

GUNMETAL

PROLOGUE

It was to be the most profound scientific milestone in the history of mankind; the ability to stabilize wormholes in space brought about the long awaited age of faster-than-light travel. The handful of Earth-type planets, which had been encountered through decades of deep space exploration, would now be linked to Earth and colonized in only a matter of years. After much deliberation, it was announced that the planet Helios was to host the maiden jump-gate destination. Construction would begin at once.

International tensions increased as the promise of a new world beckoned. A cold war exploded into full-scale conflict as the factions that were to remain on Earth reacted with force. The war was quick and brutal and eventually our ancestors had no option other than to begin their exodus to Helios. As the jump-gate was threatened, a heroic last stand held off the attackers and resulted in the gate's destruction.

...

The new civilization on Helios flourished. A global senate eradicated territorial disputes while law and order was enforced through a body known as the Internal Security Corps. The ancient jump-gate was to hang high above our world for all time, a memorial to the past.

...

They attacked without warning! The gate burst into life and from it spilled a seemingly endless armada of ships.

Mercifully, the enormous strain on the archaic technology soon became too great and, with its destruction, the flow of enemy craft was stemmed.

For years the battles raged as we fought a continual retreat...

...

Now, with the war all but lost, the senate has at long last approved a project codenamed Gun Metal. Almost all remaining resources have been focused on the construction of a weapon that will finally turn the tide of war: a powerful and highly versatile battle unit – the Havoc Suit. Standing 10 meters tall, equipped with an arsenal of devastating weaponry and capable of transforming into a highly maneuverable jet fighter, only this formidable battle machine has the potential to halt the invading foe.

The Havoc Suit is to be piloted by the most gifted and resourceful of all our officers, sadly there are few who believe you might succeed where so many others have failed...

GETTING STARTED

SYSTEM REQUIREMENTS

MINIMUM (low graphical detail)

- 900MHz Intel, AMD or compatible processor
- 256MB RAM
- nVidia GeForce video card

RECOMMENDED (medium graphical detail)

- 1.4GHz Intel, AMD or compatible processor
- 256MB RAM
- nVidia GeForce 3 video card

GENERAL REQUIREMENTS

- DirectSound compatible sound card
- Mouse & Keyboard, or 8 button joystick / joystick
- Microsoft Windows '98, ME, 2000 or XP

INSTALLING GUN METAL

Gun Metal requires 750MB of free hard disk space for installation. After inserting the game CD into your CD-ROM drive, a menu will automatically appear. Click on the INSTALL button and follow the on-screen instructions.

If your CD-ROM has AutoPlay disabled then double click on MY COMPUTER, then the CD-ROM drive, and then the INSTALL.EXE icon.

To run Gun Metal, click on START, then PROGRAMS, then YETI STUDIOS, then GUN METAL, and then the GUN METAL icon.

LOADING & SAVING

TO START A NEW GAME

- Press any button at the Gun Metal title screen and then select New Game.
- Select any game save slot labelled Empty.
- The virtual keyboard is now displayed.
Enter your pilot ID (save game name) and then select OK.

Once you have created a game save, your progress and the state of the game world is automatically updated every time you successfully complete a mission.

TO LOAD A SAVED GAME



- Press any button at the Gun Metal title screen and then select Load Game.
- Select your game save.

GAME OPTIONS

Customize your audio, video and control settings before heading into battle.

AUDIO

Adjust music, effects & speech volumes independently.



VIDEO

Switch in-game subtitles ON or OFF, and adjust screen brightness, aspect ratio, antialiasing level, color depth & resolution.



ADVANCED FEATURES

Switch a range of advanced graphical features ON or OFF.



CONTROL

- Select control style: A: 'Keyboard & Mouse', B: 'Standard Joypad or Joystick', or C: 'Twin Stick Joypad'.
- Adjust mouse sensitivity ('keyboard & mouse' only).
- Configure selected control style.



CONTROL CONFIGURATION

- Assign control preferences for both vehicle modes.
- Choose to invert vertical aiming in Havoc Suit mode or Havoc Jet mode or in both modes.
- Reset controls to original settings.



JOYSTICK OR JOYPAD CONTROL

- Press 'maneuver' and turn left or right to perform a barrel roll.
- Press 'maneuver' and aim up or down to perform a fast turn.

