FINAL FRONTIER®

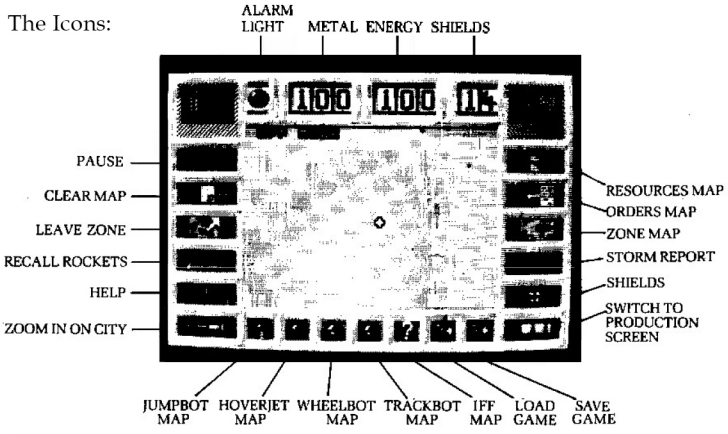
Loading instructions: IBM PC EGA AND CGA
To load the game insert the disc and type: FRONTIER

If you have an EGA card type: FRONTIER EGA

Keys: The game is entirely controlled by using a cursor to select various icons. The cursor keys move the cursor. Any other key selects.

ESC ends the game and takes you to the high score table. ESC while in the high score table exits the game. Any other key starts a new game.

The Icons:





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Terrains

The different terrain types affect movement speed and defence.

Clear	-1 on defence
Broken	+ 1 on defence
Hills	+3 on defence
Ruined City	+ 2 on defence
Craters	+5 on defence
Lava	+0 on defence

Shields and Shield Repairs

Your City has permanent "hard"/shield value of 20 in addition to any temporary energy shielding you put in through the shield icon. Enemy hits are taken off the hard shield first. The hard shield is repaired automatically between zones at a cost of 2 metal and energy per point.

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Robot Data

Robot Bodies

	Defence Value	Energy Cost	Metal Cost
Jumpbots	3	2	1
Hoverbots	5	1	3
Wheelbots	7	3	5
Trackbots	12	3	10
Helibots	3	10	3
Jetbots	6	20	2

Extra robot production units cost 10 energy and 60 metal

Weapon systems

	Attack	Range	Double Vs.
Crusher	10	1	Jumpbots
Spitter	2	6	Helibots
Seeker	3	10	Jetbots
Piercer	5	5	Trackbots
Popper	3	4	Wheelbots
Blower	2	3	Hoverbots
The City	1	2	
Nukers	Kill All	2 unit radius	

Note that nukers cost an extra 30 energy.

Programming

Warriors have +1 to Attack
Guardians have +1 to Defence
Workers can pick up resources and salvage dead robots
Scouts have much improved eyesight

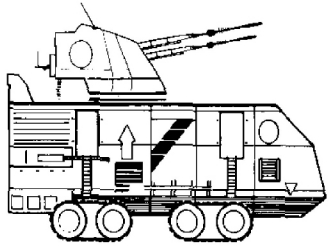
Acknowledgements

This program was produced in the United Kingdom by Mirrorsoft Ltd, part of the Maxwell Communication Corporation.

Programmed by Bubble Bus and David Bolton

Designed by Mike Simpson

Graphics by TDC.



Memo
From : Planetary review panel
To : Design council
Scope : Reallocation of planet THX1138200120101984, AKA "Earth"
Subject : The demolition of planet surface and reallocation to the design pool.
Recommendation : Don't do it.

Mankind had a fatal flaw. It was a short lived species. Despite thousands of generations of civilization and accumulated learning, there was never a single human who could truly understand the relatively simple concept of "100 years from now". Their subconscious reasoning went something along the lines of "in 100 years I shall not exist, therefore, 100 years from now does not exist". And for him, he was right.

