

Menu	
Up / Down	Move through entries
Enter	Validate / Cycle through sub-options
Esc	Open menu (from battlefield screen)

The main menu allow you to select the map and the difficulty level. Color palette can be adjusted via the battlefield menu (press Esc to open).

Battlefield	
Esc	Open menu / Cancel
Tab / - / =	Cycle through units
[/] / PgUp / PgDn	Cycle through buildings
Space	Attack
Arrows	Move
Enter	Activate Browse mode / Select unit
Shift + Number	Assign number to current unit
Number	Select unit assigned to number

Resources		
Resource type	Sourcing	Instructions
Gas	Volcanoes	Build refinery on top of volcanoes
Minerals	Rocks and crytals	Use a builder for picking and send it to a smelter.
Energy	Solar panels	

Game loop	
Step	Instructions
1. Locate resources	You have about 10 minutes between the start of a game and the 1st enemy attack.
2. Secure base	Passive defense: walls, moved resources Active defense: sentry tanks
3. Track the enemy	You can follow the enemy units to locate its base

Units		
Name	Cost (M/G/E/D/H)	Purpose
Builder	16/2/1/0/20	Create buildings, walls, bridges, pick up/drop off, bulldoze obstacles
Tank	30/5/3/10-25/85	Fast exploration and combat
Heavy tank	40/10/5/20-50/115	Heavy and slow, protects the base.
Frigate	30/5/5/25/125	Water-based assault vehicle

M/G/E/D/H: Minerals / Gas / Energy / Damage / Health

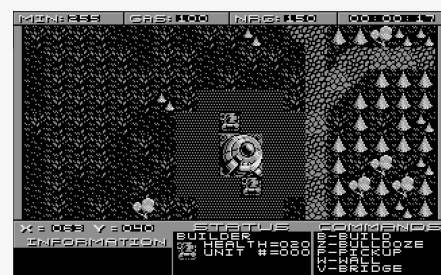
Tanks damages: Tanks do two and a half times more damage using manual targeting.

Heavy Tanks damages: Heavy Tanks do two and a half times more damage using assault mode.

Planet X3 CGA title screen



Planet X3 alternative CGA color palette



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Buildings

Name	Cost (M/G/E)	Purpose
Headquarters	20/5/5	You always start with this building.
Smelter	35/10/10	Processes minerals. Build one early in the game.
Refinery	16/0/3	Processes methane gas. Build it on top of volcanoes.
Power station	25/5/0	Supplies you with energy. Build one power station and many solar panels.
Solar panels	5/0/0	
Factory	50/10/10	Build units: Builders, Tanks, Heavy Tanks, Frigate
Radar station	32/10/12	Scans the map to locate things (enemies, water, heat, crystals).
Missile silo	48/10/10	Construct and launch missiles.
Missile	16/32/32	You need to know the X,Y coordinates of your target.

M/G/E: Minerals / Gas / Energy

Smelter: Processes rocks, crystals, dead tanks and builders.



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