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Apogee/3D Realms Tech Support  
October 2006



# PLANET STRIKE



CREATED BY JAM PRODUCTIONS • PUBLISHED BY FORMGEN INC.



# PLANET STRIKE

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## SYSTEM REQUIREMENTS

*Planet Strike* requires an IBM™ or 100% compatible 386 with 560K of free conventional memory, a VGA graphics card, and 8 Mb of free space on a hard disk drive. A joystick, Gravis GamePad, or mouse are optional. A wide range of sound cards are also optionally supported such as: Adlib™, Sound Blaster™, Sound Blaster Pro™, and Disney Sound Source™.

## INSTALLATION

To play *Planet Strike*, you must first install the game. The program's installation utility will place all the necessary files on your hard disk drive. To install the game, follow these simple instructions.

Place Disk 1 of *Planet Strike* in the appropriate disk drive. Select that drive from the DOS prompt. Type "INSTALL" and press the ENTER key. The installation program will prompt for the drive and then for the directory into which the software will be copied. Press ENTER to accept the defaults, or type the destination of your choice. The installation program will prompt for additional disks as needed.



# PLANET STRIKE

## MAIN MENU

After the title sequence, the Main Options menu will display. Use the arrow keys, mouse, or joystick to highlight your selection. Press the ENTER key, left mouse button, or Fire button to activate your selection.

## INSTRUCTIONS-F1

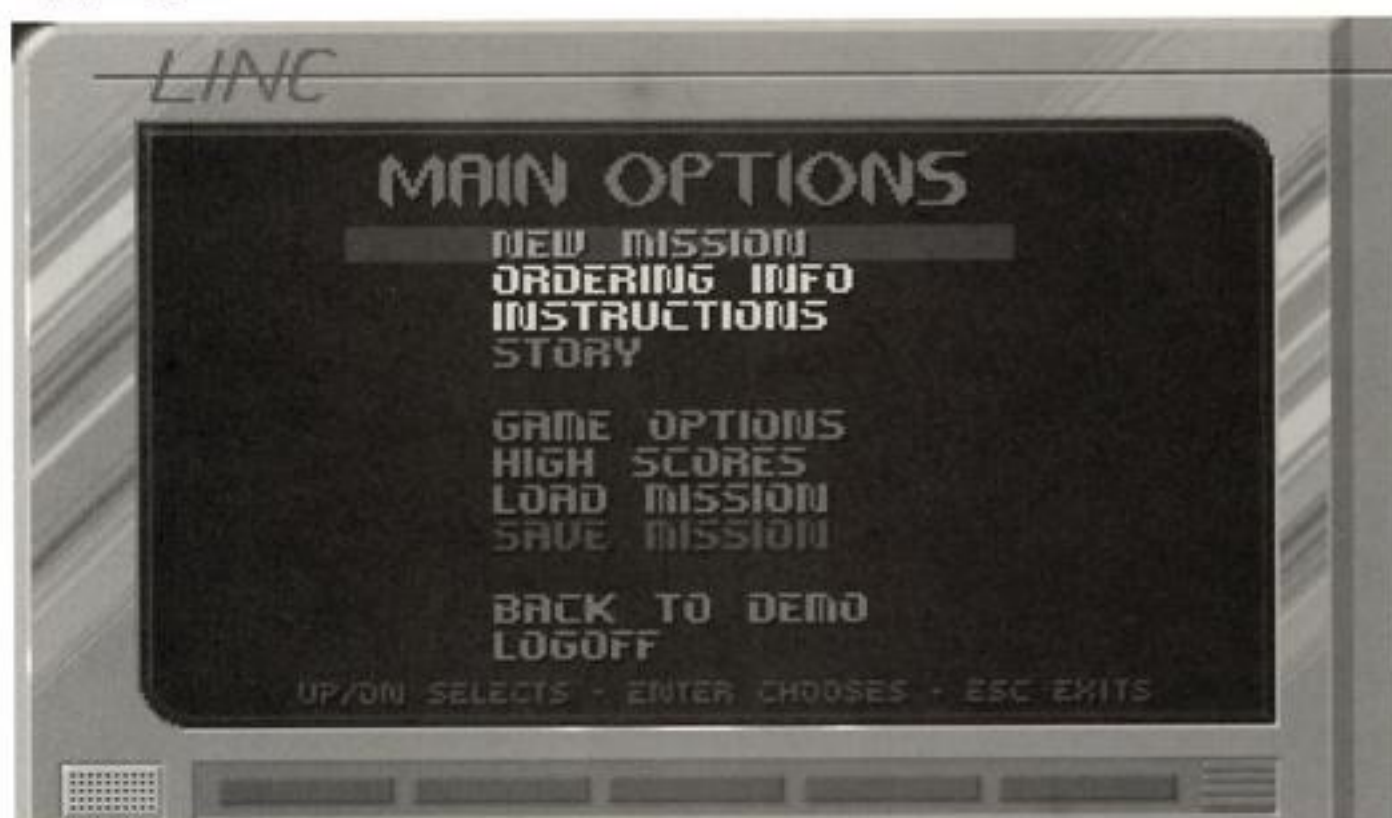
This on-line section should answer any questions you may have. If you have difficulty playing *Planet Strike*, press F1 during the game.

