



! Important Health Warning about Playing Video Games !

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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System Requirements

PC

Minimum

Operating System	Windows XP
Processor	1.5 GHz Dual-Core Intel i3
Memory	1 GB
Graphics	Shader Model 3.0
Direct X	V 9.0b
Network	Broadband Internet
Hard Drive	2 GB Available Space
Sound	Windows Compatible

Mac

Minimum

Operating System	OSX 10.6 or higher
Processor	800 MHz PowerPC G4 Processor
Memory	1 GB
Graphics	64MB ATI Radeon/NVIDIA GeForce 4
Network	Broadband Internet
Hard Drive	2 GB Available Space

Introduction

Star Rangers is a space exploration and construction game that allows players to build habitats and spacecraft, acquire gear and experience Mars and other locations in the solar system.

The game has a sandbox focus and multiplayer building action for casual play, social play, and science missions you can complete and share with friends.

Gameplay

The object of the game is to successfully explore and develop planets and moons throughout the solar system. In order to be successful you must survive. You will be required to mine resources, learn survival techniques, build shelters, and advance your technology.

Follow missions or play sandbox-style.

Controls

Setup Menu

Screen	Choose your Resolution
Graphics Quality	Set Graphics Quality
Windowed	Check for Windowed Play
Select Monitor	Select your Display
Input	<p>Customize your Keyboard and Mouse Layout</p> <p>Double-click on any entry to create a new Key Binding.</p> <p>For Mouse, Keyboard, Joystick or Game Controller.</p>

Mouse and Keyboard Controls

(Default)

Mouse Button 1 (left)	Camera Angle
Mouse Scroll Wheel	Zoom
W or Up Arrow	Run Forward
A or Left Arrow	Turn Left
S or Down Arrow	Move Backward
D or Right Arrow	Turn Right
Space	Jump / Fire Boosters
Camera button	Change Camera View

Options (In-Game)

Save	Saves Game
Load	Loads Saved Game
Input	Configure your Controls
Audio	Adjust your Audio
Graphics	Adjust your Graphics Display
Settings	Opt-out of Analytics
Leave Game	Exit to the Start Screen
Quit	Quit to Desktop

Character Creation

Player Name	Enter Text to Name your Avatar
Class	Choose from 6 Classes
Class Description	View the Characteristics of Each Class
Appearance	Create the Astronaut to look like you, or not at all like you!
Continue	Click here to Launch your Game
Delete	<p>Clicking this will Delete your Current Character</p> <p>NOTE: This cannot be undone!</p>

Character Classes

Applied Scientist

Class: Applied Scientist <>

Class Description

Novice Scientist

The Applied Scientist comes from multiple different fields; be it Astronomer or even Physicist. Each have their own specialty. These scientists are the best of their field, on the cutting edge of technology. While many spend a lot of their time performing research, some are more hands-on and will want to test their theories.

Bonus Skills: Cheaper Companion, Boost to Research.

You are granted 40pts in Astrophysics, 20pts in Cybernetics, 20pts in Mathematics and 20pts extra

Commander

Class: Commander <>

Class Description

Novice Commander

The Commander is an integral part of the space exploration program. They are the ones that coordinate the whole team. While they are very good at negotiating and ensuring their team has the proper support, they know when to delegate. They assemble teams of experts from every field to ensure that the mission gets completed at all costs. They dabble in a bit of everything to ensure they can understand the needs of their team. They are able to serve as a backup if needed. Their very presence makes everyone perform better.

Corporation Maintenance, Inspire Others Skill, Trade Cost Reduction

You are granted 40pts in Administration, 20pts in Business, 20pts in Leadership and 20pts extra

Biologist

Class: Biologist <>

Class Description

Novice Bioengineer

The Biologist is a vital part of the team. Their focus is on bioengineering, ensuring that their fellow explorers are well fed. Their specialty is in setting up farms to perform advanced research on crops that could benefit the whole of humanity. They are aware of human physiology and their different needs. They can serve as a medic as well if needed.

Higher Crop Yield, Cheaper Research, Healing Skill.

