team LAMPREY

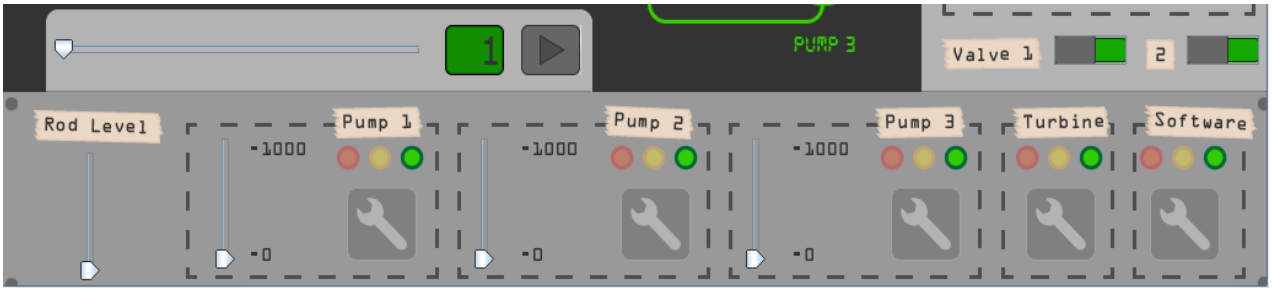
REACTOR EXTENDED EDITION

USER MANUAL

Getting Started

Your goal is to use the facilities at hand and your powerful reactor to create as much energy as possible without blowing the plant sky high. But be careful, in multiplayer, your arch rival is on your trail, breaking components and delaying your progress so he can become the kingpin of power.

Controls



You control your plant through this panel, so pay close attention to its workings. In order to generate the maximum amount of energy the plant needs to be in optimum condition. To keep it this way you'll need to monitor the state of the Pumps, Turbines, Reactor, Condenser and Software. The lights below their names shows the current state:

- Green - Working Perfectly
- Orange - Currently under repair.
- Red - Broken, needs urgent attention.

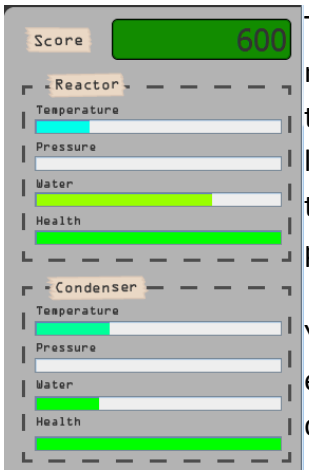
To repair a component simply click the wrench beneath the name and repairs will start. This takes a varying amount of turns depending on the damage level, but as soon as the light turns green you are good to go.

The throughput of pumps can also be controlled by the slider to the left. The higher the number, the more water is pumped through per turn. Valves can be toggled on and off to stop and start flow around the plant simply by clicking the button to the right of their name.

Stepping

The horizontal slider above the controls is used to "step" the reactor. Each step applies the changes you have made to the reactor and generates energy if the requirements are met. The slider can be used to select the number of steps to proceed per turn, but be wary, stepping multiple times per click can lead to quick and catastrophic failure!

