

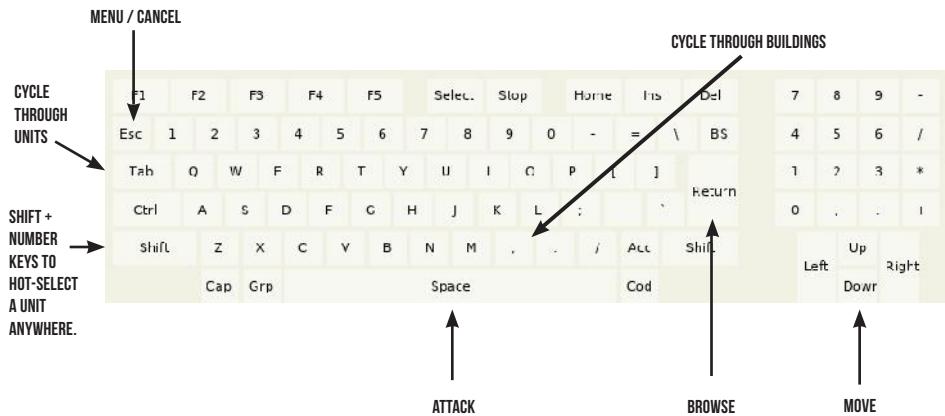
# PLANET X9



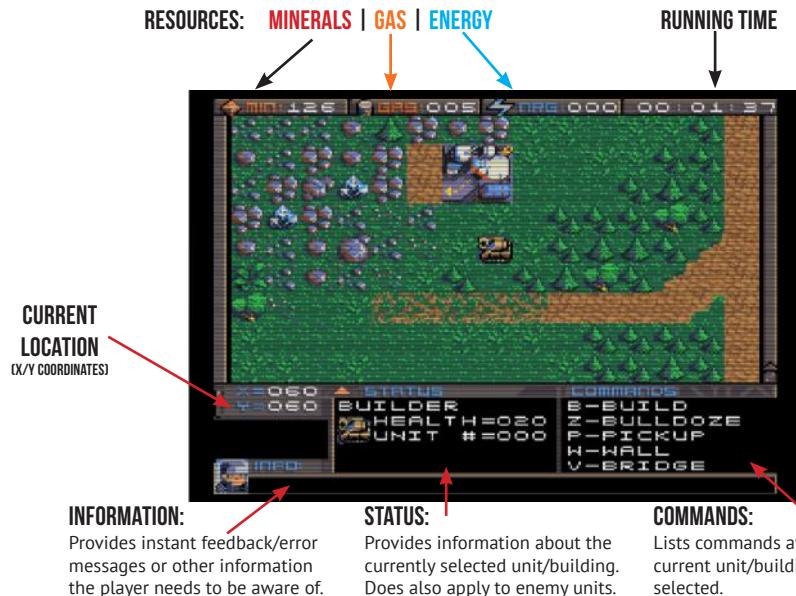
USER MANUAL

## HOW TO PLAY

These are the main keys you need to operate the game..



At the top of the screen you'll find three boxes displaying your current resources, which include minerals, gas, and energy. You will need to collect more of these, which we'll get into later. 255 is the maximum number of resources you can store at any given time. Next to the resources is a running clock showing how long the game has been



going. On the bottom you'll find your current coordinates. This is very important for knowing where your units are, especially in relation to the enemy bases. More on this later. The bottom three windows are there to give you different types of information.



## SWITCHING BETWEEN UNITS

In this game, you will be controlling dozens of different units, so it's important to know how to switch between them. There is more than one way to accomplish it, and you should learn all of the ways.

**Browse** - If the unit you want to control is visible on the screen, you can press **Return** to enter browse mode. At this point, a small box-like cursor will appear on the screen. Use the arrow keys to move this box around until it is positioned on the unit or building you wish to select, then press **Return** again. You can even select enemy units, but you can only look at their status, not control them.

**Cycle Units** - For things like tanks, builders, and frigates. If the unit you want is not currently visible and you don't feel like driving to the unit, you can press the **Tab** key to cycle to the next unit (combined with shift for previous unit), wherever it may be. The cycle is based on unit number, so sometimes it may seem there is no rhyme or reason as to which unit it goes to next. With practice, this is the fastest way to switch between units.

