

SKYJACKER®

Read Me!

This document contains general product information, features and special notes to help you launch and play the demo of **SKYJACKER**.

SYSTEM REQUIREMENTS:

This demo of the game is designed to be installed on PC/ Windows® platform. It is compatible to Windows XP, Windows 7 (both 32/64 bit systems) and Windows 8.

Minimal system requirement:

CPU: Intel Dual Core 2.4 GHz
RAM: 2GB DDR2
Video Card: GeForce 8400M GS 128MB VideoRAM
HDD space: 2.5 GB
Windows XP 32 bit.
DirectX 9
Mouse, keyboard

Optimal system requirement:

CPU: Intel iCore7 3GHz (iCore5 2.4-2.7 will be Ok too)
RAM: 4GB DDR3
Video Card: NVIDIA GTX 480 – 2GB VideoRAM or higher
HDD space: 2.5 GB
Windows 7 32 bit/64 bit
DirectX 9
Mouse, Keyboard, Joystick

INSTALLATION:

- 1) Launch the installer [skyjacker_install.exe](#); you can change the destination directory, if necessary, but we recommend to use default installation path to avoid the necessity to adjust Administrator rights setting after installation.
- 2) You will be offered to launch DirectX online checker to update your system to the latest version of DirectX. We strongly recommend to proceed the checking procedure even if you think your version of DirectX is good.
- 3) You will be offered to install NVIDIA PhysX (version 9.12.0613), which was the latest official release of the downloadable version of PhysX at the time of current install assembly. But it's possible you have the newer version of PhysX installed into your system. In this case you can cancel the PhysX installation.
- 4) You will be offered to install FFDSHOW - this is a video codecs pack. You can agree or refuse, but be sure you have installed DivX or Xvid video codecs to play in-game videos. Otherwise the game demo can crash.
- 5) After installation you will be offered to launch Setup.exe This lets you configure your game settings, such as screen resolution, music and sound FX volumes, control keys and devices, level of difficulty, and other settings.
- 6) Now you are ready to launch the game. Launch SkyJacker icon from your desktop, or find SkyJacker.exe in the root directory where the game had been installed.

BEFORE TO LAUNCH THE GAME:

Before to launch the game ("Skyjacker" icon must be located on your desktop) go to the directory where the game had been installed, and launch **Setup.exe** to adjust your screen options, level of details and controls (if necessary):

- 1) First of all go to 'Video' settings and select the preferred screen resolution.
- 2) If your computer is powerful enough, it's better to enable such options as 'postprocessing' and 'high level of textures'.
- 3) Controls – don't change them if you have no specific preferences. Current system had been balanced to have both hands to be used optimally. Joystick controls are adjusted for **Thrustmaster T-FLIGHT HOTAS X**. In any case, you can manually change current controls settings, adjusting them by your preferences and your joystick's model.

Current CONTROLS settings:

LEFT HAND (keyboard):

TAB – Throttle Boost

Shift left – switch between two types of blasters (Fire 1)

C – switch between two types of rockets (Fire 2)

X/Z – Roll +/- movement

T – Pick the visible target

R – Pick the nearest target

RIGHT HAND (mouse):

Left button – Fire 1 (two types of blasters)

Right button – Fire 2 (rocket/torpedo)

Scroll but. rolling – speed up/down

Scroll but. Click – boost (similar to TAB)

Furthermore, it's absolutely real to use joystick and to assign all functions to the joystick. I like to play with joystick more than with mouse/keyboard.

