

PLANET NINE GAME TUTORIAL

DEFAULT GAME CONTROLS:

Move mech

Keyboard and mouse control

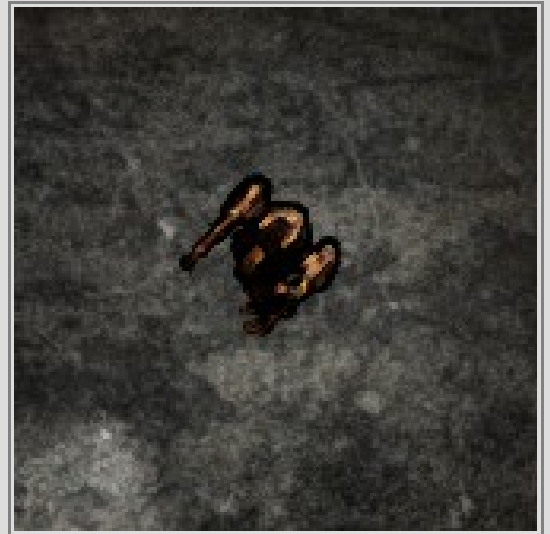
| | |
|-------|-------|
| Up | W |
| Down | S |
| Left | A |
| Right | D |
| Run | Shift |

Aiming

Use mouse for aiming.

Fire weapons

| | |
|--------|-------------------------|
| Fire 1 | Mouse 0 |
| Fire 2 | Mouse 1 |
| Fire 3 | Mouse 2 (Scroll button) |



I for opening and closing Inventory.

F5 for quick save.

F9 for quick load.

Escape opens up game menu and closes various menus.

At the bottom of the screen area are 7 buttons. You use the scroll button to navigate them and **E** to activate them.



The 7 buttons in order are; Shield boost, energy boost, repair boost, launch flare, toggle sensor, toggle shield and deploy drone.

Keys 1 through 7 work as a shortcut for the 7 buttons.

Pressing key 1 for example will immediately use the shield button.

Repair, energy and shield boosters are stored in the inventory and are stackable.

The shield, radar are turned on and off by pressing **E**.

Flare and drone is dropped where the cursor is pointing and **E** is pressed.

LEVEL AND PERKS.

Levels

The player gains experience points (xp) from combat. When the player has acquired enough xp he will gain a level along with perk points. He gains 1 perk point for gaining the level and an additional perk point every 2 levels. These points can be used to increase perks.

Perk level 0-3 cost 1 point to acquire. Perk level 3-6 cost 2 points and perk levels 7 and 8 cost 3 points each.

Perks

Armor

Armor increases by 5% per level

Level 3: Automatically repairs damage 1 every 5 seconds.

Level 5: Automatically repairs damage 1 every 2 seconds.

Level 8: Automatically repairs damage 2 every 1 seconds.

Pilot

Speed and turret rotation increases by 5% per level.

Level 3: reduced energy cost while running.

Level 5: Mech causes more damage when running over small hostiles.

Level 8: Running does not cost energy.

Shield

Max shield is increased by 10% per level.

Level 3: reduced energy cost while in use.

Level 5: Shield reduces all damage by 1.

Level 8: Shield reduces all damage by 3.

Scanner

Scanner range is increased by 5% per level.

Detection chance is increased by 3% per level.

Level 3: reduced energy cost while in use.

Level 5: Increased energy cost interval

Level 8: All weapons increase damage by 10%

Fortune

Each level increases money drop by 7%

Level 1, 5 and 8 You find more scraps.

Level 5: One more scrap when scrapping.

Level 8: Upgrades cost one less.

Cannon

Each level increases the damage done by 10%

Level 3: Increases the impact radius

Level 5: Increases the rate of fire by 10%

Level 8: Increases the impact radius

Energy

Each level increases the damage done by 10%

Level 3: Increases damage when the weapon is running hot.

Level 5: Reduces the heating by 10%

Level 8: Increases the impact radius

Missile

Each level increases the damage done by 10%

Level 3: Increases the impact radius by 10%

Level 5: Increases rate of fire by 10%

Level 8: Increases the impact radius by 25%

Drone

Each level increases the efficiency of the drone by 10%

Level 3: 2 drones.

Level 5: Drone spawn cost 10% less.

Level 8: 3 drones.

Power

Each level Increases the regeneration rate by 2%

Level 3: Max energy is increased by 10%

Level 5: Max energy is increased by 20%

Level 8: Each kill give the player 2 points of energy.



MISSIONS

The player is given various missions in the game. Most missions can be found at towns, but others are found at various places in the game.

The game is mission driven. But that does not stop you to go exploring the various caves and underground vaults.

THE MECH

The mech has 3 stats displayed at the lower left corner of the screen.

Energy: Used when running, using the shield and powering certain weapons. Energy can be regained by energy crates.

Shield: Drains energy and protects the mech from damage, can absorb limited damage and regains strength over time. Shield energy can also be gained by shield crates.

Structure: Health of the mech. When it reaches zero the mech is destroyed. Structure is repaired when using a garage, a refit station or a repair crate.



Above the stats are the mechs weapons displayed. The mech can have three weapons equipped at any given time.

Inventory slots: How much stuff the mech can carry, Most items fit into one slots. Some items can be stacked together in one slot.

