to operate them.

Clash of the Titans

All right, it's finally time to start thinking about those Combots you've been ordered to build. Remember that before you can field a Combot, you must first build both a Combot Parts Factory and a Combot Assembly Bay. With that in mind, assign a Hover Truck to begin building a Combot Parts Factory. Again, you'll have to place the structure near enough to your Matter Converter so that it can be within the defensive grid once it has been completed. By now, your first Hover Truck should have completed its initial project and is ready to begin work on the Combot Assembly Bay. Again, follow the instructions we just discussed to create the Combot Assembly Bay.



By now, the Hover Trucks will have siphoned off a good deal of the Metajoules from the lava pool. If you look closely, the lava pool has actually shrunk in size and will continue to shrink as more and more Metajoules are extracted. Eventually, the pool will run dry and you'll have to scour the map for new sources of Metajoules. For this mission though, the lava pool contains more than enough Metajoules to fulfill all of your build requirements.

Okay, let's wait until both your Combot Parts Factory and Combot Assembly Bay are completed before proceeding. When the Combot Parts Factory is completed, left click on the factory. Notice that several build options will appear in the right hand portion of the interface. At the present time, your factory is only capable of producing a fairly rudimentary Combot. That's because you haven't conducted any research or built some of the higher tech structures that become available to you later in the campaign. No matter, your mission objectives simply required the creation of two functioning Combots. To create a Combot, you're going to need a torso, a pair of legs and two arms. At the present time, it doesn't matter which ones you use since these Combots aren't going into battle.

Next, click on a Basic Torso, a pair of Basic Legs, a Katana Sword Arm and finally a Basic Arm. One by one, you'll be notified when each of the components has been completed. Don't forget that as you create a component, you'll be using up some of your precious Metajoules.



When all four components have been finished, left-click on the Combot Assembly Bay to begin building your Combot. Each time you select a component, that part will appear on the Assembly Bay. When all four parts have been chosen, your Combot is ready for battle.



press the "Deploy" button. The Combob will immediately step off the Assembly Bay and onto the map. Notice that the Combob can now perform several different actions listed in the lower right hand portion of the game interface.

Now that you've got your first fully functioning Combob, it's time to build that second Combob. Follow the steps outlined earlier to create all of the physical components. To create a second Crew for the new Combob, you'll have to get them from the Cryo Farm. Click on the Cryo Farm, then click on the Combat Crew button. Shortly, a newly thawed and trained crew will appear in the Assembly Bay.



Mission Over

The scenario will end whenever you have fulfilled all of the mission objectives; whenever your forces have been completely destroyed in battle, or anytime you have lost a critical unit in battle (in this mission that would be Diego.)

Afterwards, you can see how your forces fared during the Mission Debriefing Phase and the degree to which you have achieved your objectives.

Playing Metal Fatigue

Metal Fatigue uses a branching, menu-driven interface to access different areas of the game. What follows is a brief discussion on the opening Game Menu and where each button leads.

The Main Menu



After starting Metal Fatigue, the first game screen you'll come to is called the Main Menu.

The Main Menu contains the following selections:

- **New Campaign:** Selecting this will let you start a new campaign.
- **Load Game:** Selecting this will enable you to call up and play a previously saved scenario. To load a game, click on the name of the game from the Scenario List then click on the "Load" button.

- **Multiplayer:** Selecting this will let you play Metal Fatigue against one or more human and all opponents.
- **Skirmish:** Selecting this will let you configure and play a quick battle against the computer. Note: The Skirmish Mode will not affect any of the Campaign games.
- **Options:** Activates the Options Menu.
- **Credits:** Brings up the list of people responsible for the creation of Metal Fatigue.
- **Intro:** Feel like seeing the opening cinematic again? Click here and the entire introductory sequence will be re-played from start to finish. Pressing the <Esc> key will let you exit the cinematic.
- **Exit:** Selecting this allows you to exit the game.

Options Menu



• **Drivers:** This displays all the possible Graphics Libraries that the user has available. The library currently being used is highlighted. To change the Graphics Library, you must exit Metal Fatigue, insert Disc 1 and select "Hardware Options" from the Autorun menu. Note: The game will usually select the best library for your system so typically there is no need to change this setting.

• **Resolution:** Players can select from one of six rent video resolution modes. To change the solution,click on the button alongside the video resolution you want to use then press the"OK" button. Note: If you

select a resolution higher than your screen can play, the game will automatically select the highest resolution that can be displayed.

• **Toolbar Alignment:** The toolbar interface panel can be placed along the left or right hand side of the game screen. Note: The default configuration is along the right hand side.

• **Options:** Players may turn on/off and even adjust different elements in the game. These include:

• **32 Bit Color:** Displays the game with full 32 Bit color.

• **Shadows:** Leaving this option on will cause units, structures and other objects in the game to cast shadows in the viewing window. This option should be disabled if the player finds the game is running slowly.

• **Dynamic Lighting:** Leaving this option on will cause different in-game lighting effects to occur in the viewing window. This option should be disabled if the player finds the game is running slowly.

• **Super-Zoom:** Leaving this option on will let players increase their zoom distance (i.e. pull the camera back further from the playing field than normal). This option is only recommended for faster machines.

• **Music:** Players may turn on/off the in-game music.

- **Autoformation Move:** Leaving this option on gives each unit in the currently selected group a unique destination point when the units are commanded to move. The destination points given will resemble the group's current formation. When this option is turned off, all units in the group are given the same single destination point during a Move command.
- **Gamma Correction:** Adjusting this setting brightens or darkens the entire game screen. To adjust the control, place the cursor over the bar then press the left mouse button. The bar will increase or decrease depending upon where the cursor is placed. Note: Some cards will not show any changes until the game has been re-started.
- **Sound Volume:** Adjusting this setting will increase or decrease the sound volume.
- **Voice Volume:** Adjusting this setting will increase or decrease the voice volume.
- **Music Volume:** Adjusting this setting will increase or decrease the music volume.
- **Scroll Speed:** Adjusting this setting will increase or decrease the rate at which the map scrolls under the cursor.

General Mouse Control and Keyboard Shortcuts

The Metal Fatigue interface has been designed to be as intuitive as possible. The following tables outline the mouse and keyboard commands available to the player during the course of a game. Note: A bracketed command (< >) denotes a specific key on the keyboard while "left-click" and "right-click" commands refer to the respective buttons on the mouse.

The Metal Fatigue Game World

Unlike most real-time strategy games, the action in Metal Fatigue will often take place on multiple planes or "layers." Each layer contains its own separate playing field, where structures and units can be built, items and other artifacts can be found, and battles can be fought – sometimes taking place between multiple layers. There are three distinct layers in the game, which are explained in greater detail in the following section.

The Surface Layer



Most of the missions in the game take place planetside, on several of the Hedoth homeworlds. Each planet contains a wide range of exotic locales that run the gamut from vast frozen wastelands to searing deserts.

In general terms, the Surface Layer offers the most room for Base expansion and planetary exploration and typically serves as the backdrop for the largest CorpoNation battles.

On this layer, there is "Fog-of-War" which prevents you from seeing enemy units and structures in the shaded portions of the map. (i.e. you cannot see enemy objects which your units cannot see).

The Orbital Layer

Orbital missions take place on huge asteroids that are hovering in geo-synchronous orbit miles above the planetary surface. Unlike the Surface or Underground Layers, the Orbital Layer contains no Fog-Of-War or Shroud, so everything is visible to both sides.

In general terms, the Orbital playing field is the smallest of the three layers, and is therefore capable of supporting only a limited degree of Base building. The Orbital Layer is, however, especially important because it offers the best access to another power source, solar energy from the nearby Hedoth sun.



contain all sorts of low hanging obstructions, Combots are unable to navigate through them. Subterranean passages are especially valuable because they can be used to launch surprise attacks deep inside enemy held territory.

On this layer, there is a "Shroud" which hides everything including the terrain from your view, except where your units and structures are. As the underground is explored by your units, the Shroud is replaced by "Fog-of-War".

The Underground Layer

Each of the Hedoth homeworlds contain a series of catacombs and other underground passages that enable units to move from one area of the planet to another with relative ease.

Additionally, Drill Trucks can be used to create new subterranean passageways and vast underground chambers that can house new structures or friendly forces. Also, subterranean lava fields are richer than the ones available on the surface, generally more Metajoules can be extracted from each one. And because subterranean passageways are narrow and

THE MISSION INTERFACE



For command and control purposes, Metal Fatigue employs a simple, easy-to-use device known as the Mission Interface.

The Mission Interface is composed of several different elements, including the Battlefield Viewing Window, a Toolbar Interface, a Unit Information Panel, and the Resource Displays. Each element is described below.

The Battlefield Viewing Window

The Battlefield Viewing Window (a.k.a. the Viewing Window) is the large viewing pane that takes up approximately 75% of the game screen.

The Battlefield Viewing Window contains a 3-D representation of the battlefield. In effect, this is where all of the action takes place. To scroll around the battlefield, move the cursor off the screen edge in any direction.



You can also use the arrow keys on the keyboard or the <5>, <4>, <6>, and <8> keys on the keypad. You can also change the camera angle and rotate the map in any direction (for more information, please consult the Camera Angle Table).



On the Surface Layer, a Fog-Of-War has been superimposed over the battlefield, which represents those areas that cannot be seen by a friendly unit or structure. Portions of the Fog-Of-War are removed whenever (1) a unit moves into the region, (2) a recon pole has been placed in the ground, or (3) a structure has been built in that area. At this point, the player can now see everything the unit can see, including any additional obstructions, enemy units or other objects in the vicinity.

Note that the Fog-Of-War returns if (1) the unit vacates the area, (2) the structure is destroyed, or (3) the recon pole is destroyed.

