HOW TO JUMP, DRUNK.

A instruction manual on the JUMP art,
made by the best pilots still alive.

"They took what we love the most.
That which gave us a reason for living.
Their mistake.
Now we are not afraid to die to take it back."

ADMIRAL HANSH "CANNIBAL" D'AO,
RETIRED COMMANDER OF THE FIFTH ORK FLEET,
AND TRAINER-COUNSELOR OF THE FEDERATION OF BASTARDS.

·Keyboard shortcuts

All game controls are accessible via mouse pointer, but we've developed these handy keyboard shortcuts too:

Esc **J** **K** [Esc] Close menu | [J] JUMP | [K] COM.

Q **W** **E** [Q] Options | [W] Wait | [E] Eject.

A **S** **D** [A][S][D] Accessory 1, 2 and 3.

Z **X** **C** [Z][X] Weapon 1 and 2 | [C] Basic Weapon.

·Table of Contents

·Brief story of the Federation

A long, long time ago... the four planets where divided. Each had it's own population, elves, dwarves, humans and orks, fighting an endless war.

But one day, we discovered the Elixir. And then there was peace. But not for long. Out of nowhere, the "dragons" came... Bringing words of friendship and tales of sorrow. But sordid intentions.

The dwarves were the first to realize the truth. The dragons were addicts! War Ensued, Blood was spilled. The dragons ran away with most of our stocks of elixir. We lost.

Now, we are the few that remain. The alliance. All we have is a couple of ships, scraps and you.

Welcome to the Bastards Federation.

·Mission Overview

Your mission, our mission, is very simple:
The dragons are fleeing with all our Elixir supply.
Stop them.

We have an advantage: We are FASTER.
Our engines are capable of doing "Juxtaposition
Ultra Movement Positioning", or JUMPs, as we call it.

It will not be easy, as the dragon Drones can
invade our Jumps, attacking us inside the JUMP
POINT. These drones are stupid and always act by
following pre-set patterns, but too many drones
within the jump can be certain death.

To enable this mission, our entire economic
system has been converted to use "SCRAP" as
currency. Destroy the enemy drones and collect all
scrap left by them. When "landing" a jump in one of
our stations, use this scrap to improve your Ship
and buy/install new weapons and accessories.

But keep your eyes open: Each jump lasts only
3 turns and when these 3 turns end, another jump
is started instantly and all the scrap in that Jump
Point is left behind.
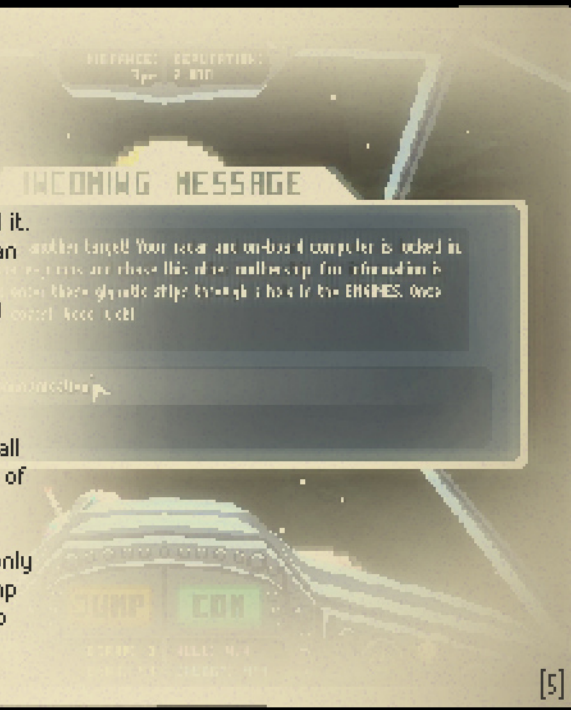
·Ship Models

There is only one thing as important as our Elixir recipes: The plans for building our Space Fighters! Unfortunately, up to the writing of this manual, we have only two of these blueprints:

The Ballista of the Elves and the Hammer of the Dwarves. The other ones where lost in the war. It's extremely important that the other two blueprints be found, you may consider this a second mission!

