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PERIMETER™

REAL TIME STRATEGY REBORN



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Precautions

- Do not touch the surface of the disc when handling – hold it by the edge.
- To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free.
- Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture.
- Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

Health Warning

WARNING: READ BEFORE USING YOUR COMPUTER GAME.

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a monitor while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

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INSTALLATION

Place Perimeter Disc 1 in your CD/DVD drive and close the disc tray. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, Perimeter will automatically begin to install. If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the letter of your drive) and hit ENTER.

The installation program will initialise; follow the on-screen instructions to progress through the Installation. Perimeter requires the presence of DirectX 9.0b on your system. You will be given an option to set up DirectX 9.0b during installation.

During installation, you will also be given the opportunity to register your game online. This is not a requirement – you can register your game at any time following installation at www.codemasters.co.uk.

If you are using a dialup connection to access the Internet, but do not have this configured to activate automatically on request, you may need to initiate your connection prior to beginning installation if you want to register online.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.



IN THE BEGINNING...

...were the Spirits. And the Spirits created the Worlds. And in their own image, Man to walk upon the Worlds. The Spirits watched from afar as Man grew and became curious; a thirst to discover the far side of the horizon blossomed in his breast. As Man grew, he explored; as he explored, he grew. He grew until the worlds were full.

When the worlds could no longer sustain him, Man created the Frames and in his multitudes, in the Frames he lived.

And in the Frames he rotted.


















Seeing the stagnation of Man in his ignorant self-incarceration, the Spirits took pity upon their creation and returned to him in corporeal form. Shining a light into the future, the Spirits showed Man the Alpha and Omega of the worlds and set him upon the path to his destiny. Thus speaks the legend.

The Spirits are with us still. We, the people of the Exodus are guided by their serenity and wisdom. Through the Terminals, we hear their voice. By their prescient sight, shall we achieve our destiny.



















May the Spirits aid us. May the Spirits save us. May the Spirits lead us home.

GAME CONTROLS & KEYBOARD COMMANDS

MOUSE & VIEW CONTROLS




- Move camera     or move pointer to edges of Main View
- Zoom in /out Mouse wheel up/down or Numpad  
- Rotate camera Hold middle mouse button and drag or    
- Set camera location  +  - 
- Zoom to camera location  - 
- Follow squad Right-click Squad icon
- Select unit/building Left-click
- Select multiple units Left-click & drag over units or hold  and left-click units
- Select all like units Double-click unit
- Move selected unit/s Right-click on destination
- Set unit movement waypoint/s Hold  and right-click on ground to lay out path
- Pause building construction/upgrade Right-click building icon in Buildings Palette

UTILITY COMMANDS




- Menu 
- Save game  + 
- Load game  + 
- Increase game speed 
- Decrease game speed 
- Normalise game speed 
- Zoom to last event 
- View Frame 
- Display unit & building health 
- Toggle unit & building health on/off 
- View Mission Briefing 
- Music on/off  + 
- Sound Effects on/off  + 
- Take screenshot 

At any time, press the PAUSE key to pause

TERRAFORMING COMMANDS

- Switch to Zero-Layer Tool 
- Switch to Ditch Tool 
- Switch to Cancel Zero-Layer Tool 

MMP COMMANDS

- Switch mode Brigadier/Buildmaster 
- Return selected MMP to Frame 
- Repair 

UNIT COMMANDS

Select squad (x2 to zoom to squad)	
Set selection group	+
Add to selection group	+
Select.....	
Join two selected squads.....	
Create 10 soldiers.....	
or left-click Basic Unit icon	
Create 10 officers	
or left-click Basic Unit icon	
Create 10 technicians	
or left-click Basic Unit icon	
Move	
Attack	
Stop.....	
Return to Frame	
Toggle Offensive/Defensive mode.....	
Patrol	

BUILDING COMMANDS

Upgrade selected building	
Remove selected building.....	
Weapon (selected) power on/off	
Frame (selected) install/uninstall	
Pause building construction/upgrade	
Selected Core charging on/off.....	
Sound alarm	
Perimeter Field on/off (no selection).....	

BLUEPRINTS

Press then the following keys to activate building blueprints:

Energy Core	
Energy Transmitter	
Energy Collector	
Soldier Plant	
Officer Plant	
Technician Plant.....	
Laser Laboratory	
Rocket Laboratory	
Bomb Laboratory	
Anti-grav Laboratory	
Subterra Laboratory.....	
Command Centre	
Laser Cannon	
Rocket Launcher	
Howitzer	
Sub-Chaser	
Ballistic Missile	
Scum Disruptor.....	
Scourge Navigator.....	
Empire Laboratory	
Exodus Laboratory	
Harkbackhood Laboratory	
Alpha Portal.....	
Omega Portal	

THE GAME SCREEN



- 1. Main Menu**
- 2. Current objective**
- 3. Game speed controls**
- 4. Main View**
- 5. Total Units Constructed**
- 6. Terraform Palette** – tools for transforming land so you can build on it.
- 7. Minimap** – an overview of the battlefield. Left-click anywhere on the Minimap to zoom to that point.
- 8. MMP Palette** – used to manage your Brigadiers and Buildmasters (see Brigadiers & Buildmasters). Double-click to centre the Main View on the Frame.
- 9. Buildings Palette** – used to construct buildings.
- 10. Weapons Installations Palette** – used to erect stationary weapon installations.
- 11. Energy Meter** – your Frame's current energy reserves (see Energy Generation & Usage).
- 12. Command Palette** – specific commands available to the selected unit or building (left-click a unit or building in the Main View to select it).
- 13. Perimeter Controls** – raise and lower your Perimeter Field.
- 14. Basic Unit Palette** – used to create the three basic units that form the basis of your army.
- 15. Nanomorph Palette** – used to morph your basic units into fighting units.
- 16. Squad Palette** – used to select and direct your squads of fighting units. Double-click a squad icon to centre the Main View on the Squad.