## GAME OPTIONS

The Game Options menu allows you to select the Sound device, modify Controls for game play, and Change View.

## SOUND (SUBMENU)-F4

*Planet Strike* contains three types of sounds—Sound Effects, Digitized Sound, and Background Music. The program will automatically search to detect for the appropriate sound board.



## CONTROLS (SUBMENU)-F6

The keyboard can work in combination with a mouse, joystick, or Gravis GamePad. You can adjust your mouse by selecting the Mouse Sensitivity option.

To modify the game controls,

choose the Customize Controls option from the menu. For example, instead of using the CTRL key to fire, you may prefer the SPACE BAR.

To customize a control, select a device and function to modify and press the ENTER key. The name of the key or control which currently activates that function will change to a "?". Press the key or button that you wish to use for that function.

## LOAD MISSION-F3

From within the game, press F3 to load a saved mission.

## SAVE MISSION-F2

The program's Save screen provides ten saved game slots. To save a game, select an empty slot with the arrow keys or mouse and press the ENTER key. Then, type in a name and press the ENTER key to accept the selection.

## LOGOFF

Selecting this menu option will exit to DOS.

## QUIT-F10

Press F10 from within the game to quit to the DOS prompt.



# PLANET STRIKE

## MISSION BEGINS

Once again, British military agent Blake Stone will find himself in a life or death struggle for the control of humanity's future. After a five year manhunt for the elusive Dr. Goldfire, the search has ended.

The trail has led Blake to the planet Selon, and to the abandoned STAR Institute Training Complex. If the reports are correct, then Dr. Goldfire is alive and has once again created a fiendish army of evil mutants. Blake is going to need all his wits, skill, and the best firepower money can buy to put an end to Goldfire's plans. Blake's mission is clear, he must use all his resources to destroy Dr. Goldfire before he can unleash his new army of mutant creatures on the universe.



## SKILL LEVELS

Choose from four skill levels. Each level differs in the amount of enemies you will battle and the amount of damage the enemies can endure.



**Level 1: Novice Agent**—for non-gamers or younger players.



**Level 2: Skilled Agent**—for part-time gamers.




**Level 3: Expert Agent**—for experienced gamers.


**Level 4: Veteran Agent**—for the fearless only!


## CALL TO ARMS


The numeric keys 1-6 can be used to select a particular weapon.


 1 = Auto Charge Pistol

 2 = Slow Fire Protector

 3 = Rapid Assault Weapon

 4 = Dual Neutron Disruptor

 5 = Plasma Discharge Unit

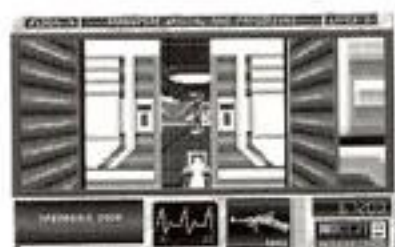
 6 = Anti-Plasma Cannon

You begin the mission with weapon #1. Until you acquire other weapons, pressing 2-6 will have no effect. If the current weapon you are using becomes depleted, you will revert to the base level weapon—the Auto Charge Pistol.