All Ships are different, but have similar aspects. The main differences are in the "fatal collision area" and the base weapon each carries. All ships start with different Attributes, but all can reach the same level, in all of them.
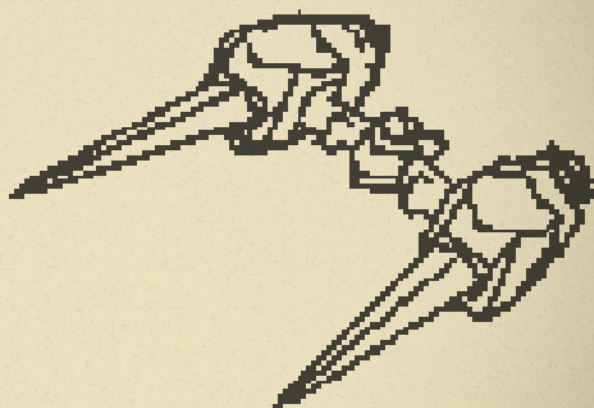
[THE LOST "DAGGER"]

| BATTERIE | ENGINE | HULL | |

COST = [397 scrap] [2 dmg] [-2e]
Upgrade Ballista ARROW in both AREA and DAMAGE.

· **BATTERIES:** These are the ship's energy reserves and define how many actions can be taken on a turn. When a charge is over, the turn ends.

· **ENGINES:** Within the Jump, engines represent the number of tiles per energy that the ship can move. If the ship has a level 2 engine, it can move 2 Tiles per energy point. They also define, together with batteries, the number of possible jumps: Engine value + Battery value = Number of jumps.

· **HULL:** Represents the resistance of the ship. Zero means death.

· **STANDARD WEAPON:** The standard weapon can also be improved. But pay attention to the new energy costs and types of damage that the improvement will provide.

> BALLISTA
[HULL: 2/2 | BATTERIES: 2 | ENGINES: 2]

Inspired by the famous weapons of its ancestors, the Ballista is a ship created by the Elves to be lethal in long distances. Its main weapon shoots straight forward, causing a kick that propels the ship back, also hitting rear enemies.

Its most fragile collision area is at the front and is considered small, making this an excellent craft to move between shots.

> HAMMER
[HULL: 3/3 | BATTERIES: 2 | ENGINES: 1]

Heavy as its inspiration, the Hammer was created by the Dwarves to literally go through the enemy ships. Its main weapon is an energetic blow that propels it forward, ripping fragile enemies at its front and sides.

It has a large collision area, located across its front and its the most resistant of all ships. It is also a ship with a great ability to collect scrap and energy.

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> DAGGER [blueprint lost]
[HULL: 1/1 | BATTERIES: 3 | ENGINES: 1]

      Fragile and lethal as its creators, the Dagger is a craft created by humans to be extremely deadly up close. Its main weapon is a concentrated short power strike, which unlike other ships, doesn't cause recoil.

      The most fragile point is in the middle, between the wings, having the smallest collision area of all ships. It's also the most fragile of them.

> STAFF [blueprint lost]
[HULL: 2/2 | BATTERIES: 3 | ENGINES: 1]

      Peculiar as their inspiration, the Staff was created by the Orks to simulate the energetic abilities of the shamans. Its main weapon shoots a ball of energy that, besides propelling the ship back, divides itself into other balls after a certain distance.