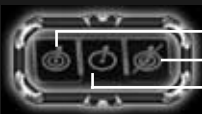
USING THE MINIMAP



The Minimap gives you an overview of the battlezone, with each player represented by different coloured markers.

Left-click anywhere on the Minimap to zoom the main view to that location in the field of combat.

TERRAFORMING



- Zero-Layer Tool
- Cancel Zero-Layer Tool
- Ditch Tool

Terraforming is the heart of your strategy for blazing your path to your new home. In order to build, extract energy from the ground with Energy Cores or install your Frame, the land must be graded to the Zero-Layer required to support your nanotechnology.

To assign land to terraforming, left-click the Zero-Layer Tool in the Terraform Palette. Next, left-click and drag on the ground to define the area to be levelled. When you have finished assigning the terraforming area, right-click anywhere on the ground to return your pointer to normal.



Once an area has been allocated to terraforming, your Brigadiers (see Brigadiers & Buildmasters) will send out their drones to level the ground to zero declination for building.

If you want to stop terraforming a defined area, click the Cancel Zero-Layer Tool in the Terraform Palette. Click and drag over an area that has previously been assigned for terraforming to remove it from the selection. Right-click anywhere on the ground to return to the normal pointer (you can't de-terraform land that has already been worked on by your Brigadiers).

Note: when buildings and other nanotech installations are destroyed, the resultant explosion severely disrupts the zero-layer in a radius around it. You will need to re-terraform this ground before you can build on it again.

DITCHES FOR DEFENCE

Ditches are an extremely useful aspect of terraforming. When you dig a ditch, your Brigadier's drones will cut right through the surface of the battlefield to create a gap that no land-based entity can cross.

To create a ditch, left-click the Ditch Tool in the Terraform Palette. Next, left-click on the ground where you want your ditch to begin. Drag the mouse and you will see the ditch selection area stretch in a straight line from the click-point to your pointer. Left-click again to define a corner before dragging on to create a further stretch of ditch. When you have finished defining your ditch area, right-click to return your pointer to normal.



TERRAFORMING STRATEGY

Terraforming takes time! When you select the Zero-Layer Tool and move it over the ground, you will see a number next to the tool that changes as you move it. This number indicates the declination (height) of the land you are pointing at; positive numbers indicate ground that is higher than zero, negative numbers show land that is lower.



Declination of land

The greater the deviation in surface level from zero, the longer it will take your Brigadier's drones to either cut it away or fill it in. Try to find ground that is close to zero declination so that you achieve a viable surface for your buildings and generators as quickly as possible.

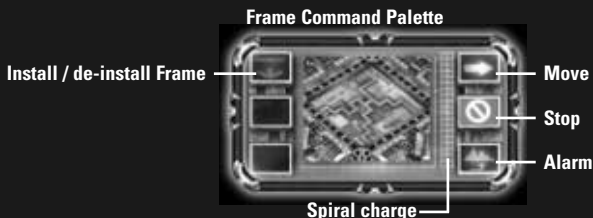
In addition, the larger area you assign to terraforming, the longer it will take to grade. Initially at least, it is a good idea to terraform only the area of land that you really need to get your base started and install your frame.

You can speed up terraforming by assigning more of your Multi-Modular Platforms to the Brigadier function (see Brigadiers & Buildmasters). More Brigadiers equals more drones available for terraforming and therefore a quicker job.

THE FRAME

MANAGING THE FRAME

Within your Frame lives the community that is the last best hope for humanity's survival. If your Frame is destroyed, your journey to your new home is over.



MOVING THE FRAME

Though the Frame is relatively self-sustaining, moving it requires extra energy. You must have at least one Energy Core built before you can move the Frame any distance. The distance that the Frame can be moved is limited by the range of power transmission of the Core (see Energy Generation & Usage). If the Frame needs to be moved a greater distance than that provided by the range of the Energy Core, further Cores must be built to form a chain.

To move the Frame left-click it to select it, then right-click on the ground where you want it to move (left-click on the ground after issuing the move command to de-select the Frame).

INSTALLING THE FRAME & CHARGING THE SPIRAL

Deep inside the Frame resides the nanotech power source known as the Spiral. Its primary function is to provide the enormous energy burst required to rip open the fabric of space when interfacing with an Alpha or Omega Portal.

