

Guide

The game begins in the spacecraft in front of the control panel terminal. The terminal recorded the task of the first level of the game. The F1 key works anywhere in the game, it resembles the goal and capabilities of the player.

To complete the task, you can use the storage reserves (prepare equipment for the exit), prepare the inventory, set the target for the drone, see a map of the area and leave the ship.

You can move using the keys: “W” - forward, “A” - to the left, “D” - to the right, “S” - back, “Space” – jump (only outside the ship), Shift + W - to run.



If you are in front of the store, you can access the inventory using the "E" key. The storage reserves include: fern seeds –20 units, iguanas eggs — 10 units, a women pyramid — one, a male pyramid — one, a veterinary first-aid kit — 10 units, a herbal first-aid kit — 10 units, a ripening accelerator — 6 units. To use items, drag them to the panel at the bottom of the screen. Each panel cell has a key from 1 to 0 on the numeric keypad. Do not use objects inside the ship. The object laid on the ground can be taken back with the “E” key.

Fern seeds are needed for sowing grass, which is the food for iguanas. Iguana eggs - for growing them, as food for compsognates. A hungry compsognat can eat eggs, and in their absence, dead dinosaurs. Women’s, male pyramids are used for installation near the eggs and are the place of hatching of either male or female. Kit for animals, plant kit are used both for the treatment of diseased animals and plants. Treatment causes persistent immunity in the recovered animal. The use of kit for animals or plant kit medicine depends on the degree of illness of the animal. The time accelerator - accelerates the maturation of plants and hatching of animals. The time accelerator is installed next to the eggs or seeds.

When you click on the inventory symbol, the full name of the inventory item appears in the top line of the storage panel. Selecting and moving inventory items by dragging with the left mouse button (pressing and holding). You can division some of the inventory items: right-click and drag half, etc., division is possible up to 1.

The player’s inventory is called up with the “F5” button and is used to store equipment outside the ship.



In the upper right corner of the screen - indication of the drone. The drone is a player’s assistant for automatically collecting biomaterial that a player can aim at.

You can call the drone with the F5 key. When pressed, the drone sounds audible.

Key "F6" - command to the drone - collect loot.

The F7 key is the target for the drone. The composition of the targets appears on the panel: plant seeds and animal eggs. You can select a target for the drone by clicking the left mouse button.

The F8 key is the command to return home (to the ship and unload the loot - biomaterial - in the storage).

Banana seeds allow you to grow banana plants as food for herbivorous dinosaurs.

Duckweed seeds are sown in water and germinated to feed carps.

The player will create a fauna of the territory and manage the ratio of the number of herbivores and carnivores. Collect one part of the eggs of herbivores, and cut another part of the eggs of the carnivores, as necessary.

Using the "M" key you can see a map of the area and the location of the ship, player. At the beginning of the game, you can see the location of the desired capsule.

To exit the ship, open the door with the “O” key. If you hesitate and it starts to rain, it can flood a significant part of the land, because of the water you cannot see the desired capsule on the map, and the planted, not sprouted grains of grass and not hatched eggs will disappear.



Going to the capsule, the player takes the eggs himself, using the "E" key. The player distributes eggs on the territory and grows offspring using his equipment.

In addition to rain with a thunderstorm and drought, the player will experience the following troubles: diseases of animals and plants, the appearance of extraneous creatures from an alien ship, the reproduction of barracudas in the water. Barracuda sting causes an infectious but treatable disease in an animal.

To distract the barracuda, you can breed carps in the water, which in turn feed on aquatic plants. Barracuda does not respond to anyone if carps are found nearby.

Attention must be paid to predatory dinosaurs. If there are no herbivores nearby, he can simply bite a player. However, a well-fed predator does not respond to anyone except females.

If the player has used up all his supplies, is far from the ship, he can call the vending machine with the “F9” key. You can call the vending machine (market) repeatedly with a minute interval. At the beginning of the game, the vending machine (market) gives a choice of goods for 100 monetary units. In the vending machine, random goods: part of the goods - similar to the storage, part of the goods - new. Although the task contains a hint for calling the vending machine using the “F9” key, it is not possible to call it closer than 30 meters from the ship.

New products include: easy fence, concrete fence, pillar of horror (scare pillar), etc.

The easy fence and the concrete fence are used to isolate the area from animals.

The pillar of horror creates radiation that drives animals away.

The choice of goods is similar to the choice from the storage. Two-way sale of goods is possible.

In anticipation of eggs and offspring, the player can take care of animals. The player determines the needs of animals according to information about each of them. Going to the animal, pointing the cursor and pressing the "F" key, the player will find out his age, gender, disease, health, satiety, thirst (water) and fatigue. The player can only control the disease (health) and satiety of the animal.

Having completed the task, the player returns to the ship, presses the "E" key in front of the control panel and proceeds to the next level. In this case, the player saves all the equipment purchased at the previous level and has the opportunity to return to this level by pressing Shift + n, where the n-number of the level passed.

Good luck.