



DEEP ECLIPSE



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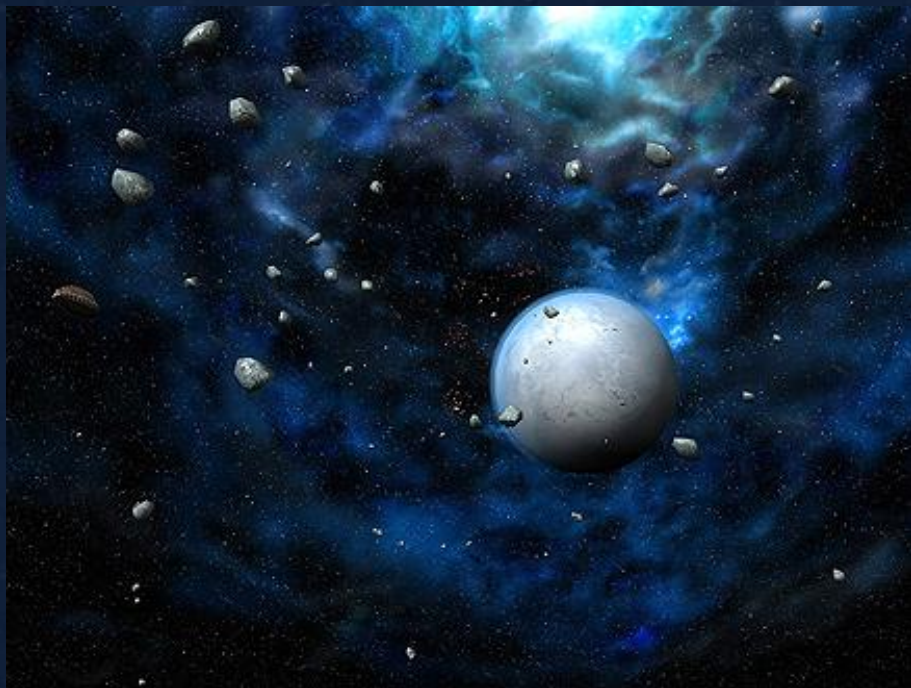
You pilot of space fighter, accidentally fallen into a parallel universe populated by hostile alien creatures, which are not happy to you. To get out of this hell, do your best, breaking through hordes of enemies.

Be prepared to be part of this world, if you want to survive. Develop and upgrade your space fighter with a wide role-play features.

Destroy to survive, survive to return home.



- **Advanced 3D graphic and effects**
- **Stunning and furious gameplay**
- **Mad and inscrutable parallel universe locations**
- **A huge number of monsters and deadly bosses**
- **Role-based character development**
- **2 trees of development: technological and organic**
- **Unique abilities for each of the development trees**
- **52 upgradable weapons**
- **30 perks**
- **achievement system**



System Requirements

- **Windows XP/Vista/7**
- **CPU 1,2 GHz**
- **256 MB RAM**
- **Videocard with 128 MB memory, compatible with DirectX 9.0**
- **DirectX 9.0 compatible soundcard**
- **DirectX 9.0**
- **500 MB free disc space**

Installation and Uninstallation of the Game

Installation of "Deep Eclipse"

Click twice on "My computer". Find the file "Setup.exe" in the "Deep Eclipse" distribution kit folder and click it twice to start installation process.

In the appeared menu choose "Install" and follow the instructions of the installation program.

Uninstallation of "Deep Eclipse"

Click on "Uninstall the game" in the section of the game in the menu of the button "Start" to uninstall the game. Then follow the instructions of the uninstall program.

GAME INTERFACE

Click twice on the icon of the game on the desktop or click once on the icon of the game in the relevant section of the menu “Start” to start the game.

Main Menu



If you wait a few seconds without pressing any buttons and moving mouse, you will see a short introduction.

Profile

Here you can create a new profile, delete or choose from the already existing. You can create as many profiles as you like. The game saves according to the profile in use, it is saved automatically when the level is complete.

Play Game

Here you can choose between “Campaign” or “Survival” game modes. For “Campaign” mode you can choose New or Previous session. In case of New “Campaign” you also can choose difficulty level – Normal (suitable for most players), Hard (more monsters, monsters are stronger, more scores and crystals, more fun – only for hardcore players).

In “Campaign” mode you must clear each of 50 levels one by one. At the end of each tenth level, you will meet with the area boss, so be prepared for them.

In “Survival” mode you must stay alive as long as you can. This mode has increased drop rates for crystals and bonuses (trophy weapons here is unavailable). Try to complete at least the first Tier for this mode and you gain an achievement.

Options

In this item, you can choose graphic and sound options, which fit the best to the configuration of your computer. Here you also can change the game and controls options. This menu is available even during the playing process.



Here you can change the screen resolution which are best for your monitor. Change graphic quality by choosing one of the configuration presets. If you don't want to see the grid on playing field you can turn it off.

Also you can change the volume level for music and sound effects and music playing order mode.

In "Advanced Settings" window you can adjust any of graphic effects and modes by yourself. In that case your changes will be saved as "Custom" preset. Each option box has their own mouse hint.



