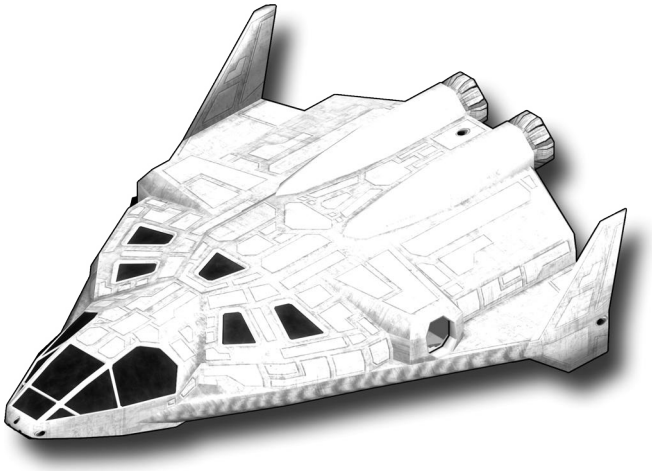
Scavenger SV-4



Game Manual and Operations Guide

Congratulations, new owner of a Starchaser II.

Here at Exeter Shipyards, we listened to what made the original Starchaser the best reviewed hull in the 25 meter class[1], and we have carefully built on those strengths to craft a worthy successor to a timeless classic.

We believe the Starchaser II will revolutionize the 35 meter class, just as the Starchaser back in its day redefined customer expectations of what a 25 meter hull could do.

Versatility is the hallmark of the Starchaser II.

The roomy helm can serve a bridge crew of up to seven - yet, with optional automated astrogation, docking assistance features, and our famous systems integration, the pilot workload is low enough to allow for effective solo operations.[2]

The modular floor plan allows a Starchaser II to be fitted out for an amazing variety of roles - from luxury day-tripping pleasure cruiser, through executive VIP transport, small volume cargo freighter or surface-to-orbit shuttle taxi, medical ambulance to live-aboard home - the possibilities are almost endless.

Optional seating packages can accommodate up to 26 for regional passenger service - or, install the optional ER fuel and life support tanks, and make journeys into the deep reaches with confidence.

The result is a ship that can grow with your operations, be tailored to fit your specific needs - and looks like a million credits while doing it.

Thank you for choosing Starchaser II. With a small quantity of routine maintenance, it will provide you decades of service. Welcome to our growing family of owners and operators.

1: Voted 2 time "Best In Class" by *SpaceLife*
2: Named "Singleship of the Month", *Belter News*

Table of Contents

"Don't panic until you are out of comms range, out of delta-V, and out of ideas."

Traditional saying

Introduction

It all begins with you alone on your ship, in orbit around a previously undiscovered alien planet.

The planet bears evidence of a long dead alien civilization. The ruins of ancient derelict structures emerge from the windswept surface. Remains of machinery lie dead - or dormant.

The planet is far too radioactive for you to land on or get any closer to. The conditions on the surface would kill you in seconds. Fortunately, you have a remote control rover drone on board, which you can send down to the surface to explore. The hostile radiation environment produces heavy radio frequency interference. At this distance, you can barely punch your communications signal through the storm of static that surrounds the planet in order to operate the rover... and even at this distance, you are exposing yourself to a potentially lethal dose of radiation just to do it. Clearly, there is no time to waste.

Your surface rover has the ability to retrieve samples and return them to the ship. The Science Lab aboard your ship can analyze these samples. Some objects you find may be adapted for use onto the rover - the Rover Garage aboard your ship is capable of doing that. You have the gear you need - in theory, at least.

You have the first opportunity to scavenge alien relics and unseen technological treasures from this planet - or perhaps just to die trying. Good luck.

About the Game

Scavenger SV-4 is a somewhat rogue-like game.

The details of your character, the story of how you came to be here, the geography of the planet, the alien ruins, the technologies within, and the dark secrets you may find are all freshly generated each time you begin a new game. No two experiences will be exactly alike. Therefore, you cannot see all there is to see in a single play through, no matter how skilled you may be.

Scavenger also features permadeath; some of your attempts will certainly end in tragedy. You may save your game and exit at any time to resume playing that game at a future date, but the save system is not intended to allow you to easily load a previous save to sidestep the misfortune that may befall you.

You can always try again, with a new explorer and a new planet. The high score table will record the stories of your previous attempts - just click on a score to see the corresponding epilogue from that game.