The mech consists of locomotion and cockpit. Additional modules can and should be added These are: Weapons, engines, shields, light, drones and armor, sensor, flares, backpack

Locomotion : wheels, legs, spiders and tracks. Each has its benefits. Provides structure points.

Cockpits: Affects how fast the mech can turn its torso. Provides structure points.

Armor: Provides structure points.

Weapons: Comes in variety of forms, includes lasers, machinegun, cannon, grenade launcher.

Shields: Protect the mech from damage, each shield has limited shield points until failing and shutting down. All Shields drain energy while in use and reperate shield points over time.

Engines: Engines determines max energy in the mech and how fast it regerates energy.

Drones: Support units, come in a variety of forms. Number of drones in use is determined by the drone perk. Creating a mech cost scraps.

Light: If you can't see it how will you ever know what killed you.

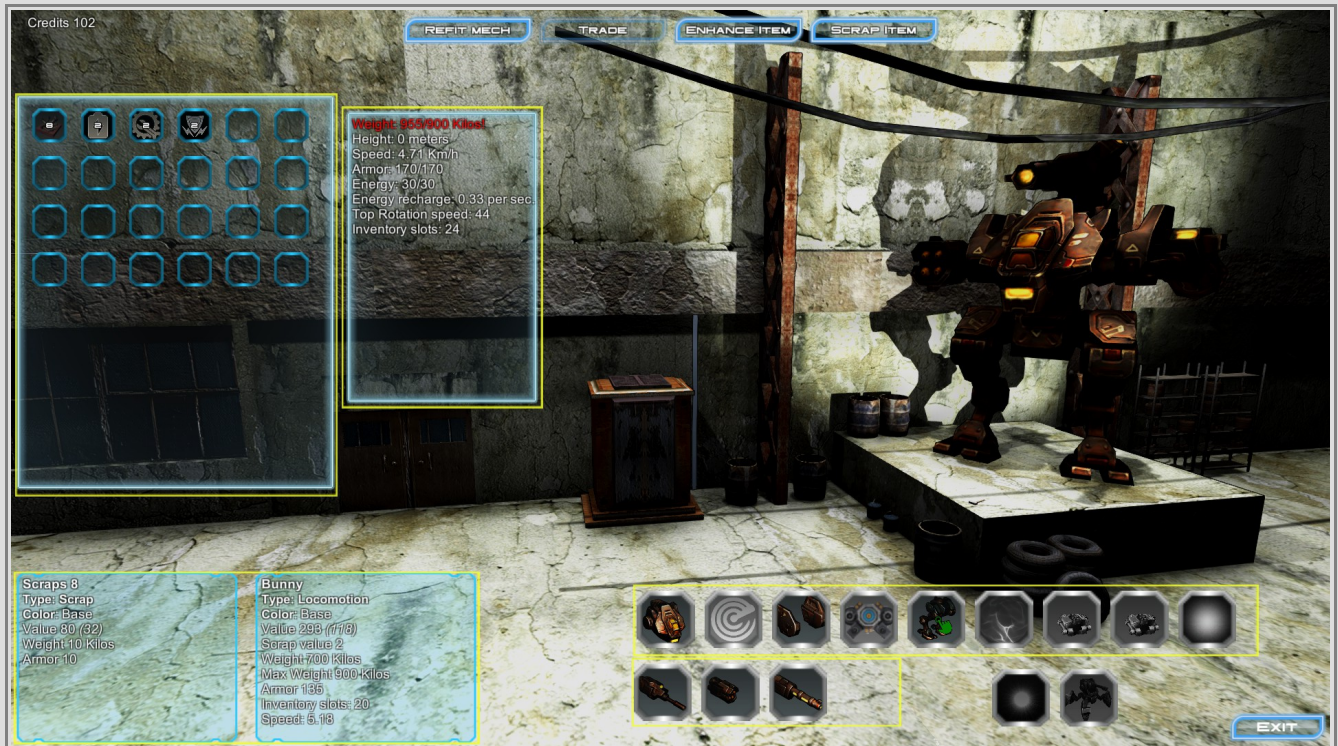
Backpacks: Provides extra inventory slots.

Flares: Temporarily lights up an area where it lands.

Sensor: Detectes units in the area. Mechanized, organic or both.

REFITTING THE MECH.

At various garages and refit stations the player can refit his mech.
The player can refit his mech as he desires.
Simply drag and drop an item to a correct slot.



Trade

The player can do trade at various garages. Simply drag and drop to buy and sell.
Drag and drop items from traders inventory to your own to buy and vice versa for selling.

Item enhancing.

Each item has condition status: Junk, Feeble, Fragile, "Normal", Hardened, Strong and Advanced.

You can upgrade an item's condition by using scrap in a garage or refit station.

You find scrap as loot in the game or scrap items for scraps.

Item scrapping

You can scrap non-mission important items. Scrapping an item will give you scraps. The amount of scrap depends on the item and its condition. You can scrap an item in a garage or refit station.

DATA LOGS

Data logs contain various logs of people in the past. These give insight into the game world.

You can find the data logs scattered around the game.

Acquiring the datalogs will upload them to your data log list.

You can access the data logs through the game menu.

Any conversation had within the game will also be uploaded to your data log.