**Cycle Buildings** - For things like factories, smelters, and radar stations. If the building you want is not currently visible, you may press **,** and **.** to cycle back and forth between them, very much like the unit cycle. Solar panels are purposely skipped during the cycle because there are often numerous panels and you can't actually control them anyway. If you want to select a solar panel you must use the browse feature.

**Hot Keys** - You can use the number row 0-9 at the top of your keyboard to assign specific units or buildings that you need to access more quickly. Press **Shift + Number** to assign a number key to the current unit. You can then use that number key to quickly switch to the assigned unit. This will be especially useful during battles.

## CONTROLLING UNITS

Each unit is different. Some units, like your builder can be driven around using the arrow keys. Most units can do various tasks and those will be listed in the command window once you've selected that unit. It will tell you which key to press to activate that feature. We'll discuss the features of each unit later. If a unit is busy after you told it to do something, there will be a progress indicator on its status display, and no commands will be available until it is done, except perhaps the abort command.



## GATHERING RESOURCES

Your first order of business after starting the game should be establishing infrastructure and collecting resources. Without them, you won't be able to do much. You'll need all 3 types of resources: **Minerals**, **Gas**, and **Energy**. It may require some hunting around the map to find the minerals and gas, so we'll talk about those first. You can find these on the map. There are usually deposits of minerals clumped together. Some maps have a lot, and some have very few, so use them wisely. In this screenshot, you can see several rocks and crystals in a formation. Both the rocks and crystals can be used as mineral sources. The formations that look like volcanos are gas vents. You will need to build a refinery on top of them. The more the better.



Different types of rocks will process at different speeds and also have different yields. Also, the minerals can look somewhat different depending on which graphics mode you are in. This chart shows each one and how many minerals you can expect to get as a result of mining each kind.

YIELD:	
110	
88	
66	
66	
44	
22	

To better understand how to collect these resources, read up on the operation of the **smelter**, **gas refinery**, and **solar panels** in the next buildings section of the manual.

## SECURE YOUR BASE

Once you've found your resources, you need to concentrate on securing your base from attack. You will have approximately 10 minutes from the time the game starts until you will start getting attacked. The exact number varies depending on the specific map and which level of difficulty you've selected. So, unless you already know where the enemy bases are, it is a good bet that they will find you before you find them.



Thus, it is good to be ready. The maps themselves usually offer at least some level of natural boundaries around your base, such as trees, rocks, or other objects. However, you can fill in the gaps by making walls with your builder, or by moving natural objects like rocks around your base as a less-costly alternative.

The first Protoids to attack will be scout clones. These units must be in contact with something to attack it. So walls and rocks can easily protect your base. However, eventually the soldier clones will come and they have the ability to shoot things from a distance. So it is good to build your walls a few spaces away from anything you want to protect, as seen in this example screenshot. Remember that water will not protect you from the Protoids. They can swim, albeit slowly.

Once you've built some walls, you will want to invest in somewhere between 5 and 10 strategically placed **sentry tanks**, which will automatically fire at any approaching enemies. You can build these at the factory by selecting **heavy tank**. Read up on the heavy tank/sentry tank in the chapter on units for more information on these.

## SEEK, LOCATE, DESTROY!

Once your base is secure, then you will have an opportunity to track down the enemy bases. Most maps have between 2 and 4 enemy bases scattered around the map. Finding them isn't always easy. There are several things that can help you. If you have the resources, you can build a radar station, which will show you the approximate location of the bases. Read up on the radar station in the section on buildings.

The first priority is finding the bases. There may be obstacles in your way, such as water, forest, rocks, etc. This is a thinking game, so the answer isn't always obvious how to get where you need to go. And there is often more than one way to accomplish the same task. So if you try something and it doesn't work, don't give up, try something else! If there is water, build a bridge or use a boat. If there are rocks, try moving them. Trees can be bulldozed or shot with a tank.

One way to possibly find the enemy bases is to simply backtrack the way the enemies are coming from. But if you drive around the map you'll eventually find them. Once you've found them you will need to destroy the entire base. There are essentially two ways to fight them. One way is with your tanks and boats onboard weapons. You can

also attempt to use the self-destruct on a tank to wipe out a large chunk of a base, but this is tricky and you'll need practice to that. The sure-fire reliable way to take out a base is with a missile attack. But for that, you need the exact coordinates. Read up on missile silos in the chapter on buildings.

If you destroy part of an alien base, they'll immediately start to rebuild. So, it's important once you start attacking them, that you are ready with enough tanks or missiles to follow through until the entire base is gone. Otherwise, you'll have wasted the effort.

