

In any game having enough resources means gaining freedom and financial independence for you character. Let's talk about each of the four resources in the game.



#### ENERGY



It is the only resource which you collect without having to do anything. You accumulate energy with the help of your ships generator in the Engine module.

The top dark-colored number is the amount of energy you have accumulated and the bottom light-colored number is the maximum amount you can store in your batteries. By improving the feature Capacity of the ship, you can higher the maximum battery capacity limit. However, you will need to buy a new ship of a higher level to produce energy faster.

#### METAL



You use this resource to launch probes and fix damaged equipment: ship modules, space suits, robots (metal restores unit durability). You usually need metal for upgrades as well.

You can collect metal by extracting ore on planets and processing it in the Converter.

The amount of metal you can accumulate is limited by your ship's features. When you upgrade the Capacity you will be able to store more metal.

#### FOOD



This is an important resource because you need it to keep your astronaut alive. When you carry out any action (go on a long flight, land your ship, engage in a tough battle and etc.). This is what you spend your food resource on.

You will also need it character traits: Intellect, Life, Reaction, Accuracy. You can do this with the help of the implants in the Cabin of the ship.

You can higher the maximum of the food supply by improving the Capacity of the ship.

#### MINERALS



This is a multipurpose resource which is used to make purchases in the game store, you can also use it to speed up some parts of the game. For a certain amount of minerals you can decrease waiting time during updates and flights in hyperspace.

Minerals can be used to purchase any other resource. They are obtained in the same way as metal (by extracting and processing ore in the Converter), as well as you can purchase them in the game store. Minerals are the only resource which can be accumulated without any limits.



You can travel to any star as long as the Engine on your ship is powerful enough. We recommend that you visit systems in the right order so as not to miss out on any of the quests.

You can get detailed information on each system and decide whether you want to hyperjump to it. With each new star which is situated farther than the previous ones the wait time in hyperspace will increase – this is when you can use your minerals to decrease waiting time. During hyperjumps between systems you may come across merchants to whom you can sell excess resources and items that you don't need, old robots and etc. for half the price.



At the end of your flight the map of the planetary system will appear on the screen. Once you have chosen a planet tap on it and read the short description which will appear on the screen. Keep in mind that taking a direct route will help you save energy but will increase the chances of coming across unwanted objects (gravitational fields, space debris clouds, etc.) So choose your route wisely.

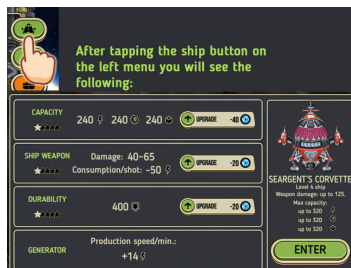


After reaching the planet of your choice you can enter orbit. After getting into orbit a map of the planet's surface will appear on your screen with marked recommended landing zones. After you choose a landing zone you will need to send a scout probe to explore the surface of the planet (requires 20 metal, sending a probe decreases the risk of an accident upon landing).



You will be able to land after the probe finishes scouting the area. You never know what you may find on a planet; you may discover rich ore deposits, secret enemy bases or the mysteries of alien civilizations and much more...





Here you see the basic features of the ship, which can be improved: Capacity, Weapons, Durability, Generator. By improving the feature Capacity, you can store more resources (energy, metal, Food). The Weapons will help you in battle (the more powerful they are, the more energy they use for each shot). Durability protects the ship when you collide with meteors and abnormalities. The Generator is responsible for the speed of energy production, but it can only be improved by buying a ship of a higher level.

On your right under the ship button, there is the ENTER button, which will bring you to the following:



In the CABIN you can improve the characteristics of your hero by using special implants and the Food resource.



In addition, you can look at your hero's achievements, the development of his character traits and find out the lore of the game: the history of the world and the hostile races from other planets.



The CONVERTOR is the main crafting machine. We can process ore, disassemble trophies and enemy bodies to get different parts which we can use to improve our robots and space suits, defreeze allies who are in anabiosis, etc.



If you want to get a more reliable result from the Converter, you should use special reagents, which you can buy in the game store.



"Mechanic". The reagent is used to take apart high-tech remnants. It increases chances of finding parts which are in good condition by 50%. This reagent also makes it possible to retrieve 2 parts instead of 1.



"Revival". A unique reagent which makes it possible to restore organisms enclosed in ancient cryocapsules. It is used for this purpose only.



"Nanocleanse". The reagent deletes all the improvements of any unit, giving you space for new improvements.



One of the most important parts of the game is turn-based battles. At the beginning of each battle you will have an opportunity to position your units on the field. Chose a unit in the panel on the right and drag it on to the battlefield square of your choice.



It's best to place robots with the highest level of durability closest to the battlefield and position the medical and servicing bots behind them so they can repair other units.

