

DUSKERS

MANUAL FOR
STANDARD
SALVAGE VESSEL
OPERATION

V. A-03

PRIMARY OBJECTIVE:

DETERMINE CAUSE OF TERMINATION OF HUMAN CIVILIZATION.



RECOMMENDED COURSE OF ACTION:

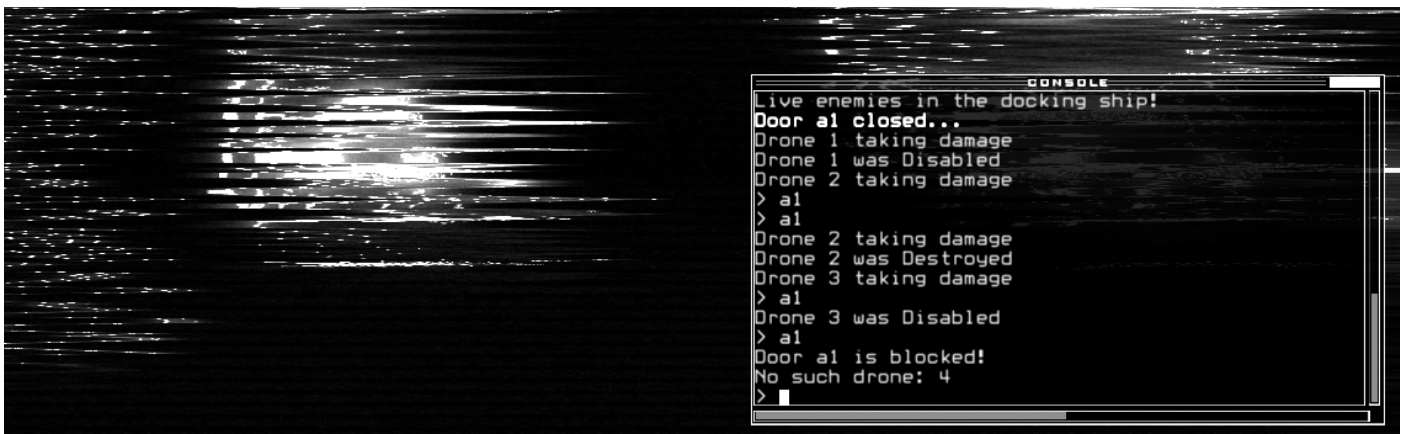
LOCATE DERELICTS OF SPACE-FARING VESSELS. RETRIEVE RECORDS FROM SHIP-BOARD COMPUTERS. EXAMINE LOGS FOR SIGNS OF EXISTENTIAL RISK.

SECONDARY: SALVAGE NECESSARY MATERIALS FOR CONTINUATION OF MISSION.



WARNING: DIRECT CONTACT WITH DERELICTS HIGHLY INADVISED

EXISTENTIAL THREATS MAY STILL BE ACTIVE.

