

GETTING STARTED

Installing the Game for Windows® 95/98

1. Insert the CD-ROM into the CD-ROM drive, with the picture side facing upwards.
2. The installation program will automatically load. If the installation program does not load straight away, double click on the My Computer icon, then double click on the CD-ROM icon. Within the new window you can highlight and select the Setup.exe icon to install the game.
3. The set-up program will guide you through the installation, providing information at each stage. Read the information carefully, then click Next to continue onto the next stage, or click on Back to go back a stage.
4. Select the drive and directory where the program is to be installed. The default destination will be displayed on the screen. If you wish to change the destination drive and directory, click on Browse. You can then locate the correct drive and folder where the game is to be installed, for example c:\Wild Metal Country. If you wish to create a new directory for the game, highlight and select the Install Directory box, then type the new name. Click OK when you are satisfied with the destination path. To install the game to the specified directory, click on Next.
5. The installation program will then begin installing DirectX™ v6.1. Wild Metal Country requires the components of DirectX™ v6.1 or higher to be installed and up to date for the game to operate correctly. Refer to the DirectX™ v6.1 information section for further details.

To Run the Game

The program should only be run from one of its entries in the start menu:

Start > Programs > Wild Metal Country > Wild Metal Country

Note: You must have the CD-ROM in the CD-ROM drive while playing a single player game or running a multiplayer server.

Configuration of Video and Sound Devices

From within the START/Programs/Wild Metal Country menu, you can run the Hardware AutoDetect program to set your video configuration. This allows you to use software or hardware rendering methods, depending on the standards supported by your machine.

To ensure that the sound operates correctly when playing Wild Metal Country, you must configure the sound device from within Windows® 95/98. To configure these items, highlight and select the relevant icons in the Control Panel within the START menu. Set up the devices within the dialogue boxes, following any on-screen instructions carefully.

Joystick Calibration

Joysticks must be calibrated using the Game Controllers application found in the windows Control Panel.

If you are using a Force Feedback Joystick, the strength of the force feedback effects may be modified using the settings window from within joystick properties.

For detailed information on how to set-up joysticks consult Windows Help topics, 'calibrating your joystick'.

Uninstalling From Windows® 95/98

You can uninstall the game by selecting the Uninstall option within the Wild Metal Country menu. You can also uninstall the game by using the Add/Remove Programs option from the Control Panel. Select the Wild Metal Country program from the menu, and then click the Add/Remove button to complete the procedure.

DirectX™ v6.1 Information

DirectX™ was developed by Microsoft to improve the communication between your software (such as this game), Windows® 95/98, and the different hardware components fitted inside your computer. Before this game will run correctly, the latest version of DirectX™ must be installed onto your computer. The version supplied on this game CD-ROM is v6.1.

As part of your regular computer care and maintenance, it's important to ensure that the drivers for your system are up-to-date and fully compatible with the latest version of DirectX™. The 'device drivers' are small programs that control (or 'drive') the line of communication between Windows® 95/98 and the hardware fitted inside your computer. This hardware can include devices such as the video card (which controls the image displayed on the monitor) or the sound card (which controls all of the sound generated by the computer). The latest drivers should be available from the manufacturers of each device. Most manufacturers will allow you to download the latest drivers, free of charge, from their own website. If you are unsure about the exact drivers required for your hardware, contact either your computer supplier or the manufacturer's customer support department.

If you require further information or advice then please either refer to our website (at www.gremlin.com) or contact our customer helpdesk. Please refer to the back page of this manual for full contact details.

Additional Information

For up to the minute information and additions, please see the Readme file installed with the game. This contains important last minute information about the game and a trouble shooting guide to explain any error messages. To view this file, select the icon titled Readme within the START/Programs/Wild Metal Country menu.

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The Story So Far...

For centuries no one has visited the three proscribed planets of the Tehric system.

These planets were abandoned when machine technology advanced to a stage where highly dangerous automated military units developed self-awareness... with devastating effects for the living populations.

The machines were designed to protect vital Power Cores from invaders, but on becoming self-aware they decided to wipe out all biological life. As the machines were the most advanced technology of the era, the only option was to evacuate the planets and leave them at the mercy of the metal life.

Now the planets are barren and overrun with feral fighting machines, evolved to replace biological life. There is little evidence that humans ever owned these planets, just half-buried remnants of buildings and roads.

Human controlled technology has now recovered to a stage where an attempt to retake the planets is possible. Machines like those now ruling the proscribed planets have been developed, this time with safeguards so that they can only be controlled by humans.

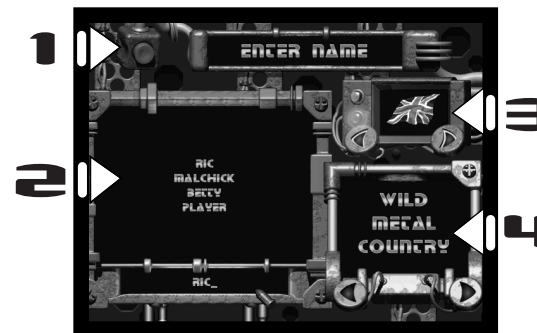
A bounty hunter has been employed to attempt to retake the Power Cores, disrupt the machine civilisations and escape in one piece. The bounty hunter will be beamed to key areas on each planet, with backup air vehicles in support, to take on the denizens of the Wild Metal Country.

