

# **POWERLEV RESEARCH**

## **QUARP JET RESCUE PLAN**

### **MISSION BRIEFING - PART ONE**

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# BACKGROUND

## OVERVIEW

In 2210 the distant star Vilio exploded into a red giant, sending an electromagnetic pulse surging into our deep space mining ships, colony space stations and Special Forces fighters. Now the star is beginning to collapse into a black hole, pulling nearby fleets to their doom.

To make things worse, our warring neighbors have seen reward in our misfortune and have dispatched scavengers to prey upon our people.

Only one craft is equipped for a rescue mission, the Quarp Jet – a spacecraft capable of teleportation. You will take control of the first quantum teleport craft in this challenging mission, using a range of teleport features to outsmart enemies, navigate time sensitive puzzles and rescue helpless survivors from their deep space hideaways.

You must hurry; the black hole isn't getting any smaller...

## BASIC QUARP JET CONTROLS

### NORMAL CONTROLS

You will take control of the Quarp Jet, a spacecraft that can move forward, back, left and right using the ANALOG STICK or DIRECTIONAL BUTTONS. However, due to the immense gravitational pull of the collapsing star, you will always be pulled slowly toward it, and this will create a strange feeling that the universe is scrolling past you...

You can temporarily escape the star's gravitational pull by using two special functions of the Quarp Drive: Fixed Form Teleport and Short Form Teleport, described below.

### SHORT FORM TELEPORT (SFT)

Short Form Teleport allows you to make short teleport trips around your local space-time by holding SQUARE, choosing a destination with the teleport cursor by using the ANALOG STICK or DIRECTIONAL BUTTONS, and then letting go of SQUARE. You will be instantly teleported to the new destination. Short Form Teleport can be used for navigating hard to reach areas of space station structure and to quickly evade enemy attacks.

### FIXED FORM TELEPORT (FFT)

Fixed Form Teleport enables you to instantly revisit any location. This is achieved by dropping Telepod Beacons in the areas you would like to return to.

*Warning: There will be a limited supply of telepod beacons, as they require a very rare type of mineral that has a high tendency toward quantum displacement.*

### LOCAL THRUST

The Quarp Jet may be famous for its teleport functions, but it's also capable of extreme speeds in local space-time. Simply hold RIGHT SHOULDER BUTTON to increase your local speed.

Warning: Local Thrust will appear to increase the speed of the universe scrolling past you...

# YOUR MISSION

## OVERVIEW

Make no mistake; this is not a simple rescue mission. You will be required to use deadly force to extinguish space vessels that get in your way. Expect to encounter scavengers looking to steal data and supplies from our space stations, and prepare to face off against their larger, more powerful and significantly more hostile leaders.

Despite the necessity for deadly force, the crux of your mission is to search all space stations for survivors. Each space station you encounter will have a number of survivors hiding in the wreckage, and it's your job to find and rescue as many survivors as you can.

We accept that not all survivors will be rescued, so a minimum rescue count is required from each location in order to progress on your mission. We advise you be as swift and efficient as possible, because the more survivors you rescue, the more you will be rewarded.

## COMPLICATIONS

Since the EMP knocked out primary power, all space stations have reverted to backup power, and a default maximum threat level has been applied.

The unfortunate result of this situation is that all security systems that were designed to protect our stations from attacking vessels have instead become prisons, trapping all survivors behind an impenetrable wall of dangerous energy and firepower.

This scenario is awkward enough, but to make matters worse, the security systems are protected by a networked shield, and are therefore indestructible to all known weapons.

However, there is a failsafe mechanism; a series of circuit breaker switches that can be used to deactivate the shield network manually.

## DEACTIVATING THE SHIELDS

The circuit breaker switches must be located and destroyed *in the correct order* to bring down the shields.

The Quarp Jet navigation system is able to show you the order that each switch must be destroyed once located, but it's up to you to find each switch, and return to them to destroy in the correct order.

Since everything is locked into the gravity of the collapsing star, you must use a number of telepod beacons to teleport between circuit breaker switches quickly and efficiently.

Smart placement of telepod beacons will mean the difference between rescuing enough survivors in time, and being immediately discharged from the mission.

## SIMPLE EXAMPLE

1. You come across two circuit breaker switches and a group of survivor pods trapped within a green zone force field. The circuit switches are labeled 1 and 2, and must be destroyed in the correct order to disable the green zone force field.



*Fig. 1 – You encounter two switches that have to be disabled in the correct order.*

2. Disable Circuit Switch 1 by shooting at the exposed electrical area.



*Fig. 2 – Circuit Switch 1 is disabled.*

3. You must then fly across to Circuit Switch 2 and disable that, being careful to avoid the security droid turrets that will be firing green zone plasma at you.



