

METALTECH™

EARTHSLICE™

EXPANSION PACK



METALTECH™

EARTHSIEGE™

EXPANSION PACK



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NOTES ON THE CD VERSION

ACES OF THE DEEP DEMO

Included on the CD version of the *EarthSiege Expansion Pack* is a playable demo of the *Aces of the Deep* U-boat simulation from Dynamix. After installation, the demo plays from the CD.

To install the demo, first insert the *Expansion Pack* CD. From the DOS prompt, change to your CD drive (usually **D:**), and type **aoddemo** [Enter]. This installs some files on your hard drive (default directory is **C:\DYNAMIX\AODDEMO**). On your hard drive, start the demo from the **\AODDEMO** directory by typing **demo** [Enter]. Open the **README** text file for game play information.

IMAGINATION NETWORK SAMPLER

Also included on the CD is a "sampler" for the ImagiNation Network (INN). The INN is the premier interactive on-line entertainment service. If you have a modem, you can connect your computer to INN and play games with people from all over the country. This sampler allows you to access the network and offers a limited membership. To install it, insert the *Expansion Pack* CD, change to your CD drive (usually **D:**), type **fun** or **inn** [Enter], and follow the on-screen instructions.

BRIEFING

MAJ-GEN J. GIERLING, CINC EARTH DEFENSE FORCE
PERSONAL LOG: 3.2.2553

In the moments after our squads crushed the last Cybrid position at the Prometheus facility, there was a long, incredulous silence. Then cheers, laughter, and suddenly, the first real celebration since the Overthrow. The grunts just about blacked out from leaping and whooping and carrying on. After 20 years of Cybrid domination, the Earth was ours again. It was days later—exhausted, hung over, voices hoarse—that we began rebuilding what was left.

The first task was to establish comm links to the space colonies, to see if anyone there had survived the Cybrid occupation. But as the orbital tracking station was brought back on line, the Big Board displayed terrifying news. Every scan across the orbital plane showed hundreds of ships approaching from the colonies on maximum burn. Cybrid ships. The party was definitely over.

We now have only days to prepare for this Cybrid invasion armada. We must assume that Prometheus has somehow survived. Nothing else can explain what built this fleet, or is leading it against us.

Our scientists and engineers are working around the clock to develop new weapons. Our new Apocalypse HERC will be ready soon. Our only chance is to delay the landings until we can build up our forces. With enough time, we might be able to fight off the landings, find and destroy Prometheus, and end this madness forever.

I only pray that some day we can walk the Earth without fear of the dread machines.

GETTING STARTED

WELCOME TO THE METALTECH: EARTHSIEGE EXPANSION PACK

The *EarthSiege Expansion Pack* expands the selection of missions, terrains, HERCs, and weapons you'll encounter in the *EarthSiege* simulation. You must already have *EarthSiege* installed to use this product.

This quick guide will help you install the expansion pack and learn its features. To learn how to play *EarthSiege*, or to find technical help, refer to your *EarthSiege* manual.

SYSTEM REQUIREMENTS

You will need about 6 megabytes (MB) of available hard disk space to install the floppy disk version of the Expansion Pack. To install the CD version, you will need from 5 to 10 MB of available hard disk space, depending on the options you selected when installing the game originally.

INSTALLING THE EARTHSIEGE EXPANSION PACK

1. After starting your PC, insert your *EarthSiege Expansion Pack* CD or floppy diskette #1 into the appropriate drive.
2. From DOS, type the appropriate drive name (usually **A:** for diskette, **D:** for CD) and press [Enter].
3. Type **install** and press [Enter].
4. Follow the on-screen instructions to install the expansion pack to the correct directory on your hard drive.

After installation, the new campaigns, HERCs, and weapons of the expansion pack will be available from within *EarthSiege*.

STARTING EARTHSIEGE

1. If you have the CD version, first insert the *EarthSiege Expansion Pack* CD in your CD-ROM drive.
2. From DOS, change to the hard drive directory where you installed *EarthSiege*. (For example, if you used the default directory SIERRA\MTECH, type **c:** [Enter] to get to the C: drive, then type **cd** [Enter] to get to your C:\> prompt. Then type **cd sierra\mtech** and press [Enter] to move to the correct directory.)
3. To run the game, type **es** and press [Enter].