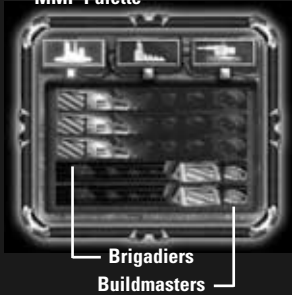
In order that the Alpha/Omega interface can be completed, the Spiral must be fully charged. It reserves energy from any surplus produced by your power grid and must also be in direct contact with the ground as such is the source of all your energy. You must install the Frame on the ground to charge the Spiral.

Once installed the Frame can also supply a limited amount of energy to factories and buildings. Its energy reserves are not limitless however and in order to construct a fully functioning base, you will also need to erect extra Energy Cores.

To install your Frame, left-click on your Frame to select it, then left-click the "Install" icon on the Command Palette. It must be over unoccupied terraformed ground (move it if necessary); if the Frame can be installed its footprint will appear green, otherwise the footprint will be red.

BRIGADIERS & BUILDMASTERS

MMP Palette



Your Frame supports up to five Multi-Modular Platforms (MMPs) that provide basic terraforming (Brigadiers) or building functions (Buildmasters). To deploy an MMP, left-click either a greyed-out Brigadier or Buildmaster icon in the MMP Palette.

To ensure a balance between terraforming and building functions you will need to have both Brigadiers and Buildmasters on the ground. The more Brigadiers you have, the faster terraforming will be completed; the more Buildmasters you have, the quicker buildings will be erected or upgraded.

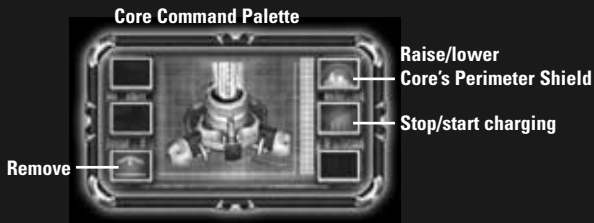
To convert a Brigadier into a Buildmaster and vice-versa, left-click an MMP or left-click an icon in the MMP Palette, then left-click the Convert icon in the Command Palette. The MMP will return to the Frame to be transformed into its counterpart.

MMP Command Palette



In an emergency, you can recall all of your MMPs to the sanctuary of the Frame by clicking the Alarm icon on the Frame Command Palette.

ENERGY GENERATION & USAGE

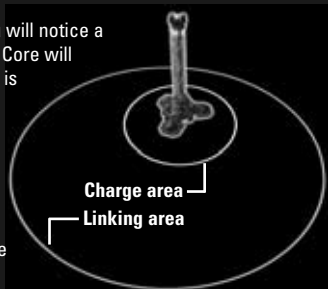


In order to extract power from the ground and supply your buildings, you must build Energy Cores. To build an Energy Core, select the Buildings Palette and left-click the Energy Core icon. Your pointer will change to a blueprint of the Core (see also Erecting Buildings). Move the Core blueprint over the ground and left-click on terraformed unoccupied ground where you want to build it (if you cannot build, the blueprint will change from green to red). (Unlike other buildings, terraformed ground does not have to be charged to erect an Energy Core.) Your Buildmasters will beam nanotech energy to the blueprint; when the blueprint has received enough energy from the Buildmasters, the Energy Core will be erected.

ENERGY CORE STRATEGY

As you pass the Energy Core blueprint over the ground, you will notice a pale blue circle around it. This represents the area that the Core will draw energy from and can supply energy to. Once the Core is built, this area is shown by a charged (reflective) circle of terraformed ground around it.

Only a certain amount of energy can be drawn from any area of ground so, for maximum efficiency, try not to overlap charge areas too much. However, do try to achieve complete coverage with your Cores' charge areas to ensure reliable power supply to your buildings.



In order to feed power back to your Frame, all Energy Cores must be linked. Cores that are not linked back to the Frame will not activate when built. As you pass the Energy Core blueprint over the ground, the linking area of Cores that you have already built is displayed. Simply place the blueprint of your new Energy Core within this linking area to ensure that a connection back to the Frame is made.

CAPTURING ENERGY CORES

If you can cause a break in your enemy's energy network, any of their Cores that become disconnected can be co-opted into your own power grid. Provided you have a working Energy Core close enough, any disconnected enemy Cores will be integrated into your system.

Using your Perimeter Field, you can also force a break in an enemy's network. If you have expanded your base close enough for your Perimeter Field to encompass one or more enemy Cores, any Cores (or buildings) inside your Perimeter will be cut off and linked into your network.

ENERGY TRANSMISSION

If you want to distribute energy over a great distance (for example to claim abandoned installations), Energy Transmitters may provide a better option than Energy Cores. Transmitters do not draw energy from the ground and add to your energy reserves, but do have a much wider linking area for the dispersal of energy.

ENERGY STORAGE

Your Frame stores up the energy you generate, but only a certain amount. To store extra energy for when you need it (for example, when you need to erect your Perimeter Field), build Energy Collectors.

ENERGY USAGE

Almost every action you undertake in the creation of your base and fighting units will use some of your energy. Your overall energy usage is shown by the Energy Meter. If the Energy Meter is shaded towards green, you are generating more energy than you are using, but if the Meter is trending towards red, you are using more than you are generating (and may possibly run out).

