

Planet X16 Reference Guide

Thank you for taking the time to read the manual as it seems in today's world, nobody bothers to do that, preferring to complain that a game is too hard. Planet X16 has been created from scratch for the Commander X16. It borrows a lot of elements and graphics from Planet X3, but there is absolutely no code in common between them. If you are familiar with Planet X3, you may need to relearn some things as the gameplay is not 100% the same either.

General Control of the Game

- Left Click - Select Unit or Building
- SHIFT+Left Click - Select Multiple Units
- Double Left Click - Select all similar units in view
- Right Click on Map - Tell unit(s) to go there.
- Right Click on Enemy- Tell unit(s) to attack unit or building
- Escape - Abort whatever unit/building is doing
- A - Attack unit, building, or terrain
- Left Click Mini-map - Change view area to that part of map
- Right Click Mini-Map- Send selected unit(s) to that area
- Mouse at Screen Edge- Scroll Viewing Area
- Cursor Keys - Scroll Viewing Area

Additionally, when placing a structure, you can press ESC or right-click to abort building the structure

First Priorities

- You have between 9 and 10 minutes before the enemy will attack. Use that time to start harvesting resources and building up defenses.

Minerals

- You will need to build a smelter (Hotkey T) near where you see rocks and crystals. Use the builder to pick up minerals and drop them along sides of the smelter building. The smelter will automatically pick them up and process them as it needs.

Start with the crystals first, as they are the highest value resources. When those run out, you can process the rocks, starting from the largest to the smallest.

Solar Power

- You will first need to build a power station (hotkey A) somewhere on the map. Once it is finished, you can build up to 8 solar panels around the power station. If you need more than 8 panels (which you probably will) then build an additional power station.

Gas Refinery

- Build the refinery (hotkey G) on top of volcanos. The more volcanoes you tap, the more gas you'll have available.

Setup Defenses

- You can move rocks or build walls to fortify the areas most vulnerable to attack. Then build sentry tanks at the factory and move them a few spaces behind your wall, as they have a very long firing range. Be sure to set them to sentry mode (hotkey S). If they aren't spinning, then they aren't going to defend!

Build a Radar Station

- This game does not employ a fog of war, and you can always see anything in the main view area. However, if you want to be able to see both player and enemy mobile units live on the mini-map, a radar station must be present. Player units show up in white, while Protoid units are yellow.

Balance of Units

- Obviously not all units are equal. Some are slow, some are fast. Some are cheap, and some are expensive. A small group of heavy tanks, for example, could decimate your opponent's base. However, they are expensive, take a long time to build, and they are slow to move. On the flip side of that, ATVs are cheap and fast, but not very powerful.
- In time, you will learn which units are best suited for different strategies.

Missile Silo

- Missiles can devastate your opponents base easily. But be warned, they are expensive and slow to build. You must also build a new missile for each launch.
- The coordinate system used is based on how many spaces relative to the silo the target is. So, if you have more than one missile silo, the coordinates will not be the same for each one. Also the coordinates are shown in hexa- decimal.

The Protoids

- It is good to know your enemy. The Protoids will typically not attack your base until their army has reached a certain size. However, they will always rush to defend the base if you attack them.

- They aren't too bright when it comes to navigating the map to attack your base. However, their tanks will blast through terrain objects that are in the way, or even build bridges over water, thus allowing the rest of the units a path to your base.
- Protoids do rebuild their base if pieces of it are destroyed. So don't wait too long after a partially successful attack, or you may have to start all over again.

Difficulty Levels

- There are three difficulty levels: easy, normal, and hard. There are numerous things that change with each level. Some things are small, such as the ratio of tanks vs soldiers that are built. Also the number of sentry pods that the Protoids build varies. It is as little as 4 pods per base in easy mode, to 12 pods in hard mode.
- In easy mode, the protoids will not even build a factory, hence no tanks will be made. And with no tanks, the Protoids will not cross water or create paths through forest or rocks.
- In hard mode, the Protoids will build two bases at the start of the game.

Appendix

Global Keyboard Shortcuts

- Cursor Keys - Scroll view window
- SHIFT-C - Toggle high text contrast mode
- SHIFT-Q - Pause/Exit
- RUN/STOP - Pause/Exit
- SHIFT-M - Toggle music on/off
- SHIFT-R - Toggle screen scroll speed
- SHIFT-L - Load a saved game
- SHIFT-S - Save your game
- SPACE - Go to map location where message was generated
- TAB - Jump to next unit on map

Builder

- ESC - Abort
- P - Pick up object
- D - Drop off object
- Z - Bulldoze area
- H - Build a headquarters building.
- G - Build a gas refinery
- A - Build a power station
- S - Build a solar panel

- T - Build a smelter
- F - Build a factory
- R - Build a radar
- M - Build a missile silo
- W - Build a wall
- B - Build a bridge (horizontal)
- V - Build a bridge (vertical)

Headquarters

- ESC - Abort
- R - Repair
- B - Build a builder
- S - Build a soldier

Factory

- ESC - Abort
- R - Repair
- A - Build an ATV
- T - Build a tank
- H - Build a heavy tank
- S - Build a sentry tank

Missile Silo

- ESC - Abort
- R - Repair
- B - Build a missile
- L - Launch a missile
- W - Move target north
- A - Move target west
- S - Move target south
- D - Move target east

Sentry Tank

- D - Convert to drive mode
- S - Convert to sentry mode

Resources require to build

Structures	Mineral	Energy	Gas
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Headquarters	95	75	90

Gas Refinery	20	15	00
Smelter	42	25	22
Power Station	35	29	12
Solar Panel	40	17	20
Factory	75	42	50
Radar Station	45	25	17
Missile Silo	95	70	80
Wall	05	05	00

Units	Mineral	Energy	Gas
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Builder	31	16	10
Soldier	12	16	10
Missile	99	99	99
ATV	25	31	10
Tank	75	60	20
Heavy Tank	95	75	90
Sentry Tank	75	50	20

Max Health / Weapon Power

Buidlings	Health	Power
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Headquarters	238	
Gas Refinery	125	
Smelter	125	
Power Station	125	
Solar Panel	75	
Factory	175	
Radar Station	90	
Missile Silo	238	255
Protoid Pyramid	238	
Protoid Cloning	238	
Protoid Academy	238	
Protoid Resrch	238	
Protoid Factory	238	
Protoid Sentry	100	5

Units	Health	Power
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Builder	15	
Soldier	25	2
ATV	30	5
Tank	75	12
Heavy Tank	125	25
Sentry Tank	75	20
Giant Bug	60	
Protoid Scout	25	1
Protoid Soldier	35	3
Protoid Tank	100	17

Credits

David Murray - Game Design - 6502 Coding - Text User Manual

Barry Yost - Zsound sound engine

Pioter Radecki - Additional Artwork

Renaud Sheidt - Original Planet X3 Artwork

Nicco1690 - Music Composition

Toboter - Beta Testing

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