

# **BLACK PROPHECY**

## **Quick start manual**

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Everything in this beta version is to be considered a work in progress. Known issues and not fully implemented features are:

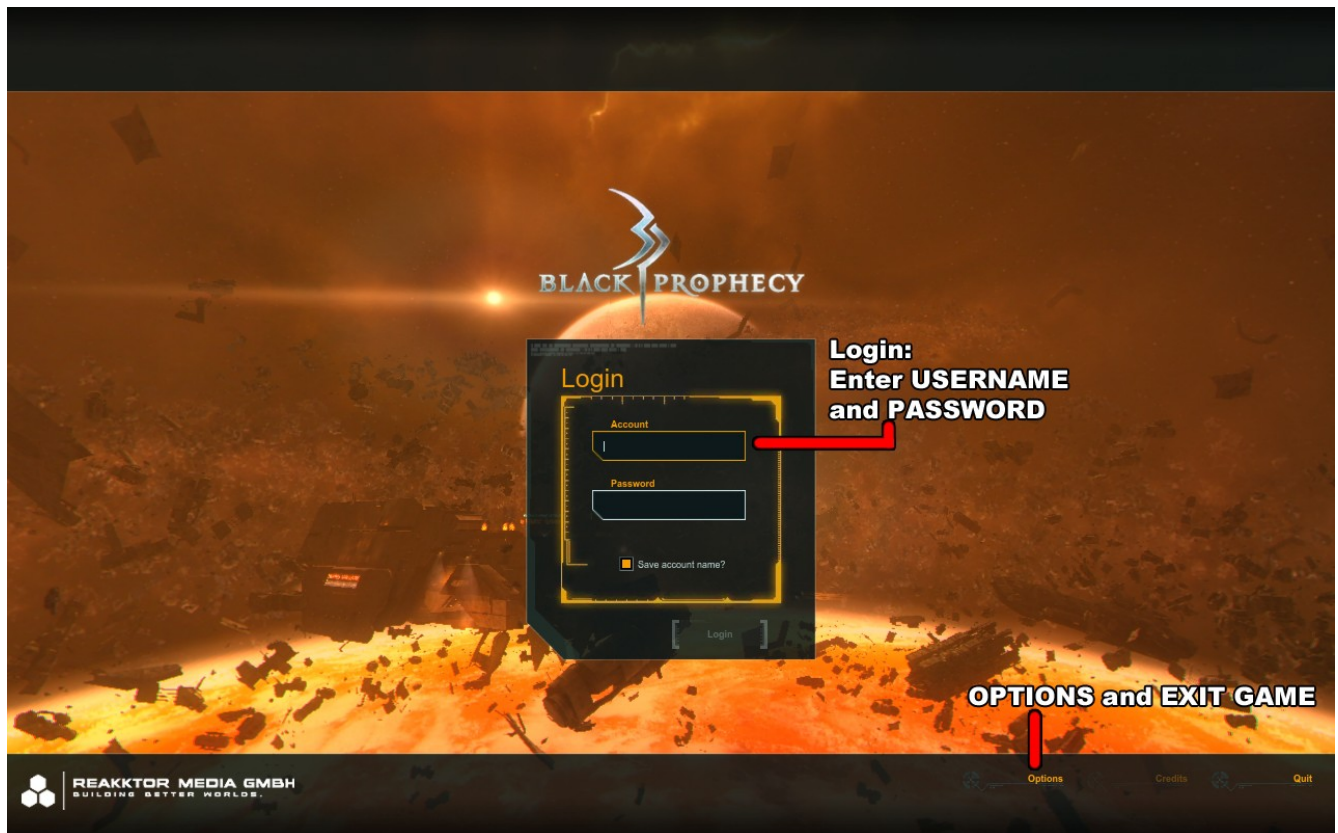
- sometimes the game is out of focus when run in full screen mode, but this does not happen in window mode with the “maximized” setting
- not all story missions are implemented in this beta version
- after accepting a new mission, it can take some time until it launches
- the texture pre-loading system is still a work in progress, depending on your PC it might take a few seconds to fully load all textures
- clan features, crafting and modding are not included in this beta version