If the Energy Meter is red and you are nearly out of energy you may need to take some emergency action. Erect more Energy Cores on uncharged terraformed ground – though this will also incur an initial energy cost, deactivate some Weapons Installations, or pause some building projects.

To see the specifics of your energy usage displayed in the bottom-right of the Main View, hold your pointer over the Energy Meter.

BUILDING YOUR BASE

Waging a successful campaign depends on the strength of your base, both in terms of its defence and its productivity. You will need to build both laboratories and weapons installations to ensure your survival long enough to achieve your objective and continue your journey.

Each laboratory or plant you build adds to your ability to create fighting units and weapons installations.


See Appendix 1: Buildings & Weapon Installations for more details.



CONSTRUCTING BUILDINGS

Buildings Palette



Left-click on a building icon on the Buildings Palette to activate that building's blueprint. Next, move the blueprint over the ground in the Main View; if the ground is unsuitable for building, the blueprint will be red. If the blueprint is green, left-click again to place it on the ground for your Buildmasters to construct (right-click to cancel the blueprint and return your pointer to normal). Re-orient a blueprint by holding  and dragging with the mouse.

Buildings can be erected only on charged ground, except for Energy Cores and Transmitters, which only require the ground to be terraformed.

To cancel a building project before it is completed and reclaim some of its nanotech energy, left-click the blueprint on the ground to select it, then left-click the "Remove" icon in the Command Palette. You can also reclaim energy from completed buildings in this way. To simply pause a building project, right-click the building's icon on the Buildings Palette (left-click the icon to restart building).

BUILDING POWER

Each building or weapons installation that you construct requires power to operate and adds to your overall energy usage. In an energy emergency, you may want to conserve power by deactivating one or more of your weapons installations. Left-click the building in the Main View to select it, then left-click the “Power On/Off” icon in the Command Palette.

An icon is displayed over a building or weapons installation when it has no power:



Building is active, but has no power to operate



Weapons installation is disconnected

UPGRADING BUILDINGS

Advanced facilities improve your ability to make more aggressive and sophisticated fighting units and weaponry.

To upgrade a building, left-click it to select it, then left-click the upgrade icon in the Command Palette. Your Buildmasters will beam additional nanotech energy into the structure to elevate it to the next level. The more advanced your structures become, the more energy will be required to complete an upgrade.

Note: some buildings do not require upgrading.

REMOVING BUILDINGS

Each structure can be deconstructed to reclaim some of its initial energy cost. To remove a building, left-click it to select it, then left-click the “Remove” icon in the Command Palette.

REPAIRING BUILDINGS

As you come under assault, it is inevitable that your buildings and weapons installations will be damaged. If left unrepaired, it will be much easier for your enemies to destroy parts of your base in future waves of attack. It is essential to repair damaged buildings to prevent their total destruction. Though any Buildmasters in the area will automatically incorporate repairs into their programme, you may wish to pre-empt their schedule by instigating repairs manually.

To repair a building or weapons installation, select one or more of your Buildmasters then left-click the Repair icon in the Command Palette. Next, left-click the building to be repaired. The Buildmaster will beam nanotech energy to the building or installation until it reaches peak operational status.

WEAPONS INSTALLATIONS

Weapons Installations Palette



Available
Blueprints

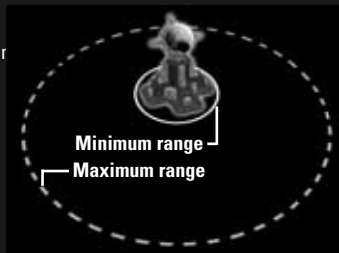
Static defences are essential for the survival of your base.

There are various types of weapons installations (see Appendix 1: Buildings and Weapons Installations) that become available as you construct and upgrade laboratories. Each installation is effective against different types of threat, so build wisely to ensure maximum coverage.

Weapons Installations are erected in the same way as other buildings using the Weapons Installations Palette (see Constructing Buildings). They must also be built within the charge area of one of your Energy Cores in order to operate.

EFFECTIVE RANGE

Each Weapons Installation has a maximum and minimum effective range that they can fire within. This is shown around the blueprint when you have selected it from the Weapons Installation Palette: the inner circle is the minimum range, the outer circle is the maximum range. Select any constructed Installation to view the range of all of your base's defences.



TARGETING WEAPONS

Weapons Command Palette




Although your Weapons Installations will automatically fire upon any enemy unit or building within range, your strategy may call for specific targeting. To set a target, in the Main View select the Weapons Installation you want to fire, then left-click the Target icon in the Weapons Command Palette. Finally, left-click the enemy target.

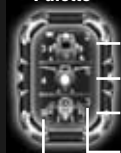
BUILDING A FIGHTING FORCE

BASIC UNITS

The soldier, officer and technician basic units form the basis of each of your nanomorphed fighting units. Build the Soldier Plant, the Officer Plant and the Technician Plant so you can create your basic units.

To make a basic unit, left-click its icon in the Basic Unit Palette. Click again to add units to the Plant's production schedule, or hold  and click to add 10 units to the schedule. You can create up to 250 basic units in total. Units awaiting production are shown at the top-right of each icon in the Basic Unit Palette; units produced for the selected squad, but un-morphed into a fighting form are shown at the bottom-left of each icon.

