Colonial Defence Force

GHOSTSHIP



Instruction Manual

WARNING !

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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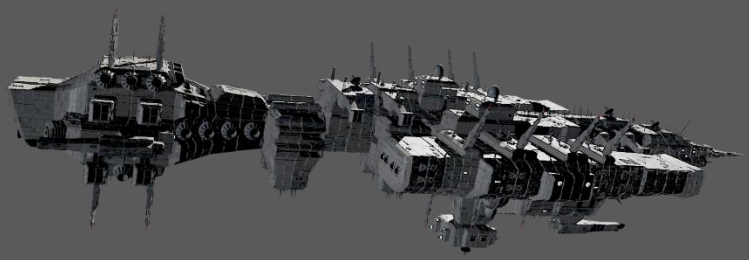
Contact Lost ..

Ghostship Aftermath is set 350 years into the future, mankind has embraced space travel and exploration. We have colonized many worlds and spread ourselves across the galaxy. The CDF (Colonial Defence Force) is responsible for the security of Earth and her colonies, they are our only line of defense against the unknown.



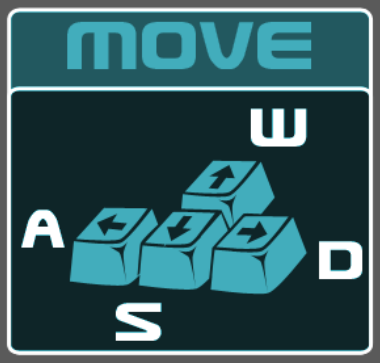
On March 1st 2368, contact was lost with our most distant colony, the Icarus System.

On the 4th of March 2368, the CDF Goliath (Dreadnought Class) was sent to investigate.

We never heard from the Goliath again after entering the Icarus System.

The CDF Goliath is now presumed a Ghostship!

Game Controls





USE	E
RELOAD	R
JUMP	SPACE
CROUCH	C
SPRINT	L SHIFT
OBJECTIVES	O
INVENTORY	I
NEXT WEAPON	M SCROLL
WEAPON SELECT	1 - 9
ZOOM HUD	+ / -
FRAMERATE	F3
PAUSE	PAUSE/BREAK
EXIT	TAB



MAIN MENU



Story Mode - Free roaming adventure type game mode with 2 seperate characters.

Onslaught Mode - Wave based survival mode, get as many kills as you can!

Challenge Mode - this mode offers a variety of diverse challenges.

Simulation Mode - this mode offers a variety of scenarios and historical CDF missions.

Extras - Wiki, hints, credits are here.

Options - Various options for the game.

Quit - Quit will exit the game.

GAMEPLAY

CDF Ghostship is a first person shooter which offers a variety of games modes. Each of the game modes are very different and offer instant action or a slower paced story mode.

As with with most first person shooter games the controls are very similar and weapons play a large part of the game. There are many weapons in the game amd many types of enemies.



