



ASTEROID — RESOURCE — MINING

STEAM EARLY ACCESS

ONLINE GAME MANUAL



NEFARIOUS
DIMENSIONS

www.nefariousdimensions.com

PLEASE CAREFULLY READ THE OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR HARDWARE SYSTEM, DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION. IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before. •Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
 - Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms: Convulsions Eye or muscle twitching Altered vision Loss of awareness Involuntary movements Disorientation
 - To reduce the likelihood of a seizure when playing video games: 1. Sit or stand as far from the screen as possible. 2. Play video games on the smallest available television screen. 3. Do not play if you are tired or need sleep. 4. Play in a well-lit room. 5. Take a 10 to 15 minute break every hour. Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain: •Avoid excessive play. Parents should monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it. •If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
 - If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor. Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better
- purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nefarious Dimensions Inc. will repair or replace the defective product, free of charge.* SERVICE AFTER EXPIRATION OF WARRANTY Please try our website at www.nefariousdimensions.com . * *In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nefarious Dimensions Inc. Please do not send any products to Nefarious Dimensions Inc. without contacting us first. WARRANTY LIMITATIONS THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NEFARIOUS DIMENSIONS (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, SOFTWARE, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NEFARIOUS DIMENSIONS INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province. Nefarious Dimension's address is: Nefarious Dimensions Inc., Nefarious Dimensions 175 Longwood Road South, Suite 301A Hamilton, ON L8P 0A1 This warranty is only valid in the United States and Canada.

IMPORTANT LEGAL INFORMATION This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nefarious Dimensions product warranty. Copying and/or distribution of any Nefarious Dimensions game is illegal and is strictly prohibited by intellectual property laws.

CONTROLS

CONTROLS

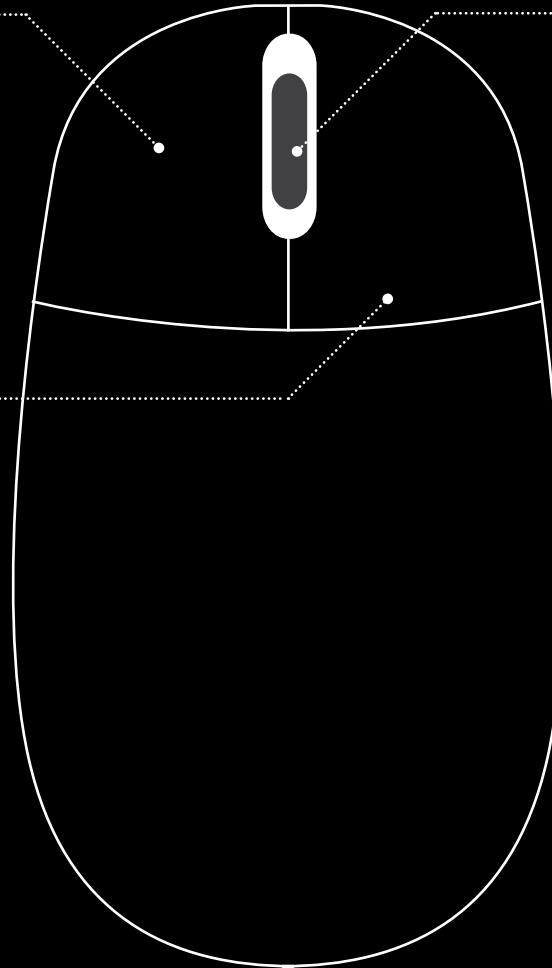
MOUSE

LEFT MOUSE BUTTON (BASED ON TOOL SELECTED)

Drill = Spin
Laser = 100% Power
ARM = Rotate Left
Menus = Accept
Non-cockpit = Interact/Accept

RIGHT MOUSE BUTTON (BASED ON TOOL SELECTED)

Drill = Coolant (uses H2O) cools drill
Laser = 50% Power
ARM = Rotate Right
CLAW = CLOSE
Menus = Cancel



MOUSE WHEEL UP/DOWN (OPTIONAL FOR WHEEL MOUSE)

Gear UP/Gear DOWN (cockpit) while LASER, DRILL, GEAR Selected
Joints (Shoulder/Elbow/Wrist)

MIDDLE MOUSE WHEEL BUTTON

GEAR mode/Joints Mode/ARM Mode toggle
Toggle through GEAR/JOINTS and MODE on ARM Tool
JOINTS MODE(Shoulder,Elbow,Wrists)
GEARs (change the Gear with wheel up and down)



