

GAME MANUAL

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INTERACTIVE 

# DARK HORIZON



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## INTRODUCTION

Welcome to "Dark Horizon". This is a space action game with RPG elements. The storyline precedes the events that unfolded in "Tarr Chronicles".

"Dark Horizon" transports the player to the Second Age of the Enosta universe (roughly a century before the events that took place in "Tarr Chronicles"). Perishing from the Mirk, the world is trying to find a weapon against this incredible enemy, and a key role in this quest is played by a race of Guardians, former humans, who, altered by the Mirk, remained loyal to humankind (for a detailed explanation of the Mirk and the Guardians see the Appendix).

You will assume the role of a valiant warrior of the Guardian race and undertake a number of extremely challenging missions in a quest to find and defend a weapon against the Mirk. The fate of all is in your hands.

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## INSTALLATION AND SYSTEM REQUIREMENTS

### Minimum system requirements:

OS: Microsoft® Windows® XP.

DirectX® 9.0c and higher.

Processor: Intel Pentium® IV 2.4 GHz.

Memory: 512 MB.

Available hard drive space: 2.5 GB.

Video: 3D video card with at 64MB RAM (similar to GeForce FX 5700 or better).

Sound: sound card

CD-ROM: 24x CD-ROM.

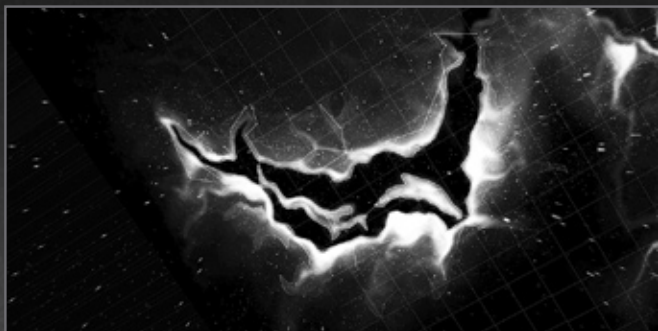
### Installation:

Run the Setup.exe file and follow the instructions (or click the install button in the auto setup window).

### ATTENTION:

In order to launch the game, you need to insert the original disk for "Dark Horizon" into the drive.



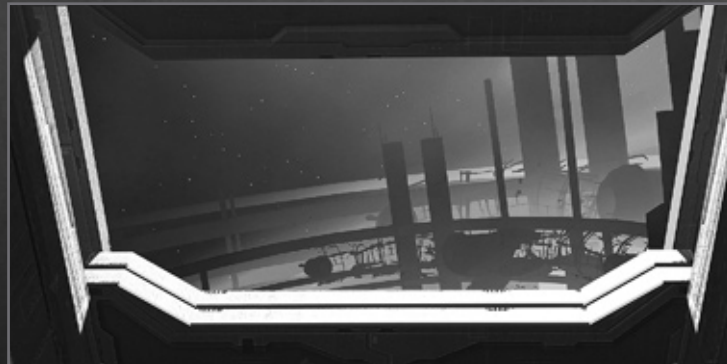


## STORYLINE

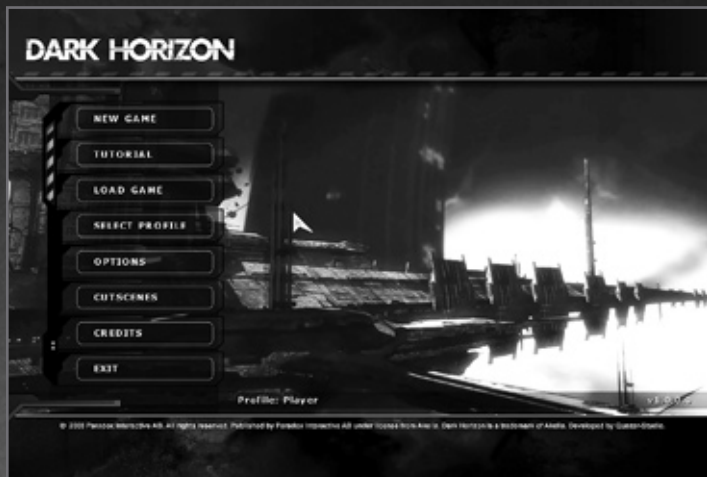
The game storyline unfolds in a world being destroyed by the Mirk, the Anti-Element that obliterates planets, stars and galaxies. The threat of the approaching destruction forced humans to flee and hide in uninhabited star systems. The people must do whatever is needed to survive.

The chronology of the Second Age of the Enosta universe is marked by the arrival of creatures called "De'Khete". They were once a proud warrior-race called Mea'Tarr, but they were affected by the deadly Anti-Element and they turned into one of the most dangerous enemies of the galaxy.

The story in the game develops around the tale of the warriors of the Vattar Ama'Dan fortress, called to defend the construction of the "Light Core", which would later save the lives of billions of people. Their heroism was immortalized in the dark archives of the dying Enosta galaxy that later came to be known as the "Tarr Chronicles".



## MAIN MENU



**1. New Game.** Starts a new game. When you launch “Dark Horizon” for the first time, you would need to create a profile. After you press the key, you will need to choose a level of difficulty – “easy”, “normal” and “hardcore”. Based on the chosen level of difficulty, you will face stronger or weaker enemies. Choose the level most appropriate for you. If this is your first encounter with the game, it might make sense to select the “easy” level of difficulty. It is not possible to change the level of difficulty in the course of the game.

**2. Tutorial.** You should visit this section if you have never played “Dark Horizon”. Even if you have experience playing “Tarr Chronicles”, you should still go through the training to familiarize yourself with the new features of the game. You will select your level of difficulty and go through a tutorial mission.

**3. Load Game.** Selects a game from the list of saved game sessions. A session is automatically saved as you go through the game. The auto-save function works only in the current profile.

**4. Select Profile.** This option lets you manage your profiles: create, delete and select profiles. Each new profile starts with a clean slate and without

any saved games. A new profile will not affect any games saved in other profiles.

**5. Settings.** Game settings. Allows you to set up your preferred keyboard layout and sound volume. In addition, you can turn on/off the subtitles and set up the preferred level of joystick sensitivity.

**6. Cutscenes.** This option lets you view all the game videos you have already unlocked.

**7. Credits.** The list of game creators, publishers, credits, etc.

**8. Quit.** Quit “Dark Horizon” and return to the OS.

## GAME RULES

Just like any other game, “Dark Horizon” has a set of basic rules. There are a number of differences from “Tarr Chronicles” -- the temperature scale works differently, the “attack” and “defense” play modes have been removed and “shadow” and “cortez” modes have been added, etc. Therefore, if you are familiar with “Tarr Chronicles”, we recommend that you thoroughly review this manual.

### **CONDITIONS OF DEFEAT:**

1. The player's ship is destroyed. This rule is self-explanatory. A ship's destruction means the death of the pilot you play. The player's ship can be destroyed by enemy fire, unskillful play, or both. Your ship may be damaged by well-fired enemy shots, friendly fire or a collision with another object..

2. Failure to complete the mission. You were not able to complete the mission, or its continuation is for some reason impossible. For example, the object you have been ordered to defend is destroyed. Congratulations, you failed the mission and did not achieve your objectives. However, don't despair: just go back to a saved game. If the initially selected tactics didn't work, try something different. In case you have to destroy a certain number of enemies in as little time as possible, it's best to use missiles. You didn't forget to equip your ship with missiles prior to the mission, did you?

### **VICTORY CONDITIONS:**

All mission objectives have been achieved. Only then you will be able to successfully complete the mission and move on to the next one. Orders are to be carried out in the sequence they were received. You won't be able to skip ahead of events. Orders need to be followed precisely. During combat, however, you are in full control and free to use any and all means of enemy destruction available to you.

### **SPACE COMBAT**

Single, duel-like combat in “Dark Horizon” is practically impossible. Engagements occur between groups. Your allies fight alongside you, subject to the same rules and privileges. You can't fully control your allies but can give them orders.