Every new game takes place in a new universe, where the events of the prior game never happened. Each one is a separate exploration of what might be.

Warning

Scavenger is intended for adult audiences. The game contains profanity and disturbing content. Terrible things may sometimes happen to lone explorers far from home. You have been warned.

How to Play

You are free to move about your ship.

By default, movement is on the WASD keys, and looking around is accomplished via the mouse, as per the usual convention for FPS games.

Remember, in orbit, you are in free fall, and thus floating in zero-G microgravity. Use E and C to move yourself up and down. It's a touch disorienting at first, but that's spaceflight for you. (Or you can disable zero-G in the config tool.)

You can interact with door buttons and with terminals. By default, these objects will glow slightly when moused over within arm's reach, and the crosshair at the center of the screen will change from a red X into a green + to indicate that they can be used. (These selection assistance aids can also be turned off via the config tool.)

By default, use the left mouse button to use things, and the right mouse button to stop using them.

Press Escape to pull up the in-game menu at any time. From there, you can save and exit your game, or permanently abandon the current expedition. The game will be paused while this menu is open.

Note that all of these controls can be remapped, and that many other setups are also possible. Use the Config Tool or Options button on the main menu, described in detail on **p. 26** for game setup.

Using Terminals

There are nine terminals aboard your ship, located one per room. Each one has different functions. There is a list on **p. 6** showing what the terminals do.

When you interact with a terminal, you will see a cursor appear on the terminal screen - use your mouse to move this cursor and click on buttons. Some terminals can accept keyboard input as well. When you are done using a terminal, use the right mouse button to exit out of it.

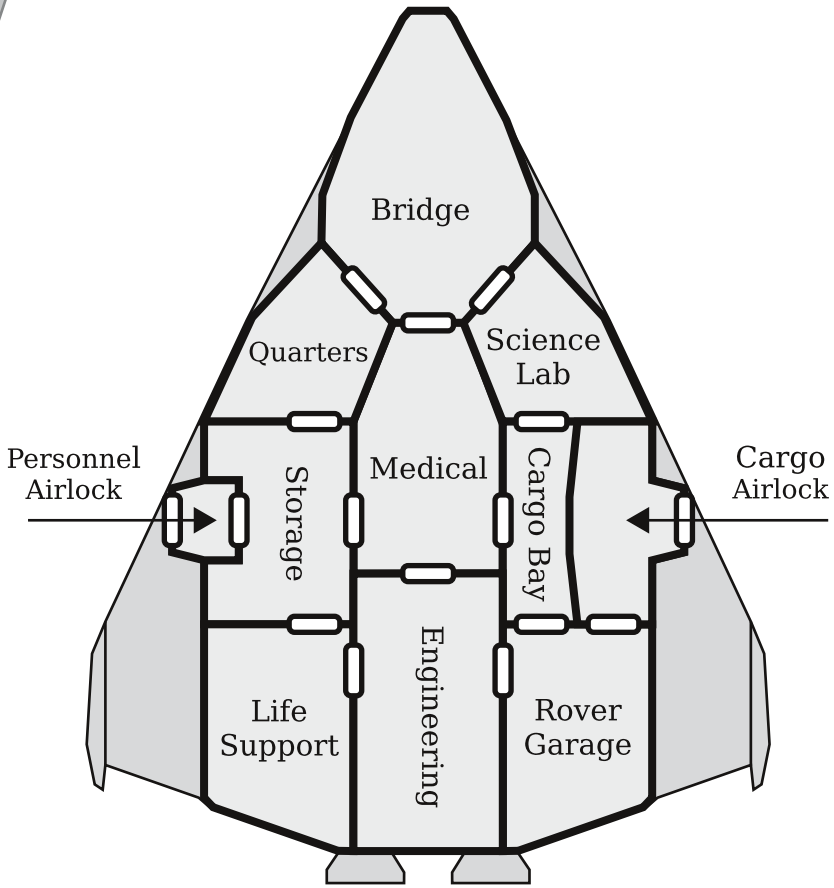
By default, you will also automatically move to align yourself squarely to the terminal - this is convenient, but can be disabled in the game options if undesired.

While you are using a terminal, your normal player movement controls are disabled - or are translated into having other meanings, in the case of being in the rover uplink. You will have to press the right mouse button to leave a terminal; you will see the mouse cursor disappear, and you will again be free to move around the ship.