The enemy base can have quite formidable defenses, especially after the game has been going long enough for them to completely build out everything. Read up more on the enemy base to learn about what each building does and strategies for attacking it.

You must destroy all Protoid buildings, including sentry pods in order to win the game. It is not necessary to destroy all Protoid ground units.



# BUILDINGS

## HEADQUARTERS



COST	
MINERALS:	20
GAS:	5
ENERGY:	5
HEALTH:	200

The Headquarters is the building you always start with. It's actually part of the ship that took you to the planet, which is now permanently landed on the surface. It's initially the only building on the map. You can even build more of them. However, it actually doesn't do much for you, and if it is destroyed you probably won't miss it. One feature it does have, however, is that if you select it and look at the status screen, it will tell you how many units and buildings you currently have.

## SMELTER



COST	
MINERALS:	35
GAS:	10
ENERGY:	10
HEALTH:	145

The smelter is an essential building. You will have to build one early in the game. Its purpose is to process minerals. Ideally, you would want to build it near where minerals exist. But sometimes, it may be difficult to protect it from attack there. So you'll have to make the call. You will need to use your builder to pick up rocks and

crystals and place them around the edges of the smelter. It will automatically pick up the minerals and start processing them. Once it is finished processing one item, it will pick up the next item. There is an actual order for where it looks for minerals, starting with the bottom-left by the entry ramp, and working its way around clockwise (see diagram below). So, if you have more valuable minerals like crystals, you may wish to place them ahead of the queue for something like a small rock, which takes longer to process.

The smelter is completely automated, so there is no need to interact with it, other than to see the status screen. However, you will need to check up on it every so often to see if it is running low on minerals and bring it more, if needed. You may build more than one smelter for faster mineral processing, or if there are minerals in different places on the map.



If your mineral count reaches the maximum of 255, the smelter will stop production until you use some minerals. So if you notice the progress bar in the status screen appears to be frozen, that's probably the reason.

**Tip:** Besides smelting rocks and crystals, you can pick up your dead tanks and builders and recycle them at the smelter for some extra minerals!

## REFINERY



COST	
MINERALS:	16
GAS:	0
ENERGY:	3
HEALTH:	125

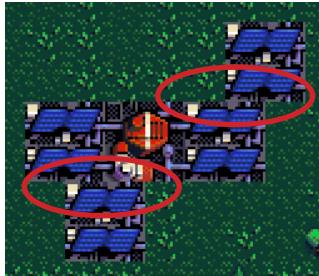
The refinery is for collecting and processing methane gas. It must be built on top of a gas vent, sometimes referred to as a volcano in the game. The station is completely automated and there is nothing you need to do once it is built. It will automatically start contributing to your gas reserves. You can build more of them, and it is highly recommended if you can find more sources of gas. The gas reserves in the map are infinite.

## POWER STATION / SOLAR PANELS



COST	POWER STATION	SOLAR PANEL
MINERALS:	25	5
GAS:	5	0
ENERGY:	0	0
HEALTH:		150
		75

Power stations and solar panels must be built in order to supply you with energy. You technically only need one power station, and you can connect many solar panels to it. Either one by themselves is useless. So if you wish to build solar panels in a different part of the map, you will need a second power station to go with them. You may daisy chain solar panels to each other both vertically and horizontally. If you check the status screen they should say which power station they are connected to. If you select the power station it should show how many solar panels are connected. They must be aligned exactly, or else they will not connect and thus not generate any power.



*Incorrect placement*   vs   *correct placement.*

Take these two examples. In the first image, only 2 of the panels will actually be working, because the other two are misaligned. In the second photo, all 4 panels will contribute power. You can attach panels to any of the 4 sides of the power station, or any 4 sides of another solar panel.

## FACTORY



COST	
MINERALS:	50
GAS:	10
ENERGY:	10
HEALTH:	175



The Factory is an essential building where you can build various units that you can use to build, explore, defend, and attack:

### Builders

For making things and gathering resources.

### Tanks

For exploration and attacking.

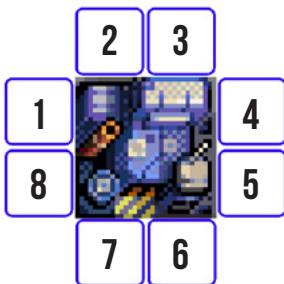
### Heavy / Sentry Tank

For defending your base.