Eventually he was right for all mankind. It was inevitable. There was never any really long term planning, and so the disaster was not foreseen. And when it loomed so close the scientists could prove it was coming, the politicians, believing that the disaster was not due until after the next election, ignored them. In the end they made predicting disasters a crime - doom-mongering.

The biosphere crashed. It was like a gigantic computer program, with billions of inputs and outputs and events interacting to keep the life supporting environment stable. When mankind started inputting events into the biosphere it was not programmed to handle, they created bugs. Hurricanes, floods, droughts - that kind of thing. But whoever designed the biosphere was a wizard of fault tolerant programming, and the main program always recovered. Until mankind finally came up with an input the creator hadn't allowed for.

It was a virus. One of those ones they used to implant new genes into

bacteria to make them produce some useful industrial product. In the en&it was rotated sugar that did it. Mankind had developed a terrible sweet tooth, but was very health conscious and demand increased for products containing a left hand rotated isomer of sugar, which although chemically identical to sugar was biologically inert and therefore non-fattening.

Well, the virus escaped and infected the whole bottom half of the food chain, leaving mankind and the animals with a world full of food which was of no nutritional value to them. Rather sad really. Anyway, they had a war about it, but it did no good. The world was already dying, and the war just sped it on its way a little, and made sure the plants went too. There were some wonderful sunsets for a while, but no-one was there to see them. Except the androids.

The androids are the leftovers from the war. Little mil-ind-camp complexes with fairly simple programming. They collect resources, built robots, send them out to fight, and so on. We thought they would eventually run out of energy and grind to a halt, but a funny thing has happened.

The earth seems to be developing a replacement for the biosphere based on radiation energy rather than solar energy. The huge quantities of radioactive material generated in the war, together with the stripping off of the ozone layer and the supersonic wind vortices which started after the crash, have combined to form radiation storms.

A vortex concentrates enough nuclear material together for fission to occur. The heat generated powers the vortex up further until a vacuum forms at the centre, and the whole thing begins to work like a giant particle accelerator, with fusion reactions occurring at the top. Stable but dangerous. They actually produce more nuclear material than they consume.

The androids have discovered that the storms leave a trail of nuclear

material and have started collecting it for use as an energy source. And they have started to evolve. Every so often a complex acquires a new piece of programming when salvaging a defeated enemy complex and uses it to produce a new model. This seems to work in exactly the same way as sexual reproduction and mixing of genes did in the old biosphere, with about the same chances of mutation. And not so farcical either.

We predict that out of these complexes a truly intelligent android form will soon evolve which will dominate the others. This new form of life will not suffer from the short lifetime of mankind. It is self-perpetuating and, natural selection permitting, immortal. Overall I must conclude that this new form is an improvement over the old biological systems, and will go far. It's unique energy ecology may even allow it to outlast it's sun, a problem even we have not solved.

Some have suggested that the original creator of the earth's biosphere intended all this, and is a better planetary programmer than we thought. I disagree. I think the guy was just a part-timer and had intended to come back and sort things out before the crash. He must have lost interest.

So I recommend that this planet should not be demolished and reallocated to the design pool. The androids should be allowed to develop and exploit this new frontier in planetary ecology. I hope you will decide in favor of the androids.

Memo
From : Design council
To : Planetary review panel
Subject : **FINAL FRONTIER**

We accept your recommendation with **1** condition. A clearly dominant android form must emerge before the next review, or this planet will be reassigned to the design pool.

You control a mobile android mil-ind-camp complex, commonly called a robot city. Your aim is to conquer all other robot cities on the continent and develop your manufacturing and design capabilities to make yours the supreme model, the design from which all future generations will be born.

The continent is divided up into a large number of zones. Each zone contains an enemy city. Your city is mobile and can move between zones, and around the map within a zone. You have a central store of metal and energy which you use to built robots. These you send out from the city to collect more energy and metal, fight enemy robots, and locate and destroy the enemy city in each zone.