Meanwhile (Multiplayer Game) ...

Several renegade mercenaries have combined forces to retake the Power Cores in peripheral areas of the planets. After successfully clearing areas of self-aware machines, disagreements have broken out about the sharing of the spoils. Each mercenary fights for possession of the Power Cores.

MENU NAVIGATION

The front-end menus allow you to enter your player name, adjust the options and select a type of game. Use the mouse to control the on-screen pointer or use the **Cursor Keys** and **TAB** to select the options.



- 1. Exit Game** - To exit the game from the front-end menus, simply click on the red exit button.
- 2. Options Window** - This window displays the available options and settings for the game. Along with the different options, each menu will feature a Back option. This will allow you to exit the current menu and go back a step. Certain menus will also feature up/down arrows, indicating that further options are available.
- 3. Languages/Colours** - Use the left/right arrow icons to select the flag representing your desired language. Within Multiplayer mode, this will also allow you to select your player colour.
- 4. Tank Selection** - Once you have selected a game type, use the left/right arrow icons to choose your tank. For exact details about the available tanks, refer to the Player Tanks section later in the manual.

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THE MENUS

As you enter the game, you will be presented with a range of different menus, all featuring different game options and settings:

Player Names

Each player retains a set of personal default settings, such as their favourite vehicles, colour (for multiplayer games) and which multiplayer game type they tend to use. The first time that you run the game, you will need to enter your name. When you return to the game at a later time, your name will appear in the player list. This will allow you to continue with the same set-up, or enter a new name to create a fresh player profile. The option to have multiple player names allows several players to use the same machine, without interfering with each other's settings.

Game Type

This will allow you to start a game in Single or Multiplayer mode, and also enter the game Options menu.

SINGLE PLAYER

Objective: In the single-player game the objective is to collect and store one Power Core of each wavelength (colour) to complete the level. Sounds easy? Just try it. The inhabitants of the planets will not give them up easily.

- Continue Game** Continue from your last saved position.
- Load Arena** Play any of the available arenas. As you qualify for a new arena, this will be added to the list, allowing you to replay and master every area.
- Load Saved Game** Load a previously saved game. This allows you to return to a partially completed arena and continue the game. Highlight and select your saved game from the list provided.

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Archive

This expands the number of save slots available. When a game is placed in the archive, it is not removed from the six save slots – it is copied and placed in the archive. This means that the archive can also be used as a backup of the six save slots. To delete from the archive select the archive option followed by the delete option, and then select the saved game to delete. This reduces the chance of a game being accidentally deleted.

MULTIPLAYER

Take part in a game against a number of human opponents. There are several different types of multiplayer game available.

- Power Core Games** In a multiplayer Power Core Game each player owns a Power Core of their wavelength (colour) and the only way to collect it is to kill them and collect it from the debris. In the multiplayer Power Core Game there are second hand Power Core fragments available, too. Three Power Core fragments are the equivalent of a full Power Core.
- Frag Games** Go it alone as a single player out for as many frags (kills) as possible.
- Capture Games** The Capture Game is based around a single Power Core. Possession of the Power Core will bless the player and their team with the ability to score frags (kills) against the opposition. The players and teams without the Power Core cannot score frags. Their objective is to simply (!) retrieve the Power Core from the enemy and then start killing and scoring points.
- Team Games** Take part in a team, earning as many frags as possible for a total team score.

Multiplayer games feature several options to put a time limit or kill limit on the session. For complete details about multiplayer games, refer to the Network Gaming section later in the manual.

OPTIONS

The Options will allow you to adjust a variety of settings within the game:

Video Options

From within Video Options it is possible to adjust the display settings. The Window/Full Screen option will toggle between Full Screen and Windowed mode. Choose Resolution will allow you to select a screen resolution from the list provided. There are also several Performance Options that can be used to adjust the amount of detail used in the game:

- Terrain Detail** This is the detail at which the terrain is drawn. The further away the terrain is the less detailed it becomes.
- Model Detail** This is the detail at which game models such as tanks are drawn. Tanks are drawn at lower detail further into the distance.
- Texture Detail** The textures on the terrain can be drawn with higher detail.

Audio Options

- Audio Type** As well as being able to play with any DirectSound supported soundcard using High Quality (16bit) or Low Quality (8 bit) there is also the option to select other technologies. These include hardware accelerated providers (e.g. Soundblaster Live!, Aureal, and any DirectSound3D hardware compatible card).
- Ambience** Turns on or off the streamed CD audio tracks.
- Neighbours** This provides two levels for the audio. The Neighbours Out option provides a higher average volume than the Neighbours In option. We accept no responsibility for "noisy neighbour" disputes.

Control Options

- Default Controls** This option allows the game controls to be reset to the default settings.
- Edit Controls** This allows the current controls configuration to be edited. To re-assign a game control, highlight the control that is to be changed, press **Enter**, and then press the new key to be assigned to this control. Any button source will be accepted: key on the keyboard, joystick button or a joypad button. The selection will fail if the button pressed is already being used for another control. If this happens, re-assign the other control to a free key.
- Joystick Controls** This option enables the joystick as the primary means of control.
- Joystick Turret** Setting this option to on allows the turret to be controlled using an analogue joystick or joystick POV control.
- Force Feedback** If a force feedback joystick has been detected then a FORCE FEEDBACK option will be available. This enables selection of LOW, MEDIUM and HIGH feedback simulation levels.