Basic Units Palette



Soldiers – available once the Soldier Plant has been built.

Officers – available once the Officer Plant has been built.

Technicians – available once the Technician Plant has been built.

Units scheduled for production.

Units in selected squad (un-nanomorphed).



NANOMORPHING FIGHTERS

Each squad is nanomorphed into its combat form using a “recipe” based on the three basic units. Hold the pointer over any of the available fighter forms in the Nanomorph Palette to view the recipe of basic units you need to create it.

Nanomorphing also requires Nanomorph Energy (shown in the Squad Palette). This is energy set aside for each squad from the power you generate. If you are generating energy faster than you are using it (the Energy Meter is green), Nanomorph Energy will be recharged very quickly. As the efficiency of your Energy Generation/Consumption ratio drops, the rate that Nanomorph Energy recharges will also drop.

The available fighter forms depend on the Laboratories you have built and/or upgraded. For example to nanomorph a squad of Snipers, you will need an active Laser Lab; for Rockers you must have an active Rocket Lab. The facilities required for production of a fighter type are also shown in the recipe.

To nanomorph basic units into fighters, select a squad (see also Creating Squads) then left-click one of the available icons in the Nanomorph Palette. Provided you have enough basic units to fill the recipe and sufficient Nanomorph Energy, the squad will change into its new shape. A squad of basic units can be nanomorphed only into one type of fighting form at a time. Each of the fighting forms has different strategic advantages and disadvantages – see Appendix 2: Units for more information.

Nanomorph Palette



Number of fighters that can be nanomorphed from basic units (shown for each type of fighter as they become available).

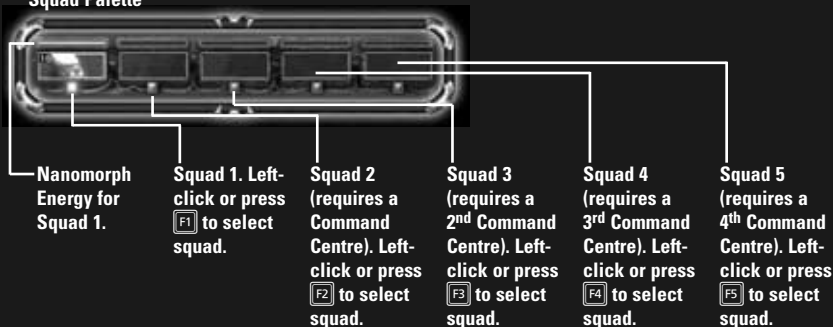
The number top-left of each icon in the Nanomorph Palette indicates how many fighters of that type you can morph from the basic units you have produced. If you have already nanomorphed a squad, this number will show how many additional fighters you can produce as you add more basic units to the squad (see Creating Squads).

Note: not all nanomorph fighting forms are effective against all types of target. Select the form of your squad carefully. See Appendix 2: Units for more information.

CREATING SQUADS

In order to mount an effective offence against your rivals and defend against Scourge attacks, you will need to create more than one squad of fighters. Your first squad is commanded by the Frame, but for each additional squad you will need to construct a Command Centre.

Squad Palette

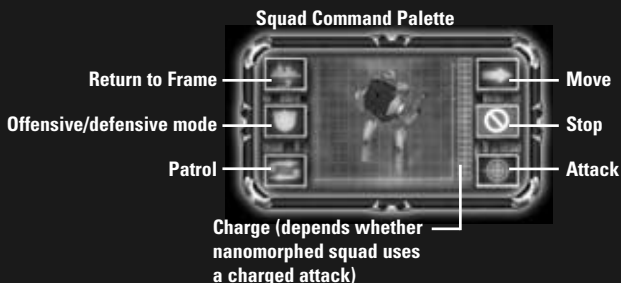


To create an additional squad, first build a Command Centre; the next available squad slot will become selectable in the Squad Palette. Next, left-click the new squad slot or press the relevant key (F1-F5) and produce some basic units for your new squad (see Basic Units). Once the basic units have rallied at the squad's location, you can nanomorph your squad into one of the fighting forms and send them in against your enemy.

To merge the Basic Units of two squads, select both squads by holding the **Q** key and left-clicking each squad. Next, click the "Join Squads" icon that appears at the bottom of the Basic Units Palette.

COMMANDING SQUADS

Select a squad to view its Command Palette:



MOVING A SQUAD

To move a squad around the battlezone, first select it using the Squad Palette then right-click the location you want the squad to move to. Alternatively left-click the Move icon in the Command Palette then left-click the new location. To confirm the order is being actioned, a path joins the squad and the point it is moving to.

To cancel a selected squad's movement, left-click the Stop icon in the Command Palette.

Note: any basic unit reinforcements you create for a squad must reach the squad's location before they can be nanomorphed into additional units.

PATROLLING AN AREA

The selected squad can be ordered to patrol (and defend) an area, attacking any enemy units within range.

Click the Patrol icon in the Command Palette; the normal pointer changes to the waypoint tool. Left-click on the ground where you want your squad to begin, then left-click points you want your squad to visit on its patrol. When you have finished laying out the squad's patrol path, right-click on the ground to return your pointer to normal. The squad will follow the path you've laid out, returning along the same path when they reach the end.

