CERES

TACTICAL SPACE COMBAT

GAME MANUAL

EPILEPSY WARNING

Please read this caution before you or your child play a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:
· Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
· Play video games on a small screen (preferably).
· Avoid playing if you are tired.
· Make sure that the room in which you are playing is well lit.
· Rest for a period of 10 to 15 minutes for every hour you play a videogame.

GENERAL TROUBLESHOOTING

If you're experiencing any problems with the game (distorted graphics, cut-off sound, game crashing on start-up etc.) make sure your video drivers and DirectX are up-to-date.
· Download your video drivers only from official manufacturer website or another trusted website.
· Download the latest DirectX version from official Microsoft website.

If the above steps did not help, you can always contact our customer service either through the contact form on our official game website or by directly sending an E-mail to support@iceberg-games.com. We'll answer every E-mail as soon as possible.
When contacting us by E-mail, please include the following:
· A short description of the problem
· Game log generated on game crash
· DxDiag report file

CONTENT

GAME CONTROLS AND INPUT

Object and ship controls

- Left mouse button to select ships.
  This only works if the selected ship is under player control.
- Ctrl left mouse to select additional ships.
- Double right button to focus on objects.
  Works on almost all objects.
- Middle mouse button to open menus on object, if available.
  This will open option menus on ships, stations, derelict or wrecked ships.
  Allows for attacking friendlies, target modules, mine asteroids or open trade options.
- Right mouse button issue quick order on object.
  Quickly mine asteroids, attack ships or scan objects.
- Right click on a player owned ship will open menu option

With selected ship(s).

- Double left click into any direction.
  This will give directional move order to all selected ships.
- Keyboard M or move button.
  This will activate tactical move, a move plane will appear.
  This allow the player to issue move to destination order.
  While tactical move is activated, the player can hold down ctrl to move the move plane up and down.
  Select your destination and press the left mouse button.
- Keyboard S.
  Orders all selected ships to stop.
- Keyboard L.
  This will activate a look order. a move plane will appear.
  Select where the selected ship(s) should face and left click.
  You can also use Ctrl to move the plane up and down.
- Keyboard A.
  Starts attack order. Pointer changes to attack pointer.
  Next select the target and press the left mouse button.
- Left click on a enemy to order attack on that enemy.
- Middle mouse button on enemy will open up attack options.
  Selecting target modules will allow selective module targeting.

Camera Control
- Hold Down left mouse button to rotate camera
- Zoom in and out with mouse scroll button
- Mouse to screen edges to move camera about or use keypad.
- Page up and down to move camera up and down.

SOLAR MAP
The solar map displays the locations you can travel to. Simply click on the place you want to travel to and press the *Set course to* to initiate travel. Once you've arrived at your destination you will be prompted to enter. You can always change course enroute.

INTERFACE
As seen in the image below there is quite a lot going on.

The red numbers indicate damage being inflicted on a ship.

COMBAT

Combat can be quite hectic. The player can only command 6 ships at a time and must monitor his ships positions, direction ,armor, structure and ammo levels.

Energy is vital in combat if the player ships uses energy based weapons, otherwise he must make sure his ships have enough ammo to go around. Your ships will take damage so you need to keep an eye on armor and structure levels. Repairing damage after combat is vital.

The combat is fast paced, hectic and often quite confusing. Luckily you can pause the game at any time during combat by pressing the space bar. You can issue order while the game is paused. This often gives you the chance to take a good look at the battlefield and order your ships to engage in a more effective manner.

The ships have 6 armor sides and structure points. Top, bottom, left, right, forward back armor. Armor is vital to any ship. Any damage to your structure will have a chance to damage your modules and causing critical damage. Any damage through a armor with 50% points will have a chance to cause damage.

You can rotate your ship along your forward axis, this can help you bring some turret to bear on a target or rotate a weakened armor side away from the line of damage.

Each ship has its own behavioral stance. Aggressive , neutral and defensive.

Aggressive orders your weapons to fire on all available targets, neutral waits for your orders and defensive orders half your laser turrets to act as point defense systems.

By left clicking on a hostile ship (With a selected ship) you can open up an attack options menu.

![Attack icon] Attack. All turrets try to attack the target

![Attack and track icon] Attack and track target. Ship will follow the target.