Player Options

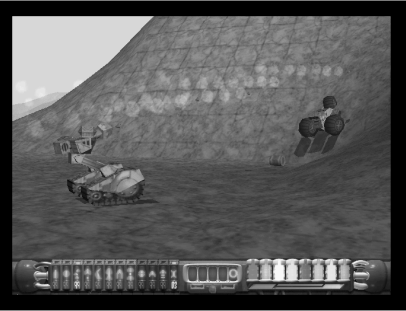
- Rename Player** This is used to change the player name without losing set preferences.
- Delete Player** This allows old player names (and their associated preferences) to be deleted, but it doesn't allow the current player name to be deleted.
Warning: By deleting a player, you will also remove their preferences and achievements. This data cannot be recovered once deleted.

Credits

All the very nice and very clever people involved in bringing this game to the world.

ENTERING THE ARENAS

The three planets are now desolate worlds devoid of all organic life, populated by an array of mechanical guardians. The last traces of the former human masters can be seen in the form of roads and the remains of man-made structures such as pyramids that punctuate the otherwise unblemished environments.



collected Power Cores. For further details about these, refer to the Power Cores and the Stores section later in the manual.

Different surfaces affect the handling of your vehicle. For example: the bleak arctic wastes impair your speed and grip due to the soft snow and hard ice, whereas the harsh, hard rock and sands on the red planet offer a different challenge.

As you enter a level you are beamed in under a store. These stores not only act as regeneration centres for destroyed tanks, but are also a vital part of your mission, acting as delivery points for

IN-GAME CONTROLS

The default in-game controls are:

Key	Action
5 (number pad)	Left Track Forwards
6 (number pad)	Right Track Forwards
2 (number pad)	Left Track Backwards
3 (number pad)	Right Track Backwards
ENTER (number pad)	Handbrake
+ (number pad)	Afterburn Boost (Multiplayer only)
A	Turret Left
S	Turret Right
SPACE BAR	Turret Elevation and Fire
Left CTRL	Drop Mine
Numbers 1 to 8	Turret Weapon Selection
9, 0, - and =	Mine Weapon Selection
W	Camera Up and Forwards
Q	Camera Down
Z	Camera Zoom In
X	Camera Zoom Out
R	Rescue Call
P	Pause/Unpause
ESC	In-Game Options

Some keyboards do not allow certain combinations of keys to be pressed simultaneously, often causing the PC to emit a scream of pain (well, a beeping noise) when you attempt this. If you find this to be the case, redefine the controls to a setup that your keyboard allows.

CONTROLLING THE TANK

This shows how the relevant number pad keys relate to the tank:

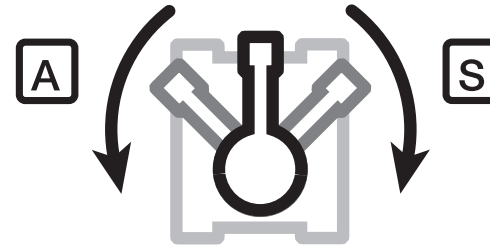


The following are examples of how to use the tracks:

- Press the **5** key to drive the left track forwards. This will turn the tank to the right.
- Press the **6** key to drive the right track forwards; the tank will turn to the left.
- Press the **5** and **6** keys together to drive both tracks forwards; the tank will move forwards.
- Press the **2** key to drive the left track backwards; the tank turns left.
- Press the **3** key to drive the right track backwards; the tank turns right.
- Press the **2** and **3** keys together to drive both tracks backwards; the tank moves backwards.
- Press the **5** and **3** keys together to drive the left track forwards and the right track backwards; the tank turns to the right faster than if either track was driven individually.
- Press the **6** and **2** keys together to drive the right track forwards and the left track backwards; the tank turns to the left faster than if a single track was driven.
- To apply the handbrake, press and hold the **Enter** key on the number pad. This is primarily for keeping your tank stationary on slopes rather than for stopping your tank.
- Multiplayer Special: Press the **+** key on the number pad for an afterburn boost. Note that using the boost uses a small amount of a vehicle's energy.

Controlling the Turret

This shows how the rotation of the turret is controlled:



- Press the **A** key to rotate the tank's turret to the left.
- Press the **S** key to rotate the tank's turret to the right.
- Press and hold the **A** and **S** keys together to re-centre the turret (turret aligned with the tracked unit).

It's possible to play without using the turret, but there are many more possibilities for using the vehicle and its weapons if you master the turret controls.

Firing the Turret Weapon

- Press and hold the **SPACE BAR** to increase the barrel's elevation.
- Release the **SPACE BAR** to launch a shell.

Note that the longer the space bar is held, the greater the barrel elevation and the greater the distance of the resulting shot. The barrel automatically lowers back to a level position after firing.

Firing the Mine Weapon

- Press the left **Ctrl** key to drop the currently selected mine.

Turret Weapon Selection

Keys 1 to 8 are dedicated to the turret weapons. If at any time the currently selected turret weapon is exhausted the turret defaults back to the Standard Shell.



Standard Shell
Key 1 Useful, unlimited ammo.