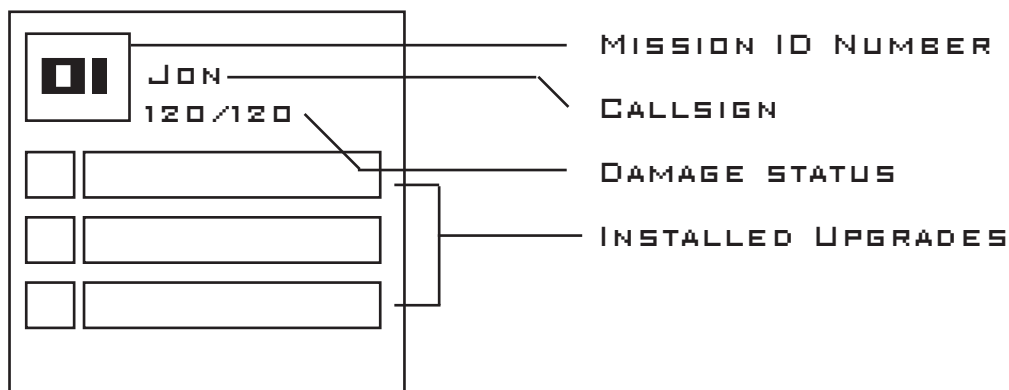
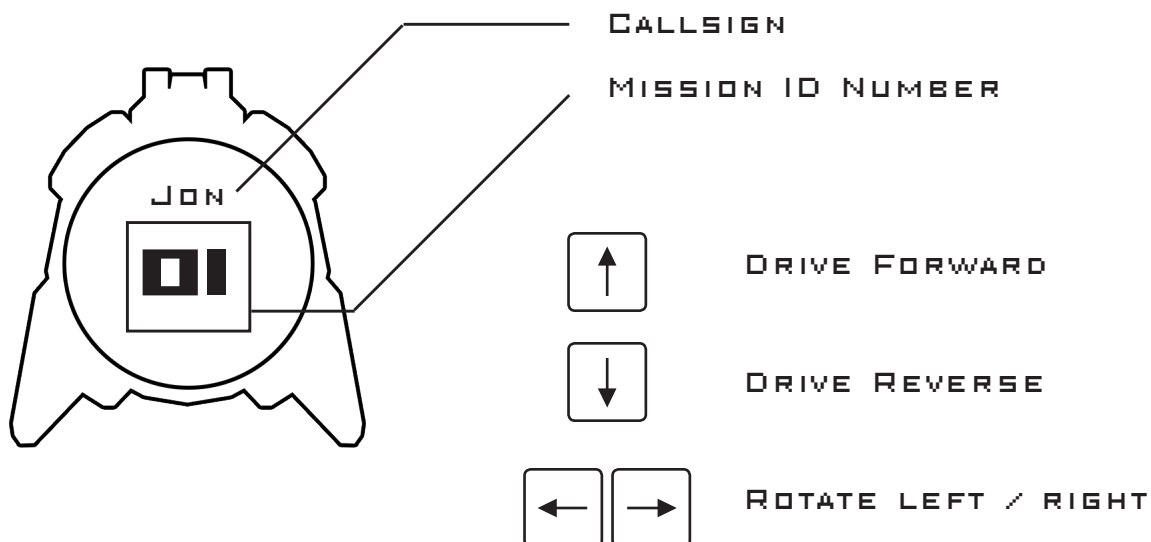


RECOMMENDED COURSE OF ACTION:

EXPLORE DERELICTS INDIRECTLY VIA USE OF REMOTE SALVAGE DRONES. REFER TO FOLLOWING PAGES FOR DRONE OPERATION PARAMETERS.

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SECTION 1: DRONE OPERATION OVERVIEW



SECTION 2: BASIC COMMANDS

COMMAND:	<u>A</u>
DESCRIPTION:	TOGGLES SPECIFIED AIRLOCK(S)
SAMPLE USAGE:	A1 A2
DETAILS:	OPENS OR CLOSES ONE OR MORE SPECIFIED AIRLOCKS, SO LONG AS THEY ARE POWERED
COMMAND:	<u>CLOSE</u>
DESCRIPTION:	CLOSES SPECIFIED DOOR(S)
SAMPLE USAGE:	CLOSE D1 D2
DETAILS:	'CLOSE ALL' CLOSE ALL POWERED DOORS 'CLOSE R12 R13' CLOSE ALL OF A ROOM'S DOORS 'D1 D2' - 'CLOSE' NOT REQUIRED FOR DOOR
COMMAND:	<u>D</u>
DESCRIPTION:	TOGGLES SPECIFIED DOOR(S)
SAMPLE USAGE:	D1 D2 D13
DETAILS:	OPENS OR CLOSES ONE OR MORE SPECIFIED DOORS, SO LONG AS THEY ARE POWERED.
COMMAND:	<u>DEGAUSS</u>
DESCRIPTION:	CLEAR SCREEN ARTIFACTS
SAMPLE USAGE:	DEGAUSS
DETAILS:	RESETS DRONE CAMERA FEED, USE TO FIX VISUAL ARTIFACTING / CORRUPTION
COMMAND:	<u>EXIT</u>
DESCRIPTION:	ENDS MISSION
SAMPLE USAGE:	EXIT
DETAILS:	RETURNS ALL DRONES IN DOCKING BAY TO HOME SHIP WARNING: ANY DRONES OUTSIDE OF DOCKING BAY WILL BE LEFT BEHIND.
COMMAND:	<u>FLAG</u>
DESCRIPTION:	ADD/REMOVE FLAG ON ROOM
SAMPLE USAGE:	FLAG R2
DETAILS:	'FLAG R2 R3' TOGGLES FLAGS ON ROOM 2 AND 3 'FLAG CLEAR' CLEARS ALL ROOM FLAGS