Your production line can produce only a limited range of robot models and it takes time, energy and metal to produce them. You can obtain the plans to produce better and more devastating models by defeating mutant cities in particular zones which are marked on your world map. The combat and production capabilities of the enemy cities varies from zone to zone, and you must find a route to each mutant city which does not take you through a zone containing a city more powerful than you can handle, since you need to destroy the enemy city to be able to pass through a zone.

There are a number of things which will make life difficult for you. The rugged terrain of the devastated earth will restrict the movement of some robot models. For example, hover powered models cannot cross hills or broken ground, and tracked models cannot cross lava flows. Radiation storms will destroy any robots which get caught up in them, and electromagnetic storms may destroy any flying models in a zone.

The game has three screens from which you will control the action. The Icon screen has icons with various functions around the edges, and a radar map of the zone you are in at the center. The radar map can be

made to display a wide variety of different information by selecting various icons. The icon screen has icons to access the other two screens.

The main map is where the action takes place. This is a scrolling map of the zone, showing your city, your robots, the enemy and the various types of terrain and other hazards you will encounter. Action here is controlled via a cursor which you can move around the map.

The production screen is the factory floor from which you design and build your robots, and keep track of your metal and energy resources.

3. QUICK START GUIDE

For those of you who want to get started right away, here is a bare minimum that you need to know. The main screen with all the icons has a radar map of the current zone in center. This starts off showing a "friend or foe" map of the whole starting zone. To select an icon, move the cursor over it and press select [see the keycard). One of the icons on the left is the help icon. This will label all the icons with their functions. Selecting one of the robot body icons across the bottom of the screen changes the radar map to show (shaded) the terrain that that kind of robot cannot enter. To manufacture robots select the bottom right hand icon. This will take you to the factory floor screen. Move across to the production machine. Selecting the body and turret icons changes the model to be produced. Selecting the start button starts production. Press select when off the icons to exit back to the main screen. To move your city and robots you must zoom into the battle map by moving the cursor over the map and pressing select. To move a robot, place the cursor over it and press select. The cursor will change to the move cursor. Move it to where you want the robot to go and press select again; The robot will find the quickest route to the target location. Robots will automatically fire on enemy "nits when in range. Dead robots can be salvaged by worker robots and taken back to the city. Various reports are provided on the main screen.

Well, that should keep you busy for a while. When confused, read the manual.

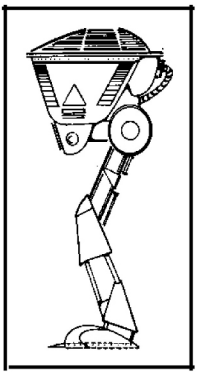
4. DETAILED OPERATION MANUAL

4.1 ROBOT TYPES

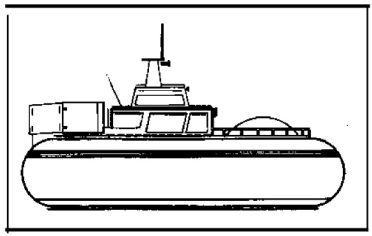
At the start of the game you have a robot city, but no robots. You must build robots to defeat the numerous enemy cities and become the supreme model.

There are a number of different possible types of robot your city can produce. Robots have three characteristics: Body type, weapon system, and function program.

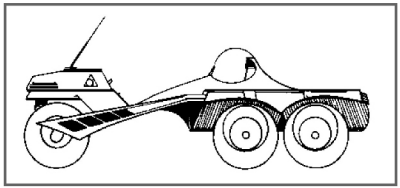
The body type determines the defensive strength of the unit, and it's speed over various terrains. The possible types are:



Jumpbot
A walking robot, good in rough terrain

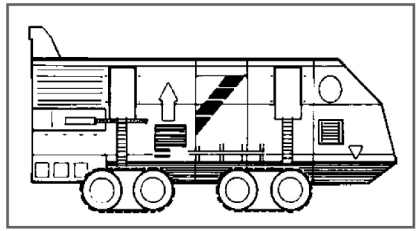


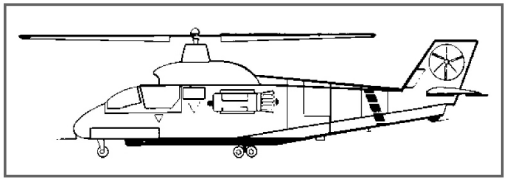
Hoverbot
A ground effect vehicle



Wheelbot
An armored car

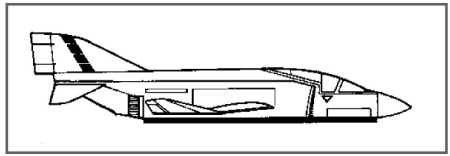
Trackbot
A classic tank chassis



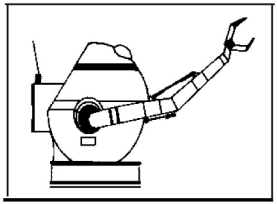


Helibot
A composite armored helicopter

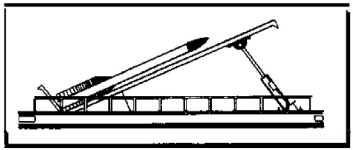
Jetbot
A jet aircraft



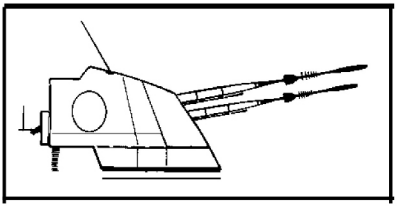
The weapon system is basically a turret fitted to any of the bodies. It determines the offensive power of the robot. Each weapon system is effective to some extent against all robots, but each is particularly effective against one body type. Possible weapon systems are:



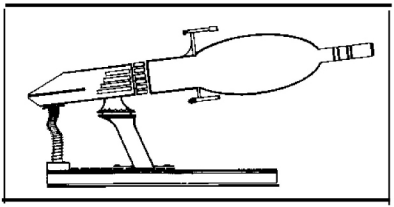
Crusher
A giant tin-opener



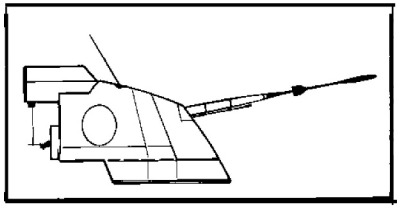
Seeker
A long range guided missile,
– ideal against jets



Splitter
Dual barreled rapid fire cannon, – helibots are easy

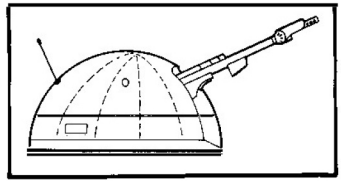


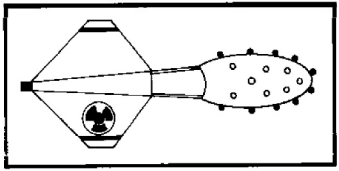
Blower
A high explosive shell, – knocks over hoverbots



Popper
A high velocity shrapnel gun
– pop goes the wheelbot

Piercer
A depleted uranium cannon
– even pierces Trackbots





Nuker
A suicide robot with a nuclear bomb. Detonates when you select "override"

The control program can be one of four. It affects the way the robot behaves, and can affect it's combat efficiency.

Worker	–	A resource collector
scout		Moves faster, and sees further
Warrior	–	A targeting program increases it's offensive power
Guardian	–	Intelligent use of dodging and cover, increases defense

You will not, at the start of the game be able to build all models. Only a few body and weapon systems will be available to you. The rest you will have to learn by defeating and salvaging dead mutant cities, the locations of which are marked on the zone map.

4.2. THE ICON SCREEN

In your package you will find a keycard. This shows the position of all the icons on the icon screen. Many of the icons are there to change. the information shown in the radar map. The rest deal with loading and saving games, putting up shields, jumping to new zones, and changing to the production or main map screens.