EARTHSIEGE ENHANCEMENTS

This expansion disk contains the following program enhancements to the original *EarthSiege*. If you acquired an *EarthSiege* patch disk, you may have them already:

CAREER DIFFICULTY SETTING

If your careers are getting off to a rough start, you can now set the career's initial difficulty in the Registration window. You may choose from the same levels as Single Mission: TRAINING, NO SWEAT, CHALLENGING, or BRUTAL.

TURRET ACCELERATOR [ALT] KEY

You can now press the [Alt] key to speed up the turret movement keys ([I], [M], [J], [K], or arrow keys). For example, [Alt]+[I] raises the turret faster than [I] alone.

RUDDER AXIS SWITCHING

You may now reverse your rudder control axes if you wish. By default, moving the left rudder pedal forward turns your HERC right. To reverse this setting, use the MS DOS® Edit utility or Windows™ Notepad to edit the KEYJOY.CFG file in the MTECH/DATA directory. Where it says RUDDER=DEFAULT, change it to RUDDER=REVERSE (or back again).

IMPROVED THRUSTMASTER WCS® MK II SUPPORT

1. The throttle now operates over its entire forward/backward range: i.e., centering the throttle stops the vehicle.
2. When using the WCS, the joystick Y-axis now controls the turret tilt.
3. The following throttle keys have been added for WCS throttle support.

CTL-1 Max reverse
CTL-2 75% reverse
CTL-3 50% reverse
CTL-4 25% reverse
CTL-5 STOP
CTL-6 STOP
CTL-7 25% forward
CTL-8 50% forward
CTL-9 75% forward
CTL-0 Max forward

To implement these new features, download the new ES.ADV file from the MTECH directory to your WCS. See your WCS manual for details.

NEW FEATURES

BATTLESETS

The original *Metaltech: EarthSiege* missions and campaigns make up the *EarthSiege* "battleset." Once the expansion pack is installed, you will have another battleset to choose from: Battleset 2. Battleset 2 contains three blistering new campaigns in which you must repel invading waves of new, off-planet Cybrids. You can start new careers from scratch in either battleset, or "Transfer" an *EarthSiege* career into a Battleset 2 career at any time.

Note: *EarthSiege* careers are listed in the Careers window; Battleset 2 careers are displayed in a window titled Battleset 2 Careers. To change battlesets, click the **OPTIONS** button (available from the Main Menu or the Careers window), and then click **LOAD BATTLESET**. The current battleset is highlighted. To change the battleset, simply click on the one you want, click **LOAD**, and then click **DONE**.

STARTING NEW CAREERS

You can start a new career in either battleset.

1. From the Main menu, open the Careers window. Click the **OPTIONS** button. When the Options window opens, click the **LOAD BATTLESET** button to open the Battleset window.



2. In the Battleset window, click on (highlight) the battleset you want to base the career in (*EarthSiege* or Battleset 2), and then click LOAD. (If you have no existing Battleset 2 Careers, the Transfer Career window will open automatically when you load Battleset 2). Click DONE to return to the Careers window.
3. In the Careers screen, click on NEW, and register your new pilot's name. You may also set the career Difficulty at this time. When the name is correct, click ACCEPT to proceed. Note: In Battleset 2, you begin with medium/heavy HERCS and an experienced squad.

TRANSFERRING EARTHSIEGE CAREERS

You can "Transfer" an existing *EarthSiege* career into Battleset 2 at any point. This will copy your character in the selected career over to the new battleset. You may also choose to transfer your *EarthSiege* HERCS and salvage, if you wish. The original career will remain in the *EarthSiege* battleset for you to continue as you please.

Note: You can transfer *EarthSiege* careers to Battleset 2, but not vice versa.

