NIKITA



PARKAN II

User's guide



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1 System requirements and the description of the installation of the game

1.1 System requirements

Please, note, that for the successful start of the game "Parkan" you need IBM PC compatible computer in the following minimal configuration:

Minimal configuration:

Operational system	MS Windows XP
DirectX	MS DirectX version 9.0c
Processor	Processor Intel Pentium 4 or AMD Athlon 1,5 Gh
RAM	from 512 Mb
Free disk space to install the game	2,5 Gb
Free disk space for swap file	1,5 Gb
Video card	MS Direct3D compatible graphic accelerator, supporting the standards of pixel and vertex sheiders, beginning from the version 1.1 (GeForce 3 Ti+, Radeon 9500+, 128Mb RAM)
Sound card	MS Windows compatible sound card
Mouse	MS Windows compatible mouse



Recommended configuration:

Operational system	MS Windows XP
DirectX	MS DirectX version 9.0c or higher
Processor	Processor Intel Pentium 4 or AMD Athlon 2,5 Gh
RAM	1024Mb
Free disk space to install the game	2,5 Gb
Free disk space for swap file	1,5 Gb
Video card	MS Direct3D compatible graphic accelerator, supporting the standards of pixel and vertex sheiders, beginning from the version 1.1 (GeForce 4 Ti+, Radeon 9700+, 128Mb RAM)
Sound card	MS Windows compatible sound card
Mouse	MS Windows compatible mouse

1.2 Installation of the game on the hard disk

Program will start working after you place the disk with the game in you CDROM. If the autostart function is switched off, try opening the file 'start.exe that you can find on the disk itself. After the launch of the program the following dialog box will appear:



Fig. 1 Main menu of the installation of the game.

To install the game, press "Install" key. Follow the instructions your the screen. If you need to stop the installation process, you can do it clicking "cancel".



Fig. 2 Installation program.

You can install the program in a different directory than the default. You only have to press "browse" and point to another directory yourself.

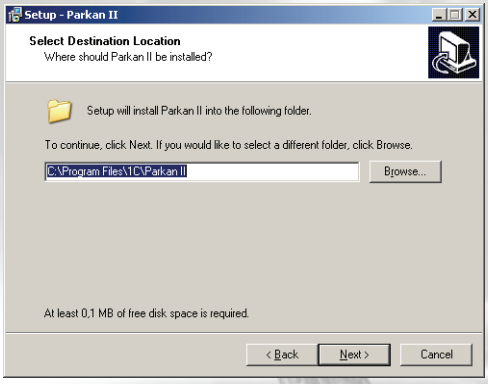

Fig. 3 Selection of the directory for the installation of the game on the hard disk.

To finish installing press key "Finish".

1.3 Settings and start of the game.

When the installation process finishes successfully, the keys "Start" and "Settings" will be available to you in the main menu of the installation program.

To start the installed game, click "start".



Fig.4 Main menu of the installation of the game.

To change your setting, click "Settings". You'll see options to change your sound, graphic and other settings. All these options can also be changed from the main menu of the game.

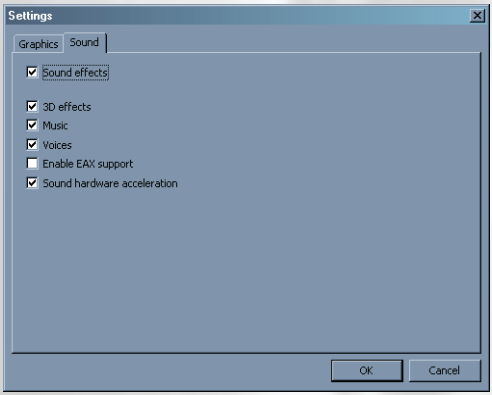

Fig. 5 Sound settings.

On this page you can set the sound options of the game:

- Turn on/off sound effects in the game;
- Turn on/off 3D effects in the game;
- Turn on/off music in the game;
- Turn on/off sound of speech of the heroes;
- Turn on/off EAX in the game;
- Turn on/off hardware acceleration of sound.

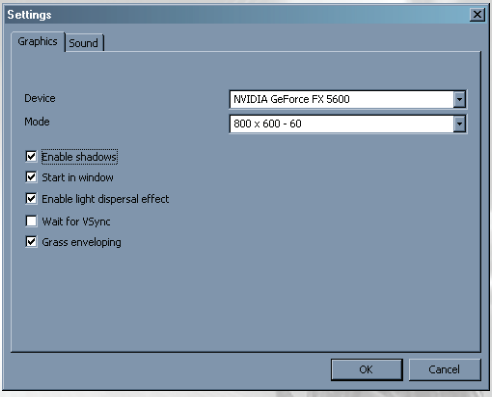

Fig. 6 Graphic settings.

On this page you can set the graphical options of the game:

- choose the video display card (if you have several video cards installed in your computer);

- video mode set the resolution of the play screen;
- turn on/off the shadows drawing ;
- enable/disable the launch of the program in the separate window;
- turn on/off the dispersion of light effect (a type of soft halo, that appears around the bright objects);
- turn on/off the wait mode of the vertical synchronization.

If your computer has an access to Internet, you can go to the home page of the company "Nikita" from the main menu. We will be grateful for feedback on the game, which you can send by using the special option.

To leave the main menu, press "Exit".



2 PARKAN 2

.....Cluster Lentis. Local time - year 4115 since the establishment of the Lentis colony (year 7846 according to the time of the ring). 17 years after the events, described in "Parkan 1". The Eternal antagonists - the worlds of the Green ring and The Trade league - are still fighting for the control over the trade NET....

2.1 Green ring and Trade league

NET - is the interstellar transport system. It was created and supported by the engineers of the Ring - nine worlds with the Earth as a leader, which are the core of the human Federation. NET has given the chance to transfer loads and passengers among the planetary systems cheaply and secure. It also has cheapened the Fleet of the League and has given an opportunity to the less developed worlds to trade - thus leading to the appearance of the worlds of the outskirts.

In the year 2613 (6344 according to the time of the Ring) the Trade league has restored his lost positions by having an enormous fleet of NET ships. The League has practically captured the main part of the transportations in the transport NET. At the same time, the position of colonies like Novia, Burrat and adjoined allies such as Nergal, Thiu or Shonteen - have become so strong that the Fulmer's memorandum about the nationalization of the NET has appeared. This was based on the fact, that "NET is common property to all mankind and can't be under the control only of the old worlds. In fact, it is a question of the recognition of leadership of the League in the Government of Federation and of the establishment of factual protectorate of former colonies over the mother worlds. In response, the Ring granted several planets special privileges and entered into an alliance with Tengri. The League has begun to arm itself in haste - the former trade organization was turning into a political and military one step by step. The League had also entered into an alliance with the young and aggressive nations from the outskirts. Fundamentalists played a secondary role in this alliance at first, but, as how it often happens in the history (one only has to remember the year 1933 in the history of the Earth), they came to power very quickly. War has become inevitable.

The real reason for the war was the organization of the enclave, situated on the planet of the university Lentis, which was located in the center of the stars baring the same name. At the expense of this, the mother worlds were going to extend their influence sphere and renewed the territory expansion. The formal reason for the war was granting the inhuman races from AksTurmay and Kermesh the rights of citizenship of the Ring. Military operations have begun in the year 3804 (7535 by the time of the Ring) when Lentis was attacked.