(ALTERNATE BUTTON INCASE OF NO MOUSE)

Toggle through GEAR/JOINTS and MODE on ARM Tool
GEARs (change the Gear with wheel up and down)

CONTROLS

KEYBOARD

ESC
FREE-LOOK/
FLIGHT LOOK
(COCKPIT)
AUGMENTED
REALITY MENU
(NON-COCKPIT)

Q/E
ROLL LEFT/ROLL
RIGHT (COCKPIT)

W/S
STRAFE UP AND
DOWN

MOVE ARM JOINT
PRIMARY JOINT

STEP WALKING
FORWARD/
BACKWARDS (NON-
COCKPIT)
CONTROL ARM LEFT
AND RIGHT

A/D
STRAFE LEFT AND
RIGHT (COCKPIT)
TURN ROTATE
LEFT/RIGHT (NON-
COCKPIT) WALKING

MOVE ARM JOINT
SECONDARY JOINT

LEFT ALT
ACCELERATOR

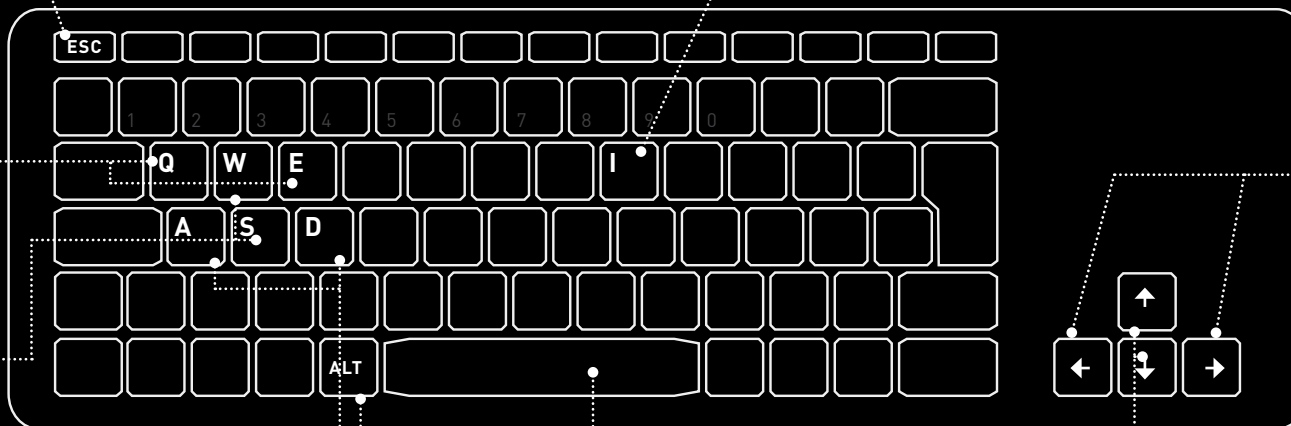
SPACEBAR
BRAKE

I
INERTIA DAMPENERS MODE ON/OFF TOGGLE MODE
WHILE IN THIS MODE ARROW KEYS CAN TURN ON/
OFF DIFFERENT INERTIA DAMPENERS

LEFT ARROW STRAFE
THRUSTERS INERTIA
DAMPENERS ON/OFF
UP ARROW MAIN
THRUSTER INERTIA
DAMPENERS ON/OFF
RIGHT ARROW
NEWTONIAN
THRUSTERS INERTIA
DAMPENERS ON/OFF

**UP/DOWN ARROWS (ALTERNATE
BUTTON IN CASE OF NO MOUSE)**
CHANGE GEARS ON THROTTLE
CHANGE MODES ON ARM (WHEN
ARM IS SELECTED) CC AO OC

LEFT/RIGHT ARROWS
CHANGE SELECTED TOOLS (COCKPIT)



CONTROLS

XBOX 360
XBOX ONE

LEFT TRIGGER (BASED ON TOOL SELECTED)

Drill = Spin
Laser = 75% Power
CLAW = OPEN
Menus = Accept
Non-cockpit = Interact/Accept

RIGHT TRIGGER (BASED ON TOOL SELECTED)

Drill = Coolant (uses H2O)
Laser = 100% Power
CLAW = CLOSE
Menus = Cancel

LEFT ANALOG BUTTON (L3)

When ARM tool is selected start at Joint 3 and Cycle from Strafe, Joint 1, Joint 2...