# PLANET STRIKE

## OPENING DOORS AND ACTIVATING SWITCHES



To open doors and activate transporters, move in front of the door or the transporter and press the SPACE BAR.

Some walls in the complex can be pushed back to reveal hidden areas. To search for the push walls, move close to a wall and press the SPACE BAR. When found, the wall will make a noise then slide backward. These walls are rare, so be patient while searching.

There are hazards which can be activated and deactivated by switches located on the same levels as the hazard. These switches toggle off or on by use of the SPACE BAR.

Several of the doors in each of the facilities will require color coded access cards. The cards can be found somewhere on the same level as the locked door. Using an access card requires no additional commands other than the SPACE BAR to open the locked door.

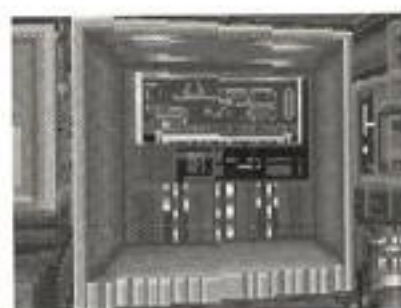
## GATHERING THE GOODS



To pick up an item, simply walk over it. If you don't need it at this time, it will remain on the floor until you really do need it.

For example, if you are carrying the maximum energy stored of 100% for most weapons, you won't pick up a charge pack by walking over it.

## MOVING TO THE NEXT AREA



In each area there is an transporter that can take you to another area. There may also be a teleporter that can move you elsewhere in the area. Each area in the complex is locked and requires destroying the Security Cube before travelling to another area. Once you are standing in front of a teleporter, face the control pad and press the SPACE BAR. Select the area from the map that you wish to explore. All areas can be re-entered. You can go back to previously explored areas and pick up things you left behind.

## ITEMS YOU CAN PICK UP:

*Planet Strike* has five types of items. You'll want *and* need to pick them up. WEAPONS & AMMUNITION, HEALTH ITEMS, ACCESS CARDS, FISSION DETONATOR, and BONUS ITEMS.



# PLANET STRIKE

## WEAPONS:

### AUTO CHARGE PISTOL (ACP)



The ACP does not require a charge pack; you'll have to wait for the unit to recharge itself. It's a silent attack weapon.

### SLOW FIRE PROTECTOR (SFP)



This weapon requires a charge pack for use. There is a slight delay between shots fired. It does allow for more rapid firing than the ACP.

### RAPID ASSAULT WEAPON (RAW)



A medium speed repeat-fire unit, the RAW requires a charge pack. Like the SFP it cannot recharge itself.

### DUAL NEUTRON DISRUPTOR (DND)



This high speed, repeat-fire unit is fitted with dual, oscillating barrels. It packs a wallop, but requires the stored energy of a charge pack.

### PLASMA DISCHARGE UNIT (PDU)



The PDU has a wide range of detonation and repeat fire capabilities; this is a powerful weapon. It also requires an energy charge pack for operation.

### ANTI-PLASMA CANNON (APC)



If you want to dispatch some enemies P.D.Q.—use the APC. This is the weapon of choice when Blake wants to dish out some pain. It also requires an energy charge pack for operation. The APC can also destroy unlocked doors.

## AMMUNITION:

### FULL AND PARTIAL CHARGE PACKS



The Full charge packs can be found throughout the complex. They increase your current charge by 8%. Partial charge packs can be picked up next to the bodies of dead enemies. They will increase your current charge level by whatever percentage charge remains in the pack.

## ACCESS CARDS



Access cards allow you to enter locked doors throughout the floor. The red, blue, and gold cards are used to unlock the doors that match the corresponding color.

### RADAR POWER PACKS



Radar power packs charge the Auto-mapper for operation in the magnify modes. The higher the magnify mode, the faster the unit uses power. So use the power packs sparingly.

### FISSION DETONATOR



The Fission Detonator is a bomb that must be picked up and placed beside the Security Cube. The Security Cube must be destroyed before proceeding to the next level.



# PLANET STRIKE

## HEALTH ITEMS:

### FIRST AID KIT



This item increases your health by the largest percentage. Pick it up and you'll raise your health by 30%.

### STEAK



It's there, and it's not refrigerated, but steak raises your health by 20%.