At the beginning of every round you will see a support panel at the top. That's the onboard computer Molly trying to help you as much as she can. Keep in mind that if the enemy decides to take your ship by storm the battle will take place inside the hangar and you won't be able to use.



The first support button is Ship Weapon. The Ship Weapon button lets you attack any enemy unit using a powerful ray. You can increase the strength of this attack by improving the corresponding feature of the ship. Note that the weapon shot uses the energy of the ship.

The second support button is Repair. The Repair button lets you quickly restore the Durability of all the ally units using the necessary amount of the metal resource.

The third button is Autoaim. The Autoaim gives you +10 to Accuracy of all ally units during the next round. In this case, you use the mineral resource.

The forth support button is Defense. The Defense button decreases the damage our units get by 25% during the next round. In this case, you use the metal resource.

Use any support button you want. Then the robots and Cap in his space suit will start to battle. They will take action by turn - who ever has a higher Reaction goes first.



The battlefield squares which you can use to move will be green, the ones you can use to attack will be red. To confirm your action tap on the square you need. Pay attention that a unit can first move and then attack during its turn but not the other way around. In other words, if the unit first attacked, it won't be able to move. If you don't want the chosen unit to do anything, press the bottom right button Wait or Skip Turn.



If you have chosen who you want to attack, you will see the information about the chances of a direct hit (your Accuracy minus the enemy's Reaction), the damage which will be made (for rayguns it decreases with the increase of distance). A second tap on the enemy begins the attack.

The same way you can Heal and Repair, but they have 100% Accuracy and they restore Life and Durability based on the level of the improvements of the repair bot.



If you win a battle you will receive battle trophies - the bodies of your enemies which can be processed in the Converter or other objects. You will also get what's left of your units which can't be fixed or restored because they got destroyed during battle. You can also process them in the Converter.



If the enemy defeats your army the game is not over: it is only one of the many clones of your pilot that has died and so it's time for a new clone to awaken. But there is a catch: the space suits and robots destroyed during battle won't be restored. To continue the adventure you will have to buy new ones at the Store.

In order to successfully combat enemies you will need to buy the best robots and space suits at the game store.

You can enter it by clicking the button with a picture of a gift on it situated in the left-side panel.

The first part of the store is called Surprises; it is divided into different subsection: gift bonuses, insurance, piggybanks, promocodes.

In the first subsection you will see the jump-containers sent to you by the military command to keep your spirits high. A silver container will arrive every 1 hour, a gold container will arrive every 6 hours. Inside you will find free resources and sometimes some reagents.

SURPRISES
ROBOTS
SPACE SUITS
RESOURCES

0:15
0:25
0:15

+10% COIN
10 SET A BONUS

0:10
0:10
0:10

+10% COIN
10 SET A BONUS

The next subsection is Insurance. If you purchase it after you lose or die in battle your fleet will be completely restored. The insurance has no expiration date so you don't have to worry about it ending one day.

SURPRISES
ROBOTS
SPACE SUITS
RESOURCES

INSURANCE

Purchase insurance and you will no longer have to worry about losing your crew even when you are defeated in battle you won't lose your units!

RESTORE PURCHASE
BUY ITEM

As for the piggybanks you can buy them as many times as you want. Its main feature is that the amount of minerals you will be able to buy depends on how long you wait to smash it open. The longer you wait the more minerals you will be able to buy for the same amount of money. The amount of minerals increases, while the price for the piggybank remains the same.

SURPRISES
ROBOTS
SPACE SUITS
RESOURCES

PIGGY BANK

285 left: 2346182000

You can take out everything you have in the piggybank but the longer you wait to do it the more savings you will have!

+285
BUY ITEM

Below the piggybank you will see an image of a gift - this is where you can enter your promocode. Join our community and get free minerals and robots.

In the robots and space suits section you can purchase new units for your crew. You can pay for most of your purchases with minerals, with real money you can buy units which will resurrect after dying in battle.

SURPRISES
ROBOTS
SPACE SUITS
RESOURCES

THE HIPPO

Larger robot "The Hippo", second generation. High speed and maneuvering capabilities, but average Durability and armor. Equipped with an additional fire control system and the defense mode "Shield".

50
50
2
10-30
25
4

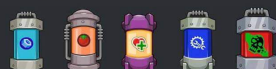
BUY -150

Next is the resource section. If you are running low on energy, metals, food, minerals you can purchase all of that in this section.

### IMPROVEMENTS

In the improvements section you can buy implants and reagents. You can improve your hero using implants in the Cabin.

Reagents are used for work in the Converter: processing ore, reviving organisms inside cryocapsules, facilitating updates.



### SHIPS

There are 5 types of space ships in this version of the game. In every new model all the features exceed the ones of the previous ship. Moreover, the two best ships can get energy from the atmospheres of sulfuric dwarfs and steamer planets.