The icons are:

Pause: This halts the game until you are ready to continue. The word "pause" will appear on screen to let you know you are paused. Any icon will end pause mode.

Clear: This clears all information off the radar map. It is useful when you have selected several different radar modes, and the overlaid displays are getting cluttered. The radar display does clear overlaid information periodically if you have time to wait.

Zone transfer: This is used to jump to a new zone, normally after you have destroyed the enemy city in the zone you are in. It displays, in place of the radar map, a map of all the zones in the world. Putting the cursor over a zone displays the "level" of the zone. To move to a new zone place the cursor over the zone and press-fire. You will normally be allowed to travel to any adjacent zone, but only if you have "cleared" (destroyed all enemy cities and robots) in your current zone. If you have not, the message "Zone not Cleared" will be displayed, and you will only be able to move to the zone you came from. You must clear the first zone to be able to move at all. To exit from this display, put the cursor over the current (flashing) zone and press fire.

Recall: This recalls all your robots to your city, where they are scrapped and returned to the metal and energy pool. Select this when you are about to leave the zone. Some robots may not be able to find a route back, so keep an eye on them and help manually if necessary. If you

change your mind about recall, you must give each robot new movement orders via the main map. They may be difficult to persuade!

Help: This labels all the icons with their functions, overwriting the radar map.

Zoom: This zooms into the main map, centered on your city, wherever it is. Use it as an alternative to the normal method of pressing fire with the cursor over the radar map.

Save: This saves the current game position onto disk, ready to be loaded on another occasion. You are asked to type in a name for the game to be saved. Press enter after typing the name. To get out of this option if you change your mind, press enter without typing in a file name.

Load: This presents you with a list of saved game positions, and prompts you to type in the name of the one you want to load. Press enter after typing the name. The loaded game is resumed where you left off. To get out of this option if you change your mind, press enter without typing in as file name.

Production: This transfers control to the production screen, where you can order the production line to built various models of robot.

Shields: Your city is protected from enemy fire by shields. Selecting the shield icon puts more energy into the shields. The current energy level of the shields is shown at the top of the icon screen.

Zone map: This works in the same way as the Leave Zone icon, except it does not allow you to actually leave the zone. Use it to look around the other zones, planning a route which takes you to the special zones without going through any really tough zones.

The rest of the icons display different information on the Radar Map.

They are:

Terrain maps: There is one of these for each of the ground based robot bodies Jumpbots, Hoverbots, Wheelbots and Trackbots. Selecting one of these will show where your robots can and cannot go.

4.3 THE MAIN MAP

The main map shows a close-up view from above of a portion of the zone. Moving the cursor near the edge of the map will cause it to scroll, allowing you to look around the whole zone. All of your robots will be visible, but only enemy robots which are in line of sight of your units will be displayed.

Terrain types
There are a number of different terrain types:

Open - Flat land, open and dangerous.
Broken - Rocky land with cracks and chasms - affords some cover.
Mountains - High and steep - plenty of cover.
Craters - Difficult to cross, good cover.
Lava fields - The lava is molten. Only hoverbots and aircraft can cross.
The various models of robot you can produce will move at different speeds (or not at all) in the different terrains.

storms
The Radiation storms wander around the map destroying any robots they manage to cover. They also leave behind energy for the player to collect. The storm icon on the icon screen shows their positions in the zone. The player can create a storm by detonating a nukebot. [Note that there are no storms in the C64 version).

The Cursor Display
All action is controlled via the cursor. The cursor is a small transparent box which you can move around the screen using the cursor control

keys, and place over robots and icons. The cursor is used both to issue orders to your robots, and to gain information. Note that when the cursor is placed over a robot it "locks on" and follows the robot. The information is displayed in the form of up to 3 lines of "Head up Display" text, which appears alongside the cursor or at the top of the screen at various times.

Main Map Head up Display (HUD] Text
On the main map screen, cursor text appears whenever the cursor is placed over a robot. Three different sets of information are flashed up in rotation, with a pause of about 1 second between each.

