

approach

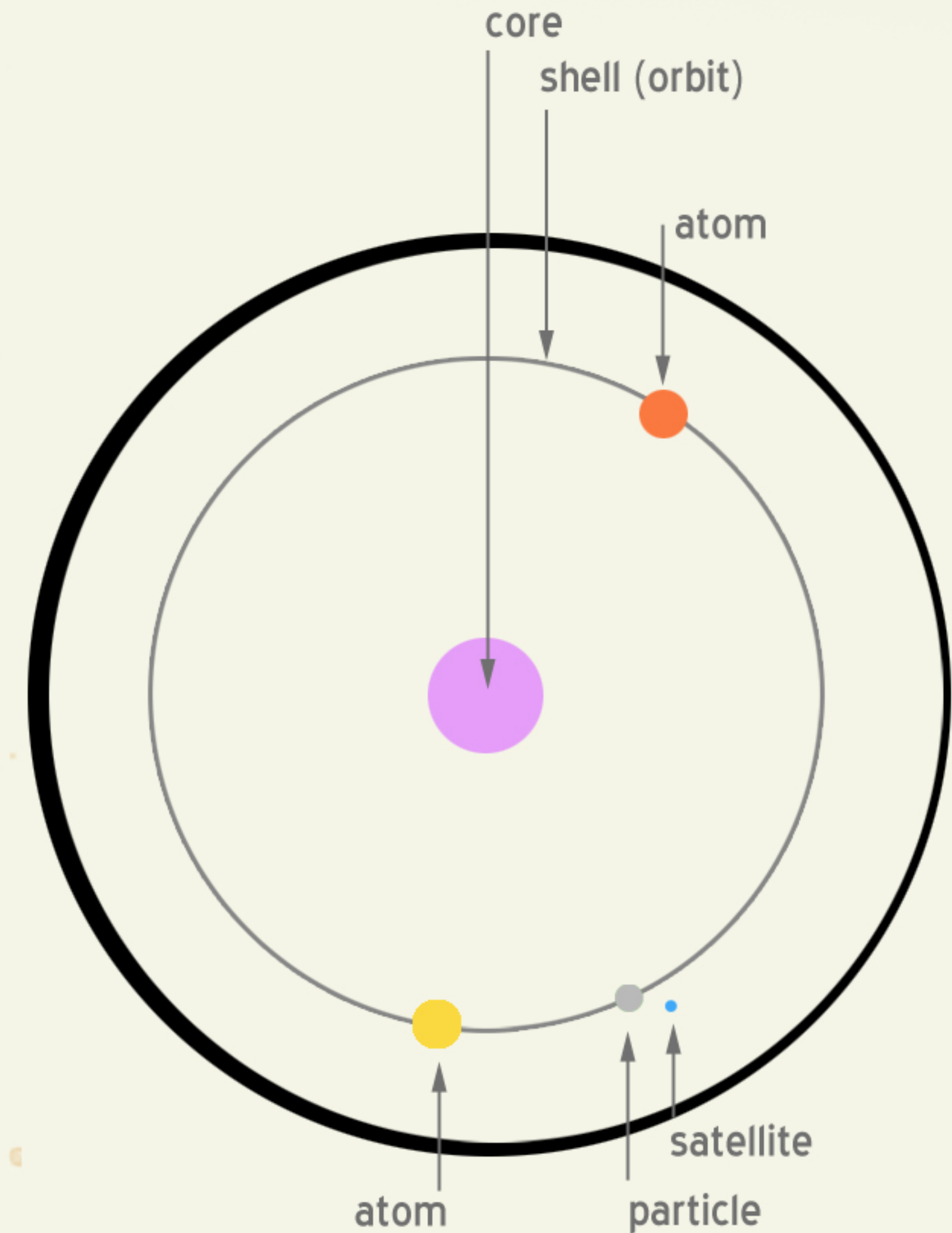
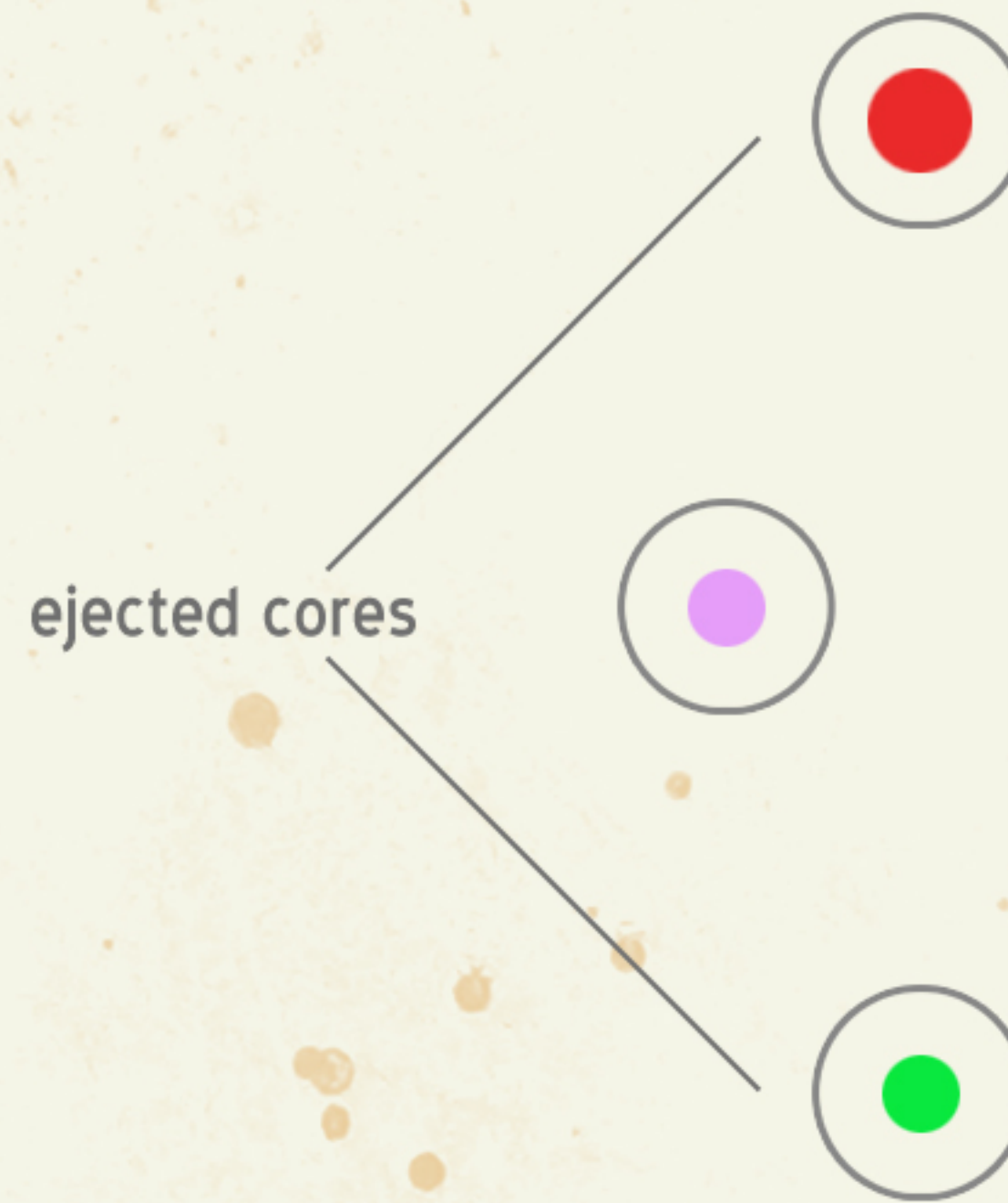
use any key¹ or a device's button to enact a collision on the two opposing plasma atoms at point of impact