Special keys – normally you have no necessity to use them, but we kept them enabled to let player experiment with some options:

H – hide HUD

Y – hide stretch dots (dust speed lines)

V – standard flying model "DIRECT"

B – flying model "COMBY"

N – flying model "STRAFE" (INERTIAL)

M – flying model "DUPLEX"

You can read more about our flying models system here:

<http://www.skyjackergame.com/the-game/flight-model/>

- 4) Now you can launch SkyJacker.exe

HOW TO OPTIMIZE GAME SETTINGS FOR OLD OR NOT POWERFUL HARDWARE:

- Disable 'postprocessing' (**Setup.exe**) - the render module will use lower version of shaders
- Use lower screen resolution (**Setup.exe**) - it will optimize your card render options
- Use lower texture resolution (**Setup.exe**) - it will require lower video RAM

- Go to installed directory, find '**config.cfg**', open with Notepad, find the line '**Game.Asteroids = 1.00;**' Change to 2, 3 or higher.

The meaning: '=1' means every first asteroid will be loaded (100% of asteroids will be loaded into the game level), '=2' means every 2nd asteroid will be loaded (50% of asteroids will be available in the game). The bigger is the number, the lower number of asteroids will be loaded there in the game level. The lower amount of in-game objects will optimize CPU usage, especially concerning physics computing.

Furthermore, you can try to play the game in windowed mode, what should help too (launch **Setup.exe** and disable 'fullscreen' option there in Video options)

If your hardware is powerful enough, we would suggest you to keep option 'Game.Asteroids =1.00;' to get 100% of asteroids to be available there in your game levels.

IF YOU HAVE PROBLEMS WITH DEMO LAUNCH:

There are several reasons why you got that trouble with demo.

First of all, we recommend not change default installation path, especially for Vista and Windows 7 owners. It's not because our demo won't work from different location. This requirement is related to an Administrator's rights. Launching the demo be sure you launch it as an Administrator - very usual issue for Vista and Windows 7 users.

Next, be sure you run Setup.exe and appointed correct video settings, especially correct screen resolution.

Then, be sure you have last version of drivers installed there in your computer:

Latest NVIDIA drivers: <http://www.nvidia.com/Download/index.aspx?lang=en-us>

Latest ATI Video driver: <http://support.amd.com/us/gpudownload/Pages/index.aspx>

Latest PhysX middleware: <http://www.nvidia.com/object/physx-9.12.0613-driver.html>

Be sure you have installed the latest version of DirectX, please check your system with DirecX online checker:

<http://www.microsoft.com/en-us/download/details.aspx?id=35>

Check your video codec (we propose to install FFDSHOW while demo installation cause we have few videos played there in the demo).

Moreover, be sure, your antivirus doesn't block our application or its files.

After all, if you proceed all these procedures and still cannot get the demo launched, we need to watch your profile.

For this purpose you have to prepare the following files:

- 1) **DXDIAG.txt** (go to Start menu/RUN type there dxdiag and proceed through diagnostics)
- 2) **game.log** - you can find it there in a root directory of the demo.
- 3) **config.cfg** - you can also find it there in a root directory of the demo.

Then contact us, sending a message either on Kickstarter, or there in our web-site mailing form (<http://www.digitilus.com/contact-us>). We will answer you, providing an e-mail address where you will need to send these files to let us check them for possible incompatibility issues.

Contact us and we will do ALL OUR BEST to help you play our incredible demo!

GAME LAUNCH:

- 1) Launch **Skyjacker.exe**
- 2) You will see our video logo (Abyss Lights Studio) – you can skip it by pressing **Enter** or **Esc**
- 3) Use keyboard to navigate over GUI. It was designed to let players use gamepad for GUI navigation (for game console version). Use arrows buttons to navigate Up/Down/Left/Right. Use 'Enter' to select or to apply, use 'Esc' to cancel or to go back.
- 4) First screen – there is no user profile by default, so you must create the new one. This option is related to HANGAR mode with unique ship profiles.
- 5) Second screen – use START GAME to go to the BATTLE MODE. You can also go into the HANGAR to change your spacecraft configuration. Go there and play with configurations, it's really attractive! ☺
- 6) Third screen – select SINGLE PLAYER Multiplayer mode is blocked in this demo.
- 7) Fourth screen – you see icons of 2 missions there. First mission (ice asteroids) is a training mission. Second mission (with spaceship on the screen) is a space battle mission. Use 'Left/Right' arrows to select mission, press enter, then press 'START DEAL' in the next screen to start mission.
- 8) When you complete mission, select CONTINUE button to get back to MISSION SELECTION screen, or use 'Enter'/'Esc' to replay mission or to go to the MAIN MENU.