![Do not attack icon] Do not attack this target. (This is to prevent turrets from targeting this target)

![Follow icon] Follow. Orders the selected ship(s) to follow the target without targeting it.

![Target modules icon] Target modules. Target the ships modules to disable them.

![Hack target icon] Hack target. Hack your way into the target to cause damage or control.

![Open drone menu icon] Open drone menu. Lauch your drones against the target

![Look at target icon] Look At target. Focus the camera on the target.
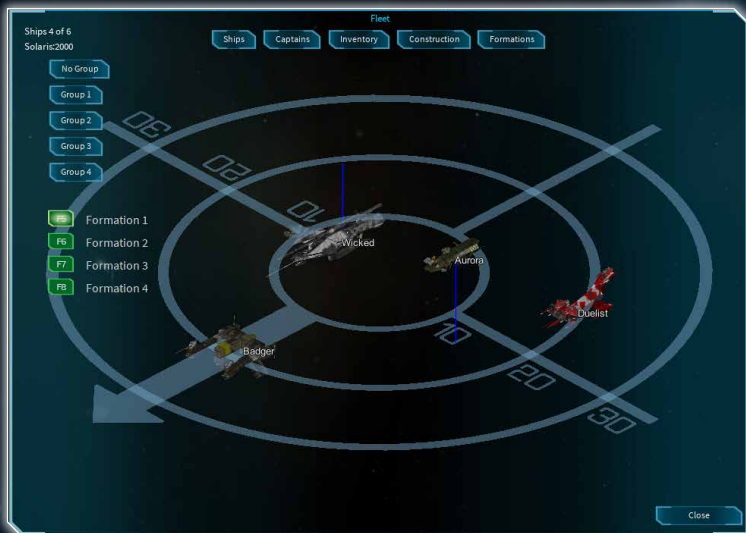
![Repair target icon] Repair target. Send out your drones to repair the target.

FLEET VIEW

Through fleet view you have access to Formations, ships, captains Inventory and construction.

Formations & Groups

Ships 4 of 6
Solaris:2000

Ships Captains Inventory Construction Formations

No Group
Group 1
Group 2
Group 3
Group 4

F5 Formation 1
F6 Formation 2
F7 Formation 3
F8 Formation 4

Wicked
Aurora
Duelist
Badger

Close

A squad can move together in a formation. Use the formation window under fleet to create a formation for your ships. Simply drag your ships around to create the formation.

Hold down ship to drag it up and down.

You can create a group by selecting a group of ships and hold down Ctrl and pressing F1-F5. Quick select the group by pressing F1-F5 or clicking on a formation button. You can delete a group by hovering the mouse over the formation button and pressing delete.

Ships

Here you see your squad. The captains, its ship, cargo status and the ships you have in reserve. Ships in reserve are only available to you near a station. Simply drag and drop the ships to add or remove from reserves.

Clicking on a ship will provide you with more detailed data about the ship and its modules.

Fleet Inventory

Here are all your fleets modules, ammo reserves and other items. Simply click on a item to get a more detailed view.

Here you can hold unlimited number of items.

Construction

If your ships have a factory installed then your ships can manufacture various items such as missiles, bullets and special modules. You can discover special modules in tech caches or receive them as award. You can manufacture these special modules with factories. Construction requires material and time. The more complex the item the more materials is needed and more time.

Constructing a module moves it straight to your inventory, while constructing ammo or drones will move them to your ship directly.

SHIP REPAIRS

Repair can be done by internal repair systems or by drones. You can order your drones to repair your ship or any other ship within range.

Your armor, structure and modules can be damaged during combat or collision.

Only one module can be repaired at a time, but you can repair multiple armor sides and structure at the same time.

Repairing a ship costs minerals.

There are 4 repair options in the game. Ship interface menu, drone repair, fleet repair and station repair.

Ship interface menu repair is done through your ships user interface.

To repair armor and structure, click on the green armor / structure icon to start / stop repairs.

Click on a wrench to start repairs to repair a module.

Drone repairs is done by left clicking on a ship (right clicking if it is yours) and selecting the repair icon .

Fleet repairs are done through your ships fleet menu. Here you can only repair modules.