OFFENSIVE/DEFENSIVE MODE

Click the Offensive/Defensive Mode icon in the Command Palette to alter the attitude of the selected squad. A squad operating in Offensive Mode will actively seek and attack any nearby enemy unit or building, regardless of their peril. In Defensive Mode a squad will hold position, only attacking enemies that come into range.

ATTACKING

When your squad is assembled and nanomorphed into a suitably aggressive form, it's time to order the attack.

Select a squad, then right-click an enemy squad, building or weapons installation. Alternatively, left-click the Attack icon in the Command Palette, then left-click the squad's target. To confirm the order, a red path connects the squad and its target. The squad will move so that the target is within range then let loose upon its mark.

If the squad is set to Offensive Mode (see Offensive/Defensive Mode), it will attack any enemy units it encounters on its way into battle.

Remember, only certain nanomorphed fighting forms are suitable for attacking certain targets. See Appendix 2: Units for more information.

THE ULTIMATE DEFENCE: THE PERIMETER

Perimeter Controls



Raise Perimeter


Lower Perimeter

When the situation becomes desperate, your only option may be to prevent any further invaders from entering your base. The Perimeter is an impenetrable force field emitted by your Energy Cores that surrounds your base (provided your Cores are properly placed); any Scourge or enemy units that come into direct contact with the Perimeter Shield will be severely damaged (if not destroyed outright).

Whilst extremely effective at shielding any facilities and units within the charge area of your Energy Core or Frame, it is extremely costly in terms of energy usage. A full Perimeter can drain your energy supplies in very little time, though you can extend its life by ensuring you have plenty of energy reserves — build Energy Collectors to maximise your stores.

To raise the full Perimeter, left-click the Raise Perimeter control. To drop it, left-click the Lower Perimeter control.

Each of your Energy Cores is capable of generating a smaller Perimeter Field. This is useful when strategic, rather than wholesale, defence is needed. To raise a single Core's Perimeter, select the Core and left-click the Perimeter icon in the Command Palette. Left-click the icon again to drop the Perimeter.

Hold , left-click multiple Cores, then click the Perimeter icon in the Command Palette to raise all of their Fields at once.

MAIN MENU

SINGLE PLAYER

- Profile:** Follow the directions on screen to complete your profile for single player games.
- Campaign:** Join the exodus from Old Earth in this epic struggle to find a new home for humanity.
- Load Game:** Load a saved game and continue your battle.
- Battle:** Select a map and go head-to-head against the computer. Choose a map in the list, then left-click the following options to set up your game:
- Players:** the first player slot is taken by yourself. Left-click the remaining player names to set their status. "AI (easy, medium or hard)" denotes an AI player and its difficulty level. "Closed" denotes no player.
 - Colour:** left-click to choose the highlight colour of your units & buildings.
 - Faction:** left-click to choose your Faction (Exodus/Empire/Harkbackhood).
 - Allegiance:** left-click to choose your clan affiliation. Players of the same clan will not attack each other.
 - Starting Energy Level:** the amount of energy each player has in reserve at the start of the game. Left-click to change the value.
- View Replay:** At the end of every battle, you can save a replay of your performance. Choose "View Replay" to review the replays you've saved.

LAN

Select "LAN" from the Main Menu to view a list of all the Perimeter battles running on your Local Area Network.

Enter your name at the top of the screen, then highlight a game name in the list and click "Join" to enter the fray, or select "Create" to make a game for others to join. Choose a map on the next screen and set the game speed, then left-click "Create" to move on. On the final screen set up the parameters for the game (see "Battle" for details of on-screen options), then left-click "Ready". When all joining players have also clicked "Ready" the battle will commence.

ONLINE

Select "Online" to fight for supremacy across the Internet or TCP/IP.

Enter or edit your player name, then left-click the connection type to define whether you want to connect via TCP/IP or GameSpy.

TCP/IP

Set the connection type to "Peer-to-Peer", enter a TCP/IP Address and click "Start". You may need to obtain the TCP/IP Address from the game host before commencing.

GAMESPY

To connect to a multiplayer game via GameSpy, set the connection type to "GameSpy" and click "Start". You can also run multiplayer Perimeter battles via GameSpy Arcade...

HOW TO PLAY PERIMETER IN GAMESPY ARCADE

You can play Perimeter online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Perimeter disc and install Arcade now. Then, to play Perimeter online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Perimeter Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the Perimeter button on the left to enter the Perimeter room.

Find and Join a Perimeter Server: Once you're in the Perimeter room you can meet or greet other players and find servers. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Double-click on a server of your choice to join. Perimeter will launch and automatically connect you to the server you selected. Let the battle commence!

Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Perimeter, consult our help pages, located at <http://www.gamespyarcade.com/help/> or e-mail us by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>.

OPTIONS

GAME

Click and drag the sliders on screen to adjust game speed, the scroll rate of the Main View and the speed of your mouse pointer. Also turn Tool Tips on or off.