Using Doors

Doors are much simpler than terminals. They have two buttons; Open and Close. The button that can currently be activated will be softly illuminated. Doors can also be remotely overridden, via the Engineering or Life Support terminals.

Ship Map



"Starchaser class hulls are aerodynamically streamlined for reentry, and that makes them look sleek, sure. But you'd better remember when you're coming in for a landing on a runway - if you lose the engines, they glide like a chrome-plated forklift."

- Grace Tamison

Terminal Functions

A terminal is located in each room except airlocks. Their primary functions are listed below.

Bridge: **p. 8**
•Rover uplink •Survey map data •End expedition

Quarters:
•Personal log •Music •Recreational software

Science Lab: **p. 17**
•Research samples •View object research reports

Storage:
•View ship cargo capacity •Wear/Remove EVA suit

Medical: **p. 7**
•Diagnosis •Radiation mitigation •Injury treatment

Cargo Bay: **p. 15**
•Move objects between rooms •Eject objects

Life Support:
•Air valve control •EVA suit refill •Door override

Engineering:
•Reboot crashed terminals •View ship status
•Ship subsystem displays •Door override

Rover Garage: **p. 22**
•Install items on rover •Rover technical analysis
•View object research •Attempt object repairs

Medical

The Medical bay in the center of the ship should be a place you visit often. Though you have disabled the obnoxious wail of the radiation warning alarm, you are still being invisibly irradiated every minute you spend in orbit here. The Autodoc cannot cure this, but it can take steps to mitigate your exposure. Frequent treatment is significantly more effective than occasional treatment.

The Autodoc

Located in the center of Medical, this expensive device can patch you up - for a while, at least. The Autodoc automatically opens upon detecting your proximity, a feature designed for extreme emergencies. Interact with the Medical terminal, and the doors will close around you. (You will be able to continue interacting with the terminal via the internal Autodoc controls.)

Activate the Autodoc and it will perform a diagnostic scan, then display a diagnosis. You can accept or decline the proposed course of treatment. If you decline, the doors open - right click to exit the terminal, and leave. If you accept, the Autodoc will perform the procedures, then display an updated scan showing the results.

Keeping an eye on your scan results is the best indication you have regarding how much radiation damage you have taken, and could factor into your decision when to end the expedition.

The Bridge

The Bridge features a commanding view through an impressive expanse of micrometeor resistant windows. Most of the control panels are set on autopilot and can not be interacted with.

At the center is the pilot's chair and the Bridge terminal. This terminal has several functions.

Exploring the Planet

To pilot the rover drone and get started, begin by establishing a communications link. This will activate the Rover Uplink, an interface explained in detail on the next pages.

Viewing Survey Data

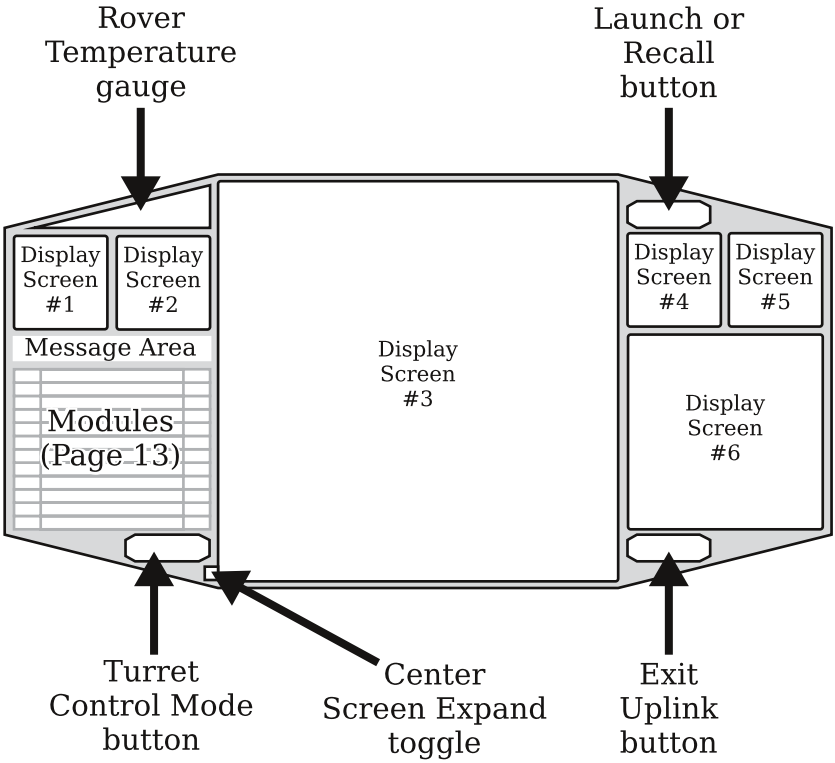
This will display a large view of the planet surface that you have visited so far. If the rover is on the planet, it will be shown as a dot. Exploration will expand the map. You may discover objects that can transfer more data onto this survey map. Pan this map by dragging it with the mouse cursor. Zoom using the mouse wheel, or the C and E keys.