COMMAND: HELP
 DESCRIPTION: OPENS MANUAL, OR GIVES HELP FOR SPECIFIC COMMANDS
 SAMPLE USAGE: HELP [COMMAND, ALL]
 DETAILS: IF JUST 'HELP' OR 'HELP ALL' IS ENTERED, OPENS THE SALVAGE OPERATIONS MANUAL.
 IF HELP IS ENTERED WITH A SPECIFIC COMMAND NAME, DETAILED HELP FOR THAT COMMAND WILL BE DISPLAYED.

COMMAND: INFO
 DESCRIPTION: REPORTS ON ITEMS IN A ROOM
 SAMPLE USAGE: INFO
 DETAILS: 'INFO' LIST ITEMS IN THE CURRENT DRONE'S ROOM
 'INFO 3' LIST ITEMS IN DRONE 3'S ROOM

COMMAND: NAVIGATE
 DESCRIPTION: AUTO-NAVIGATES DRONE(S) TO A ROOM
 SAMPLE USAGE: NAVIGATE 1 R12
 DETAILS: 'NAVIGATE 1 2 R14' NAVIGATE DRONES 1 AND 2 TO R14
 'NAVIGATE 1 DB' NAVIGATES DRONE 1 THROUGH DB
 'NAVIGATE 1 3' NAVIGATES DRONE 1 TO DRONE 3
 'NAVIGATE 3' (FROM DRONE VIEW) NAVIGATES DRONE 3 TO CURRENT DRONE'S ROOM

COMMAND: OPEN
 DESCRIPTION: OPENS SPECIFIED DOOR(S)
 SAMPLE USAGE: OPEN D1 D2
 DETAILS: 'OPEN ALL' OPEN ALL POWERED DOORS
 'OPEN R12 R13' OPEN ALL OF A ROOM'S DOORS
 'D1 D2' 'OPEN' NOT REQUIRED FOR DOOR

COMMAND: OPEN/CLOSE ALL
 DESCRIPTION: OPENS/CLOSES ALL POWERED DOORS
 SAMPLE USAGE: OPEN ALL

COMMAND: OPEN/CLOSE R[X]
 DESCRIPTION: OPENS/CLOSES ALL POWERED DOORS CONNECTED TO THE SPECIFIED ROOM(S)
 SAMPLE USAGE: OPEN R4

COMMAND: STATUS
 DESCRIPTION: REPORT STATUS OF THE CURRENT DERELICT SHIP
 SAMPLE USAGE: STATUS
 DETAILS: DISPLAYS SHIP INFORMATION DETERMINED FROM SHIP LOG
 AND INITIAL SCANS.

COMMAND: SWAP
 DESCRIPTION: SWAP UPGRADES WITH NEAREST DRONE
 SAMPLE USAGE: SWAP
 DETAILS: TYPE JUST 'SWAP' TO SHOW THE SWAP INTERFACE
 USE ARROW KEYS AND ENTER TO SWAP UPGRADES
 PRESS ESC TO CLOSE THE SWAP INTERFACE
 NON GUI: 'SWAP [SOURCE ITEM] [TARGET ITEM] ([TARGET
 DRONE])'