### **Minimum specs**

This beta version of Black Prophecy is not completely optimized yet, in order to run the game properly, your PC will require at least:

<b>CPU</b>	Intel Core Duo 2Ghz or above
<b>GPU</b>	Geforce 7900 series or above / Radeon 3800 or above at the bare minimum – Geforce 8 series / Radeon 4850 or above recommended
<b>RAM</b>	at least 2 GB, 3 or more recommended
<b>OS</b>	Windows XP, Vista or 7
<b>Internet</b>	broadband Internet connection with less than 100ms of latency

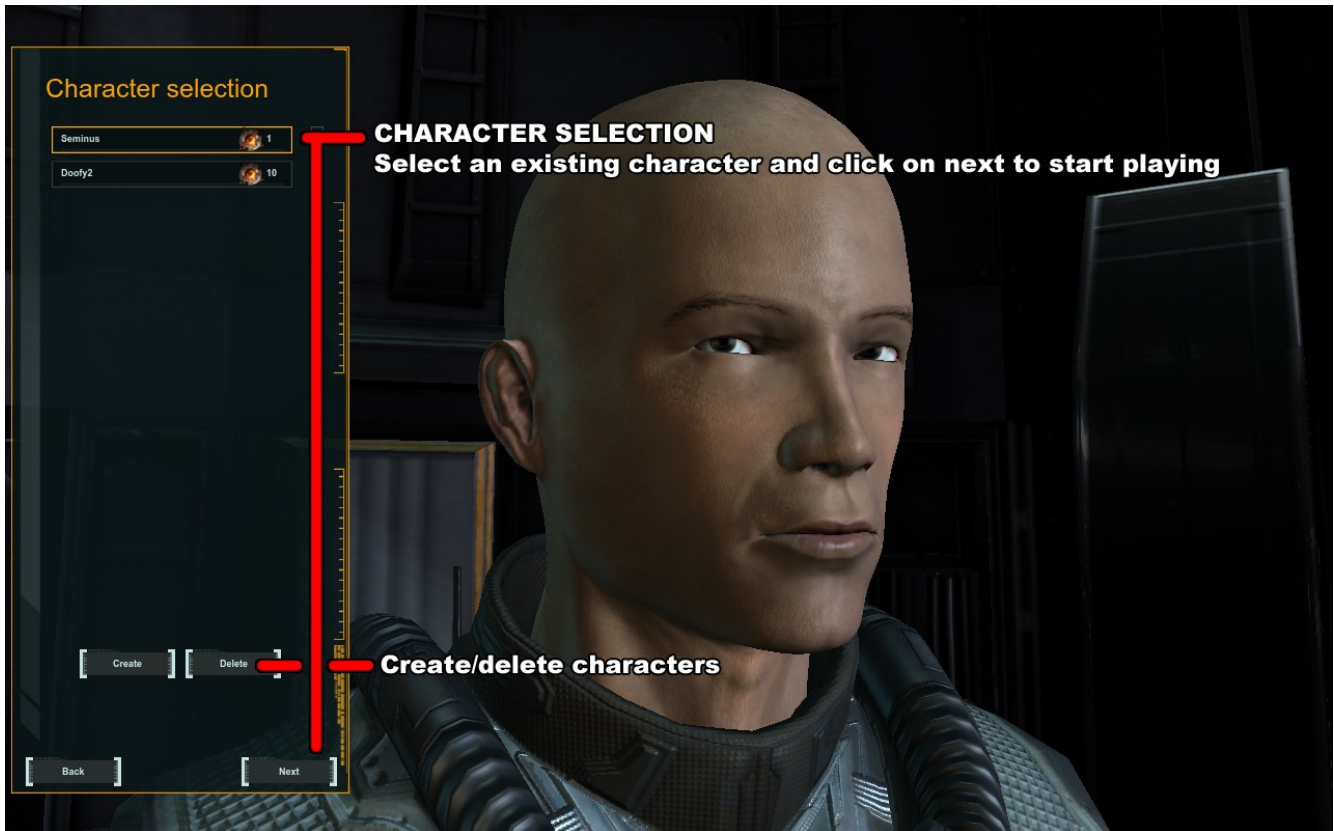
At the login screen, enter the user name and password provided by Reaktor Media.