End Expedition

Discretion is the better part of valor. If you don't leave in time, you will die here. When ready, use this to chart a trajectory and command the autopilot to take you home. This ends the current game, and displays your score and epilogue for this run.

Rover Uplink

The Rover Uplink display is complex, but powerful.



The rover drone is modular and customizable. It has twelve module slots and six display screens, allowing for many possible configurations.

Display Screens (6x)

These multifunction displays show the output from modules. Most modules are capable of displaying useful data if given a screen. There are many ways to map a module to a display. You can click the module to select it, then click a screen - or click the module display button to the right of the module name, then click a screen - or drag a module onto a screen - or drag a screen onto a module.

Dragging a screen onto another screen will swap the contents of those two display screens.

One module cannot be mapped onto multiple display screens at once. One display screen cannot be mapped onto multiple modules at once.

Screens not mapped to any module show color bars.

Message Area

When the rover detects a nearby object, a message appears here. If the object is within reach and the rover is capable of taking it, a Pick Up button will also appear. If an uninstalled object on the rover is selected, a Drop Item button appears here.

Launch / Recall Button

While the rover is aboard, a Launch button appears here, which sends the rover down to the planet. On the planet, if the rover is clear overhead, a Recall button appears here for returning to the ship.

Driving the Rover

When you are in the rover uplink screen, the rover movement controls will be active instead of player movement. By default, they are also the WASD keys, but they can be changed in the config tool. W and S will drive the rover forward or backward, A and D will steer the rover hull left and right. Steering will reverse while moving backward.

Rover Turret Control

If you click the Turret button, the mouse cursor will disappear, and the mouse will aim the turret of the rover, allowing you to look around. While in this mode, the left mouse button will fire any available weapons installed on the rover.

The rover handles like a tank; you can look in one direction while driving in another. This is useful, but may initially be disconcerting; press right-Shift to center the turret at any time.

The right mouse button will exit turret control mode. (Remember, right button to stop using things.) This will cause the mouse cursor to reappear. Pressing the right mouse button a second time would stop using the terminal, and return you to moving around the ship.

Center Screen Expand

If this toggle is on, then Display Screen #3 will temporarily expand to fill the whole terminal whenever Rover Turret Control is active.

Rover Temperature Gauge

This indicates the internal temperature of the rover. Some modules generate heat. Some modules help shed heat. If the rover is overheated into the red, module damage may occur. At higher temperatures, rover destruction is possible. Note that atmospheric reentry makes a large quantity of heat - if the rover was running hot already, launching it may destroy it.

Exit Uplink Button

This button shuts down the rover uplink, and returns the bridge terminal to its menu. The uplink can of course be re-established at any time as long as the rover is still functional. This is useful if you want to review the survey map data, or when you are ready to exit the expedition.

A Note on Static Interference

The rover uplink depends on a radio link between your ship and the rover drone. The radiation coming from the planet is severe. As the rover gets further from the ship, the signal strength will degrade substantially. The link prioritizes that telemetry and command signals get through above all else, so your control of the rover will not be impaired.

However, video feeds are very bandwidth intensive, and given the limitations of the equipment, they are generally the first to go. Expect significant video interference while the rover is on the surface.

Modules

Without modules, the rover is blind and deaf, and unable to interact with the environment. By default, the rover has a camera, a microphone, manipulator arms, and a few other useful devices installed. You can change this starting load via the game config tool.

The module area shows the twelve rover slots. An installed module looks something like this:

At the left is a power switch. Click it to toggle power.

Black means off.

Green means on and fully powered.