Bouncer
Key 2 Bounces along the terrain after contact.



Sprinkler
Key 3 Fires many times in rapid succession. Turning the turret while firing results in a spread shot.



Drifter
Key 4 Splits up into nasty fragments if fired over someone's head. Useful at medium to long range, especially at static targets.



Sniffer
Key 5 A simple homing missile (can be evaded with skill).



Big Bang
Key 6 A big powerful ballistic shell.



Magnatron
Key 7 Is magnetically attractive to just about everything (fire it over people's heads to pull them off balance or over cliff edges).



Teleporter
Key: 8 If it hits someone (or something), you swap places.

Mine Weapon Selection

The keys 9, 0, - and = are dedicated to selecting the mine weapons.



Roller
Key 9 A barrel-like mine which rolls over ground.



Magnetic
Key 0 Magnetically attracts nearby objects.



Jumping Jack
Key - If an object gets within range, these will jump towards them and explode on impact. Just make sure you aren't the target!



Beacon
Key = Allows you to "mark" positions. This helps you with navigation and, in a multiplayer game, communication. These beacons can then be collected and reused at another time.

POV (Point Of Vision) Camera

The game camera sits above and behind your vehicle. The camera is, as a rule, tied directly in line with the rotation of the turret.

Press and hold the **W** key to move the camera up and forwards, providing a view over the edge of any cliffs or slopes. The camera will return to its default position once the **W** key is released, unless there is a target in view.

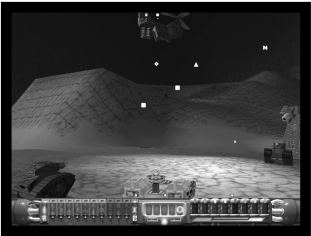
Press and hold the **O** key to move the camera down, providing a view from ground level giving a better view of what is above. The camera will return to its default position once the **O** key is released, unless there is a target in view. Use the **Z** and **X** keys to move your camera closer to or further from your vehicle.

The camera moving in sympathy to the turret allows the skilful player to drive in one direction and look in another (very handy when being chased by an enemy).

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Scanner

Overlaid on your main point of view is the scanner. The scanner is a top down view with your position at the centre. The different coloured shapes indicate the relative positions of other vehicles, installations and objects in the area. This display can be turned on and off by press the right **Shift** key:



White Letter N Points towards North.



Coloured Squares Enemy vehicles.



Coloured Triangles "Statics" (motionless enemy installations, such as the Sentries and Mine Dispensers).



Coloured Circles Other human players (only available during a multiplayer game).



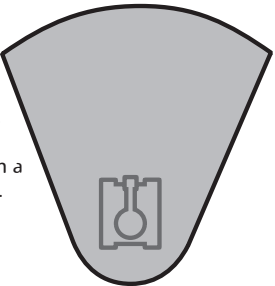
Grey Diamonds Support helicopters.



Hourglass Shapes Power Cores.

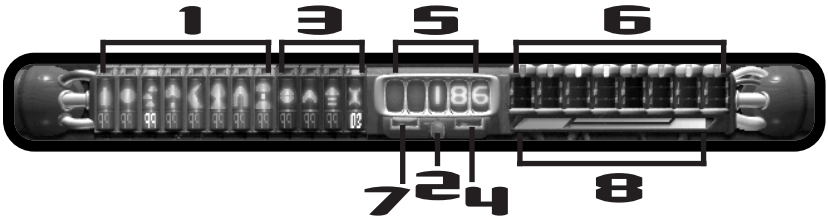
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The scanner detects enemies within a cone area, extruding from the direction of the turret. It also detects any enemies outside this cone which are very close (e.g. close behind). To get the best information on the surrounding area sweep the turret around to gather more scanner data. Anything which is picked up by the scanner but is off the main part of the display is shown as a small symbol at the scanner's edge with a line attached. The longer the line, the further away the object. Smaller versions of these symbols represent the last known positions and are only displayed for a short period.



INFOBAR

The infobar gives you some vital information for playing the game and can be found at the bottom of the in-game screen.



- 1 Turret Weapons
- 2 Power Core Detector
- 3 Mine Weapons
- 4 Danger Detector
- 5 Score Display
- 6 Power Core Status Bar
- 7 Helicopter Rescue
- 8 Energy Meter

18**(1) Turret Weapons**

This shows the turret weapons, and the number of shells you have of each. The currently selected weapon is indicated by the orange light above the icon.

(2) Power Core Detector

If this indicator displays a solid yellow light, this means that a power core is somewhere ahead. If the light is half lit this means that there is a vehicle ahead which may be carrying a power core.

(3) Mine Weapons

This shows the mine weapons, and the number you have of each. The currently selected weapon is indicated by the orange light above the icon.

(4) Danger Detector

If the red light is lit this indicates that something dangerous is nearby; this threat is something that won't show up fully on the scanner.

(5) Score Display

This shows your current score.

(6) Power Core Status Bar

This shows how many Power Cores (or Partial Power Cores in a multiplayer game) have been collected, and how many have been locked at the stores. For further details, refer to the Power Cores and the Stores section later in the manual.

(7) Helicopter Rescue

Once activated a solid green light indicates that a Helicopter is attempting to respond to the request. A flashing green light indicates that the helicopters are not responding to the rescue request. If this light is unlit you are not currently requesting help. Refer to the Helicopters section later in the manual for further details.