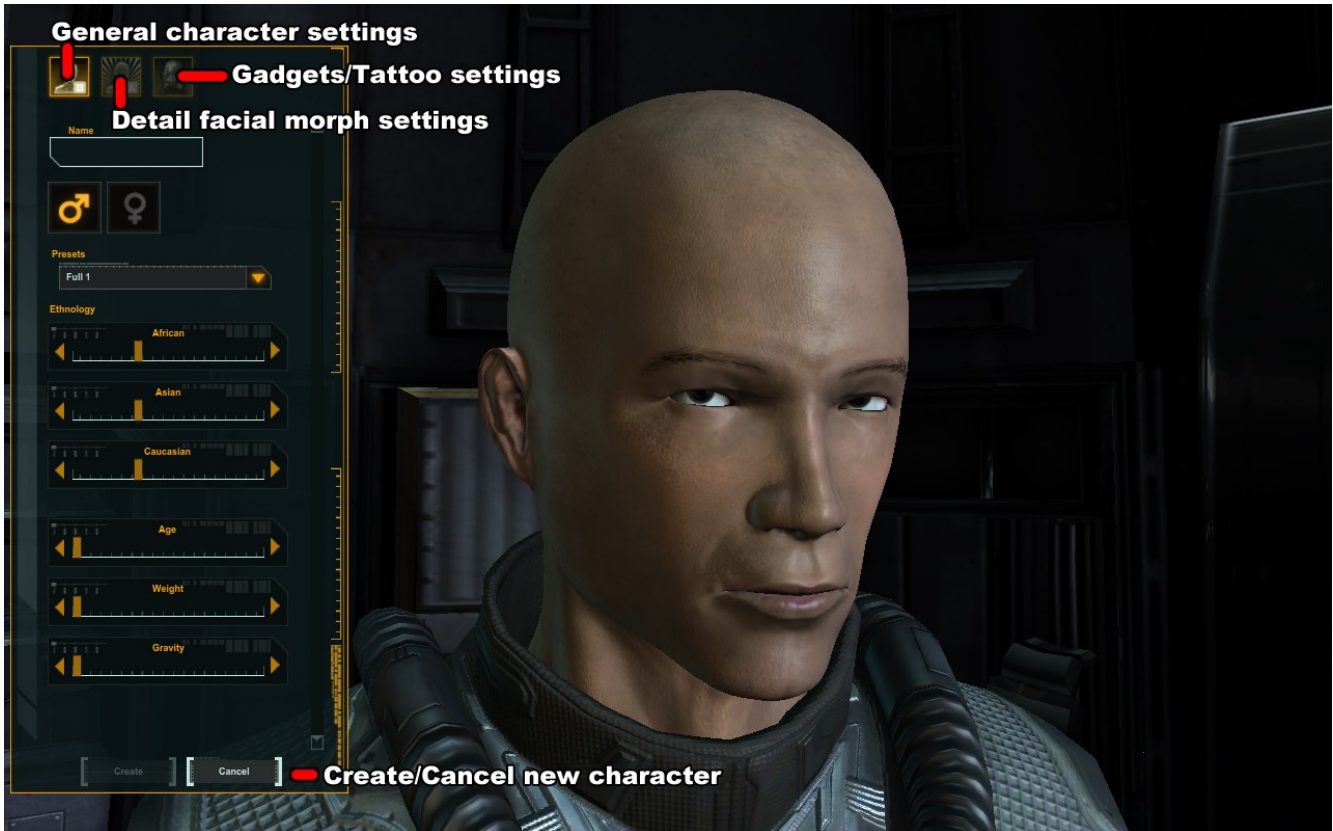
On the next screen, select the server and click “Next” to proceed.



