H-2 Biotronics

ES-1131957
USER'S MANUAL

S/N: ES553673

The E-2 Biotronics corporation would like to thank you for purchasing the ES-1131957 organic computing system, the latest in a long line of quality engineering focused computing systems offered by E-2 Biotronics. Included in this user manual is general usage and operation of the system, as well as a few examples of usage situations.

E-2 Biotronics is not responsible for any modification, tampering, or user adjustments made to the ES-1131957 or other E-2 Biotronics products. Any unintended side effects of modification to the system including but not limited to total crew death, life support failure, and ship AWOL status are not the legal responsibility of E-2 Biotronics. Any modifications or unlicensed repair to the ES-1131957 will void warranty.

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Commands

Included by default in the ES-1131957 are a number of commands for the ease of operation of any compatible ship. These are responsible for handling the primary systems of the ship (Engines, shields). As well as auxiliary systems (Mining, gas siphoning, repair). Below the commands will be listed along with their effects.

STATUS	Displays the status of the ship such as the hull condition, atmospheric status, shields, engines, and fuel. It is highly advised the lead engineer regularly checks the status screen and plans accordingly mid-journey.
RESTART ENGINE	In the event that the engine suffers an engine failure the engineer will need to restart the engine. Depending on the cause the engineer may need to first repair the engine.
SPEED #	Changes the speed to the number specified in #. Higher speeds result in faster damage to the engine. An example of the command is **SPEED 5** to set the ship to maximum speed.
SHIELD	Toggles the shield on and off. While the shield is on it will idly consume power, and will consume a lot of power when hit. While offline it will slowly recharge itself. The shield must be above a minimum charge of 25% to enable again.
ENGINE	Enables and disables the engine.
REPAIR ENGINE	Repairs damage to the engine and consumes repair materials and fuel in the process.
REPAIR HULL	Repairs damage to the hull and consumes repair materials and fuel in the process.
MINE	When in the proximity of asteroids the ship will deploy mining drones to extract minerals, this consumes fuel in the process.
EVADE	An alternative to the shield, the **EVADE** command will avoid an asteroid or other threat to the ship’s hull by consuming fuel to do an evasive manoeuvrer.
INVENTORY	Displays the inventory of the engineering hold. The engineering hold is separate from the main ship hold.
CLEAR	Clears the screen

Ship Startup

From a cold start the ship's engines must first be enabled with **ENGINE** , this will toggle the engines on and set their speed to the minimum, 1. From there the ship has been started and will proceed. The engineer may decide to increase the speed of the engine to get to the destination faster, but should be warned as higher speeds degrade the engine faster.

Handling Threats

During flight the ship may encounter a number of threats to the safety of the ship and crew. These can include asteroids which can damage the hull, exotic gas clouds and nebulas which can rapidly drain the shields, and combat.

In an environment with large physical hazards such as asteroids the ship can either use their **SHIELD**s to deflect and absorb the force of impact, or **EVADE** the asteroid at the cost of **fuel**. **SHIELD**s will passively drain their charge while enabled, and will drain a large portion of charge when hit. For this reason it is advised to only enable shields when in proximity to a threat to ensure they're charged, but should shields fail or run out of charge and haven't recharged to the minimum charge level of **25%** then the engineer may **EVADE** the asteroid which will consume **fuel** but prevent damage to the hull.

In the presence of exotic gas clouds there are no major threats to the hull or crew safety, but should the engineer find themself in an area with large physical hazards or an active combat zone they must pay special attention to ensure that damage to the hull is either **EVADE**d or that the hull is kept in good condition by the **REPAIR HULL** command, which consumes fuel and repair materials to repair the hull by deploying repair drones.

Combat follows the same advice as in areas with physical hazards, but the shields are drained much faster in combat and instead of a single hit attacks could be sustained for a period of time. The engineer should use discretion when deciding how to proceed.