Energy Level ▬▬▬▬▬▬▬ 100%

Turn off

Roberts Mk1
Type: Missile
Location: Exterior
Size: Large
Energy cost: 5
Power up time: 4
Structure : 55/100
Armor : 10/25

Repair

Reload time : 6.349
Dmg Low/High : 15/25
Missiles : 3
Base Rotate speed : .000
Cannon Rotate speed : 5.000
Range : 3000

TRADE

Station Solaris 50000 59:3   Municipium Dardanorum   Solaris 2000

| Station Commander | Goods Market | Mission market | Ship market | Crew / Captains | Refit ship |

| Merchandise | Drones & Ammo | Module market |

Badger
Cargo Space: 166
Trade amount: 1

Solaris	Name		In Stock
3	Sell	Minerals	34
11	Sell	Rare metals	15
27	Sell	Food	15
13	Sell	Robotics	6
14	Sell	Luxuries	3
0	Sell	Narcotics	8
18	Sell	Computer parts	1
32	Sell	fusion fuel	3

Trade amount: 1

In Stock	Name		Solaris
235	Water	Buy	20
166	Minerals	Buy	4
144	Rare metals	Buy	14
149	Radioactives	Buy	18
238	Food	Buy	36
292	Robotics	Buy	15
225	Luxuries	Buy	14
63	Computer parts	Buy	22
265	fusion fuel	Buy	35
202	Biotech	Buy	27

Badger
Destroyer
Deverte

Carcass
Destroyer
Reckless

Duelist
Frigate
Skorpio

Aurora
Frigate
Odysseus

Close

When you are near a trading station you will sometimes be given the option to trade with the station. You can sell or buy mercantile, modules and ships. Your trade skill affects the prize as will the the station desire after given mercantile. When buying ships you are given control instantly if you have room in your squad, if not your ship is moved to your fleet reserves.

When buying mercantile, you must select a ship before buying.

Bought mercantile is moved to your ship, but bought ammo and drones are moved to your fleet inventory. See the refit menu to add ammo and drones to your ship.

Damaged modules and ships are sold at a lower price and all modules are calculated into the selling prize.

REFIT

Municipium Dardanorum   Solaris 3407

Station Commander | Goods Market | Mission market | Ship market | Crew / Captains | Refit ship

Structure / Armor | A.I. / Bridge | Power | Propulsion | Externals | Internals | Drones

Offensive | Defensive

Repair all 0

(M)HT2 - Rapid

(M)Morgan H2 Raid

(M)HT2 - Rapid

(M)Morgan H2 Raid

(M)Sebald Auto Mk1

William C1087
Size:Small   Solaris:1133
Range: 1600   Energy: 1
DPS 3 - 6   Type: Cannon

Frissen cannon Mk1
Size:Small   Solaris:2793
Range: 1600   Energy: 5
DPS 9 - 9   Type: Cannon

William C1087
Size:Small   Solaris:1133
Range: 1600   Energy: 1
DPS 3 - 6   Type: Cannon

Sebald Auto Mk1
Size:Small   Solaris:3307
Range: 1600   Energy: 5
DPS 8 - 13   Type: Cannon

Sebald Auto Mk1
Type: Cannon - Fixed
Location: Exterior
Size: Small
Energy: 5
Power up time: 5
Structure: 50/50
Armor: 5/5
Reload time : 3.174603
Burst: 5
Dmg Low/High : 5/15

Switch all skins
< >
Ship skin
< >

Badger
Destroyer Type :Deverte
Mass: 1000 tons
Energy Production: 37 (-16)
Capacitors: 1000/1000
Engine Power: 4499
Top Speed: 881.8
Radar range:2400

William C1087
Type: Cannon - Turret
Location: Exterior
Size: Small
Structure: 50/50
Armor: 5/5
Energy: 1
Power up time: 5
Reload time : 2
Dmg Low/High : 3/6
Rotate speed : 30

< > Close

When you are near a station you can refit your ships.

You can use the refit menu to list various aspects of your ships, Structure and armor, A.I. / Bridge, weapons, internal modules etc. Each button will show you the modules under that category.

You can install modules, weapons and ship A.I.'s by simply dragging the module from your fleet inventory to the appropriate slot. Each slot has its size category and only modules of same size or lower can be installed there. You can also repair your modules for a prize through the refit window.

When you are fitting your ships with modules you must make sure that your ship is producing enough energy to supply all your modules with power. If your ship has insufficient power it will be constantly powering down.

You can also fill up your ships cargo space with drones and ammo.