If this is your first time playing Black Prophecy, you'll need to create a character. Click "Create" in the character selection screen.



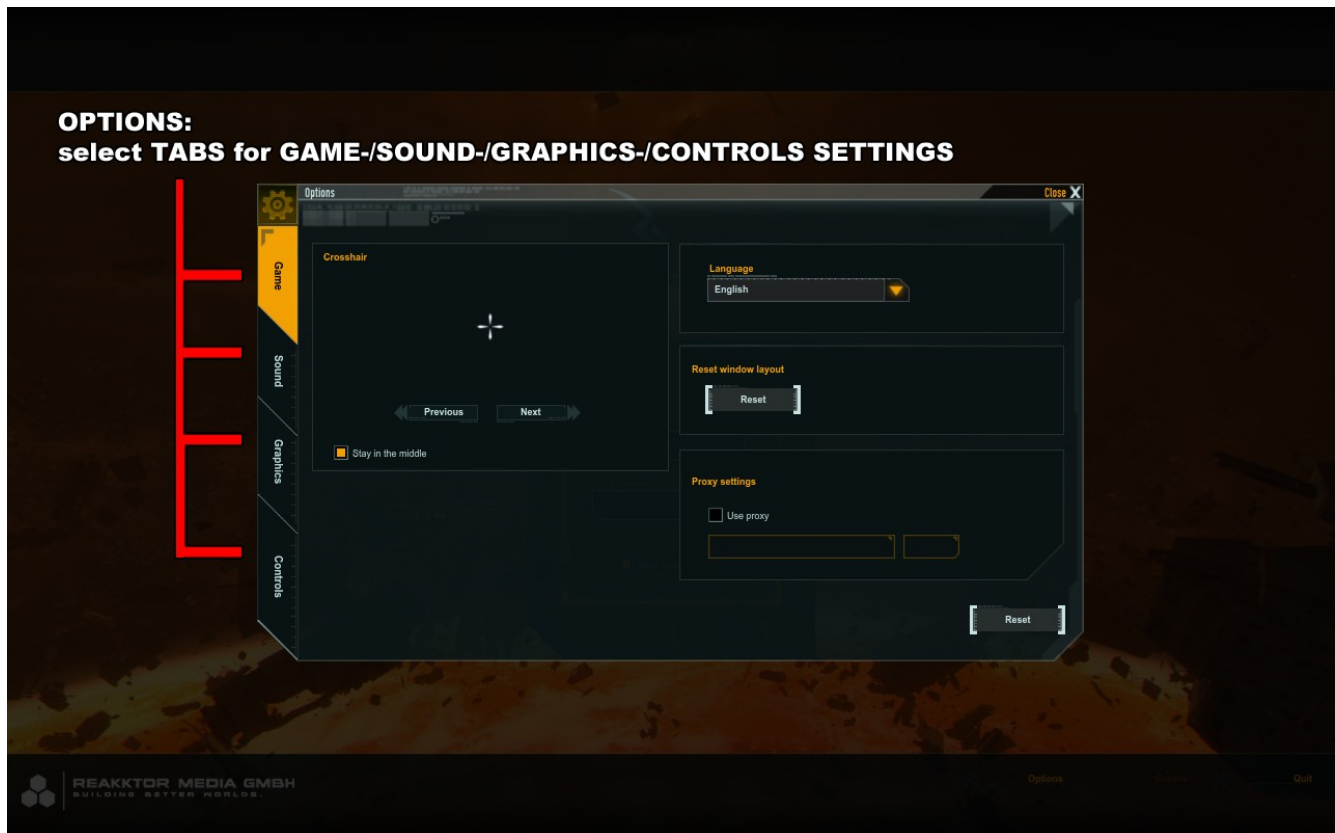
Create a character using the character creation menu. The buttons on the top left are used to switch between the general settings, detail facial morph settings and gadgets/tattoo settings. Select “Create” to finish the character creation.