Each time you select a unit, a health bar will appear just below the unit icon. A bright green bar indicates the unit is in tip-top fighting condition. However, as the unit takes damage, the bar will get smaller and eventually change color. A small red health bar means the unit has taken a great deal of punishment and is one step away from being destroyed.



The Toolbar Interface

The Toolbar Interface runs along the side of the game screen and consists of the Mini Map Window, The Portrait Window and the Options Window.

Each element is described below.

The Mini Map Window

The Mini Map Window is located at the top of the Toolbar Interface and contains a flat, two-dimensional Strategic Map of the entire battlefield, as well as four individual Layer Controls along the left edge of the map.



Friendly forces are shown in blue while enemy forces are shown based on their team colour. Note: The same Fog-Of-War or Shroud that appears on the Battlefield Viewing Window is displayed on the Strategic Map.

To the left of the Strategic Map are four Layer Control buttons. From top to bottom, these buttons are the Orbital Layer, Surface Layer, Underground Layer, and All Layer controls. When you press one of these buttons, both the Battlefield Viewing Window and Mini Map Window will display that particular battlefield, (when you press the "All" button, the Battlefield Viewing Window does not change, but all three strategic maps of the three layers will be shown on the Toolbar, one on top of the other.)



The Portrait Window

The Portrait Window is located in the middle of the Toolbar Interface and contains a close-up view of the selected unit. The Portrait Window may contain additional information, such as build progress rates or Combot configurations.



The Options Window

The Options Window is located at the bottom of the Toolbar Interface and contains a list of specific commands for each particular unit. To bring up the list, simply click on a unit in the Battlefield Viewing Window.

Note that some units can perform certain functions that may not be available to other units. For instance, when you select the Hover Truck, Project Buttons will appear in the window, indicating which structures it is currently able to construct.



The Smart Info Display Window

The Unit Information Panel is located along the bottom of the Mission Interface and provides data on the unit or structure the cursor is currently over. The info in this display changes depending on what unit type the cursor is on. Below is a description for Combots.

The figure on the far left of the display indicates how many Metajoules it costs to build that particular unit, while the figure to its right represents its cost in Manpower. The next two numbers are the unit's current health and its maximum health. The next figure represents that unit's kinetic shield strength as well as its energy shield strength. These are percentages that each type of attack (kinetic and energy based) is reduced by when the unit is hit. The next figure denotes the unit's kinetic offensive capability followed by its energy-based offensive capability. Next shown are the combined strength of the Combot's long range weapons and its hand to hand weapons. Finally, the last portion of the Unit Information Panel is used as a Combot display, which includes what four parts went into its configuration.



The Resource Displays

In addition to a Mission Clock, the Mission Interface contains two resource displays, which are located at the top of the game screen. The display on the left is called the Metajoule Meter while the display on the right is known as the Manpower Meter.



The Metajoule Meter

The Metajoule Meter contains a red horizontal bar and two numerical indices. The bar shows how many Metajoules your Base can store before it reaches full capacity (this is also denoted by the numerical indicator that appears to the right of the bar). Note that this figure on the right will increase as additional Energy Banks are brought online. Meanwhile, the indicator atop the bar shows how many Metajoules your Base currently has in storage. Whenever you build new structures, units or Combots, this figure will start to decrease in accordance with the item's cost.



The Manpower Meter

The Manpower Meter contains a multi-colored horizontal bar and two numerical indicators. The yellow bar shows how many men (a.k.a. technicians) currently inhabit your base (this is also denoted by the numerical indicator that appears to the right of the bar). The orange bar shows how many men are currently being used. Men are used to operate vehicles and run certain facilities. The top figure reports how many men are currently available for use. If you require more Manpower than you have remaining, you can build additional Cryo Farms. Each additional Cryo Farm supplies you with 40 additional men, given to you slowly over time as the men are thawed.

THE MECHANICS OF PLAY

To facilitate play, Metal Fatigue is broken down into a series of game-playing segments or Phases. What follows is a brief description of each phase.



The Mission Briefing Phase

When the game begins, the first screen that will appear is called the Mission Briefing Phase. The Mission Briefing Phase outlines your mission objectives, and includes any pertinent background information that may have an effect on play.

In addition, the Mission Briefing Phase contains your character's personal log, which is a personal viewpoint that follows the course of the campaign. It's a good idea to read through the entire passage because it often contains critical

information concerning your specific role in the greater conflict.

Notice that you can listen to the narrative or switch it off by pressing the "Speaker" button, which is located at the bottom of the interface. When you're done examining the Mission Briefing Screen, press the "Continue" button to begin the game. In some of the earlier scenarios, the game will automatically skip the Upgrade Skills and Pre-Build Phase and instead proceed directly to the Mission Phase.

The Upgrade Skills Phase

The Upgrade Skills Phase is where you allocate any bonus points you may have received from prior missions. This will enable you to acquire neural upgrades for your staff, which, in turn, will help you create better Combot Crews, as well as more capable vehicles and structures.

All told there are five upgrade levels portrayed in the game. At the start of each campaign, the player's forces begin at the lowest level. In general terms, upgrades to Crews will improve their hand-to-hand combat skills, making them much more lethal in close quarter engagements. On the other hand, vehicle upgrades will improve their firepower, making them much more powerful in long-range battles. Finally, upgrades to structures will improve their defensive capabilities, lower their manpower costs and reduce their build time, making them much easier to build and maintain.



The Pre-Build Phase

The next phase is called the Pre-Build Phase, which is where the player may plan and quickly fabricate their base and units within a pre-defined landing zone.

Note: This pre-defined region will appear on the Surface and possibly on the Orbital Layer but never on the Underground Layer.

During this phase, units are prohibited from leaving this region. In addition, Hover Trucks may not mine for Metajoules during the Pre-Build Phase, although they do function normally in every other respect.

Bear in mind that you may build as many new structures and units as the pre-build budget allows within this pre-defined region.

Note: Only certain items low in the Tech Tree will be available at this time.

The Mission Phase

The Mission Phase begins with the conclusion of the pre-build phase. Essentially, this is where all of the action takes place. The Mission Phase ends when (1) the player has achieved all of the objectives, (2) a critical unit or structure has been lost in battle, or (3) the enemy has completely annihilated the player's forces.

Note: At any time during play, you may pause the current mission by pressing the <Esc> key. A pop-up menu will immediately appear on the screen, containing several different game options.

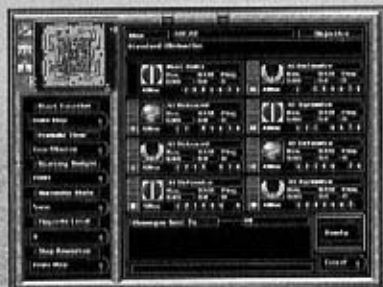
The Mission Debrief Phase

A Mission Debriefing Screen will appear as soon as the mission has concluded.

At this point, players can see how they fared in battle and determine how many bonus points they have earned relative to the mission objectives.



Skirmish Mode



The Skirmish Mode is designed to let you configure and play a quick battle against the computer. Essentially, you can simulate a multiplayer game against multiple opponents. When you press the Skirmish Mode button, the first screen that will appear is called the Scenario Creation Menu. The Scenario Creation Menu will enable you to choose the type of map on which you and the other forces will wage battle. In addition, the Scenario Creation Menu will enable you to specify how many and which computer opponents you wish to play against. Note that the Scenario Creation Menu is also used to create and host a Multiplayer game.

Playing Options

Several different playing options are listed on the left-hand side of the Scenario Creation Menu. They include:

- **Start Location** – This toggle is used to determine the starting location for each side's forces. To change the starting location for the entire player list, click on the current option setting.
- **Pre-Build Time** – This toggle is used to set the length of the Pre-Build phase. To change the Pre-Build time, click on the current setting.
- **Starting Budget** – This toggle is used to determine the quantity of Metajoules each side will begin with. To change this number, click on the current setting.
- **Surrender Mode** – This toggle is used to determine the type of surrender mode that will be enforced throughout play. To change the surrender mode, click on the current setting. In Normal mode, the enemy will surrender if your army is much greater than his

and he does not have a Matter Converter. In Forced mode, the enemy must have no offensive units before it will surrender.

- **Upgrade Level** – This toggle is used to determine the initial upgrade level of structures and vehicles. It also determines the highest level that a few of your crews will be. To increase the upgrade level, click on the current setting.

- **Map Resources** – This toggle is used to determine the amount of resources available to all players. To change the resource level, click on the current setting.

Objectives

In addition to the playing options, you may also adjust the mission objectives for each engagement at the top of the Scenario Creation Menu. In Standard mode, the player must completely eliminate all of the enemy player's forces, which includes their units as well as their structures. In Structure mode, the player must simply destroy all of the enemy player's structures to achieve victory. Note that some maps will include other special objectives.

Map Selection

As mentioned earlier, you may choose the type of map for each engagement. To change the map, click on the map number, which is located at the top of the Scenario Creation Menu.



A Map Selection Screen will now appear. Certain maps are fairly small in size and are intended to support no more than two players. Others are far larger, intended for use in four, six or even eight-player games. You can determine the size of the map and the number of players it can support by reading the values reported at the top of the screen. This represents the maximum number of players which can play this map - you can play with less than the maximum number of players. In addition, a 2D representation of all three layers will appear along the right hand side of the game screen.

Opponent List

You can set the number of computer-controlled opponents you'll be facing from the Opponent List Window.



To add new computer-controlled players, simply click on the word "Open" in the player name window for each prospective player until the desired AIL commander appears in the field. You can set up as many as seven different opponents. Notice that each player will be portrayed with his or her own unique color, which will be displayed on the Mini Map as well as the Battlefield Window.

Next, choose what type of army that player will command by clicking on the appropriate CorpoNation icon located in each Player Window. At this point, you may also create teams of players by pressing one of the numbers located at the bottom of each Player Window. So, for example, if you want players #2 and #3 to be allies, just click on the #3 icon in player #2's window. The computer-controlled players will automatically accept the alliance and the circle around the number will be green. Keep in mind that allied players will never attack one another. They will, however, engage non-allied forces, even if they belong to the same parent CorpoNation.