UP ANALOG = WALK FORWARD

DOWN ANALOG = Walk Backwards

LEFT ANALOG = Left Turn

RIGHT ANALOG = Right Turn

LEFT ANALOG STICK

Controls Strafe Thrusters (Strafe Movement)

Controls ARM when the ARM tool is selected

Not while in Cockpit (WALK MODE)

Player movement while not in cockpit

Walk Forward/Backwards

Turn Left/Right not Strafe

D-PAD

Up D -Gear UP/ Select Next ARM Joint (Only when ARM tool selected)

Down D -Gear DOWN/ Select Previous ARM Joint (Only when ARM tool selected)

Left D - Cycle Tools Next

Right D - Cycle Tools Previous

LB/RB

Roll left and right
Walking mode Strafe
Left/Right

RIGHT ANALOG STICK

Controls Newtonian Thrusters (Directional Movement)

Controls FreeLook (Free-Look Mode, while looking around inside the cockpit)

Head movement/Look around while out of the cockpit (-180 +180 degrees left and right up and down)

X BUTTON

X-ray Prospector Scanner

B BUTTON

Brake (overrides all other functions)
//(Hold down for 2 seconds and the Gear will change to STOP)

A BUTTON

Accelerator/Thruster Throttle
Menus = Accept
Non-cockpit = Interact/Accept

START BUTTON

Press R3 To toggle between (Flying and Free-Look)

SELECT BUTTON

Inertia Dampeners Toggle

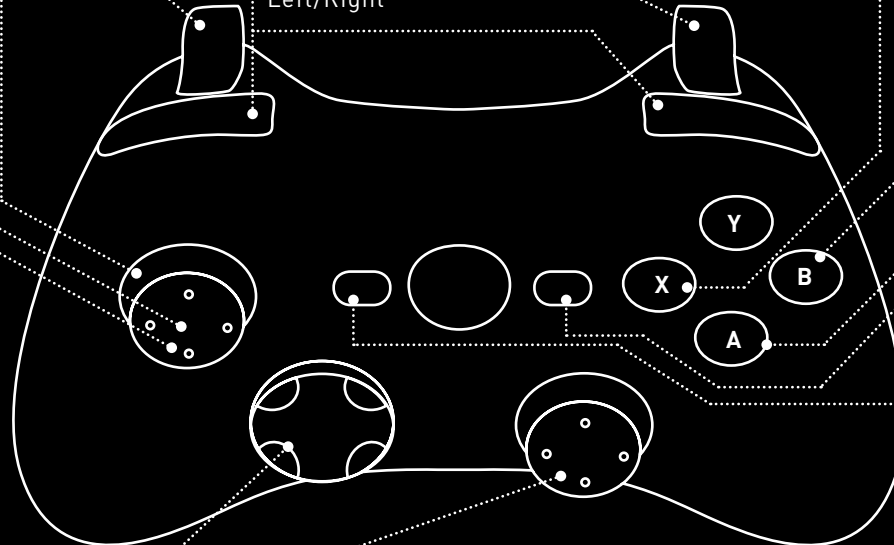
Inertia Dampeners Mode ON/OFF TOGGLE MODE

While in this mode D-PAD can Turn on/off different Inertia Dampeners

Left D-PAD Strafe Thrusters Inertia Dampeners ON/OFF

Up D-PAD Main Thruster Inertia Dampeners ON/OFF

Right D-PAD Newtonian Thrusters Inertia Dampeners ON/OFF



CONTROLS

ICONS



DOOR LOCKED



CARGO FULL



DOOR UNLOCKED



USE BED

EQUIPMENT

MRM [MINING REPAIR MECH] "FIREFLIER"

Formally decommissioned by the Traflarian Navy, just after the Riven Wars. Previously its main purpose was used as an escape, then later upgraded and into a repair mech. Recently acquisition from ARM Mega Mining Corporation for use and resale.

Model # 027-63N1

CHASSIS: Testla Tiger MN-02

POWER PLANT: Zissan 220

Cruising Speed: ??

Maximum Speed: ??

Base Mass 45 Tons

Cargo Capacity Mass 1500KG

Cargo Capacity Volume 1000LT

Jump Jets: Available

Torso Twist: None

ARM Swing: YES

VER MANUFACTURER:

UNKNOWN

ARMOUR BULKHEADS:

Ryknow Remi X-T

COMMUNICATION SYS:

Territ W24-H

TARGETING AND RACKING SYS:

McKilly Wazzap Type II



TOOLS

DRILL

Centrifugal Tri-Tipped Rocking Mining Drill

Centrifugal Tri-Tipped Rocking Mining Drill is used for digging away at rocks.