Yellow through red mean that the module is on, but needs more power than the rover can supply - try turning off other modules or find a way to make more total power available.

A red X means that this module is not the sort of device that can be turned on.

At center the module name is shown. The background shows damage level - green is nominal. Damage goes yellow through flickering red. The name text will also glitch if damaged.

Modules that are busy will show a white bar contracting to the center here as they become ready.

At the right is a display screen control button. It will indicate which screen this module is currently being displayed on, if any. Press it, and then click on a screen to assign to this module.

Red X boxes here mean this module does not produce display output, and thus cannot be set to a screen.

Modules: Carried vs. Installed

To be used, modules must be installed onto the rover. The rover does not have the capability to install modules to itself out in the field. Installation must be done via the Rover Garage aboard the ship.

Installed modules are solidly attached to the rover. They cannot be dropped in the field, they can only be removed in the garage.

In the Rover Uplink view, installed modules will have the power and display buttons, and will be shown bright. Modules that are not installed are being carried inside the rover's cargo hold, will not have the side buttons, and will be shown dimmer.

Whether installed or carried, modules still must share the same 12 slots. So remember, the more you have installed on the rover, the less you can carry in it.

Modules Aboard Ship

Modules can be carried by the ship. (They cannot be installed to the ship - the ship cannot power them up or use them, just carry them.) The ship can carry 28 items in addition to the rover's 12, and can research any modules placed in Science Lab, or attempt repairs on any modules placed in the Rover Garage.

(Note: this manual uses the words object, sample, item, and module interchangeably to refer to the same thing in various contexts. An object is a research sample, and is a rover module.)

Cargo Management

The Cargo Bay terminal is used to move objects around. It displays the contents of the ship racks in Science Lab, Cargo Bay, Rover Garage, and Storage. The rover, if present, will also have contents listed.

Objects can be moved several ways. Dragging a module to an empty slot moves it there. Clicking a module to select it then clicking an empty slot does the same. Dragging a module to the large label at the top of a list, or near a list but not on any specific slot, will try to move the module to the first open slot in that list. Dragging a module onto a module means swap.

Cargo and Installed Modules

The cargo system cannot uninstall a module, so modules installed to the rover cannot be moved. To indicate this, they will be greyed out with a brighter diamond overlay, whereas non-installed modules appear normal. This is reversed from the Rover Uplink display, where uninstalled modules cannot be used and are thus dimmed out and installed modules appear normal - but in both cases, it is to indicate what can and cannot be used in that context.

To move an installed module, first move the rover into the garage and uninstall the module.

Discarding Items

The Discard Item button ejects unwanted objects into space. All discarded objects are lost forever.

Automatic Cargo Handler

All cargo is automatically placed in standardized protective sample cases, with screens on the front indicating the contents.

The ship is equipped with an automated cargo handling system. A network of tunnels run along the floor, with hatches for the pop-up forklift manipulator at each rack. All requested move operations will be queued and swiftly executed - if you are quick, or make a large number of requests, you may see the cargo forklift catching up on the backlog.

All terminals will buffer your requests if the cargo system has not yet caught up, so you will rarely need to wait on it to finish. However, the rover won't allow movement or launch if cargo operations still require it.

Moving the Rover within the Ship

The rover crane can move the rover drone between the Cargo Airlock and the Rover Garage. Buttons for this will appear in both the Cargo Bay terminal and the Garage terminal, if the rover is on board and free to move. Additionally, the rover can be launched or recalled through either of these terminals as well as from the Bridge.

> "Most folks don't know, those automatic cargo handler systems come in all sizes. I once served a tour on a bulk freighter, and the first time I saw the forks flinging hundred-meter cases around... it'd be majestic, if it wasn't also terrifying."
>
> – Vander Creson

Research

Your ship contains a Science Lab with an automated research station, featuring an advanced expert system capable of self-directed experimentation and classification.

Given sufficient time, the research station will identify almost any sample, giving you a detailed report on that object.

The lab can work on up to four projects at once, but four projects going in parallel will each only progress at a quarter of the speed of a single project. If you have an urgent project, temporarily disable the others.

All samples are initially tagged with a random unique ID. This tag, such as "NK10", "CVB3" or "I-58" has no inherent meaning, and is provided only to disambiguate between samples. An item of which nothing is yet known will show as this tag and a group of eight question marks, such as "NK10 ????????". This represents a complete unknown.