GRAPHICS

Adjust the Gamma slider to change the brightness and click "Settings" to toggle through pre-set configurations. Click "Resolution" and "Colour Depth" to toggle through the available options.

If you experience game performance that is lower than you would expect, try reducing the level of the colour depth and/or screen resolution, or select "Fast" on the "Settings" option.

SOUND

Adjust the volume and turn sound effects and music on or off.

APPENDIX 1: WEAPONS AND BUILDINGS

WEAPONS INSTALLATIONS



LASER CANNON

Rapid-fire laser, effective against light and middle-weight units.

Requires: Lvl 1 Laser Laboratory



HOWITZER

Intense projectile fire against buildings.

Requires: Lvl 3 Bomb Laboratory



ROCKET LAUNCHER

Long range missile attacks on heavy ground and aerial units.

Requires: Lvl 2 Rocket Laboratory



SUBTERRA CHASER

Subterra installation, protects against underground units.

Requires: Lvl 1 Subterra Laboratory



BALLISTIC MISSILE LAUNCHER

Powerful launcher intended for destruction of large buildings. Damages all buildings and units within radius of blast. Detonates on contact with Perimeter.

Requires: Lvl 2 Antigrav Laboratory

Lvl 3 Rocket Laboratory

Lvl 3 Empire Laboratory



SCUM DISRUPTOR

Disrupts terrain for a period of time in a given direction. Requires recharge time. Select disruptor and left-click on ground to specify attack direction. The further away the attacked section, the faster the Disruptor discharges.

Requires: Lvl 3 Laser Laboratory

Lvl 3 Exodus Laboratory



SCOURGE NAVIGATOR

Generates Scourge at a specified location. Select the Navigator and left-click the ground to specify the generation point. The further away the generation point is from the Navigator, the faster the unit discharges. If the generation point is not moved once set, the Scourge generated will evolve into increasingly more powerful forms.

Requires: Lvl 2 Antigrav Laboratory

Lvl 2 Subterra Laboratory

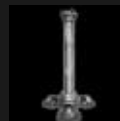
Lvl 3 Harkbackhood Laboratory

BUILDINGS



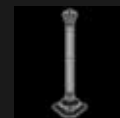
THE FRAME

The home of the community that is the last, best hope for the survival of humankind. It also houses the Spiral, your means of powering the Alpha and Omega Portals.



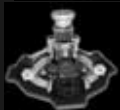
ENERGY CORE

Energy Cores link together to form your power network. They draw energy from a charged area of ground in a radius around them. This area also enables the construction and powering of buildings, production plants and laboratories.



ENERGY TRANSMITTER

Provides long distance connection between Cores, but does not generate energy itself.



ENERGY COLLECTOR

Allows storage of additional energy beyond the storage capacity of the Frame.



COMMAND CENTRE

The first squad is commanded by the Frame. Each additional squad requires a separate Command Centre.



SOLDIER PLANT

Produces Soldiers.



OFFICER PLANT

Produces Officers.



TECHNICIAN PLANT

Produces Technicians.



LASER LABORATORY

Provides ability to nanomorph squads into fighting forms with laser capability.



ROCKET LABORATORY

Provides ability to nanomorph squads into fighting forms with rocket capability.



BOMB LABORATORY

Provides ability to nanomorph squads into fighting forms with bomb capability.



SUBTERRA LABORATORY

Provides ability to nanomorph squads into fighting forms that can travel and/or attack underground.



ANTIGRAV LABORATORY

Provides ability to nanomorph squads into aerial fighting forms.



EMPIRE LABORATORY

Provides ability to nanomorph squads into special Empire units. Only available to the Empire.



EXODUS LABORATORY

Provides ability to nanomorph squads into special Exodus units. Only available to the Exodus.



HARKBACKHOOD LABORATORY

Provides ability to nanomorph squad into special Harkbackhood units. Only available to the Harkbackhood.



ALPHA PORTAL

The Alpha Portal leads back down the chain of worlds towards Old Earth. It hovers above the planetary landscape moving along a trajectory.



OMEGA PORTAL

The Omega Portal leads to the next world in the chain. Once built it is virtually indestructible.

APPENDIX 2: UNITS



BASIC SOLDIER

Bears light arms (assault-rifle) with limited attack potential. Low efficacy against buildings.

Requires: Soldier Plant



BASIC OFFICER

Basic flying unit. Cannot inflict any damage, but has ability to suppress enemy fire (including nanomorphed units, though the number of officers in attacking group must match the number of officers in the nanomorphed unit for this to be effective).

Requires: Officer Plant



BASIC TECHNICIAN

Basic unarmed unit—heals nearby units.

Requires: Technician Plant.



DIGGER

Middleweight underground unit. No offensive weapons. When on the move disrupts the surface of uncharged areas. Surfaces on halting. Capable of passing under Perimeter Shield.

Requires: Lvl 1 Subterra Laboratory



STRAFER

Middleweight airborne fighter. Efficient against both basic and light units. Has weak armour and medium speed.

Requires: Lvl 1 Antigrav Laboratory



SNIPER

Light laser unit for long-range attacks at basic units and the only fighting unit capable of hitting enemy Brigadier drones.