COMMAND: TIME
 DESCRIPTION: REPORT MISSION TIME
 SAMPLE USAGE: TIME
 DETAILS: DISPLAYS TIME SINCE FIRST BOARDED DERELICT

SECTION 3: ADVANCED COMMANDS

COMMAND:	<u>ALIAS</u>
DESCRIPTION:	EDIT ALIAS COMMANDS
SAMPLE USAGE:	ALIAS
DETAILS:	OPENS ALIAS FILE EDITOR
COMMAND:	<u>CLEAR</u>
DESCRIPTION:	CLEARs CONSOLE WINDOW
SAMPLE USAGE:	CLEAR
COMMAND:	<u>COMMANDEER</u>
DESCRIPTION:	TAKE COMMAND OF THE CURRENT DERELICT SHIP
SAMPLE USAGE:	COMMANDEER
DETAILS:	<p>OPENS DIALOG TO CONFIRM PERSONNEL/EQUIPMENT TRANSFER TO CURRENTLY DOCKED DERELICT REQUIREMENTS:</p> <ul style="list-style-type: none"> - ALL ROOMS MUST BE VERIFIED - VESSEL MUST BE FREE OF INFESTATIONS - ANY RADIATION MUST BE CONTAINED - NO AIRLOCKS EXPOSED TO SPACE
COMMAND:	<u>DESTRUCT</u>
DESCRIPTION:	SELF DESTRUCTS THE DRONE WITH AN OPTIONAL DELAY
SAMPLE USAGE:	DESTRUCT [T(1-60 SECONDS, 3 = DEFAULT)]
DETAILS:	<p>WILL DAMAGE EVERYTHING IN THE CURRENT ROOM. THIS COMMAND REQUIRES CONFIRMATION BEFORE EXECUTING</p> <p>TO CANCEL: TYPE 'DESTRUCT' (QUICKLY!) AGAIN</p> <p>'DESTRUCT T10' ISSUES DESTRUCT AFTER 10 SECONDS</p> <p>'DESTRUCT' (W/O TIME) IS EQUAL TO 'DESTRUCT T3'</p>
COMMAND:	<u>DOCK</u>
DESCRIPTION:	RE-DOCKs BOARDING VESSEL AT SPECIFIED AIRLOCK
SAMPLE USAGE:	DOCK A3
DETAILS:	AIRLOCK DOORS APPEAR YELLOW IN SCHEMATIC
COMMAND:	<u>PICKUP</u>
DESCRIPTION:	PICKUP PREVIOUSLY DROPPED ITEM PICKUP
SAMPLE USAGE:	PICKUP
DETAILS:	PICKS UP ANY DROPPED ITEMS WITHIN RANGE

SECTION 4: DRONE UPGRADES

UPGRADE	DESCRIPTION	SAMPLE USAGE
SPEEDBOOST	INCREASES SPEED OF DRONE	(PERMANENT)

NO COMMAND TO EXECUTE - APPLIES AUTOMATICALLY WHEN INSTALLED ON A DRONE

MOTION	SCANS ADJACENT ROOMS FOR MOVEMENT, (DRONE MUST BE STATIONARY)	MOTION
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WHILE ACTIVE WILL SHOW INDICATORS IN ADJACENT ROOMS, IF ABLE, RED INDICATES MOVEMENT DETECTED.
MOVING PARENT DRONE DEACTIVATES MOTION SENSOR.

STEALTH	TOGGLES STEALTH FIELD	STEALTH
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PREVENTS THREATS FROM DETECTING DRONE
WHILE ACTIVE THE DRONE CAN MOVE.
WARNING: TAKING DAMAGE MAY DEACTIVATE STEALTH FIELD.
WARNING: ACTIVATING UPGRADES MAY DEACTIVATE STEALTH FIELD
WARNING: ACTIVATING STEALTH FIELD MAY DEACTIVATE OTHER UPGRADES

GATHER	GATHERS SCRAP, ALSO LISTS CURRENT CARGO	GATHER [LIST]
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'GATHER' GATHER NEARBY SCRAP.
'GATHER LIST' LISTS HOW MUCH SCRAP WERE GATHERED BY THIS DRONE.
'GATHER ALL' GATHERS ALL SCRAP IN THE ROOM.

GENERATOR	POWERS ANY NEARBY POWER INLET	GENERATOR
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ALSO: GENERATOR [ON, OFF]
WARNING: MOVING FROM POWER INLET WILL DISCONNECT GENERATOR.
SCHEMATIC VIEW [SPACE] RECOMMENDED AFTER CONNECTING

UPGRADE	DESCRIPTION	SAMPLE USAGE
INTERFACE	INTERFACE WITH NEARBY POWERED TERMINAL	INTERFACE

'INTEFACE' CONNECT TO TERMINAL AND LIST TERMINAL COMMANDS
 'INTEFACE LIST' LIST TERMINAL COMMANDS AGAIN
 TYPE LISTED TERMINAL COMMANDS TO EXECUTE.
 WARNING: MOVING FROM TERMINAL WILL DISCONNECT INTERFACE.
 WARNING: USE CAUTION WHEN ACTIVATING TERMINAL COMMANDS

