

# GHOSTSHIP<sup>®</sup> AFTERMATH



## Instruction Manual

# WARNING !

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

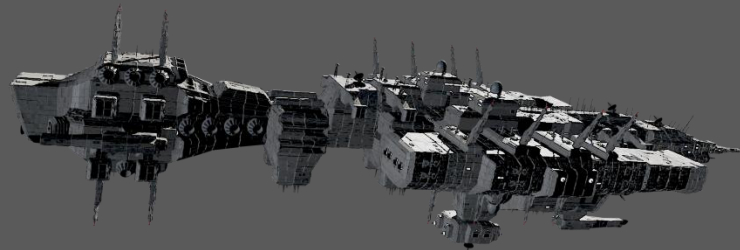


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# Contact Lost ..

Ghostship Aftermath is set 350 years into the future, mankind has embraced space travel and exploration. We have colonized many worlds and spread ourselves across the galaxy. The EDF (Colonial Defence Force) is responsible for the security of Earth and her colonies, they are our only line of defense against the unknown.



On March 1st 2368, contact was lost with our most distant colony, the Icarus System.

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On the 4th of March 2368, the EDF Goliath (Dreadnought Class) was sent to investigate.

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We never heard from the Goliath again after entering the Icarus System.

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The EDF Goliath is now presumed a Ghostship!

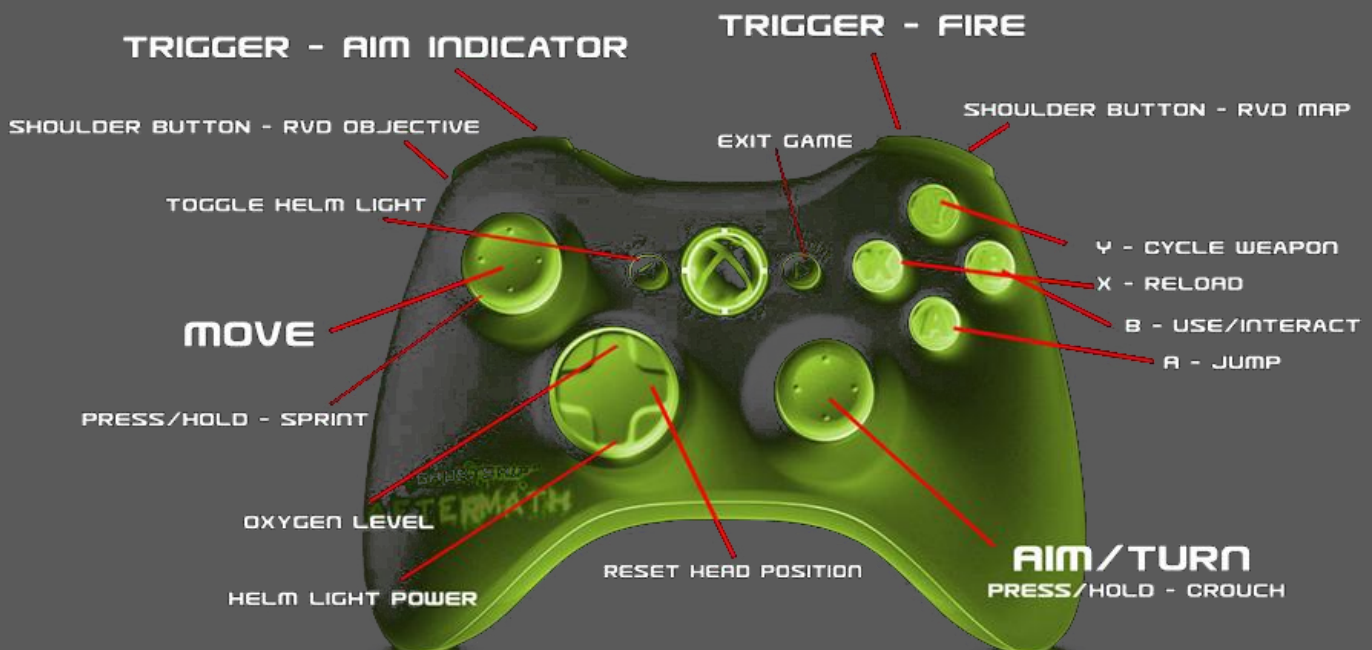
# Game Controls

## KEYBOARD & MOUSE



USE	E
RELOAD	R
JUMP	SPACE
CROUCH	C
SPRINT	LEFT SHIFT
MAP	LEFT CONTROL
OBJECTIVES	TAB
HELM-LIGHT	X
OXYGEN LEVEL	O
LIGHT BATTERY	B
WEAPON SELECT	MOUSE SCROLL
EXIT	ESCAPE
PAUSE TOGGLE	PAUSE/BREAK

## CONTROLLER



# MAIN MENU



**New Game** - Starting a new game will start a new random game. If you still have a saved game present this will over-write your saved game with the new.

**Resume Game** - Resume your last game. (Your game will resume at the start of the deck you were last on) unless you have died!