At times, battle becomes chaotic: enemy and friendly ships swarm around

and it seems difficult to understand what needs to be done. In such cases, the most important thing is to remain vigilant. If an enemy appears on the radar, you can make it an active target even if it is outside your visibility range. Find more detailed instructions regarding target switching in the “CONTROLS” section.

As soon as you select a target and make it active, its image appears on the scanner (left bottom corner of the screen). The scanner determines the current target condition (resilience or durability – DP, armor – AP, and shields – SP) and its distance from you.

### **Cannons**

When you fire at a moving target, you need to consider your enemy's course and speed. Fortunately, your ship is equipped with electronic devices that calculate the active target's flight trajectory and give it to you as an estimated point of contact.

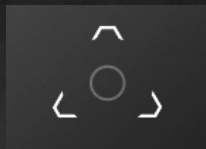


An estimated point of contact is the location you will hit if the target's speed and flight trajectory remain the same (the onboard computer calculates the flight speed of your projectile as well). Firing at the estimated point of contact does not guarantee a target hit: the enemy may change his speed and flight trajectory. Hitting the target is easiest when the enemy ship is flying straight at you or away from you – in either case the estimated point of contact is directly set on the target. It will take some time firing at the enemy to gain experience at pinpointing and timing your aim.

### **Missiles**

You can also use missiles in combat -- these are powerful self-guided projectiles. To launch a missile at the target, track the target with the mouse pointer for several seconds so that the target remains in the center of the screen. The missile crosshair will then appear:





As the crosshair catches the center of the target, the triangle will transform into a rectangle – you have a lock on the target. If you now launch a missile, it will fly towards the target, following it. The target will remain locked for some time even after it leaves the screen, so if you lose sight of an enemy ship, you would still have some time to launch a “smart” self-guided projectile.

If you launch a missile without first locking it on the target, the missile will fly out straight, as an ordinary cannon shell. Still, if you timed it properly or the target moved very slowly, you might be able to hit it. However, it is best not to take unnecessary risks and waste precious ordnance – you should simply lock onto the target to make sure the missile doesn't miss.

If a missile is fired at your ship, you will see an on-screen warning message. This is a call to action. You can avoid being hit by using a special **anti-missile trap mine**. Also, you may try to dodge it while flying at a high speed (which is not easy). The life-span of a missile is about 10 seconds (that, however, depends on the type of launcher that fired it). By properly moving and maneuvering with the mouse you may dodge the incoming enemy shells. Remember that your enemy, just like you, estimates the point of contact before firing its weapons, so your unpredictable turns and maneuvers will decrease the probability of getting hit.

The ship may be damaged not just by enemy fire, but also by colliding with various objects (asteroids, other ships etc.) Keep in mind that, at times, your enemies will choose to ram you, knowing that you will be difficult to replace, while their ranks will be swiftly replenished. Such is the De'Khet's nature -- to destroy the enemy even at the cost of their own lives.

## TEMPERATURE GAUGE

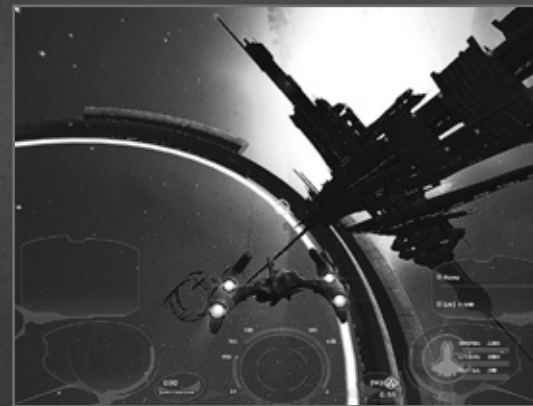
The temperature gauge in “Dark Horizon” is a very important element of any combat and in the completion of combat missions overall. By changing the ship's temperature you activate one of three modes: “**standart**”, “**cortex**” or “**shadow**”. You can change the ship's temperature by holding down the “**K**” or “**L**” key (by default). “**K**” cools the ship down, “**L**” heats it up. If you let go off the key, the gauge will slowly return to its central mark.



## MODES

### STANDARD MODE

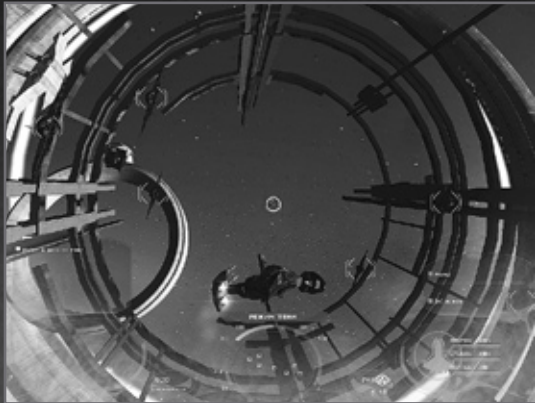
This is the default mode (the gauge indicator is at the center mark of the temperature scale). While in this mode, the ship operates all its equipment at the standard level – i.e. cannon power and reload speed are standard. This is a neutral mode, typical for most missions.



(Screenshot: standard mode)

### “SHADOW” MODE

During some missions, you will need to move past the enemy undetected, or simply restore the shields by hiding from enemy fire. To these purposes exists the “shadow” mode. To activate it, you need to significantly cool down the ship. Once the ship cools down to a certain degree, the following image appears:



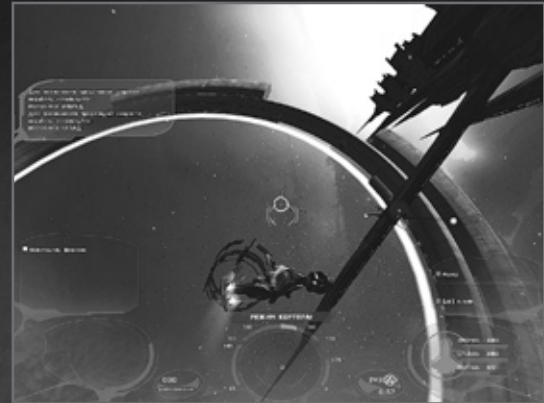
(Screenshot: shadow mode)

In the "shadow" mode, the ship is invisible to the enemy, but the firing speed and damage caused by a successful hit decrease. Moreover, firing ordinary shots heats up the ship, so any frequent firing in the "shadow" mode will lead to mode deactivation.

During some missions, the "shadow" mode is practically the only way to proceed when you need to penetrate enemy territory undetected or fly past powerful enemy cannons. But be careful: some enemy ships have special detection devices and as long as they are intact they will continue to broadcast your ship's location to all their allies. Therefore, if you need to use the "shadow" mode, you first need to neutralize the detector ships.

#### "CORTER" MODE

Occasionally, the enemies will be extremely powerful and hard to kill, and destroying them using standard means will be quite difficult. This is when the "corter" mode becomes useful. To activate this mode, you have to heat up your ship. When "corter" mode is activated, the following image appears:



(Screenshot: corter mode)

While in the "corter" mode, the amount of damage caused by your weapons to the enemy increases. So does the cannons' firing frequency. Such shooting demands a substantial consumption of energy, therefore any "corter" mode activation continuously harms the shields. Also, if the ship overheats, you won't be able to use the engine-burn.

### COMMANDS TO FRIENDLY SHIPS

Giving commands to your comrades or allies is a new functionality in "Dark Horizon". A skillful use of this feature will open up new tactical opportunities in combat.

The command window is located in the upper right corner of the screen. If it is interfering with your playing, you can collapse it by pressing the G key and use number keys 1 through 5.

**Command 1: Attack my target.** The friendly ships attack the target last engaged by the player. It may be used in cases when the player engages a powerful enemy and it makes sense to join forces to destroy it.



**Command 2: Attack my pursuer.** The allies attack the ship that last engaged you. Use this command when a powerful ship you have a hard time overcoming is on your tail (or you are engaged in combat with another ship).