### RAW MEAT



Who cares who dropped it! It's food, and food equals health. A 15% increase is gained from this item.

### SANDWICH



Hold the pickles, hold the lettuce? Eat it—it gains you 10%.

### CANDY BAR



This little tidbit will increase your health by 8%.

### WATER BOWL



This may not be bottled water, but it increases your health by 5%.

## BONUS ITEMS:

### MONEY BAGS



Okay, so you say money can't buy you happiness, but these bags increase your score by 100 points.

### LOOT



This item increases your score by 500. And it's just lying there?

### GOLD BARS



Somebody's got a hole in their pocket! In varying amounts these items are strewn throughout the complex. Take advantage of their misfortune—it's tax free and it increases your score in amounts ranging from 250 to 1000.

### XYLAN ORB



They're worth 5000 in extra points! *Remember with every 400,000 points you are awarded an extra life.*

### ONE CREDIT TOKEN



You can use these at the Food Units. Pick 'em up; you never know when you'll need 'em! The name says it, these are worth one credit. The most token credits you can carry is 25.

### FIVE CREDIT TOKEN



Now we're talking *serious* prepackaged food items. Use these to buy food, thus health, at the Food Units. They are valued at 5 credits. The most token credits you can carry is 25.

### FOOD UNITS



The Food Units dispense items which can add to your health. To use them, walk up to the Unit and press the SPACE BAR. The Food Units require a token in order to operate. The REBA interface will describe each item as it is dispensed.



# PLANET STRIKE

## FRIEND...OR FOE?

You can be sure that most of the others whose path you'll cross are out to blast you. A few, however, are here to help you. Of course, all the opponents will vary in weapons, strength, speed, skill and intelligence. Stay on your toes; you'll need to size up the situations as they arise.

## BIO-TECHNICIANS



Many of these guys are loyal to Dr. Goldfire, which means they'll waste you if they get the chance. But some can actually help you survive. Valuable information, charge packs, or tokens can be gained from these Bio-Tech informants. Walk up close to them and use the SPACE BAR to gain the goods!

## SECTOR GUARDS



The Sector Guards aren't out to help anybody—especially you. This deadly guard packs the lethal Slow-Fire Protector.

## TECH WARRIORS



"Professional" best describes these security guards. They are armed with auto-repeating rifles and they know how to use them. Oh yeah—they won't go down without a fight! Kill one and take his rifle. That's what we're here for, isn't it?

## ALIEN PROTECTORS



The toughest of the tough. These guys are determined! With security vests to protect them, you might knock 'em down, but...they won't stay down!

## AND MORE...AND MORE...AND...

Surely, the future wouldn't be complete without a grouping of ghastly creatures to thwart your mission. *Planet Strike* is packed with slobbering aliens, battle thirsty mutants, tech traps, guards and more. Be warned; they lurk at every turn!

## STATUS PANEL

The status line located at the top of the screen displays the current FLOOR number, the COMPLEX AREA name and the number of LIVES remaining.

## FLOOR

There are 20 plus floors in *Planet Strike*. The current floor is shown at the top left corner of the status line.

## LIVES

You start the mission with three lives. If you die, you will restart the level from the point at which you began. You'll lose the weapons and points you obtained (on that level) before your death, but your health will be restored to the maximum.

## COMPLEX AREA

Where are you? This displays the area's name.



# PLANET STRIKE

## STATUS PANEL (CONTINUED)

### REBA INTERFACE

When enabled, the REBA INTERFACE displays information about the enemy, food unit selections, the current food unit tokens inventory, or current items which are being picked up. Also, REBA relays information on the Access Cards needed to unlock specific doors, displays Bio-Tech conversations, and other general information.

### HEALTH MONITOR

The Health Monitor reveals your current physical condition during game play. Your mental health is your business! When you begin *Planet Strike*, your Health is 100%. Each time your enemy inflicts damage, your health is reduced. To restore your health, visit a food dispenser or find a first aid kit.

### CHARGE STATE MONITOR

The current Charge State displays how much of a charge remains in your charge pack. If you are using the Auto Charge Pistol, then it displays a WAIT message until the ACP's internal pack has been fully charged.