1. To open the Battleset window, first click the OPTIONS button on the Main Menu or Career window. Then click the LOAD BATTLESET button.
2. In the Battleset window, load Battleset 2. Press the TRANSFER button to open the Transfer Career window. (If you have no existing Battleset 2 Careers, the Transfer Career window will open automatically when you load Battleset 2).
3. Select the *EarthSiege* career you wish to transfer, and then click PROCEED.
4. You will be prompted "Transfer current HERCS to your new squad, or accept new HERCS?" Click TRANSFER HERCS to carry over your *EarthSiege* HERCS into the new missions, or New HERCS to start fresh. Once you respond to this prompt, the new Battleset 2 career will be created.



Note: Once you load a battleset, it stays loaded until you change it back. Be sure you have loaded the battleset you want before creating or playing a career.

HERCS

HUMAN

APOCALYPSE

Mass: 70 tons

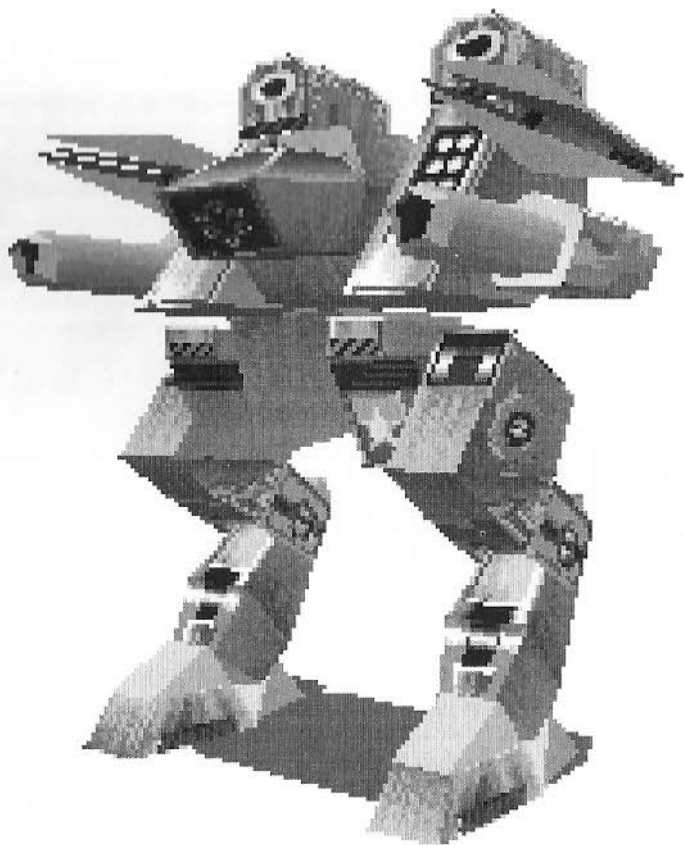
Height: 9.5 meters

Speed: 60 KPH

Weapons Capacity: 9

Salvage Req. to Build: 190 tons

This proposed human HERC design exploits captured Cybrid miniaturization technology, allowing heavier armor and firepower than the Colossus in a HERC that is faster and more agile than the much lighter Rhino. It is superior to all previous heavy HERC designs.



ACES of the DEEP™

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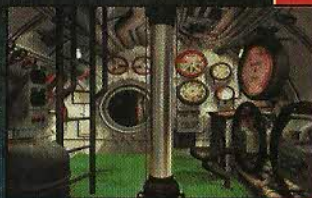
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METALTECH™

BATTLEDROME



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HIGH-STAKES ROBOTIC COMBAT

NETWORK AND MODEM READY

If you think you have the skill to be top warrior—and the courage to back it up—then step up to the challenge of Battledrome! High tension and high stakes fill the Battledrome virtual reality arena as fully articulated HERC robots wield their might effortlessly across the cyberscape. Put it all on the line for power, pride and money.