MISSIONS OBJECTIVES:

Training mission – “Space cleaner needed”:

You play a poor space wanderer, who is looking for any job to get some money to start his criminal career. You got free job of the space wiper. Your task is to clean up space from numerous explosive energy capsules, which remained after space battle. Look over the screen to find big red circle/marker (we call it 'Big Screw'), which points your target. Then shoot it out by using any weaponry you like. If you see no marker over the screen, follow the red arrow in the rear sight (in the center of screen) to find your target.

You have to destroy 20 capsules (watch counter in the right upper corner of the screen).

When all capsules will be destroyed, you will see the green arrow, which is directing to the hyperspace portal (marked by a green circle). You have to leave location. Just fly into the portal.

Battle mission – “Cargo annihilation”

You play professional space pirate, who is a member of the pirate gang. You will be there with several other pirates, who will help you to complete your mission. Their ships' engine trails are pink colored. All enemy ships have blue engine fire trails. Your main task is to destroy transport ships – they are marked by the big red circle.

You entered through the portal #1 (see the map below).

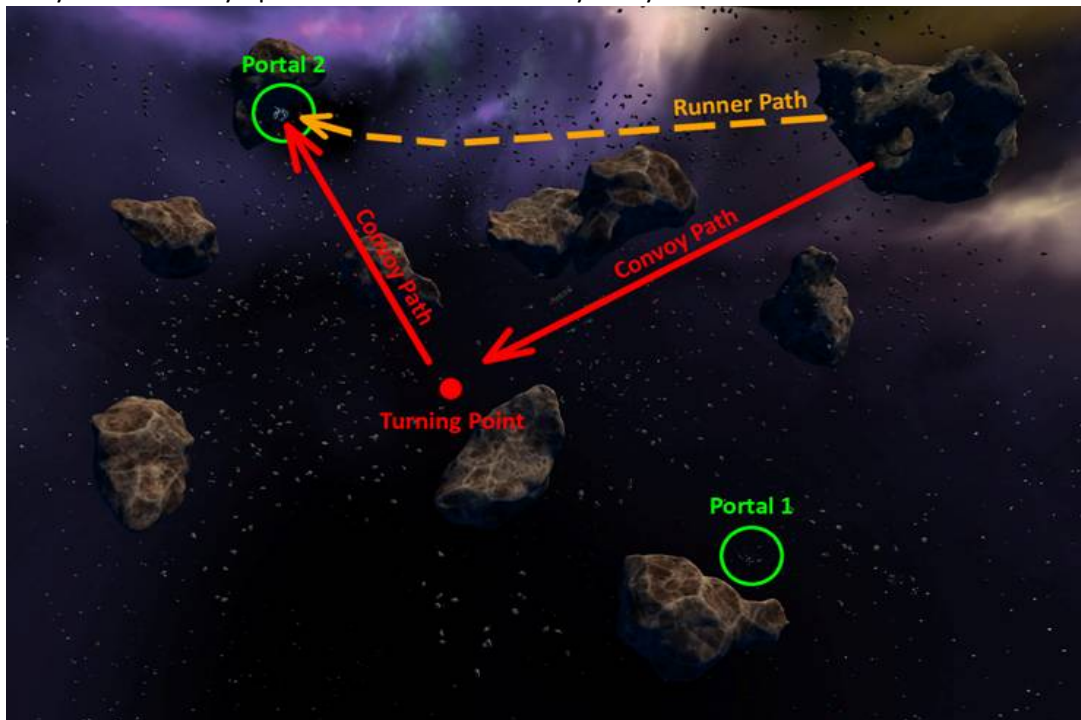
Your targets are several transport ships of Yatagooshee's race convoy. Check here:

<http://www.skyjackergame.com/spaceships/ytg-spaceships/>

There are 2 big transport ships and 4 mid ones – find a ship counter in the right upper corner of your screen. Transport ships are supported by dozens of fighters, which will attack you trying to protect transports convoyed. Killing them you will get additional points. But remember – fighters are not your main target! You will fail your mission in case if ANY transport will leave the system through the hyperspace portal #2. So try firstly to destroy all those 6 transport ships.

When all transport ships will be destroyed, you can either leave location (follow the green arrow to enter to any of two hyperspace portals), or you can stay there killing remained fighters. This part of the mission is just to get bonus points, so you can leave system any time you like, especially if your spacecraft got a serious damage.

Furthermore, there is one more important issue in the mission scenario. In the very beginning of the mission, when convoy recognizes pirates presence, they forward the "Runner" (mid size falcate shape spaceship) with two fighters straight across the asteroid field to the portal to get help. If Runner will succeed to reach the portal, new group of 5 fighters will arrive every minute – totally 15 fighters can arrive to help to the convoy. You can try to destroy the "Runner" to prevent this additional challenge. But you must hurry up! Because the "Runner" flies very fast.



Gameplay hints:

1) Weaponry:

- Blaster #1 (Fire 1 left sign) is very efficient against energy protection shield of fighters (100% of damage), but less efficient against armor (20% of damage).
- Blaster #2 (Fire 1 right sign) is very efficient against armor (100% of damage), but less efficient against energy protection shield (20% of damage)

Transport ships have no protection shield, while fighters have it. It's better to use blaster #1 against fighters until they will lose protection shield (50% of life lost – watch their life sign underline). Same way it's better to use blaster #2 against transport ships. But pay attention! Blaster #1 has unlimited number of shots, while blaster #2 is limited by 30 charges!

- Rockets (Fire 2 left sign) have auto-targeting to fighters (use T to target fighter) and are very efficient against energy shield, but make weak damage of the armor.
- Torpedoes (Fire 2 right sign) are non-targeted, flying along the straight line. They are very efficient against armor, but make weak damage of the energy shield.

Better use rockets against fighters, but torpedoes against transport ships. At the same time, rockets are more powerful in their total damage, so you can use them against transport ship too, but you must shoot them out at the very close distance, otherwise rocket will turn off to reach the targeted fighter.

Furthermore, you can play with your spacecraft configuration in HANGAR (of course before the battle!) by selecting different races' weaponry. All of them have different options.

- 2) We disabled energy shield and armor regeneration for enemy ships in current demo to get more casual gameplay. But it will be enabled for Yatagooshee's race ships in the final game. Basically,

this will be one of the unique features of those races, which have organic type of the armor (YTG, SHA, FLSK, SMKT). While energy shield regeneration will be a native feature of mechanical races (ASP, RTB). Pirate ships (BLG race) will have one or both of these features depending on their spaceship's set of construction elements. They have armor regeneration in this demo to let them survive in the battle. Player has only energy shield regeneration in this demo. This is adjustable option, which depends on the ship assembling.

