GALAXY ON FIRE 2™
FULL HD

MANUAL

FISH LABS

bitComposer GAMES

⚠ Important notes

Epilepsy warning

Certain individuals may be susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. These individuals may suffer a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or any member of your family has ever had symptoms relating to epilepsy, please consult your doctor prior to playing. We also advise parents to monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movements or convulsions while playing, please stop immediately and consult your doctor.

Precautionary measures:

→ Please sit a reasonable distance away from the screen, as far away as the length of the cable allows.
→ Play the game on as small a screen as possible.
→ Do not play when you are tired.
→ Please ensure you are playing in an environment that is well lit.
→ Take a 10 – 15 minute break for every hour of gameplay.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

3 **7** **12** **16** **18**
www.pegi.info www.pegi.info www.pegi.info www.pegi.info www.pegi.info

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

@*! | DISCRIMINATION | DRUGS | FEAR | GAMBLING | NUDITY | ONLINE | SEX | VIOLENCE
BAD LANGUAGE

For further information visit **http://www.pegi.info** and **http://www.pegionline.eu**

Contents

1.   Introduction

Mayday, Mayday ...

... this is Keith T. Maxwell, former Wing Commander of the Terran space fleet. The universe is in turmoil, and a devious enemy is wreaking fear and havoc among all inhabitants of the galaxy by launching treacherous attacks and lightning fast raids on freight ships and convoys of all factions. But don't worry! Together we can stop this menace and restore intergalactic order. Grab your mouse or gamepad and get ready for a gripping outer space adventure unlike any other! So what are you waiting for? Jump in the cockpit and show me how good of a pilot you really are.

Keith T. Maxwell

2. Installation

At the beginning of the installation process, you have to authenticate your copy of the game by registering Galaxy on Fire 2™ Full HD online through the free Steam service. You will find your authentication key on the front side of the handbook or on the accompanying quick start guide. Your computer must be connected to the Internet in order to complete the (one time) authentication process. Once you have authenticated your copy of the game, you can continue the installation. In order to do so, put your Galaxy on Fire 2™ Full HD-DVD into your DVD drive. The installation program will then guide you through the necessary steps. If you do not already have a Steam account, you will have to set one up prior to the installation.

3. Configuration

3.1.   Video

3.1.1. Resolution
Choose a resolution that is suitable for your monitor. If your display runs too slowly during the game, you might want to select a lower resolution.

3.1.2. Window Mode
Activate window mode in case you do not want to play in full screen mode.

3.2.   Graphics
Adjust the detail level of the game's various graphics settings in order to make sure that Galaxy on Fire 2™ Full HD runs smoothly on your PC. If your display runs too slowly during the game, you might want to choose a lower detail level.

3.3.   Controls

3.3.1. Controller Configuration
In order to change the default controller configuration, double click the entry for the action you would like to change in the "primary" or "secondary" column. Then press the key that you would like to assign to the action.

Please keep in mind that you cannot change the left and right mouse buttons, as they are mandatory to keep all of the menus navigable with the mouse.

3.3.2. Deadzone
The deadzone is the freely adjustable zone in which movements of the analog stick of your controller are not interpreted as input.

4. Main Menu

4.1. Start new Game
Click this button if you want to start a new game.

4.2. Resume
Click this button if you want to continue a game that you have already started.

4.3. Load game
If you don't want to continue your most recent save game, you can enter the "load" menu and choose an older save game from a list of previously saved games.

4.4. Options

4.4.1. Controls
Click here to invert your up/down controls.

4.4.2. Volume
Click here to adjust the volume of music, effects, and speech.

4.4.3. Language
If you would rather play in another language, you can change the text language here. Please note that the dubbing will always be in English, except in the German version.