two contiguous hits are required to create new particles around the core, their mass defined by velocity of impact

particles can maintain tiny satellites, produced from perfect 'one-two' atom hits, less frequently with more tries, scaling difficulty on higher levels

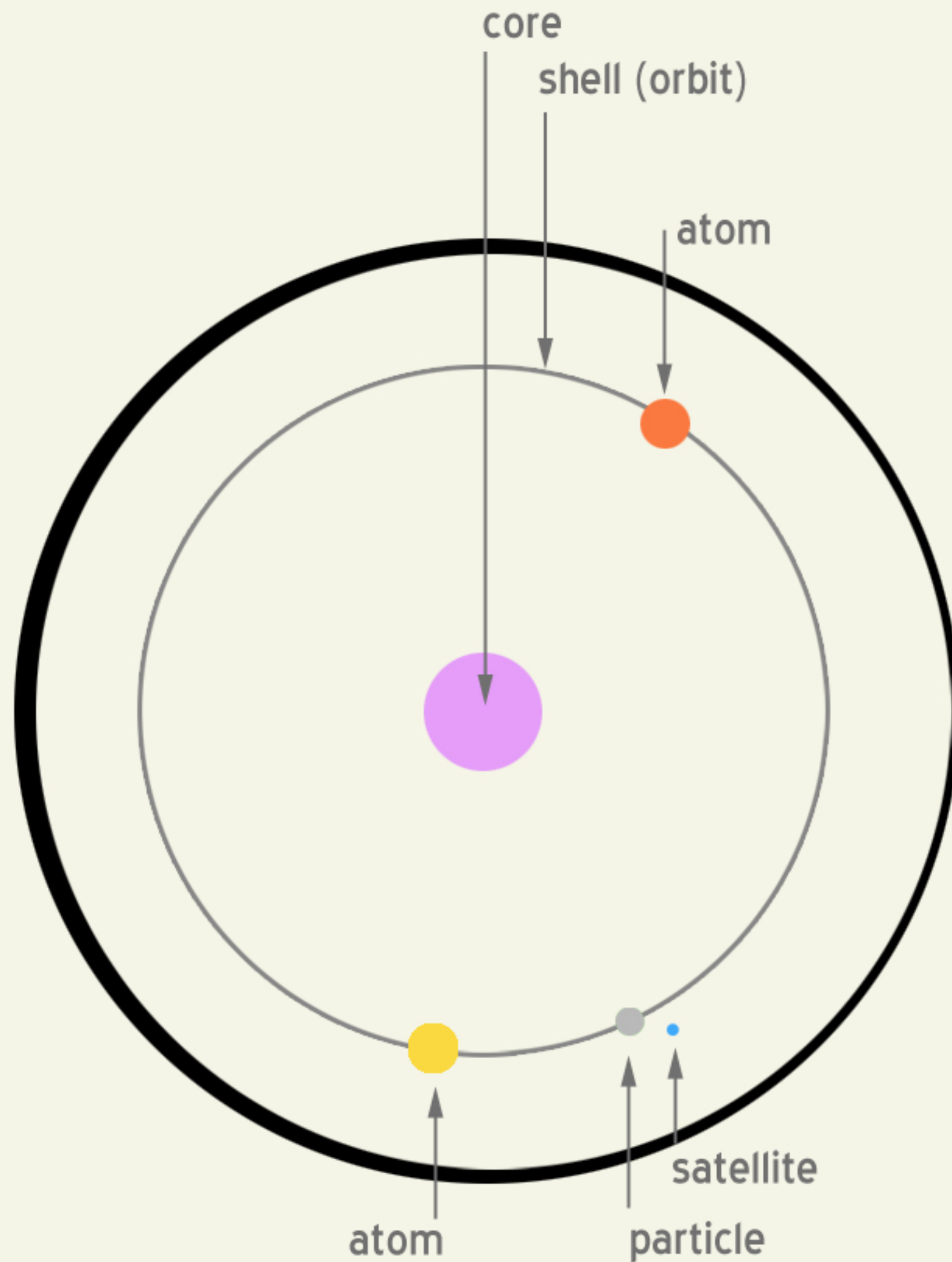
combine particles to color the core, which eject to one of eight positions in the outer group, once all shells have been traversed by the two atoms

¹except reserved keys for special functions : L, F, ASD, Q, E, ESC explained on following pages



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velocity is slowed on the two atoms by attempt per orbit shell

this reduces the core until the smallest volume, resulting in a failed attempt

alternatively, grow the core back by atom hits, combining satellites or upon successful transit of all shells to begin the next attempt

at run completion (eight completed cores) there is a presentation of volumes followed by an overall total represented by color columns

once all colors have maxed all columns the competency is considered to have been completed