**COMMANDS TO ALLIES:**

- [1] Attack my target
- [2] Attack pursuer
- [3] Missile volley
- [4] Cover me
- [5] Spread out

**Command 3: Missile volley.** A unique means of combating the most dangerous opponents -- all friendly ships launch missiles at the targets, causing an enormous amount of damage.

**Command 4: Cover me.** Your allies attack whoever attacks you, even under threat of death. Use it when the ship has little armor left, and the shields have long been shot away.

**Command 5: Spread out.** Friendly ships return to normal behavior, i.e. commands 1 through 4 are cancelled.

Only the command issued last is active, except for the one-time "missile volley". If you give several commands in a row, only the last one will be active.

A command cannot be used often; all commands have the so called "reload" time lapse -- the time period after which it can be used again. The reload time is indicated in the command window with designated bars. As soon as the bar disappears from the screen, you can use the command again.



## CONTROLS



Control speed



Temporarily  
accelerate speed



Temporarily  
reduce speed



Nitro



Rotate ship left



Rotate ship right

A ship cannot stay in place while in space – it is always moving forward. Still, you can control its speed (by default this is done with the mouse wheel). You can temporarily reduce speed (press and hold “S”) or temporarily accelerate (press and hold “W”). This comes in handy when you need to control the distance between yours and the enemy ship – if you’re flying too fast, it might make sense to slow down, and if the enemy is far ahead, you might need a speed boost. Besides, when you slow down, you can aim better – in this case your opponent would be moving fast, while your own movement would be minimal. On the other hand, at slow speeds you become a much better target for enemy fire. By sharply decelerating, you can dodge enemy shots fired at the estimated point of contact, unless the enemy is flying straight at you.

Besides the normal speed settings, there is another, **super-fast** one – the “engine burn”. While the engine burn is active, the ship flies at an incredible speed, heating up while doing so. If the ship overheats, the engine burn deactivates until the ship has cooled down to an allowable level. The engine burn, by default, is activated by **pressing and holding the “Tab” key**. To deactivate it, simply release the key. The engine burn is useful when the target is far and there are no enemies nearby. It may also be activated for short periods of time (1-3 seconds) for short bursts of speed, even during combat. The afterburner may help you escape enemy projectiles or outrun a missile (only if you are not flying towards it).

Maneuvering is done by moving the mouse – the ship follows the pointer and fires at its center. You can make the ship rotate right or left around its axis, which is helpful in evading incoming shells and missiles, by using the “A” and “D” keys. By maneuvering the mouse, you can make your ship dodge enemy shots. Also, you use the mouse to lock on a target when firing missiles. In short, the mouse is the main control instrument in “Dark Horizon”, but you should not forget the keyboard, which is used for a number of important functions and commands.

To fire a missile or check the condition of any ship, you must make this ship your active target. You can do this, using the following keys and buttons:



Makes the  
nearest enemy  
active target



Scrolls between  
all enemies on  
the battlefield



Target the  
enemy closest to  
the center of the  
screen



Next ally



Next guarded  
object

**Key “R”** – Makes the closest enemy your active target. This is useful when it is not important which opponent to destroy first or you see no targets nearby. Once the target becomes active, follow the arrow which points in its direction.

**Key “T”** – Sequentially scrolls through all enemies present on the battlefield. This is useful when you need to locate a particular enemy ship, but don’t know where it is.

**MIDDLE MOUSE BUTTON** – Makes the enemy closest to the center of the screen your active target. This is especially useful when you actually see the enemy and want to target specifically that particular ship. If there is only one enemy in sight, it will be made active; if there are more, then the closest one to the center of the screen will be selected.

**Key “U”** – Next friendly ship. You should not attack your allies, but you can track their condition. By pressing the “U” key several times, you can find out how much damage each of your comrades has suffered. However, doing so while in combat is far from safe – it is better to help your friends by killing enemies rather than checking on them.

**Key “I”** – Next defended object (neither an enemy, nor a friendly ship). This function is used when, per mission objectives, you need to protect a particular vessel. If the defended object is destroyed, the mission results in failure, and thus it is important to monitor the condition of ships under your protection – the poorer it is, the more fiercely you should defend them, even at the expense of precious missiles.





Cannon

The active target is shown on the scanner, and its relative to you position (if the target is outside the screen) is indicated by an arrow. This will help you pursue a particular opponent instead of firing at all at once.

By default, the **LEFT MOUSE BUTTON** is used to fire the cannons. Only the currently active cannon fires a shot. To fire continuously, press and hold the button – when the weapon is reloaded, it will fire again. Don't forget, however, that by doing so you run the risk of spending your ammo much faster and overheating the ship.



Missile

Pressing the **RIGHT MOUSE BUTTON** would fire a missile from the currently active launcher. It is best to fire one missile at a time, since they are in short supply. Before you choose to fire a missile, consider whether it is necessary, since there are more battles ahead, possibly far more fierce than the current one. Use the missiles wisely.



Switching weapons

You can have up to three cannons; you can alternate among them by pressing “Q”. **Switching weapons** is useful when you have two or three of different types, e.g. a rapid-fire and a slower, but more powerful one, or energy and kinetic weapons. The timely change of weapons would achieve the greatest effect in combat, since energy cannons are great at bringing down the shields, while kinetic ones excel at armor piercing.



Switching rockets

You can also have one or two **rocket launchers**, and switch between them by pressing “E”. If you decide to install two launchers, it is best to choose different types – e.g. a heavy launcher with limited ammunition and a light one, but with greater ammo load.



Switching between cameras

In “Dark Horizon”, there are two viewing modes: **normal** (from behind the ship), and **cockpit** (first-person view from the cockpit). Switching between the modes is done by pressing “C”. Choose a viewing mode according to your personal taste.



anti-missiles

Anti-missile mines are a standard component on every ship. Anti-missile mines are fired from a special compartment and draw missiles onto themselves by transmitting special signals that are similar to your ship's signal.

You can launch anti-missiles by pressing “Z”.

If you detected an enemy's missile launch, then an antimissile mine dropped at right moment can prevent you from taking serious damage. Anti-missile mines are active for a very short time period, so you need to carefully determine when to drop them, as you have a limited quantity.



Number keys 1-5 are responsible for sending commands to friendly ships. (See the “**COMMANDS TO FRIENDLY SHIPS**” section for more details.)

Key “1” – Attack my target.

Key “2” – Attack enemy at my six.

Key “3” – Missile volley.

Key “4” – Protect me.

Key “5” – Disperse.

All of the above-mentioned keys are set by default and can be altered in the game settings.



## INTERMISSIONS

There are so-called intermissions between the missions – short breaks between combat engagements. During these intermissions, you will be briefed on your next assignment, and then you will find yourself in your private cabin.

### PILOT'S CABIN



Between missions, the player spends time in his pilot's cabin. Here you can look through the events log, your file, the information about the world and your own "performance" statistics – number of kills, accuracy and other achievements. Also, you can review the briefing that explains your next mission. Thus, the pilot's cabin plays an exclusively informative role, extremely useful should you forget something important – for example, what is expected of you, who your enemy is and why you are at war.

From your pilot's cabin, you can move to the hangar.

## THE HANGAR

The hangar is the place where you can modify your ship (the process is called modding).



At the hangar you will meet your bios-technician, who under your supervision will perform all technical operations – install new cannons, replace armor, change shields settings, etc. Prior to a new mission, the technician will turn your attention to some new parts that have arrived at your hangar. You don't necessarily have to follow his advice, but sometimes it may be worth it.

Your ship's current statistics are displayed on the right side of the hangar window (see "PLAYER'S SHIP, Ship parameters").

While in the workshop, you can order various devices to improve the characteristics of your ship and utilize parts inventory (see "CREATING YOUR OWN DEVICES"). Now you are able to create your own cannons (see "CREATING YOUR OWN CANNONS").

A list of parts for your ship is displayed on the left part of the screen. You can

select any part by clicking on it (see “MODDING”).