LURE	DROPS A LURE WHICH ATTRACTS NEARBY ORGANIC THREATS	LURE
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'PICKUP' PICKS UP UN-USED LURES
 'LURE [DROP, PICKUP]' ALTERNATIVE SYNTAX

PROBE	DROPS A PROBE WHICH WILL EXPLORE ROOMS	PROBE
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'PROBE' DROPS A PROBE WHICH SCANS ACCESSIBLE ROOMS
 'PICKUP' PICKS UP NEARBY ACTIVE PROBE
 'PROBE [DROP, PICKUP]' ALTERNATIVE SYNTAX
 PROBES WILL ATTEMPT TO NAVIGATE THROUGH ANY OPEN DOORS.

MINE	DROPS PROXIMITY MINE	MINE
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'MINE' DROPS A PROXIMITY MINE: DETONATES WHEN NEARBY THREAT DETECTED
 'PICKUP' PICKS UP NEARBY ACTIVE MINE
 'MINE [DROP, PICKUP]' ALTERNATIVE SYNTAX

REPAIR	REPAIR NEARBY BROKEN ITEMS	REPAIR [ALL, NAME]
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REPAIRS UPGRADES ON DRONES THAT HAVE ERRORS, AS WELL AS BROKEN ITEMS WITHIN A ROOM.
 YOU MUST BE NEAR THE ITEM TO REPAIR IT.
 IF THERE IS ONLY ONE THING TO REPAIR, NO PARAMETERS NEED TO BE SPECIFIED
 IF MORE THAN ONE ITEMS NEED REPAIRING, ENTERING THE COMMAND WITH NO PARAMTERS WILL LIST THE ITEMS
 IF YOU HAVE ENOUGH REPAIR RESOURCES TO REPAIR ALL ITEMS, ENTER REPAIR ALL
 YOU CAN ALSO FIX SPECIFIC ITEMS BY SPECIFYING THEIR NAME
 WOE IS YOU IF YOUR REPAIR UPGRADE BREAKS...

UPGRADE	DESCRIPTION	SAMPLE USAGE
SCAN	SCANS THE CURRENT ROOM FOR ITEMS	SCAN

SCANS THE DRONE'S ROOM FOR ITEMS OF INTEREST.
 SCANS MAY REVEAL ITEMS UNDETECTED BY VISUAL INSPECTION

SENSOR	DROPS A SENSOR WHICH CONTINUALLY SCANS A ROOM FOR THREATS	SENSOR
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A SENSOR CANNOT BE RETREIVED ONCE DROPPED

SHIELD	ACTIVATES/DEACTIVATES SHIELD	SHIELD
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SHIELD PROTECTS THE DRONE FROM DAMAGE.

STUN	DROPS PROXIMITY STUN MINE	STUN
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'STUN' DROPS A PROXIMITY STUN: DETONATES WHEN NEARBY THREAT DETECTED
 'PICKUP' PICKS UP NEARBY ACTIVE STUN MINE
 'STUN [DROP, PICKUP]' ALTERNATIVE SYNTAX

TURRET	ARMS/DISARMS TURRET	TURRET
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WHEN ARMED, WILL TARGET THREATS IN FRONTAL CONE.
 MOVING WILL DISARM THE WEAPON.
 'TURRET [ON, OFF]' ALTERNATIVE SYNTAX

TELEPORT	TELEPORTS DRONE TO SPECIFIED ROOM	TELEPORT R3
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TRAP	DROPS A REMOTELY DETONATED TRAP	TRAP [BOOM]
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'TRAP' DROPS A TRAP
 'TRAP BOOM' DETONATES ALL DROPPED TRAPS: DAMAGING ANYTHING WITHIN ROOM
 'TRAP BOOM' ENTERED IN SCHEMATIC VIEW DETONATES ALL DRONE'S TRAPS
 'PICKUP' PICKS UP NEARBY ACTIVE TRAPS
 'TRAP [DROP, PICKUP, BOOM]' ALTERNATIVE SYNTAX