on this simulant's cover there are eight competencies to be logged

● next

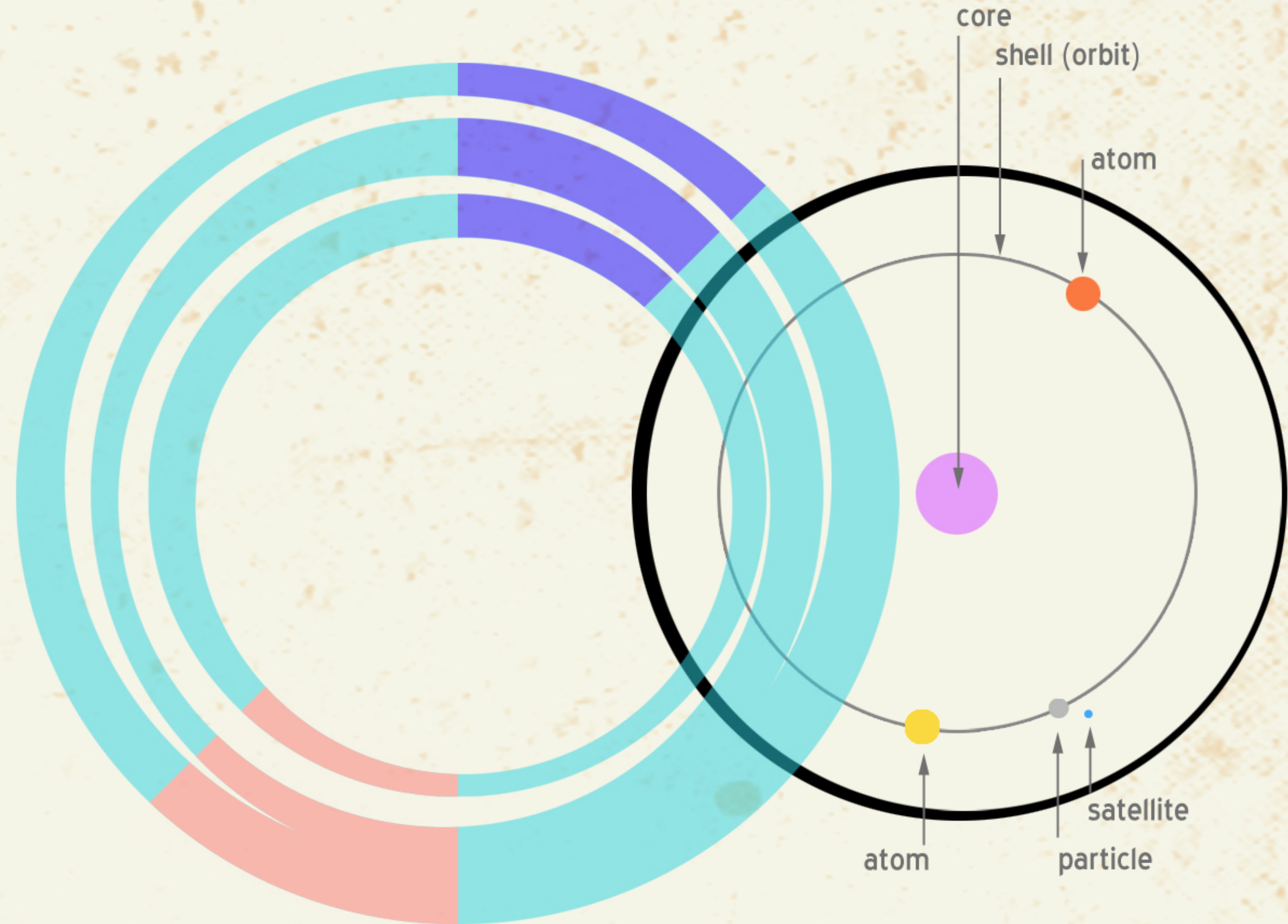
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discontinuous anomalies

we've noted some inverted energy proposals, discontinuing the competency into a point of singularity

in this event, if a red-shift and blue-shift frequency reversal connect at the point of your input (device or key) then atoms will increase velocity

anomalies are more frequent at higher energies (higher competencies)



● next

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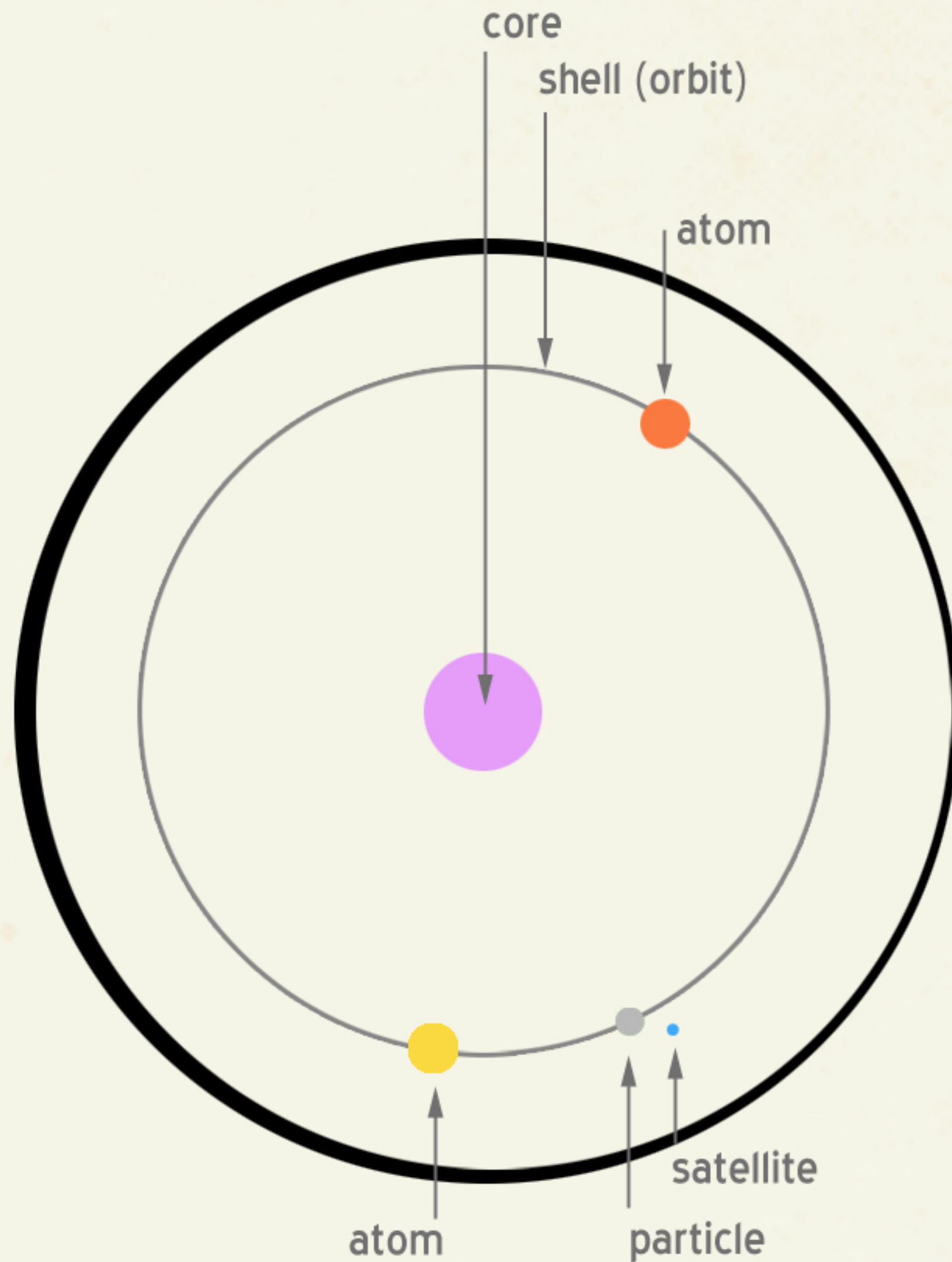
gauge field distortions

distortions have been suppressed
to a minimum (known),
notable in the orbit
shell vibrations