### SCORE DISPLAY

This is displayed in the top right of the lower status area. You can gain points by picking up treasure or by killing an opponent. *Every 400,000 points provides an extra life.*

### ACCESS CARD DISPLAY

When you find an access card, a graphic representation of that card will be shown below the health display area.

### AUTO-MAPPING DISPLAY

The Auto-Mapping is an overhead rotating view of the areas that the player has seen. The Auto-Map has two levels of magnification. In the 2x mag mode, the map resolution is doubled. In the 4x mag mode, the map resolution is four times the normal mode.

Auto-Map colors are: Flashing white dot = you; Green dots = doors; Red dots = locked doors and enemies; Light blue dots = secret doors; Yellow dots = security cube.

### SELECTED WEAPON DISPLAY

This monitor displays the weapon currently being used. The lower right corner also displays the current percentage of charge remaining. Weapon selection is made from the keyboard by pressing keys 1-6.



# PLANET STRIKE

## AUTO-MAP MAGNIFY MODES



The Auto-Map is an overhead rotating view of the areas that the player has seen. In the normal mode (no magnification) it shows the player as a white dot and the areas seen in green. By using the “+” key or the “-” key to increase and decrease magnification mode, the player is able to increase the detail of the auto-map.



In the 2x magnification mode, the map’s resolution is doubled, and now other characters that are in range show up as multi-colored dots.



In the 4x magnification mode, the map resolution is doubled again and you are now able to see pushable walls that are near. The pushwalls show up as light blue dots.

## MISSION

*Planet Strike* takes place in the abandoned STAR Institute Training Complex. Blake Stone starts the mission in the Transport Arrival Area of the STAR Institute. Reports confirm that fiercely guarded security devices are in each area, and they must be disabled before Blake can proceed. Blake must find the Fission Detonator that is used to destroy the teleport Security Cube in that area before beaming to the next area.



Security  
Cube

The Security Cube devices have been placed on every teleport that is used to exit an area. Blake must destroy this security device to unlock the teleport before he can advance to the next area of the facility



Detonator

The Detonators, which appear as red canisters, must be found in each area. Once the detonator has been located, Blake must locate the Security Cube, and use SPACEBAR to drop the detonator. If Blake is not close enough to the cube, or if he is in another part of the map, the REBA display will give a warning.

Once Blake has gone through each area and destroyed the Security Cubes, he will beam to floor number 20. There he will have his final battle against the evil Dr. Goldfire.

## CHEAT CODE

The following cheat mode will help you out. Using this cheat code will give you full ammo, health, all the weapons, and all the access cards.

To activate the cheat mode, type (one letter at a time from within the game) “JAM” and then press the ENTER key. You may use this cheat as many times as you wish, but your score will be set to zero with each use.



# PLANET STRIKE

## MISSION STRATEGIES AND TIPS

Here are just a few tips to keep you blasting in *Planet Strike*. They may help save your life. At the very least, they'll save your nervous system!

- Shoot PerScan Drones and Volatile Transports (VT's) from a distance. Their explosions can damage you!
- Use PerScan Drones and VT's to damage opponents near them.
- Weapons can detonate ammo on the ground. Be careful!
- Use the radar to detect cloaked enemies.
- Do not destroy PerScan Drones or VT's around hibernating aliens. The explosions will release them.
- Shoot at the crates with the Slow Fire Protector—this will conserve ammunition.
- When entering rooms through opening doors, quickly enter the room and then back out. This will alert any potential ambusher and give you a chance to blast him first.
- Interrogate all Bio-Technicians at least three times. The first time he'll give you a clue; the second, ammunition; the third, a food token.
- Use the Plasma Discharge Unit to kill opponents around corners.
- When shooting an opponent with one of the larger weapons, back away while shooting. This will keep you at a safer distance and allow more hits to wear him down.
- When fighting opponents that shoot at you, keep moving side to side.
- Kill the shooting aliens—locked behind barriers—before deactivating the barriers.
- Try to destroy the ceiling turrets as quickly as possible when you see them, before they lock-on to you and begin firing. Use the RAW or DND.
- The Fluid Aliens can only take damage when they are standing.
- Don't loiter in rooms with electric sockets on the walls. The Plasma Aliens will emerge and attack until you are dead!
- Don't shoot any helpful informants and you will be well rewarded!
- Use the keyboard and the mouse to play the game. The mouse provides better control for shooting and turning. Also, the Strafe mode is much easier using the second mouse button.
- Remember, you can always return to previously played floors to retrieve items you did not pick up. This might be a saving grace when low on health or ammunition.
- Some pushwalls may require more than one push.
- Find all of the loot. High scores receive extra bonuses!