The first fundamental step towards the development of a sound military strategy is the creation of a Base of Operations (a.k.a. infrastructure). A strong Base of Operations is extremely important

because it will let you create the right mix of forces suited to the mission at hand. And, by building an effective infrastructure, you will eventually be able to construct a widening array of hi-tech facilities, which in turn will enable you to research new weaponry and let you build more capable Combots. Let's look at what it takes to construct your Base of Operations.

Resource Management

There are two critical resources in Metal Fatigue: Metajoules and Manpower. Metajoules are especially important because they are used to build new units and structures. They are also used any time you wish to repair battle damage to a unit, Combot or structure.



Metajoules are typically gathered from searing lava pools located on or below the planetary surface, but may also be collected from solar power sources. It should be pointed out that lava pools slowly dry up as Hover Trucks continue the extraction process. However, lava pools will also slowly start to replenish themselves as soon as the extraction process has been halted.

Another important point to remember is that underground lava flows are much richer than those found atop the planetary surface. As a result, you'll be able to extract far more Metajoules from an underground lava pool than a similar-sized surface pool.

Manpower (a.k.a. your "workforce") represents your other principal resource. You'll need Manpower to operate each of your vehicles and run most of your structures.

Additional Manpower becomes available anytime you build a new Cryo Farm. Although your men enter the game in a frozen state, they do thaw out over time and are gradually added to your manpower pool until all of the cryo chambers have been emptied. At that point, you'll have to build another Cryo Farm if you need more men.

The Structure Interface Control

Each structure in the game has a set of commands. These commands will appear in the Options Window of the Toolbar Interface whenever that particular structure is selected from the Battlefield Window. Bear in mind that some commands are unique and only become available to certain structures.



Commands

- **Evac**

Most structures require men to operate them. The "Evac" command, in effect, tells them to evacuate the building as quickly as possible. The evacuated men are then available to "man" other units or structures.

- **Rally**

This command is only available at the Vehicle Factory and the Aircraft Hangar. When you invoke this command, any unit under construction at the Vehicle Factory or Aircraft Hangar will move to an assigned location on the map once it is completed.

- **Lift-Off**

This command is only available at the Matter Converter. When you invoke this command, the Matter Converter will blast off after a long pre-launch sequence.

Production Queues

Some structures, such as the Combot Part Factory and Vehicle Factory, are capable of queuing build orders for more than one unit at a time. To build additional unit types, simply left-click on the unit's icon in the Options Window. A number will appear in the upper left corner of the unit icon, which indicates how many units of that type are to be produced by that specific facility. Note that you can only queue up a maximum of ten build orders for a unit at any one facility. To reduce the build queue, place the cursor over the unit icon and press the right mouse button. Each time you press the right mouse button the queue will be reduced by one.

Production Orders

In Metal Fatigue, each structure operates as an independent installation. For instance, if you build two Vehicle Factories, each factory can be assigned a different production order. By building additional facilities, you will be able to build a greater number of units in a shorter amount of time.

Structures

There are several different types of basic and advanced structures contained in the game, all of which can be built by any of the warring factions. Players will find that in order to build some of the more advanced structures, they must first construct one or more of the basic structures. For instance, before you can build a Combot Parts Factory, you must first construct a Matter Converter and then a Cryo Farm. You can tell whether or not you may build a specific structure by the color of its icon in the Options Window. If the icon is grey, then you are currently unable to build that particular structure. If, however, the icon is fully colored, then you may build that particular structure.

If a structure is currently unavailable, to determine what structure is required first, hold your cursor over the "greyed out" icon. The pre-requisite structure will be advised in the Smart Info Display Window.

What follows is a list of different basic and advanced structures as well as their effect on play.

Basic Structures



Matter Converter

Initially, the Matter Converter is nothing more than a spacecraft, used to land the player's forces on the planet. Afterwards, the Matter Converter acts as the nucleus of your Base, which provides shielding to other nearby structures. It also provides you storage space for 2050 Metajoules. After making a successful landing, the Matter Converter must remain intact in order for you to construct any other structure. If it is destroyed, the player can build another Matter Converter.

Also, think of the Matter Converter as a miniature Cryo Farm. When you begin a mission, the Matter Converter will contain and support only 15 men. Thereafter, you must build Cryo Farms to increase your manpower pool.

Matter Converters are fully automated structures, so they don't require any men to operate them. After landing, the Matter Converter will automatically generate a huge Defense Ring around the local region. This Defense Ring will provide shielding to all of the structures located within it. Structures located outside this Defense Ring will have no shielding against Kinetic- or Energy-based attacks. To determine the size and extent of the Defense Ring, click on the Matter Converter. A green translucent border will be superimposed on the map, delineating the boundaries of your Defense Ring - green dashes race around the inside of the ring. To expand the Defense Grid, use the "Defense Relay" structure. Also, see "Outpost".



Cryo Farm

The Cryo Farm contains dozens of fully inhabited cryogenic chambers populated with "frozen" men. The Cryo Farm automatically thaws out these individuals so that they can be used to remotely man the Base facilities or operate any newly constructed vehicles (i.e. give you additional Manpower Resource). Each newly created Cryo Farm houses 40 men.

Bear in mind that Cryo Farms are globally linked to the central computer. As a result, you needn't worry about which Cryo Farm contains men in a Cryogenic state and which ones have men actively manning your units. If one Cryo Farm is operating at 80% capacity, then all of the Cryo Farms are considered to be operating at 80% capacity. The Cryo Farm is also where new Combos Crews are made. To make a new crew, click on the Combo Crew Project Button on the Toolbar. If you have the ability to create crews of higher skill levels, corresponding project buttons will be displayed.

Defense Relay

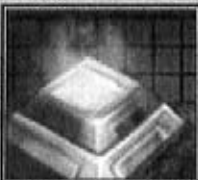


The Defense Relay is used to extend an existing Defense Ring. Defense Rings are generated by the Matter Converter and Outposts, and are designed to provide shielding for all of the structures located within your Base. Any structure located outside a Defense Ring will have no shielding against a Kinetic- or Energy-based attack so it's important to continually expand the Ring's circumference.

To build a Defense Relay, simply left-click on the unit's icon from the Hover Truck's Options Window. Next, place the ghosted Defense Relay icon anywhere on the map until the icon turns yellow or green. If the icon is yellow at this location, a defense relay placed here will make a Defense Ring extension which does not touch an existing Green (powered) Defense Ring from a Matter Converter or Outpost, thus the new Ring will not provide shielding. Any Ring that is colored yellow signals that it is not powered. You can build more relays to connect non-powered (yellow) Rings to powered ones. A red-ghosted icon means you are prohibited from building that structure over the current location. Press the right mouse button to begin the construction process.

You can get a visual representation of the current Defense Ring by clicking on a Defense Relay, Matter Converter, or Outpost. Notice how the fluorescent green line circumnavigating your base has been increased in size by the relay. Any structures you build within this region will now be fully shielded as soon as they are completed.

Energy Bank



Energy Banks are used to store additional Metajoules that cannot be held by the Matter Converter. Energy Banks are small structures that are cheap and lightly armored, and do not require any men to operate them. Because they are lightly armored, it's usually a good idea to place these structures well within your Base where they can be easily defended.

Vehicle Factory

The Vehicle Factory is used to construct and deploy all vehicle types except for the Mobile Wall, Hover Jets, Hover Bombers and Combos.



Combo Part Factory

The Combo Part Factory lets the player construct different types of Combo parts.





Combob Assembly Bay

The Combob Assembly Bay contains a construction pad where Combob parts are put together in order to form a fully functioning Combob.



Solar Panels

Solar Panels provide yet another method of collecting Metajoules. Solar Panels can be built on any of the three Layers, although they won't do you much good if they're placed below ground. Since solar power provides a continuous source of energy, it makes sense to construct several Solar Panels as a backup energy source whenever you're searching the planet for lava pools. Keep in mind that Solar Panels do not require any personnel to man them. On the downside, Solar Panels are extremely susceptible to enemy attack and acquire Metajoule energy at a very slow rate.

Advanced Structures

Advanced structures become available as you build down the Tech Tree. Until that time occurs, unavailable structures will remain "greyed out" in the Options Window.



AIL Facility

The AIL Facility increases the artificial intelligence (AIL) level of the Base, enabling technicians to move further down the Tech Tree. In addition to creating more construction options, it also reduces the number of men required to operate the Base. Building extra AIL Facilities will also have a diminishing effect on the number of men required to operate the entire Base.



Aircraft Hangar

Aircraft Hangars are used to construct new aircraft or repair returning aircraft that may have been damaged in battle. When an Aircraft Hangar is built, it is initially empty, so new aircraft must be produced from scratch. Two types of aircraft may be built at an aircraft Hangar: Hover Jets and Hover Bombers.

To build an aircraft, first click on the Aircraft Hangar then, from the Options Window, click on the desired aircraft. Note that aircraft are not assigned to specific hangars. Aircraft may therefore land and takeoff from any hangar.



Imaging Poles

Commonly referred to as "Recon Poles", the Imaging Pole is a small vertical post that is inserted into the ground. Imaging Poles are placed by Hover Trucks or can be fired into the ground from a distance by a Rail Gun. Imaging Poles act as "silent sentinels," maintaining a constant vigil on any specific area. Although they are inexpensive to produce, Imaging Poles have no offensive capability, and are very easy to destroy by enemy units.



Mobile Wall

Mobile Walls are moving defensive fortifications. When you click on a completed Mobile Wall, a green outline will appear around it. When you build or move another Mobile Wall within the green squares of this outline, a third section will automatically be constructed, connecting the two structures.