- Each drones takes one cargo space.
- 100 cannonballs take 1 space.
- 15 missiles take 1 space.
- 5 torpedoes take 1 space.
- 1 nuke takes 1 space.

You can select a new texture for your ship and modules. Choose from a variety of colors.

Make your ship your own. Fitting modules to your ship takes practice. It may be a bit hard to find a correct balance between the needs of your modules and your own.

SHIPS

Ships come in a variety of size and function. Most gave been adapted to combat though. You can command corvettes, frigates, cruisers, battlecruisers and battleships.

Each ship has a fixed number of internal and external module placements. Each placement has a size restriction to fit your modules into. Some placements are only for turrets while others are for fixed fire weapons, such as powerful lasers or torpedoes. Each ship has different turn rate and thrust rate modification. Armor modules are also affected by your ship. Some have thinner armor underneath while others have stronger armor in the front. Each ship has a basic radar system. Any additional radar modules added to the ship will extend its radar range.

Structure is your ships hit point. Usually, the bigger the ship, the more structure it has.

You can buy ships at stations, get them as rewards, salvage them in space or capture them with boarding drones.

When a ship is destroyed your captains have a chance to eject from their ships along with their A.I.'s in escape pods. These escape pods can be recovered.

CAPTAINS

A ship needs a captain to function properly.

A captain gains levels through combat and finishing missions. With each level your captains gain 10 skill points to increase their skills. Every other level your captains will gain a perk. You can modify your primary player captain. Choose a new image, background or change the voice.

You can acquire captains by hiring them at stations. Captains usually don't come with a ship, but those who do are bound to their hired location. Captains with ships can be hired more cheaply, but they will not leave the area with you. You can however buy their ship and pay them full hire price to get them to leave with you.

SKILLS

A captain has number of skills.

- Leadership – Affects crew performance
- Hacking – Affects hacking offense and defense
- Power Management – Affects your energy production modules.
- Sensors – Extends your radar system.
- Beam weapons – More damage with energy weapons.
- Kinetic weapons – Faster rate of fire with cannons.
- Guided weapons – Faster rate of fire with guided weapons.
- Cargo Organizer – Better uses of space in your cargo bays.
- Propulsion engineer – More thrust. More turning rate.
- Structural Engineer – Stronger armor and internal structure.
- Trader- Better prizes at stations.

A skill goes from 0 to eternity. At level 50 the skill effect is 100% beneath 50 it is having a negative effect on its systems.

It costs 1 skill point to raise a skill between 0 and 50. Between 50 and 100 it costs 2 skill points. Between 100 and 150 it costs 3 points. Above 150 it costs 4 points.

A.I. Elagabalus

electronic sentient A.I

These A.I.s first came into the daylight around 2050, but are believed to have existed around 2025 in military compounds. Their function and purpose are often focused upon one task, but others, more advanced are multitask capable. A.I.s come in various forms, organic hybrids, willing or

Crew: Novice

SKILLS MODIFIER

Power Management	+5
Sensors	+5
Beam Weapons	+5
Kinetic Weapon	+5
Guided Weapon	+5
Other Weapon	+5
Cargo Organizer	+5
Propulsion Engineer	+5
Structural Engineer	+0
Cyber attack	10
Cyber defence	10

(0.9)

Crew: 9 of 12
Skeleton crew: 8
Injured: 2
Killed: 1

Close

SHIP A.I. AND CREW.
Every ship has an on-board A.I. An A.I has skills like the captain but does not gain levels or have perks. It's skills affect your ships performance. You can buy A.I.'s at stations.

Your ships also have crew that can be injured or killed during combat. Ships have a minimum skeleton crew requirements. If your crew number drops below the requirement it will affect your ships performance. Crews come in 4 levels: Novice, Competent, Proficient and Expert. You can only increase your crew's level at station. In addition you can treat injured crew at station and hire new ones for a price.

MODULES
There are over 100 modules in the game. They come in a variety of sizes and types. Cannon, laser, plasma missile turrets, torpedo fixed fire placements, radar, energy, cargo, factories, drone etc.

Each type affects your ship differently. Energy provides power to your ship, while weapons drain energy, Some modules are constantly draining energy while other drain only when in use, or both.

A module can only be placed into a slot it can fit in. Modules can take damage during combat. Damage affects the modules performance. Turrets will fire slower or do less damage, engines loose thrust, power plant generate less power, etc.