You will be taken back to the character selection list. Select your new character and click “Next” to enter the game world with the selected character.

New characters will be taken directly to the first prologue missions.

## Options



The options screen can be accessed from the login menu or the main menu in the game (**“Esc” key**). In the game options tab you can switch the languages, reset the interface windows, and switch crosshair models.

The sound options control the sound settings.

The graphic options allow you to tweak the game’s graphic settings to suit your computer.

If the performance on your computer is poor, try the following:

- set “Shadow Quality” to “None”
- set “Anti-Aliasing” to “None”
- reduce the “LOD distance” with the slider (move it to the left)
- reduce the “Quality Preset” setting

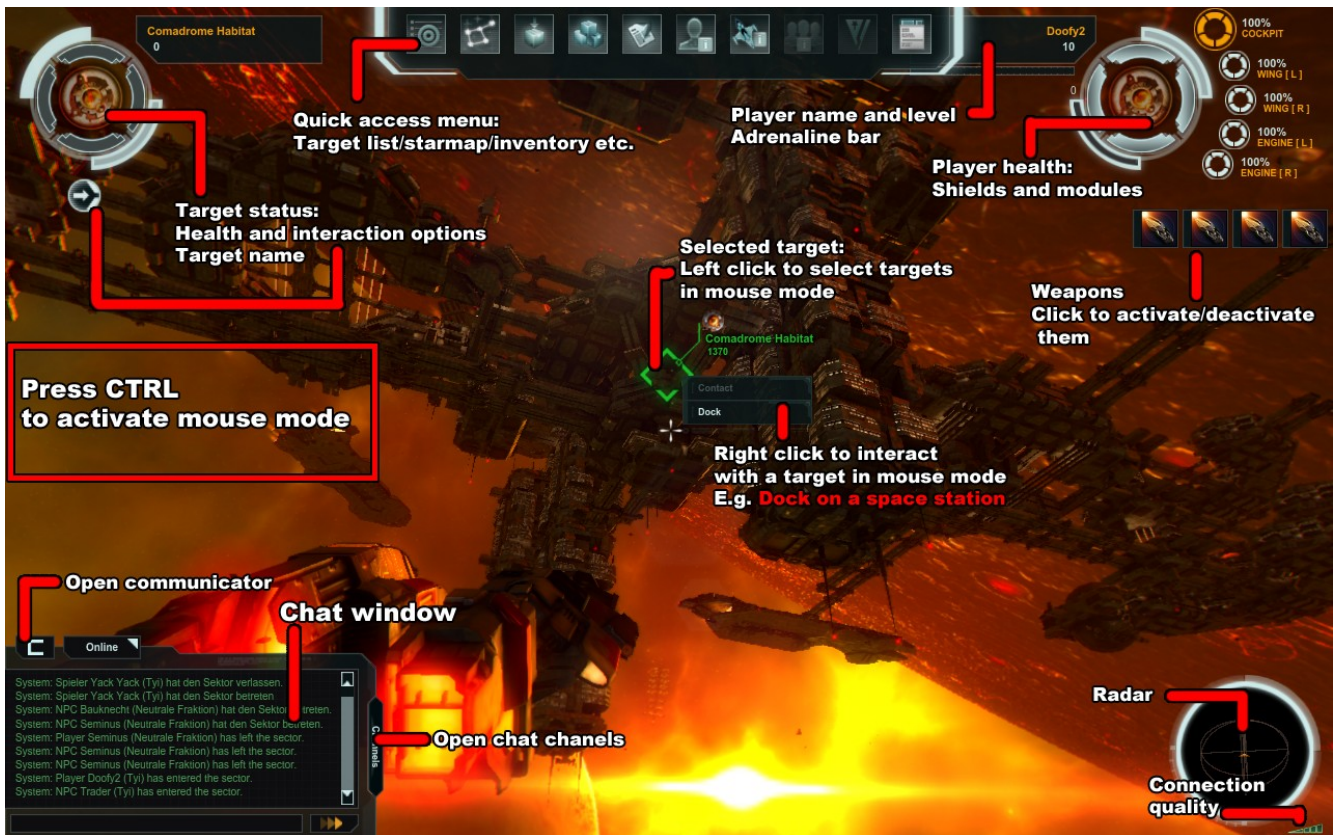
The controls options allow you to view and change the keyboard shortcuts as well as configure the mouse settings.