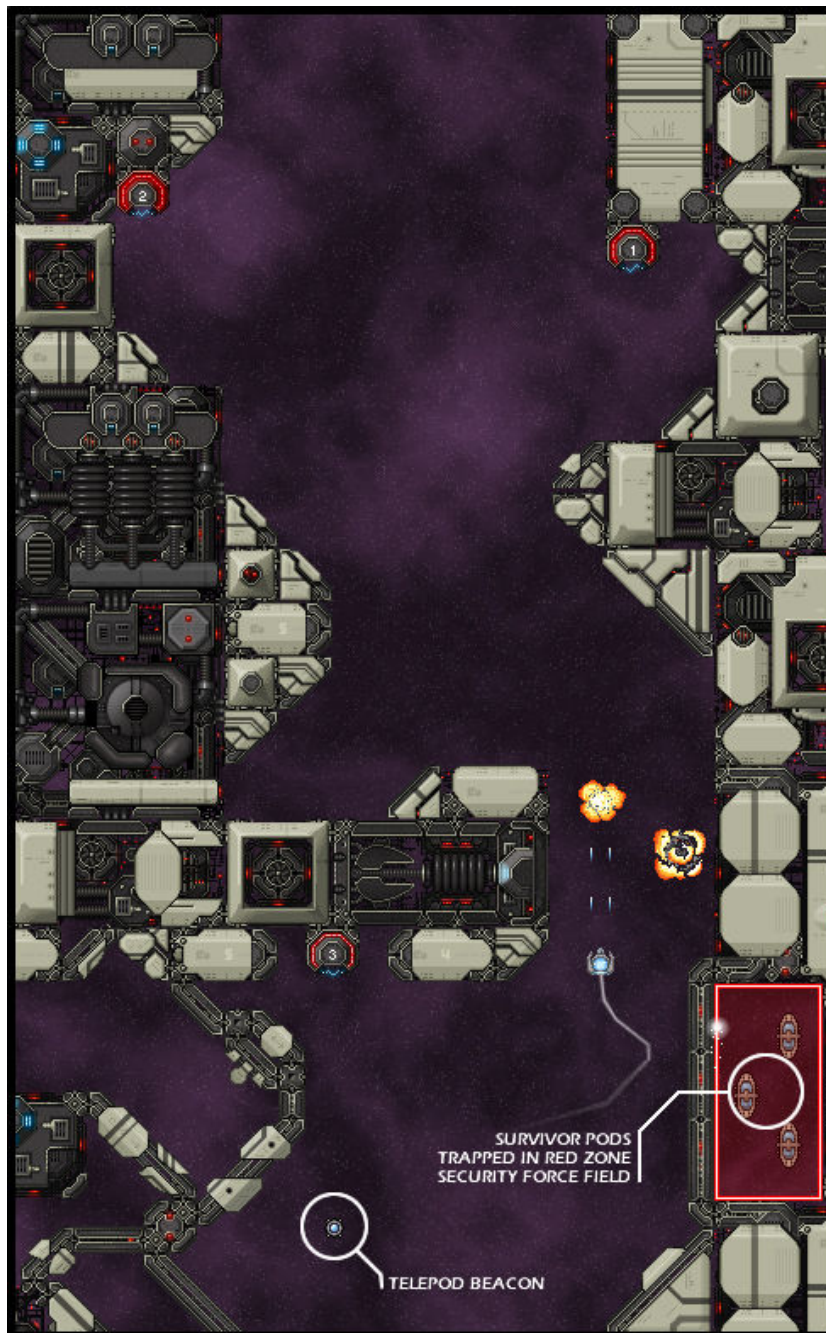
*Fig. 3 – Safely navigate through green zone turrets that fire hazardous plasma.*

4. Once both switches are disabled, the green zone force field will be neutralized, and you will be able to use Short Form Teleport to rescue survivor pods.



*Fig. 4 – Both switches are disabled, neutralizing the green zone force field.*

## COMPLEX EXAMPLE



1. You enter a space station and see Circuit Switch 3 on the left, and survivors trapped in a red zone security force field on the right.
2. You will drop a Telepod Beacon in front of Circuit Switch 3.
3. You will then continue on past the survivors and see Circuit Switch 1 and 2.
4. You will destroy Circuit Switch 1 first, and then fly across to Circuit Switch 2 and destroy that.
5. You will then activate Fixed Form Teleport to return to where you dropped the Telepod Beacon.
6. You will then be able to safely destroy Circuit Switch 3, disabling the red zone force field and allowing you to use Short Form Teleport to quickly jump over the barrier to rescue the survivors.

These scenarios will increase in complexity, whereby multiple routes must be explored to locate all circuit break switches in the network, using multiple telepod beacons correctly to rescue as many survivors as possible.

This concludes part one of the rescue plan brief.