The format is:

First Display

Robot Allegiance	- friend/enemy/rouge
Mode	- mobile/hold/override/recall
Energy & Metal	- total scrap value eg 10E 20M shows that the robot can be salvaged for 10 energy and 20 metal.

Second Display

Robot Program Type	- Worker/Warrior/Scout/Guardian
Weapon system	- Crusher/Spitter/Blower/Piercer/Seeker/ Nuker
Body type	- Jumpbot/Hoverbot/Wheelbot/Trackbot/ Helbot/Jetbot

Third Display

ATK	- The attack strength of the robot
DEF	- The defense strength of the robot
RANGE	- The range of the robot's weapon

Two further pieces of information are displayed as HUD text if the robot is one of yours. The LOC marker will appear on the map at the place where the robot has been ordered to move. The TARG marker appears over the robots current combat target.

Another possible HUD text reading on a robot is DEAD. When a robot is killed, it remains on the map until it is picked up either by a worker robot or the city itself. The full amount of metal and energy that was used to built it is then collected.

so, by placing the cursor over a robot, you can find out what it is, who it belongs to, where it is going, who it is shooting at, what weapon it has, how hard it is to kill, and how much scrap energy and metal you will recover if it is killed and picked up.

Robot Modes
The robots can be in any one of 5 programming modes:

Mobile: This is the normal mode when they are moving around. They use their limited intelligence to take cover when shot at, and to divert from the course you set to pick up resources. They are, however, blissfully unaware of the presence of storms, so you must keep an eye on them when they are near storms.

Hold: When you put a robot into hold mode it will stop moving and stop requesting orders. It is generally used to place defensive robots.

Recall: Used to recall robots back to the city, where they will present themselves for scrapping.

Override: Used to manually override the robots internal programming. Stops robots diverting to pick up resources or take cover, and is used to detonate Nukers.

Issuing Orders

Robots are given orders by placing the cursor over the robot and pressing fire between one and four times. Each time you press fire, the cursor changes - to MOVE then HOLD then OVERRIDE then RCL (recall). These are the four different orders you can give. The order is given by moving the cursor off the robot.

Moving Robots

To move a robot place the cursor over the robot and press fire once. The cursor changes to the move cursor. Move the cursor to the desired target locating and press fire gain. The robot will work out the quickest route across the intervening terrain, and start on it's way to the target. If it cannot find a route, it will spin it's turret, indicating that it still requires orders. It may still be possible to get to the location. Try moving to a closer point first.

Putting a Robot on hold

If you want a robot to stop and defend a particular location, put it into hold mode. Place the cursor over the robot and press fire twice. The Cursor changes to the hold cursor. Now just move the cursor off the robot. The robot is now held.

Overriding a robot

Putting the cursor over a robot and pressing fire three times, changes the cursor to the override cursor. Moving this cursor off the robot has two effects. Firstly, it will stop all tactical movement (eg diverting to pick up resources) and proceed directly to its TARG location. Secondly, the cursor will change to the TARG manual targeting cursor, allowing you to select the robot's combat target manually. Selecting override for a Nuker robot will cause it to detonate, destroying everything adjacent.

Recalling a robot

Putting the cursor over a robot and pressing fire 4 times changes the cursor to the RECALL CURSOR. Moving this off the robot puts it into recall mode. It will return to the city and scrap itself. A fifth press of the button returns you to the box cursor ready to select another robot.

COMBAT

Combat occurs automatically whenever your units come in range of enemy units. You may not see much happening visually, but will be notified via a LOSS or WIN event every time a robot is killed in combat. Your city operates in combat exactly like a robot, and will automatically shoot at any enemies in range. When hit, a CITY HIT event occurs, and the city shields go down by one. If the city is hit while the shields are at 0 strength, the city is destroyed, and you will find yourself out at the high score table.