The HUD

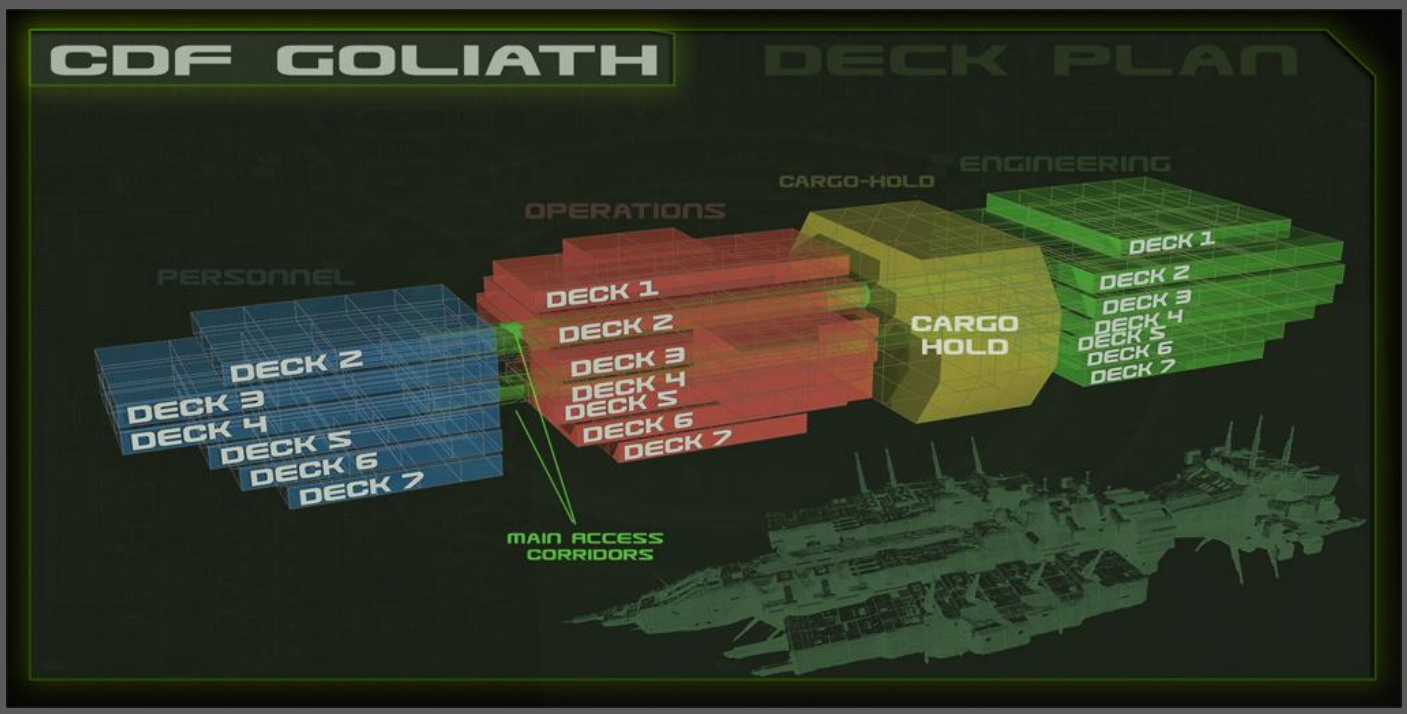
CDF Ghostship uses a minimal hud approach. All important ingame information is easily accessible as seen below.



The hud can be hidden at any time during gameplay using the "H" key. The hud can also be zoomed in and out using the + and - keys.

Navigating the ship

CDF Ghostship is based on baord a huge open world space craft. As with everything new it will take time to get used to the ship and its layout. In simple terms to understand, the ship is split into 3 main sections and the cargo hold. You use the main or sub access corridor to move to a different section of the ship. Within each section the stairs must be used to navigate the decks in that section of the ship.



Each section of the ship is colour coded, so each section of the ship has the corresponding colour co-ordinated signs so you can always tell which section of the ship you are on. Don't forget to observe the signs on the walls around the ship.

WEAPONS

Survival on board the CDF Goliath depends on weapons, which ones you have, your skill in using them and finding ammunition for plasma weapons. Weapons in CDF Ghostship are located throughout the ship. Finding new weapons and ammo is essential if you are to survive when the time arises. Weapons come in 2 types, laser weapons and Plasma Weapons. Laser weapons are self charging and do not require ammunition. Plasma weapons require ammunition. Reloading a plasma weapon will discard rounds which are already loaded, so time your reloads accordingly.



Pick-Ups

Pick-ups are an essential part of survival. You have to explore the ship for ammunition, weapons, medi-kits and shields. Medi-kits and shields are essential if you dont want to die. Having a shield will offer substancial protection while the energy shield is still active.



Weapons are placed in the same locations so you know where they are when you need them! Exploration is key to survival. All pickups will respawn over time.

Enemies

There are many enemy types you will encounter in CDF Ghostship. As you will find out on baord the CDF Goliath, the enemies you face will be random, you will never know what and when to expect it. True Fear of the unkown will haunt you every step of the way! Be prepared and be vigilant, your life is in your hands!



We are not going to tell you much about the enemies in this manual, that would spoil the fun. Just remember that some enemies are slow, some are fast and one you can not kill!