## Helms

Summary: Moves the ship. In charge to getting to locations, dodging enemy fire, docking, and being in position to attack

Important:

* Most roles have this radar looking view
  + It has u(nit) distances inside it. In a circle around the ship
  + The numbers around the radar indicate direction, like degrees
* Cover Dock/Undock, button will be clickable when close to a docking station
* Tap anywhere in the radar to change direction
* Impulse: Go forward and backwards
* Jump drive: Jump great distances, takes a couple seconds. IT GOES IN THE DIRECTION YOUR SHIP FACES

Not very important:

* Combat maneuver – Uses a lot of energy, good for dodging.

## Engineering

Summary: In charge of cooling the ship, making repairs, and allocating more or less energy to various systems in the ship

Important:

* You have little dudes, repairmen
  + Tap them, tap another room, they will automatically repair the area
* Your systems are listed on the bottom half, health in green, power that’s allocated next to it, and coolant next to that
* Show them how to add more and less power,
* Show how coolant is used, but never spent
* Click Engineering -2
* This will do damage, let them fix the ship

Somewhat important

* Energy, in the top left. Everything on the ship uses energy. Reactor creates energy, make sure you don’t run out.
* More power to a system makes it perform better
  + More power to Impulse engines makes the ship move faster, etc

## Science

Summary: You have a bigger view, can determine if ships are enemies or not, can gather more detailed information about enemy ships

Important:

* Wider view
* Can scan grey ships
* Show them scanning level 1
* Show them that faction of a ship appear
* Tell them they can scan twice
  + Gives more detailed view of that ships systems, health, etc

Not very important

* Science also has a Database button, which shows info about various ship types

## Weapons

Summary: In charge of performing all attacks. Must work very closely with Helms officer to make sure shots are lined up

Weapons button spawns in an enemy that won’t move

Important:

* Beams: The red area in front of the ship
  + Must target an enemy for it to start shooting, happens automatically
* Maybe start loading weapons at this point since it takes a minute
* Everything will come out of a specified side of the ship. Only EMP out the back
* Homing Missiles
  + Must target an enemy by tapping them
  + Most commonly used weapon
* Nuke
  + Does Area of Effect damage, VERY POWERFUL
  + Also homes in, must target an enemy
* Mine
  + Comes out the back, explodes when something is close
* EMP
  + Area of Effect, damages shields
  + Also homes in, must target enemy
* HVLI
  + No idea what it stands for
  + Fires 5 missiles, they go straight
* Make sure you show them they have to load up their weapon, and how to shoot.
* Show them to tap on enemies
* Helms and Weapons work together, Helms has to turn for Weapons to hit enemies
* SHIELD
  + Make sure it’s On during combat
  + Uses energy

Not Important:

* Beam calibration
  + Work with science offer to find out frequency that does more damage, seen after a second scan on a wavelength. More green, more optimal
* Shield calibration
  + Work with science offer to find out frequency that takes less damage
  + Same as above, more green = more optimal frequency

## Relay

Summary: Widest view of any role, receives intel from command stations, launches probes

Important:

* Wider view than any other role
* Can scroll and zoom in and out
* Capable of launching probes in any direction
  + Tap Launch Probe, then tap where you want it to go
* Once probe has reached destination, can link probe to Science officer
* Can tap on the log at the bottom of the screen to see Mission information and previous comm messages
* Can place Waypoints, will give other offices (namely, Helms) a direction to go in.
  + If you know Mission is in Sector Whatever, Relay can place a waypoint in that Sector, Helms will know what direction to jump in. Shows up on their radar

Not Important:

* Can hack into enemies, disable various systems
  + Takes FOREVER

### Send Life Pod

* Tap the Send Life Pod to spawn a life pod. Explain this is what a pickup looks like, you just fly into it to pick it up
* Maybe here point out that asteroids look like the yellow dots

## Mission

At this point, def ask if they have any questions

When ready, tap Send Mission.

Tell them the Relay Officer should be getting a message

If necessary, nudge them and say the relay officer is the only one who gets messages, so tell the team what’s going on

You should be able to sit back now, let them do their thing. The ship can’t be destroyed. Swap between the screens to keep the big display interesting

## Extras

* Make note that what they currently see on the big screen is not what will be there during missions, this is just for the tutorial purposes. Captain won’t see anything
* Asteroids are the yellow dots that can be seen on screen
* If you dock at any station, your Probes and all weapons will be refilled, and energy and hull will repair rapidly