



actuator games

METALS OF HONOR

Instruction Booklet

table of contents

Getting Started	2
Options	3
Eris Base	3
Controls	4
Fighters	5
Enemies	6, 7
Power Ups	8
Game Screen	9
Stages	10
Simulation Bay	11
Tips and Tricks	12

The Year is **20XX**. The people of **JUPITER** colony

METIS ONE

are threatened by an **ALIEN FORCE**. Earth has sent its two most formidable pilots,

AXIOM STARSONG and **LUMIA VESPER**

to repel the **INVASION...**

the Main menu

To begin a new campaign select **START GAME** from the main menu.

From here you'll be prompted to select a **DIFFICULTY** then a **FIGHTER** (see page 5) to pilot on your journey to defend the Sol System



In **NOVICE** Mode many **ENEMIES** will be easier to defeat, as well as fewer in number. However, there are additional **STAGES** to be conquered, and **SECRETS** to discover, in **STANDARD** Mode.

the Options menu

From here you can adjust the volume of **MUSIC** and **SOUND EFFECTS**, toggle between **FULL SCREEN** or **WINDOWED** video modes, **CUSTOMIZE CONTROL** (see page 4) layouts, or enter **TATE MODE**

TATE (or vertical) **MODE** puts the game in a unique **9:16 ORIENTATION**. Rotate your display **90° Clockwise** to play with an enhanced **GAME FIELD!**