During the war, the League tried to interfere in the fuction of the NET - and had activated its own half experimental metric generators. The result has exceeded all the worst expectations: the structure of the NET changed, phase transformation hap-

pened, and it divided the former single and homogeneous area of the NET which extended to many clusters (some of them, including Lentis, became unavailable for the ships of the NET). NET was threatened with destruction, which is why in the year 3952 (7683 by the time of the Ring) a vulnerable peace with Tengry was established.

2.2 How the rebellion went over...

A patrol was established to fight the pirates, which committed robberies in the clusters of the NET unscrupulous. In the year 4097 a patrol cruiser "Parkan" went to the closed cluster Lentis to find the lost research ship "Wanderer". The pilot of the ship has discovered a lot of interesting things in the "dead" cluster: "clans" - the communities of robots that survived during the war; a strange hostile creature named Gegemaunt, and direct evidence of the treachery of the League for it has been carrying out strange experiments in the Lentis cluster. The cruiser "Parkan" managed to come back to the base "Argus" and destroyed the plans of the plotters by the elimination of their leader - the base chief David Haider, who deserted to the League's side.

Unfortunately, the space station was heavily damaged during the storm, and "Parkan" was destroyed. Blocks of memory of the ship's computer had been destroyed with it. So, the investigation commission of the incident only had the memories of the patrol officer and notes of the board processor of his suit available - this was not enough to make them believe the history with the "clans", the mysterious Gegemaunt and the "time machine" that was used by the "Parkan's" captain. Finally, everything was blamed on stress, wounds and "distorted memories of the events that have really taken place", and classified it as a secret. But there was no doubt in the reality of the plot on "Argus", so the commission has considered the actions of the patrol to be adequate.

In spite of the commission's decision, the pilot of the cruiser "Parkan" was excluded from the lists of the air crew and sent to Earth. There were enough reasons for such a decision... At first, Novia, which was involved in the history with "Argus", demanded to exclude the patrol man for their own investigation. After the refusal, the League has begun the real hunt for him: in only three years, the Security service of the Patrol had ruined three encroachments. At the same time, the pilot had lost not only "Parkan", but also its supercomputer, so he could no more pilot the ships of that class. For it is impossible to adapt the brain of the man to function with another AI of such level - the formed synapses are impossible to rebuilt (at best, it will finally result into a the mental disorder).

The former patrol man has become one of the teachers in the Academy, from which he had graduated several years ago. Until the year of 4109, he headed a special department of "modeling the emergency situations". Simply speaking, he was busy assembling special programs for the computer simulators- inventing puzzling "adventures" for the new cadets (which caused some of the hatred of several graduates of the Academy).

In the same year there was an attempt to stole him - this occasion has lead the analytics of the Security service of the Patrol into a dead end. The situation cleared up only six years later, when the ex-pilot was invited to take part in a new, top secret, federal program...

2.3 Secret experiment

Even though the official commission had stopped their pursuit, the closed investigation of the incident with cruiser "Parkan" was under way. Many details have been leading the specialists into a dead end: for example, robopsychologists denied the possibility of "self organizing" robots in the conditions of the war of another cataclysm of the same scale, but at the same time they had to admit that "Parkan's" pilot really had observed something of that kind.

Then, another mysterious circumstance was revealed: among the remains of Hider a strange device was found - a bioprocessor of an unknown construction, but obviously designed for the human being. But the synapses of the device had such peculiarities on the molecular level, that it demanded a special (by the way unexpectedly very crude constructed) "adapter". The same implants (it was found, that they had a self-destruct system that activated by the attempt of the extraction) were found by other patrols and also by the officials of the League.

But the main problem, that made the specialists of the Ring and the League forget all the disagreements, concluded in the pulsations of the NET. They have renewed it in three years after the expedition of "Parkan", and have reached the most dangerous level in the year of 4115. Even on the long distance from the cluster Lentis, a lot of ships of the NET were coming back from the flights heavily damaged, sometimes with the crew dead... More often they didn't come back at all. The strangest is the fact, that by the reconnaissance flights even the probes with hyperdrive independent from the NET, have been lost - not a single theory could explain that. The "Closed zone" was growing not very quickly: momentary jumps, which extended its borders, were followed by periods of relative stability. Though these periods became shorter and the jumps more considerable. No ship, however, could penetrate through the invisible barrier...

From the result of the coordinated work the specialists of the Ring and the League had done, they formed a hypothesis that could explain all that somehow. According to that hypothesis, a small group of people managed to survive in the Lentis cluster - most likely, these were the researches that had sheltered themselves on one of the space stations. The members of that group could have mutated due to unknown factors or became the victims of their experiments (there were legends about the secret programs of the Ring). After the end of the war, they had organized the production on the survived plants - the pilot of "Parkan" took their brigades for the "clans". All the years after the war, the survivors tried to hide and to make reconnaissance out of the borders of the sector - this is the reason for the strange devices in Haider's and other heads. They seem to be frightened by the intrusion of "Wanderer" (may be his appearance was considered as the beginning of a new military operation) - that is

why they tried to destroy the ship. When this didn't help and after the lost research ship "Parkan" appeared, a new device like similar to a metrics generator, was activated - to bound from the world around.

There was not much help from a new hypothesis: the invisible, but also impenetrable border didn't give a chance to enter into negotiations with unknown inhabitants of the Lentis cluster. Hope appeared when Novians published the results of their researches in the sphere of temporal physics. Simply speaking, they had invented a "time machine". Unfortunately even with its help, it was impossible to send not only a space fleet in the past, but also the smallest material object. However, in some definite and specific conditions, a conscience of the person could be send in the past... But it demanded a certain "anchor". This "anchor" had to be the former pilot of "Parkan" (not without purpose League tried to abduct him).

Therefore, the former patrol man had to come back in the year 4097 (or recall the future), to find the source of the mysterious danger and at any case prevent the appearance of the dead zone in 17 years.



3 Description of main menu and settings of the game

To start the game, chose "Parkan 2" from your "start" menu. You will see the instalationwindow on your screen. To start the game itself, simply press 'start' in this menu..

3.1 Main menu of the game, common description

After the loading is finishes, you'll see the main menu of the game.



Fig. 7 Main menu of the game.

In this menu you can:

- begin a new game;
- change settings, and assign handy "hot" keys;
- save the current game, if you are already playing;
- Load one of the saved games;
- Look at the authors of the game;
- Finally, quit the game.

3.2 A new game

By pressing this key you will start a new game. Remember, that after start of the game, the location of stars and planets is rearranged, so you'll always have a new "closed" the Lentis cluster every time.

3.3 Settings

After pressing the key "Settings", the screen with settings of the game will appear. With the help of this screen you can:

- set the graphic of the game;
- set the sound;
- choose the "hot" keys;
- set the mouse and/or joystick.

Switching over between the separate pages of the part "Settings" can be done with the help of bookmarks, located in the upper part of the play screen.



3.3.1 Graphic settings

With the help of this screen, you can change or adjust the default settings of the graphics. When changing settings, remember that you should consider the capabilities of your computer (see the minimal and recommended configuration in the part "System demands")

With the help of this screen you can:

- choose the proper color spectrum for your monitor;
- turn on or off drawing of shadows;
- turn on or off the dispersion of light effect (a kind of the soft halo, that appears around the bright objects);
- enable or disable the visualization of the surface of the planet;
- turn on or off the vertical synchronization mode;
- set the resolution of the screen.

When you've adjusted your settings, save them by pressing "accept".