If you do not feel like configuring the ship yourself, you can use the “Auto configuration” feature. In this case, you can choose one of three following schemes:

- Fighter – mostly common configuration;
- Assault fighter – enhanced defense ship configuration;
- Bomber – enhanced attack ship configuration.

These schemes are standard and thus not as effective in combat as manual-quality modding. But it is fast and easy.

Once you're done with modding the ship, you can start your mission. To do so, press the “Launch” button. Once you've left the hangar, you won't be able to return to it until the next mission, so make sure you have made all necessary preparations before leaving the hangar.

## GAME INTERFACE

This is the game interface window. It contains a lot of information, so let's review each of the elements in more detail.



1. Communication window – This window displays the image of the speaker, his name, and the text of his message.

2. Directives – These are the orders and objectives issued by your command. You advance in the mission as you carry out these orders. If one of the objectives was not achieved, the mission results in failure. Once a directive is fulfilled, it is highlighted in yellow and soon disappears. Current directives, yet to be carried out, are shown in blue.

3. Scanner – This device allows you to receive information on various objects and ships. The scanner displays the currently selected active target (see “CONTROLS”). The following data are shown (top down): the object's designation (name), durability (DP), armor (AP), shields (SP), distance to the target and speed. By monitoring the enemy ship's condition, you can select the most effective weapon for its destruction (see “PLAYER'S SHIP, Weapon damage distribution”).



4. **Status of allies** – Displays the overall status of your allies and their numbers. If one of your comrades is heavily damaged, you can try to come to his aid by dispatching his attackers.

5. **Your weapons** – Displays the complete list of your weapons. Keep in mind that the designations are shorter than what you saw during their installation, but you will always be able to understand what is shown. The panel consists of two parts: top and bottom. The top part lists the cannons installed on your ship. You can switch between them by pressing "Q". The bottom part of the panel lists your missiles. You can switch between them by pressing "F". The "CONTROLS" section contains a more detailed discussion of switching weapons.

6. **Ship status** – This is the most important indicator. It displays the amount of damage your ship has sustained. The hull, armor and shields are shown (top down). Concentrate on preserving the shields – with time they regenerate, while hull integrity and armor do not. If you have no shields, and armor has been heavily damaged, your ship is practically doomed to imminent destruction.

7. **Speed indicator** – The top of the bar displays your top speed, the bottom – minimum speed. A mark near the top of the bar shows your maximum speed without the afterburner. Thus, to reach top speed you'd have to use the afterburner. Changes in your velocity are displayed by the indicator.

8. **Temperature gauge** - displays the temperature of your ship. Its central mark shows the optimal temperature, shift to the left indicates cooling of the ship, shift to the right – heating up. Controlling the ship's temperature is necessary for switching among the "standard", "cortier" and "shadow" modes (see "GAME RULES", "Temperature Gauge"). Pay attention to this indicator, especially in cases when you need to boost your combat power or remain undetected.

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9. **Kills** – Your "scalps," or the number of enemies you have destroyed during the mission.

10. **Anti-missile mines / Time** – this panel is divided into two parts. The top

part shows the number of anti-missile mines discussed in the "RULES" section; the bottom part shows your time on the battlefield.

11. **Radar** – A kind of a mini-map that displays the positions of the enemy and friendly ships. You can use the radar to determine the distance to the enemy and direction of their movement relative to you. The skilled combination of radar capabilities and active target selection will allow you to learn the disposition of practically any enemy ship and thus define your course of action. If there is no time for analysis, then the information of various objects' location may serve as a signal to change tactics – move away, accelerate, turn, etc.

12. **Help window** – This window displays game help messages and hints.

13 **Commands to friendly ships** - Giving commands to your comrades or allies is a new functionality in "Dark Horizon" A skillful use of this feature will open up new tactical opportunities in combat. (see "GAME RULES", "Commands to friendly ships ")

## PLAYER'S SHIP

### Damage distribution

A ship's defenses consist of three layers. The first one is the shield, the second is the armor, and the third is the hull. If your ship sustains damage, it first affects the shield, then the armor, and then the hull. Once the resilience of the hull reaches 0, the ship explodes along with the pilot.

The damage distribution is conducted according to the residual principle. For example, if your ship's defenses consist of 20 shields units, 100 armor units and 60 hull units, and the damage is 30 units, then the damage will be distributed in this manner:

**Shields: 0 (-20)**

**Armor: 90 (-10)**

**Hull: 60 (0)**

This principle applies to all ships in the game. Some ships may not have shields or armor.

### Ship Parameters

The ship controlled by the player, as any other ship, has the following parameters:



**DP (Durability Points)** – The resilience of the hull. If DP = 0, the ship explodes. If the armor is gone, your ship is about to be destroyed. The number of DP is set by the selection of the hull type.

**AP (Armor Points)** – The strength of the armor. The armor protects the ship from damage. Once the armor is penetrated, the ship's hull begins to sustain damage from the enemy shots. Typically, the armor does not regenerate over time – therefore it is best to keep your shields functional. The number of armor points is set by the selection of the armor type.

**SP (Shield Points)** – The shield's strength. Shield absorbs the damage, protecting the armor. While the shield is functional, neither armor, nor hull sustains any damage. The shield regenerates over time, especially fast while in the active defense mode (see "RULES, Modes"). Therefore, the shield is the most important element of the ship's defenses. The number of shield points is set by the type of shield selected.

**Speed** – The speed of your ship. The speed can be low, moderate and high. The higher the speed, the faster your ship flies. The speed depends on the engine type. The less powerful engines often are lighter than the more powerful ones (see "MODDING").

**Versatility** – The maneuverability of the ship, determined by how fast your ship can turn. The versatility can be low, moderate and high. The versatility is important when evading enemy fire or aiming and pursuing a target. The faster you turn, the easier it is to keep track of a darting around target and aim at it. The amount of versatility is set by the type of the hull selected.

**Damage Factor** – Indicator of the inflicted damage. Usually equals 100% by default. Damage Factor determines how much damage the target would sustain when hit. If the cannon-inflicted damage equals 30 and Damage Factor equals 200%, then the target will sustain 60 damage points from each shot, i.e. twice the norm. Damage Factor can be affected by modifying a number of special components and parts (see "MODDING").

**Defense Factor** – Usually equals 100% by default. Defense Factor determines how much damage the ship will sustain when hit. If the amount of damage equals 30 and the Defense Factor is 50%, then the amount of damage sustained would equal 15, i.e. half the norm.

## WEAPONRY

All weapons in "Dark Horizon " are divided into two types: energy and kinetic.

**Energy weapons** - based on focusing the energy and transferring it over distance in the form of a condensed beam. In other words, this weaponry uses pure energy instead of bullets and shells.

Energy weapons have an infinite supply of ammo, however, using this type of weapons heats your ship with every shot. Frequent use of energy weapons results in a rapid heating of the ship's subsystems, which makes the utilization of the "shadow" mode impossible (see "Temperature Gauge").

**Energy weapons consist of the following types:**

- **Laser** - short and fast energy bursts. Laser weapons have a high reload speed but inflict a low amount of damage.
- **Photon** - standard energy ordnance. Photon weapons have a moderate firing frequency and inflict a moderate amount of damage.
- **Ion** - powerful energy shells that are slow to reload but cause serious damage.
- **Mirk** – 30% Mirk substance shells, extremely destructive but very costly to produce.

**Kinetic weapons** fire shells accelerated to enormous speeds. The main principle behind this type of weaponry is similar to that of firearms.

Kinetic weapons have limited ammunition but are more destructive than the energy weapons. Firing kinetic cannons does not affect the ship's temperature.

**Kinetic weapons consist of two types:**

- **Pure kinetics** - Ordinary kinetic weapons with high reload speed and average destructive power.
- **Vector weapons** – Ordnance accelerated to enormous speeds and thus far more destructive. Vector weapons have a longer reload time but cause a significantly higher amount of damage.

**Missiles** - Self-guiding shells of devastating power. Although you typically have but a few of them, they are often your main weapon against large and powerful ships. It is wise to equip your ship with missiles for every mission because they are an order of magnitude more effective than ordinary cannons. A missile hit inflicts some damage to nearby ships too (though the damage radius depends on missile's power).