Control in "Deep Eclipse" is carried out by keyboard together with mouse.

All control keys may be adjusted, both in main menu and during the playing process.



Hiscores

Here you can see "Top Ten" profiles list for both "Campaign" and "Survival" modes. Also here is "Achievements" window with list of all 25 earned or not game achievements. Each achievement icon has their own mouse hint with description.

Credits

List of the developers of this game.

Quit

Exit to Windows.

In-game Interface

During the game this interface helps you to follow information, which clarifies the game process.



1. Your score.
2. Level number and current progress in this level.
3. Number of crystals.
4. Opened modernization screen.
5. Number of available lives.
6. Radar.
7. Scales of Health, Energy and Overheat.
8. Hot keys panel for selected weapons and abilities.
9. Mouse hint which describe a weapon characteristics.

Modernization Screen



1. Exit from Modernization screen.
2. Stats panel. Here you can upgrade main parameters of your spaceship. Each parameter can be upgraded by 3 times.
3. Abilities trees of Technological or Organic ways. Each ability can be upgraded by 3 times. To open and use next ability it is necessary to open the previous.
4. List of perks which you earned.
5. Weapons panel with Standard weapons tree and list of trophy weapons which you received. Standard weapons can be upgraded by 3 times, Trophy weapons only once. To open and use next Standard weapon it is necessary to open the previous. To open any of Trophy weapons enough just open them.
6. Melt button is melts selected trophy weapon to 1000 crystals. Push the button and click on the icon of Trophy weapon which you want to be melted.
7. +1 Life button adds an extra life, maximum 9.



PLAYER ABILITIES

Stats

Spaceship of the player has 9 upgradable main parameters, their upgrade is very important to successful progress in the game.

Stats		
Health \$	Attack \$	Speed \$
Energy \$	Defence \$	Flex \$
Restor \$	Interval \$	Cool \$

Health - amount of damage you can get without dying.

Energy - amount of energy which used by trophy weapons and abilities.

Restor - restoration rate of the energy which used by trophy weapons and abilities.

Attack - increase damage of all weapons and abilities.

Defence - reduce damage taken.

Interval - reduce cooldown time for weapons and abilities.

Speed - increase speed of the spaceship.

Flex - increase maneuverability of the spaceship.

Cool - increase cooling rate of the standard weapons.

In the beginning of the game first of all recommended to upgrade "Cool" parameter.

Perks

Perks is the unique improvements for you spaceship, choose them wisely. Not all of them will be available at once.

You will get a new perk then you earn 10000, 50000, 100000, 150000, 200000, 300000 score points and so on.

Ultra Vision - over every game object (except the spaceship) appears the bar showing the current level of health.

Engineer - all prices reduced by 10%.

Crystal Soul - player gets to 10% more crystals.

Grim Soul - all main parameters is increased by 20% from the default, and player gets to 10% more crystals, but always have only one life.

Wet - spaceship becomes wet and slippery, 5% of all damage will be absorbed.

Thorium Armor - Defence parameter is increased by 5% from the default.

Insurance - 5 times then the player lost a live he will receive insurance of 5000 crystals.

Last Chance - damage when the spaceship will be destroyed, once in every life, will be completely absorbed.

Hot - all monsters which inflicting damage to a spaceship in physical contact, receive 20% of damage caused by them.

Money - instantly get 15000 crystals.

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Gifted - all main parameters is increased by 2% from the default.

Discount - cost of the next purchase, after taking this perk will be reduced by 100%.

Revenge - after death of the spaceship, all monsters and asteroids on the screen except bosses get damage 200.

Hypnotist - monster in the gun sight will stops.

Asteroid Master - at every level the spaceship has immunity from several collisions with asteroids.

Bad Feeling - from time to time accidents happen with monsters.

Omen - each new level, all basic parameters of the spaceship except Health and Defence are increased by 1% from the default, and the parameters of Health and Defence decreased by 1% from the default.

Black Steam - color of the spaceship exhaust turn to black, and now the enemies approaching to spaceship from behind will take a damage.

Summon - summon unseen ally who occasionally shots some monsters.

Plague - all monsters health reduced by 10%, the player also starts each new level with the loss of 10% of health.

Game Over - player returns to the 10 levels back.

Will Health - Health parameter is increased by 3% from the default.

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Will Energy - Energy parameter is increased by 3% from the default.

Will Attack - Attack parameter is increased by 3% from the default.

