

# Shoulder Of Orion – User Manual

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Once you have pressed the “Play” button on the main menu, you will be prompted to choose a faction to play as. There are no differences between these factions except the colour, insigne and ship design. You can change this later if you wish.

Next, you will be presented with a level selection screen. This allows you to pick any of the 16 different levels which you unlock by completing the previous level. Available levels are identified by their coloured-in background.

At the level selection screen, you can also change your faction by clicking on the appropriate button, or save/load your completed level data. Saving the game after completing some levels will allow you to load this at a future point and be able to access the levels you had previously unlocked.

Once you have selected a level, you will be transported to the skirmish area, which is where you will spend nearly all of your play time.

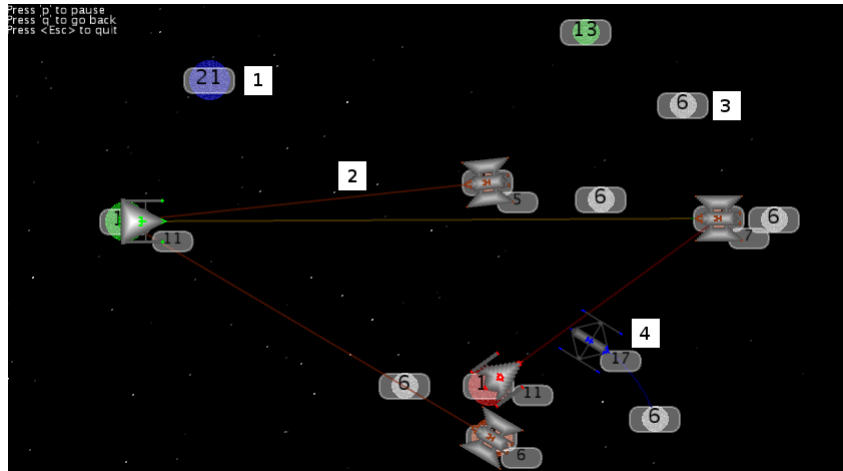


Figure 1: An in-game snapshot

Here is a description of the entities marked in figure :

1. A planet owned by Aenune with 21 ships
2. The path which a ship is taking
3. A planet owned by scavengers (neutral) with 6 ships
4. A fleet of 17 ships owned by Aenune

To direct your ships to attack a planet, click and hold you mouse on the planet you want to attack from, draw a path to the target planet and let go of the mouse button. Half the ships from the source planet will be sent.