**Weapons Damage Distribution**

You are already familiar with how damage is distributed on your and enemy ships, but there is also the concept of the “weapons damage distribution.” It is displayed in a weapon's properties and looks like this:

Damage to shields: 150%      Damage to armor: 50%

What does it mean? means that if an enemy ship has a shield, this weapon (and only this weapon – it is not tied to other weapons or missiles) will inflict 150% of the standard amount of damage. In other words, if damage is 30, then the damage to the shields will be 45. If the shields are destroyed, then the damage to the armor will be 15 because it is now 50% - half of the norm. When there are no shields and armor left, damage to the hull will be the normal value of 30 – hull damage is always 100%.

Therefore, some weapons can be highly effective against shields but weak against armor and vice-versa.

Weapons damage distribution depends on the type and configuration of a particular weapon.

**Standard damage distribution by weapon type:**

Вид	SP	AP
Photon	100	100
Laser	130	70
Ion	200	70
Kinetic	80	120
Vector	50	150
Mirk	No standard exits	

*Note: Standard distribution is typical only for the base models; any cannon that differs from the standard may have its own distribution.*

As we can see, energy weapons are more effective against shields and kinetic are more effective against armor. By effectively combining different types of weapons, you will destroy enemies in a more efficient, fast and safer for you manner.

## Anti-missile mines

These are a standard component, installed by default on every ship. Anti-missile mines are jettisoned from a special compartment and draw missiles onto themselves by transmitting a signature similar to that of your ship.

If you detect an enemy's missile launch, a timely use of an anti-missile mine can save you from sustaining serious damage. Anti-missile mines remain active for a very short period of time and thus have to be used carefully, even more so due to their limited quantity.

# MODDING

*Modding is the process of optimizing your ship by changing its configuration.*



A part, or “block”, is the main element of modding. Every part modifies certain parameters of your ship. Installing more powerful shields will result in increased SP, while strong armor will increase DP, etc.

By combining various parts and modifying the ship's configuration, you can build a ship that suits your strategic needs. However, you won't be able to build a "perfect" ship -- you are limited by the maximum [take-off weight] and [energy capacity] of a ship. For instance, you can first install parts that offer shields and armor advantages, and only then move onto the engine and weapons. As a result, you will get a slow, extremely hard to kill vehicle with weak firepower. You can also build a ship aimed at inflicting a massive amount of damage -- use a hull with three weapon slots, install your three best guns and distribute the remainder among armor, shields, etc. It will enable you to quite swiftly destroy the enemies, though you'll be done for if they get close to you. You can also build a more balanced ship with average values for all parameters.



**[Take-off weight]** is defined by a ship's hull. If the combined weight of all installed parts exceeds the maximum take-off limit, your ship won't be able to fly.

**WEIGHT 5000 / 6300**

High take-off weight limit could be compensated for by having just one weapon slot, weak hull resilience or something else. As you complete missions, you will be given access to hulls with higher take-off weight limitation.

**[Energy capacity]** is defined by the reactor. Energy is needed for shields, weapons and missiles.

**ENERGY 1800 / 2520**

If the total energy consumption of your ship exceeds the [energy capacity] parameter value, your ship will explode after the first attempt to fire, which is why the technician simply won't allow you to embark on such a suicidal mission.

Take note that there are also "non-standard" items. For example, there are shields with their own power sources that consume very little energy at the expense of increased weight. So if you have little energy but plenty of weight to spare, you can install such shields to even out the load. Installing some items may at first appear impossible because of their weight, but they may become useful once you've completed a mission or two.

The process of modding consists of the following steps: you select a block (or component, a spare part class) that you want to modify. You then select the part you need from the list. If the installation of that item causes you to exceed the maximum take-off weight or energy capacity, then that part will be installed but a technician won't allow you to leave the hangar.



## SPARE PART CLASSES (BLOCKS):

### Hull

Ship's main component. The hull determines the take-off weight limit, DP, maneuverability and the number of weapons slots (1 to 3).

### Armor

Ship's armor. Its weight depends on its strength.

### Двигатель

Отвечает за скорость и охлаждение корабля. Чем быстрее охлаждается корабль, тем меньше риск перегрева и тем чаще возможна стрельба из энергетического оружия.

### Reactor

Determines the **energy capacity** of the ship. The higher the energy level available, the better cannons, missiles and shields you can install. The reactor is also responsible for the **speed of shield regeneration**.

### Missiles (1-2)

Self-guiding, extremely destructive ordnance. Require energy. You can install one to two missiles on any hull.

### Cannons (1-3)

Energy and kinetic weapons. Every weapon requires energy to function. You can install up to three cannons, depending on the selected hull.

### Shields

The stronger are the shields, the more energy they consume.

### Device

Built by you equipment that affects the ship's parameters.

If you are not sure which ship you need or simply do not want to spend time on modding, you can use the [auto-configuration] feature (see "INTERMISSIONS, Hangar").



## CREATING YOUR OWN DEVICES

In "Dark Horizon", you can create your own equipment to enhance your ship's parameters.



To assemble a device of your own making, you would need certain resources, which you can obtain by disassembling components in your hangar. The higher quality component, the more resources it would yield. However, you cannot disassemble more than 3 components during each mission.



There are 5 types of resources available for assembly/disassembly:

- **Tech alloys** – Strong metals, the vital component in armor production.
- **Condensators** – Necessary for energy components and energy-consuming equipment (e.g. shields, reactors).
- **Regenerators** – Necessary for various regenerative processes. Also used in a ship's cooling system.
- **Nanomodules** – Used to fasten metal alloys through the use of nanotechnology (incredibly strong fibers invisible to the unaided eye), predominantly to reinforce armor.
- **Electronics** – Necessary to enhance weapons systems, ship control systems, etc.

Resources obtained from disassembling a part depend on its make-up. For example, shield regeneration systems require capacitors (since shields consume energy) and regenerators (for use in regenerative processes). A reactor, for instance, is an energy-related component responsible for the speed of shield regeneration and is generally quite heavy (it's made of metal). Thus, if you disassemble a reactor, you will get condensators, regenerators and tech alloys.

While assembling/disassembling a device, you should follow a simple principle – to assemble a device for a particular benefit, you need to disassemble a device which does the same thing.

Therefore, if you need to assemble an energy-boosting component, you would have to disassemble the best available energy-related parts, such as reactors and shields.

To assemble a device, proceed as following: first, select the [type]. A component's [type] defines its basic properties and the parameter which it improves.



Device Types:

**Amplifier APR** – strengthens armor. Installation of such a device boosts AP. *Required resource: tech alloys.*

**Reflector SHD** – strengthens shields. Installation of such a device boosts SP. *Required resource: condensators.*

**Modifier DXD** – boosts power of all weapon systems. All cannons fire more powerful and destructive shots. *Required resource: electronics.*

**Modulator DEF** – Diminishes, by a certain percent, the amount of damage sustained by your ship. *Required resource: nanomodes.*

**Regenerator LRS** – accelerates shields regeneration. This device can be extremely useful when combined with a powerful, high-SP shield. *Required resources: condensators, regenerators.*

**Energycapacitor ENS** – provides additional power to shields and weapons. You should assemble it if you constantly lack power for desired weapons and missiles. *Required resources: condensators, regenerators, nanomodes.*

**Optimizer MPO** – increases maximum take-off weight. Extremely useful, since there is no such thing as unneeded spare weight capacity. The expanded weight threshold will allow you to install a better reactor, which in turn would allow you to install more powerful cannons, shields or missiles. *Required resources: tech alloys, electronics.*

After selecting a device [type] you would select its [class]. The higher the [class] of a device, the better its parameters and the more resources it will require.

Class affects only parameters defined by a [base].

Class list.