Not all samples will require the same amount of analysis. More sophisticated, more advanced, or more cryptic samples may require significantly more time. Some samples are well suited to study and will proceed more quickly. Damaged samples will be slower than undamaged ones.

Research always proceeds automatically through three phases, and is complete at the end of the third phase, regardless of difficulty.

Phase One:

Upon completing the first phase of research, the object will be categorized. An item of a known category will show as that category name surrounded by two question marks, such as "NK10 ??Optical??", "??Electrical?? CVB3", or "I-58 ??Mechanical??".

This initial category will be quite basic and broad, but may provide some insight into the type of sample you are analyzing. This may inform your decisions as to what samples warrant further research.

If the sample is selected in the lab at this level of research, a brief report will be shown with the initial findings and hypotheses of the lab system.

Phase Two:

The second stage of research will reveal a much more specific subcategory. At this point, the object will show as that subcategory name surrounded by single question marks, such as "NK10 ?Camera?", "?Power Storage? CVB3", or "I-58 ?Propulsion?".

This subcategory gives you significantly more information regarding the item and its likely function, if any. The report shown if the object is selected will be more detailed, and may contain updated theories.

Each phase of research takes significantly longer than the previous phase. Phase two is slower than phase one, and phase three is the slowest of all.

Phase Three:

The third stage of research will usually conclusively identify the object. At this point the object will show without question marks, such as "NK10 Telescopic Cam", "Storage Battery CVB3", or "I-58 Augmented Drive", for example.

Selecting the object in the lab terminal will now allow you to view a comprehensive report of the object's statistics, and read the research computer's findings in detail. Additionally, a sample at this level of research, if mapped to a display screen on the rover, will be translated into a human readable format, as the device and its output are now sufficiently understood to allow for this.

Fully researched objects will be slightly more efficiently integrated with and utilized by the rover.

Benefits of Research

Research effects extend beyond the specific object being studied. Knowledge is cumulative. When the breakthrough is made at the end of each of the three stages, knowledge is not only gained regarding the specific sample being studied. Knowledge is also gained regarding every other object of that exact type, to a lesser degree about every other object of that narrow subcategory, and to a small degree about every other object of that broad category.

This knowledge gain is proportional to the research difficulty of the object being studied.

This means that as a game progresses, your prior research will result in you finding objects on the planet that you already recognize something about. These objects will be partially preidentified.

You can direct this strategically by choosing what categories you focus your research on. If you are interested in "??Optical??" devices, and you study every one you find, you'll soon be able to distinguish "??Optical??" devices on the planet while acquiring samples with the rover, and you can then choose to bring those back instead of "????????" unknowns. This gives you opportunity to research more "??Optical??" devices and to continue the cycle of specialization.

Knowledge also governs your odds on successfully repairing a damaged alien object in the Rover Garage. To improve your odds, research more objects of that category. Preferably, also of that subcategory. Ideally, of that exact type.

Proceeding Without Research

Note that research is entirely optional. The Rover Garage can adapt a module to be installed without ever having researched it. You may be able to determine the function of an object through trial and error without ever using the Science Lab. If you assign an unresearched object a display screen, the results will not be translated into human terms, but the incomprehensible alien display may still provide you some clues regarding the object. This approach can potentially save you a great deal of time, but it is one that comes with some inherent risks.

Research at Endgame

When you end the expedition, you will be awarded points for the amount of field research you have performed during the course of the game.

Even if you do not do any research at all, however, any treasures you bring home will still sell for their full value. It is assumed that you have time during the long journey home to determine the worth of the things you risked your life over. The research points are a bonus, but you don't need to postpone leaving orbit just to finish your research, unless you are compelled to by your own curiosity. The most valuable object will be specifically called out in the epilogue text.

Research and Starting Anew

At the beginning of a new game, you will again know nothing of the mysteries of the planet below. Your research knowledge does not carry over between games. In fact, even some of your observations as a player will be invalidated between games.

"I took the museum tour and saw those so-called alien artifacts. If the scientists were right that they aren't a hoax, then why haven't we ever found any more? Or any other evidence? I think we've all been had. It's the Piltdown Man, all over again."

– Anonymous forum post

Rover Garage

The Rover Garage terminal is used for installing modules onto the rover drone, for viewing the rover technical analysis report, for viewing object data, and for attempting repairs on damaged objects.