You are granted 20pts in Agriculture, 40pts in Genetics, 20pts in Medical and 20pts extra

Engineer

Class: Engineer <>

Class Description

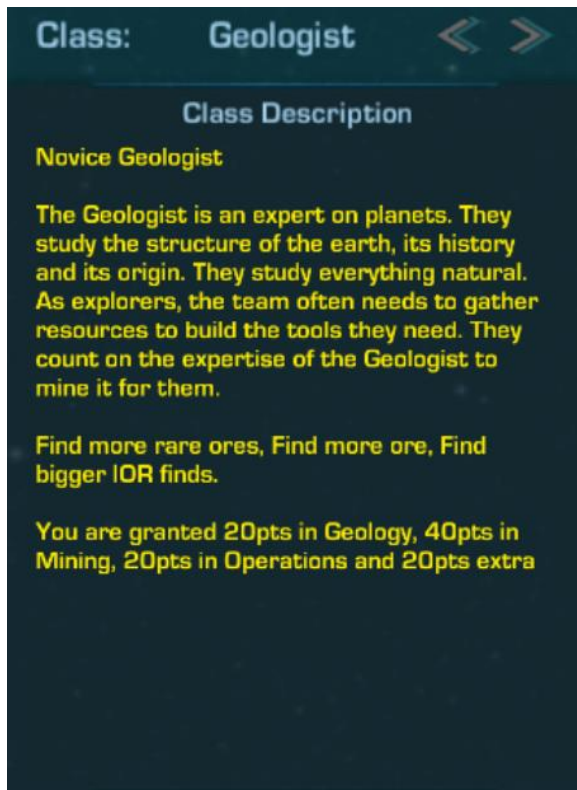
Novice Engineer

The Engineer has a passion for moving parts. Engineers are the experts the rest of their team relies on to make sure that their engines are running, their buildings are solKey, and that the technologies they rely on is solKey. If anything breaks down, they can repair it. If something needs made of, they will find a way.

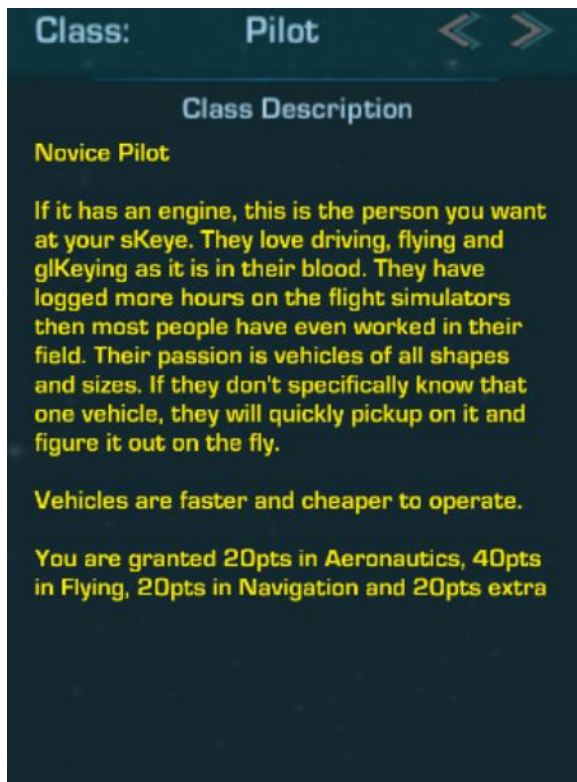
Datafiles last longer, Cheaper IOR cost.

You are granted 20pts in Electronics, 20pts in Mechanics, 40pts in Methodology and 20pts extra

Geologist



Pilot



Missions

{Mission System still in development}

Missions are an important part of game play. They encourage and guide you through the game.

The Missions button is in the top left screen, clicking on it pulls up the missions task list.

The wrist computer then explains how to proceed with the mission.

The first line describes the overall mission. There is then a sub line, giving further clarification of the overall mission. The last line describes the next step to completing the overall mission.

The first mission will guide you to blasting off from the island. Continue to check on the "Missions" button for sequential missions.

Technical Support

For Technical Support please send an e-mail to:

tech@awestruckgames.com

Hints and Tips

Align your targeting reticule (the small blue dot) with an object to interact with it. Action Buttons will appear.

You will need some raw materials to work with. You can find some in care packages, others you will have to mine with your pickaxe.

You will need to use your wrist computer, inventory, printers, mineral ovens and raw materials to build things.

You need to install a battery to power vehicles.

Please message us with any tips you think we should include.

Thank you!