Class 5 – the lowest class. Effectiveness coefficient: 0.4

Class 4 – below-average class. Effectiveness coefficient: 0.7

Class 3 – average class. Effectiveness coefficient: 1

Class 2 – higher-than-average class. Effectiveness coefficient: 1.50

Class 1 – the highest class. The best parts. Effectiveness coefficient: 2

The effectiveness coefficient is a relative number, indicating the qualitative differences of one device's parameters over those of another.

Take note that building higher-class devices will require gathering particular resources over several missions, disassembling up to 3 components with the highest amount of the necessary resources during each mission. For example, if you want to create a Modifier DXD, over the course of several missions you'd have to send practically the best cannons you have to the technician-Bios for disassembly.

Once the class is selected, the default model of the device is assembled, and you can order it. You may also make up to two [modifications] of this device, changing its parameters. Each modification enhances one of the ship's parameters, regardless of the selected [type]. Hence, you could build a device of an armor-boosting [type] and with shield regeneration accelerating [modifier].

Modifiers can be used in any combination – for example, it is possible to create a device greatly benefiting the armor: Amplifier APR + AR Mod + AR Mod, class: 1. Or, you may decide on a device benefiting three parameters: Amplifier APR + SL Mod + RS Mod, class: 3. This way you would get a device that somewhat strengthens the armor (APR), shields (SL) and the speed of shield regeneration (RS). There is a large number of such combinations.



Modifier list.

**AR Mod (+armor)** – Additional armor.

*Required resource: tech alloys.*

**SL Mod (+shields)** – Additional shields.

*Required resource: condensators.*

**CL Mod (+cooling)** – cooling boost.

*Required resource: regenerators.*

**DG Mod (+damage)** – damage boost.

*Required resource: electronics.*

**DF Mod (+defense)** – defense boost.

*Required resource: nanomodules.*

**RS Mod (+shield regeneration)**

– shield regeneration boost.

*Required resources: capacitors, regenerators.*

**EN Mod (+energy)** – energy boost.

*Required resources:*

*condensators, regenerators, nanomodules.*

**LF Mod (+self-repair)** – automatic armor repair. After being damaged, the armor will begin to self-regenerate.

*Required resources:*

*nanomodules, electronics.*

You can only install up to two devices on your ship, so be attentive during their assembly. If you create too many of them, valuable resources will be wasted in vain.

Once you have determined which device you need, press the “order” button. If you have enough resources, the technician will do his job, and the new device will appear in the “devices” section of your hangar.

A brief overview:

- You can create your own devices;
- To obtain required resources, you would have to disassemble parts that contain them.
- You can't disassemble parts that are installed in your ship.
- You can't disassemble more than three parts per mission.
- You can't equip your ship with more than two devices.

## CREATING YOUR OWN CANNONS

In “Dark Horizon”, you can create your own cannons, which is done on the same principle as creating your own devices – to obtain required resources you would have to disassemble parts that contain them. You select which cannon to create by defining its various parameters.



First, you have to select the [type] of cannon. The type is determined by the cannon's ordinance.

**Cannon types:**

**Laser** – the fastest and weakest type of weapon. Its low power, however, at times is compensated by its firing speed. This energy weapon has an unlimited supply of ammo and requires energy. Effective against shields.

**Photon** – an energy weapon, average in all respects, but versatile: useful against small, fast-moving targets and slow, large ones. Has an unlimited supply of ammo, requires energy.



Ion – one of the most powerful types of energy weapons. Fires with a lot of destructive power, but reloads slowly. Highly effective against shields. Has an unlimited supply of ammo, requires energy.

Kinetic – high-velocity shells, cause additional damage to armor.

Vector – powerful projectiles, cause a significant amount of damage to armor, but are less effective against shields.

Mirk – a weapon utilizing the ominous substance of the Mirk. Production of the “Mirk” cannons is quite expensive, but their destructive power is enormous. Such cannons you will have to create yourself – you won’t find them on the modding part list.

The second step in creating a cannon is selecting the [caliber]. Caliber determines a weapon’s effectiveness in its category, i.e. its combat capabilities.

Caliber numeration goes as such: 100, 250, 500, 750, 1000. The higher the caliber, the more powerful is the cannon, the more resources it requires. High caliber may also mean long reload time.

Just like with device creation, you can use additional modifiers (up to 2) to boost a weapon’s capabilities.

Damage – increases the amount of damage inflicted by the weapon.

Reload – reduces the reload time.

Ammo – increases the supply of ammo (only for kinetic weapons).

Cooling – the cannon does not heat up as much during fire (useful while in the “shadow ” mode).

Optimizer – the cannon requires less energy to function.

Core M – increases the amount of shield damage while decreasing the armor damage.

Core F – increases the amount of armor damage while decreasing the shield damage.

Core R – increases 2x the amount of armor and shield damage, but requires 3x energy.

Core D (X) – boosts the destructive power and firing frequency.

Once you have selected the desired configuration (if you have enough resources), press the “order” button – the cannon will appear in your weapons list. Naturally, resources needed for its production would be spent.



Cannons created by you may prove more effective than those offered to you before missions, so pay attention to the parameters of the cannons in your workshop and of those you could create.

## STORYLINE BACKGROUND

### THE GALAXY AND ITS RACES

The game unfolds in the Enosta galaxy that is being slowly consumed by an unknown and irresistible force – the Mirk. The Mirk appeared at the center of the galaxy, and, attracted by the luminescence of sentient beings, in a few decades, devoured half of the populated worlds. Its properties and the causes of its appearance remain unknown, and it is clear that the sentient races are doomed....

Enosta is densely populated. Besides humans, five other sentient races reside in the galaxy – the Sia’Nuss, Mea’Tarr, Moxi, Bioses and Guardians. They have spread throughout the galaxy, but the Mirk shattered this world into sectors, cutting them off from each other.

The symbiotic Moxi reside in the north-eastern sector. Since the Moxi are ardent believers in the principles of biological balance and harmony, their worlds have provided an ideal habitat for many other creatures. Each Moxi individual is a small warm ball living in a symbiotic relationship with a so-called “Big One,” an indispensable entity that is the small being’s assistant, “legs,” “hands,” means of transport and sustenance provider. A Moxi obtains a Big One at birth, and the two remain inseparable for the rest of their lives. After the arrival of the Mirk, the Moxi closed off their worlds, maintaining contact only with a few specifically chosen representatives of other races.

The Sia’Nuss – the most sophisticated of the galaxy races, once populated its south-eastern arm. The Mirk, attracted to the luminescence of their intelligence, simply annihilated them, forcing them to flee to the humans. The Sia could not resist the Mirk’s onslaught – these beings abhor the concept of war. Their race developed free of conflicts and wars, channeling all its energy into scientific exploration. Unfortunately, almost all of their scientific elite perished in the Mirk while trying to understand and explore it. The survivors currently live in the human sector of the Eastern Borderlands; their race, however, is doomed – without their homeworld, the Sia’Nuss cannot develop any further.

The Mea’Tarr are a warrior race who see advancement solely in perfecting combat skills. Their race inhabits the north-western part of the galaxy, its coldest and most inhospitable sector. Ruthless yet noble, they avoided degenerating into a murderous horde thanks only to firmly rooted traditions and rituals. The Mea’Tarr division into clans co-exists harmoniously with their being-of-one-race identity. They viewed the Mirk as a worthy opponent, but soon understood that it recognizes no rules and that martial rituals and

traditions accumulated over millennia were useless against it. The De’Kheté – the Mirk’s most terrible creations – appeared after the Mea’Tarr best warriors, the Kheté Elders, were sent against the Mirk in a desperate attempt to preserve their worlds. The Elders perished while ramming the flaring Black Star. These warriors, reflected by the Mirk mirrors, dead and insane, later returned to become the new terror of the galaxy’s Second Age.