It is less effective on Frozen rock and H2O surfaces.

This tip has no effect on metal alloys

The tip can heat up and cause extra damage to the tip when overheated. The coolant can be used to keep the tip temperature down, and reduced the amount of damage and prevent overheating and viscosity breakdown.

The current Drill is fixed, as the positional joints have sustained damage from a previous mining mission.



TOOLS

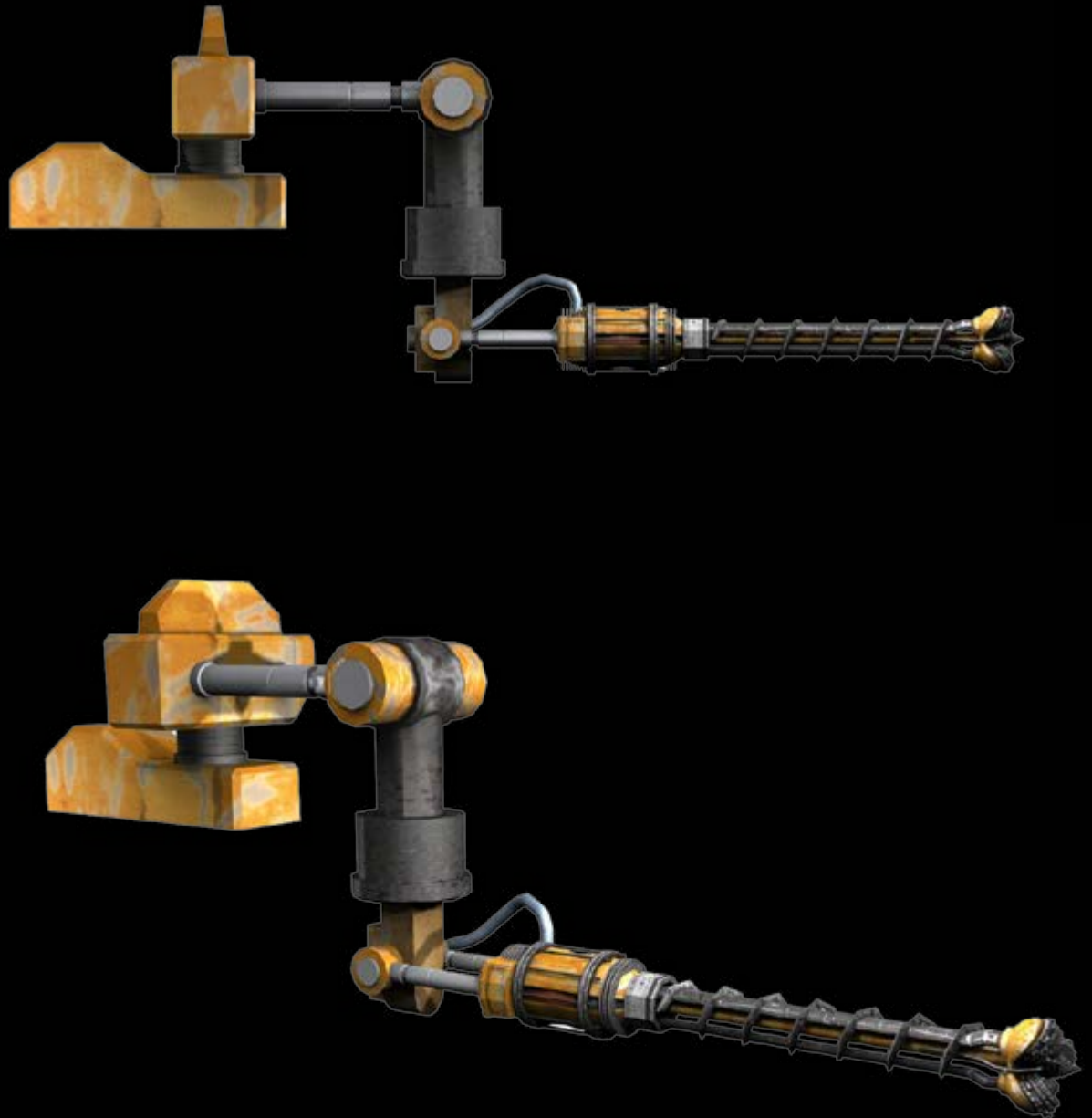
LASER

Ruby Laser CLASS IV Anti-Ice

1.5 Petawatts

The Laser can also be used to mine on softer sedimentary rocks, although it's a much slower process.