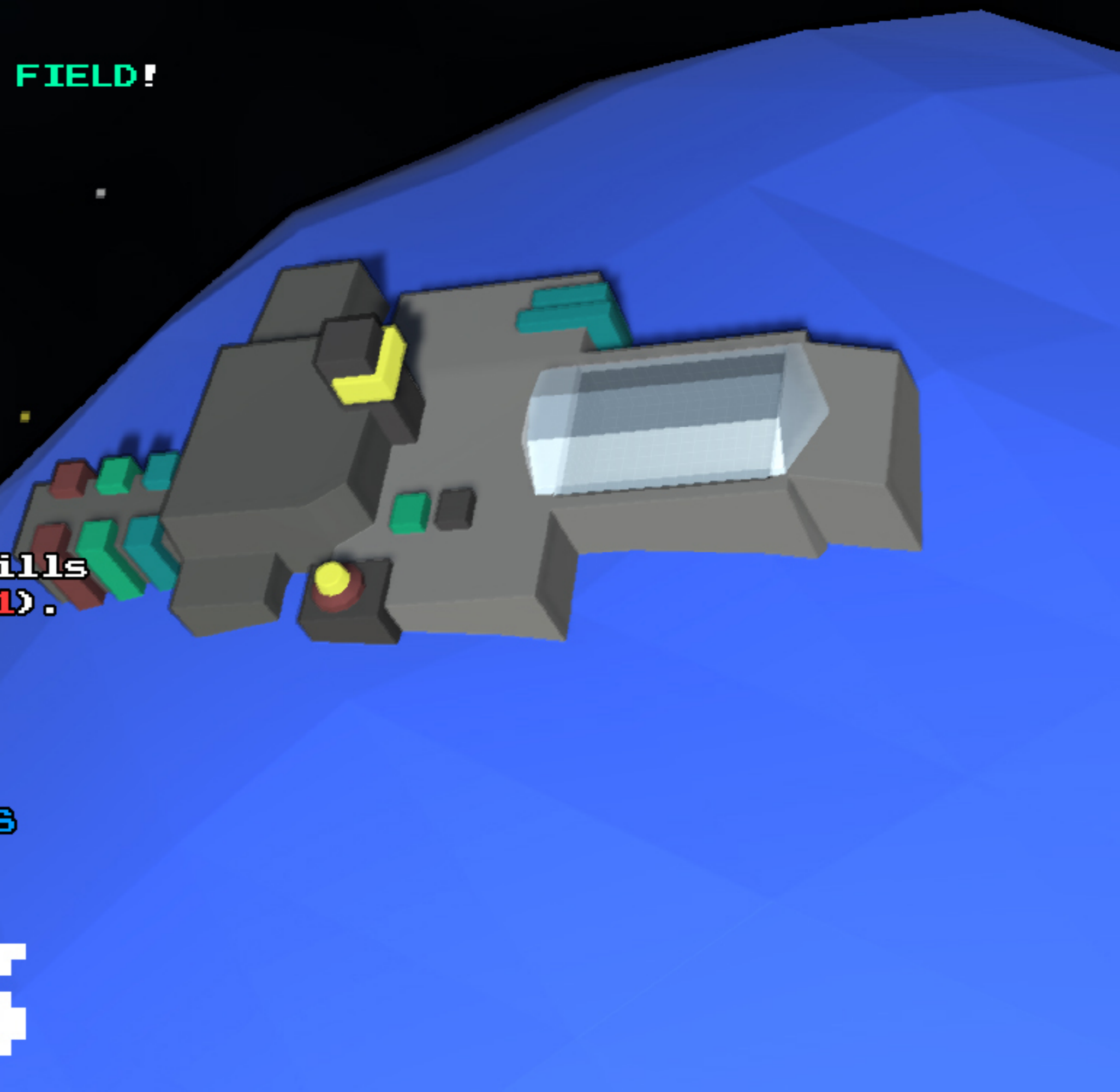


Eris Base

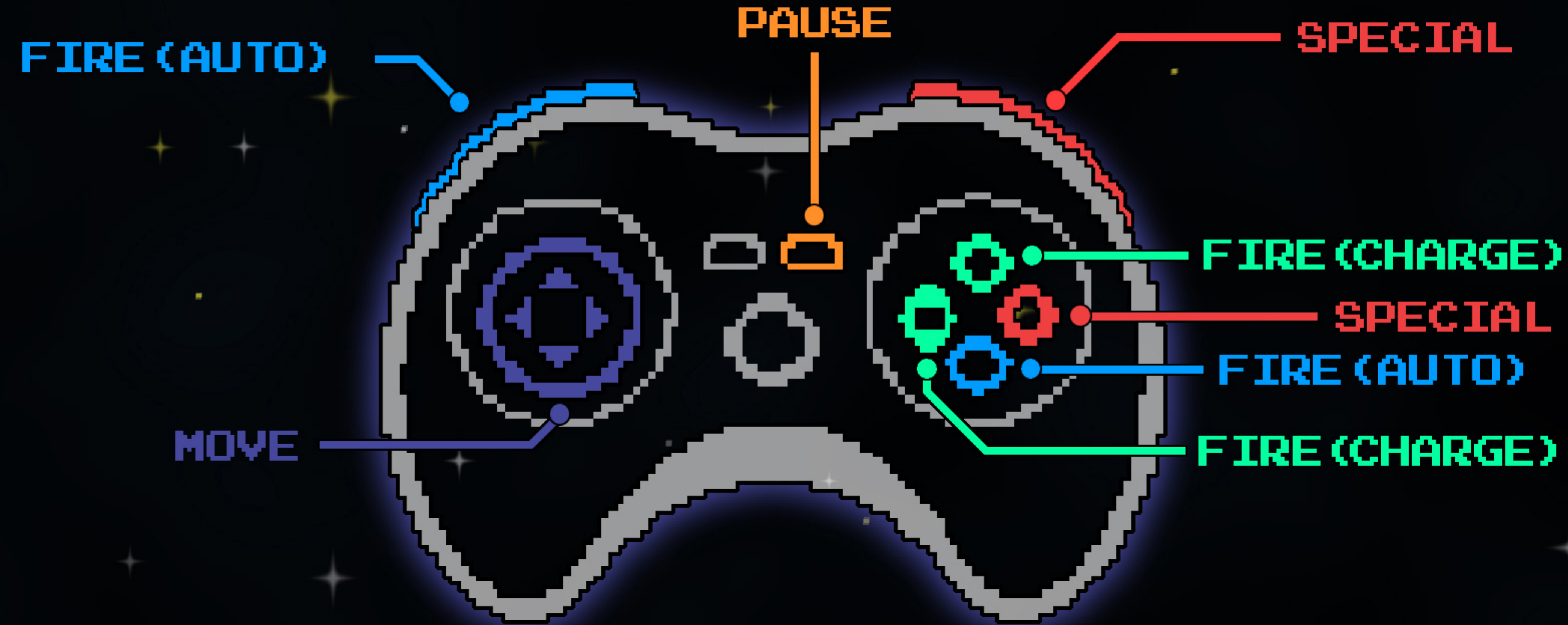
Engage some flight training, or test the skills you have in the **SIMULATION BAY** (see page 11).