rarely, a count
distortion may
require more
than two
contiguous
atom
hits

these, and other issues
are being worked on
and will update
in any future
simulant
release

distortions
will not prevent
core process



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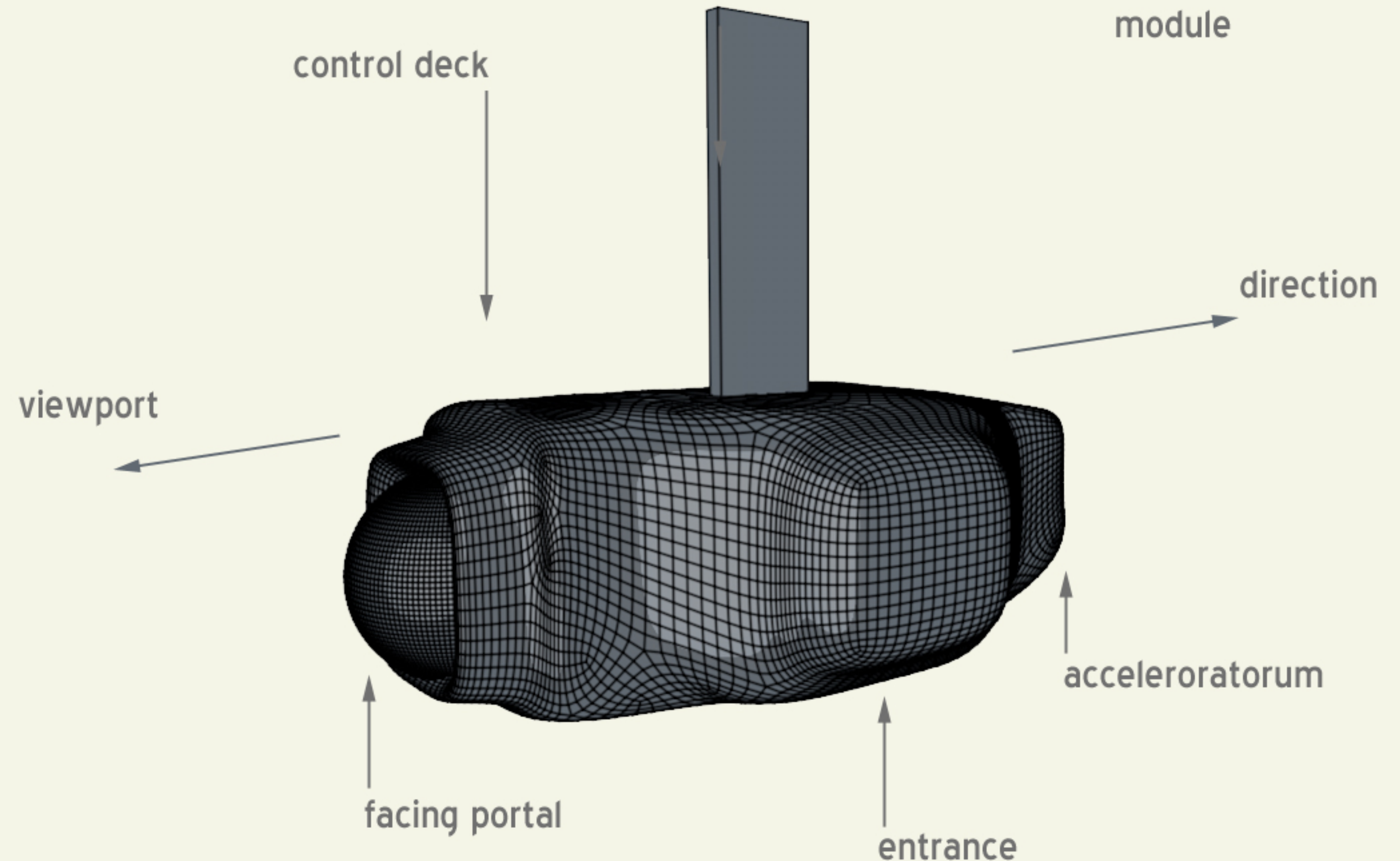
spinnercast module

the pilot sits in the module
behind the control deck, reverse
facing to the direction of travel

the spinnercast module was designed
to achieve near light speeds,
syncing ahead of particle interactions
in a fixed frame of reference

it is unknown if this kind of speed
can be maintained, or when used
in an orbital accelerator if the
structure may break down,
with respect to energy shears
that rock the module
side to side and wear damage
in very high velocities

the module is particularly susceptible
to antimatter radicals



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core competencies

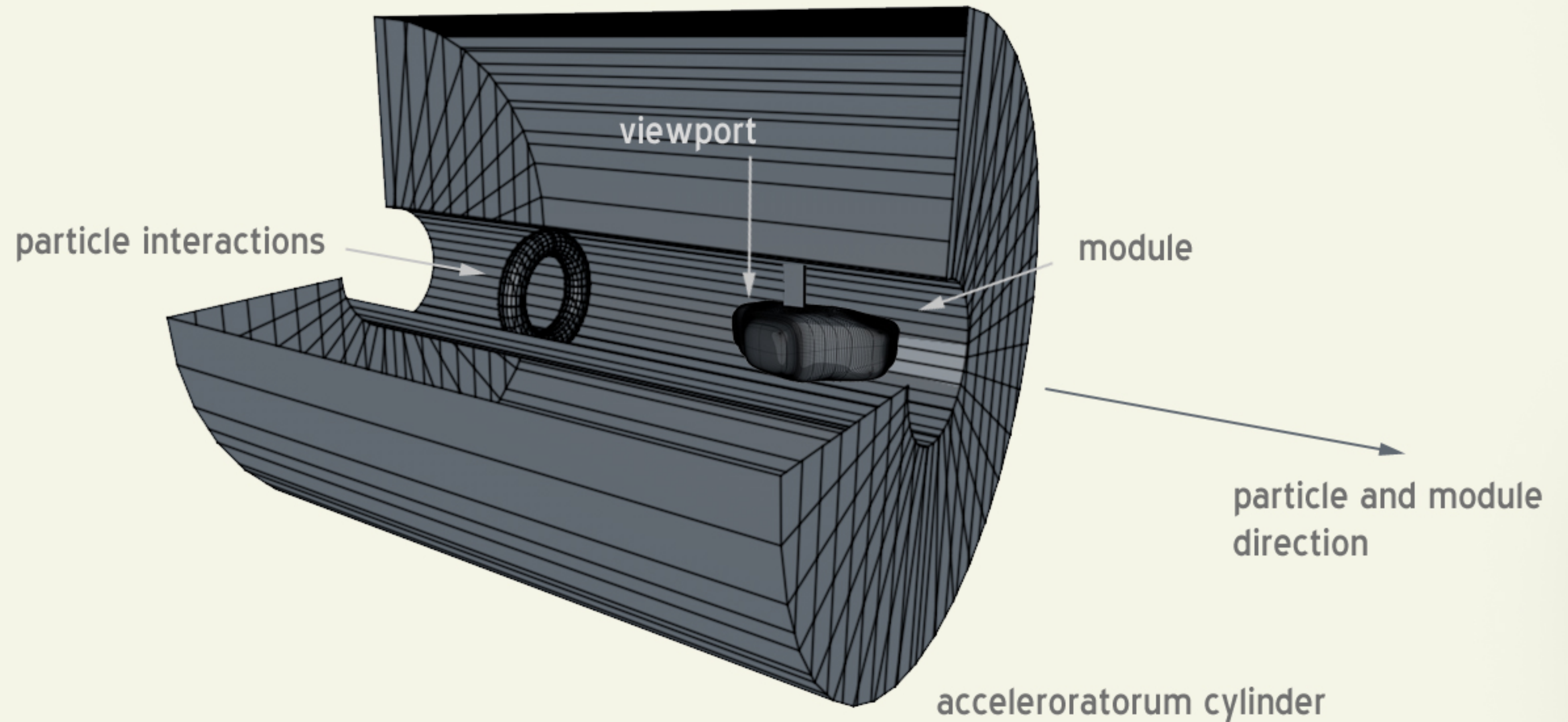
a cross-sectional view of
the module in transit through
the orbital accelerator