A number of things affect combat. Terrain can give a defensive bonus to a robot-the rougher the terrain the higher the bonus, so keeping to the highlands has it's advantages. Each different robot weapon system has a different hitting power, and each is specially tuned to destroying one type of robot body. So if possible you whould produce robots specially to kill what the enemy is currently producing. The warrior combat bonus also affects the result. The different combat values are given in the table on the quick reference card.

RESOURCES

Resources consist of energy and metal. Your current stocks are shown at the top of the icon screen (energy on the left], and on the left hand end machine on the production line. There are some metal and energy resources lying around the map. A trail of energy is sometimes left behind storms, and storms uncover metal when they pass over cities. The main source of resources is enemy robots. When a robot is killed, it

remains on the map until it is picked up either by a worker robot or the city itself. The full amount of metal and energy that was used to build it is then collected.

Only worker models and the city itself can Dick up resources. Workers automatically go into recall mode after dicking something up and return to the city. If the city passes over a worker, it takes off it any resources it is carrying. If the worker moves under the city, both the worker and it's load are absorbed into the city. It is best to take the workers out of recall mode by giving them a move or hold order, and move the city over the worker to effect the pickup. Whenever anything picks up resources, a pickup event is generated.

EVENTS

There are a number of reports which are presented to you as "events". An event at a particular location is displayed on both the main and radar maps. A marker shows the location of the event, and HUD text describing it appears at the top or bottom of the screen. After a while the text is cleared. Note that if you access the Zone map (eg. to move to a new zone) and an event occurs it cannot be displayed, and an "incoming event" warning message is given. Some events are for mundane occurrences such as combat results, resources being picked up, while others are for special events which only happen in certain zones. Some events do not occur on some versions of the game.

Possible events are:

Recall incomplete	- Occurs when trying to leave the zone when trying to leave the zone when not all your robots have returned to the city.
zone not cleared	- Occurs when twine to leave zone without destroying salvaging all the cities in the zone.
incoming report	- Occurs when trying to leave zone while another event is occurring.
impassable zone	- Occurs when using leave zone if you select an impassable zone as your destination.

zone out of range	– Occurs when using leave zone if you select a zone which is too far away from your current zone.
loss	– Shows the location where one of your robots has just been destroyed.
win	– Shows the location where you have just destroyed an enemy robot.
new robot	– Occurs whenever your production line finishes building a robot. You can **now** give it orders.
orders	Occurs when a robot reaches the place you have ordered it to move to and now requires new orders.
enemy unit	Marks the position of a newly sighted enemy robot.
storm	– Marks the position of a new storm.
enemy pickup	Marks the position where an enemy robot has just picked up some resources.
pickup	– Marks the position where one of your robots has just picked up resources.
traitor	– Marks the position where one of your robots has just defected to the enemy.
recruit	– Marks the position where one of the enemy's robots has just defected to your side.
mine strike	– Marks the position where a robot has iust hit a mine and been destroyed.
blockage	- Occurs when your city has just produced a robot and, because other robots are blocking the area around your city, it cannot be launched.
electrostatic	– Warns of electrostatic storms. These are not the same as the nuclear storms you see on the map. They cover the whole zone, and prevent the use of Helibots and Jetbots.

regeneration	– Marks the position where a robot has just completed repairing itself, and has reactivated as a rogue.
city hit	– Warns that the city indicated has just been hit by fire from a robot, or is taking damage from a nuclear storm.
nuclear hit	– Warns that the city indicated has just been caught in the explosion of a detonating Nuker.

SPECIAL ZONE FEATURES

Each zone may have one or more of a variety of special features. Each of these is detailed below.

Rogue Robots: Communications between cities and robots are difficult in some zones, and some robots will "go rogue". They cease to be under the control of either side and just wander around the zone causing mayhem until someone destroys them.

Regenerations: In some zones the robots' self repair systems work at increased efficiency due to high ambient energy levels. Robots which have previously been victims of combat may spontaneously regenerate. Unfortunately, such robots invariably lose track of which city is their master, and become rogues. You will receive a "regeneration" event report when this occurs.