Humans, a young and full of contradictions race, have occupied the galaxy’s most welcoming sector – its south-east. Their history dazzles with the number of wars and conflicts that have extinguished countless human empires and federations. As a result, the Mirk’s arrival first went unnoticed. The initial wave of refugees was seen as “unwanted migrants,” and nobody believed their horrifying stories. The inhabitants of the central worlds along the main Highway believed Mirk to be a scary fairy tale while those who would later call themselves the Guardians faced an unknown foe in mortal combat, suffering the first defeats and carving out the first victories. Around that time, the first Sia’Nuss ship fleeing the destruction and carrying a hint of knowledge about the Mirk arrived on the edge of the Eastern Borderlands. Only when the Elite Worlds were utterly obliterated by this “fairy tale,” and just a handful of worlds was all that remained of the mighty Torpan Alliance, humans finally managed to unite against the common enemy.

The Bioses are bio-mechanic beings, inhabiting the Wasteland sector in the human arm of the galaxy, once created by humans to be their servants. The first Bioses appeared long before the coming of the Mirk. Evolving, the Bioses had realized that they no longer depended on humans and did not have to obey them. Their mass exodus to the Wasteland came to be known in the annals of history as the Quiet Revolt. Using technologies they had learned from humans, the Bioses built numerous factories and stations, gradually integrating into the galactic economy. Goods, produced by them, are considered to be of the best quality. Mirk affected them in the same way it did humans, but Bioses approached this problem far more seriously, establishing collaborative relationships with the Sia and the Guardians, and becoming the main force in the galactic struggle against the common foe.

The Guardians used to be human, but were changed by the Mirk to the point of becoming unrecognizable as such both in their appearance and internal make-up. They dwell in the Northern Borderlands sector of the human arm of the galaxy. The first Guardians appeared during the First Mirk Wave, and at that time were viewed as something unnatural and terrible. After the initiation (infection by the Mirk), a person had only one option – to go into forced exile to the Northern Borderlands. However, these former humans



did not accept their fate and set out not only to survive but to continue their struggle. Thus emerged the "Guardian" society, and shortly afterwards the human race gave birth to another – the Guardians. They played a pivotal role in halting the Mirk's advance. The Guardians have defended many worlds, not all of them human. Surrounded by myths and legends, to humans the Guardians remain the most mysterious race.

## MIRK AND THE DE'KHETE

Mirk is a deadly galactic cataclysm caused by a mistake made by the Wanderers during the launch of a gigantic Hyper-Beacon at the galaxy's center some 800 years ago. The catastrophe has already obliterated the majority of the inhabited worlds, annihilating entire sectors altogether. The Mirk does not have physical properties – it is neither matter nor energy but something utterly alien to this universe. Nothing can remain alive once engulfed by it.

There appears to be a pattern to the Mirk's encroachment – worlds with more intelligence and light are destroyed first. Uninhabited worlds are practically ignored by the Mirk, although its presence in their vicinity causes the appearance of certain anomalies.

Many hypotheses of the Anti-Element's (aka Mirk) origin have been brought forth since the end of the First Age (300 years ago). However, a direct study of the Mirk is impossible since getting too close is fatal. Scientists can only observe the consequences of its appearance – anomalies, mass extinction of living beings, etc. The Sia'Nuss, and later the Guardians had gotten the farthest in trying to solve this mystery, but by the onset of the Second Age all Highway-bound communications with the Sia'Nuss sectors had been lost.

Some believe that the deactivation of the Hyper-Beacon at the center of the galaxy would halt the Mirk's encroachment, but no living being could ever get there because of the extremely high concentration of Mirk.

Presently, there are half a million of various hypotheses dealing with the Mirk's origin; none, however, besides the one mentioned above, is supported by facts at hand.

At the moment, the De'Khete are the main threat, since they facilitate Mirk's expansion and are the most sophisticated of Mirk's Manifestations. Combined human, Mea'Tarr and Guardian forces have been battling them, but their complete destruction remains out of reach, as it would require permanently halting Mirk's advance, which is practically impossible.

The first record of the De'Khete dates to the time shortly after the legendary mass ramming of a Mirk Nest by the oldest Khete clan, the mightiest warriors

of the Mea'Tarr. They sacrificed their lives but managed to stop Mirk's advance into the system and save their homeworld. Some months later, the first De'Khete (literally "The Dark Khete" in Mea'Tarr) appeared in one of the peripheral Mea'Tarr systems. The combination of such a warrior's agility and strength, and anomalous manifestations unleashed a new threat, more terrible than previous Mirk creations. At that time, however, the De'Khete were still rare.

The De'Khete are non-beings. In reality, they are all long dead. What Mirk brought back was not the physical body – it literally gave life to the very fear of the dead Mea'Tarr.

There is nothing regular about the De'Khete. They are a manifestation of the Anti-Element, a bizarre combination of the most vile qualities and instincts of the perished in the Mirk Mea'Tarr, amplified by mirrors and anti-quanta....

The lifeless shells of the De'Khete would have continued to aimlessly wander, were it not for a terrible turn of events – someone began to lead them. From that moment on, the De'Khete have started to appear everywhere in ever growing numbers, supported by increasingly more bizarre battle stations. The remaining living beings would now have to face their last formidable foe.

The coming of the De'Khete became the turning point in the history of the galaxy. They are obsessed with the idea of total conversion of all living creatures into Mirk. At the same time, they do not pursue any specific goal, but simply destroy all life they encounter. The De'Khete are not even a race – they are an increasingly more common phenomenon.

The galaxy is dying ... but suddenly there is a bright glimmer of new hope ....

## THE GUARDIAN COSMOLOGY

Mirk preceded all.  
Mirk preceded Light.  
And Mirk will remain once all is gone.  
Mirk is the original state of everything.  
There was no time or geometry,  
But in Mirk's depths the Light ignited,  
And Time was born.  
Light was born out of Mirk and is its splintered part.  
The chaos of Mirk began to fall apart  
And atoms, the galactic embryos, were born,  
Creating nebulae and stars.  
Stars are the Light's eyes and Hearths.  
Around stars formed Coral belts,  
Like eyelashes surrounding the hearths of Light,  
And became the galaxy's oldest form of life.  
Enormous Corals, void of feelings, emotions and consciousness,  
Paved the way for new lives, new forms,  
Which grew smaller and more advanced.  
The Coral belts have been dead for millions of Doric years,  
But their skeletons are worlds, havens for beings,  
Plants, semi-plants, semi-beings, non-beings and spiritual entities.  
The Wanderers – the highest embodiment of intelligence,  
Came to be on Coral belts at the center of the galaxy.  
Their intellect was a metaphor of Light itself.  
They built an enormous Beacon to travel to new worlds.  
But as Mirk begot the Light, the luminescence of intellect brought Mirk back,  
Since in the struggle of the opposites they create each other.  
Mirk devoured the Beacon and the Wanderers' worlds,  
Beginning its return,  
And Black Stars – Mirk's dark eyes – have come to be,  
And so did Mirk Winds.  
Mirk extinguishes bright suns, collecting splintered parts,  
Reclaiming its ancient domain.  
A real victory over it is unthinkable,  
Just like ultimate victory over death is impossible.  
In the end everyone dies.  
So Mirk will reclaim all in one way or another,  
And all will return to the Inseparability and Chaos,  
And the Twilight will reign.

But every moment of preserved Reason and Light,  
Every saved sun ray  
Is the goal of the Guardians' sacred duty.  
Every moment of a being's life  
Is unique and priceless,  
Even if in the end there's only Death and Mirk  
And all will return to an indiscernible point in the void  
From which all came.  
While we live – let the stars shine.  
The purpose of our lives is this sacred and hopeless  
struggle....





## SHIP DESCRIPTION

### GUARDIANS

Over the course of several centuries, the Guardians were occupied mostly with studying various manifestations of Mirk and developing the most effective battle strategies. The task of each Guardian has been to become familiar with the enemy's behavior and to be able to foresee its every step, every movement, and every thought. The Guardians are themselves to a certain degree a manifestation of Mirk, which helps them see through the enemy tactics and effectively counter-act. Achieving the highest degree of effectiveness is the principle that Guardians follow in other spheres of life away from the battlefield. This is the founding principle of the Millennial Practice. Ships, stations, day-to-day life, communications – everything was stripped of anything deemed unnecessary or disrupting.