(8) Energy Meter

This gives a visual indication of the current energy level of the tank.

19**POWER CORES AND THE STORES**

The Power Cores are the key to capturing an area. You must collect at least one Power Core of every wavelength (colour) and deliver them all back to the stores safely.

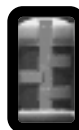


Collecting the Power Cores: As you drive up to a Power Core it will be automatically loaded into the tank. Your current load of Power Cores will be indicated by the Power Core Status Bar.

Delivering the goods: You can then drive back to the stores where the collected Power Cores can be safely locked and stored for the remainder of the level. To deliver the goods, simply drive slowly under a store. The icon in the Power Cores Status Bar will change to indicate that the Power Core(s) are locked.



You can collect as many or as few Power Cores as you want when delivering to the stores. Just remember that you will need to eventually deliver every colour before the level will be complete.



Once you have locked a Power Core, it cannot be lost, even if your current tank is blown into teeny little bits! If your tank is destroyed while carrying unlocked Power Cores, then they will be scattered along with your debris and will need collecting again.

HELICOPTERS



The helicopters can replenish your health and drop ammunition crates. There are two types of crates:

Ammunition for turret weapons.



A package containing extra mines.



If you get stuck upside down, the helicopters can lift you back onto your tracks! To call for emergency assistance, press the **R** key. An indicator light will appear on the infobar to show that your call has been received and support is on the way. The response time of the helicopters is reduced by attacking them or calling for help too often. In addition if you drive away from the helicopter while requesting help, it will not respond.

ENERGY & DEATH

All vehicles have a finite amount of energy. When this energy is used up they are destroyed. In addition almost all static objects, such as boulders, crates and gun-towers can be destroyed. Many things, including the player vehicle, have regenerative capabilities and will gradually repair themselves over time by absorbing background radiation. However, this is a very slow process.

Various events can cause loss of energy, the most significant one being damage from weapons. Violent collisions also cause serious energy loss, especially on less heavily armoured areas of a vehicle. If the front of the player tank collides with the back of an opponent, the opponent will take more damage, as the front of vehicles tend to be well armoured. Ramming can be an important tactic, especially in multiplayer games where boosting allows heavy damage to be inflicted.

The self-aware machines inhabiting the Tehric system often leave their Drive Unit behind when destroyed. These can be collected to gain energy. The best way to recover energy however is by requesting help from the helicopters. They can transfer large amounts of energy and fully replenish energy levels.

On death all the ammunition which you were carrying is encapsulated into a weapons module. This module can be picked up again; but, in the multiplayer game other players will be able to gather it as well.

PLAYER TANKS

There are five different vehicles to choose from:



Rhino

The Rhino is a tough compact tank with spikes on the front for extra ramming damage. It is not the most stable of the tanks, but generally rolls back onto its tracks if overturned.



Bulldog

The Bulldog is a small compact three-wheeled tank. Two wheels are at the front and one at the back to provide extra manoeuvrability especially on rough terrain. It is not as fast as some of the others.



Manta

The Manta is a low stable tank that is hard to hit because of its low profile. It can tuck the turret down into a groove when it is facing forward, which reduces the profile further, minimising air resistance and giving extra speed. It does not often turn upside down, but it can be difficult to right when it does, and the assistance of a helicopter is often needed.



Cheetah

The Cheetah is a fast slender tank. It does not have a lot of armour but it can outrun almost all enemies. Its light weight means that it can be knocked over, but it easily rights itself.



Roadrunner

The Roadrunner is a bizarre vehicle which utilises anti-gravity technology to balance it on a heavy metallic sphere for stability, making this machine tricky to master.

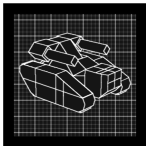
THE PLANET'S INHABITANTS

Track Vehicles



Hyena (Light armour)

Common soldier tank, with standard shells and simple tactics. Does not approach very close to enemies, preferring to attack from medium range. Not particularly well armoured. Often used for patrols and often occurs in small groups. Mainly defensive duties, doesn't go far from base. Hyenas will run away if wounded and threatened by an enemy.



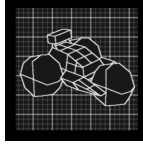
Bull (Medium Armour)

Fast violent tank with bouncing missiles. Attacks enemies whenever it sees them, charging and shooting on the move. It will not wait for an opponent to make the first move. Will pursue enemy away from bases. Your best option is to keep an eye out for them and kill them before they get too close and accurate, or drop mines to panic them and then pick them off.



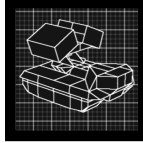
Buffalo (Heavy Armour)

Heavy, long range tank, well armoured, low manoeuvrability. Fires drifters at long range. Will back-off from enemies if they come too close to allow the use of drifters, but will fight with standard shells if necessary. Its best tactic is to occupy an area with good natural defences (e.g. on top of a hill, behind a wall) and bombard enemy. Occurs mostly in open spaces or long valleys.



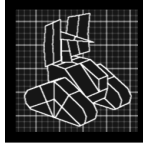
Rat (Light Armour)

Fast, highly mobile vehicle with three wheels and no turret. Used as scout for bases – they park where they can watch routes and report to bases if they see an enemy. Drops roller mines if enemy gets close behind.