### Frigate

For exploring rivers and oceans, and attacking bases.

If you want to make frigates (boats) then you need to build the factory next to water, otherwise the option will not show up in the menu. You can build more than one factory if you need to build things faster. The factory will automatically place your new unit next to it. If the area is blocked, it will pick the next available slot. See the diagram for the order in which it will place items. If all 8 exits are blocked, your unit will not be delivered and you will lose the resources you spent making it! So, be sure not to block your factory!



## RADAR STATION



COST		STATION	SCAN
MINERALS:	32	0	0
GAS:	10	0	0
ENERGY:	12	30	30
HEALTH:			100

The radar station is an optional building that can assist you in locating the enemy bases, additional minerals, additional gas vents, water, etc. It offers 4 types of scans:

### Metallic scan

This will show both player and enemy bases.

### Hydroscan

This will show any water formations on the map.

### Thermal Scan

This will show strong heat signatures on the map, such as lava and volcanoes/gas-vents.

### Oscillating scan

This type of scan searches for crystalline objects that resonate, such as rocks, mineral resource deposits, and even your own walls, since they are made from local minerals.

All scans will show a white dot on the map. This dot represents the radar station itself so that you will know the orientation of the other objects shown. The example on the right shows a hydro-scan showing the river formation on this map. When the map is shown, just press any key to return to playing. Keep in mind, even while the map is shown on screen, the game is still playing in the background.



## MISSILE SILO



	COST	SILO	MISSILE
MINERALS:	48	16	
GAS:	10	32	
ENERGY:	10	32	
DAMAGE			255
HEALTH:	220		

The missile silo allows you to construct and launch missiles, which can finish off an enemy base from a distance. You will need to set the coordinates (see the status screen for the current coordinates) which can be adjusted using the following keys:

**X / Shift-X:** Sets the horizontal coordinates.

**Y / Shift-Y:** Sets the vertical coordinates.

You'll need to explore the map and locate the enemy base to get its exact coordinates. Before you can launch a missile, you'll need to press B to build a missile. Once built, the status screen will say "**ARMED**." At this point you can launch. You will hear a sound and the screen will flash white for a second from the blast. You can build more than one missile silo, which is actually recommended. That way, when you discover the base, you can offset the coordinates slightly of each silo and launch multiple missiles at the same time, thus obliterating the base.

**Tip:** If you want to see where the missile lands, you can place a unit near ground-zero and switch to it with a hot-key as soon as you launch the missile. Alternatively, you can actually assign the enemy structure to a hot-key if you can get close enough to browse to it.



## UNITS

### BUILDER



COST	
MINERALS:	16
GAS:	2
ENERGY:	1
HEALTH:	20



The builder is your most important unit. Without it, you can't do much of anything. It performs more functions than any other unit on the map.

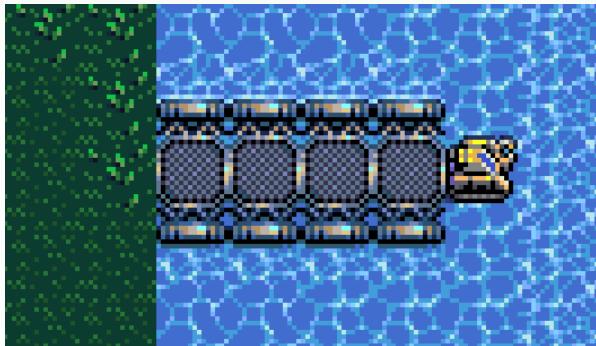
**Pick Up / Drop Off** - You can pick up many things on the map and carry them around. Of course, while the builder is carrying something, it can't perform any other function. This is useful for carrying minerals to your smelter, for example. But you'll find other items on the map you can pick up which serve no purpose.

**Walls** - You can build walls, although they must be built one piece at a time.

**Bridges** - If you need to get across the water, you can build a bridge. It will automatically select the correct direction and it will keep building until it reaches land, reaches the edge of the map, or runs out of resources. If a bridge is interrupted, you can start it up again when you are ready.

**Bulldoze** - If there is something in your way, you can bulldoze it. Examples are trees, small rocks, dead aliens, etc. Sometimes it is even useful to bulldoze spots as markers along a path just so you can find your way back to a spot.