**Options** - View the game controls or you can change and adjust settings such as 3d and sound, resolution and much more.

**Quit** - Quit will exit the game.

# GAMEPLAY

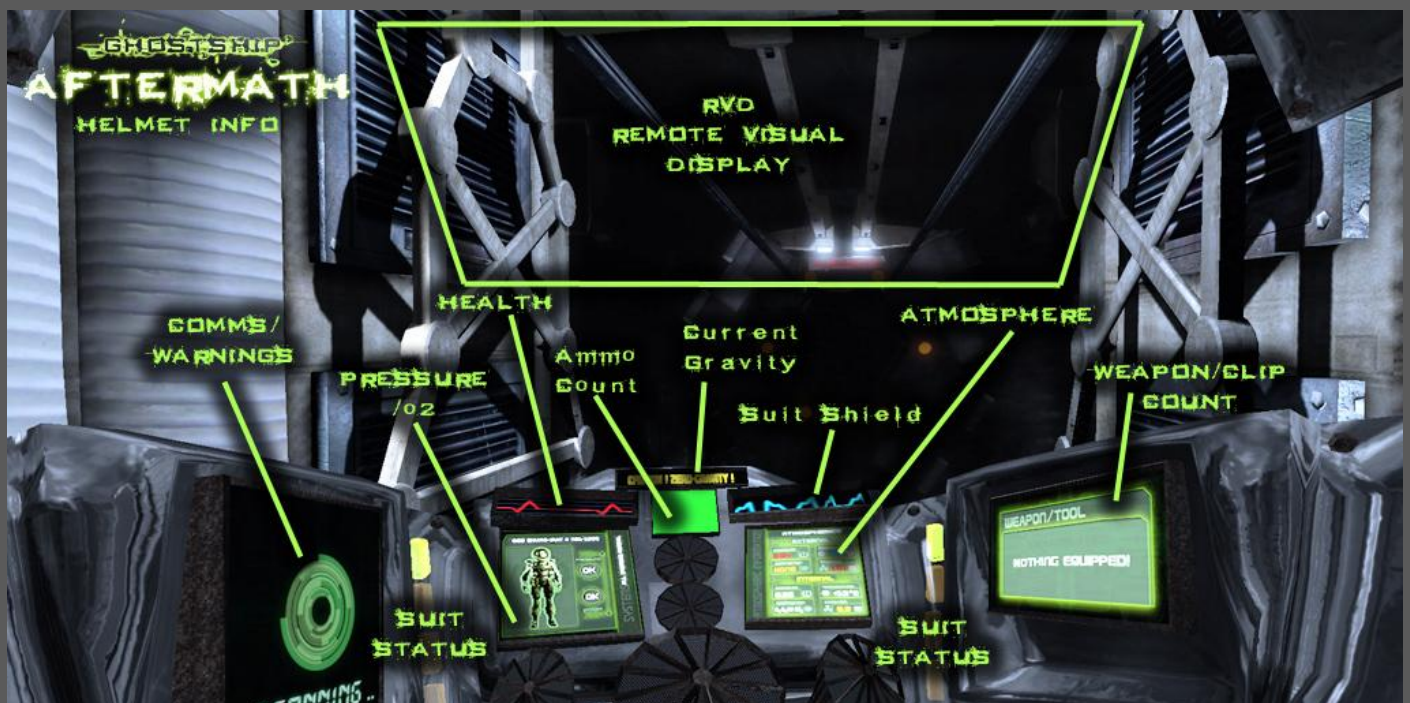
Ghostship aftermath is very different from most other games in many ways. Ghostship aftermath is a game where a big part of it is up to you to work out and survive in the game. Each new game is very different and poses a fresh and new challenge with every new game.

The game has numerous storyline branches, random events and random enemies. This is a realistic game in terms of gameplay and like boarding a huge unknown spacecraft for the first time will be very daunting. As it would in real life, it will take you time to learn the layout of the ship and essential pickup locations.

Each new game is a challenge to survive, you must act, be aware and learn to respond to anything at any time. With a perma-death system Ghostship Aftermath offers you something most games do not! A challenge!

# The HUD

Ghostship Aftermath offers a very unique hud which offers an extra sense of immersion and is ideally suited for VR. With a living helmet which is a part of the game world, your helmet will react to light and give you all the ingame info you will need to survive.



You will need to make good use of your RVD (Remote Visual Display) for maps and objectives. In the VR version you are able to look around your helmet and out the sides of the helmet. In the none VR version your helmet position is always fixed.



# Navigating the ship

Ghostship aftermath is based on board a huge open world space craft. As with everything new it will take time to get used to the ship and its layout. In simple terms to understand, the ship is split into 3 main sections and the cargo hold. You use the main or sub access corridor to move to a different section of the ship. Within each section the stairs must be used to navigate the decks in that section of the ship.



Each section of the ship is colour coded, so each section of the ship has the corresponding colour co-ordinated signs so you can always tell which section of the ship you are on. Don't forget to observe the signs on the walls around the ship.

# Oxygen and light

Ghostship aftermath is unique in many ways but introducing oxygen and limited helmet light into the game makes it even more of a challenge.