If you wish to restore all the default settings of the game, press "on default".



Fig. 8 Graphic settings.

In this screen you can change the adjusted the sound settings. You can reduce or increase the volume of music, special effects and the voices of the heroes.



Fig. 9 sound settings.

3.3.3 Keyboard settings

You can use keyboard, mouse or joystick, if you choose it. On this screen, you can set the keys of controlling your space ship and of the main hero - the Captain.



Fig. 10 Keyboard settings.

To change the keys, you must click with the left mouse click on one of the cells, located in front of the desired action. The cell will become darker and a red colored question-marks will appear until you press the key of choice. To choose it you must press the key of the keyboard or the mouse button.

The designated keys in the middle column are the main keys, the ones in the right are as reserve. You can use both in the game.

If you set a key to an action that already has a key, the "old" one will be "deleted", the new one will be saved.

You can always restore the adjusted keyboard settings - you only have to press "on default".

3.3.4 Joystick/mouse

This screen helps to set the controls of the game by using analogous input devices such as the mouse and joystick.



Fig. 11 Joystick/mouse setting.

The screen of the settings of the joystick and the mouse is divided into several functional areas:

1. Here you can choose if you wish use the joystick (game "Parkan 2" supports all the types of Microsoft DirectX compatible joysticks) or if you prefer to use a mouse only.
2. Here you can choose or invert the axis of the joystick.
3. Here you can set the sensitivity of the joystick. You can do this by changing the response of the joystick to your action. You can set such a response to the each axis of the joystick. The axis is chosen by the keys, located over the tuning graph.
4. With the help of this option you can define the "dead zone" of the given axis of joystick - the position in which the joystick does not react.
5. Here you can set the sensitivity and the "dead zone" for the mouse.
6. Here you can invert the Y axis of the mouse.
7. This is the test zone of joystick settings. Try to move color markers with your joystick. Blue markers show the initial (unprocessed) displacements along the axis of joystick, and yellow - displacements with the applied settings.

3.4 Save the game

When activating the main menu during the game with the key "Esc", you can save this game so you can come back to it later.



Fig. 12 Save the game.

New save

To make a new save, left click the line "New save" and press the key "Save" (this key is situated in the lower right corner of the screen).

Delete the save

To delete the save, you should left click it, and then press the key "Delete".

Overwrite the save

To overwrite one of the saved games, you should first left click the line of the save game, and then press the key "Save

3.5 Load the game

With the help of this screen, you can load (or delete) one of the saved games.



Fig. 13 Load the game.

Delete the save

To delete save, you should left click it, and then press the key "Delete".».

Load the game

To load the saved game, you must left click the save game, and then press the key "load" (it is situated in the lower right corner of the screen).

3.6 Authors

By pressing the key "Authors" on the main menu, you can view the credits

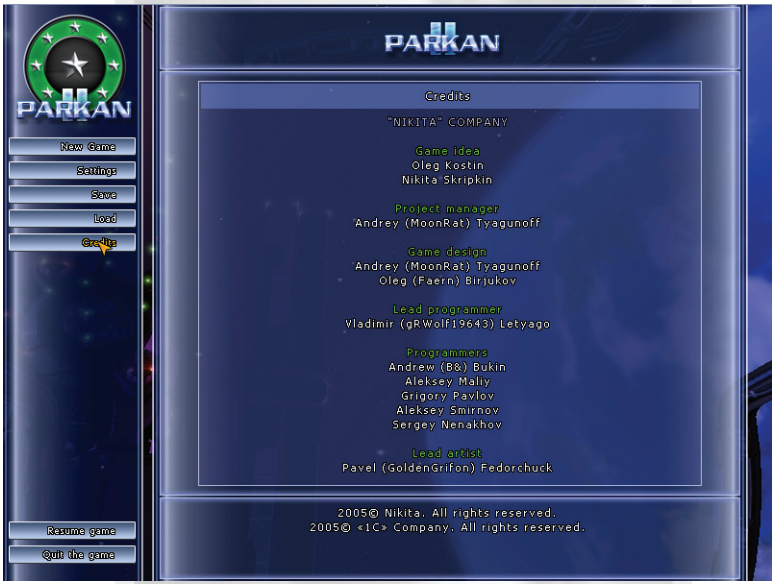

Fig. 14 Authors.

3.7 Quit the game

After pressing this key a message on the screen will appear:

"Are you sure that you want to quit the game? Yes/no"

After choosing "yes" the game will be stopped.

4. Universal control interface

ATTENTION: In the sections of this Manual "hot" keys, which correspond the default settings of the game, are mentioned. If you have changed the assignment of the keys during the installation of the game, please use the combination in accordance with you settings.

4.1 How to get prompting?

By pressing the key "F1" (its assignment is unchangeable) a special information screen appears. Main control keys of the game are listed on it. On the interface scheme is shown, what elements of the screen these keys correspond to.

If you have changed settings of the control keys, the assignment of the "hot" keys on the screen may not be the same as the your custom settings.

Besides this, the AI. during the flight, will give you the necessary information about the work of the control interface. All the prompting messages are written down in the log of the ship.

In addition to the key "F1" there is one more key "Esc" (its function is also unchangeable).

This key opens the interface screen, which you have switched off last time. Pressing the key "Esc" on the empty screen - when the windows of the interface are closed - activates the main menu of the game.

4.2 Main view screen

From the captain's bridge of your ship or from the surface of a planet, you can always observe the world as if you see it with you own eyes. But only "as if" - in fact, the whole system of sensors constantly senses the environment, special processors analyze the received data and take out on the retina of the pilot's eye special marks. And even sounds, which are around us, are half artificial - they are synthesized to create more vivid picture of what is happening around (by the way, this is why you can hear the explosions during the space fight when you hit the enemy's ships).

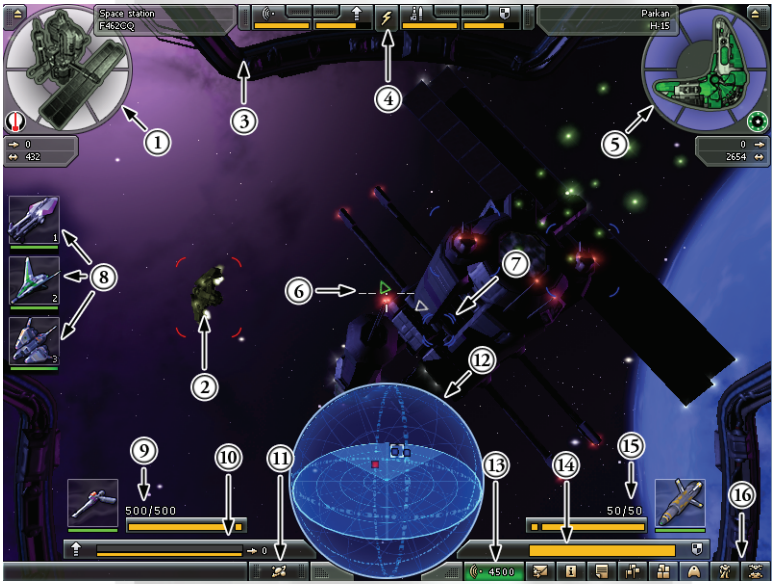

Fig. 15 Main view screen.