the pilot coordinates
particle collisions at high
energies to capture
unique entities
defined by color

a combination and
amount of colored
entities may be made
throughout each competency
to create one final entity,
available at completion of
this casebook

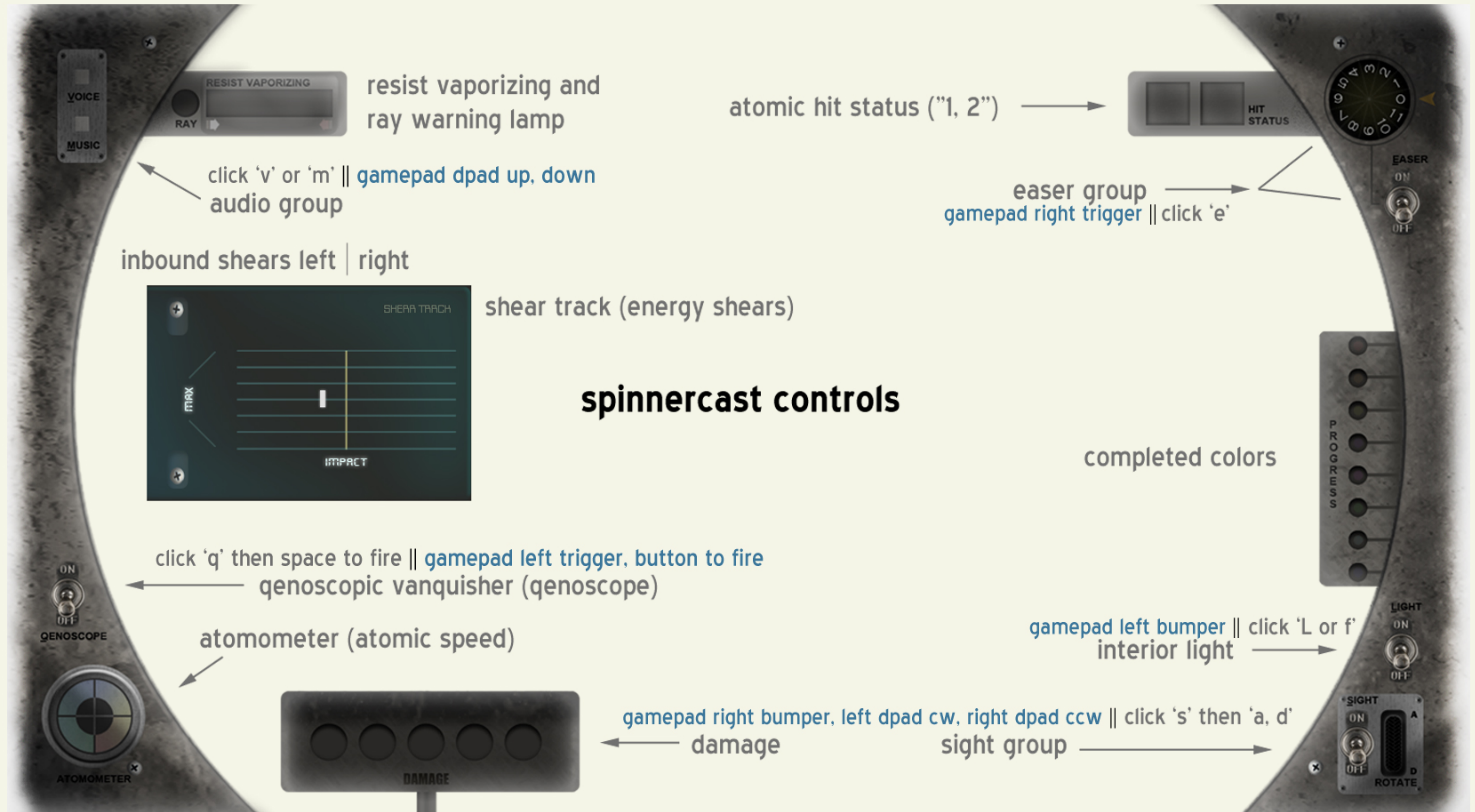
(logged entries are
written to the cover)