Relax in the **LISTENING ROOM** to get uninterrupted playback of the **METIS ONE OST** by **CLOE SONG!**

Check your overall progress and **HI SCORES** in the **MESS HALL**.



controls



DEFAULT controls are shown here. You can **CUSTOMIZE** the play controls per player on the **OPTIONS MENU**

Fighters

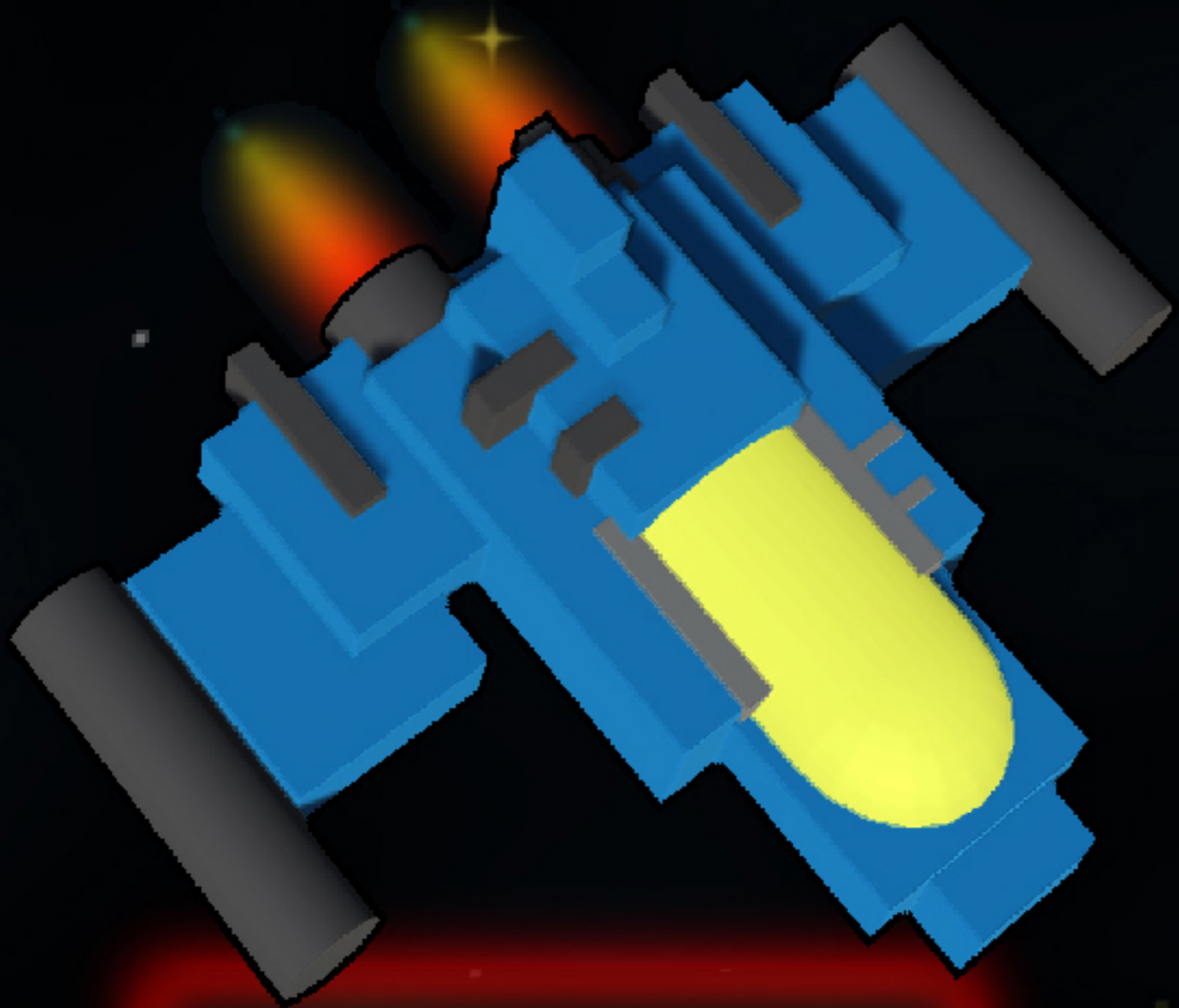
A6-Gravitus

Deflector Shields
perform an aileron
roll to deflect
enemy laser
fire!