- 3) Watch your energy protection shield (left side of the big oval sensor). If you see it's getting red, try to escape from the heart of the battle (for example turn off the fire line or fly to the asteroids field) for 5-10 seconds to let it get renewed. If you will lose energy protection shield, you still have armor and core structure of your ship (right side of the big oval sensor). But they are not renewable in this demo, so you will start to lose your protection with every new shoot damage or collision with asteroids, enemy ships or broken parts of destroyed ships. Green color means good station of your armor/energy protection shield. Red color means you got damage and are losing your protection shield or armor.
- 4) You can increase your speed up to 300% during few seconds by using booster (press TAB). But remember – it has a limited time of activity (3-5 seconds), then it needs to be recharged. Its sensor looks like a green “flower” on the left side over the speed progress bar. While losing charge its sensor loses “blades” getting reddish. Then it's charging back, getting yellow and green. There is no limit how long you can press TAB to keep it active, but the longer you press it, the more red is a sensor and the less efficient is your boost.
- 5) In case if you will decide to test “DUPLEX” flying model (press M in the battle mode), your speed monitor will get different. In this case you have no booster. Press TAB to change direction of your movement. Speed monitor progress bar should move to the center in case of back movement, but it doesn't work in the current demo, so never mind. In general concerning flying models – initially they were made for different scale, so I'd say they are not well adjusted in this demo. Currently we are implementing them in the Unity version of the game, and are not planning to improve them in this demo, because it simply has no reason to spend time on the work, while the game will be ported completely to Unity. So flying models here in demo are presented just to let player get imagination about what they are, with possibility to test them roughly.
- 6) You can shoot to the any part of transport ship, breaking it as you like. But you should know – you can destroy big transport ship only breaking all its engines! Concerning small transport ships – they will also flying forward while they have at least one engine working. So you must find solution how to make them unmanaged, while they will fly to the open space instead to turn to the portal. Destroy engines, destroy ships, do anything to not let them leave system – this is your assassin mission, what you was hired for.
- 7) You can use game environment to destroy enemy ships as well. But it's not easy for the first time. First shoot from blaster #1 to small asteroid will push it. Second shoot will break it on parts. Both – asteroid and its parts – are making damage to enemy ships. But it's task for the real ace. Furthermore, you can force fighter to collide with big asteroid (don't try to destroy big asteroids, they are too strong for your current weaponry!). Enemy fighter reacts on your shooting, trying to escape fire line. You can force it to turn to the preferred direction to hit to the big asteroid. Sometimes they do this because of the lack of attention. In previous version of the game we even had possibility to collide two enemy fighters, but decided don't do them so stupid. Believe me, they have very complex AI system, what let them find path between thousands of asteroids and cooperating in the battle. In this demo we disabled such features like complex cooperative attack of the fighters' wing, cause it's really very hard to survive in such cooperative assault of 4-5 fighters. But for sure it will be enabled in the game for hardcore players.
- 8) Sometimes game can get crash. Unfortunately it's because of our engine imperfection. Don't criticize us too much. Just launch the game again. Currently we port game to the better engine (UnityPro engine), so please forgive us for such crashes and remember – the main goal of this demo is to demonstrate our gameplay ideas, but not the engine technology.

I explain all these details just because you play the mission, which must be 10 or 12th mission in the game. Thus the player will be experienced enough to know about all these special game features.

Just few words at the end: this demo demonstrates single player version of the game. We will have both single and multiplayer versions in the final release of the game. We disabled multiplayer mode because of several reasons:

- it was build on RAK Net engine, which we decided to change to the better solution.
- multiplayer mode is directly connected to the HANGAR, getting all those unique features from unique ship assembling. But it doesn't work well in current version of the game.
- We already started to port game to Unity, what will better optimize resources and will let us use more complex levels with big ships in multiplayer mode.

Just for your info – even in current demo level we use simultaneously: one Runner (around 20 objects), 2 big transport ships (each one consists of 180 details), 4 middle transport ships (around 30 details per ship), 18 beacons (around 20 details per beacon), 2 complex portals (over 100 details per each portal), and player can meet around 40 fighters with complex AI. Furthermore, there are 10 big asteroids and over 2000 small asteroids in the current level, which are completely destroyable and can be used in the gameplay. Each game object (except big asteroids) can be destroyed per details, and these details can be used in the gameplay as well. We are planning to keep such level of details in multiplayer mode as well to get ultra-high level of interactivity and realism of the environment to let player have really interesting innovative gameplay.