**Build Buildings** - And of course, you can build a variety of buildings, which were described earlier.



**Above:** A builder building a bridge.

## INFANTRY



COST	
MINERALS:	5
GAS:	2
ENERGY:	1
DAMAGE:	5/10
HEALTH:	10

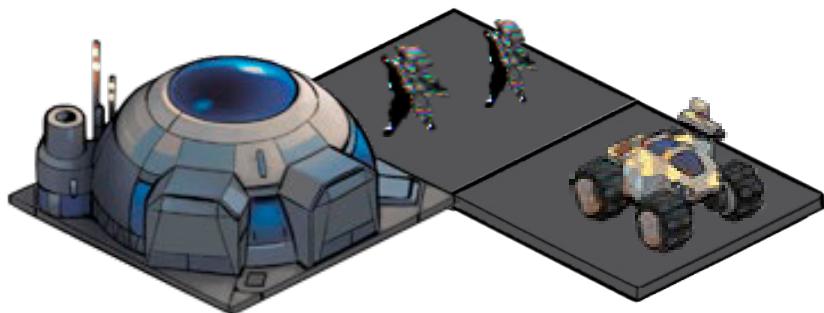
Infantry is a low-cost unit and can bring in just enough firepower to tilt a battle into a win.

These units are trained in a headquarters.

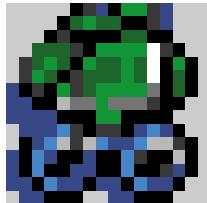
It has two modes of operation:

Walk mode - In this mode you can walk around, and fire manually whenever enemies units are close.

Guard mode - In this mode the soldier stands on guard, and scans for any enemy units nearby. If anything gets within range, it will automatically fire at them. This can be useful to protect vital parts of your base.



## SCOUT CAR



COST	
MINERALS:	10
GAS:	3
ENERGY:	2
DAMAGE:	5
HEALTH:	40

The scout car is a light-weight unit which can be used to quickly explore large parts of the map. It can deal small amounts of damage to protect itself and get out of hostile situations.

Because of its low armor and limited fire power, the scout car is mainly used to explore the environment and look for nearby resources or enemies.



## TANK



COST	
MINERALS:	30
GAS:	5
ENERGY:	3
DAMAGE:	10/25
HEALTH:	85

The Tank is your unit for exploring and combat. It is the fastest unit, capable of withstanding more damage than a builder, and of course it can shoot things. There are 3 different ways you can use the tank for assault:

**Manual Targeting** - By pressing **M** you can manually select exactly what you want the tank to shoot. You can shoot at trees, walls, and rocks if you need them out of your way.

**Automatic Targeting** - By pressing space it will automatically fire at any enemy in range. If no enemy units are within range, it will default back to manual targeting.

**Self Destruct** - By overloading the core, it can purposefully destroy itself and a large area around it. It does take some time for the overload to occur, so it takes some practice to be able to use this feature against an enemy base.

**Tip:** The Tank does two and a half times more damage when using manual targetting.



## HEAVY TANK

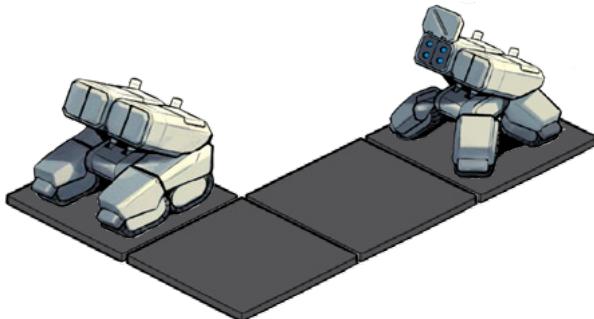


COST	
MINERALS:	40
GAS:	10
ENERGY:	5
DAMAGE:	20/50
HEALTH:	115

The Heavy Tank has heavier armor than the regular tank, but it is slow and mostly meant for protecting the base. It has two modes of operation:

**Assault Mode** - In this mode, you can drive it around and manually target and shoot things. The main turret is very powerful, but it can be hard to attack moving enemy units with it. It does work well against the enemy bases, however.

**Sentry Mode** - In this mode, it converts to a stationary state and begins to search for any enemy units nearby. If anything gets within range, it will automatically fire at them. It is good to position 5 to 10 sentry tanks around your base.