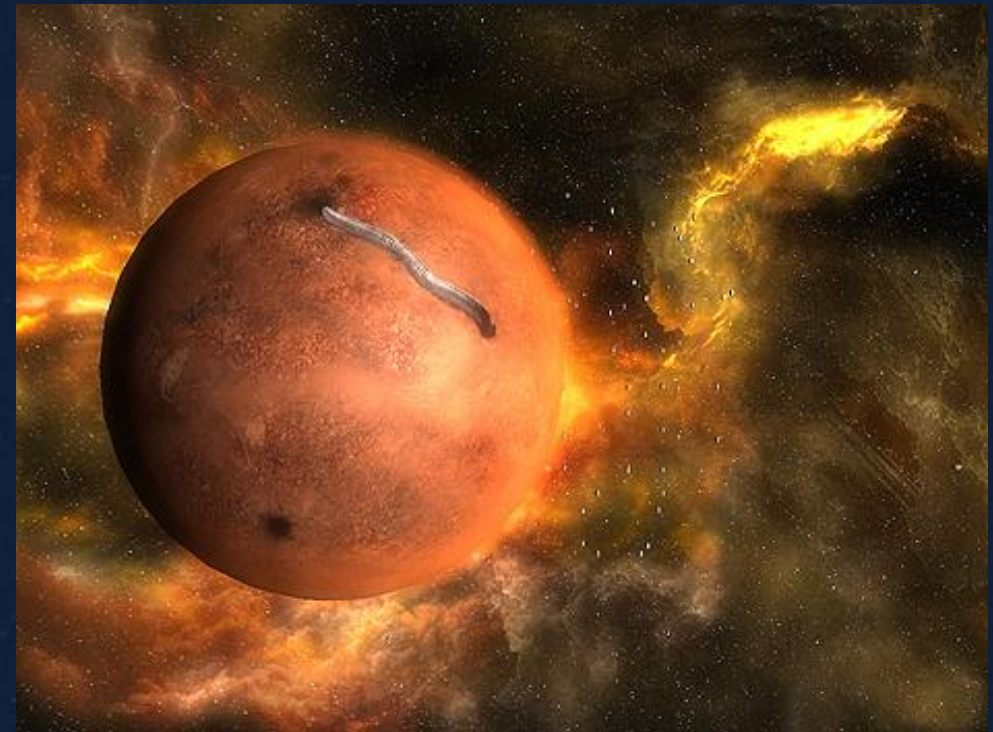
Will Defence - Defence parameter is increased by 3% from the default.

Will Restor - Restor parameter is increased by 3% from the default.

Will Rapid - Speed parameter is increased by 3% from the default.

Will Flex - Flex parameter is increased by 3% from the default.

Will Cool - Cool parameter is increased by 3% from the default.



Abilities

Depending on the way of development (technological or organic) chosen by you, the following abilities will be available to you.

Technological abilities:

Magnetic shield - a wide energy shield in front of the spaceship completely absorbs all projectiles of the enemies for the short period of time.



Repair - energy points converting into health points.



Mines - deals damage to all objects in radius around itself.



Rockets - spaceship launch homing rockets that have pursue a near monsters and deals damage in radius around the explosion.



Through hit - all spaceship weapon projectiles will pass through the monsters and other objects for the short period of time.



Rage - main parameter Attack will increase while the Defence parameter will reduce, for short period of time.

Organic abilities:

Magnetic shield - magnetic protection around of the spaceship absorbs some percent of damage for short period of time.



Vampire - health energy of the spaceship is restoring by the inflicted damage on monsters, for the short period of time.



Acceleration - main parameters Speed and Flex increase and cooldown time for weapons and abilities, for short period of time.



Poisonous exhaust - from the nozzle of the spaceship escapes a thin long green tail, monsters who got into this tail receive damage and slows down.



Fear - monsters running away from the spaceship.



Black hole - the spaceship shoots a small projectile which in place of collision with any object forming a mini black hole which suck all monsters caught in the zone of attraction.

Standard & Trophy Weapons

Standard weapons are similar for both trees of development, however the Trophy weapons which player will find on levels, different for each of development ways.

All weapons in the game divided by levels of rareness. More rare weapon accordingly more powerful.

Green title - simple weapons.

Blue title - rare weapons.

Purple title - epic weapons.

Orange title - unique weapons (only Trophy).

Standard weapons uses Overheat points, but don't uses Energy points, while the Trophy weapons uses Energy points, but don't uses Overheat points. It is a very important thing which should be understood.

Standard weapons:



Laser gun - shoots a thin laser rays.



Magnetic gun - shoots together a small magnetic spheres.



Nuclear gun - shoots a large-caliber bullets enriched by uranium.



Plasma gun - shoots a small clusters of hot plasma.



Ionic gun - shoots a spheres of charged ions.



Gravity gun - shoots by the wave of gravitational disturbance which pass through all objects.

Huge list of Trophy weapons will remain a secret as long as you will find them yourself.

TECHNICAL SUPPORT

Before contacting our technical support, please prepare a detailed specification of your computer and exact description of the problem.

It will help us to provide you with support in a fast, efficient way.

Information Required:

Computer model (CPU, RAM, Video/Sound card, DirectX version, Windows version)

In order to get this information, please go to "Run" in your Windows Start menu and type "dxdiag" in the command line, then press the enter key. The DirectX diagnostics program will start.

This will show all the relevant driver files installed on your system. In order to receive a text file of this information, click the button "Save All Information".

You can then save a text file with all the information we require on your hard drive. You will then be able to send this information to us via e-mail.

Contacts:

via e-mail at: info@immanitas.com

Please use the email address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:

www.immanitas.com

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.**
- Preferably play the game on a small screen.**
- Avoid playing if you are tired or have not had much sleep.**
- Make sure that the room in which you are playing is well lit.**
- Rest for at least 10 to 15 minutes per hour while playing a video game.**

Notes