

# Sol Under Siege

## Manual

### **Introduction**

Sol Under Siege is a tactical sci-fi multiplayer first-person shooter game currently in development. Set on the Jovian moons and other locations throughout the Solar System, Sol Under Siege takes place in a future conflict between different colonial governments in the system. It aims to create gameplay that feels like an immersive, realistic, and tactical simulator while still featuring action-packed and fluid gameplay.

**Disclaimer:** this current build is still in its very early stages of playability. All graphics from textures to models should be considered placeholders, and there are lighting issues on some maps. There are likely many bugs present in this demo. While the game has multiplayer capability, the networking code is not fully functional. Bots, despite being basic and prone to bugs like getting stuck on pickups, are likely your best opponents. There are many features and improvements that need to be added to ensure a stable and fun game.

The game has only been tested and developed on a Windows 10 64-bit system in 1920x1080 resolution.

### **Starting the Game**

The game can be booted up by clicking on the "Lastim.exe" executable, which boots the game to the main menu.

### **Gameplay**

Sol Under Siege currently features four small maps to play with: Athena, DuelArena, ParkHaus, and Urbania. Athena and ParkHaus are based on fan-made levels for a 1990s video game. DualArena works best for two or three players, while the others could support about a maximum of eight players. Larger and better maps will be made as the game reaches a more stable level of development.

Controls can be viewed and rebound by clicking the *Options* button in the main menu. By default, the game is configured for EDSF movement keys instead of WSAD.

**Creating a Game:** A new game can be started by clicking the Create Game button in the main menu. It will create a dialogue box to choose a game type and configure some basic options. Note: the teams option only affects team-based game modes, the bots option includes the player, and the time limit is denoted in seconds (e.g. 600 seconds is equal to 10 minutes).

There are currently five functional game types:

- **Anarchy:** free-for-all deathmatch. Kill the most combatants to win the game.
- **Team Anarchy:** anarchy with up to eight teams fighting for the most kills.
- **Last One Standing:** each player has a limited number of lives. Be the last player alive to win.
- **Last Team Standing:** last one standing with teams. Teams share their pool of lives.
- **Domination:** capture control points for your team by touching them. Earn points by holding them.

Each map in Sol Under Siege has weapon pickups laying about. Players will always start with a sidearm, but some game modes may start the player with a primary weapon as well (this will become a customizable option later). Players can hold one sidearm, a primary weapon, and a secondary weapon at the same time. These can be selected via the mouse wheel; clicking will equip the selected weapon. Swapping a weapon currently requires dropping it first (default: Backspace) before picking up the new one.

Firearms in Sol Under Siege use energy cartridges for ammunition, which also spawn throughout the map. Each weapon shows its cartridge's energy via a large display screen. Energy cartridges can be reloaded for new ones by pressing the reload key. The old cartridge will be returned to the player's inventory. Sidearm energy cartridges recharge their energy over time, but they can be reloaded if the player has a spare. Currently, the number of spare cartridges is only visible through the inventory screen (default: I).

**Weapons:** the current weapons in the game include:

- **D9 Pistol:** a compact and fast-firing pistol.
- **Tsume Pistol:** a high-powered pistol; fewer shots than the D9.
- **SHZ Rifle:** a fully-automatic rifle.
- **SHZ Carbine:** a faster firing but less accurate version of the SHZ Rifle.
- **Battle Rifle:** a heavy-hitting semi-automatic rifle. Can fire rifle grenades by pressing the switch fire mode key (default: A). Note: this is very overpowered for now.
- **Blunderbuss:** a modified battle rifle for close-quarters battle. Default fire mode is a large and powerful slug. Press the switch fire mode key (default: A) to switch to a shotgun-like spreadfire mode.
- **SMG:** a fully-automatic weapon good for close quarters. Faster firing and more ammo than the SHZ rifles at the expense of accuracy and damage.

Note that the SHZs and the SMG's semi-automatic fire mode has a bug and should not be used.

There is no aiming reticle, so aiming down the sights of your firearm (default: Right Mouse) is the best way to fire accurately.

**Miscellaneous:** Damage will slowly regenerate over time, but damage will reduce your maximum health. Getting hit in different body parts can change the damage inflicted: headshots will almost always kill, while getting hit in the leg is not as severe.

## **Future Features**

As noted in the introduction, this is an unfinished prototype of the game that lacks numerous features. Here is what the future hopefully has in store for Sol Under Siege:

- **Environments that matter:** your experience on Europa's icy surface will not be identical to the cloud cities of Venus or the artificial environments of Callisto's underground outposts. The planet or moon you fight on will affect many aspects of combat, from denser atmospheres limiting the range of your rifles and your sound reception to colder planets allowing for weapons to fire longer without overheating.
- **Many weapons, items, and attachments:** the game will certainly go beyond just a half-dozen firearms. More lethal items like grenades, explosives, and rocket launchers will accompany equipment like cloaking devices, stun weapons, and healing items. Weapons will also gain attachments, such as scopes, that the player can equip to customize their ability to serve their faction (or just themselves).
- **Firearm overhaul:** the gunplay in Sol Under Siege will be sci-fi while still being realistic. Weapons may overheat, lose accuracy due to barrel heat, or malfunction. Recoil will be properly implemented, making firefights more hectic. The current reloading system may be modified or totally replaced to make fun yet tactical gameplay.
- **More game modes:** there will be numerous game modes added to make a game that can play both like a classic small-scale arena shooter and a large-scale war experience. Classic game modes like *Capture the Flag* will accompany objective-based missions across sprawling battlefields. Typical *Red vs. Blue* game modes will accompany faction-based game modes that feel like re-enactments of events that happened hundreds of years from now.
- **Miscellaneous:** your armoured space suit can be customized to fit your aesthetic and play style, and getting wounded will do more than lower your health points. Environmental objects like doors and terminals can be hacked to increase your advantages. Vehicles like fighter-gunships and light armoured rovers will increase the scale of war.