4.5. Info
Click here to read a list of all the people who were fortunate enough to take part in the development of Galaxy on Fire 2™ Full HD.
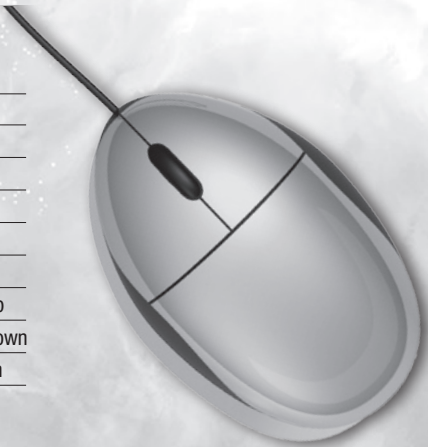
5. Controls

Galaxy on Fire 2™ Full HD has versatile controls, which means that you can control the game via mouse, keyboard, gamepad, or joystick.

In the following sections, you will find a list of the default shortcuts. All Keyboard shortcuts within these configurations can be customized according to your own preferences.
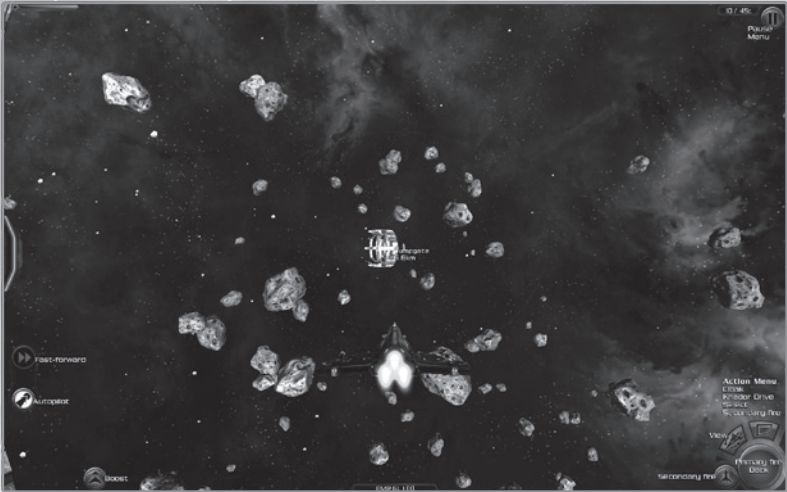
5.1. Mouse

5.1.1. Ship controls

Up	Mouse up
Down	Mouse down
Left	Mouse left
Right	Mouse right
Primary weapon	Mouse L button
Secondary weapon	Mouse R button
More thrust	Mouse wheel up
Less thrust	Mouse wheel down
Menu/ship switch	Mouse M button

5.1.2. Menu controls

5.2. Keyboard

Up	Arrow up	Pause Menu	ESC
Down	Arrow down	Action Menu	E
Left	Arrow left	View	T
Right	Arrow right	Wingmen Menu	V
Primary fire	Space	More thrust	]
Secondary fire	R	Less thrust	/
Dock	F	Brake	S
Boost	W	Mouse control menu/ship	M
Fast-forward	Tab	Autopilot	Q
Turn right	3	Khador Drive	K
Turn left	1	Cloak	C
Move left	A	Back, No	ESC
Move right	D	Menu select 1-8	1-8