Quaternion b4

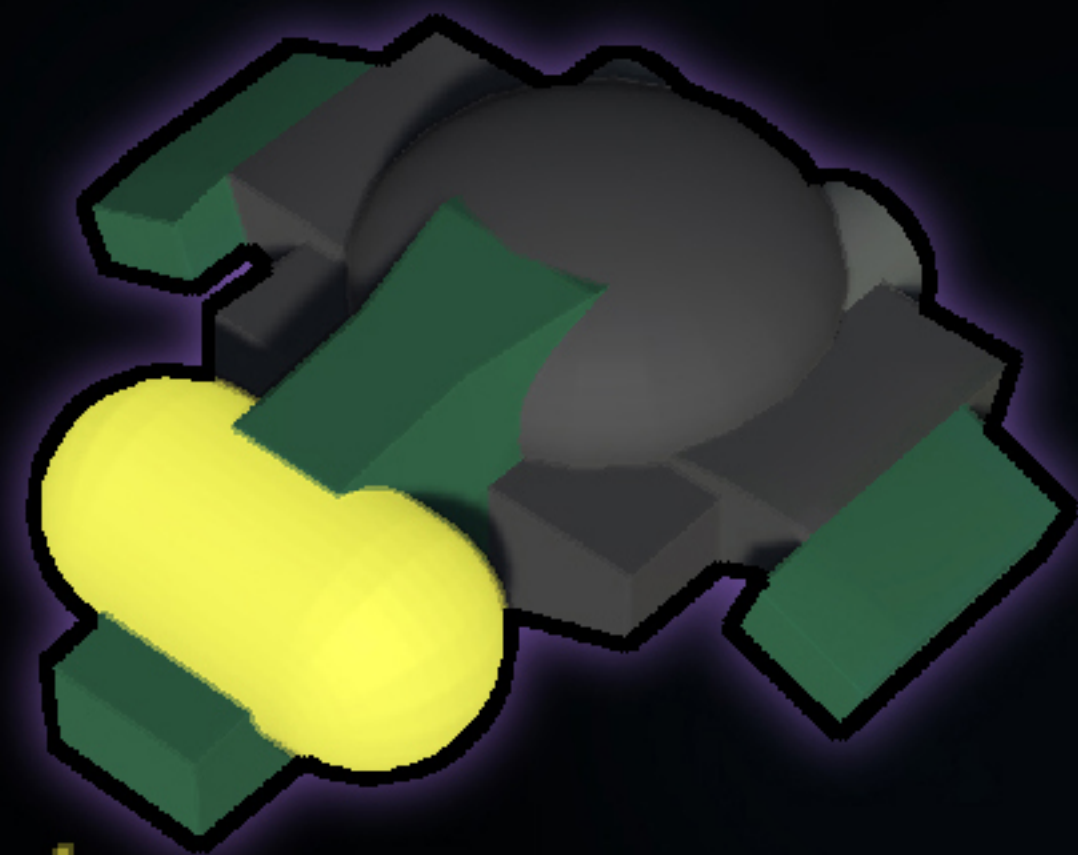
Ion Twist Cannon
Overload blasters
for a quick burst
of offensive fire!



To unlock more fighters, overcome unique **Challenges**.
View **details** on the fighter selection screen for more information.

enemies

automated drones



A disposable unit produced in mass quantities. Usually sent in high numbers to weaken the defenses ahead of the main invasion force.

weaponized fighter



A more maneuverable enemy craft equipped with phase blasters. This dangerous unit needs to be taken care of as soon as possible.

6

armored drones



With an armored shell for superior defense, Ion Pulse Charges and an advanced A.I. targeting system, these drones pose a more serious risk.

