COMPONENTS

The below explains the different components in the game, each component has a weight to them and the placement of them will affect how your ship moves. Larger components will weigh more than smaller components.

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‘ESC’ TO BEGIN

Enemy Vessel

The enemy has a “personality” that will determine its behavior. These range from enemies that are more aggressive than others, and enemies that are more focused on scavenging for components.

Armor

Weapon

This serves to protect your vessel and its components. It is meant to simply take damage. Strategically place these to best aid in your defense and survival.

This is what allows you to shoot; more/bigger Weapons mean you will shoot more/bigger/stronger shots. You may fire in all directions.

Booster

This is what makes you move faster, more/bigger Boosters mean you will move faster. The placement of these will determine how your vessel will move.

Player Hull

This Is your Hull. It is the most important part of your ship. When the “Hull Strength” is gone, you are dead.