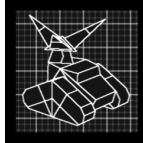
Viper (Medium Armour)

Comes in close to fire batches of sprinklers. Large reload time between attacks during which they back off. Drops rolling mines if enemy is close behind. Enemy's best option is to dodge attacks and fight back during reload time. Vipers run away if badly wounded and enemy is aiming at them.



Owl (Light Armour)

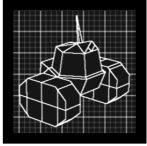
Tries to stay at mid range from enemy, and transmits enemy's position to own tribe. Will attack with rolling mines if enemy gets too close. Your best tactic is to eliminate them before getting close to their base, to avoid a combined attack from enemies who all know where you are.



Porcupine (Light Armour)

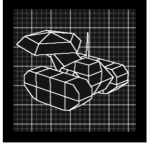
Tries to stay at mid range from enemy and jams enemy's scanner. Also has the effect of a cloaking device – any tanks near to the porcupine cannot be seen on scanner even if the enemy is beyond jamming range. Occurs in combination with other tanks to provide ambushes and surprise attacks which cannot be seen on the scanner. Suicides if enemy gets too close. You

should pick them off as soon as possible to avoid surprise attacks but not get too close unless deliberately trying to get them to suicide (risky!).



Lemming (Heavy Armour)

Small stupid vehicle, more like a drone than an intelligent tank. Drives towards the enemy and self-destructs when close causing major damage. Emits a strong magnetic field when about to detonate. Most effective in limited space where enemy cannot escape easily.



Scorpion (Heavy Armour)

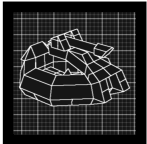
Patrols, dropping magnetic mine at each patrol point. Tries to stay away from enemies to avoid detection.



Hippo (Heavy Armour)

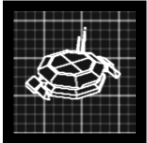
Large vehicle which does not have weapons, consisting mainly of storage space. It collects power cores and is used as mobile base guarded by other tanks. Depends on other tanks for protection as it has no weaponry.

Airborne Vehicles



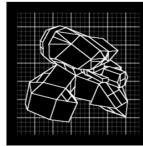
Duck (Medium Armour)

Strange hovering vehicle which fires magnatrons. Tries to stay at mid range, backing off if the enemy gets very close. Used in open areas near bases as it needs room to manoeuvre and relies on allies to take advantage of magnatron effect. Runs from enemy if badly wounded.



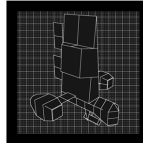
Firefly (Light Armour)

Tiny hover vehicle occurring in swarms. Flies towards enemy firing special non-ballistic close range weapon. You can hold them off by aiming at them and scaring them off, but they work in teams. Occasionally use disorientating teleport missile at close range.



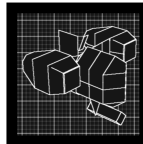
Raven (Heavy Armour)

Large aggressive hover vehicle, well armed with sniffers, bouncers and shells.



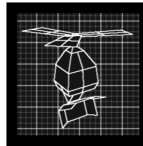
Eagle (Medium Armour)

Performs long bombing runs on enemies, strafing with sprinklers and dropping heavy bombs.



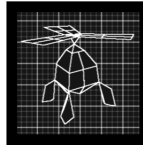
Hawk (Light Armour)

Smaller faster version of Eagle with strafe weapon and light bombs. Usually occurs in pairs or more.



Bat (Light Armour)

Patrols near base. If an enemy is detected it will stay at a safe distance and transmit position of enemy to its own tribe. You need to bring them down quickly or risk attack from enemies which are receiving your position.



Crow (Light Armour)

Patrols and collects power cores which are not already in bases, taking them back to its own base. Will rescue any small tanks on its own side which get overturned. If it gets close to the enemy it drops magnetic mines. Often flies around Hippos guarding them and collecting any power cores dropped when they are destroyed.

Statics**Mine Dispenser (Medium Armour)**

Launches mines of a particular type if enemy gets too close. Blue ones launch Jumping Jacks, Red ones launch Magnetic mines and Green ones launch Roller mines.

Sentry (Heavy Armour)

Large tower fires long distance shells if it sees the enemy. Often has a fixed sweep range, so you are safe from their attack if you can get behind them.

Sweeper (Medium Armour)

Fires standard shells if enemy comes into view. Behaves as a smaller, weaker sentry which often occurs in groups.

**Trunk (Medium Armour)**

Behaves like a Sentry, but fires magnatrons and has shorter range.

Pylon (Medium Armour)

Used as markers for base perimeters or other notable areas. Can be used as barriers with a force field between them while their associated fueller is alive.

Fueller (Heavy Armour)

Acts as a generator for pylon force fields.

Neutral Statics

There are some machines which exist on the planets which are as dangerous to the inhabitants as to strangers. Some of these are relics of human civilization and some are machines once used by the machine life but which are now forgotten and abandoned, functioning automatically.

Antigravity Pillar

Once used as part of local defences, these rotating pillars still function intermittently, producing a localised antigravity effect on anything not in contact with the ground.

Oil Pump

Ancient oil pumps still function in some desert areas. They are highly volatile if damaged, causing major explosions.

