

METAL

An Amiga Computer Game
by
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Activating the Game

To start METAL, either boot the disk, or double-click the METAL icon from Workbench.

Memory Requirements

METAL will run on any of the current Amiga range of computers with at least 512k ram.

The Display

Each robot has their own status display at the top of the screen. These displays tell us the player, their score, levels of energy, shield, flame, bullets, missiles, and number of kills.

In the centre of the screen near the top is the LEVEL. This is only relevant when playing against the computer.

ENERGY: This is required for nearly all actions in METAL. Different weapons use up energy at different rates. When all energy is gone, you blow up. Your opponent then gains a KILL point.

SHIELD: This represents the amount of damage you can sustain before blowing up. Each time your opponent successfully uses a weapon on you, your shield lowers by a certain amount. When SHIELD reaches zero, you blow up and your opponent receives a KILL point.

FLAME: This indicates how much fuel is remaining for your blow torch. The blow torch is one of the weapons you can use to kill your opponent. (See BLOW TORCH under WEAPONS).

BULLETS: These appear below the FLAME indicator. They show you how many bullets you have left. Bullets are used up by your machine gun. (See MACHINE GUN under WEAPONS).

MISSILES: These appear under the BULLETS indicator. They show you how many missiles you have left. Missiles are used up by your missile launcher. (See MISSILE LAUNCHER under WEAPONS).

Control

Moving and Turning

Player one (Left Robot) is controlled by a joystick plugged into JOYSTICK PORT 2. Player two (Right Robot, in two player mode) is controlled by a joystick plugged into JOYSTICK PORT 1. When playing against the computer you may keep your mouse plugged into port 1, although the mouse has no use in this game.

If your robot is facing right, JOYSTICK RIGHT will make it move forward. JOYSTICK LEFT will make it move backward. Use opposite joystick movements if your robot is facing left. To make your robot turn around and face the other way, push the joystick in the direction you want to turn and then press FIRE. E.g. if your robot is facing right and you want to turn left, hold JOYSTICK LEFT and press FIRE. The robot should then face left.

Selecting a Weapon

You have five weapons at your disposal: FIST, MACHINE GUN, BUZZ SAW, BLOW TORCH, and MISSILE LAUNCHER. These protrude from the wrist and can only be used one at a time. The game starts with both robots defaulted to the FIST weapon.

To select a different weapon hold JOYSTICK UP, and then hold down FIRE. The different weapons will appear protruding from the wrist. Allow them to cycle through until the desired one appears then release FIRE. The weapons appear in the order mentioned above. If you select MISSILE LAUNCHER and want FIST again, you must JOYSTICK DOWN and hold down FIRE. They will cycle through in reverse order until FIST appears.

Activating a Weapon

To activate any of the five weapons, push JOYSTICK UP or DOWN and in the DIRECTION you are facing, LEFT or RIGHT at the same time. If you are facing right and push JOYSTICK RIGHT and UP, the robot's arm will thrust out and slightly upwards. UP and DOWN allow you to attack your opponent's face or body.

FIST, BUZZ SAW and BLOW TORCH can be aimed at face or body level. MACHINE GUN and MISSILE LAUNCHER point out horizontally for both UP and DOWN JOYSTICK actions.

Defence

There are two forms of defence against the five forms of attack — BLOCKING and FORCE FIELD.

Blocking is achieved by pushing JOYSTICK UP or DOWN and in the direction opposite to your facing, at the same time. E.g. if you are facing right and wish to block up, push UP and LEFT and the same time. The robot's other arm should appear shielding the face.

Block UP shields against upward weapon attacks. Block DOWN shields against downward weapon attacks.

Blocking is effective against FIST, BUZZ SAW and BLOW TORCH attacks, but not against MACHINE GUN bullets or MISSILE LAUNCHER missiles.

FORCE FIELD is activated by pushing FIRE with no other JOYSTICK movement. A blue electric field will appear, enveloping your robot's body.

FORCE FIELD is effective against all weapons, but uses up ENERGY quickly. Therefore it should be reserved for defence against MACHINE GUN and MISSILE LAUNCHER attacks.

Both forms of defence prevents attack from damaging your shield and therefore denies your opponent any points.

Weapons

FIST — allows you to punch your opponent in the face or body.

MACHINE GUN — allows you to shoot your opponent.

BUZZ SAW — allows you to cut into your opponent's face or body.

BLOW TORCH — allows you to melt your opponent's face or body.

MISSILE LAUNCHER — allows you to launch missiles against your opponent.

Weapon Range

The range of these weapons vary from the shortest — FIST, to the longest — MISSILE LAUNCHER. The range is the distance over which the weapon is effective.

Weapon Damage Level

The weapons are ordered from least powerful — FIST, to most powerful — MISSILE LAUNCHER. Their effect is reflected in the reduction of the opponent's shield indicator.

Weapon Points

Points gained from use of each weapon range from FIST — gaining most points, to MISSILE LAUNCHER — gaining least. This is based on difficulty level of use. You can play the game based on who is destroyed first, or who gains the highest points.

One Player Mode (Mission)

When playing against the computer, the rules are the same except for the addition of the LEVEL. Each time you beat the computer (by destroying it's three robots, indicated by your KILLS display), you gain a LEVEL. As the levels increase the computer becomes more difficult to beat.

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