      It has a medium sized collision area, positioned at the rear of the ship.
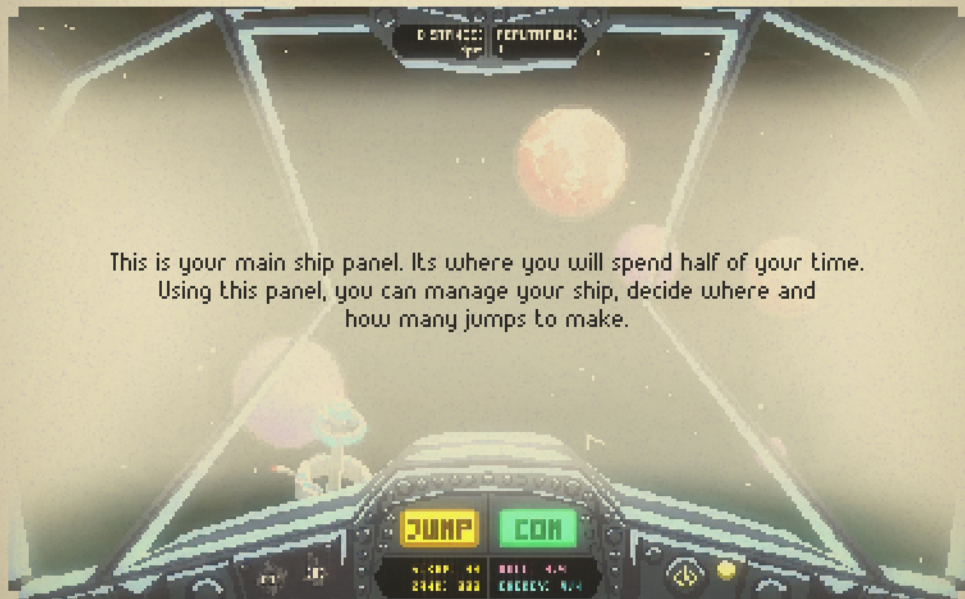
This is your main ship panel. Its where you will spend half of your time.
Using this panel, you can manage your ship, decide where and
how many jumps to make.

·Ship Panel

DISTANCE: 3pc

REPUTATION: 1

At the top of the panel:

·DISTANCE: Represents the current distance of the chased mothership, measured in parsecs (a jump point is one parsec, or just over 3 light years).

·REPUTATION: Your reputation score. Performance in and out of jumps is measured by these points and the better and more efficient you are, the more you will have. The Dragons are ALSO watching and we have news of famous pilots being attacked by more drones than normal.

·Ship Panel

At the botton of the panel:

■·MINES AND MISSILES: Number of mines and missiles currently on the ship.

■·SCRAP: Amount of scrap contained in the ship.

■·SCRAP BANK: Amount of scrap contained in the pilot's bank account.

■·JUMP [J]: Opens the jump radar. Choose where to jump here.

■·COM [K]: Opens the communications channel with the Space Stations [stores], IF one is available in the current location.

■·HULL: Represents the ship life.

■·ENERGY: Current capacity of the ship's Batteries.

■·POWER BUTTON [Esc, Q]: Turns the ship on and off, it's also the options menu.

JUMP COM

SCRAP: 44   HULL: 404
BANK: 999   ENERGY: 4/4

JUMP RADAR

LAND POINT [3] — [EMPTY SPACE CHARGER]

JUMP POINT [2] —

JUMP POINT [1] —

JUMP   COM

This is the Jump Radar. In it you can choose the JUMP POINT where you want to LAND. Pass the pointer over these jump points to find out what they are or what they can offer. Some offer upgrade Stores, others a SOS call and some are just an unknow event.

The choice of the jump point also influences the PATH and how MANY jumps will be made. Each of these points is a jump in itself that decreases the distance of the Dragons by [-1 pc]. In the image the pilot will make 3 jumps.

To JUMP, choose the jump point and click on the confirm button. To cancel, click again on the same point.

UPGRADES & REPAIRS / WEAPO...

BATTERIE   ENGINE   HULL

When you land in a place where there's a Store station, you can make improvements and repairs to the ship, as well as buy new accessories and weapons when available. Click on the COM button to open the upgrades menu. Place the pointer over the items to read the details about them.

To upgrade, click the desired attribute. If you dont have enough scrap, a sound denying the purchase will ring.

To purchase a weapon or accessory, go to the right tab, click on the desired equipment and install it in the bright spot of the dock (on the right side). To cancel the installation and purchase, press ESC or right-click.

You can also Repair the ship HULL and buy Mines and Missiles.

[OWNED]
Upgrade HULL endurance to [%].

BANK

SCRAP IN SHIP:
0

SCRAP IN BANK:
13

FOR SAFETY
TRANSFER SCRAP
TO YOUR ACCOUNT:

SHIP

BANK

SCRAP RECYCLING:

SELL

BATTERIES

POWER:
Upgrade

In these stations you can also unload all (or partially) your scrap into a bank stash. It is recommended to do so for two reasons: In case you need to eject from your ship, the scrap contained in the Bank will be safe. And in case you die in combat the scrap contained in the Bank is transferred to the Bastards Help Fund (the scrap is used in the recruitment of new Bastards).