**Above:** Tank in sentry mode

**Tip:** The Heavy Tank does two and a half times as much damage when using assault mode.

## FRIGATE



COST	
MINERALS:	30
GAS:	5
ENERGY:	5
DAMAGE:	25
HEALTH:	125

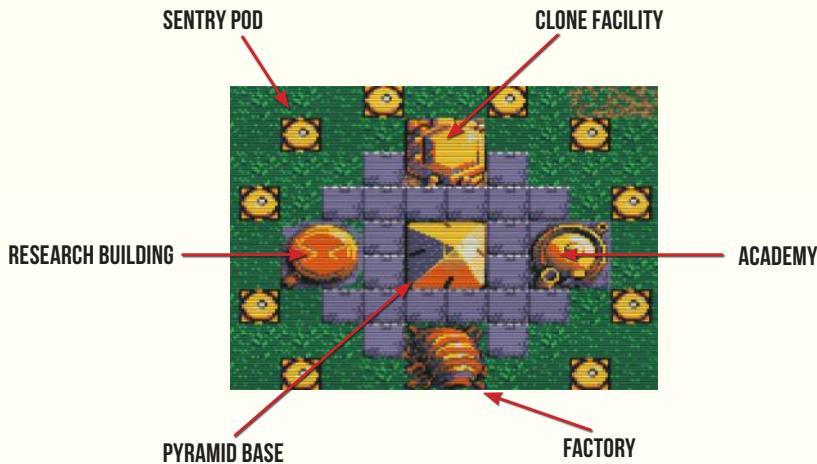
The Frigate is a water-based assault vehicle. In order to make one, you must position your factory at the edge of water. Among all the vehicles, the frigate is the one type of unit that has only manual targeting mode. Although, since the Protoids move slowly in the water, this makes it easier to use.

The Frigate is good for exploration and in some cases you can even use it to attack an enemy base. On some maps, the enemy bases themselves are in the water and thus the only way to reach them is with a frigate.



## THE ENEMY BASE

The Protoids have a standard base design. The base starts out as a single pyramid. It may or may not have concrete around it, depending on the map. Over time, it will build out more and more buildings.



## THE PYRAMID

This is the core base. It's the only building the Protoids start with. It is responsible for building all of the other buildings, so if you destroy it before other buildings are made, then that base is finished.

## SENTRY PODS

These are the first line of defense around the pyramid and the first thing that is built after the game begins. The sentry pods will automatically attack any human unit that gets close enough. The pods are built one at a time, so it takes several minutes before they are all built out, meaning if you find the base early it may be defenseless. How many sentry pods will be built around each base, will depend on the difficulty level you select.

**EASY** - 4 Sentry Pods Max

**NORMAL** - 8 Sentry Pods Max

**HARD** - 12 Sentry Pods Max

## CLONE FACILITY

This is where scout clones are replicated. This is the first building created after the sentry pod defenses are finished being built. No ground units will be created until at least this building is finished.

## ACADEMY

This is the second building that will be created. This is where cloned soldiers are replicated. These soldiers are faster, stronger, and can shoot from a distance.



## FACTORY

This is where the Protoid Tanks are manufactured. It does not appear when playing in **easy mode**.

## RESEARCH BUILDING

This is where the Protoids do research and strategic planning. Its existence really doesn't affect you much as a player, except that it is one more building you must destroy to defeat the base. If it remains, eventually the whole base will be rebuilt.

In order to understand the Protoid base, it is important to know that all construction of Protoid buildings occurs from the pyramid itself. This includes the sentry pods, clone facility, academy, etc. However, all of the other buildings (except the sentry pods) monitor the pyramid. If the pyramid is destroyed, the other buildings will initiate a new construction of a replacement pyramid. That's why you must finish off all of the buildings or they will rebuild the entire base eventually. Although the sentry pods will not initiate new construction, they must still eventually be destroyed in order to win the game.

## ENEMY UNITS

### CLONE SCOUTS



DAMAGE:

5

HEALTH:

20

The basic clone scout will be the first thing to attack you. They do require being in direct contact with whatever they are attacking. They are easily blocked by walls and other obstacles.



### CLONE SOLDIERS



DAMAGE:

10

HEALTH:

30

The soldiers are a little faster, a little stronger, and their weapon can fire at a distance. However, their target distance is only 3 spaces, so your sentry tanks have a longer range.



### PROTOID TANKS



DAMAGE:

10

HEALTH:

150

The Protoid tank appears later in the game, usually close to the 20 minute mark. It does not appear at all when playing in **easy mode**, since there is no Protoid factory in that mode. The tank is

stronger than a Protoid ground unit, has a firing range identical to the human tanks, but has the added bonus that it can float across water. When the Protoids bring out the tanks, they are not content to shoot at your units alone, but they will destroy anything they can that gets in their way including rocks, trees, and your own walls you build. This has the added benefit that it clears a better path for the Protoid ground units.