5.3. Gamepad

Configuration for Xbox 360 gamepads.
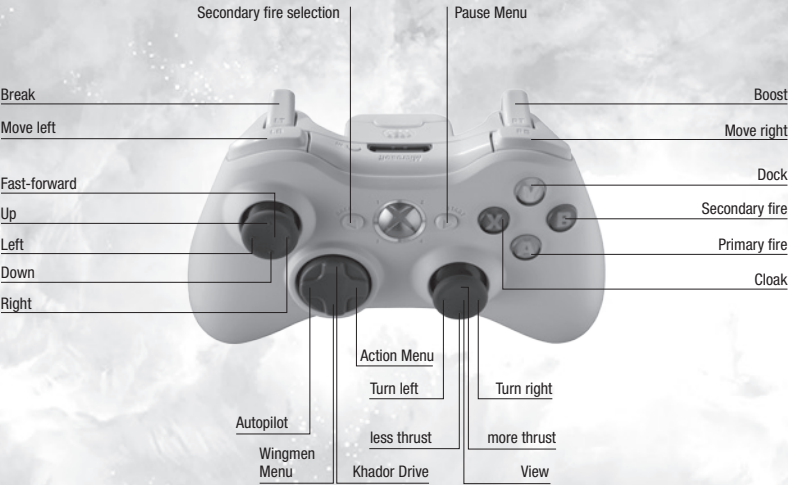
Up	L-Up	Action Menu	D-Pad-Right
Down	L-Down	View	R-Button
Left	L-Left	More thrust	R-Up
Right	L-Right	Less thrust	R-Down
Primary fire, OK, Yes	A	Break	LT
Secondary fire, No, Cancel	B	Autopilot	D-Pad-Left
Dock	Y	Khador Drive	D-Pad-Up
Boost	RT	Wingmen Menu	D-Pad-Down
Fast-forward	L-Button	Cloak	X
Move left	LB	Secondary fire selection	Back
Move right	RB	Turn right	R-Right
Pause Menu, No, Cancel	Start	Turn left	R-Left

6. Space

If you have never sat down in the cockpit of a space ship before, we'd recommend you to read the following section carefully. It will provide you with everything you need to know in order to navigate your space ship skillfully and successfully.

6.1.   Steering

In Galaxy on Fire 2™ Full HD, you can steer your ship via mouse, keyboard, joystick or gamepad. During your voyage through space, you can check out the respective shortcuts of your preferred way of steering in the pause-menu at any time. If you are no longer happy with your current means of steering, you can always change the controller configuration as described in section 3 "Configuration".

6.2.   Interface

6.2.1. Ship

This bar shows the condition of your ship's hull. As long as you are in space, this bar will not refill unless you have a Ketar Repair Bot onboard.

6.2.2. Shield

This bar shows the strength of your shield (if equipped). The time it needs to refill depends on the tech level of the shield you have installed.

6.2.3. Crosshairs

The crosshairs indicate where you are flying and what you are shooting at. You can also use them to mark objects of interest in order to program the autopilot to set course for those objects or obtain further information about them.

6.2.4. Scanner

The scanner shows the positions of important objects such as other ships, freight containers, jumpgates, etc.

You can scan other ships in order to obtain additional information about the cargo they carry, the faction they belong to, and the condition of their hull. In order to do so, you need to hold your target in the crosshairs long enough for the scan to complete.

6.2.5. Autopilot

Click this button to open the autopilot menu. The autopilot allows you to fly automatically to a destination of your choice. As long as the autopilot is activated, you don't need to steer your ship manually.

In the "autopilot" menu you will find a list of the most important destinations in the orbit you are currently frequenting. These destinations include stations, jumpgates, waypoints, and asteroid fields, just to name a few. If you click on one of the buttons in the menu, the autopilot will be activated and your ship will automatically take course for the destination you have chosen. If you click the same button again, the autopilot will disengage.

6.2.6. Fast-Forward

Once you have activated the autopilot, you can use this button to make time pass by more quickly and shorten the perceived travel time. Please note that you can only make use of the "Fast-Forward" button as long as there are no enemy ships in the same orbit as you are.

6.2.7. Boost

Click here to activate the boost (if equipped), which temporarily increases the speed of the ship. This allows you to quickly escape dangerous situations or shorten travel times.

6.2.8. Fire Primary Weapon

Click here to fire your primary weapon.

6.2.9. Fire Secondary Weapon

Click here to fire your secondary weapon.

6.2.10. Dock

If you keep a selectable target (such as a station, a planet in another system, a jump-gate, an asteroid or a waypoint) in your crosshairs long enough, the "dock" button will appear. You can then click this button to activate the autopilot and travel to the desired destination automatically.

6.2.11. Action-Menu

Click here to open the "Action" menu. Here you can select additional actions, such as activating the cloak (if equipped), changing the secondary weapon, or activating the Khador Drive.