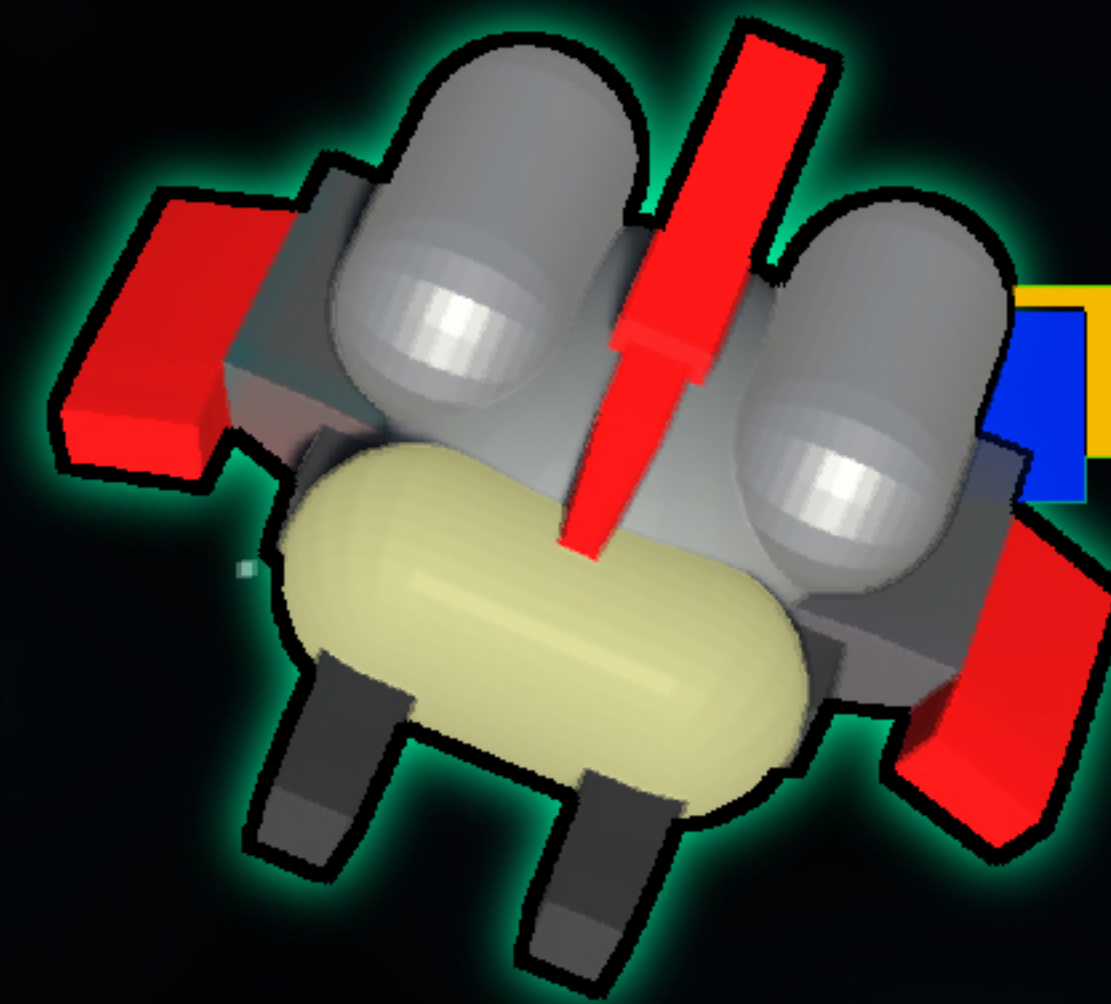
torpedo bomber



An evasive unit piloted to minimize enemy engagement. Fires phase blasters in short burst rounds devastating everything in its wake.

7

kamikaze drones

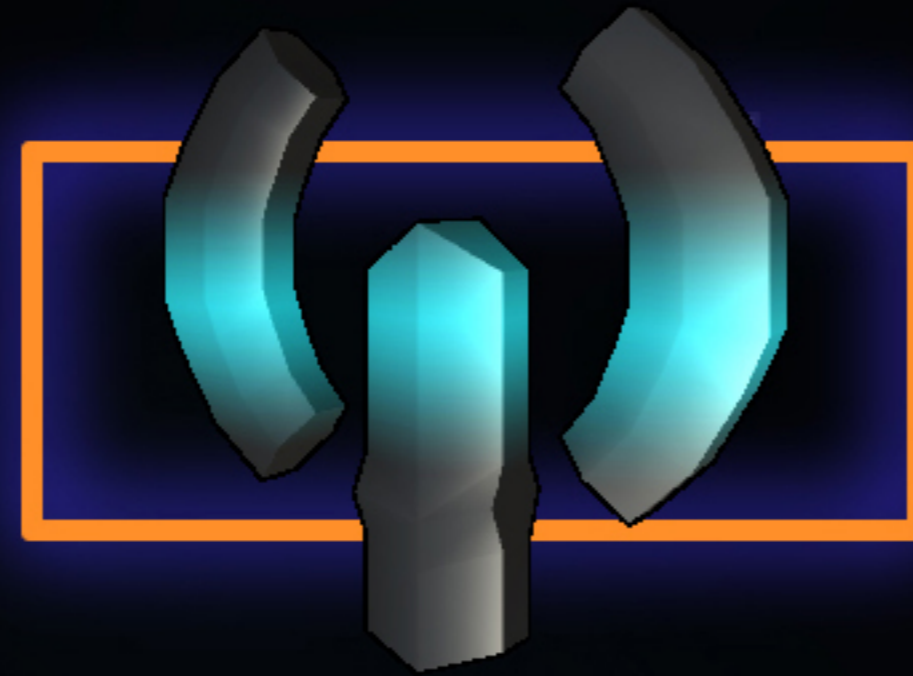


Primarily used in mining operations, these explosive drones will detonate on impact, leaving nothing but space dust and ruin in the aftermath.