orbital accelerator and particle collision system



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● next

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qenoscope

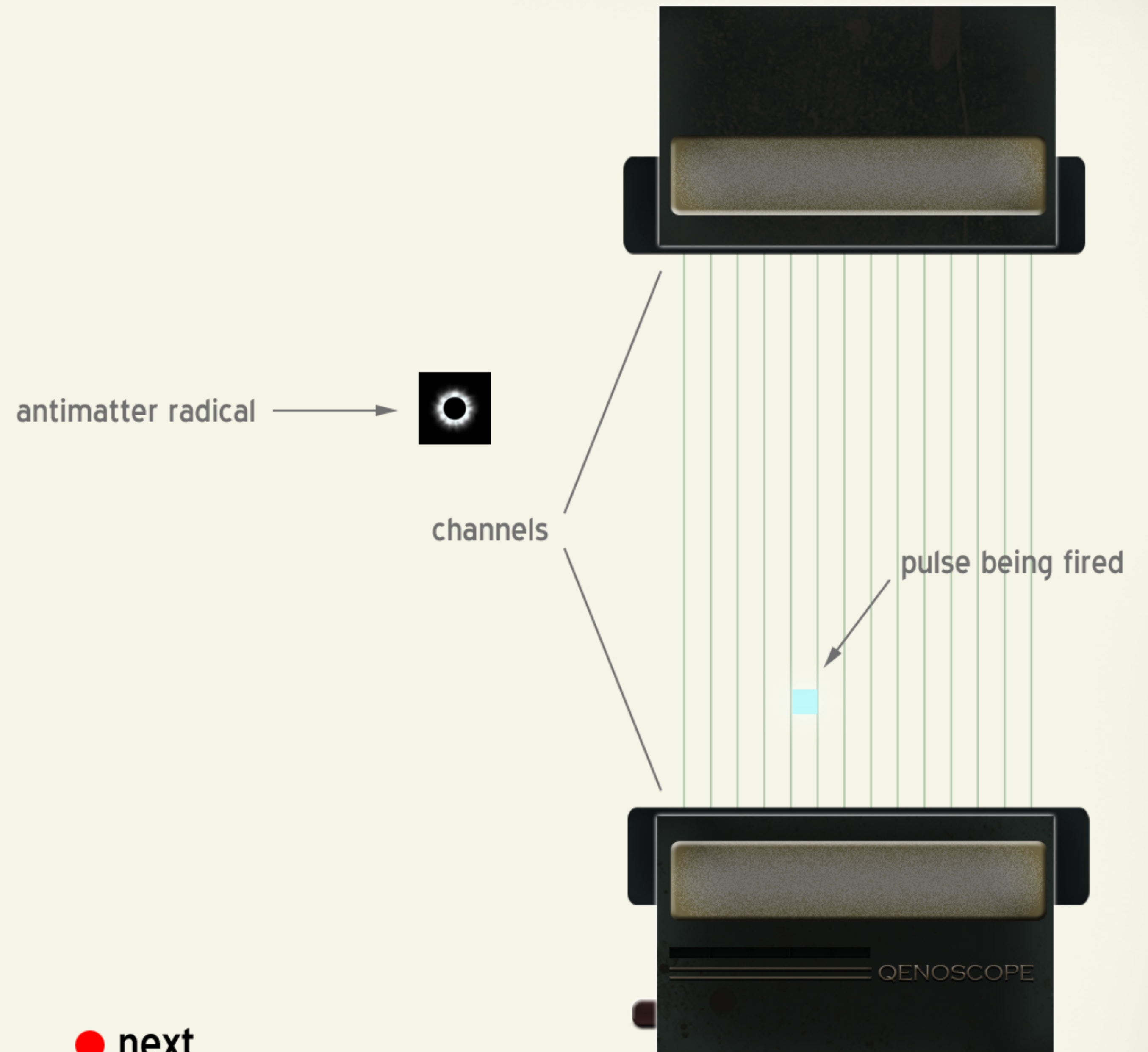
the plasmectronic pulse
is used to a total of five
releases, which vanquishes
any antimatter radicals
in a channel

use 'q' or device's left trigger
to toggle, which overlays the
field, then 'space' or button to fire

by judicious use, the
pulse - a small glowing
block - may dispatch more
than one antimatter
radical at a time

this item refreshes after
every successful run.

Pulses reduce in mass
by higher competency
engagements



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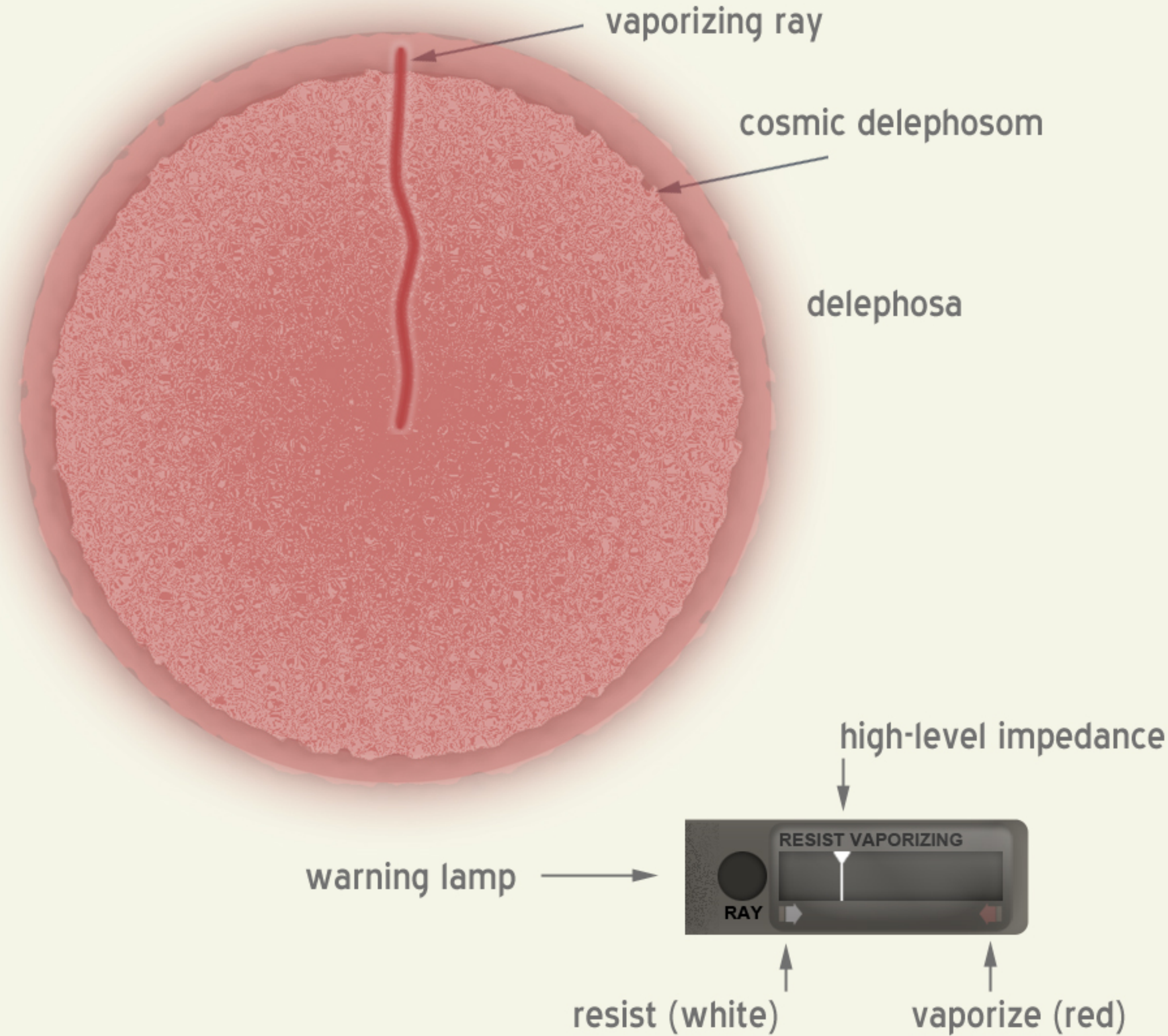
vaporizer event (ray)

