

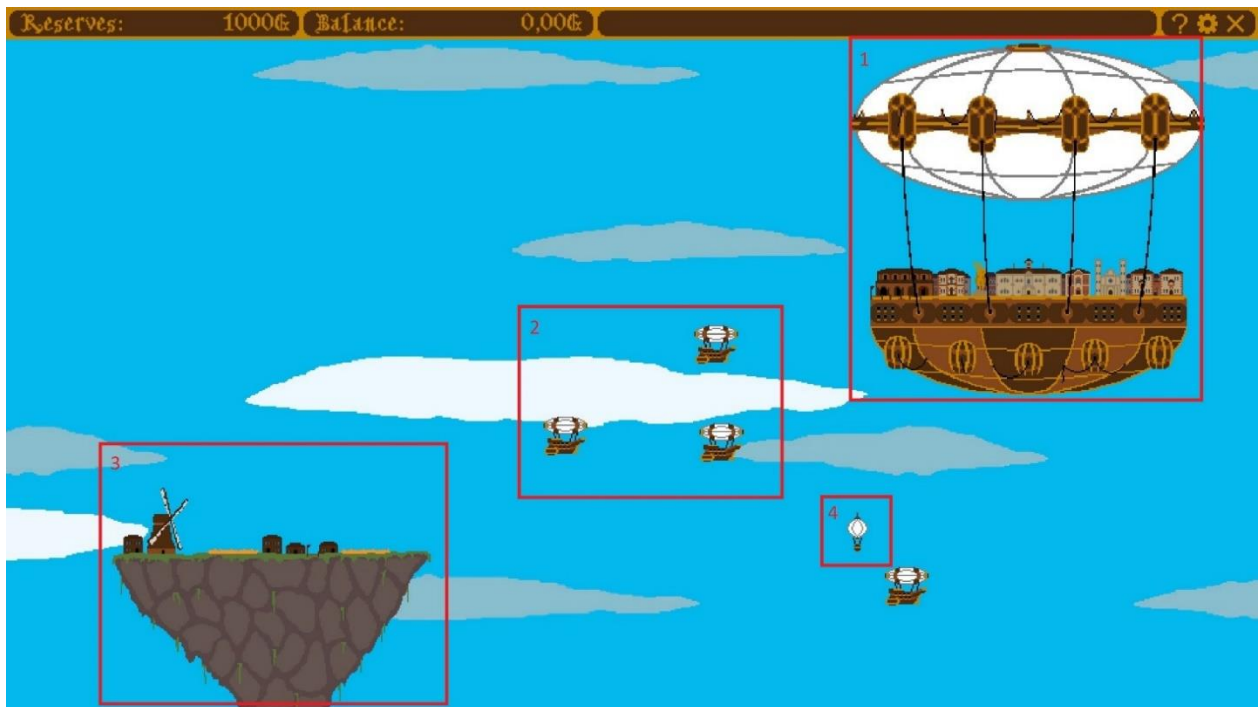
Restless Sky DEMO

User Manual

General:

Restless Sky is the game in which you take on the role of colonial era corporation in a world of flying islands. The main goal of the game is to generate bigger and bigger profits from your activity by creating an effective system of trade routes. The function of this demo is to present the main systems of the game – creation of trade routes and to show general artistic direction of the title.

Main Scene:



1. Headquarters – On the current build, it does not have any functionalities. It is set as default last node for any trade root.
2. Ship – It may be selected by clicking on it with the LMB. This action opens the Right Panel displaying ship's statistics and marks the ship as selected (more informations about ship's statistics in section Right Panel). While the ship is selected, you can click with RMB anywhere to add a new node to the ship's route. If the Island was clicked in this way, before creating a new node the Left Panel will appear on the screen allowing to choose details of the transaction. After setting a route ship starts to move between nodes performing assigned operations (more about nodes operations and trade in section Left Panel).
3. Island – It may be selected by clicking on it with the LMB, however this functionality is not fully usable. It may be set as trade node for the Ship (this interaction is better described in point #2). Island may have resources of high and low demand, which may increase or decrease prices of those resources.
4. Battery – It stores energy which automatically regenerates over time. If battery is set as node of the route, the Ship will be charged with stored energy when reaching it.

Upper Bar:

On this panel you can find general informations about corporation resources and buttons with application options.



1. Reserves – Shows total gold reserves owned by the company. Each performed transaction changes the value of reserves depending on the balance between total income and cost of it. Value is refreshed every second.
2. Balance – shows balance between total income and cost from all sources in unit of time (not per cycle like it is displayed in Ship statistics).
3. Special actions:
 - Manual – Opens manual (this file).
 - Options – On the current build it does not have any functionality.
 - Quite – Exit to desktop.

Left Panel:

This panel appears after selecting any island as destination node by clicking it with RMB, while there is selected any Ship. Panel allows to set additional transaction for the node and add different options.



- Row 1 – Displays icon of the product and shows level of demand represented by letters “G”. The fewer the Gs, the cheaper the product and it’s more profitable to buy. When there are more symbols, the product is more expensive and it’s better to sell it here.
- Row 2 – Displays Name of the product.
- Row 3 – Shows price of buying and selling on the market for one single item.
- Row 4 – Displays number of items in the order either to sell or to buy. May be changed just by entering the new value from the keyboard.
- Row 5 – Shows cost in case of buying items or income in case for selling. The value is calculated from multiplying price from Row 3 by number from Row 4. Total balance is displayed at the lowest cell of the row.
- Special order board – Allows to choose additional actions for this node:
 - Repair – Bring back Ship’s HP to maximum.
 - Charge – Charge Ship with energy points.
 - Auto – On the current build it does not have any functionality.
 - Repeat – If marked node becomes part of route permanently, if not it will be removed from route after first visit.
- Confirm Button – Adds node to the selected ship’s route with all previously selected options.

Right Panel:

This panel displays details of the object, which was clicked with LMB. Currently this function is available only for Ships.



1. Statistics

- HP – Health Points, no need to explain and currently there is no use for it.
- Energy – Points used with every moment of traveling. When the value reaches 0 the Ship gets slowed down.
- Weight – Sum of weights of object in Inventory. Currently does not have any use.
- Speed – Speed displayed in kt, nothing to add here...
- Damage – Currently it does not have any use.
- Morale – Morale of Ship's crew, currently this system is not functional.

2. Trade Route Info

- Total Profit – Displays income from all sell request in current Route.
- Total Costs – Displays outcome from all buy request in current Route.
- Balance – Difference between Profit and Cost per cycle.

3. Other

- Action – What action is currently performed by the Ship.

4. Inventory – Displays list of resources stored in the object (Currently only for Ship) with amount of them.

5. Equipment – Currently does not have any function.

6. Section Buttons – Currently only one section is available, so buttons do not have any function.