Communications Mast

Some communication masts have survived in tundra areas. These masts collect long range sensor data and transmit it to nearby units. They also transmit the position of nearby units over long distances.

Air Pump

Air pumping units from ancient mining operations can still be seen in remote tundra areas. These machines suck in and blast out air, keeping a good flow of air circulating inside the mines.

Teleport Gates

On the Red Planet old teleport gates still exist for transmitting vehicles instantaneously across the landscape.

AC/DC Generators

Ancient power generators still collect electricity from the highly charged atmosphere on the Red Planet. They have long been disconnected from any conduit and discharge into any nearby metal objects.

ARENA STATISTICS

Once a level has been successfully completed, a level Statistics Screen is displayed.

Time Taken	The time taken for you to complete the level.
Accuracy	The accuracy of your turret shots during the level.
Turret Skill	How much skill you showed in using your turret's capabilities to kill enemies.
Kills	The number of enemies destroyed on the level.
Deaths	The number of times you died during the course of the level.
Average Speed	The average speed of your vehicle during the level.
Maximum Speed	The maximum speed you achieved during the level.
Distance Travelled	The distance you travelled during the course of the level.

GAME SAVING

The option to save the game is earned when a Power Core is picked up and locked at a store. Exiting the arena allows you to exercise this option and the game is saved at the point when you locked the most recent Power Core. There are six save slots available for you to save the game into. An archive option is available should you require to store more than six save positions. For details about reloading a saved game or archive, refer to the Single Player section earlier in the manual.

IN-GAME OPTIONS

Press the **ESC** key to toggle the options screen on and off. This presents a selection of menus as in the front-end menus. For full details about these options, refer to The Menus sections earlier in the manual.

NETWORK GAMING

Running a Networked Game

Wild Metal Country supports 5 types of network: IPX, LAN TCP/IP, Serial, Modem and Internet TCP/IP. When playing a Modem game, it is recommended that you have access to a fast modem, and in the case of Internet play, a fast connection to the server. Before starting the game, ensure that you have opened your desired connection within Windows®. You must be logged onto the local network server or your dial-up Internet service provider before attempting to play a Multiplayer game.

To play a Wild Metal Country network game, one person needs to be the server, preferably the fastest machine. The other players join this game as clients and are dependent on the server game running. If the server quits the game then all of the client players will also be forced to quit.

To Run A Server

IPX is the recommended network game type and is the most trouble free method if you have access to this type of network.

1. Select **MULTIPLAYER** from the **GAME TYPE** screen.
2. Select **START NEW SERVER** from the **OPTIONS** screen.
3. In the **SETUP SERVER** screen:
 - Choose your arena using the **CHANGE ARENA** option if required.
 - Choose your service provider (e.g. **IPX CONNECTION** or **MODEM CONNECTION**).
 - Set the number of players if you want to impose a limit of less than 8 players. 8 players is the maximum possible.
 - If you want to change the network capacity setting, change it here. This is only recommended if you are having problems with the client updates, in which case you can reduce the capacity to reduce the load on your network which may help any problems the client is having with jerkiness or slow response. If the capacity is already set to **LOW** then it is recommended that you try restricting the number of players in the game.
 - Select **CONTINUE**. The currently selected arena is shown in brackets.

4. In the **GAME OPTIONS** screen.
 - Change the type of game you want if required (see **Network game variations**).
 - Set the timer or frag limit if you want one.
 - If required, select **EXTRA OPTIONS** and change the time of day. You can also set-up the game to allow the normal five tanks or to allow non-standard tanks.
 - Select the **START** option.

Once the game is running you can change the network capacity via the **SERVER/NETWORK OPTIONS** selection in the **OPTIONS** menu (obtained by pressing **ESD**). You can also remove a player from the game by selecting **REMOVE PLAYER FROM GAME** in the **SERVER/NETWORK OPTIONS** and selecting the name of the player to be removed.

To Run A Client

IPX is the recommended type of network game and is the most trouble free method if you have access to this type of network.

1. Select **MULTIPLAYER** from the **GAME TYPE** screen.
2. Select **JOIN A GAME** from the **OPTIONS** screen.
3. In the **CONNECTION** screen: Select the appropriate service provider (e.g. **IPX CONNECTION** or **MODEM CONNECTION**). Select **CONTINUE**.

The game will now search for servers, and give a list of the servers found. If no servers are found you can select **REFRESH** to update the list.

If servers are found, you can join a game by selecting the server name. If you are playing an individual game (as opposed to a team game) there may be restrictions on which colour you can select, as some will already be taken. In this case your power core icon will change to a wireframe image and you will need to change your colour and select the server again. After the name of the server there appears a set of icons to show which type of game the server is running (see **Multiplayer Game Types** for exact details).



This is not a team game – every player fights for themselves.



This is a team game – players with the same colour fight together.



This is a Power Core game.



This game involves gaining a frag count only.



This is a Capture Game.



This is a timed game.



This game allows non-standard tanks.

Multiplayer Game Types

POWER CORE GAME (individual only): Each player owns a Power Core of a different colour. To win a level you need to collect a full set of Power Cores. Neutral Power Cores (those which are not owned by a player) are positioned around the landscape in the usual way. Power Cores owned by a player can only be obtained by killing that player and collecting the Power Core from the wreckage. In addition to this any Power Cores other than a player's own which a destroyed player owned can be picked up from the wreckage in the form of fragments. Three fragments are equivalent to a full Power Core.