Basic elements of the view screen:

1. Indicator of the condition of the current target.
2. Target, captured with the tracking system.
3. Constructions of the cockpit.
4. Panel of distribution of energy.
5. Indicator of the state of the ship.
6. Target marker.
7. Current target.
8. Panel of guiding a second wingman ("Hangar").
9. Indicator of the primary weapons system.
10. Speedometer and the indicator of the resources of the afterburning system.
11. Key of activating "the star map"
12. Spherical screen of the sensor system.
13. The key of switching off the main screen of sensor system.
14. Indicator of the power shield's state.
15. Indicator of the secondary weapons system.
16. Control panel of the command mode.

The degree of enlargement of the picture on the main screen can be changed with the help of the roll of the mouse. It can be useful for to sniper remote targets.

4.3 Modes of the control system

There are two modes of the control system:

- Manual control mode is used for piloting and military operations. In this case, the cursor turns into the target mark, connected with the sight by the dotted line.
- Command mode is used to work with the system screens ("inventory", "hangar" or the "log"). In this mode cursor has the shape of the arrow.

Switching over between the two modes happens with the help of the modes switching key ("Enter" on default).

4.4 The Manual control mode

The Control systems of all kinds of the military equipment are identical. If you think about it, you'll see that it must be so since your battle suit is in fact a little space ship or a warbot...

4.4.1 Control over the flight

4.4.1.1 A ship

The right-left or up-down turns of the ship are executed with the mouse or with the joystick. For the your comfort, there is a manual control mark on the screen: the further the mark from the center of the screen, the quicker the ship turns to it.

The current speed is shown on the speedometer, which is on the left side from the spherical screen of the sensor system. You can increase the speed by using the afterburning but only for a short time. The indicator of the current resource of afterburning (amount of energy, stored in the special buffer) is displayed on the indicator near the speedometer.





Fig. 16 Flight Controls.

On this picture:

1. Manual control mark, towards that a rostrum will turn.
2. Speedometer.
3. Indicator of the afterburning resource.

Other movements are controlled with the keys:

Action	Primary	Secondary
Forward	«W»	Up
Back	«S»	Down
Left	«A»	Left
Right	«D»	Right
Up	«Blank»	NumPad «0»
Down	Left «Shift»	Right «Shift»
Clockwise bank	«E»	«Page Down»
Anticlockwise bank	«Q»	«Del»
Afterburning	«Tab»	NumPad «Del»

4.4.1.2 Battle suit

In contrast to the ship, the battle suit doesn't need a manual control mark - shifting a mouse or a joystick causes a turn to the left or to the right or pointing of weapon in a vertical angle (up-down).

Other movements are controlled with the keys:

Action	Primary	Secondary
Forward	«W»	Up
Back	«S»	Down
Left	«A»	Left
Right	«D»	Right
Jump	«Blank»	NumPad «0»
Afterburning	«Tab»	NumPad "Del"

4.4.2 System of targeting and tracking

You won't have to enter data into the ballistic calculator or calculate complex amendments. You can simply aim the target and shoot. But it's easier to choose an object and then assign it as a "current target". After that, a schematic sketch of the target will appear on the target damages screen. Torpedoes will be automatically guided at the target. You can also give an attack order to the pilotless fighters - the "drones".

Finally, a special marker of the target display appears. It is very useful when shooting at the fast and maneuvering objects: to hit a target, you must simply combine the crosshair of the sight with this marker.

All these services are given by the targeting system and following the targets.



4.4.2.1 View

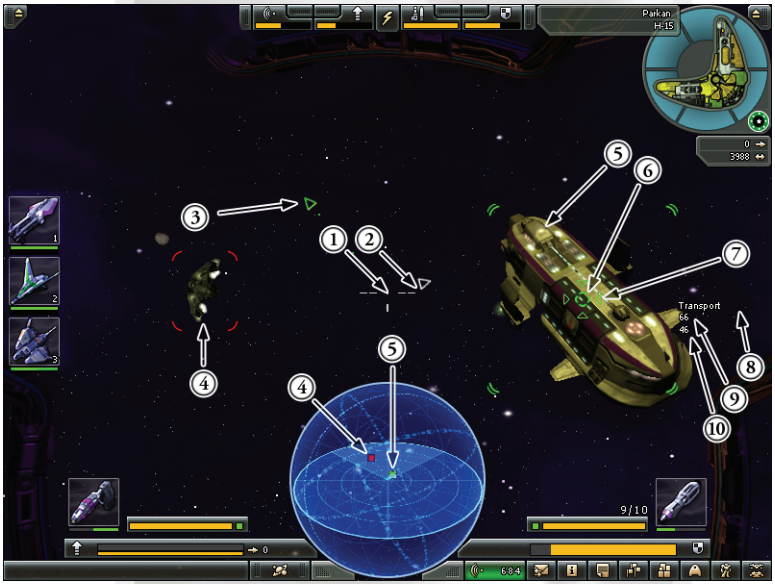

Fig. 17 The crosschair and the target marks of targeting and tracking system.

Your sight consists of the following "parts":

1. The view itself - a common cross-hair in the center of the view screen. The view becomes red after it is combined with the target mark for the current target.
2. The target mark is a small arrow, which turns around the target mark. It shows in what direction you must turn the ship to hit a current target.
3. Manual control mark.

4.4.2.2 Markers of targeting and tracking systems and choosing a current target

Sensors, that are controlled by the processor of the ship (or battle suit), are constantly scanning your surroundings. All potentially dangerous and important objects are identified by the system and are marked on the view screen by markers and frameworks.

4. Target, captured with the tracking system.
5. Current target (marked with the special framework - and on the screen of the sensor system).
6. Marker of taking out of aiming mark.

7. Marker of capturing a tracking system of the torpedoes
8. Name of the object.
9. Speed of the object.
10. Distance to the object.

Any common information about the tactic environment is taken out to the spherical screen of the sensor system. On the main view screen and on the screen of the sensor system the same colors for marking are used:

- friendly targets are marked with the green color;
- neutral targets are marked with the blue color;
- hostile targets are red;
- missiles are marked with the yellow color; they are not captured with the homing system as current targets;
- containers are marked with the gray color.

Current target can be chosen in different ways. Down in the table there are the meanings of the adjusted keys.

Target on the sight (or, how it is also called, "target under the sight")	«R»
The closest target (any target - friendly, neutral, hostile)	«T»
Consistent searching among the targets of all kinds	«C»
Consistent searching among the hostile targets	«V»

Besides, you can assign supplementary keys to choose the way of searching between the targets (they can be not defined):

- consistent searching among the neutral and friendly targets;
- consistent searching among containers;
- resetting a current target.

4.4.3 Use of weapons

Unlimited ranged ships are often equipped with two weapons systems: primary and secondary, the installed base cannon and turret launcher.

4.4.3.1 Use of weapons, indicator of state of the arming

If you haven't changed adjustments of the keys, you can fire your cannon by left clicking, and launch missiles by the right key of the mouse.

The condition indicators of the primary and secondary weapons systems are located in the lower corner of the screen - at the left and the right sides of the spherical screen of sensor system.



Fig. 18 Weapon system state.

1. The icon - the depiction of the gun (primary weapons system).
2. The condition indicators of the weapon's energy buffer. A lot of energy is spent during shooting - more than you can receive from the reactor, that is why it is stored in the special buffer.
3. The color indicator for shooting:
   - green color means, that the gun is ready to shoot;
   - yellow color means, that the gun is reloading;
   - red color means, that ammunition is over, there is no energy in the buffer or the gun is out of action.
4. The ammunition counter. Two figures show the number of shells left and the capacity of the cartridge. Note that there is no ammunition counter for the laser cannon - it is an energy weapon.
5. The icon of the chosen type of missiles or torpedoes (the secondary weapons system).