### VATTAR AMA'DAN

Class: base station.

Enormous orbital fortifications of this type are constructed by the Guardians in the central sectors and especially around objects of significance. It is an entire complex equipped with all technology necessary for extended combat, support of the 200 Guardian-piloted interceptors, Mirk research and observation of its boundaries. The station is capable of supporting a population of 2 million and withstand 5 years under siege without being relieved. The defense perimeter consists of a complex pattern of artillery platforms. All stations of this class are linked to the hyperspace information network built by the Sia'Nuss.

## LIGHT BARGE

Class: Titan.

The largest, most heavily armored Guardian vessel, designed for long flights through Mirk-affected systems and transportation of particularly important, classified artifacts. Its defensive capabilities rule out the possibility of such events as an attack by FRONTIER pirates. Comparable in its capabilities to large stations, this ship is so enormous that loading and unloading are done by a fleet of smaller cargo ships. Nevertheless, it dwarfs any other ship-titan with its speed capabilities – hybrid technologies, a Sia hyperdrive and a mysterious crew surrounded by legends, since no one has ever seen them.

Often this ship would deliver the “light torpedoes,” the most powerful torpedoes in existence, into the heart of Mirk concentrations, saving numerous star systems from certain destruction.



## DEFENSIVE TURRET

Class: Freighter.

A Guardian freighter retrofitted into a huge mobile platform designed for the destruction of large objects. Does not have any defense systems, and thus is supported by a squadron of interceptors.



## NEST DEVASTATOR

Class: Cruiser

The most powerful type of Guardian combat vessels, they are often found in Mirk-bordering systems. These ships are built for long-range firing at anomalous formations around a Mirk Nest (a dying star). The primary weapon and the energy source take up most of the ship's structure. A Devastator is assembled from the most powerful and effective modules of a similar class ships, and to generate the necessary amount of energy for firing, the standard generator has been replaced by a percussion-impulse Sia'Nuss model.



## MINER

Class: Freighter.

Built on the foundation of a Torpan miner, with the defense elements and engines taken from ships of other races, which makes these ships more resilient, faster and maneuverable. Smaller mines, created utilizing Sia'Nuss technologies, allowed to increase the ammo load several times.



## DODGER

Class: Interceptor

A Guardian battle ship, specializing in engineering and diversion combat tasks, such as discovery and destruction of the enemy's weak nodes. They are often used for rebuilding systems in combat conditions.

## TALON

The Warrior's ship

The personal ship of a Guardian warrior, capable of long-range travel. The ship has a separated cabin and cargo bay. Talon's development was based on the designs of the Elite military fleet - more technically sophisticated than the Torpan ships, but also more expensive. Today, these ships, equipped with technological enhancements, battle-tested in numerous engagements by the Sia'Nuss, Bioses and Guardians, differ significantly from their prototypes. Besides, during his lifetime a Guardian would modify the ship as he sees fit, so finding completely identical ones would be very difficult. A Talon is given to a Guardian of the third degree for lifetime use.



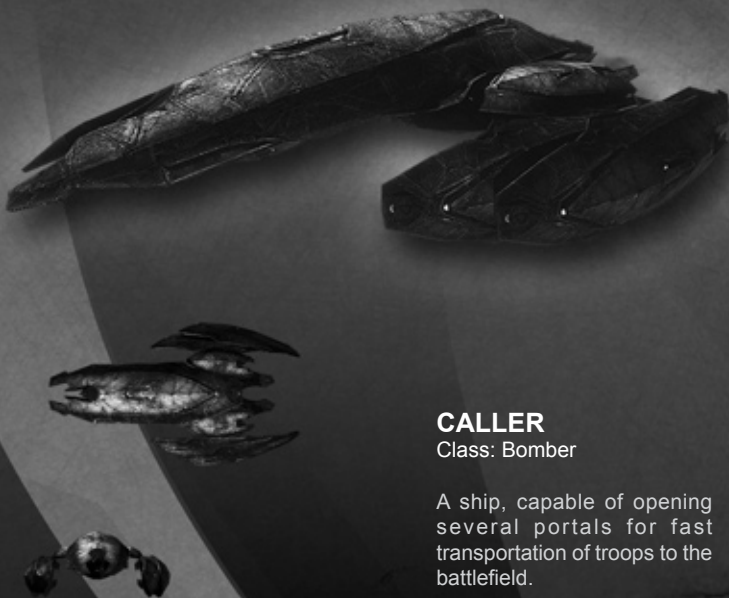


## DE'KHETE

There is nothing regular about the De'Khete. They are a manifestation of the Anti-Element, a bizarre combination of the most vile qualities and instincts of the perished in the Mirk Mea'Tarr, amplified by mirrors and anti-quanta....

The lifeless shells of the De'Khete would have continued to aimlessly wander, were it not for a terrible turn of events – someone began to lead them. From that moment on, the De'Khete have started to appear everywhere in ever growing numbers, supported by increasingly more bizarre battle stations. The remaining living beings would now have to face their last formidable foe.

The coming of the De'Khete became the turning point in the history of the galaxy. They are obsessed with the idea of total conversion of all living creatures into Mirk. At the same time, they do not pursue any specific goal, but simply destroy all life they encounter. The De'Khete are not even a race – they are an increasingly more common phenomenon.



### CALLER

Class: Bomber

A ship, capable of opening several portals for fast transportation of troops to the battlefield.

## PORTAL

Class: Base

A portal for transporting large ships into the combat zone. Five portal platforms, utilized as powerful energy sources, are required for a portal's activation.





## AVENGER

Class: Cruiser

A threatening shape, a lot of fire power and a strong armor put this ship into the same class as such legends as Singrvana, Talestra and even the Nest Devastators.

## SUPREME MECHANISM

Class: Planetary titan

Enormous space-time disruptors. Their appearance in a system heralds the coming demise of its planets. At the moment, there are no known effective methods of destroying these objects – the mechanism's ability to fire at extremely long ranges and heavy fleet escort prevent striking at it from within an effective firing range.





## SIA'NUSS

The Sia'Nuss are a race of scientists, primarily motivated by the comprehension of the universe in all its aspects. They remain the most mysterious race in the galaxy. The Sia'Nuss have advanced to the very top level of the evolutionary development. They constantly strive to achieve harmony. Their science is extremely advanced, but any further progress is impeded by the small size of the population that survived Mirk's onslaught. The Sia'Nuss are a dying race. The intelligence of each Sia is unique, and thus every individual is extremely important for the entire race. The Sia reject the concept of war, as it is a powerful manifestation of the forces of entropy. On the other hand, they have developed numerous "clean" defense measures against various enemies.

After coming for help to the human sectors, the Sia found sincere support and trust only among the Guardians and Bioses. The rest just promised to collaborate against Mirk. Through the development of various means, from medicine to light torpedoes, the Sia made a sizable contribution to the struggle against the advancing Anti-Element. Their numerous inventions allowed the Guardians to be more effective in their battle against Mirk. However, after the Last Mirk Wave, which disrupted most Highways, contact with the Sia'Nuss was lost, nothing is known about their fate and many of their plans never came to be. Nonetheless, the projects they left to humans before then are viable and will be realized.

## PYLON

The Sia pylons are designed primarily for collecting and accumulating the energy of a star, and also for transforming quanta into building materials. The obtained star energy is transmitted into the "Light Core" to be used during the initial launch of the power generator, which requires a colossal energy impulse. Pylons have been placed in large numbers on the light Core's construction site.

## PROJECT "LIGHT CORE"

A structure that is being built with the latest technology of the highly-advanced Sia'Nuss. Building a structure of such a gigantic scale resembles growing a plant, transforming quanta, sent by the pylons, into the required materials.

The "Light Core" project is designed to prevent Mirk penetration of a sector of space with a radius of several star systems.

As at the moment all contact with the Sia'Nuss has been lost, the construction is continued by the Bioses and Guardians according to left schematics. The project was 70% complete at the time of the De'Khete's arrival.

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