Requires: Lvl 1 Laser Laboratory



SCUMMER

Middleweight underground unit with special terrain-boiling system that disrupts the surface as the unit moves.

Requires: Lvl 2 Laser Laboratory
Lvl 1 Subterra Laboratory



GYROID

High-speed flyer. Equipped with a light laser gun effective against ground units.

Requires: Lvl 1 Antigrav Laboratory
Lvl 2 Laser Laboratory



LEAMO

Heavy laser tank with long range attack. Effective against both ground units and buildings.

Requires: Lvl 3 Laser Laboratory



ROCKER

Light surface-to-air missile unit.

Requires: Lvl 1 Rocket Laboratory



R-PROJECTOR

Middleweight missile unit, efficient against practically any target except high-speed and subterra units.

Requires: Lvl 2 Rocket Laboratory
Lvl 2 Laser Laboratory



CEPTOR

Middleweight light missile unit intended for use against airborne targets.

Requires: Lvl 2 Rocket Laboratory
Lvl 1 Antigrav Laboratory



EXTIRPATOR

Heavy subterra-missile unit effective against underground targets. When attacking, the unit discharges several underground target-seeking missiles. Also capable of attacking large ground units including MMPs.

Requires: Lvl 2 Subterra Laboratory
Lvl 3 Rocket Laboratory
Lvl 2 Laser Laboratory



MORTAR

Light bombing unit, efficient in long-range attacks of stationary ground targets.

Requires: Lvl 1 Bomb Laboratory



WARGON

Heavy bombing unit. Especially efficient against stationary objects. Bombs inflict damage within a blast radius of the detonation epicentre. Destroys the ground surface and leaves a large crater.

Requires: Lvl 2 Bomb Laboratory
Lvl 2 Rocket Laboratory



BOMBIE

Heavy airborne bomber. Effective against buildings and groups of ground units.

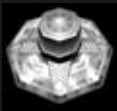
Requires: Lvl 2 Bomb Laboratory
Lvl 2 Antigrav Laboratory



LEECH

Special unit that connects to an enemy Energy Core and drains power. The Leech's beam can even pass through the Perimeter Field.

Requires: Lvl 1 Empire Laboratory



UNSEEN

Special unit that cloaks the presence of nearby allied units, rendering them invisible to enemies.

Requires: Lvl 2 Empire Laboratory
Lvl 2 Laser Laboratory



DISINTEGRATOR

Special flying unit that generates an impulse, which disintegrates any nanomorphed unit into its basic constituent units within a radius. The more Disintegrators in one Squad the larger its effective radius.

Requires: Lvl 2 Empire Laboratory
Lvl 2 Antigrav Laboratory



PIERCER

Special heavy unit, disrupts the surface when on the move. When moving the Piercer loses integrity, after travelling a certain distance, it is destroyed.

Requires: Lvl 3 Empire Laboratory
Lvl 2 Subterra Laboratory



SCUM SPLITTER

Light ground unit that creates a crack in the surface while it is stationary. Cracks extend in different directions from the Splitter until the unit runs out of charge or until it is moved.

Requires: Lvl 1 Exodus Laboratory



SCUM TWISTER

Middleweight ground unit. When the target is within range, the Twister generates a charged whirlwind attack inflicting damage upon all nearby airborne units. Attack ceases when charge is depleted.

Requires: Lvl 2 Exodus Laboratory
Lvl 1 Bomb Laboratory



SCUM HEATER

Heavy flying unit that boils the surface inflicting severe damage upon all ground and subterra units within range.

Requires: Lvl 2 Exodus Laboratory
Lvl 3 Laser Laboratory
Lvl 2 Antigrav Laboratory



SCUM THROWER

Heavy ground unit that scoops up the surface and catapults it at a target. The Scum Thrower inflicts serious damage on terraformed surfaces as well as any buildings erected on them.

Requires: Lvl 3 Exodus Laboratory
Lvl 2 Bomb Laboratory



SPIDER

Special unit that emits waves of Spider-Scourge.

Requires: Lvl 1 Harkbackhood Laboratory



SHARK

Special unit that emits the subterranean Shark-Scourge.

Requires: Lvl 2 Harkbackhood Laboratory
Lvl 1 Antigrav Laboratory



DEMON

Special unit that emits the aerial Demon-Scourge.

Requires: Lvl 2 Harkbackhood Laboratory
Lvl 2 Antigrav Laboratory



DRAGON

Special unit that emits the highly destructive Dragon-Scourge.

Requires: Lvl 3 Harkbackhood Laboratory
Lvl 2 Antigrav Laboratory

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WWW.CODEMASTERS.CO.UK

Codemasters' website contains game upgrades, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

EMAIL

CUSTSERVICE@CODEMASTERS.COM

Please include your Dxdiag.txt file with a description of your problem. To obtain this, click the START button on your Windows Taskbar, then click RUN. Type "Dxdiag" in the dialog box that opens and click OK. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

TELEPHONE/FAX

Before calling, ensure that you have checked our website for a possible solution and have read the Perimeter™ help file which can be found on the Perimeter™ Disc/s.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on the relevant drive icon.
3. Left-click on "EXPLORE".
4. Double-click on "README".

TEL: 01926 816044 FAX: 01926 817595

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