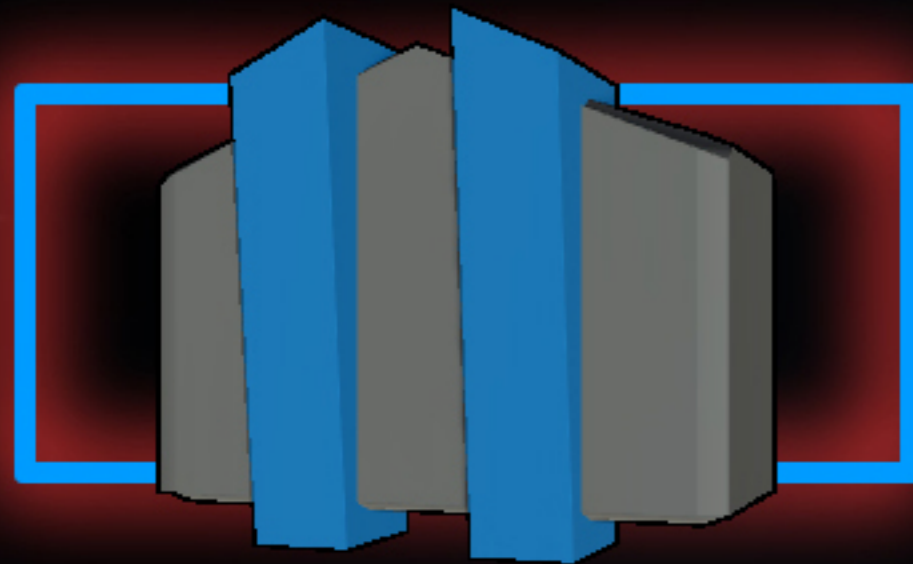
power ups

sidewinders

Equip to increase your fighters defenses. Protects against one hit. Lost upon impact. A maximum of **three** can be equipped at a time.

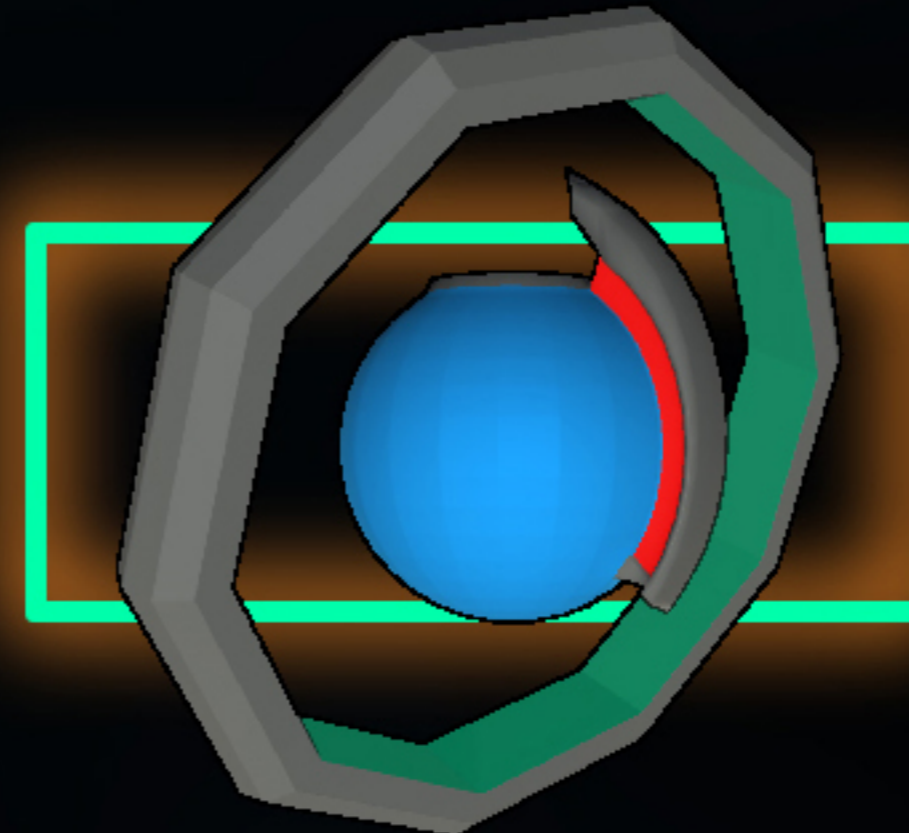


Equip your fighter with lateral phase wave blasters. Fires two extra rounds per shot. **Caution:** its limited power source only contains enough charge for **30** rounds, so use them wisely!



armor

A more **permanent** increase to your destructive capabilities! Equips a drone that orbits your fighter and adds to your fire power!



orbitals

rapid fire



Hi tech heat sinks that allow you to **overcharge** your fighters blasters giving you a dramatic increase in **fire rate!** After eight seconds, however, the cannisters will be discharged from your fighter to prevent catastrophic failure of key systems.