If the rover is present in the garage, the rover module inventory will be shown at the left, along with buttons to send the rover to the Cargo Bay, or launch the rover to the planet. This inventory will show installed items bright and uninstalled items dimmed.

If the rover is not present, the rover's status will be shown, such as "On Planet", "Landing", etc. If it can be recalled to the ship, a recall button will appear.

The garage inventory will always be shown at right.

Installing Modules

If the rover is present in the garage, the Install / Uninstall buttons will appear at the bottom center. They can be used in several ways; click the button, then modules - or drag modules onto the buttons.

Moving a module from the rover to the garage will also uninstall it if necessary. Moving a module from the garage to the rover will prompt you whether you also want it installed.

The rover will be moved into the work bay and the requested modifications will be carried out. This may also change the rover's external appearance.

Repairing Modules

Modules can be damaged to varying degrees, or totally destroyed. Destroyed modules will disappear from the lists, but damaged modules may be repaired.

The garage terminal has a Repair Item button near the bottom right. It can be used in several ways - click it then a module to be repaired, or select a module then click the button, or drag a module to the button.

A confirmation dialog will appear. Odds will be calculated for success, failure, and catastrophic failure. Failure may further damage the item, and catastrophic failure means complete destruction of it.

Human devices are thoroughly understood by the rover garage, and will always be successfully repaired.

Repairing alien objects is much more difficult. If the module is not fully researched, success is impossible. Fully researching the module is not sufficient to guarantee success - the odds are improved by the number of other similar modules you have also researched. Objects of the same type are best, objects of the same subcategory are good, but even objects of only the same basic category will improve the odds.

The degree of damage and the complexity of the module being repaired reduce the odds of success.

Repairs can only be performed in the garage slots. If you attempt to repair a module that is currently on the rover, it will automatically be moved over.

Rover Technical Analysis

When the rover is present in the garage, a report on rover performance is shown in the center area. Like a character sheet, this estimates the performance of your current setup. In deciding how to equip the rover, beyond just the number of available slots, you will also need to consider power and heat.

Rover Power Management

By itself, the rover generates a small quantity of accessory power. This may be enough to run some modules that do not require much power to function, but you are likely to find others that demand more.

Some modules generate power. Some act like batteries, storing surplus power until power shortages.

If a module cannot get enough power, the power switch button left of the name turns yellow, then red.

Without a power controller, any shortage is shared equally among all modules. With one, power priority goes top to bottom down the list; rearrange your modules into your desired order, most critical at top.

Rover Heat Management

Some modules generate heat in use, and others function as heat sinks that help shed heat. Be aware, reentry generates lots of heat. If the rover is already running hot, launching may destroy it. Switching modules off may help in an emergency.

Ending the Game

One way or another, every run will come to an end - but if you want any chance of a happy ending, you must choose to end the expedition. Select the End Expedition button on the bridge terminal. Confirm your course and your ship will attempt to take you home, thereby ending that game.

You will then receive an epilogue page, which summarizes certain details of your adventure and tells you how the story ends. There is no way to continue a game after this epilogue, each explorer has only one chance.

There are over a hundred possible outcomes. As in often the case in life, the better ones are generally also the more difficult ones to attain.

Your story will be shaped by the events that occur during the expedition, by the value of the items that you recovered, and by the state of your health at the end of the game.

If you do not like your fate, you can always try again.

Your run will be scored at the bottom of the screen. Various factors count positively and negatively, and the accounting for each is shown.

If the run scores among your top ten, the story will also be saved with it. Click any high score in the high score table to review the epilogue for that game. In this manner, your best games live on.

Game Configuration and Options

As is proper for a PC game, Scavenger SV-4 is very configurable. Run configtool.exe or click on Options.

The game can run in three basic ways, selectable by the radio buttons in Video Mode.

Full Screen will attempt to change your windows desktop resolution to the value you select from the pulldown box. This is the only way to achieve scaling on most computers - if for framerate reasons you would like to run a lower resolution than the native res of your display, this will properly scale a lower res screen to fill your monitor. However, this is less likely to work correctly for multimonitor setups, and can be disruptive to the layout of icons on your desktop.

Windowed will run Scavenger in a window. The game will be paused if this window loses focus. Selecting a resolution here will change the size of the resulting window. This setting is most likely to work with multimonitor setups, and integrates well with multitasking and doing other things while playing the game, but does reduce the immersion of the game.

