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:: Game story

You are a DevastationZone Trooper, one of the Blue Star Alliance's toughest, hardened in combat and trained for action. During a space border patrol in the vicinity of planet Ardanis, you receive a code red distress call. The Rakkai Empire is invading the planet. A massive invasion overwhelms the planet, leaving chaos, horror and uncertainty in its wake. As one of only a few highly skilled survivors, you must use overwhelming firepower and all of your combat skills to battle the hordes of hostile ground troops, find out how to stop their plans and prevent the construction of a Space Wrap Portal.

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:: Menus

All the options required for entering the game, customizing your controls and optimizing the game for your system are available through the menus.

Main menu:

- *New Game* - Start a new game from the beginning of the story.
- *Load Game* - Load a previously saved game.
- *Settings* - Configure your controls and adjust audio/video settings.

Top menu:

- *Main menu* - Go to the Main menu.
- *Game menu* - Go to the Game menu. Active only if a game is in progress.
- *Quit* - Quit to Windows.

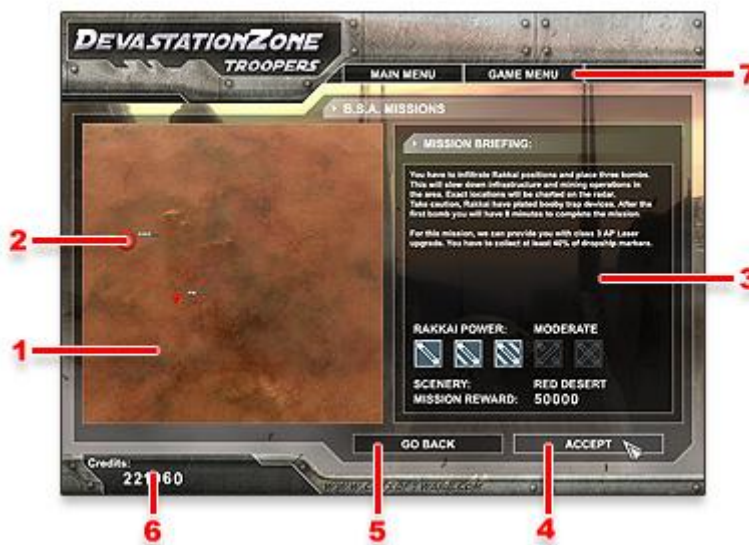
Game menu:

- *BSA Missions* - Go to the mission briefing map, select a mission and start the game.
- *Equipment* - Go to the equipment section, buy new upgrades and weapons.
- *Save Game* – Save current game - your game is also autosaved after successful mission completion.

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::Mission briefing & Equipment

BSA Mission Briefing:



1. Mission map. It displays all available missions. Select a mission by clicking on red mission markers.
2. Selected mission marker. More data about the selected mission are displayed in the briefing window.
3. Mission briefing window. It displays the selected mission's difficulty, description and objectives.
4. "Accept" button. Click to start the selected mission.
5. "Go back" button. Click to return to game menu.
6. Credits display. You can read your credit status here. Use credits to buy equipment.
7. Top menu. Click on top menu buttons to quickly change active menu.

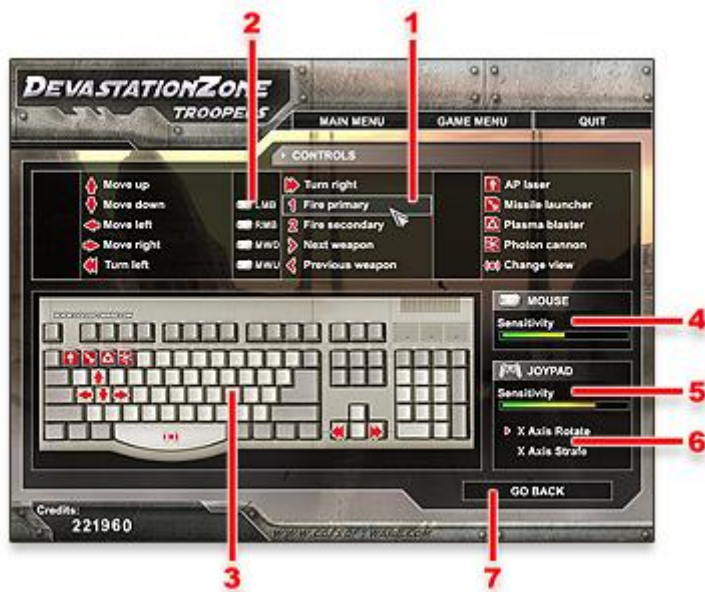
Equipment section:



1. Equipment items. Buy various items, upgrade your weapons and get a more advanced shield or special powerups. Click on an item to select it.
2. Item description and properties window. It will give you more information about the selected item.
3. “Buy” button. Use it to buy the selected item. You must have enough credits for the selected transaction.
4. “Go back” button. It returns you to the game menu.
5. Weapon display. It displays your current weapon power.
6. Credits display. You can read your credit status here. Use credits to buy equipment.
7. Top menu. Click on top menu buttons to quickly change active menu.

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:: Controls

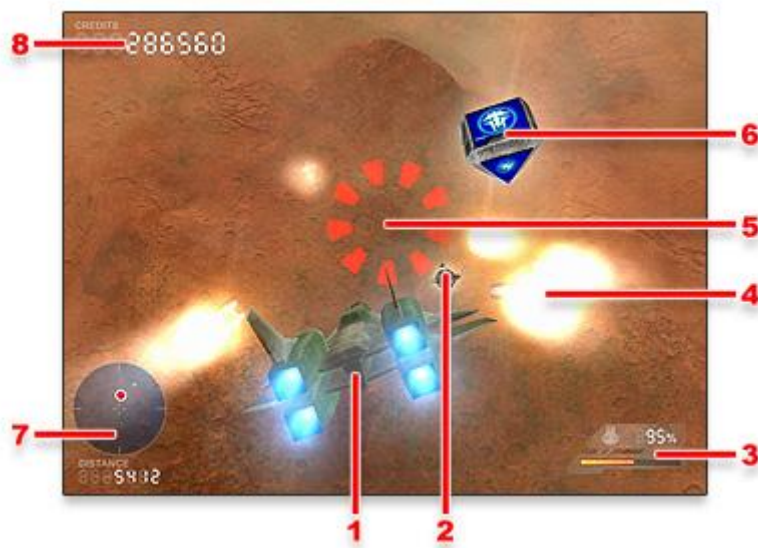


1. Control buttons. Click on one of the control buttons to remap it.
2. Control button icon. It indicates which control device was mapped.
3. Keyboard map. For keyboard mapped controls, an icon will be displayed on the keyboard image.
4. Mouse sensitivity slider. It determines how sensitive your mouse is to your movements in the game.
5. Joypad sensitivity slider. It determines how sensitive your joystick/joypad is to your movements in the game.
6. Joypad X-axis mode. It determines the behavior of the X-axis in the game-choose between strafe or rotate mode.

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:: In-Game displays

Dropship landing:



1. Skyhawk Dropship. Navigate your dropship up, down, left or right to avoid obstacles and collect necessary landing path markers. You will have to collect the specified number of landing path markers in order to land in the mission area.
2. Rakkai Air mine- high explosive device, avoid impact.
3. Landing status indicator- displays landing path status and dropship hull integrity.
4. Space debris- avoid impact.
5. Landing path marker- fly through markers to maintain a correct mission area landing path.
6. Credit cube- collect them and get more credits.
7. Radar and distance indicator- shows distance from landing path marker and position relative to the dropship.
8. Credits display.

Mission area:



1. DevastationZone trooper.
2. Weapon status and shield indicator. Shield bar represents the amount of damage you can take. When healthy, the shield bar is full. As you're shot or injured, the bar empties. If it reaches 0, you die. Picking up shield item cubes restores your health. Weapon icon represents the active weapon. The weapon bar represents energy level or amount of ammo you're carrying for the selected weapon. If it reaches 0, the weapon is empty. Picking up weapon item cubes restores your weapon's ammunition or energy. Energy weapons regenerate slowly, utilizing your backpack power reactor. You can buy more advanced reactors for faster weapons recharge.
3. Radar and distance indicator. It displays mission target's position and short range locations of enemy and game items. Enemies are displayed in cyan, items are gray and mission targets are red. To get to the mission target, proceed in the direction facing the red marker on radar.
4. Credits display.
5. Item cubes. Collect blue item cubes to get credits. The red ones increase your shield's or weapon's energy levels. Each cube has an icon representing the type of weapon or shield for which it will be used.

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