### **Flying the ship**

The ship is controlled by using the mouse and keyboard.

W	Accelerate
S	Stop
A	strafe left
D	strafe right
Q	roll left
E	roll right
6	increase cruise speed 50%
7	decrease cruise speed 50%

## Mouse Mode and Menu



By pressing **CTRL**, you activate the so-called “mouse mode”. This highlights all objects and ships within radar range of your ship and lets you select them with your mouse. It also opens the top icon bar that you can use to access various information screens.

### Sector target list (*keyboard shortcut: U*)

Hostile targets are on the left, friendly targets in the middle, and neutral targets on the right. A single click on something on the list will target the selected object, double-clicking will target the object and close the menu. A right-click will open a menu with context-sensitive options.

### Star map (keyboard shortcut: M)

Shows all the sectors you currently have access to. Simply select a sector you want to go to and click “Jump”. Please note that jumping out of a mission cancels the mission.

### Targeting

You can target any object within radar range (1800 meters) by entering mouse mode and targeting it with your mouse, by using the sector target list, or one of the several keyboard shortcuts available for targeting:

T	target closest enemy
,	next target (includes friendly and neutral objects)
.	previous target

### What to do in Beta 0?

After the first two story missions, you’ll find yourself in the Spire hub. By docking in the station, you can access its vendor and its dynamic missions. Alternatively you can talk to Commander Noah outside the Spire Station and access his open world missions (jobs). These will unlock several new sectors that you can jump to in your star map. Open world sectors are persistent and you can encounter other players to complete the missions with or to fight a PvP battle against.

To continue with the story mission, talk to Admiral Gira by using the “Contact” option on the Spire hub (*keyboard shortcut: O*). A new mission sector will appear in your star map, jump to it to start the story mission. Additional story missions are generally unlocked by talking to NPCs in stations in hub sectors.

### Starting missions

Enter the space station by targeting it and selecting the “Dock” command symbol on the top left of the screen or by choosing the option in the context menu.

Inside the station, the topmost icon of the right-hand icon bar opens the mission terminal.

By default, all available dynamic missions are listed. Clicking on one of the different mission types listed at the top will select that mission type (i.e. click on “group” to see only group missions). There are also filters for PvE and PvP missions.

To leave an active mission, open the star map (*M key*) and jump back to one of the hubs.

To start an open world mission (job), talk to an NPC offering those missions (like Commander Noah in the Spire hub) and accept his job(s). This will add a new sector to your star map. Simply jump to the sector and start completing the objectives. Once the objectives are completed, jump back to the hub the NPC is in, contact him, select the job and click “Finish”.

### Chatting & grouping



Press **Return** to directly type a message in the chat box. If you activate mouse mode, you can switch the active channels.

The icon above the chat box opens the Communicator window. By default it will display all players in the sector you are in, friends, and team members. Use the drop-down box on top to switch between the different display modes.

Right-clicking a player's name will open the context menu with all the available options, like adding the player to your friends list or inviting the player to your group. Please note that you cannot start a single-player mission if you are in a group with other players.

### **Starting a group mission**

Invite up to 3 other players, target the station, and dock. Select the group mission and then click on "Auto-Assign" to assign the players to the mission slots. Please note that only the group leader can start a group mission.

### **Starting a PvP mission**

A PvP mission requires 2 players from each faction. Each faction's players have to form a team and they should also meet in the same sector. The team leader of one team docks in the station and selects a PvP mission. Hit "auto-assign" and then click the **"Start"** button. The leader of the other team will now see a PvP mission that ends with the letter "B" in his mission list. This is the same mission the leader of the first team just initialized. Select that mission and hit "Auto-Assign", then hit **"Start"**. The mission will then launch.