# PLANET STRIKE

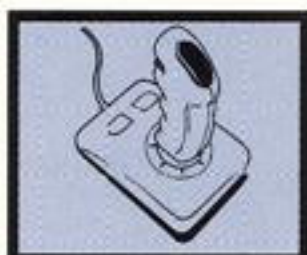
## CONTROLLING THE ACTION

*Planet Strike* is compatible with a variety of input devices. If you prefer, you can play the game by using a mouse, joystick, Gravis GamePad, and the keyboard. The following outlines the player actions and the control:



### MOUSE

<b>Movement</b>	Moves Blake accordingly
<b>Left Button</b>	Fires the selected weapons
<b>Right Button</b>	Opens doors
<b>Middle Button</b>	Strafe



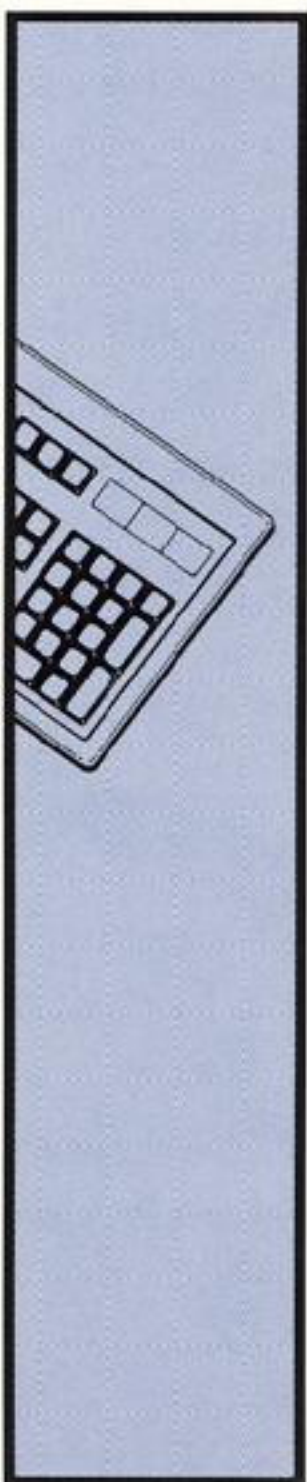
### JOYSTICK

<b>Movement</b>	Moves Blake accordingly
<b>Button 1</b>	Fires the selected weapons
<b>Button 2</b>	Opens doors



### GAME PAD

<b>Movement</b>	Moves Blake accordingly
<b>Button 1</b>	Fires the selected weapons
<b>Button 2</b>	Strafe
<b>Button 3</b>	Opens doors
<b>Button 4</b>	Run



### KEYBOARD

<b>Arrow Keys</b>	Moves Blake accordingly
<b>Ctrl</b>	Fires the selected weapons
<b>Spacebar</b>	Opens doors and drops Detonator
<b>QUICK KEYS</b>	
<b>Shift + Arrow</b>	Blake will Run according to arrow direction
<b>Alt + Arrow</b>	Blake will Strafe according to arrow direction
<b>F1</b>	Help/ Instructions
<b>Esc</b>	Main options
<b>Tab</b>	Statistical information display
<b>Ctrl</b>	Fires the selected weapon
<b>#'s 1-6</b>	Weapons selection
<b>Q/E</b>	Quick 90° Left/Quick 90° Right turn
<b>W/ENTER</b>	Quick 180° turn
<b>+/-</b>	Increase/Decrease Auto-map magnification
<b>I</b>	Toggle attacker information
<b>M</b>	Music On/Off
<b>S</b>	Sound On/Off
<b>P</b>	Pause game
<b>C</b>	Ceiling On/Off
<b>F</b>	Floor On/Off
<b>L</b>	Lighting On/Off



# **CREDITS**

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