a vaporizing event occurs when the red level of the 'resist vaporizing' travels the full length to the left hand side, also triggering the Ray warning lamp as it approaches target

the ray moves in a counter-clockwise rotation, vaporizing particles and satellites in its path

this ray may increase in speed at higher competencies

it can be terminated earlier by an atom-to-atom hit



resist vaporizing

to resist vaporizing, our technology has allowed contiguous atomic hits to build a pressure white level, impeding red level travel

the high-level white indicator - a white stick on the level - defines the point at which impedance will occur

to resist further, more contiguous atomic hits are required

the hit requirement may increase at higher competencies

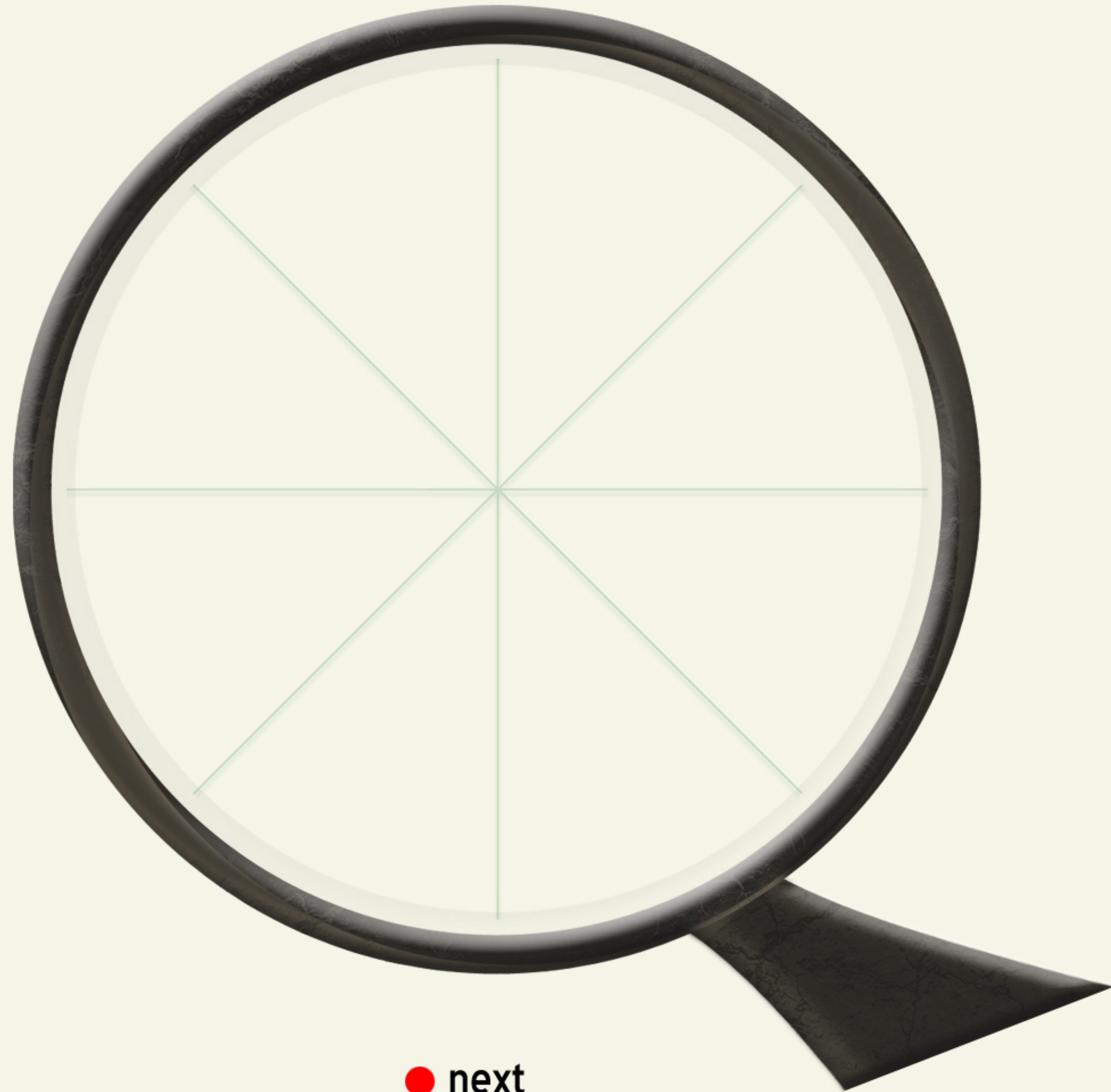
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sight

to assist in timing atomic hits, the sight provides luminous vectors which can be rotated clockwise or counterclockwise by use of the 'a' and 'd' keys or via a dpad, left and right input

choose 's' to toggle the sight, or right bumper on a device



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easer group

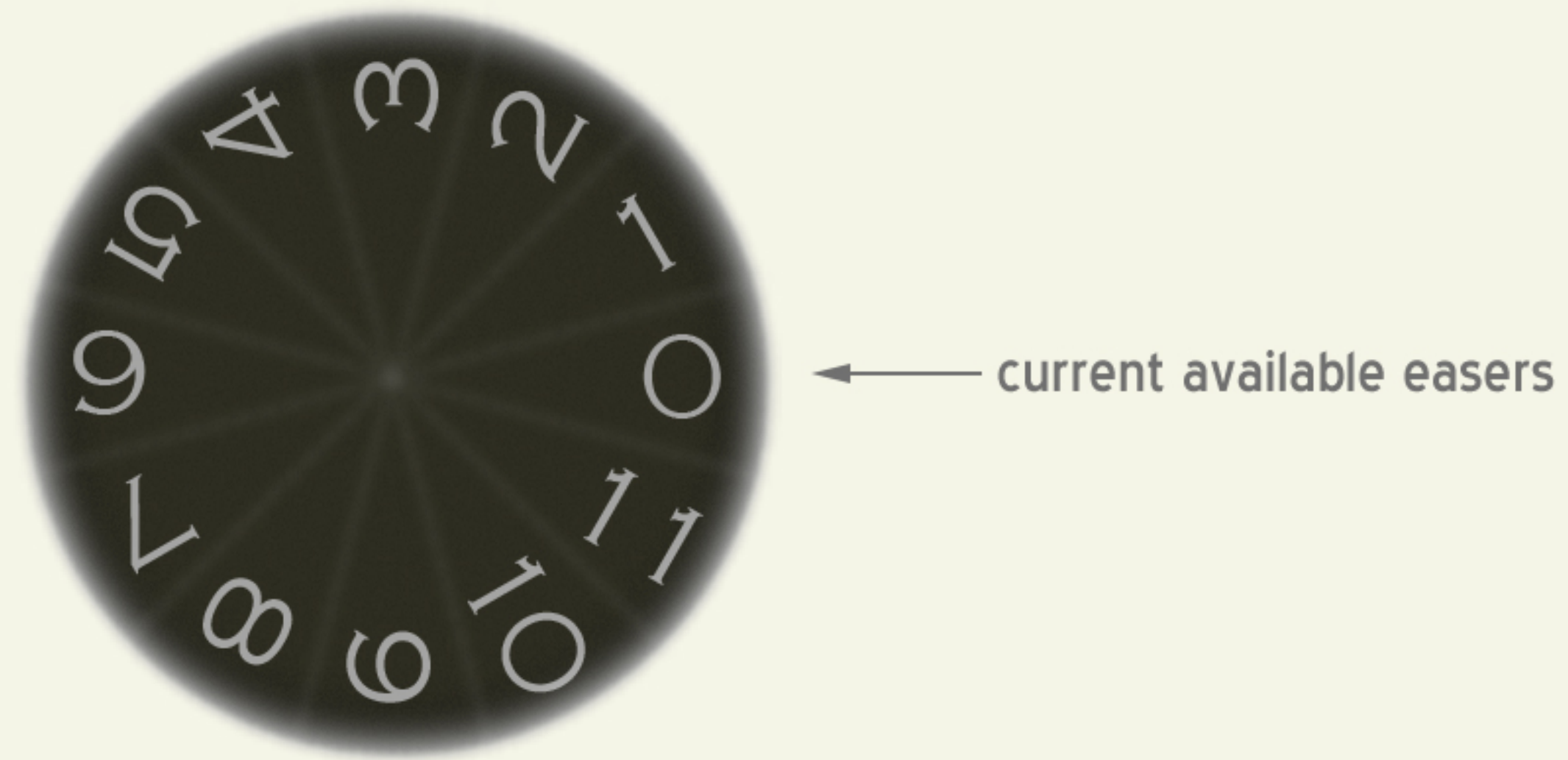
an easer targets two large rectangles over each atom and, when glowing red, significantly reduces the timing requirements for a precise hit