LAUNCHING A MISSION

First Select a Mission. At the start of the game only the first mission is available. Later you will be able to return to previous missions with your enhanced armory in order to compete for improved completion times.



Now review your Armoury. Cycle up and down through the available weapons and select to view details. New weapons are awarded as the game progresses; eventually you will be able to modify your weaponry selection before each mission.



Select Launch to commence the launch sequence. Now familiarize yourself with the mission briefing.



A representation of the combat zone will be displayed; important allied/enemy locations are identified with blue/red markers. A green arrow represents your insertion point. Pay close attention to the mission briefing. When you're ready, press any button to commence your assault.

THE HAVOC VEHICLE

Welcome to The Havoc - Prototype 1. This accomplished battle machine is the result of a massive military research effort and represents our last remaining hope for survival. We are all relying on your skill and judgment to push The Havoc to its limits while bringing the enemy crashing to its knees.

MODE 1 – HAVOC SUIT

Dodge enemy fire with ease when exploiting the highly responsive Havoc Suit. Take advantage of optional assisted targeting then let your shields soak up the damage as you line up the perfect shot.

MODE 2 – HAVOC JET

Harness the Havoc Jet's speed and maneuverability when engaging enemy fighters. Use the powerful boost to escape danger and perform a barrel roll or quick turn to evade missile lock.

WEAPONRY

The Havoc is already equipped with some devastating armaments. Nevertheless, we will continue to work night and day to advance our weapon technologies and better prepare you for the enemy hordes that lie ahead. Please refer to YOUR ARMORY for more information regarding arms development.

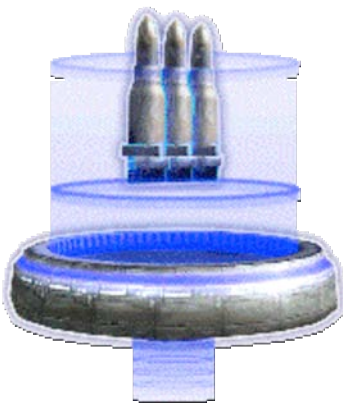
You will receive notification of a new weapon as soon as it becomes available. Take time to read the accompanying information and familiarize yourself with its relative strengths and weaknesses.

AUTO-LOCK MISSILES

The Havoc is equipped with missiles that continually lock-on to enemy targets (see The HUD) and launch in groups of 4. The Havoc Suit & Havoc Jet access separate stocks of these missiles and so when one is depleted you may wish to switch mode to access the other. You are advised to use auto-lock missiles only when in grave danger since ammunition is quite limited. We are doing all we can to increase your missile supplies.

RE-ARMING

Whenever possible we will provide ammunition supplies for you to access during your sorties. If you locate an ammo dump then you should make contact with it to collect the contents. Each ammo dump will increase all weapons by up to 50% of their initial ammo counts.



THE HUD

To truly master control of the Havoc you will have to make full use of the information in the Heads Up Display (HUD).



- | | |
|-----------------------------------------|-----------------------------------|
| A Shield Meter (Havoc Suit only) | G Radar |
| B Havoc Energy | H Targeting reticule |
| C Weapon selection | I Missile lock-on cursors |
| D Subtitles | J Weapon lock-on cursor |
| E Weapon & ammo | K Enemy/allied unit health |
| F Remaining missiles | |

A. Shield Meter

The Havoc Suit benefits from an all-encompassing shield. When not absorbing damage this shield will gradually replenish.



B. Havoc Energy

When the shield is fully depleted the Havoc Suit will lose energy whenever damage is absorbed. At the start of each mission energy will be at the maximum – 100%.

Remember to replenish your energy whenever you can by standing within close proximity of a re-energizer.

C. Weapon Selection

The weapon selector is automatically displayed when switching between Havoc Suit and Havoc Jet. Weapons can either be cycled or quick selected (see CONTROL). The weapon selector displays the weapon name, icon and remaining ammo (as a proportion of maximum).

D. Subtitles

Your Commander will communicate with you throughout each mission. These messages are subtitled so there's no excuse for not paying attention!

Note that subtitles can be disabled in the game OPTIONS menu.

E. Weapon & Ammo

Use this to quickly reference your currently selected weapon and remaining ammunition. When your current weapon runs out of ammo you should quickly release the trigger to automatically select the next in the list.