Once a Mobile Wall has been built, you can order it to move to a new location by clicking on the Wall, then right-clicking anywhere on the map. At this point, the Wall will slowly move to its new destination. The Wall itself will remain facing in the same direction it was originally pointing in. While the Wall is in motion, it is much weaker and vulnerable to attacks.

After a Mobile Wall has been created, you can then place different types of Turrets on top of the columns to give it offensive capabilities. To build a Mobile Wall Turret, click on a completed Mobile Wall. A Build List will now appear in the Option Window. Next, choose which of three possible turrets you wish to place on top of the Mobile Wall.



Mobile Wall Gun Turret

Any Mobile Wall may be upgraded by adding a gun turret. Gun Turrets are projectile-based weapons that will fire at ground targets within its wide range.



Mobile Wall Anti-Air Missile Turret

Any Mobile Wall can be upgraded by adding an Anti-Air Missile Turret. For all intents and purposes, Missile Turrets act like anti-aircraft batteries. Missile Turrets do not reload as fast as other Mobile Wall turrets, and they only target aerial units.



Mobile Wall Laser Turret

Any Mobile Wall can be upgraded by adding a Laser Turret. Laser Turrets fire focused energy-based beams at any nearby ground target.



Research Facility

The Research Facility's role is to study unfamiliar Combot parts (i.e. parts you cannot currently produce yourself). Once an unfamiliar Combot part is analyzed, it can then be reproduced at the Combot Part Factory.

To study a part, a Hover Truck must first pick up the piece then place it in the Combot Assembly Bay. At this point, the part will immediately appear in the Combot Assembly Bay's Option Window. If it is an unfamiliar part, it will also appear in the Research Facility's Options Window.

To research a specific part, click on its icon in the Options Window. A build bar will immediately appear in the Portrait Window, indicating that the part is undergoing analysis. When the analysis has been completed, the part will appear in the Options Window of the Combot Part Factory. At this point, the Combot Part Factory can now reproduce the part for the duration of the mission.



Elevators

Elevators are used to move between the Planet's Surface and Underground and are only built by the Drill Truck. Intact, pre-existing fully functioning Elevators can also occasionally be found dotting the landscape. Note: Elevators are capable of transporting friendly as well as enemy units to and from the Surface.

To use an Elevator, simply move a unit into the Elevator. After a brief pause, the unit will automatically reappear at the opposite end of the elevator shaft.



Outpost

The Outpost acts as a teleportation pad, capable of sending a unit to a remote location. After a unit enters the Outpost, the computers will immediately turn the unit into quantifiable data. It then transmits this data to a remote teleportation pad. At this point, the receiving Outpost will reconfigure the information and turn it back into the original unit. Because the Outpost contains extremely sophisticated computers and other high tech equipment, it can generate and power its own Defense

Ring. This is the only structure aside from the Matter Converter which can do this.

Note: Outposts may only be built on the Surface and Orbital Layers.

When placed in "Launch" mode, Outposts can send units from the Surface Layer to the Orbital Layer (or vice-versa). Although this procedure is slower than the teleportation process, it does not require the presence of two Outposts to work. After a few seconds have elapsed, the unit will either appear directly above or below the launching Outpost.

Note: If an Outpost on the Surface Layer is not positioned directly below an asteroid on the Orbital Layer, the Outpost will only be able to launch Hover Trucks into orbit - any other ground unit sent to Launch into mid-air will simply re-materialize in the Outpost.

When there are only two Outposts, units that enter one Outpost automatically teleport to the other Outpost as long as neither is set in "Launch" mode. If there are three or more Outposts, one of them must be designated as the primary or receiving Outpost by clicking the "Primary" command button on the Toolbar. You can change which Outpost is Primary at any time by clicking on that Outpost and clicking its "Primary" command button.



Point Defense System

The Point Defense System is primarily designed to protect your base from Rail Gun attacks. It consists of a spherical "projector" that initially generates three protector devices, represented by three small discs. The discs slowly orbit around within an invisible half-sphere which is located just over your Base. Each time a Rail Gun launched shell or bomb comes within range of your Base, a protector will quickly move across this "sphere" and intercept the target. The protectors will also block enemy aircraft from entering its airspace.

Each Point Defense System can possess up to a maximum of six discs at any given time, and each disc is designed to absorb only a single hit. Once a disc is expended, you must replace it manually.



Rail-Gun

The Rail Gun serves as a launching platform for different types of Turrets. Rail Guns may only be built on either the Surface or Orbital Layer. Once a platform has been built, the player then selects a type of Turret to be placed on top of it. Unlike Mobile Wall Turrets, Rail Gun Turrets must be assigned specific targets for them to attack. In addition, Rail Guns have minimum attack ranges, meaning they may not be able to fire at targets at very close range.



Imaging Pole Salvo Turret

When placed on top of the Rail Gun, the Imaging Pole Salvo Turret can fire a salvo of Imaging Poles at a specified area. The salvo contains several Imaging Poles (a.k.a. "recon poles") that randomly fall into ground in and around the specified area. After insertion, the Imaging Poles act as reconnaissance devices that eliminate the Fog-of-War. If a Pole hits an

object during transit or lands on restricted terrain, it will explode on contact. Note: This weapon is available to all CorpoNations.



Orbital Bomb Turret

When placed on top of the Rail Gun, the Orbital Bomb Turret can fire a devastating bomb over great distances. In fact, this is the only Turret that is capable of firing into orbit from the planetary surface. As a result, it is an especially good weapon for attacking Asteroid Bases. Note: This weapon is available to all CorpoNations.



EMP Turret

When placed on top of the Rail Gun, the Electro-Magnetic Pulse (EMP) Turret can fire EMP shells at any nearby targets. The shell will damage any enemy unit or structure that is situated within the EMP's blast radius. This weapon is good for hitting a group of enemy Combots, vehicles or structures that may be congregating in the same general area.

NOTE: This weapon is only available to the Mil-Agro CorpoNation.



Neutron Bomb Turret

When placed on top of the Rail Gun, the Neutron Bomb Turret can fire a bomb at its intended target, which creates a huge energy-based explosion, killing men but causing relatively little damage to structures and vehicles. This weapon is good for throwing the enemy into chaos by severely reducing his manpower pool.

Note: This weapon is only available to the Rimtech CorpoNation.



Phase Charge Turret

When placed on top of the Rail Gun, the Phase Charge Turret can fire a projectile that causes a great deal of damage to any objects situated within the blast radius. This weapon is good for shelling enemy installations and other objects from a long distance. Note: The Phase Charge Turret is only available to the Neuropa CorpoNation.



Tectonic Torpedo Turret

When placed on top of the Rail Gun, the Tectonic Torpedo Turret can fire upon underground enemy objects. The target must be underground. Tectonic Torpedoes can be fired from orbit or from the planet's surface, making them extremely versatile weapons. When a Tectonic Torpedo detonates, all units and structures located within the blast radius on the Surface and Underground will take damage.

Note: The Tectonic Torpedo Turret is available to all CorpoNations.

Hedoth Structures (Special Enhancers)

After installing their research and monitoring equipment, the three CorpoNations quickly discovered that a few fully functioning Hedoth structures were scattered about each of the Hedoth homeworlds. Recognizing the importance of these findings, survey teams from each of the CorpoNations were instructed to locate as many Hedoth structures as possible, so that they could be further analyzed.

From a game-playing standpoint, Hedoth structures can be commandeered to improve your own technological standing. Specifically, this Hedoth technology may be used to (1) improve your offensive capabilities, (2) bolster your defensive capabilities, or (3) enhance your construction efforts. To gain control of a Hedoth Enhancer Building, click on a Drill Truck, then right-click on the alien structure you wish to control.

CREATING YOUR ARMY

You can't hope to win a war, or for that matter a single battle, without the support of a powerful military machine. While Defense Rings and strong fortifications are good for turning back an enemy onslaught, it will take a combination of air and ground vehicles, as well as some ruggedly constructed Combots, to take the war to the enemy's doorstep. Let's look at the units you'll soon be able to command on the field of battle.

Building Your Units

The Combot Parts Factory, Combot Assembly Bay, Vehicle Factory, Aircraft Hangar and Cryo Farm are the principal means of producing new units. Combot parts are created at the Parts Factory, and are then joined to make your most powerful units on the Assembly Bay. The Aircraft Hangar is vital to the war effort because it enables you to build and repair all of your aircraft. The Vehicle Factory is important because it produces the bulk of your ground forces, which includes a wide range of combat and construction vehicles. Finally, the Cryo Farm is extremely critical because it generates additional Manpower, and is used to create your all-important Combot Crews.

The Unit Interface Control

Each unit in the game has a set of specific commands it can perform. These commands will appear in the Options Window of the Toolbar Interface whenever that particular unit is selected from the Battlefield Window. Bear in mind that some commands are unique and are only available to certain units.

Attack All Commands

- **Stay**

When you invoke this command, the selected unit(s) will hold their position, even when attacked, until given a subsequent order.

- **Tether**

When you invoke this command, the selected unit(s) will move only a short distance away from an assigned location to return fire on an enemy that has attacked them.

- **Pursue**

When you invoke this command, the selected unit(s) will continue to attack an enemy unit that has attacked them until one or the other has been destroyed.

- **Return Fire**

When you invoke this command, the selected unit(s) will only return fire whenever it is fired upon - enemy units can walk within firing range without being attacked.

General Commands

- **Guard**

When you invoke this command, the selected unit(s) will guard a specified structure or friendly unit. If the unit to be guarded moves, the protecting units will follow it.

- **Patrol**

When you invoke this command, the selected unit(s) will reconnoiter a specified region. You can set multiple patrol points by holding the shift key down as you right-click destination points on the terrain. The unit will travel along these points continually.

- **Attack**

When you invoke this command, the selected unit(s) will attack a specified object, unit or location.