FRAG GAME (individual or team): The objective is to achieve more kills than the opposition.

CAPTURE GAME (individual or team): The Capture Game is based around a single Power Core. Possession of the Power Core will bless the player and their team with the ability to score frags (kills) against the opposition. The players and teams without the Power Core cannot score frags. Their objective is to simply (!) retrieve the Power Core from the enemy and then start killing and scoring points. This encourages teamwork as attacking or defending the current Power Core holder is the key to success.

Multplayer Scoring

A frag (kill) count is maintained in all games, although in the Power Core Game, this is secondary to collection of the Power Cores. The number of Power Cores collected is shown in the usual way.

In general, you score a frag every time you kill someone who is not a teammate, but you will also lose a frag whenever you kill someone on your team, including yourself! The exception to this rule is the Capture Game in which you can only gain frags while yourself or a teammate is in possession of the power core. If you are killed by a helicopter or a collision with a neutral object you lose a frag.

Every time you kill something, you will be informed by an icon:



You killed an enemy



An enemy killed you



You killed yourself or a teammate

If you just see the player's name with no icon, then no point was gained for the kill (Capture Games only).

To view the current scores, hold down the Tab key. This will show a comparison of each individual player, and in a team game, how many of your team's points were earned by you.

1.	2.	3.	4.	5.	6.
RED	PLAYER1	5	/ 10	-3:	-3
RED	PLAYER2	5	/ 10	-1:	0
BLUE	PLAYER4	5	/ 7	7:	5
BLUE	PLAYER3	2	/ 7	2:	1

The first four columns show general scoring information for this game:

- 1. Team Colour.
- 2. Player's Name.
- 3. This player's number of frags.
- 4. This team's total number of frags.

Columns 5 and 6 display exact information comparing you to your opponents:

- 5. The number of frags you have gained against each player.
- 6. The number of frags gained by each player against you.

e.g. The diagram shown here is what PLAYER1 would see on their scoreboard:

- PLAYER1 has destroyed himself/herself 3 times, albeit accidentally! As we are viewing the scoreboard from PLAYER1's perspective, columns 5 and 6 will be identical. In this case, both show -3 points.
- PLAYER1 has killed PLAYER2 once (again accidentally, as this is a teammate). PLAYER2 has been a little more careful and managed not to kill PLAYER1.
- PLAYER 1 has killed PLAYER4 7 times! This has earned PLAYER1 7 frags against PLAYER4. In retaliation, PLAYER 4 has managed to kill PLAYER1 5 times.
- PLAYER1 has killed PLAYER3 twice, gaining 2 frags. PLAYER3 has killed PLAYER1 once.

These scores are then totalled as:

Your total number of friendly frags, e.g. $-3 - 1 = -4$

Plus your total number of enemy frags, e.g. $7 + 2 = 9$

Results in the Total Frag Score, e.g. $-4 + 9 = 5$ Frags

Notes

Some options such as changing your resolution and redefining keys which are available from within the game in single player mode are not available from within a multiplayer game. This is because some options are time consuming for your machine and can disrupt the game or cause you to lose your network connection. The options are still available from the front-end screens, before you join the game.

HINTS AND TIPS

- If your vehicle turns over, try using your turret to lever yourself back up. Shooting at the ground will also do the trick but is likely to cause damage.
- Use beacons to mark areas of interest and to orient yourself to avoid getting lost.
- If power cores are in awkward or inaccessible places, shoot them somewhere else – they're pretty tough!
- Choose your ground carefully – if your tank is on uneven ground or tilting upwards it might be difficult to hit targets, especially at close range.
- Ramming can be very effective especially in multiplayer games (try using the boost at the same time for extra damage).
- Remember to use the helicopters if your tank gets stuck.
- To become an expert tank operator, you'll need to become practised in the handling of the turret, while driving. Remember: press both turret keys together to realign turret.
- Different weapons are effective at different ranges and under different situations.
- Experiment with all the weapons – each can be very useful.
- If your keyboard beeps or doesn't respond correctly when using combinations of important keys try redefining some of them. The acceptable key configurations vary from keyboard to keyboard.

CREDITS

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Thanks also to:

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ANY PROBLEMS?

If you have any problems installing Wild Metal Country, try closing down other programs and applications within Windows95 (eg, office programs, virus checker, disk and display utilities). If the problem persists, return the game to your retailer, or to Gremlin Interactive Limited at the address on the packaging. Before you call Gremlin's Helpline you should have the following information available for our operators. Contact your supplier if you do not know this information. The specification and manufacturers of the various hardware installed in your machine, including: • Processor (eg, Intel Pentium) • RAM capacity (eg, 16 Mb RAM) • Sound card (eg, Sound Blaster 16) • Video card (eg, VGA/SVGA) • CDROM (eg, 8xspeed CDROM). You can contact the Gremlin Interactive Limited Helpline between the hours of 9.45am and 5.00pm UK time Monday to Friday, on 0114 279 9020. You can E-mail us on help@gremlin.co.uk. Alternatively, you can check the Tech Help and Helping Hand sections of our website at www.gremlin.com

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