UPGRADE	DESCRIPTION	SAMPLE USAGE
SONIC	ACTIVATE A SONIC PULSE THAT REPELS ORGANIC THREATS	SONIC

DRIVES ORGANIC THREATS FROM ROOM.
 REQUIRES DRONE TO BE STATIONARY
 'SONIC [ON, OFF]' ALTERNATIVE SYNTAX

TOW	ATTACH OBJECT FOR TOWING BY THIS DRONE	TOW
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ATTACH/DETACH NEAREST MOVABLE OBJECT FOR TOWING.
 LIKELY OBJECTS: DRONE, SHIP UPGRADE
 WHEN MORE THAN ONE ITEM IS IN RANGE:
 THE POSSIBLE TOWABLE ITEMS WILL BE LISTED.
 THE OBJECT NAME WILL NEED TO BE SPECIFIED.
 'TOW [ITEM_NAME]' ALTERNATIVE SYNTAX

PRY	PRY OPEN UNPOWERED DOORS	PRY D23
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PRYS OPEN A DOOR, EVEN WHEN NOT POWERED

SECTION 5: SHIP UPGRADES

UPGRADE	DESCRIPTION	SAMPLE USAGE
TRANSPORTER	TRANSPORTS DRONE(S) TO AND FROM OUTPOSTS/DERELICTS	TRANSPORT 1 2 R3

DESTINATION ROOM MUST HAVE AN ACTIVE SIGNAL (INDICATED ON SCHEMATIC VIEW)
 ROOM TO ROOM TRANSPORT WILL OCCUR THROUGH DOCKING BAY
 'TRANSPORT 1 R2' TRANSPORT DRONE 1 TO ROOM R2
 'TRANSPORT ALL R2' TRANSPORT ALL DRONES TO ROOM R2
 'TRANSPORT 2 1' TRANSPORT DRONE 1 TO DRONE 2'S ROOM (MUST HAVE TRANSPORT RECEIVER)

REROUTE	RE-ROUTES POWER IN SHIP	REROUTE R2 R4 R6 R7
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FIRST ROOM IN COMMAND MUST HAVE A POWER INLET
 SUBSEQUENT ROOMS MUST BE CONNECTED TO THE FIRST ROOM
 A POWER INLET CANNOT EXCEED IT'S CAPACITY
 OTHER USES:
 'REROUTE R2 R4 R6 R7'
 'REROUTE R2 STATUS' - # OF ROOMS 'R2' CAN POWER
 'REROUTE R2 -R6' - POWERS DOWN 'R6'
 'REROUTE R2 +R6' - POWERS UP 'R6' (IF CONNECTED)

REMOTE POWER	REMOETLY POWERS A POWER INLET	POWER R2 REMOTE R2
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POWERS A KNOWN POWER INLET REMOETLY (W/O A DRONE)

CANNON	SHIP CANNON WHICH CAN TARGET A ROOM	CANNON R4
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FIRES THE MOTHSHIP'S CANNON AT THE TARGETED ROOM

DECONTAMINATE	DECONTAMINATES RADIATION FROM A ROOM	DECONTAMINATE R4
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CLEARs RADIATION FROM A ROOM

UPGRADE	DESCRIPTION	SAMPLE USAGE
OVERLOAD	OVERLOADS ELECTRONIC EQUIPMENT	OVERLOAD R4

AFFECTS FOUND ELECTRONICS IN ROOM
DAMAGES SURROUNDINGS
HIGH CHANCE OF EQUIPMENT FAILURE

SEMICOLON [;] SEMICOLONS CAN BE USED TO EXECUTE MORE THAN ONE COMMAND ON A SINGLE COMMAND LINE. EXAMPLE:
 > OPEN D5; NAVIGATE 1 R4; NAVIGATE 3 R7

SINGLE-QUOTE ['] WHEN VISITING A SHIP, PRESS THE APOSTROPHE (') CHARACTER IN THE SCHEMATIC VIEW TO TOGGLE THE ICONS ON AND OFF AND SEE ROOM NUMBERS MORE EASILY IN A CROWDED ROOM.

ALIAS THE ALIAS FILE CAN BE USED TO ALIAS AN ENTIRE COMMAND LINE WITH ONE KEYWORD. EXAMPLE:

END=NAVIGATE 1 2 3 4 R1

TYPE 'ALIAS' INTO THE COMMAND PROMPT TO EDIT THE FILE.

YOU CAN ALSO ADD NEW ALIASES DIRECTLY FROM THE COMMAND PROMPT:

> ALIAS END=NAVIGATE 1 2 3 4 R1";

CTRL + UP MOVE BACKWARDS THROUGH CONSOLE HISTORY.