- **Drop**
When you invoke this command, the selected Hover Truck(s) will drop anything it is carrying.
- **Raze**
When you invoke this command, the selected Hover Truck(s) will de-construct a specified structure.
- **Stop**
When you invoke this command, the selected unit(s) will end its current command and stop at its current location.

Unit Types

After selecting a Vehicle Factory, Aircraft Hangar or Cryo Farm, a list of potential unit Project buttons will appear in the Toolbar's Options Window. These units are described in greater detail in the following section.



Hover Truck

The Hover Truck is an all-purpose utility truck that can glide over the terrain. The Hover Truck can operate in orbit, atop the planet's surface or below ground. Slow moving and lightly armored, the Hover Truck is designed to (1) acquire thermal energy (A.K.A. Metajoules), (2) construct, dismantle and repair buildings, (3) repair vehicles and Combots, and (4) collect Combot parts that were left behind on the field of battle.

To collect Metajoules, select a Hover Truck then right-click on an active lava field. The Hover Truck will immediately move to the location and suck out the Metajoules. The Metajoules are automatically deposited in the player's account.

To build a structure, left-click on a Hover Truck. A list of potential builds will now appear in the unit's Options Window. Note that you may only build those structures that appear undimmed in the Options Window. If the icon is "greyed out" then the Hover Truck is currently prevented from building that structure (that is, some other item, listed in the Smart Info Window, must be built first). Next, drag the ghosted icon across the map until the icon either turns yellow or green. Finally, press the right mouse button when you have selected the construction site.

Hover Trucks can also be ordered to repair damaged buildings, vehicles and Combots. To repair an object, right-click on the object you intend to repair. The Hover Truck will cast its repair beam on the unit. After a few moments, the object's health bar will begin to increase in strength, indicating the damaged object is undergoing repairs.

Hover Trucks can be ordered to dismantle or "Raze" buildings. To deconstruct a building, select the Hover Truck then press the "Raze" button located in the Options Window. Next, right-click on the building you wish to dismantle. Notice that when the building has been completely dismantled and it was one of your buildings, your Manpower pool will increase by the number of men it took to run the facility. In addition, regardless of whether the building was yours or an enemy's, you will receive 50% of the Metajoules it cost to create the facility. If you decide to raze a building during the pre-build phase, then you will receive 100% of the Metajoules.

Finally, Hover Trucks can be used to collect Combot parts found scattered about the game world. To salvage a part, click on the Hover Truck then right-click on the object. The Hover Truck will move towards the item, pick it up and hold it overhead.

Note: When you command a Hover Truck to patrol, it will automatically repair units, repair structures and gather Combot parts near its pathway.



Tank

Tanks function in much the same way as 20th Century main battle tanks. Because its Turret can traverse a full 360 degrees, the Tank is able to fire in any direction, and may even fire behind it while moving in the opposite direction. Note: Both the Rimtech and Mil-Agro Tanks shoot a standard shell, while the Neuropa Tanks fire an energy bolt.



Missile Jeep

The Missile Jeep is smaller and faster than a Tank. Because of this, the Missile Jeep is best used in a reconnaissance role or employed as a light attack vehicle. While the Missile Jeep can fire at all types of ground targets, its missile launcher is specifically designed to shoot down airborne targets. Bear in mind that the missile launcher fires two missiles per salvo, which are fired in a spread pattern towards its intended target.



Drill Truck

Constructed at the Vehicle Factory, Drill Trucks are used to excavate new subterranean passageways and engineer specially designed elevators. Drill Trucks can be used to tunnel to different parts of the map, making them ideal for launching surprise attacks. Furthermore, Drill Trucks can be used to create large underground chambers, which can then be used to accommodate some of the larger structures in the game.

To drill through rock, click on the Drill Truck then right-click on any area containing drillable rock. The Drill Truck will then move to the location and begin cutting through the rock. Note: The Drill Truck cannot drill through all types of rock. To determine which portions of the map can be drilled through, place the smart cursor over the rocky area. If it turns into a spinning green icon, then the Drill Truck is permitted to drill through the rock.

In addition, Drill Trucks can be used to create underground exits and entrances (a.k.a. "Elevators"). To construct an Elevator, first click on the Drill Truck then select the Elevator icon located in the Toolbar's Options Window. Next, right-click the Elevator icon on an area where you would like to build the Elevator (The icon must not be red). The Drill Truck will now begin to construct the Elevator at the desired location.

Finally, Drill Trucks can capture alien structures. To capture an alien structure, select the Drill Truck and begin drilling through one of its walls. Eventually, the Drill Truck will "break through" the structure, at which point it becomes yours. Note: You may also capture an alien structure with the "invade" command.



Combob Crew

Combob Crews are used to pilot your Combos. Trained only to deal with the rigors of combat while inside a Combob, Combob Crews can be easily killed if attempting to move by foot.

In addition to new crews, Cryo Farms are sometimes capable of producing different levels of Skilled Crews. You can distinguish a Skilled Crew from a new crew because Skilled Crews contain small shields in the upper left-hand corner of their icon. Players can also determine a Combob Crew's skill level

by placing the cursor over the Combob Crew. The skill level will then appear in parenthesis after the crew's name in the Smart Info Window located at the bottom of the game screen.

Note: Combos piloted by Skilled Crews perform better in hand-to-hand combat than Combos piloted by new crews.



Comboto Crews will appear in the Assembly Bay after they have been created at the Cryo Farm. Note that Comboto Crews will also appear on the map whenever their Comboto is destroyed. Under these circumstances, the Crew will immediately head for the nearest Comboto Assembly Bay then wait for the next Comboto to come online. If no Comboto Assembly Bay exists, then the Comboto Crew will act like any other unit and wait for you to assign it new orders.

Although a Comboto itself is too big to move underground, its Crew can safely move below ground. Furthermore, the player can force a Comboto Crew to evacuate a Comboto Assembly Bay by pressing the Eject Crew Button. This comes in handy in the Blast-off missions when a crew is needed to operate the Matter Converter during take-off.



Hover Jet

Built at the Aircraft Hangar, the Hover Jet is an aerial attack craft. While Hover Jets can attack any ground target, they are also well designed to attack and destroy marauding enemy Hover Bombers and other jets. Hover Jets can remain aloft indefinitely since they do not require fuelling or re-supply.

Hover Jets may not operate underground, but function normally in both the Surface and Orbital Layers. Hover Jets can move between the Surface and Orbital Layers at any time during play without restrictions. To move between the two Layers, click on the Hover Jet then right-click on a new destination.



Hover Bomber

Built at the Aircraft Hangar, the Hover Bomber is a more powerful, albeit slower version of the Hover Jet, which can carry and drop a heavy bomb load on ground targets only. Hover Bombers can remain aloft indefinitely since they do not require refuelling or re-supply.

Hover Bombers may not operate underground, but function normally in both the Surface and Orbital Layers. Hover Bombers can move between the Surface and Orbital Layers at any time during play without restrictions. To move between the two Layers, click on the Hover Bomber then right-click on a new destination.



Mobile Artillery

The Mobile Artillery is a self-propelled cannon that is lightly armored and mounts a huge Turret. Because the cannon must be fired from an elevated position, the Mobile Artillery is unable to shoot at objects in close proximity to the vehicle. Furthermore, the Mobile Artillery piece has a limited field of fire. That's because the vehicle must stop to fire and its Turret cannot traverse beyond a 90-degree arc.

Unfortunately, the Mobile Artillery piece is slow and extremely ponderous, and takes a great deal of time to move to its next firing position, but it delivers significant damage with each shot.



Nemesis

Built at the Vehicle Factory, the Nemesis is a specialized, highly maneuverable vehicle, expressly designed for anti-Comboto operations. Once a Comboto has been targeted, the Nemesis will drive as close to the Comboto as possible then initiate a self-destruct sequence. The ensuing energy-based implosion will immediately paralyze any Combotos located within the blast area, and also cause peripheral damage to any nearby vehicles or structures. If a Comboto is heavily damaged, the blast may overload the Comboto's systems, killing its crew - effectively, shutting the Comboto down.

Combots

Combots are large, highly mobile robots that are extremely versatile and very powerful. Unlike ground vehicles and aircraft, Combots are manned by special human pilots called **Comboto Crews**. If a Crew is ordered to evacuate a Combot, it will automatically shut down and remain in a powered down condition until another Crew re-enters the Combot.

The Combot Interface Control

Three special Combot commands will appear in the Options Window of the Toolbar Interface whenever a Combot is selected from the Battlefield Window.

Commands

- **Melee**

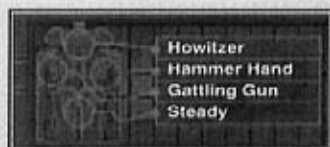
When you invoke this command, the selected Combot(s) will only engage the enemy with its close-range weaponry. If your Combot has sharp-edged Melee weapons, this mode will offer your Combot the best opportunity to sever off enemy Combot parts before the enemy is utterly destroyed.

- **All**

When you invoke this command, the selected Combot(s) will fire all of its available weaponry.

- **Ranged Fire**

When you invoke this command, the selected Combot(s) will only fight with its ranged weaponry.



Building Your Combots

Built at the Combot Assembly Bay, a fully constructed Combot will possess a pair of legs, a torso, and two separate arms. However, a Combot can function with just a torso and a pair of legs. To build a Combot, you must first create the parts at the Combot Parts Factory. Then click on a torso, a pair of legs and two separate arms from the Options Window of the Parts Factory. As each part is built

it is automatically transferred to the Combot Assembly Bay. Once a part has been built, click on the Assembly Bay to see your inventory of parts. Notice that as you click on each item, that particular body part will be displayed in the Portrait Window as well as on the Assembly Bay. You can bring up a list of all of the parts available to you at the Assembly Bay by pressing the "All" button. If you prefer, you can also view each type of body part individually by pressing the "Arms", "Legs", or "Torso" button. For a complete list of Combot parts, see Appendix B, Combot Parts.