game screen



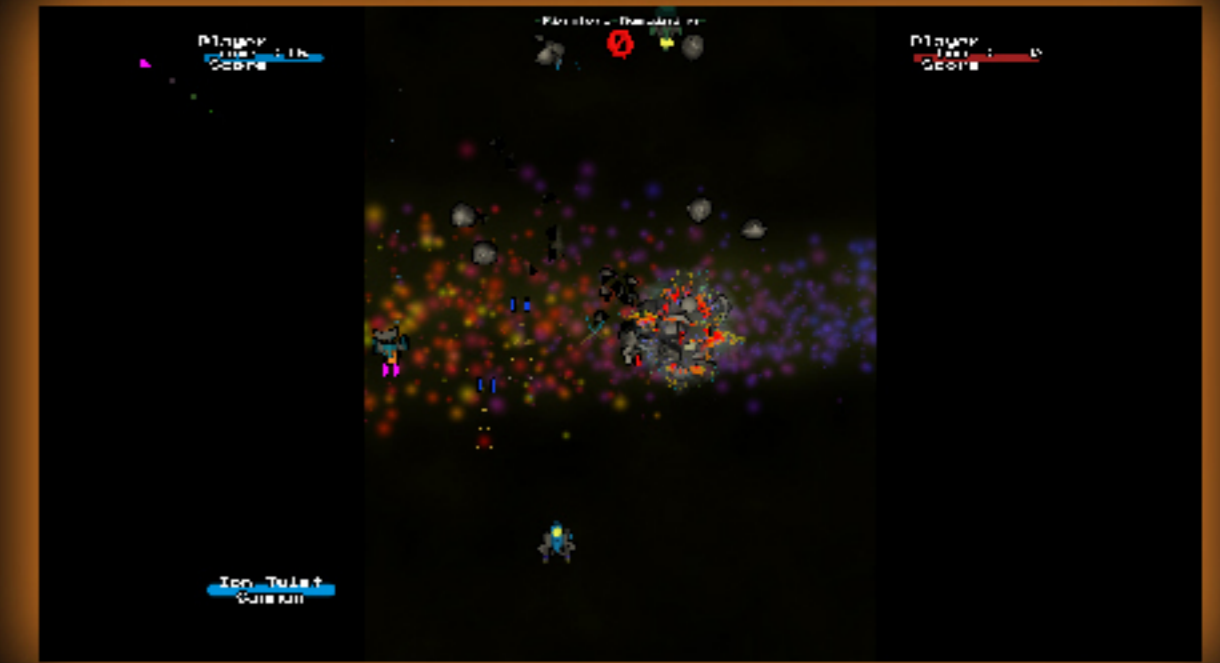
stages



Jovian Space



Forward Base



Asteroid Belt



Refinery



Alien Base

Conquer every stage, and discover its **SECRETS**, to
press the attack deeper into **ENEMY** territory!

10

SIMULATION BAY

LEARN THE BASICS IN A
SIMULATED ENVIRONMENT

SIMULATION
64

BATTLE AN ENDLESS WAVE
OF HOLOGRAPHIC ENEMIES TO
PROVE YOURSELF THE BEST
PILOT ON ERIS BASE

SCORE
ATTACK!