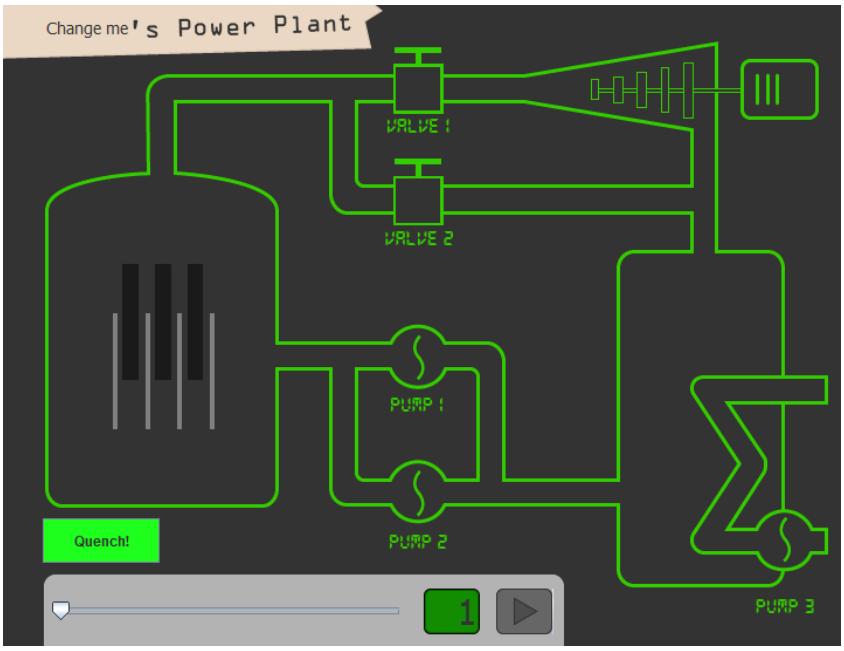
Reactor and Condenser



This panel is your way of seeing how healthy your plant is. Colour coding makes it easy to notice what requires your attention, in simple terms, the greener the better, the redder, the worse. If you notice low water levels, high pressure or temperature, or low component health, it's up to you to open and close valves and pumps as necessary to stabilise the plant.

Your score is also displayed above, showing the accumulative amount of energy you have created. Larger amounts of steps will increase this quicker, but have a much higher risk of damaging the plant.

The Plant

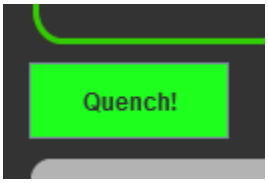


Understanding the plant architecture is key in making sure you know what components to alter at what time. Pump 1 and 2 control flow from the condenser to the reactor, opening these will reduce the pressure in the condenser and increase the amount of water in the reactor. If there is a low water level in the condenser it may be a good idea to close them to keep the pressure at a nominal level. Pump 3 pushes cool water through the condenser, turning this off will essentially turn off the condenser.

If pressure is increasingly rapidly in the condenser it is probably a good idea to close both valves, to reduce the influx and stem the flow in. Opening or closing just one can slow the flow from reactor to condenser if that's what you're trying to moderate.

Quench

If the situation is really dire you can always quench the reactor! Quenching dumps a whole load of water on the reactor, which immediately evaporates and cools it significantly. But be careful, this is a one time solution, once you've used it, that's it!



Gameover

If your condenser or reactor reach 0% health you will lose. Unfortunately these components cannot be repaired, so you'll need to keep a close eye on them to make sure they stay healthy. Overheating or overpressurizing are what damages these components, so keeping these under their limits is the key to a well running plant.

Multiplayer

To start a multiplayer game simply press the 2P button in the top right. Once you have entered your names the game begins!

The aim of the first player is to create as much power as possible in 100 turns, or before the plant fails. Whilst the 1st player is doing this, the 2nd player can use the keyboard to break components sporadically, damaging the plant and requiring repairs. The keys the 2nd player can use to damage the plant are as follows:

- 1 - Fail Pump 1
- 2 - Fail Pump 2
- 3 - Fail Pump 3
- 4 - Fail Turbine
- 5 - Fail Operating Software
- 6 - Toggle Autopilot (turn random failures on/off)

After the 1st player finishes, their score is logged, and the places switch. It is now player 2's goal to create as much energy as possible, whilst player 1 attempts to hinder them using the same keyset.

After player 2 is finished, the scores are compared and the real energy king is declared! Both scores are logged in the highscore board so you can look at them at a later date.

Options

This is your panel for navigating the game. From left to right they are:

- Start New Game - At any point if you want to begin a new game, simply press this button and enter a name, and you're good to go.
- Multiplayer - Click this at any time to start a 2 player game. Just enter both your names and go!
- Load - Simply loads the last saved game, be it multi or single-player.
- Save - Click this during singleplayer game to save your current progress (score, reactor temp etc) so you can load it again when you return. Pressing it in multiplayer will save both your scores so you can pick up where you left off last playthrough.
- Manual - Click to be directed to this manual.
- Scoreboard - This shows the highest scores so far, so you and your friends can truly see who's the best plant operator!