CTRL + DOWN MOVE FORWARDS THROUGH CONSOLE HISTORY. CAN BE USED TO CLEAR THE INPUT LINE OF A PARTIALLY ENTERED COMMAND.

CTRL + PLUS [+] INCREASE CONSOLE TEXT SIZE

CTRL + MINUS [-] DECREASE CONSOLE TEXT SIZE

CTRL + C CLEARS THE INPUT LINE OF A PARTIALLY ENTERED COMMAND FROM THE CONSOLE

CTRL + U CLEAR EVERYTHING BEFORE THE CURSOR IN THE COMMAND LINE

CTRL + A	JUMP TO BEGINNING OF COMMAND LINE
CTRL + E	JUMP TO END OF COMMAND LINE
CTRL + BACKSPACE	DELETE THE PREVIOUS WORD IN THE COMMAND LINE
F8	EXPAND/COLLAPSE THE CONSOLE WINDOW
SHIFT + UP/DOWN ARROW	PAGE UP/DOWN IN CONSOLE (ALT: USE PGUP/DN)
SHIFT + LEFT/RIGHT ARROW	SCROLL LEFT/RIGHT IN CONSOLE (ALT: USE SHIFT + PGUP/DN)
HOME	WHEN VIEWING ANOTHER SYSTEM, THIS RETURNS YOU TO YOUR CURRENT SYSTEM WHEN IN A MISSION, THIS CENTERS THE SCHEMATIC VIEW

MOTION DON'T RELY ON MOTION SENSOR EXCLUSIVELY FOR EXPLORATION. MANY OTHER UPGRADES CAN BE USED BY THEMSELVES OR IN TANDEM TO SAFELY EXPLORE DERELICTS

DOORS IT IS A BAD IDEA TO OPEN A DOOR IF YOU DON'T KNOW IF THERE ARE THREATS ON THE OTHER SIDE. THERE'S ANOTHER WAY TO EXPLORE, TAKE A MOMENT TO THINK IT THROUGH

DIFFICULTY IN THE OPTIONS THERE ARE MANY DIFFICULTY OPTIONS. TRY SETTING THE GAME TO 'EASY' TILL YOU GET THE HANG OF THINGS

GREED TAKE WHAT YOU NEED AND RUN. TRYING TO EXPLORE THAT LAST ROOM MIGHT NET YOU SOME SCRAP, OR A FLEET OF DEAD DRONES.

SUBTERFUGE THERE ARE SEVERAL WAYS TO SKULK ABOUT A SHIP, RARELY IS CONFRONTING A THREAT A GOOD MOVE.

SHIP TYPES DIFFERENT SHIP TYPES/CLASSES/AGES HAVE DIFFERENT TENDENCIES, BOTH IN TERMS OF RISKS AND REWARDS. PAY ATTENTION AND LET THAT HELP YOU CHOOSE WHICH SHIP TO BOARD

SAFE START THE FIRST ROOM (AND ADJOINING ROOMS WITH OPEN DOORS) ARE SAFE INITIALLY AND DON'T CONTAIN THREATS. INITIALLY.

DOCKING BAY YOUR DOCKING BAY CAN BE USED FOR MORE THAN COLD STORAGE, AIDED BY THE RIGHT UPGRADES.

TELLS

THREATS ALL BEHAVE DIFFERENTLY. BY LEARNING THEIR 'TELLS' AND PAYING ATTENTION TO THE NUMBER OF INFESTATION TYPES, YOU CAN DEDUCE WHICH ARE ABOARD. IN TURN YOU'LL KNOW, SAY, IF IT'S SAFE TO BE IN A ROOM WITH A VENT OR NOT...

COMMANDEERING

COMMANDEERING A SHIP NOT ONLY CAN NET YOU MORE SHIP UPGRADES, BUT MORE SLOTS, SCRAP CAPACITY, AND CERTAIN SPECIALIZED SHIP UPGRADES. LIKEWISE SHIPS WEAR OVER TIME AND START TO MALFUNCTION SO KEEP AN EYE OUT FOR SIGNS OF WEAR.

SCRAP

SOME SCRAP CAN ONLY BE REVEALED BY SCANNING