F. Remaining Missiles

Each time you launch a set of auto-lock missiles this counter is depleted by 1. The number of auto-lock missiles at your disposal will increase as the game progresses. Remember that you have separate stocks of missiles in the Havoc Suit & Havoc Jet modes.

G. Radar

Keep an eye on your radar to spot important objects, identify key locations and foil enemy flanking maneuvers. When an object leaves your local radar a darker icon at the radar edge will represent it.

Radar Key

	Enemy infantry		Enemy units
	Enemy ships and buildings		Allied infantry
	Allied units		Allied ships and buildings
	(flashing) Incoming homing missile		Ammo Dump
	Re-energizer		Mission critical location

H. Targeting Reticule

Use the targeting reticule to aim at your enemies. If the reticule turns red then you have targeted an enemy that is in range of the currently selected weapon. If the reticule turns blue then the targeted unit is friendly and you should not fire. If the reticule displays NO TARGET then the currently selected weapon will not hit the targeted object.

I. Missile Lock-On Cursors

While you have remaining auto-lock missiles the HUD will always display up to 4 viable targets. Your missiles will be divided evenly amongst these targets at the moment they are launched.

J. Weapon Lock-On Cursor

Some weapons can be locked-on to a target by holding the fire button. Successful lock-on is indicated by this cursor.

K. Enemy/Allied Unit Health

Target enemies and allies to view their current status.

THE INTERNAL SECURITY CORPS

The Internal Security Corps (ISC) are your allies, help them out whenever you can. Check your targets whenever ISC forces are in the line of fire, even a single misplaced shot could spell disaster.



A. Guards: light weaponry

They have strength in numbers and will fight to the last and yet so often their efforts are in vain. Protect them from harm and they'll return the favor with some useful suppressing fire.

B. Guards: heavy weaponry

These foot soldiers are packing rocket launchers that can prove quite effective...if you can keep them alive long enough.

C. Armored suits

Forerunners of your Havoc technology these suits can at least soak up some damage in a firefight.

D. Light assault vehicles

Most of our populated areas are protected by these vehicles. They are now so few in number that they have little chance of survival when engaged by multiple adversaries.

E. Armored tanks

Strong but slow, these vehicles feature powerful cannons and can handle minor skirmishes with ease. Help them out whenever you can and you'll benefit from some useful backup.

F. Choppers

They might be weak but as highly maneuverable air support our choppers have reversed the fortunes of several seemingly hopeless situations.

G. Drop Ships

Drop ships are primarily used to carry our brave infantry to the frontline; their value cannot be understated.

H. Carrier

Our flagship carrier; she is as pivotal to the war effort as you are, perhaps one day you will work with her to finally bring peace to our world...

KNOWN ENEMIES

INFANTRY



In small numbers the diminutive enemy soldiers are of little or no consequence. Allow them to accumulate though and their combined firepower will prove more than just an irritation.

GROUND TANKS



These sluggish craft might be easy targets but they're extremely well armored. Ground tanks have access to quite a varied arsenal; don't be lulled into a false sense of security because when they switch weapon you will need to react quickly.

HOVER TANKS



They may be weaker than ground tanks but their speed makes them harder to target. Monitor your radar to avoid being the center of attention.

FIGHTER CRAFT



Not only are these fighters extremely difficult to target but also only a fool would brave their deadly bombing runs and engage them from the ground.

ARMORED PERSONNEL CARRIER



Extremely strong and often sporting multiple guns, enemy APCs should be treated with respect. They're at their most vulnerable when attacked from below but if allowed to land they are afforded the additional protection of the infantry contained within.

YOUR ARMORY

CURRENT WEAPONRY

HAVOC SUIT:



Machine Pistols

Double firepower, unlimited ammunition and assisted targeting make it hard to miss the mark with the Machine Pistols. Perfect mainstay weaponry when you want to focus on mastery of The Havoc.



Flak Gun

Explosive charges blast clusters of high velocity shrapnel from the Flak Gun muzzle. The indiscriminate spread nature makes for effective crowd control yet 'up close and personal' its effects can be devastating.

HAVOC JET:



Vulcan Cannons

Unlimited ammunition and pinpoint accuracy. Belts of armor-piercing rounds will strip through these wing-mounted chain guns as you chase down every last enemy fighter.



Phoenix

Five overdriven Argon isotope lasers provide an even distribution of photon arcs with only a brief charge cycle between shots. The Phoenix is particularly useful when the skies become congested.