You can also sell equipment (for half the price) installed by clicking on "SELL" and then clicking on the equipment you wish to sell (located on the dock). If you install any other equipment in an already filled place, the previous equipment will automatically be sold.

SHIP & PI OPTIONS & QUIT

OPTIONS

Volume: 100%

Music 100%

Sounds: 100%

Shaders: ON

Fulscreen: ON

QUIT

[SAVE AND QUIT TO START SCREEN]

[SAVE AND QUIT TO DESKTOP]

[CLOSE OPTIONS MENU]

In this panel you can control the volumes, effects and other options of the game. In addition, here are the options to close the game to the start screen or the desktop.

On the left side tab you can check more information about the Pilot and Ship.

The game automatically saves at the end of every jump, after deciding an Event and when the COM menu is closed.

This is a jump. To be more precise a JUMP POINT with a combat occurring within a "Hyper-bubble".

Inside this jump point the pilot gets 3 turns. At the end of the 3 turns, the jump ends and another begins. This repeats itself until the ship arrives at the landing point chosen on the radar.

Your main goal here is to survive and collect SCRAP! You do not have to destroy all enemies!

A turn only passes when the ship's energy runs out or when the pilot decides to WAIT (clicking on the clock button). Every action done (shoot, move...) consumes different amounts of energy. Read the notes that appear when you move the pointer over the buttons to know the amount of energy ("e" symbol) that each action consumes.

Use the pointer and click on the tiles to move the ship. If you have a Scanner accessory installed (don't worry, its a standard equipment), you can also check how much hull and energy an enemy has.

On the right side is the Dock, where the ship's commands stay. They are, from top to bottom: Accessory systems [shortcuts: A, S, D], weapons controls [shortcuts: Z, X, C] and ship systems eject [E], wait [W], options [Q].

At the bottom you can check your current REPUTATION (and combos), JUMP and TURN countdown. Besides the basic information of the ship's current state (hull, energy).

[MOVE-1]

[SCRAP]

[ENERGY]

Combat is simple: Move your ship strategically to the best place of attack. The decision of who or where to attack will vary with the amount of energy and the weapons currently present.
Each weapon has a range (in tiles), cost (in energy), damage and "recoil". Depending on the weapon used, the ship suffers a "recoil" and moves in the opposite direction. Try to use this in your strategy.

When destroying an enemy, it leaves Scrap and coagulated Energy behind. The energy released can be used to make "combos" of unlimited moves and attacks. Since the turn only ends when your energy ends... if your energy does not end the turn will not pass!

To get Scrap or Energy, simply pass over them. You can take more than one per movement.

[19]

· All the combat dynamic of the combat revolves around the 3-turn limit per JUMP. Move, position and attack to be able to destroy the maximum number of enemies with few moves. Always watching your energy reserves.

· Observe the animations and attack patterns of the enemies: they indicate their next action. Ending a turn positioned in front of an enemy who is about to attack can be fatal.

· Two or more ships may occupy the same Tile. Enemies or not.

· Our ships are IMMUNE to damage in the first turn / action, on each JUMP.

· The turn ends when the battery reaches "0", even if the ship collects some energy during the last move. Take this into consideration before moving.

· Shields count as "+1" to the enemies Hull.

· Every scrap, however small, acts as a barrier to bullets (both enemy and allied). But like any barrier, if it takes too much damage it can shatter into pieces.

· Remember that most weapons also make the ship move by firing then.

· Like your ship, there are enemies who have more energy and act at the same time as you.

· Never forget that you can eject if in a dangerous situation.

· Sometimes waiting is better: Do not forget that you can pass the turn by clicking WAIT.

· Watch out for the explosion blast of mines and missiles from both your enemies and yours.

· Use the trajectory line that draws from your ship to the pointer to get a sense of where the ship will pass while moving.

· The thickness of the trajectory line also represents its collision area (every ship has a different one).

BALISTA ADVANCED ARROW [-2ε]>

During your JUMPS you will not face the Dragons themselves but the Drones sent by them. These drones are automated: each type follows a pre-set of routines, alternating with each turn or action, depending on the amount of energy they currently have.