After you have configured the Combot, you will have to put a Comboto Crew into it.

You may cycle through your available Crews by clicking on the Crew's name in the Portrait Window. This is an especially useful tool if you're looking for a particular crew or you want to search through your list of Crews to determine their individual upgrade levels. If no Combot Crew names appear in the Portrait Window, you must create one from a Cryo Farm.

Salvaging Combot Parts

In addition to creating Combot parts, you may also salvage and use any Combot part your forces find on the map. To salvage a part, follow the instructions outlined earlier in the Hover Truck section. After the part has been collected, click on the Hover Truck carrying the part, then right-click on the Assembly Bay. When the Hover Truck reaches the Assembly Bay,



the salvaged part will automatically be placed in the Combot Assembly Bay's inventory and appear in its Options Window.

Note: If this part is new to your CorpoNation, it will also appear in the Options Window of the Research Facility. If you wish to manufacture more of these parts yourself, you must first analyze the unfamiliar Combot part. Once a part has been analyzed by the Research Facility, the Combot Parts Factory will be able to produce that particular part for the duration of the mission.

Additional Gameplay Tips

For additional gameplay hints and strategies, please refer to the file "readme.txt" on the game CD.

MULTIPLAYER

You may play Metal Fatigue against other live human opponents via a Local Area Network (LAN) or over the Internet using a TCP/IP connection. In addition, Metal Fatigue is designed to run on MPlayer, a leading provider of online entertainment. This section explains how you can hook up with other players and some of the options available to you once you do establish a connection.

Selecting a Multiplayer Connection

To set up a multiplayer connection, follow these steps:



1. Go to the Main Menu and press the Multiplayer Button.

2. Next, type in a name for yourself in the Player Name field then press the <enter> key.

Internet Play on Mplayer.com

From the Internet, you can connect to a community of Metal Fatigue players and challenge them to multiplayer games. Mplayer.com is free of charge and provides an easy interface to chat with other players and participate in Internet multiplayer games.



1. To connect to mplayer.com, either select "Free Internet Play on Mplayer.com" underneath the Metal Fatigue Program Group or simply select "mplayer.com" from inside the Metal Fatigue multiplayer menu.

2. The Mplayer.com client software will launch you to a Metal Fatigue-specific area where you'll see information on Metal Fatigue and discover a host of players to play against.

Hosting a Game

If you would like to host a multiplayer game, press Host. You may now create a name for your proposed game in the Game Name field then press the <enter> key. Note: The game name will appear in each of the other players' Game Lists once you click on the Create Button.

The next screen that will appear is the Multi-player Setup Screen.

When you host a game, you must specify what type of map you will use, the side you will command, the victory conditions as well as other scenario parameters from the Multi-player Setup Screen.

As players join your game, you can determine each machine's screen resolution as well as available RAM by examining each player's information window. You can also determine each machine's ping rate, which measures the rate at which data is sent between your machine and theirs.

When you're all set, press the "Ready" button, which is located in the lower right hand corner of the game screen. Each time a player signifies that they are ready, the region surrounding their particular player # will become highlighted to all of the other players. After everyone has logged in and all of the player boxes have been highlighted, press the "Start" button to begin play.

Joining a Game



To join a LAN game, first allow the program a few moments to scan your network. A list of games will appear in the Games window. Now click on the game you want to participate in, then click on the "Join" button, which is located in the middle portion of the game screen. If you wish to join an Internet game (or a local game that the auto-scan does not find), type in the IP address of the host player in the IP Address field and click on the Scan button to the right. The computer will automatically scan for the listed IP and attempt to establish a connection. If your machine is able to connect to a game at the IP address, it will list it in the box above. At this point, simply select the game and press the "Join" button.

When you join a game, you will first be taken to the Multiplayer Setup screen. Here you can select which CorpoNation you wish to fight for by clicking on the CorpoNation logo that appears next to your name. You may change your force's color scheme by clicking on the color icon next to your player name. You can also create an Alliance with other player(s), by clicking on one or more of the player #'s located at the bottom portion of your player box. At this point, you should review all of the settings then press the "Ready" button located at the bottom right side of the game screen to indicate that you are ready to begin play. When everyone has logged in, the host will launch the game and play will begin.

Before contacting the TalonSoft Technical Support Department we recommend that you consult the readme.txt file contained on the CD, since it contains the answers to some of the most frequently asked questions and may therefore provide an easy solution to some of your problems. Also, please make sure that your computer meets the minimum system requirements, as our Support representatives cannot help customers whose computers do not meet these criteria. Whenever you contact the Technical Support Department, please include the following information:

- Complete Product Title (including version number)
- Exact error message reported (if any) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- CD-ROM or DVD-ROM drive Manufacture and Type
- Specific Sound and Video card Manufacture and Type

- Operating system
- Specific type of modem you are using (for problems involving multiplayer gaming)

Contact us over the Internet:

Our web site (<http://www.talonsoft.com>) contains the most up-to-date Technical Support information available including patches that can be downloaded free-of-charge. We update the Support pages on a daily basis so please check here first for solutions to your problems.

Contact us by E-Mail:

If you don't have access to the World Wide Web, you can contact our Support Department by e-mailing them directly at tech@talonsoft.com. It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages that we receive and the nature of your problem.

Contact us by Phone:

You can also contact us by phone by calling 410-933-9191. This number is for technical assistance only.

No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all the necessary information at hand.

Be advised that our Support representatives are available to help you Monday – Friday from 9 a.m – 5:30 p.m

APPENDIX A

The Rimtech CorpoNation



Rimtech is a well-balanced CorpoNation that relies upon a strong mixture of weapon and armor types to carry the day. Rimtech's arsenal offers fairly equal numbers of Kinetic-based and Energy-based weapons.

The Mil-Agro CorpoNation



The Mil-Agro CorpoNation is an aggressive organization led by greedy corporate raiders. The Mil-Agro CorpoNation believes in using brute force as a means of settling their disputes. What they lack in mobility they make up for in striking power. Mil-Agro favors short range and melee combat over "cowardly" long-range tacks. Mil-Agro also prefers more Kinetic-based basic weapon designs, such as Axes and Hammers.

The Neuropa CorpoNation



Neuropa Ltd. is composed of a quiet yet extremely dedicated group of Corpo-Warriors. Their units are geared towards achieving stealth and speed. Typically Neuropa forces are equipped with the best energy-based weapons. Neuropa's Combots are most closely based upon alien technology, so they

often look very similar to Hedoth Combots. Neuropa's commanders favor hit-and-run tactics over set piece battles and will typically look to grind the enemy down before launching their final assault.

Rimtech Combob Parts



ARMS

Basic

As its name implies, this is the simplest arm type and is made available to all CorpoNations. Although it's relatively weak, the Basic Arm is cheap and takes far less time to build than other appendages.

Armor Fist

This is a large armored arm with a heavy gauntlet glove as a hand. The Armor Fist Arm is a good weapon that can cause a good deal of kinetic damage during close combat. Unfortunately, it's slow and won't necessarily cause amputation to enemy Combots.

Energy Blaster

The Energy Blaster Arm is a medium range weapon that fires a small burst of energy. The Arm can fire quickly and cause quite a bit of damage when properly employed.

Energy Shield

The Energy Shield Arm can significantly reduce the damage caused by an enemy's energy based weapons, but it doesn't fare as well against kinetic weaponry.

Katana Sword

The Katana Sword Arm is an exceptionally large weapon, suited for hand-to-hand combat. It's great at close range and will likely cause amputation to enemy Combots.

Laser Sword

While the Laser Sword Arm looks similar to the Katana Sword Arm, it's an energy-based weapon and is therefore able to foil kinetic shields. It also inflicts more Energy-based damage.

Long Missile

The Long Missile Arm shoots a huge, long-range missile (LRM) that can cause a great deal of damage. Unfortunately, the LRM doesn't come equipped with a seeker so it can't home in on its intended target. If the target moves out of the way, the LRM will simply strike whatever is in its path.

Legs

Basic

Basic Legs have no special features or abilities. It's just a cheap pair of legs that will help you get a Combos "up-and-running" in a hurry.

Blast Pulse

The Blast Pulse Legs emit a "ring-like" pulse, which exhibit kinetic properties. This attack usually has a cylinder-shaped damage area, which extends upwards into the air delivering damage to all enemy units (structures, vehicles and robots) situated within the blast radius, but will not cause any damage to any nearby friendly units.

Drunk Missile

The Drunk Missile Legs contain missile pod attachments located along the outer sides of the limbs. When a Drunk Missile is fired, it will begin to spiral about as it heads towards its target. While not as accurate as some of the other missile types, they are good for shooting at groups of enemy units or herds of Combos.

Hand-to-Hand (HTH)

The Hand-to-Hand (HTH) Upgrade Legs are designed to boost the effects of hand-to-hand combat. In fact, the HTH Upgrade will cause an additional 50% of damage making its wearer extremely lethal.

Jump Jet

Jump Jet Legs allow a Combos to fly to distant destinations. Combos equipped with Jump Jet Legs can fly unassisted between the Surface to Orbit Layers, or between asteroids in orbit.

Recon

Recon Legs are packed with antennae and various types of radar enhancers that are designed to improve the visual range of the Combos. Recon Legs will eliminate the "Fog-Of-War" cloaking the surface map layer as well as the Shroud and Fog-Of-War in the Underground Layer. By themselves, Recon Legs are much better than the Recon Torso, which will only remove the "Fog-Of-War" on the Surface Layer. When combined with the Recon Torso, Combos equipped with Recon Legs can "see" much farther than any other Combos.

Torsos

Basic

The Basic Torso has no special features or abilities. It's just a cheap, quick-to-build body frame.