The Khador Drive allows you to travel directly to the world of the Voids or jump into any known system without using a jumpgate. In order to reach the world of the Voids, choose "yes" when asked. Choose "no" in order to select a system and a planet on the map and then jump to it. Please note that you need to have a certain amount of energy cells on board if you want to make use of the Khador Drive.

6.2.12.View
Click this button to change between third person view and a freely moveable and zoomable camera view.

6.2.13. Pause
Click this button to open the pause menu.

6.3.   Navigation
The Galaxy on Fire™ universe is huge and contains dozens of star systems, space stations and planets for you to explore. While docked to a space station, you can engage in travel from planet to planet through the map in the station's main menu. If you have got a Khador Drive installed, you can reach any place in the universe directly.

If you don't have such a device mounted to your ship, you will have to refrain to the use of jump-gates in case you want to reach a destination outside the star system you are currently occupying.

While floating in space, you can travel from orbit to orbit by marking the planet you want to reach with the crosshairs. When the "dock" button appears, you can click it in order to activate the auto-pilot and set course for the the chosen destination.

Unlike traveling to another orbit, traveling to another star system is only possible via Khador Drive or via jumpgate. While the Khador Drive enables you to reach any place in the galaxy directly, the jumpgate only allows you to reach adjacent star systems. Once you have set course for a jumpgate and reached it, you will be able to chose your next destination on the star map.

6.4.   Ore Mining
In Galaxy on Fire 2™ Full HD you can obtain valuable ores and minerals from the various asteroids you will encounter during your intergalactic journeys. In order to get hold of said substances, you need to install a drill to your ship and then hold an asteroid in the crosshairs until the "dock" button appears.

Once your docked to the asteroid, the actual mining begins and you will have to keep your drill inside of the formation of stone layers for as long as you can. Every time your drill goes too far outside, the asteroid will take damage and eventually it will explode after a certain amount of time. If this happens, all of the ore that you have extracted so far will be lost.
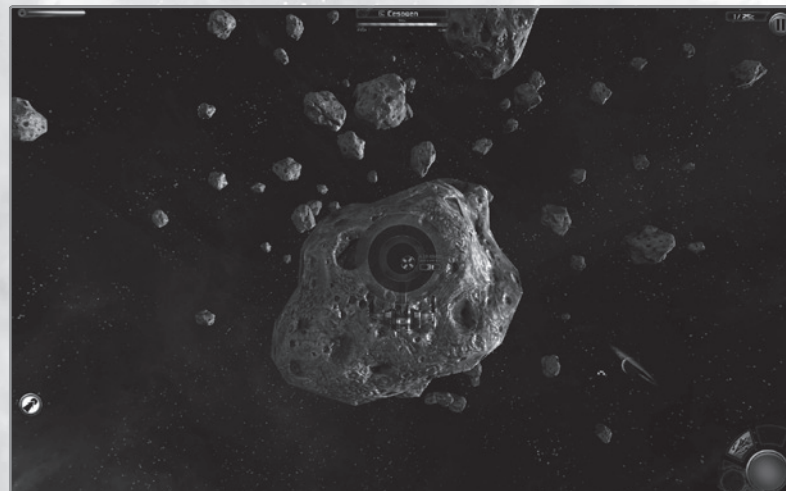
Mining can be ended any time by pressing the fire button (primary weapon) before the asteroid explodes. The ore that you have extracted up to that point will be stored in your cargo hold, as long as it is not already full.

Asteroids are divided into various quality classes. Class "A" asteroids contain a particularly valuable core that can only be extracted by drilling all the way to the last layer. If you have got the right scanner installed, you will be able to spot the class "A" asteroids on your HUD even before you have clicked the "dock" button. This will make your pursuit for the rare and valuable cores a lot easier.

7. Space Station

Almost every orbit in the Galaxy on Fire™ universe contains a space station, which will be your central point of reference in that area. Once you have entered them, you will be able to perform a number of different options at each space station. You can work on your ship or buy goods and equipment in the hangar, talk to potential employers in the space lounge, plan your next route on the map, or look at your missions and status.