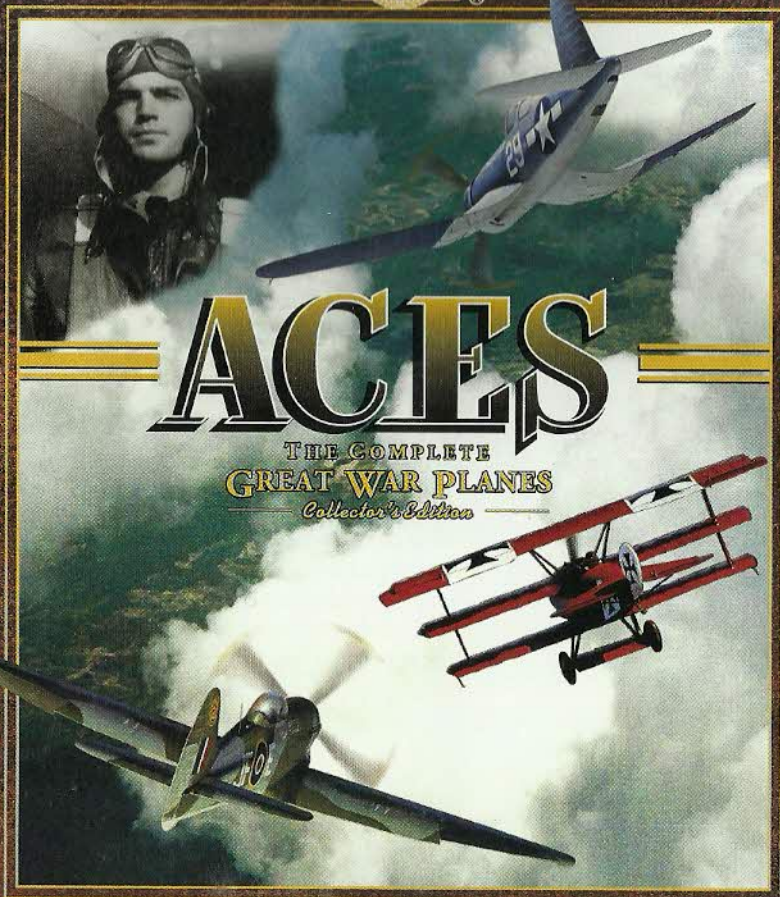
- Battle in fluid 3Space animation with incredibly detailed, texture-mapped and light-source shaded HERCs.
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- Ten HERC chassis and a broad weapons arsenal for customization.

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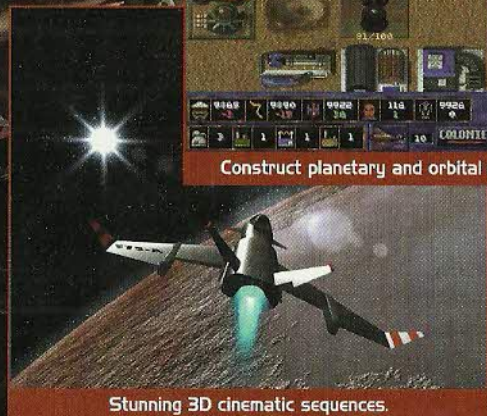
—John Sauer,
Electronic Entertainment

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S I E R R A®

ENEMY VEHICLES

Intelligence is now complete on the Cybrid units encountered in the EarthSiege campaigns. You may expect to encounter some of these advanced designs in the initial assault waves.

MONGOOSE

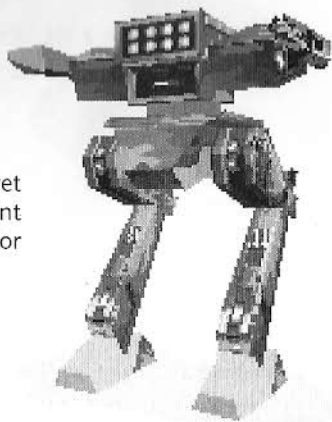
Mass: 24 tons

Height: 5.8 meters

Speed: 80 KPH (est.)

Weapons Capacity: 3

Harder hitting than the Stingray, yet just as fast. Lightest Cybrid to mount missiles. Often deployed as a scout or picket.