Laser has 2 modes of functions the first mode is 100% power and the secondary mode is 75% Power, combined total of 175% once fired, although more powerful, the heat generated is much greater.



TOOLS

ARM

Primarily used to inspect and repair the exterior of the Mining Barge. It can also be used to grab and retrieve small pieces of debris for mining missions.

When debris is grasped by the CLAW, it also has another mode called AO (AfterBurner/OPEN)

The Afterburner can Repeal and push away debris while also causing damage, it can be used to melt ice, heat up rocks, or even configured to weld metal.

The alternate mode is CO (Collector/Open)

The 3rd mode allows complete movement of the CLAW OPEN/ CLOSED

Disabling the control of the Collector/Afterburner

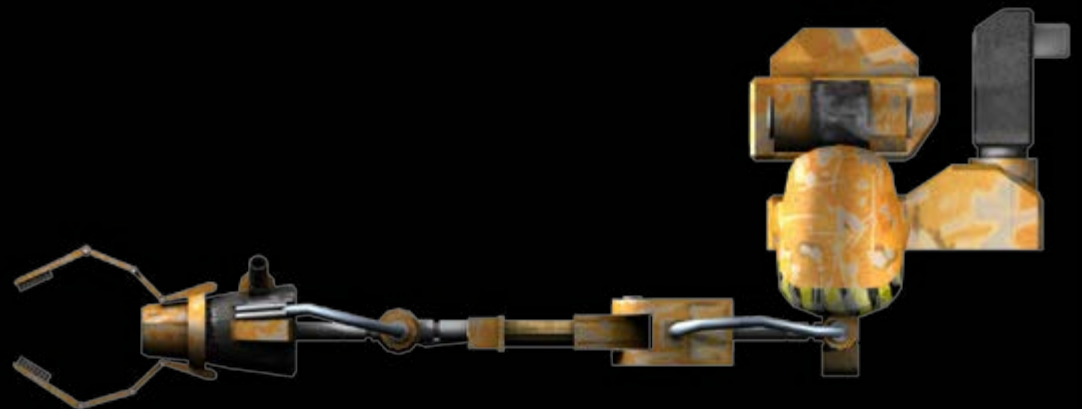
The ARM alloy is coated with a thermal protection spray to endure temperatures up to 521 Degrees Celsius

ARM v2 is capable of maneuvering with six degrees of freedom, deploying and retrieving payloads weighing up to 332.5 kg (733 lb) in space.

While able to maneuver payloads with the mass of more than triple that of the MRM in space, the arm's motors cannot lift the arm's own weight when on the ground.

There are three joints that correspond roughly to the joints of the human arm, with shoulder yaw and roll joints, an elbow pitch/yaw joint, and wrist yaw, and roll joints.

The two lightweight carbon alloy boom segments are called the Shoulder and Elbow control arms. The upper boom connects the shoulder and elbow joints (Should Joint), and the lower boom connects the elbow and wrist joints (Elbow Joint).



STORY

PLANETARY PROSPECTORS

Live the life of an everyday ordinary Joe or Jane, as a deep space asteroid miner, that wakes up everyday in a jail cell to mine asteroids for a mega mining corporation, controlled by an advanced alien AI. Now that the time of abundance has past, and greed and hoarding has caused 99.9% of the remaining humanity to be enslaved as debt slaves, forcing many to work as space miners "space truckers." That are trying to scrape by collecting minerals, in hopes of one day striking it rich with a payload that would allow once and for all, financial freedom, and escaping imprisonment as debt slaves.

Mining in space, is a hazardous job, that offers little glamour and little to no danger pay. Deep Space Miners have to be wary of volatile asteroids that have gaseous pockets that can be extracted for propellant, although if the Miner is reckless, they can rupture and explode, causing pieces of debris to fly. If the miner is carefully they can extract the gas to use as fuel.

In zero G, most everything and anything can go wrong, according to Murphy's Law, from rupturing oxygen lines or fuel lines, damaging communications and navigation systems. Running out of precious H2O or Fuel can leave a mech mining jockey lost in space.

Many inexperienced miners, lose their lives sometimes due to greed, carelessness, sometimes even the most skilled and experienced miners can have their luck run out, and left all alone to die in the darkness.

Miners also need to be wary and on the lookout for hostile space pirates, bounty hunters and other rival

mining corporations staking claims on rare mineral enriched asteroids and planets.