4.4.3.2 Switching over among the weapon's types

The cannon platform allows mounting four kinds of weapons at one time. In the same way, the launcher can contain in its turrets up to four different types of missiles.

It is impossible to fire in volleys because no any ship's reactor can handle the peak load. The active type of weapons can be changed at any moment. After the change however, you'll have to wait for the reloading of the weapon's energy buffer.



Fig. 19 Weapon system switch.

You can switch the guns over manually with the special key (it is "F" on default). After you press this key, a menu of weapon choices will appear:

1. List of the primary weapons systems;
2. Weapon, active at this moment.

Following pressures allow you to come through the whole list of weapon's system. Automatic switching occurs when the gun is out of action or its armament is over.

The types of missiles can also be chosen by the special key (it's "G" on default). The types of missiles or torpedoes are changed automatically when the shells of the chosen type are depleted.

4.4.4 Collecting the objects

To pick an object onboard the ship, you must switch to manual control, approach the chosen target and catch it by sight.



Fig. 20 Collecting the transport container.

When the right distance is reached, the transportation system request will appear on the screen. After that, you must press the proper key (it is "X" on default) while keeping sight of the target. The Object will be put in the hold of the ship.

4.5 Ship's control system in the command mode

The control panel in the command mode is located in the right corner of the view screen. With its help, you can switch to any subsystem of the ship: "Log", "Inventory", "Hangar", etc.



Fig. 21 The control panel in the cooperative mode.

1. The damage indicator of the current target.
2. Distribution of energy panel.
3. The damage indicator of the ship.
4. The activation key of the "star map".
5. The key to switch off the sensor screen of the system. The current range of the sensor system is shown on this key.
6. Tasks and missions.
7. Information messages and notes ("The log")
8. Radio messages.
9. Diplomacy
10. The "List of goods" or "Inventory".
11. Screen of the ship.
12. Screen of the battle suit.
13. Hangar.

4.5.1 The damage indicator

The current target's damage indicator and the state of your own systems is situated in the upper part of the screen - in the left and in the right corner of the screen.

Information on the damage indicator can be gained in different ways: you can always choose the most comfortable depiction of the data. Indicators can be in one of three modes: "Full", "Brief" or "Closed".



Fig. 22 The damage indicator in the full mode.

- In the full mode screen shows:
  1.Distance to the planet (satellite);
  2.Speed of the object;
  3.Key to switch over to the indicator's mode;
  4.The condition indicator of the power shield (the color of the shield shows the state of the force field);
  5.Color structure scheme of the power shield, this shows the state of the constructions of the hull and inner systems of the ship;
  6.Emblem of the "clan" - the owner;
  7.Name and type of the object.



Fig. 23 The damage indicator in the brief mode.

- In the brief mode, the screen shows only:
  1.Information about the state of the constructions of the hull;
  2.Information about the state of the power shield (down);
  3.Icon of the "clan";
  4.The key to switch to the indicator's mode.



Fig. 24 The damage indicator in the closed mode.

- In the closed mode, only the key to switch to the different indicator modes is on the screen. Besides this, you can use special keys ("[" and "]" on default) to change the indicator mode.
  1. Key to switch over to the indicator's mode.

4.5.2 Distribution of energy

The energy of the ship is usually not enough for all the devices of the ship to work at maximum power. In critical situations you have to "ration some systems", and take everything you can from the other systems.

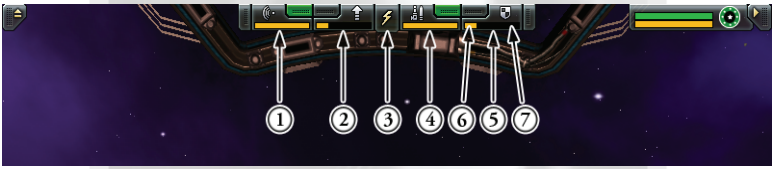

Fig. 25 The energy distribution panel.

1. Key to switch to the energy-saving of the sensor system.
2. Key to switch to the energy-saving of the engine.
3. Common key to switch to the energy-saving of all the systems.
4. Key to switch to the energy-saving of weapons.
5. Key to switch to the energy-saving of power shield.
6. Indicator of the current level of providing the device with energy.
7. Maximum demand of energy for the device.

To give one of these devices the most-favored treatment, it is enough to switch it on by the left click of the mouse on its key on the energy distribution panel.

To turn the device to the economical mode, you must simply "activate" its key on this panel (also with the left click of the mouse).

As you might guess, switching "on" or "off" all the keys altogether won't influence the situation - the energy will be divided in equal parts.

To turn on or off the systems following "hot" keys are used:

Equal distribution, when energy is divided in equal parts among all the systems of the ship.	NumPad «5»
Turn the energy to the engine	NumPad «3»
Search mode, energy is distributed to the engine and sensors	NumPad «2»
Turn the energy to the sensor system	NumPad «1»
Flight mode, when energy is distributed to the shields and engine	NumPad «6»
Hunting mode, when energy is distributed to the weapons and sensors	NumPad «4»
Turn the energy to the power shield generator	NumPad «9»
Battle mode, when the energy is distributed to the weapons and shields	NumPad «8»
Turn the energy to the weapon's system	NumPad «7»

4.5.3 Automatic navigation system

4.5.3.1 What is automatic navigation system

The automatic navigation system allows to move quickly between the planets and stars within the Lentis cluster. Overflight in the automatic mode takes much less time than so-called "free flight" with manual control.

During the flights between the planets, the navigation system allows you to:
- take a ship into the stationary orbit of the planet or of the satellite;
- make an evasive maneuver, if the course crosses an orbit of the star, planet or the satellite of the planet;
- interrupt the the automatic pilot, if the tracking system fixes the appearance of other space objects in the zone of the sensors range.

Theoretically interstellar jumps happen the same way as the interplanetary ones, but they have two important peculiarities.
- Interstellar shifts are possibly only with a so-called NET accelerator. This device allows the ship to make transitions inside the NET area, with the speed exceeding the speed of light in vacuum. In the pilot's slang, the NET accelerator is often called "configurator", "grasser" or "jumper".
- In contrast to common interplanetary flights, interstellar jumps demand considerable fuel expenses.

4.5.3.2 System of identifying space objects

In the ship's automatic navigation system, a special system of identifying the location of space objects is used, such as planets, stars, groups of stars, etc.:

The Lentis cluster consists of several sectors...

... the sector consists of star groups...
... these groups of stars consist of separate stars...
... these planet are turning around the stars...
... and finally, the satellites turn around the planets.

Any planet or a satellite in the Lentis cluster has its unique address, for example:

"Purple Loki alpha 1 Satellite 2"

There are several compact accumulations of stars. They are simply called sectors and differ by numbers, zones of responsibility, and more often in colors (to be short). However, we need the Purple cluster. There is a group of stars in this sector, that is called Loki. There is a planetary system around one of the stars of this group. We need the second satellite of the first planet.

4.5.3.3 The automatic navigation system screen

On the screen of the automatic navigation system, a considerable number of information is displayed. Its purpose is to make you understand where your ship is located now and where it must travel to.



Fig. 26 The automatic navigation system screen.