Armor

The Armored Torso is a reinforced body frame that is designed to absorb some of the heavy body blows the Combos may receive in battle.

EMP

The EMP Torso is capable of firing a very short-range electro magnetic pulse. Essentially, this is the Combos equivalent of the Nemesis vehicle, although not quite as powerful. Additionally, the EMP Torso won't self-destruct when in use. When fired, the EMP will create a wide energy-based explosion that is specifically targeted at enemy Combos' computer systems. Friendly robots, vehicles and structures are unaffected by the attack. While the EMP Torso will periodically auto-fire at Combos within range, its relatively slow reload rate makes it somewhat vulnerable to enemy attack.

Drunk Missile

The Drunk Missile Torso contains missile pod attachments located on top of the shoulders of the body frame. When a "Drunk" Missile is fired, it will begin to spiral about as it heads towards its intended target. While not as accurate as some of the other missile types, they are good for shooting at groups of enemy units or herds of Combots.

Force Field

When activated, the Force Field Torso will create a visible protective shield around the wearer. This force field is designed to absorb a single incoming projectile, missile or shell. After it is struck, the force field must initiate an automatic recharging procedure for it to be effective again. At this point, the Torso functions like a Basic Torso, leaving the Combot vulnerable to attack.

MilAgro Combot Parts



Arms

Basic

As its name implies, this is the simplest arm type and is made available to all CorpoNations. Although it's relatively weak, it's cheap and takes far less time to build than other appendages.

Axe

The Axe Arm is an excellent close combat weapon. Because it is much heavier than a sword, it can cause far more damage with each landed blow.

Carpet Bomb

The Carpet Bomb Arm (CBA) launches large projectiles over a wide area. The CBA is especially good against groups of surface units and structures.

Gatling Gun

The Gatling Gun Arm contains a big, rapid-firing machine gun in place of a hand. Suited for medium range combat, its short-reload rate means it is especially good against swift moving targets, including all types of flying objects.

Hammer Hand

The Hammer Hand is a very large limb featuring a huge flattened hammer at its end. The Hammer Hand can pummel an opponent in close quarter fighting and offers some intriguing defensive bonuses. Unfortunately, the Hammer Hand is all but useless if you are attempting to amputate an enemy Combot part.

Legs

Basic

Basic Legs have no special features or abilities. It's just a cheap, fast pair of legs that will help you get a Combos "up-and-running" in a hurry.

High Strength

High Strength Legs are, by and large, simple leg attachments that are designed to negate some of the load bearing costs associated with heavier body parts. As parts are added, Combos outfitted with High Strength Legs will only slow down by roughly half that of other leg types.

Power Gun

Power Gun Legs fire the kinetic damage equivalent of the Neuropa Laser Legs.

Power Shield

Power Shield Legs offer good protection against energy-based attacks.

Steady

As the name implies, Steady Legs are designed to stabilize the Combos during hand-to-hand combat. As a result, Combos equipped with Steady Legs stand a better chance of amputating an enemy appendage in close quarter battles.

Torsos

Basic

The Basic Torso has no special features or abilities. It's just a cheap, quick-to-build body frame.

Flak

The Flak Torso possesses a single reciprocating cannon located on the upper portions of the body frame. The cannon is pointed upwards and can swivel in any direction, regardless of which direction the robot is facing.

Howitzer

The Howitzer Torso contains a massive cannon strapped to the back of the Combos. When called upon to fire, the Howitzer will swing around and take aim at its intended target. Afterwards, it swings back into a vertical lock down position, at which time it is reloaded. As you might imagine, the Howitzer is suited for very long-range attacks and causes extensive damage when its shell strikes an object. While it certainly packs a wallop, the Howitzer takes a long time to reload.

Jet Pack

The Jet Pack Torso consists of a pair of wings and high output jet engines, both of which are situated on the back of the body frame. This configuration lets the Combos fly to distant destinations.

Jet Packed Torso equipped Combos can fly between asteroids in the Orbit Layer, and fly unassisted between the Surface and Orbit Layers.

Recon

The Recon Torso is packed with surveillance equipment and other gear that is designed to improve the Combos visual radius. Like the Recon Legs, the Recon Torso eliminates the Fog-Of-War cloaking the map, but only on the Surface Layer.

Blade Fist

With the addition of this arm, which has retractable claws, a Combos gains the ability to deliver very significant damage, as well as gain respectable ability to sever off enemy Combos parts. Though not as effective as the Armor Fist or Energy Sword, it offers a combination of their abilities in just one part.

Neuropa Combots Parts



Arms

Basic

As its name implies, this is the simplest arm type and is made available to all CorpoNations. Although it's relatively weak, it's cheap and takes far less time to build than other appendages.

Homing Missiles

The Homing Missile Arm shoots a series of fire-and-forget rockets equipped with onboard seekers. The guidance system will "lock on" the intended target by adjusting the missile's trajectory in flight. It should be pointed out that the guidance system is not foolproof. If, for instance, the target moves behind an object or other intervening terrain, the guidance system will not be able to make the necessary corrections in time and the missile will end up striking the object.

Plasma Cannon

The Plasma Cannon Arm is a devastating medium- to long-range energy-based weapon. During the firing phase, the Cannon will shoot a small plasma blast at its intended target that will reach the target at incredible speeds.

Sniper Laser

The Sniper Laser Arm is a line-of-sight weapon that exhibits no arc in its flight path. As a result, the Sniper weapon can be used for long-range attacks as soon as an enemy target comes within visual range. Although the weapon causes a great deal of damage, the Sniper Laser takes a long time to reload.

Electro Blade

The Electro Blade Arm looks like a basic arm attachment with a large, rotating blade of energy attached at the end. The Blade is used in hand-to-hand combat, where its greatest advantage is its ability to saw off Combot limbs.

Electro Grip

The Electro Grip Arm is designed for hand-to-hand combat. With each hit, a powerful electrical shock wave is sent through the enemy Combot, causing it to quiver and shake as it takes damage. Though it may not seem apparent, this arm also has the ability to amputate other Combot's arms on occasion.

Power Fist

The Power Fist Arm is another energy-based weapon that replaces the hand with a powered glove. The powered glove causes a fair amount of damage during close quarter battles. However, the glove is slow and is less likely to amputate a limb than some of the other blade-like appendages.

K-Shield

K-Shield Arm contains a basic hand attachment that is supplemented by a large metal shield. The shield blocks much of the kinetic damage caused by hand-to-hand and ranged weaponry.

Legs

Basic

Basic Legs have no special features or abilities. It's just a cheap, pair of legs that will help you get a Combobot "up-and-running" in a hurry.

Armor

Armored Legs improve the overall survivability of the Combobot.

High Speed

Lightweight and fleet of foot, High Speed Legs give the Combobot a huge mobility advantage over other forms of bipedal transportation. Their relatively low defensive strength is their only "Achilles" heel.

Laser

Laser Legs are, for all intents and purposes, Basic Legs with medium sized laser cannon attachments mounted on each leg.

Power Pulse

Power Pulse Legs, emit a ring-like electro magnetic pulse. The pulse has a cylindrical damage area extending upwards above the ring, and will damage all enemy units (structures, vehicles, combobots and aircraft) within the blast radius but has no effect on friendly units.

Sonar

Sonar Legs emit powerful sonar waves that are designed to eliminate the Shroud in the Underground Layer. Sonar Legs have a relatively weak defensive capability making them extremely vulnerable to enemy attack.

Torsos

Basic

The Basic Torso has no special features or abilities. It's just a cheap, quick-to-build body frame.

GRP Cammo

The GRP (Group) Cammo Torso is a sophisticated cloaking device. In effect, any Combobot, vehicle, or structure situated within the emitted Camouflage Field will no longer be visible to the enemy, both on the playfield and on the mini-map. However, during the Combobot's attack upon enemy units, the Camouflage Field must be shut down, temporarily making the group visible again.

Jet Pack

The Jet Pack Torso consists of a pair of wings and high output jet engines, both of which are situated on the back of the body frame. This configuration lets the Combobot fly to distant destinations. Jet Packed Torso equipped Combobots can fly between asteroids in the Orbit Layer, and fly unassisted between the Surface and Orbit Layers.

Self-Repair

The Self-Repair Torso is a sort of regenerative apparatus that reduces the effects of damage in battle. The Self Repair Torso can return the Combobot to full health, but be advised, the healing process is slow.

Tracer Fire

The Tracer Fire Torso contains two medium-sized cannons that fire super sonic titanium bolts. The addition of a liquid coolant system prevents the guns from overheating, which, in turn, gives the shots a "tracer"-like look when fired.

METAL FATIGUE HOTKEYS

Keypad /	Go to most recent battle.
Keypad *	Camera tracks selected unit(s).
Keypad -	Zoom in.
Keypad +	Zoom out.
Keypad . <Home>	Go to Matter Convertor (4 MAX)
Keypad 2 <Insert Key>	Camera pitch up
Keypad 0 <Delete Key>	Camera pitch down
Keypad 7	Orbit CW.
Keypad 9	Orbit CCW.
Keypad 4 <Left cursor arrow>	Scroll left
Keypad 6 <Right cursor arrow>	Scroll right
Keypad 5 <Down cursor arrow>	Scroll down
Keypad 8 <Up cursor arrow>	Scroll up
Keypad Enter	Deselect unit(s) if any selected
End	Camera face north.
PageUp	Go up 1 layer.
PageDown	Go down 1 layer.
Ctrl+NUMBER etc.)	Assign selected unit(s) to a group (ie 1,2,3
NUMBER (1 hit)	Select unit(s) assigned to Number.
NUMBER (2nd hit)	Go to selected unit(s).
Shift+NUMBER	Add Group# to current selection
Ctrl+FunctionKey (F1-F4)	Assign camera bookmark to (F1-F4).
FunctionKey (F1-F4)	Go to bookmarked camera location.
Ctrl+FunctionKey (F5-F12)	If a single robot is selected, assign selected robot's configuration to this key (e.g. robot parts: left arm, right arm, torso, legs).
FunctionKey (F5-F12)	Queue 'n' build robot parts defined by stored configuration.