## OXYGEN

You start every new game with a full tank of o2 which lasts 99 minutes. O2 can be replenished on the EDF Goliath. Sprinting will use your o2 four times quicker, so careful o2 management is essential for your survival. No o2, you die!

## Built Helmet Light

You start every new game with 1 hour battery life for your helmet light. Use of your light must be used wisely as your game could last hours to tens of hours. If you do run out of light, weapons can be used to illuminate the area around you with the weapons muzzle flash. Laser weapons are the best choice for this as they self charge.

# WEAPONS

Survival on board the ED Goliath depends on weapons, which ones you have, your skill in using them and finding ammunition for plasma weapons. Weapons in Ghostship Aftermath are scattered throughout the ship. Finding new weapons and ammo is essential if you are to survive when the time arises. Weapons come in two types, laser weapons and Plasma Weapons. Laser weapons are self charging and do not require ammunition. Plasma weapons require ammunition. Reloading a plasma weapon will discard rounds which are already loaded, so time your reloads accordingly.



# Pick-Ups

Pick-ups are an essential part of survival. You have to explore the ship for ammunition, weapons, medi-kits and shields. Medi-kits and shields are essential if you don't want to die. Having a shield will offer substantial protection while the energy shield is still active.



Weapons are placed in the same locations so know where they are when you need them! Exploration is key to survival. All pickups will respawn over time.

# Enemies

There are 16 types of enemies you will encounter in Ghostship Aftermath. As you will find out on board the EDF Goliath, the enemies you face will be random, you will never know what and when to expect it. True Fear of the unknown will haunt you every step of the way! Be prepared and be vigilant, your life is in your hands!



We are not going to tell you much about the enemies in this manual, that would spoil the fun. Just remember that some enemies are slow, some are fast and one you can not kill!

# Objectives

During your time on board the ghostship you will have various objectives to complete. All your objectives will be important if you plan on surviving. Objectives will vary and are storyline dependant for the branch you are on. You may get random events and objectives along the way so pay careful attention to who is giving you that objective or task. Your current objective can be viewed any time by pressing the objective button.



# HASSLE FREE - DLE

Ghostship Aftermath has an emphasis on survival and does not offer the player the opportunity to freely explore the EDF Goliath with the pressures of enemies and objectives. Hassle Free offers the player to look around the huge ship with no enemies, no objectives or random events. This DLE is best suited for VR but both versions are also a useful for the player to learn the layout of the ship.



Ghostship Aftermath - Hassle Free has a similar menu and setup to the original game. Your game will auto-save so you are able to resume your journey at a later date. You're light will fully recharge every time you change deck but you are still required to top up your oxygen. Death in Hassle Free will occur if you run out of oxygen or commit suicide such as jumping down one the cooling towers.

# Troubled shooting? FAQ

As the name of this section suggests, some of you may experience some problems! If you do, be sure to check out this section first before reporting any bugs on the Bug reports.

## Q: Can I Pause my game?

The short answer is no. This is a survival game and requires your undivided attention! We want you to be immersed in the game and pay attention to the challenge you are undertaking! If you were really on that ship, would you shout to anything after your blood

"hang on I got text! My sister's hamster just got eaten by the next door neighbour!"

No! Your priority is survival when you are on the ghostship! If something urgent crops up and you feel a need for that pause button you all think will help buy you some time! Think Again! Just quit your game, and resume your game when it will have your undivided attention!



**Q: I am getting frame rate issues!**

Everyone who plays this game uses a computer which are made up from very different parts. Some people (at the time of publishing) are still on windows XP! So the software and operating systems we use will vary from new to almost a decade and a half! If you have any issues with Frame rates then please let us know on the bug reports for this subject with as much info about your set-up as possible. One thing we do highly recommend is that you make sure GPU rendering for **PHYS-X** is disabled and set for software rendering. This is due to most engines including MDK we are using having problems with the hardware.

**Q: Combat Sucks! I just keep dying!**

Combat does suck! Its life or Death! That is the cold hard fact of real combat! The same ideals is applied to this game! Better weapons make your chances of survival increase! This game unlike most uses your actual skill practicing and using the weapon to have a real bearing on your skill. Dont forget to check out the tips in game!

**Q: I keep floating, its hard to control!**

The only time you may float and have a difficult time controlling your character is in Zero-G. In a real zero G environment, would you expect to sprint down a corridor? Zero-G is something most of us will never experience in real life, but the known fact about zero-G is that its damn hard to do what we are used to! So bear with it, and do not forget, your magnetic boots will keep you on the floor! When you lose contact with the ground that is when the fun starts!

**Q: Im lost! I dont know where to go!**

Its a big ship, and being anywhere new for the first time will take some getting used to! There are maps of the ships deck plan and single deck maps located all around the ship. Take some time to study your map, and be sure to check objectives to know where you need to be heading.

**Q: Are there any DLE's planned?**

Yes we have 3 DLE's planned for Ghostship Aftermath, please visit our forums to find out more about them and when they will be available.