1. Three-dimensional "star map".
2. The current target on the screen is important only to see the amount of fuel you need for the jump, if the star is in another star system. Besides the "star map" and the screen of coordinates, current target is also marked on the information panel, which is situated from the right side of the map.
3. Marker of the current location of the ship.
4. Current aim of jump.
5. Map of sectors. Left click of the mouse switches to the level of the star groups of the chosen sector.
6. Map of groups. Left click of the mouse switches to the level of stars of the chosen group.
7. Map of stars. Left click of the mouse switches to the level of the planetary system of the chosen star.
8. Map of the planets of this planetary system.
9. Map of the satellites of the concrete planet.
10. Key to switch to an automatic pilot.
11. Key to look through the locations of the objects, saved in the memory of the system. There is only one such object: current location of the ship (planetary system).
12. Level of development of the shaft in the colony of the chosen planet.
13. Level of development of the plant in the colony of the chosen planet.
14. Note about the presence of space station.
15. Expenses of fuel that is necessary to make an interstellar jump.



4.5.3.4 How to work with the automatic navigation system?



Fig. 27 Working with the automatic navigation system.

You can work with automatic navigation system only in one way - it is not so important whether you are going to reach another planet, or "jump" to the star

You should make two "steps":

Step 1: Choose a destination point - a star, planet or a satellite. If you choose (for example) a planet, that is situated near one of the stars of another sector. You have to:

- switch to the level of sectors and find sector you need (color);
- come down to the level of groups and choose a group you need (name);
- switch to the level of stars and assign the star you need (letter of the Greek alphabet);
- switch to the level of planets and choose a planet you need; marker will appear around it (note that it is a current aim of review);
- come down to the level of satellites and choose a satellite you need.

Step 2: make a jump. If you have chosen the destination point and there is enough fuel for the jump on the ship (it is important when we speak about the interstellar jump), you should simply press the start key or a "hot" key (it is "J" on default).

4.5.4 Hangar

Ships often use robotized battle forces during the fight. In space, they are pilotless fighters (drones), on the surface of the planet they are automatic tanks (warbots). Full description of the Hangar screen and of methods of guiding a group of supporting aircraft, see below.

4.5.5 "List of goods" or "Inventory"

The "List of goods" or "Inventory" is a screen that contains information about the goods in the hold of the ship, and also a special service screen: the converter screen. The "Inventory screen" is activated by the special key (it is "I" on default).



Fig. 28 "List of goods" or "Inventory" of the ship.

The "List of goods" opens right from the sensor sphere. It is relatively divided into cells, each one corresponds with an object or the type of the objects.

Every cell shows about the object:

1. Its name;
2. Number of the objects of this type (it is important for the containers with armament);
3. Appearance of the object;

4. Current state of the object;
5. Prize of the object in universal fuel units.

As usual, you can receive the full description of the object by clicking twice by the left key of the mouse on its cell.

The Converter is a device that is capable of processing any objects into fuel. Every ship of the Federation is equipped with such a device. The screen of converter is opened on the right side of the sensor sphere. It is divided into four cells. Besides cells with the objects, there is the special key "convert" on it. This key shows how much fuel can you get, converting the objects you've put in the converter.

6. Start key of converting objects in fuel.
7. Amount of fuel that you'll get by processing the objects.

Note: experienced pilots often use converter as a small supplementary "hold" of their ship. However, you must be careful: every object can be processed into fuel, reverse procession is considerably more difficult.

4.5.6 Systems of the ship

Screen of the ship gives an opportunity to dismantle old or damaged blocks of the ship's equipment, and also to mount new ones instead - of course, if they are in the hold. You can activate the screen of the ship with the special key (its "K").

If you want to see what equipment is already mounted on your ship, you can use the keys that are situated in the lower part of the screen.



Fig. 29 Screen of the ship systems.

What to pay attention to:

1. Report about the state of the hull of the ship is displayed on the main screen;
2. The depiction of the hull of the ship;
3. Current condition of the ship (in this case the mounting of an engine occurs); the name of the mounted system is displayed under the heading of the screen at once;
4. Key of evoking the module of the reactor;
5. Key of evoking the module of the engine;
6. Key of evoking the module of power shield generator;
7. Key of evoking the module of the sensor system (one cell is available);
8. Key of evoking the module of the primary weapons system;
9. Key of evoking the module of the secondary weapons system;
10. Keys of evoking the module for special devices;
11. Indication of the process of mounting the device;
12. Note: these screens are activated altogether.

If you want to mount a new device on you ship, you must check whether there has been any device of the same type already mounted. In this case, you must "take it off" and carry it to the corresponding cell of "inventory".

Then you can begin mounting a new system. You should:

- Left click the cell of the object in the ship's "Inventory" and, while pressing down the key, move it to the screen of the ship's systems. A proper unit will be opened on the system screen automatically.
- Place an object in the appropriate module of the ship (appropriate free modules are always lightened with the green color).

In some time - the time of mounting - the device will be installed and ready for work.

4.5.7 Systems of the battle suit

Screen of the battle suit systems allows to dismantle old and damaged devices, or replace them with new ones - if there are such in the hold of the ship. It is similar to the screen of the ship's systems by its assembling and functional abilities.

You can display the battle suit's screen the special key (it is "L").

If you want to mount a device on the battle suit, you must choose the system that requires repair or modernization. You can do it with the keys that are situated in the lower part of the screen.

If a similar device has been installed already, you should extract it and carry it over to the cell of the "Inventory".



Fig. 30 Screen of the battle suit systems.

Then, you must left click the cell of the object in the ship's "Inventory" and, while holding it down, carry over to the appropriate cell on the suit systems' screen. The device will be mounted and ready for work in some time.

4.5.8 Information screen



Fig. 31 Object information screen.

The Information screen contains the description of an object (of course, if there is necessary information in the ship's database). It contains:

1. The name of the object;
2. Its three-dimensional depiction (you can rotate it with the mouse);
3. The depiction of the object;

You should left click any depiction of the object to display a screen. You can close the window with the "hot" key (it is "Esc") or simply left click the depiction of that object one more time.

4.5.9 Log

The Log consists of three big sections: the so-called "Tasks screen", the "Information screen" and the "messages screen". For more comfortable use, all the units are displayed on the control panel in the command mode

4.5.9.1 Tasks screen (unit of the log)

The Tasks screen is a special screen. You can see the list of urgent affairs on it and special tasks (missions), which the crew has received from the "clan". The most important tasks are marked with the orange color. This screen is evoked by the special key (it is "B" on default).

You can get detailed information on any of the tasks on the special information screen. You should left click the note you need.



Fig. 32 Tasks screen (unit of the log)

All the fulfilled and failed missions disappear from the tasks screen. You can only find mentioning about them on the information screen.

4.5.9.2 Information screen (unit of the log)

The Information screen is the list of messages about various events. It is evoked by the special key (it is "Y" on default).



Fig. 33 Information screen (unit of the log).

You can display the information screen that contains the description of any event by clicking on the note you need with the left key of the mouse.

4.5.9.3 Messages screen (unit of the log)

The Radio message screen is the list of the last messages received or intercepted by your ship. The screen is activated with the special key (it is "N" on default).



Fig. 34 Messages screen.

You can display the information screen, which contains the full description of any message. Simply click on the note you need with the left key of the mouse.

4.5.10 Relations screen

The Relations screen is a conventional scheme, which represents the relations between you and the clanes. The further the indicator swings to the left, the worse is the business is. The further it swings to the right, the better.