## ERROR MESSAGES

Below are all of the error messages that you may encounter while playing the game. Some are obvious, but some may require further explanation.

### CONSTRUCTION EXIT BLOCKED

It is possible to trap your builder like in the example shown. When constructing a building, the builder has the option to exit to the West, or to the South. If neither are available, then it will be trapped. The only solution is to use a tank to destroy either the building or the builder. Or, you could just leave it there and make another builder at the factory.



**Above:** Shows how a builder can be trapped

### REQUIRED TO BUILD

If you see this error, with a listing below of minerals, gas, and energy it means you tried to build something, but didn't have enough of at least one resource. The numbers shown are the amounts of each resource that you actually needed to create the building. You'll have to look to see which one you were short on. This was a consolation to the fact there wasn't enough screen real-estate to show the required amounts before building something. However, with the addition of this manual you can obviously look up the amounts beforehand.



### CANNOT MOVE THIS OBJECT

This one is fairly self-explanatory. You've attempted to pick something up with your builder that is not allowed.

### SOMETHING IS IN THE WAY

Most likely this is because you tried to drop something from your builder in an area where something already exists.

### MAX UNIT LIMIT REACHED

This error will occur if you attempt to build more than 20 ground/water units. Also, you will not get your resources back for the unit you tried to make. This was

a compromise made due to issues with not wanting the player to have multiple factories and be allowed to queue up many units at once when 19 units exist on the map. So be warned, it will allow you to build it, but it will never emerge from the factory. However, in testing most players never build more than 12 units anyway.

### **MAX BUILDING LIMIT REACHED**

This is a similar error and means you've reached your limit of 44 buildings, thus you cannot build anymore. Most players rarely produce more than 20 buildings tops, so you aren't likely to see this.

### **FACTORY EXIT IS BLOCKED**

You will see this if all 8 delivery locations around a factory are being blocked by something. You will not get your resources back if this happens, so be warned.

### **CANNOT BUILD THERE**

You have selected to build something in a spot that is not allowed.

### **MUST DROP ITEM FIRST**

Your builder is carrying something and you told it to build something or pick up another object.

### **MUST BUILD ON GAS VENTS**

You have attempted to build a gas refinery on some place that isn't a gas vent.

### **CAN'T BULLDOZE THAT**

You have attempted to bulldoze something that is not allowed.

### **TARGET OUT OF RANGE**

You have attempted to fire at something with your tank that was out of range.

### **MUST BUILD ON WATER**

You have attempted to build a bridge on land.

### **NOT IN BROWSE MODE**

You have attempted to issue a command, change units, or basically just about anything while the interface is still in browse mode. So, you need to press **Return** or **Escape** to exit browse mode, then try your command again.

### **NO UNITS FOUND**

If by some chance all of your ground/water units are destroyed, and you attempt to use TAB or the plus/minus keys to fast-switch to another unit, this will be displayed.



## REFERENCE CHARTS

These charts are handy for knowing how much resources, health and damage each game unit uses/can withstand:

HUMAN UNITS					
	HEALTH:	DAMAGE:	MINERALS:	GAS:	ENERGY:
HEADQUARTERS	200		20	5	5
POWER STATION	150		25	5	0
SOLAR PANEL	75		5	0	0
GAS REFINERY	125		16	0	3
RADAR STATION	100		32	10	12
FACTORY	175		50	10	10
MISSILE SILO	220		48	10	10
SMELTER	145		35	10	10
BRICK WALL			3	0	1
BRIDGE			4	0	2
BUILDER	20		16	2	1
Scout Car	40		10	3	2
INFANTRY	10		5	2	1
TANK	85	10 / 25	30	5	3
HEAVY TANK	115	20 / 50	40	10	5
FRIGATE	125	25	30	5	5
MISSILE		255	16	32	32
RADAR SCAN			0	0	30

## PROTOID UNITS

	HEALTH:	DAMAGE:
PYRAMID BASE	250	
CLONE FACILITY	150	
ACADEMY	250	
FACTORY	175	
RESEARCH STATION	150	10
SENTRY POD	100	5
CLONE SCOUT	20	5
CLONE WARRIOR	30	10
TANK	150	