MIRIMAC

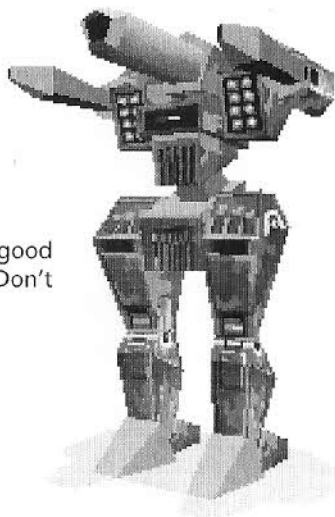
Mass: 48 tons

Height: 6.3 meters

Speed: 72 KPH (est.)

Weapons Capacity: 5

A strong medium attack unit: good armor, and quite maneuverable. Don't underestimate.



ACHILLES

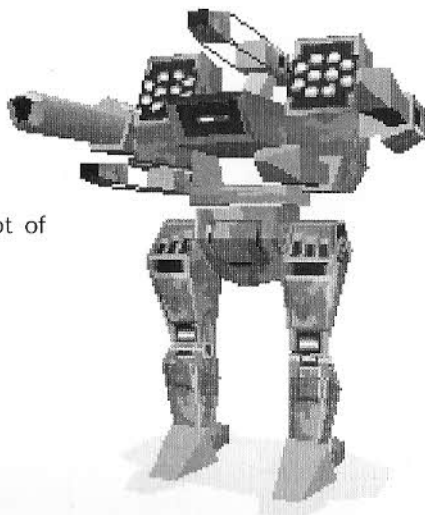
Mass: 65 tons

Height: 8.2 meters

Speed: 55 KPH (est.)

Weapons Capacity: 6

Tough, and can carry a lot of missiles.



HYPERION

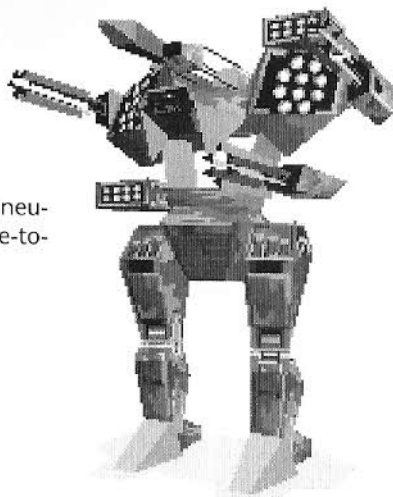
Mass: 72 tons

Height: 9.6 meters

Speed: 50 KPH (est.)

Weapons Capacity: 8

Relatively slow. Try to outmaneuver or ambush. Do not go toe-to-toe with this bruiser.



PITBULL

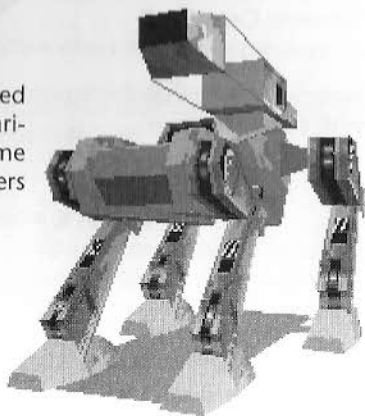
Mass: 100 tons

Height: 12.8 meters

Speed: 61 KPH (est.)

Weapons Capacity: Variable

Very tough unit. Can be disarmed more easily than destroyed. Variable weapons configurations. Some wield EMP cannons, while others have missile arrays.



NEW ENEMY DESIGNS

These new Cybrid juggernauts have been designed off-planet to counter the latest human advances in weaponry and tactics.

LANDING CRAFT

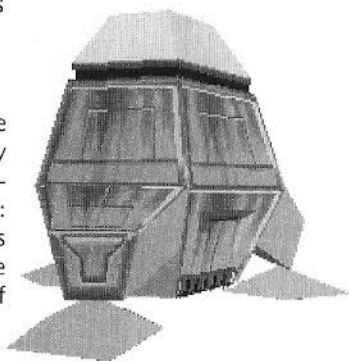
Mass: 3,500 tons

Height: 25 meters

Carrying Capacity: 10 Cybrid HERCs

Weapons Capacity: 10

Invading Cybrids are expected to use both single-use atmospheric entry pods and reusable landing craft. Landing craft are tough and heavily armed: a typical weapons load-out includes multiple energy weapons and large missile arrays. These are targets of immense strategic value.