Actually, the local "relation" is in the primitive state. There are three variants:

- Friendly relationships mean good prices in trade, a free exchange of information, repair and hire on profitable conditions. The fact is that the better the relationship are, the more successful commerce is.

At neutral relationships, the clan's services are still acceptable but the prices are higher in trade, and the hire conditions are worse. The main drawback is that to use services, you need to reach trade terminal of the space station or the planet base every time - the claners don't give a direct access to their computer network.

A hostile relationships cause to break-off all your connections with the clan. Moreover, their space ships and planet forces blaze into action without notice.

However, according to rumors, several merchants venture to have business with an enemy at their own peril. For what reason- thirst for profit or wish to reconcile the hostile sides one way or another - is unknown.



Fig. 35 Relations screen.

The Relations screen opens by clicking a special key (on default O).

4.6 Services

Space ships (mostly trade ones), orbital stations and bases on planet surfaces can offer you different services.

Among them are trading, ship repair, information exchange and hire special operations - "missions".

There is one more service (it can be called racket), but it is not very popular. Sometimes you have to give some fuel to pirates; in this case, they will leave your damaged ship alone for sometime.

When one of the services is accessible, special select panel will appear in the lower left corner of the screen. To use the panel, select command mode (on default key Enter). Then just left-click selected service.

4.6.1 Trade

To activate the trade service, left click it in the panel of services. After this two screens are automatically displayed: the list of goods of the dealer at the left side and the list of goods of your ship - the so-called "Inventory" - at the right.

If there are several traders - use the list of them.



Fig. 36 The trade terminal.

To buy a load, select it by left-click and drag it to your hold. If there is enough fuel on your ship to pay for that, the object will stay in your hold and the fuel will be given to the dealer. Otherwise, the object will return to its owner.

Trade is managed in the same way. Everything is simple... But remember, Captain, inhabitants are good traders, they like to make money - they will sell expensive and buy cheap.

4.6.2 Repair

Orbital stations and bases on the surface of planets can repair both the ship and its load. To get information about repair is easy - left click the service.



Fig. 37 The repair terminal.

Than the repair screen automatically appears. Here you can repair one item or thing from the hold of your ship. You can repair the whole ship if there is enough fuel. So you can choose:

1. Repair the hull of the ship, its systems and the contents of the hold. Note: prize of repair is displayed on the key.
2. Repair the hull of the ship.
3. Repair the inner systems of the ship.
4. Repair the load.
5. Dealer of the service.

Left-click the depiction of the device on the repair screen to repair it.

You can repair a whole group of objects. You should use the key "Repair of inner systems" or "Repair the load" for that. Total cost of repair is always displayed on the key.

In addition, you can repair the load, inner systems and the hull of the ship altogether - there is a key "Repair all" for that.

4.6.3 Information

To gain information, left click service in the panel. Two screens will appear: the service providers' information screen and your own log.

If there are several providers of information, you get a list of them and you can select one of them.



Fig. 38 The information terminal.

Save the news into your log to read it. Select the news on the provider's screen and drag it to your log. Then it is enough to left-click a line with the note and its text will appear on the information screen.

Not all news can be read for free. Sometimes you need to pay - very high price!

4.6.4 Tasks and missions

For difficult and dangerous tasks "clans" often hire mercenaries. It is easy to get information about possible jobs - left click the service panel. If there are many hirers, you'll get a list of them by click and choose one of them.

Automatically two screens will appear: your partner's task screen and your own list of

tasks. To read the description of a mission - left click the note and notes will appear in the information window.



Fig. 39 The special missions terminal.

In order to get a mission, you should select the note on the service providers' information screen, left click and drag it to your list

Fulfilling special tasks is a good, but sometimes very dangerous way to make some money. By the way, fulfilled missions can create better relations with the "clan" that has hired you (they can lower their prices for you).

4.6.5 Fuel bypass back

Sometimes it is necessary to give some money to a pirate instead fighting. Service "Fuel bypass back" is just for this purpose. It is activated as all other services are – with the help of the service panel. The same way you can select a pirate from the list if there is a whole band of robbers around you.

After that you need to press the key and give some fuel to pirates



Fig. 40 Fuel transporation to pirates.

4.7 Guiding of the group of supporting aircraft.

Every unlimited ranged ship, designed for independent actions without the main forces of the Fleet - "Parkan" is of that type - can carry up to 6 pilotless fighters-drones and the same amount of the automatic fighting units - the warbots.

To make a drone or a warbot ready for the action, you should carry it over from the hold to the hangar. The screen of hangar is activated by the key "U" on default or by the key in the lower right corner of the screen. "Inventory" opens together with the hangar.



Fig. 41 Drone launch activation.

You should choose a fighting machine - drone or a warbot to use it, unload it and give an order. You should remember, that drones can work only in space, and that warbots only on the surface of the planet.

Fighting machines are chosen by the special keys. Every cell of the hangar has its correspondent key ("1","2","3","4","5" or "6"). You can give an order to all the robots altogether - it is done by the special key ("~" - on default).



Fig. 42 A warbot's obtaining an order.

After that you should give an order to the chosen machines:

Keep the position	(on default - "F2")
Follow me	(on default - "F3")
Attack my target	(on default - "F4")
Unload	(on default - "F5")
Load	(on default - "F6")

After the fight, the machines should be loaded onboard (order "Load" - "F6"): left on the battlefield warbots or drones should be lost. You can repair the damaged machines in the hangar.

Attention! Control system can't provide space for more than six machines at the same time. You can't avoid this limitation: If you shift the icon, which depicts the "unloaded" machine, from hangar to the hold, machine will be lost or – if you're lucky – will be back by the transport beam.

5 Ships, colonies and space stations

5.1 Ships

5.1.1 The most important systems of the ship

Ships of unlimited range (the "Parkan" type or the cruisers of the "clans") are automatized to the limit. If no serious accidents happen, pilot has to work with three or four special terminals during the flight. These are the main console of the ship, the tele-transprotation system, the repair portal and the technical transportation portal.

The main control post of a ship is its console. During the flight, the watch officer is situated inside the column of the power shield and operates the ship with the common neural bridge. The power column of the main console of the ship is violet.

The main console lets you do almost anything you want with the ship: you can extract any data from the memory of the ship's computer, fly up in space and even start the self-destruct system.



Fig. 43 The main starship console (the power column is violet).

That is why the console is equipped with a defense system not lower than the A3 class, even for the trade ships. Besides that, every member of the crew - if he is inside the ship - can immediately block the access to the console by his personal key. That is why capturing a base will lead to serious losses among the crew - those who want to break the defense of the ship's console, must eliminate the crew at first.

To connect to the NET of the ship, you must approach the console and press special key (it's "X" on default) after the signal-invitation appears.

The system of teletransportation (known as the "transfer beam") allows transferring material objects short distances in almost a second. The safety lock will allow you to get rid of hatches, locks and other holes in the hulls of the space ships. This system allows "catching" surrounding objects, deploy and retrieve the pilotless fighters such as drones, warbots and other machines.



Fig. 44 The teletransportation system (the power column is blue).

Unfortunately, the safe distance for a human transfer is no more than 100-200 m. At the bigger distances, the accuracy of the beam isn't enough and the tissue structure of living beings can be breached on molecular level.

To use this device you should enter the beam, wait for invitation signal and then press the special assignment key (on default X).

The repair pod is a system for quick elimination of damage of the armor and equipment in the battlefield. It is not as powerful as an industry pod (some of them are able to work with tank or fighter), but it is good enough for humans, droids and small warbots.