Windowed (Fullscreen) will attempt to configure a borderless windowed fullscreen mode. This setting is likely to work with multimonitor displays, and allows you to select which desktop you wish to use for the game. However, the downside of this approach is that you cannot run Scavenger at anything less than the full native resolution of that desktop, which may be a problem if the result is too slow for comfort.

Config: Video Quality Options

There are three preset buttons at the bottom, if you do not wish to manage these settings individually.

Antialiasing will smooth the jagged edges of lines at the edges of objects and shadows, for a small cost.

Wait V-Sync fixes tearing, but reduces framerate.

Cast Shadows can be set to None, Sun or All. This option has a very large impact on framerate, and changes the look of the game substantially.

Reduce Lights is by default on. The lighting technique used in game makes each light expensive to render. When on, the ship will turn out the lights in rooms not adjacent to you as you move around. If your system is VERY fast, and this bothers you, uncheck it.

Texture Detail chooses which size to load. Low should work for cards with less than 1gb of texture ram available. High requires about 1gb. Insane requires 2gb+ and may cause the game to start slowly.

Materials Detail governs the complexity of lighting calculations. Low, most surfaces will be rendered without a shader at all - fast, but no shine, no bumps. Set to High, most surfaces get per-pixel lighting. Ultra is the most complex, adding detail texes and UV jitter.

LOD Distance primarily sets the view distance on the planet surface, but if Minimum, also blocks your view aboard the ship to only adjacent rooms.

Config: Gameplay Options

Selecting Object Asssistance allows you to turn on or off the crosshair and object glow on mouseover.

Auto Align On Terminals determines whether you should be moved square when using a terminal or not.

Zero G while on your ship can be disabled if you have difficulty navigating around in three dimensions.

Swap screens instead applies when you map a module to a screen that was already mapped.

Color is for ship paint and the UI. Default random, but you can set one for the game to always start in.

Player FOV sets the view angle in degrees.

Mouse Sensitivity can be adjusted independantly for mouselook and for controlling cursors.

Sound, **Music** can be toggled on or off.

Starting Equipment allows you to set what will be on the rover and in storage at the start of new games.

Keybindings allows you to set a primary and secondary keyboard key for all of the game inputs.

Joysticks or Gamepads - if checked, will guide you through setting up any game controller. This requires moving the controller and binding the buttons and axis, much like a flight simulator.

Useful Hints

• There is nothing inherently special about the center display screen in the rover uplink, except that it is large. You can put a camera on any screen.

• The large center screen is great for getting a better look at the contents of a small screen. Drag the small screen onto the center screen, take a good look, and then do the same thing again to swap them back.

• You probably don't need all the gear provided on the rover by default. Go into the config tool, in the Starting Equipment tab, and select only what you like. Future new games will start with only that gear.

• The radiation tends to knock your terminals offline. Reboot them in engineering, at the back of the ship.

• Every new game takes place in a different universe, a different "might have been". Discoveries you make in one game may or may not apply to another, but they will always be useful within that run.

• Some modules interact with other modules, both positively and negatively. A found map might draw data on your survey map, or a targetting computer might improve a missile lock, or so on.

• If you run a power controller, put it on top of the list. You can make a paradox otherwise, where the power controller only has enough power to work if it isn't getting enough power to work. This flickering is amusing, but not what you likely wanted.

Useless Hints

How do I get rid of all the static in my video signal?

Bring the ship down into a lower orbit - it'll kill you in seconds, but all your camera feeds will be a whole lot clearer.

How do I increase the number of module slots on my rover?

Tearing out the remote control uplink radio gear and the return to orbit thruster would free up at least 2 more.

How do I speed up the rover's trip between ship and planet?

Most of that time is wasted in aerobraking and docking - reprogram the rover autopilot to skip those and it'll be much faster. The rover will impact like a meteor, but it will be quick.

How can I fit more than 28 recovered items aboard my ship?

Ditch the other junk in the storage area. That was mostly just the food and recycler cartridges to get you home, anyway.

Author's Note:

Scavenger SV-4 is an indie game written by one person over the course of about five years, with a total development budget about equal to a dinner for four at an average restaurant.

If you find a bug, I apologize. I did my best. Please bear in mind that most games come from development teams of dozens or hundreds of people.

I hope that you enjoy the game.

Credits

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