an easer may be used up to eleven times, with each easer wheel turn accrued on the basis of contiguous atomic hits

the total number of hits required for each easer wheel turn increases with larger competencies

to use, press 'e' when the wheel is not at zero, or right trigger on a device

when used, the wheel will deduct by one and reset between runs



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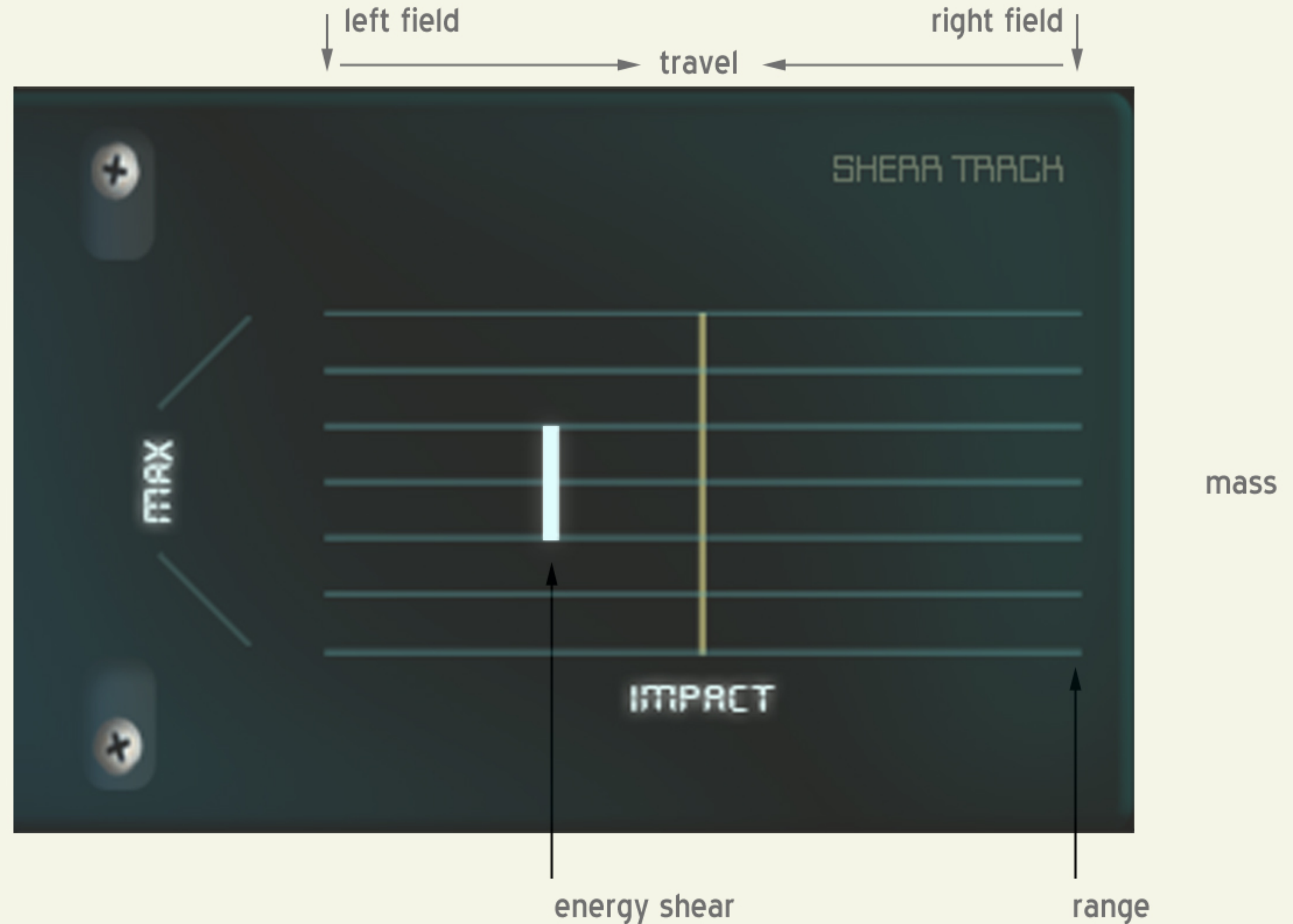
shear track

energy shears are emergent quick changes in energy which present in waves, visualized by the tracker as glowing blocks

left and right side inbounds are shown until the point of impact in the middle

a maximum mass is known when a block reaches every grid line as a single column

energy shears abruptly rock the spinnercast module and are speculated to cause damage over time



● next

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instantaneousy and HAC

after the year 2500, in the
greatest universal discovery,
that defined forces and matter
operated in an instantaneous
union, replacing our model of
time and space relativity,
core engineers designed
the Hold And Color process,
to freeze upon any particle
and realize a color charmed
or otherwise

with regret, due to available
current equipment and essential
elemental underrun, the HAC is
not in stable supply

an update regarding the situation is
due shortly

HAC use

[REDACTED]



[reclassified for level 9+ competencies
- details remain outside document scope]

● end || gamepad back button
use ESC key throughout this simulant to pause or exit