The pod is equipped with a recognition system and is directly connected with the ship's central computer. To get help, it is enough to come into the beam and wait a moment while nanoassemblers can finish their work.



Fig. 45 The repair pod (the power column is green).

The technical transportation beam. Sometimes there is a necessity to deploy small warbots inside the ship instead of on the surface of the planet. Technical portals are designed for that. Their characteristics don't allow to move living organisms, but they can shift battle machines and droids.

5.1.2 How to board an enemy's ship

Until the power shields were widely introduced, space fight was pitiless and transient. Ships couldn't maneuver actively because of the great overloads, that is why any clash finished "in three seconds" - as the pilots called it. It took only three seconds until a pilot's ship was turned in a cloud of wreckages and the fight was finished.

After the appearance of force field generators, space clashes became prolonged and an opportunity to board an enemy appeared.

To penetrate inside the enemy's ship, you should approach it a certain (rather close) distance and, as a rule, from the back of the ship.

After that you should wait for the invitation signal and make a careful docking, pressing a special key ("X" on default). You can get inside the enemy's ship through the transport beam.



Fig. 46 The boarding an enemy's ship.

5.2 Colonies and space stations

5.2.1 Most important functional systems of the buildings

During the war, the economic infrastructure of the Lentis cluster was destroyed: orbital stations were destroyed or deserted, cities and big settlements on the surface of the planet or satellites were turned into the heaps of ruins (usually infected with radiation, exotic diseases or cultures of battle nanobots).



Fig. 47 The space station (the orbiter).

After the war only several orbital stations survived - service platforms to accept shuttle ships - and small settlements: research camps like these, that the Research Service usually had build on the surface of new worlds.

Small camps on the planets that have little resources or were badly explored can consist of only one outpost. This room is a store, energy station, and sometimes the main fortified station during the defense of the camp (that is why completely every outpost is equipped with the automatic turret, that defends approaches to its hatch) for the expedition or for the new built colony.



Fig. 48 The planet colony.

In the old and developed colonies, you can find mining complexes (simply "mines") and plants.

Research settlements and productive capacities of small colonies are entirely reliable, automatized and controlled from the united center. The main part of compartments of the "mines" and productive capacities are dangerous even for heavy armored men, that is why only store rooms can be interesting.

Though in the spaceports or onboard space stations (they are like a spaceport, only orbiting a planet) there are devices that are of great interest for the traveler: the Trade and Main consoles.



Fig. 49 The trade console of the colony.

Trade console opens access to the services offered by the colony or the space station. You have to use this device if droids of the "clan" don't trust their guest (it means they don't shoot yet, but don't give direct access to the services from the board of the ship). To use a console, you must enter the range of the indicators of the terminal, wait for the invitation signal, and then establish connection, pressing the special key ("X" on default).



Fig. 50 The Master port terminal.

The Master port terminal is a terminal that gives access to the main computer of the colony. Actually, the one who captures this device almost becomes the owner of the base.

The Master port terminal is situated in the tracking headquarter of a space port and arranged as on the ship. It is like a space ship that has landed on the ground. In fact, it was so some time ago: a transport had been the base for the new colony.

Console defense system is also similar to the ships' ones: every man or a droid from the staff can immediately block the access to the central computer. That is why before breaking the defense of the master port terminal, you must get rid of the spaceport's staff. To connect to the master port terminal, you need to enter the transmitter zone and press the special key to establish connection(key B on default).

5.2.2 How to base you own colony and capture the other's base

Small research bases are located on every planet or the satellite. Unfortunately, they are hardly ever empty: they are usually busy with peaceful drones or worse; gangs of pirates, robbers or renegades, that proudly (though rather baseless) call themselves "Astrons". Anyway you should fight them to be able to base you own colony.

To do so is simple. You should do two things to capture the colony:

- At first, destroy all the fighters on the base, though they'll recapture the colony when you will go to the orbit.
- Second, break the defense of the Master port terminal of the spaceport or of the outpost (you should, as it has been mentioned, destroy all the fighters on the base).

The situation becomes more complicated when there is an orbital station near the planet - in this case you should capture it at first.

Ownership over the colony gives its owner great advantages:

- Owner of the colony can get the latest news though the informational service of the colony. Droids have established a whole system of exchanging messages (similar to the Earth's Internet, widespread in the ancient times). Unfortunately, a lot of messages are decoded and you can only read them after paying their owner a corresponded prize.
- The owner of the colony can repair damaged ships and goods in its hold, if there is a repair workshop in the plant of the colony.
- The owner of the colony can enrich the ship's supplies. You should use the standard trade service (though, certainly, the "prices" of goods would be "zero"). Developed colony not only produces technique and armament itself, but even buy them though the passing dealers.
- The owner of the colony can get some amount of fuel (if there is a "mine" in it). You should use the Master port terminal for that and give an order to swap the fuel from the stores of the base to the ship.

If there is enough resources on the planet or on the satellite, colony can develop: build new drifts "mines" and workshops of the plant. Though, the population must have special equipment for that: sets of nanoassemblers, catalysts and cryoschemes. Special cartridges, that make a common droid a professional in these or that sphere (geology, engineering or science) are very important. When the colony needs such resources, colony forms a special "mission" and its owner has only to find and deliver necessary goods on the base.

Unfortunately, colonies are often robbed by renegades. Sometimes pirates land their forces to rob the settlement. Sometimes they try to capture the colony for themselves. There is a suspicion, that "claners" are sometimes connected with the attacks - they are not happy to have a powerful neighbor even if it is their ally.



6. Useful advices for the young captains

You can get the full information about the game and the answers to the frequently asked questions on the site: http://www.parkan.ru in the unit "Help".

6.1 In space

...Shoot more accurate; don't spend armament and energy in vain. Your enemy droid - is an iron gun. He may think slow, but he doesn't miss the target. Try to outwit it.

...Evade frontal attacks. The ship of unlimited range (like "Parkan" or a cruiser of the "clan") - is a firm and well armored vessel. But you shouldn't relay on you armor - it can not always save you from the shooters (especially when they attack altogether, as they often do).

... Try to fly right behind of the enemy - it is the best way to keep the enemy in the sight. Follow the enemy, keep it within your field of vision and constantly hit the target. Don't give the enemy's shield time to restore.

... Use drones. It is most effective to use a one drone or a pair of drones against one target. You don't have to repair damaged drones yourself - they should be automatically restored onboard the ship.

...Don't forget about the distribution of energy - it is a delicate and useful instrument in the fight for survival in the open space. For example, you should switch the energy to the weapons and shield before the fight. Otherwise, you won't live long - constant repairs'll ruin you.

... Gas sensibly. Afterburning spends energy, saved in the special buffer. If the energy is exhausted, the afterburning will be disabled.

6.2 On the surface of the planet or onboard of the other's ships and stations

..... Constantly keep and eye on the energy level of the systems and of the shield of your battle suit.

... Don't use unoriginal tactics during the fight. Remember: warbots of the enemy usually exceed you in the power of fire and fighting stability.

... Be careful. You won't simply get everything you need from the owners of the planet, most likely you'll have to fight for it.

... Don't crush everything around. No matter how hostile the droid approaching you will look, it doesn't mean, that he will open fire immediately. No one will be at odds with you without a reason. They will recognize you as an empty place at first. After that everything is in you hands: if you will trade and fulfill missions successfully, droids will recognize you as a friend. Otherwise...

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