BOSS
RUSH

TO ENABLE BOSS RUSH MODE
INPUT THE FOLLOWING CODE
ON THE SIMULATION MAIN MENU

11

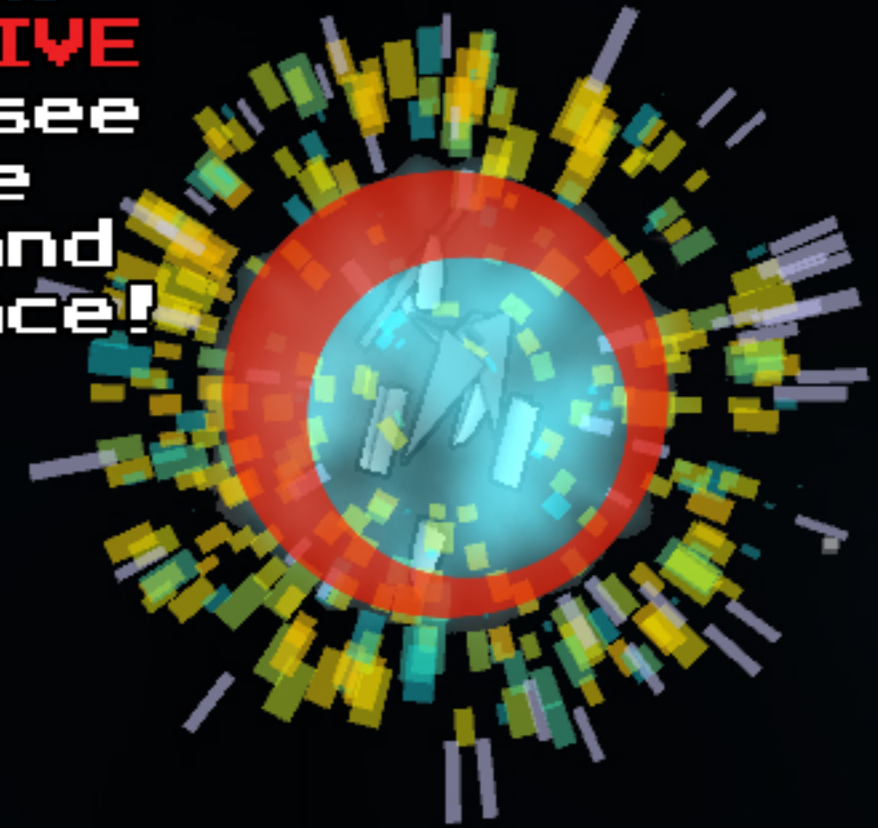


Tips and Tricks

Each fighter comes equipped with a unique, and **POWERFUL SPECIAL** weapon.

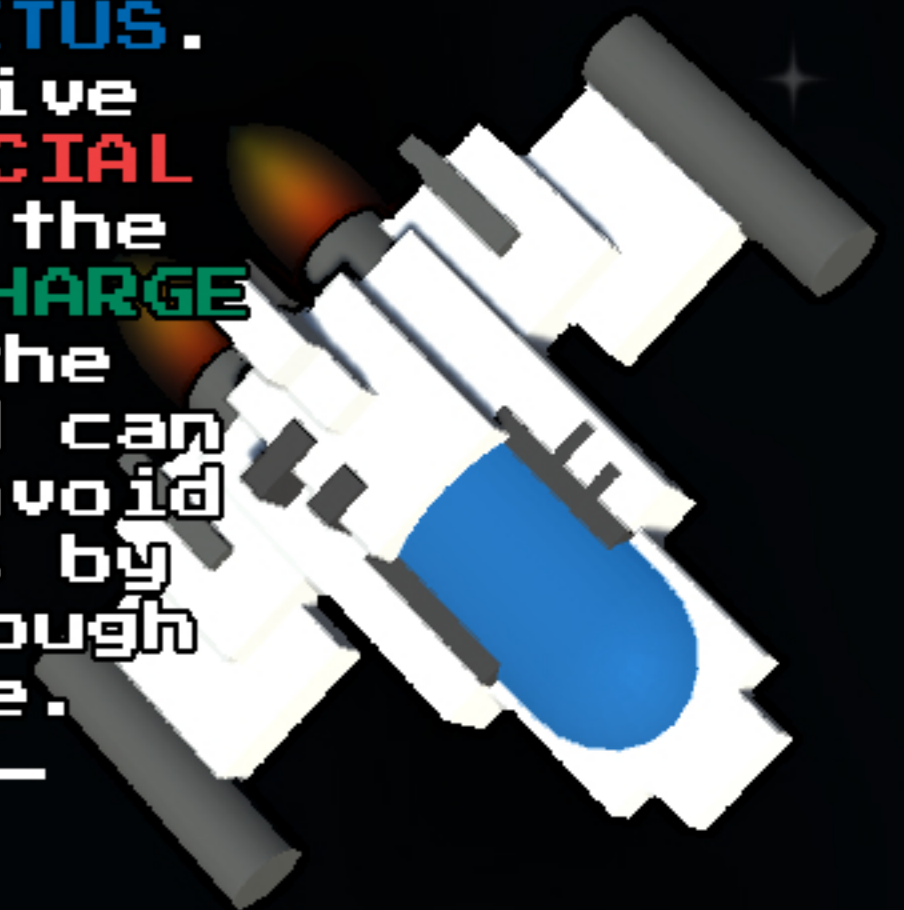
While the **RECHARGE** time does vary amongst the different fighters it's a good idea to use it early and use it often. Some extra offense, or well timed evasive maneuvering could save you a trip to the scrapyard.

Beware of **ARMOR** piercing **EXPLOSIVE** damage. If you see this **RING**, use extra caution and keep your distance!



If you're having trouble completing an area try using the **A6-GRAVITUS**.

Its defensive focused **SPECIAL** weapon has the shortest **RECHARGE** timer of the fighters and can be used to avoid tight spots by rolling through **ENEMY** fire.



stage Accuracy

66.8%

drones Smashed:

50

battleship Fight Time:

34.4s

stage rating



At the end of each **STAGE** you will be awarded a **MEDAL** based on your performance. Overcome the **CHALLENGES** presented in each stage to achieve the **GOLD!**



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