7.1. Hangar
The hangar offers a lot of different options to every space pilot and trader out there. Among others, you can buy and sell goods, work on blue prints, equip your ship, or buy a new one in the hangar. Through the tabs at the top of your screen, you can reach the ship overview, the shop, and an over-view of the blue prints you have collected.

Hint: The higher a station's tech level, the more advanced and valuable are the goods and pieces of equipment available in its hangar.

7.1.1. Ship
Click here to get an overview of your ship and its weapons and equipment. Click on a piece of equipment to read its stats and see how you can use it.

Once you have clicked on an item, you can check out its stats and description ⬆, mount it to your ship ➡, or remove it from your ship ⬅.

If you do no longer need a certain weapon or piece of equipment, you can sell it in the shop.

7.1.2. Shop
Click here to view all ships, items and goods available on the station and in your cargo hold. Beside each piece of equipment, you will see the total number available at the station on the left, and the number in your cargo hold on the right.

7.1.3. Blueprints
Blueprints enable you to build particularly powerful weapons and pieces of equipment. They can be acquired them from special dealers in the space lounge and put into action in the hangar. On the "blueprints" screen you can see all blueprints in your possession and their degree of completion. In order to start production on a blueprint, you will have to select it from the list and press the "edit" button. You will then get an overview of all the resources needed. If you have any of these resources stocked, you can transfer them from your cargo hold into production.

Once you have finished a blueprint, the item you have build will be moved to the end of the blueprint list. You can pick it up at the station where you started its production. If the name of a blueprint is shown in green letters, you have some of the ingredients needed for its completion in your possession.

7.2.　Space Lounge

The space lounge is the right place to go if you want to close a lucrative deal or make a quick buck. By talking to the shady characters that frequent it, you can buy certain goods and items for special prices, hire wingmen, obtain blueprints, or take-on mercenary missions.

Some clients will also sell you the coordinates of hidden star systems and others will pay you a bonus if you have a good reputation with them. Once you have entered the space longue, you can start a conversation by clicking on one of the characters on the screen.

7.3.　Map

The star map is a mandatory item for all those setting course for the final frontier. It shows you all known star systems as well as the travel routes that connect them. An animated line indicates which other systems can be reached through the jumpgate in the system you are currently occupying.

Once you have chosen a reachable system on the star map, a double-click on that system will open the system map, which will give you an overview of all the related planets. A double-click on any of these planets will save it as your next destination. At this point, you will automatically leave the station and the autopilot will set a course for the planet you have chosen.

The golden space ship symbol next to a system or planet will indicate where to go in order to take on the next storybound mission, while a silver space ship symbol will tell you the location of your next freelance mission. If your current mission is not in the system you are currently occupying, a yellow line will suggest a possible travel route.

7.4.　Missions

There are two kinds of missions. Some of them advance the story, while others can be acquired in the space lounge. Both of them are shown on the "Missions" screen.

By clicking the "Show on map" button, the star map will be opened and the destination of your current mission will be shown. By clicking the "Discard" button, you can cancel your current mission without having to finish it.

7.5.　Status

The "Status" panel gives you information on your reputation and lists various statistics.

Your reputation is a crucial factor in your political dealings with the other factions. If you have incurred the wrath or distrust of a certain faction, you will find it difficult to dock to their space stations without bribing the commander in charge. You can restore your reputation by fulfilling missions for that particular faction, or by fighting against their enemies. You can also try to find a diplomat in the space lounge and pay him a certain amount of credits in order to get him to help you improve your reputation.

By clicking the "Medals" button, you will be able to see the achievements you have already won as well as the ones you are still missing. You receive medals for a wide variety of actions. Whether you are awarded a bronze, silver, or gold medal depends on how well you have fulfilled the task in the given category.

Hint: The names of the awards give you a clue of what you have to do in order to achieve them.

7.6.　Departing the Space Station

You can depart the space station by clicking the button.

8. Credits

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German Voice Recording
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