Ever since Scientists have proven the existence of microbial extraterrestrial life, space exploration has made a cautious push to explore and discover new forms of life. Surprisingly aside from conspiracies and common belief, no intelligent life has been discovered. Perhaps they are more advanced and intelligent that they don't allow themselves to become discovered. The discovery of new minerals not found on the periodic table of elements has allowed researchers to build new materials and technologies.

Till one dark day, one of the mining crew Debris Field Scanning Analyst [DFSA] identified a very strange anomaly coming from deep within an oddly shaped asteroid. They quickly dropped their regular mining duties, to further investigate the expedition site, in hopes to cash out on an amazing new alien discovery. A new alien embryo, or microbial bacterial could fetch enough credits, to purchase better scanning equipment.

The player is abruptly awoken with news that other mining crew have disappeared and lost all radio contact.

Your orders are to fly into the tunnels of the asteroid and investigate the disappearance of the previous crew members...

Will you unlock the secrets of ancient xenoarchaeology? Can you save Andromeda from Colliding into the Milky Way Galaxy?

MINERALS

Gold, iridium, silver, osmium, palladium, platinum, rhenium, rhodium, ruthenium and tungsten for transport back to Earth; and iron, cobalt, manganese, molybdenum, nickel, aluminium and titanium for construction, water, and oxygen to sustain astronauts, as well as hydrogen, ammonia, and oxygen for use as rocket propellant.

CARBONACEOUS “CARBON” (FROM LATIN: CARBO “COAL”) is a chemical element with symbol C and atomic number 6. As a member of group 14 on the periodic table, it is nonmetallic and tetravalent—making four electrons available to form covalent chemical bonds. There are three naturally occurring isotopes, with ¹²C and ¹³C being stable, while ¹⁴C is radioactive, decaying with a half-life of about 5,730 years.[14] Carbon is one of the few elements known since antiquity.[15]

B-TYPE asteroids are a relatively uncommon type of carbonaceous asteroid, falling into the wider C-group. In the asteroid population, B-class objects are abundant in the outer asteroid belt,

Spectroscopy of B-class objects suggests major surface constituents of anhydrous silicates, hydrated clay minerals, organic polymers, magnetite, and sulfides.

C-TYPE ASTEROIDS (SMASS)

C-type asteroids (Tholen) are carbonaceous asteroids.

except for the absence of hydrogen, helium and other volatiles. Hydrated (water-containing) minerals are present. Have a high abundance of water which is not currently of use for mining but could be used in an exploration effort beyond the asteroid. Mission costs could be reduced by using the available water from the asteroid.

C-type asteroids also have a lot of organic carbon, phosphorus, and other key ingredients for fertilizer which could be used to grow food.

M-TYPE ASTEROIDS ARE RARE BUT CONTAIN UP TO 10 TIMES MORE METAL THAN S-TYPES[19]

S-group of siliceous (stony) objects including: S-types are moderately bright (with an albedo of 0.10 to 0.22) and consist mainly of iron- and magnesium-silicates.

S-type asteroids carry little water but look more attractive because they contain numerous metals including: nickel, cobalt and more valuable metals such as gold, platinum and rhodium. A small 10-meter S-type asteroid contains about 650,000 kg (1,433,000 lb) of metal with 50 kg (110 lb) in the form of rare metals like platinum and gold.

X-GROUP OF MOSTLY METALLIC OBJECTS INCLUDING:

M-type asteroids are asteroids of partially known composition; they are moderately bright (albedo 0.1–0.2). Some, but not all, are made of nickel-iron, either pure or mixed with small amounts of stone. These are thought to be pieces of the metallic core of differentiated asteroids that were fragmented by impacts, and are thought to be the source of iron meteorites. M-type asteroids are the third most common asteroid type.

S-type asteroids, or siliceous asteroids, are of a stony composition, hence the name.

The V-type asteroids are moderately bright, and rather similar to the more common S-type, which are also made up of stony irons and ordinary chondrites. This rather rare type of asteroid contains more pyroxene than the S-type.

C-GROUP (THOLEN)

In the Tholen classification, the C-type is grouped along with three less numerous types into a wider C-group of carbonaceous asteroids which contains:[citation needed]

B-type

C-type

F-type

G-type

C-group (SMASS)[edit]

In the SMASS classification, the wider C-group contains the types:[citation needed]

B-type corresponding to the Tholen B and F-types
a core C-type for asteroids having the most “typical” spectra in the group

Cg and Cgh types corresponding to the Tholen G-type

Ch type with an absorption feature around 0.7μm

Cb type corresponding to transition objects between the SMASS C and B types



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