Due to this predictable nature, they are not as dangerous individually but rather in large numbers!

We do not know much about each type besides the following facts:

· Its size defines its resistance to our shots.

· A drone indicates its next action, visually. Observe which pattern is a Movement or Attack.

· Each type has variants with different types of Damage, observe its color to know which type.

· They also have the same ENERGY LIMIT as our ships. Most have only one energy, but some have more and can do more than one action per turn as well. Use your Scanner to find out how much energy an enemy currently has, putting the mouse pointer on it.

[MOVE-1]

+2

+2

There are four types of damage, all of which are present in both Federation weapons and enemy shots. Not only do gunshots have these types of damage, but also explosions from Mines and Missiles.

· Normal: Basic damage to the ship's hull. The color of the enemy's shot is green.

· Pierce: It's similar to normal damage, but it has metal shards in the shot that shatter the hull on impact, releasing small scrap fragments into space. This type of shot costs less energy, but also uses Scrap to shoot.

· Toxic: Causes corrosive damage, which deals damage per turn. Just like the color of the shot, every ship struck by this shot becomes colored in purple.

· Electric or "EMP": Unlike other shots, it causes damage to the batteries, disabling future pilot or enemy actions. The shots of this damage type are blue.

The ejection system is simple: Click once to activate (the button will turn green), click again to confirm (the button will turn red) and a message with a brief evaluation of your HULL and Bank account will appear.
Decide whether to Eject or not.
If you confirm, a countdown timer will appear but you can still cancel the eject by pressing [ESC]. If the counter reaches ZERO, the ship will self-explode (destroying enemies in the blast radius and all SCRAP on the ship) and the Pilot will exit the jump.

After leaving the jump, you will be notified by another message, now asking to choose a NEW ship. But only if you have a positive balance in the Bank or is a high ranking pilot [5].

Wait for the new ship to arrive and exit the ejection pod to it.

We lack the resources to send new ships to ALL pilots:
We have to charge the construction cost of new ships sended, using the Scrap from the pilot's Bank account. If the pilot does not have SCRAP enough, it acquires a debt with the Federation that can be paid at the Store Stations.
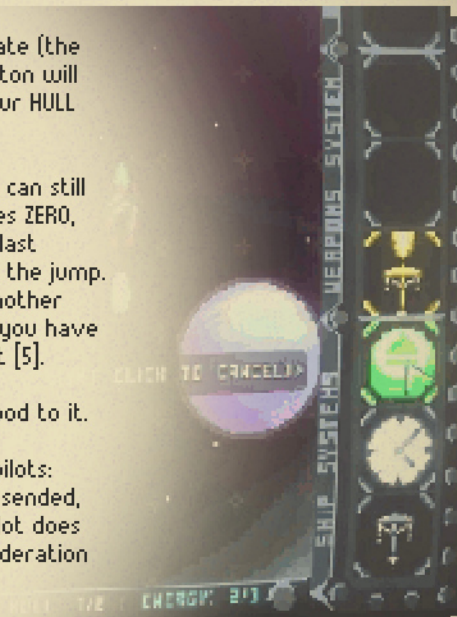
·Accessories and Weapons

Accessories are equipment that change the dynamics of movement and combat: some make possible micro-jumps inside the Hyper-bubble (transporting the ship instantly to another tile), while others can create shields around the ship. There are two types of accessories: Passive and Activatable.

· Passive do not consume energy and produce their effect all the time.

· Activatable consumes energy and only produce a effect when used. To learn more about a accessory, look at its information in the store by placing the pointer over it.

In addition to standard weapons, all ships can also equip two other secondary weapons. These weapons vary in type, shape, damage and cost in energy. To learn more about a weapon, look at its information in the store by placing the pointer over it.

WEAPONS

ACCESSORIES

ASSIVE **1435 scrap**

ll land inside the JUMP.

JUMP RADAR

<[3pc] EMPTY SPACE [UPGR...

During his pursuit of dragons, a pilot passes through different locations in space. We categorize the main types of environments and their effects on space jumps.