IN DEVELOPMENT

HAVOC SUIT:



Disk Launcher

These titanium projectiles spin at a speed so ferocious that they attract and sustain a concentrated plasma cloud. The razor sharp disks will burn and rip through most targets but can also ricochet dangerously.



Torpedoes

Heavyweight and highly accurate, Torpedoes are extremely effective against armored targets. Their ability to 'hug the ground' gives rise to tactical deployment that effectively evades enemy line of sight.



Mini-Rockets

Very fast auto-loading coupled with unlimited ammunition. A ballistic saturation weapon flawed only by a relatively low muzzle velocity.



Assault Cannon

The Havoc wields the largest anti-tank artillery gun ever to be produced for our forces. High precision magnesium shells are in plentiful supply, inflicting tremendous damage whenever they strike their target.



Ion Beam

The Ion Beam generates a directed stream of ionized particles capable of burning almost any substance. The power output of the weapon is extremely high but atmospheric particle dissipation results in a short effective range.



Grenades

Modelled on the standard military issue grenade launcher, only much larger. Uses highly compressed gases to propel barrel-sized grenades over large distances.

HAVOC JET:



Tomahawks

A large payload of vertically launched land-attack cruise missiles. Although accuracy is low, exceptional terrain contour matching radically reduces premature expiry due to landscape obstruction.



GP Bombs

General purpose unguided explosives with a deadly combination of blast and fragmentation effects. Propelled forwards with low accuracy this weapon is ideal for carpet-bombing multiple ground targets or large installations.



Rockets

A light anti-tank alternative to the Vulcan Cannons. Rockets benefit from a rapid release rate to maximize the effectiveness of an aerial bombardment.



Mavericks

Powerful ballistic missiles equipped with devastating penetration warheads. A volley of mavericks can be launched in just a single flyby of an enemy installation. Alternatively, depressed fire control will activate the interceptor guidance system to guarantee target contact.



Hellfire

A row of four powerful cruise missiles that are ideal for hit and run attacks on enemy convoys or compounds. Release at a distance and then breakaway to minimize return enemy fire.



Napalm

The large petrochemical reservoir contained within each Napalm bomb imposes a limit on the total ammunition stock. Soon after the weapon is launched a massively powerful trench of fire blazes at over four thousand degrees. Always be sure of your target area.

FUTURE DEVELOPMENT

HAVOC SUIT:



Pulse Cannon



Trident



Gauss Gun



Dispersion Rifle

HAVOC JET:



Photon Storm



Harpoon



Heavy Bomb



Phalanx

COMBAT TIPS

Pay close attention to your Commander.

Your Commander will provide essential information during each mission and will guide you to areas where you are needed most. Also watch out for location markers on your radar (see The Havoc – HUD), these often represent areas that require urgent attention.

Remember you are vulnerable in jet mode.

Take advantage of the suit's shields wherever possible – particularly when energy is low.

Look out for re-energizers.

Many missions include re-energizers and when used wisely they can make life a lot easier. Remember that you can only draw energy when standing nearby.

Use ammo pickups wisely.

Maximize the value of ammo pickups by using them only when your ammo is low.

Use both supplies of auto-lock missiles.

Remember that when the auto-lock missile supply in one mode is depleted you'll have to transform mode to take advantage of the other. Your auto-lock missile stocks are increased throughout the game. Don't forget to 'let loose' when your back's against the wall.

Make each auto-lock missile count.

Try not to waste your auto-lock missiles by launching them when only one or two weak targets are selected.

Protect your allies.

Success often depends on the survival of your weaker allies. If they're under attack and looking critical then there's only one thing to do – plant yourself between them and the enemy!

Fools rush in...

Don't always run in with your guns blazing. If time is not pressured and your allies are safe then try to avoid a situation where the enemy has you surrounded.

Use the right tool for the job.

Take time to familiarize yourself with the pros and cons of each of the weapons in your arsenal. Don't waste powerful (and thus valuable) weaponry on weaker and less aggressive enemies.

Go after the source.

Smaller enemies are often released in waves from carrier vehicles; go after the source whenever you can.

Dodge missiles.

You don't have to get down on the ground to evade the enemy's homing missiles. A homing missile can be located on your radar (see The Havoc – HUD) and a warning will sound when it is within critical range. When you hear this warning you should perform a barrel roll or quick turn to break the lock-on.

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