A module that falls down to zero in structure is not able to function for 4 minutes. Afterward it will have one structure point and perform rather poorly.

WEAPONS

The rules of warfare in space are simple. Kill or be killed.
To do that the player can choose from multiple weapons to fit onto his ships.
Lasers, cannons, Plasma weapons, torpedo launchers and missile launchers.
Some weapons are turrets while others are fixed fire weapons.
Turrets track their targets dutifully while fixed fire weapons need to be facing the target, withing 5% angle.
Fixed fire weapons do more damage than the turrets of same size and type.
Every weapons drains some power from your ships. Laser weapons drain power each time they fire, while cannons and missiles don't, they use up your ammo.

Each weapon has a different damage, turning rate, structure etc. Its up to the player to fit his ships with the best weapons for each captain and ship.

DRONES

You need drone bay to launch drones from your ships. The number of drones you can launch depends on your drone bays. Bigger and more advanced drone bays allow multiple drones to be used at a given time.

You store drones in your cargo bay, each drone takes up one space. Drones are bought at stations, constructed with factories or gathered as loot after combat.

Laser and plasma drones use energy to attack while cannon and missile drones use ammo. Drones that use ammo need to return to their mother ship to reload.

You launch your drones either through the quick attack menu or through your drone window in your ship UI.

Using the Ship UI will launch drones from this ship only. Using the quick attack menu drone launch will launch drones from all selected ships.

You can also select your drones and give them orders directly.

There are 8 types of drones.

- **Utility drone** – Multi-use, repairs ships, gathers loot and sometimes interact with various objects.
- **Cannon drone** – Combat, orbits the enemy and fires bullets at the enemy, needs to reload.
- **Missile drone** – Combat, orbits the enemy and fires missiles at the enemy, needs to reload.
- **Laser drone** – Combat, orbits the enemy and attacks the enemy with laser. Needs to cool down between shots.
- **Recon drone** – Radar, extended radar range drone.
- **Plasma drone** - Combat, orbits the enemy and bathes the enemy in plasma. Needs to cool down between shots.
- **Boarding drone** – Ship boarding, this drone attaches itself to a target ship and attempt to take it over. Multiple drones are often needed to capture a ship, especially a big ship. Damaged ships may be easier to capture due to crew casualties.

SHIP SYSTEMS

Systems are affected by skills Captain skill, ship A.I. skill and crew bonus. The overall bonus from skills, ship A.I and crew can be negative. Lack of skill or crew has negative effect on your ship. Your A.I. always adds bonus.

Ship Weapons

Ship weapons are external. They are either fixed or turret. Fixed weapons fire straight forward usually but turrets can rotate. All weapons drain some energy and some drain excessive energy when in use.

Radar

Radar is affected by the Sensor skill. Radar range will never fall below its ships base radar range, unless you are in a area with dense clouds. Adding radar modules can increase your ships range, If you have high enough Sensor skill.

You can toggle your radar to Active, this will double its range, but also notify all ships within range of your position.

Propulsion

Propulsion is affected by propulsion engineer skill.

Propulsion can never go below 50% of listed engine power. This is to prevent your ships from inoperable because of your lack of skills. A fast nimble ship has greater chance to survive a battle. Avoiding missiles, bullets and torpedoes can only be done with maneuvering.

Energy

Power Management skill affects your ships energy production.

Energy production can never go below 50% of listed engine power.

Energy is vital. A ship that has lower power will have problem operating. You can manage your energy levels though. Put less into weapons or more into engines. Its your choice. But beware, Modules can be damaged if you put too much drain on them.

Cargo

Depending on your play style, you might need a big cargo. Weapons that rely on ammunition need to have access to ready stores. Fast firing weapons will drain you ammo reserves fast so a big cargo can be a life saver.

Captains skill on cargo can severely affect it. Bringing total cargo space to almost zero if the captains skill is low.

Structure and Armor

Your ships structure is determined by your ships base structure, your captains skill and perks and your A.I and crew. Structure is vital. If it reaches zero your ship will be destroyed.

You can install armor onto your ships. A strong armor can keep your ship going under heavy damage.

Some armor has resistances to certain damage types. Kinetic, Thermal, explosive and corrosive.

You can repair your ships structure with repair systems, drones and at stations.

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