### **Buying items**

Dock in a station to get access to its vendor. The second icon in the icon list on the right opens the vendor's item list and the third icon from the left in the top icon list opens your ship's inventory. To purchase items, simply drag them into your inventory and click the **"Accept"** button when you're done shopping. Please note that the number displayed in the item icons is not the price, but the item's level. The three yellow symbols indicate the item's weight: one symbol means light, two means medium and three means heavy. If an item is red, you do not meet the skill requirements to equip it.

### **Ship configuration menu**

Ship setups can only be modified when docked in a station. The hangar is accessed with the third icon on the icon bar on the right. To equip an item from your inventory, simply drag it from the inventory window to the corresponding ship slot.

The total weight of the ship as well as the engine's mobility values greatly influence how your ship handles and turns. If your ship feels sluggish and turns slowly, you probably built a very heavy ship with high armor values and heavy weapons. Ships like that work well when combined with lighter ships in group or PvP missions, but are not really recommended for single-player missions, so you might want to try how the ship feels with some lighter equipment. The meter on the bottom right of the ship configuration menu shows an approximation of the ship's weight/mobility ratio.

### **Character menu**

The character menu is opened through the top menu or the **C key**. The first tab shows general information as well as the character stats. If you leveled up and gained skill points, you can spend them in this screen. To equip higher level items, you need to level up the appropriate skills. For

example, with an engine skill of 10, you can equip engines of up to level 10.

Skills:

Ship (unlocks cockpits)

Energy (unlocks energy weapons)

Mechanical (unlocks projectile weapons)

Special (unlocks special weapons like the grenade launcher or lightning gun)

Engine (unlocks engines)

Shield (unlocks shields)

Hull (unlocks wings and missile launchers)

Explosives (unlocks missiles)

Tactics (does not unlock any items, but unlocks different tactics)

### Ship menu

The ship menu shows the ship's equipped items (it is, however, impossible to equip different items in this menu as that can only be done in a station's hangar).

Clicking on one of the numbers next to a weapon activates/deactivates a weapon for that particular weapon group.

To switch between the different weapon groups in combat, **use the 1-5 keys**.

### Tactics

Tactics are special flight maneuvers that can be used during combat. While the maneuvers are executed, the player has no direct control of the ship, except for weapons. Tactics are triggered with the analog stick on a gamepad or the movement keys on a keyboard. Tactics are unlocked at specific skill levels of the "Tactics" skill.

To use these tactics, the player's ship requires a certain amount of "adrenaline" (represented by the light green bar below the ship's speed display). Adrenaline is gained while shooting at other ships and while being shot at.

The following tactics are currently implemented:

Boost	FF	Tactics level 10
Stop	BB	Tactics level 5
Break left	LL	Tactics level 15
Break right	RR	Tactics level 15
Roll forward	FBB	Tactics level 30
Roll backward	BFF	Tactics level 30
Roll left	RLL	Tactics level 15
Roll right	LRR	Tactics level 15
Curve left	FLB	Tactics level 25

Curve right	FRB	Tactics level 25
Evade	LRFB	Tactics level 20

Note: Break left/right are only available to the Tyi faction only and Roll left/right are only available to the Genide faction.

Legend:

F	Move forward (W)
B	Move backward (S)
L	Strafe left (A)
R	Strafe right (D)

#### Repair Kits

Repair kits repair some of the damage done to your ship. They can be used both during and out of combat. You can purchase them from vendors on stations. The F1 key triggers the lowest level repair kits, F2 triggers the next level, etc.

#### Joining the Tyi or Genides

The prologue story is not completely finished yet, so the mission where you select your faction is not in the current version of the beta.

Instead, you will find a new sector called "Faction Selection" in your star map after finishing story mission 7. Jump to that sector to be able to choose a new faction.