Second cities: In some zones there may be more than one city. One of them will usually be dormant, but both will defend themselves. If you find you keep getting a "Zone not cleared" event when you try to leave the zone, the second city is often the cause.

Electrostatic storms: In some zones raging electrostatic storms make flying impossible, and interfere with your radar and visual sighting ranges.

Rebellious robots: Electronic warfare plays a major part in the battle, Because the robots are linked to the mother city, constant attempts are made to interfere with that link. The electronic battle results in stalemate most of the time, but occasionally control of a robot will be wrested away from you, and similarly you may occasionally recruit enemy robots. When this happens a "TRAITOR" or "RECRUIT" event will occur.

Minefields: While the robot cities themselves do not lay minefields, they do occur as relics of previous (human) wars. Unfortunately, the first thing you will know about it is when you get a "MINE STRIKE" event and one of your robots is destroyed. A zone is likely to be either clear of mines or littered with them, but they are only found in open country.

4.4. THE PRODUCTION SCREEN

Selecting the production icon takes you to the production screen. On this screen you can see the machines which make up the production line. There is a cursor which you can move around to select the icons on the top of the machines. There are three types of machine.

The first is always on the left hand end of the line and is the recycling unit. It is the machine that processes metal and energy resources as they arrive in the city, and stores the extracted metal and energy in the storage tanks which run along the top and bottom of the screen. There are no selectable icons on the recycling unit, but a count of the total metal and energy resources is displayed.

The center unit(s) is the robot production unit. This is the machine that produces robots. On the top of it you will see 3 icons, a row of lights, and a start button. The 3 icons define the model you are producing: the first is the weapon system, the second the body type and the third the function program. Selecting these icons cycles them between the various possibilities. (See the section on robot types for details of what

the possible models are). To start production, press the start button. The row of lights light up to show how near the robot is to completion. When they are all lit up the robot is complete, and is launched automatically from the city.

The final machine on the line is the production unit. This unit produces more production units, extending the production line and allowing you to produce more than one robot at a time. Select the start button to activate it. It does cost a considerable amount of metal and energy to produce these machines. [This feature is not available on the C64 version).

5. STRATEGY & TACTICS

In this section you will find a number of hints and tips to help you play the game.

WHEN YOU ARRIVE IN A NEW ZONE

Before you start building robots, look at the terrain restrictions for each body type you could build by selecting them on the radar map. You need to be able to move quickly at the start, so choose a model which is fairly free to move around. Send out scouts [which move faster) to locate the enemy. Run away when you find them, and move up your city, producing warriors and closing in on the enemy.

While your scouts look for the enemy robots and city, your workers and warriors can clean up any rogues you find, gaining useful resources.

Make sure you are over suitable terrain when your robots roll off the line. It's no use dumping your Hoverbots in craters! They will be stuck there.

COMBAT

Always try to outnumber and outgun your enemy. Losing robots does not matter. so long as it is you and not the enemy that salvages them. Try also to outrange your e&my. There is then a good chance you will destroy them before they fire a shot.

RECOVERING RESOURCES

It is useful to have a fast worker model to salvage casualties. For example (eventually) you will be able to build a worker Jetbot. Beating the enemy to the pickup is vital. Your city can pick up resources directly by moving over them. Use this feature wherever possible.

When you destroy the enemy city, you must move your city over it. This will pick up any resources [dead enemy robots) hidden under the city, and marks the zone as cleared.

PROTECT YOUR CITY

Your city must be protected at all times. If there is a danger of being shot at, put some energy into your shields. Make sure you never run out of energy completely.

DESTROYING THE ENEMY CITY

You can destroy the enemy city by surrounding it with robots, and blasting your way through it's shields. This can take a long time if the city has a large energy reserve. The quick and easy method is to produce a Nuker (preferably a guardian Nuker). Move it to a position adjacent to the city and detonate it (by selecting override). This will destroy the city (and your robot!], and create a storm.

Note that they will try to do this to you too!

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