DIABLO

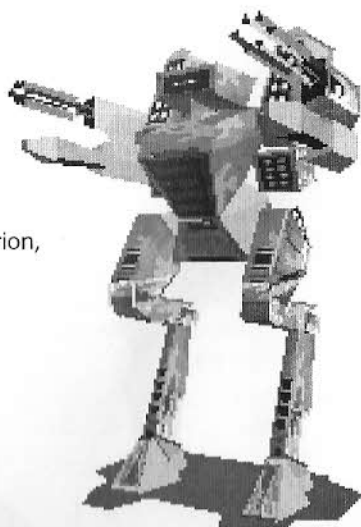
Mass: 60 tons

Height: 9.0 meters

Speed: 65 KPH (est.)

Weapons Capacity: 8

Faster and lighter than the Hyperion, with equal firepower.



HEADHUNTER

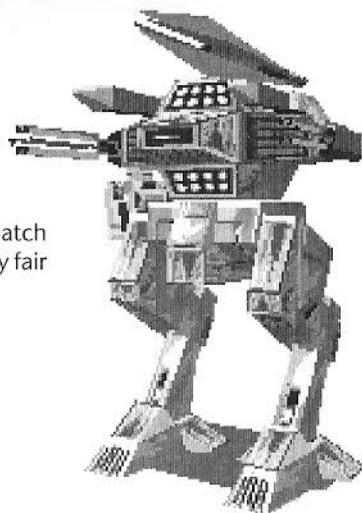
Mass: 70 tons

Height: 9.5 meters

Speed: 60 KPH (est.)

Weapons Capacity: 8

Heavily armored; an even match for the Apocalypse. Do not play fair with this one.



PARTICLE BEAM WEAPON 2 (PBW2)

This enhanced Particle Beam Weapon provides greater range and destructive power than the original, but with no more mass: it can be mounted on the same hard points. The more power you divert to the PBW2, the greater its firepower.

- **Strengths:** Outstanding destructive effect at short to medium ranges.
- **Weaknesses:** Requires several seconds to recharge after firing, and can slow charging on other energy weapons.

ELECTROMAGNETIC PULSE CANNON 2 (EMP2)

This new version of the hard slugging EMP provides a deadly “double-tap” effect by firing two rounds in rapid succession. The first pulse tears open the shields, allowing the second to hit for greater damage. It can be mounted on the same hard points as the original. Increasing its energy setpoint increases the pulse power.

- **Strengths:** Good medium range effectiveness; pulse drains off target’s stored shield and weapon energy.
- **Weaknesses:** Slow recharge time; low-velocity rounds require long leads on deflection shots.

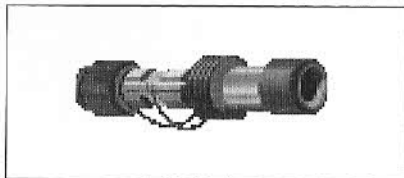
ELECTRON FLUX WEAPON 2 (ELF2)

The new ELF is selected and operated in the same manner as its predecessor, but has added range and destructive power. Also, new circuitry has eliminated the firing delay of earlier versions. It can be linked or placed in a firing chain. Increasing its energy setpoint increases the duration of the ELF stream.

- **Strengths:** Ignores shields; can incapacitate enemy without completely destroying salvageable parts.
- **Weaknesses:** Still relatively short-ranged; tricky to master.

PLASMA LAUNCHER

This extremely powerful new weapon type lobbs plasma bolts with a limited homing ability. One or two solid hits will kill a Cybrid. Best of all, this is an original human design—the Cybrids don’t have anything like it.



- **Strengths:** Most powerful weapon on the battlescape; fire tracks to nearby targets.
- **Weaknesses:** Takes a lot of time and salvage to build; seriously depletes energy pool; too destructive to leave much salvage.

CUSTOMER SERVICE UPDATES

The following customer services are new or have moved since publication of the original *EarthSiege* manual.

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