Shift+L-Click	Add/subtract clicked unit to current selected unit(s).
Shift+R-Click	Set waypoints for selected unit(s); 10 max - release Shift & R-Click to set final waypoint.
Shift+COMMAND	Queue sequence of commands.
Space Bar	Toggle "All Maps" Mode.
Esc <Pause key>	Pause with in-game pop-up menu / unpause game, remove menu.
C <-> (tilde)	View next combat.
- (minus)	Decrease game speed
+	Increase game speed
Backspace	Select all units onscreen (not building; not mobile walls)
Tab	View current event
E	End prebuild
R	Ranged IF Robot Selected (same as clicking toolbar button)
R	Rally IF Vehicle Factory Selected (same as clicking toolbar button)
T	Tether (same as clicking toolbar button)
Y	Stay (same as clicking toolbar button)
I	View next Idle Hovertruck
O	Patrol (same as clicking toolbar button)
P	Pursue (same as clicking toolbar button)
A	Attack (same as clicking toolbar button)
S	Stop (same as clicking toolbar button)
D	Drop (same as clicking toolbar button)
Ctrl+ D	Destroy unit
F	Return Fire (same as clicking toolbar button)
G	Guard (same as clicking toolbar button)
H	View nearest Hovertruck
Ctrl+ H	Toggle on/off Health Bars for ALL onscreen units
L	All (same as clicking toolbar button)
Z	Raze (same as clicking toolbar button)

X	Repair "fix" (same as clicking toolbar button)
Ctrl+ X	Exit to Main Menu (with Yes/No Menu prompt)
M	Melee (same as clicking toolbar button)
Ctrl+ M	Multiplayer options
Ctrl+ Q	Quit to Windows; quit game completely; with Yes/No Menu prompt
Ctrl+ S	Quicksave
ENTER	Multiplayer message sent to list
Ctrl+ ENTER	Multiplayer message sent to everyone
Shift+ ENTER	Multiplayer message sent to ALLIES
ALT KEY	Build

ALL "ALT+" COMMANDS ARE "CONTEXT SENSITIVE"; COMMANDS ARE DEPENDENT ON WHAT IS SELECTED WHEN "CTRL+key" IS PRESSED.

ALT+ A	Hover Truck build Assembly Bay
ALT+ I	Hover Truck build All Facility
ALT+ C	Hover Truck build Cryo Farm
ALT+ D	Hover Truck build Def Relay
ALT+ E	Hover Truck build Energy Bank
ALT+ H	Hover Truck build Hangar
ALT+ M	Hover Truck build Matter Convertor
ALT+ W	Hover Truck build Mobile Wall
ALT+ O	Hover Truck build Outpost
ALT+ P	Hover Truck build Parts Factory
ALT+ T	Hover Truck build Point Defense
ALT+ G	Hover Truck build Rail Gun
ALT+ L	Hover Truck build Recon Pole
ALT+ R	Hover Truck build Research Facility
ALT+ S	Hover Truck build Solar Panel
ALT+ V	Hover Truck build Vehicle Factory
ALT+ E	Drill Truck build Elevator
ALT+ G	Mobile Wall build Gun Turret
ALT+ L	Mobile Wall build Laser Turret
ALT+ M	Mobile Wall build Missile Pod

ALT+ E	Rail Gun Platform build EMP Shell
ALT+ N	Rail Gun Platform build Neutron Bomb
ALT+ O	Rail Gun Platform build Orbital Bomb
ALT+ P	Rail Gun Platform build Phase Charge
ALT+ R	Rail Gun Platform build Recon Pole
ALT+ T	Rail Gun Platform build Tect Torpedo
ALT+ A	Vehicle Factory build Artillery
ALT+ D	Vehicle Factory build Drill Truck
ALT+ H	Vehicle Factory build Hover Truck
ALT+ M	Vehicle Factory build Missile Car
ALT+ N	Vehicle Factory build Nemesis
ALT+ T	Vehicle Factory build Tank
ALT+ B	Hangar build Bomber
ALT+ J	Hangar build Hover Jet
ALT+ C	Cryo Farm build Robot Crew
ALT+ P	Point Defense build Protector

OTHER KEYS (CONTEXT SENSITIVE)

L	From Main Menu, go to Load Game Menu (same as clicking Load button)
M	From Main Menu, start a Multiplayer Game (same as clicking Multiplayer Button)

MOUSE

by itself

L-Click	Select if cursor over unit; do nothing/deselect all if cursor not over any unit
L-Doubleclick (on Selected Unit)	Select all onscreen units of same type as unit just doubleclicked (mobile units & mobile walls, NOT Buildings)
L-Click+Drag	Select multiple units; no structures selected
R-Click	Do action
R-Click+Drag	Do Multiple action(s)

CUSTOMER SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with the running of one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you cannot provide the information in the check list below, then please contact your computer manufacturer's technical support department before contacting TalonSoft, otherwise we will be unable to solve your problem.

The information that we will require is as follows :

Contact Details:

- Your name
- e-mail address, daytime telephone number

System Details:

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE : PLEASE DO NOT CONTACT TALONSOFT'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.

They are neither permitted nor qualified to supply such information.

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Technical Support

If you have a technical problem concerning the operation of our software, please contact our technical support staff. When you call or write, be at your computer if possible and have the following information ready: computer type, available hard drive space, total RAM, type of video card, and a list of options you chose when you installed the game.

TECHNICAL SUPPORT: 1-410-933-9191, M-F 9-5pm, EST
TalonSoft, P.O. Box 43730, White Marsh, MD 21236

If you would like to contact us on-line, you will find us at:

<http://www.talonsoft.com>
E-mail us at tech@talonsoft.com

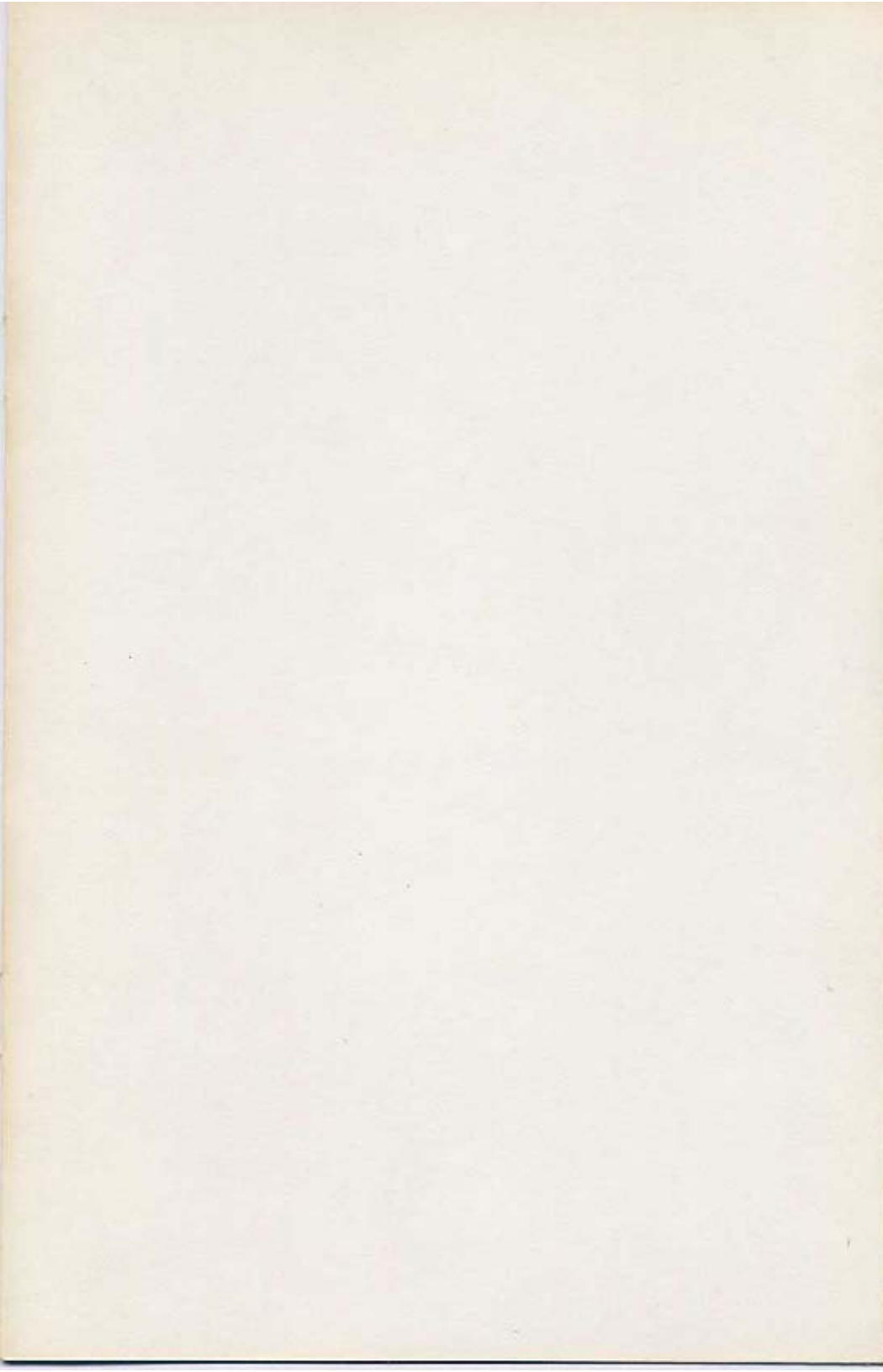
Note: This information is for technical support only and representatives cannot provide game hints or suggestions.

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