> Empty Space

It's no wonder that "empty spaces" are the norm in space. But it's important to know that you can only find Shops and Stations for upgrades in empty spaces, we would not build Space Stations in nebulas or locations with meteors.

> Meteors

Meteors are a double-edged sword: Except in some cases every shot, coming from enemy or allied weapons, striking a meteor is barred. This makes environments with local meteors with "natural barriers" where the pilot can hide from enemy shots. But do not be deceived: A meteor will explode into pieces if it is badly hit.

·Ambient Types

> Nebula's

Nebulas are dangerous places, but also tempting. Their vision in these environments is limited and due to the way our engines work a space jump in this environment lasts 4 turns. Move carefully inside a nebula.

> Space Wind

Solar winds have a peculiar effect inside the jumps: they literally MOVE the ships towards the wind. At the end of each turn, after all the ships have moved, the wind pushes each of them (enemy and allies) in a certain direction. The direction is indicated visually in the scenario. Consider this a "free movement" and plan your strategy accordingly.

> Storm

Storms are dangerous, for all who are in them. You never know when a lightning will strike your or the enemy ship. At the start of each turn every ship inside a jump has a 50% chance of taking -1 electrical damage.

> Wreckage

Formerly the rarest of all environments, but due to war has become more common. Space battles leave wrecks on all fronts, and when a big enough battle has taken place within a jump, their Sraps remain there for a long time. Collect as many scrap as you can, these places are like gold mines these days.

·Federation Rank

As a Federation pilot progresses, increasing his reputation, he is decorated with better Ranks. The whole system of military progression has been replaced by something simpler, but effective: Destroy more enemies, help other pilots and improve your ship to increase your rank. Each new rank lowers the prices of equipment and repairs made by the Federation, plus some other advantages like Scrap Bonus and unlimited number of new ships in case of ejection for high ranks.

You can only receive a decoration by stopping at any Federation space station. It's always a good idea to land a jump on a station anyways.

·SOS and Unknown Events

As the Federation grows and sends pilots through the galaxy, we begin to detect different calls for help and strange messages. Some are SOS requests made by pilots in need (whenever possible try to help) and others are unofficial messages and events, outside the official Federation channels.

To respond to an SOS or check an Unknown Event simply be aware of the jump points on your Radar. When one of the two is identified, it will appear there. Just land a jump on the desired point and, at the end of the jump, your computer will automatically display a Message.

The Federation recommends caution when checking messages and unidentified events, we have news of dragons using them as a trap, in addition to a whole black market network selling unofficial equipment. But we understand the nature of this mission and if it took anything... extra official to complete it, our command will turn a blind eye. You can be sure about that.

INCOMING MESSAGE

...een transmitted in this sector using a unoffici...
...o TRY to FIX your ship for a LOW price, can't g...

[Close communication]

·Credits and Thanks

"NEXT JUMP: Shmup Tactics was born in a gameJAM, the #StencylJAM 15. Thanks to all the criticisms and compliments that encouraged me to develop this game. Also thanks to all the friends and family who helped me during this period, the game would not be the same without you.
This game is a (weird) homage to the SHMUPs. Thanks to all developers who have entertained me since childhood with these games."
– Dilly, main developer.

MAIN DEVELOPMENT TEAM:
· Filipe Soares Dilly [Game design, sounds, code, 98% of the art and 100% of the average writing];
· João Paulo "JP" Diniz Borges [the lovely Japanese VO and Translations];
· Luís Felipe "Lipão" Garrocho [Intro design, Lore and 100% of the good writing];
· Rafael "Rafa" Assumção [Music <3].

MAIN TESTERS, OVERALL HELP (and encouragement):
André Persechini, Cise Tonietto, Daniel Pinheiro Lima, Eduardo Damasceno, Evandro Lemos, Fernanda Ventura [<3], Jairo Lopes, Maria Amélia Gonçalves, Matheus Fraguas, Mayumy Yoshizane, Ramon Coelho Braga, Rebeca Prado, Ricardo Tokumoto, Sabrina Bigão, Sergio Saleiro, Wesley Soares.

MAIN TOOLS USED: Audacity, Blender, GIMP, Stencyl and Ubuntu. (thanks to all devs that work on then!)