



Instruction Manual

© 2003 CodeBlender Software
All Rights Reserved

Code
BLENDER
Software

The Story

After 200 years of war and conquest, the Borovulgan race had defeated all of the resistance in the seven planetary systems. One of the planets they conquered was Epsilon Tahari.

Epsilon Tahari was of special interest to the Borovulgans. Because of its unusual gravitational pull, the planet was an ideal place to develop and test antigravity technology. 10 years later the Borovulgans left the planet placing it under the rule of one of their many robot armies.

The United Council of Nations is worried that this tactical advantage will encourage the Borovulgans to expand their territorial grip even further and endanger the inhabitants of Earth.

To prevent a catastrophe, UCN has chosen you to travel alone to Epsilon Tahari, steal the antigravity technology from the Borovulgans, and return to Earth.

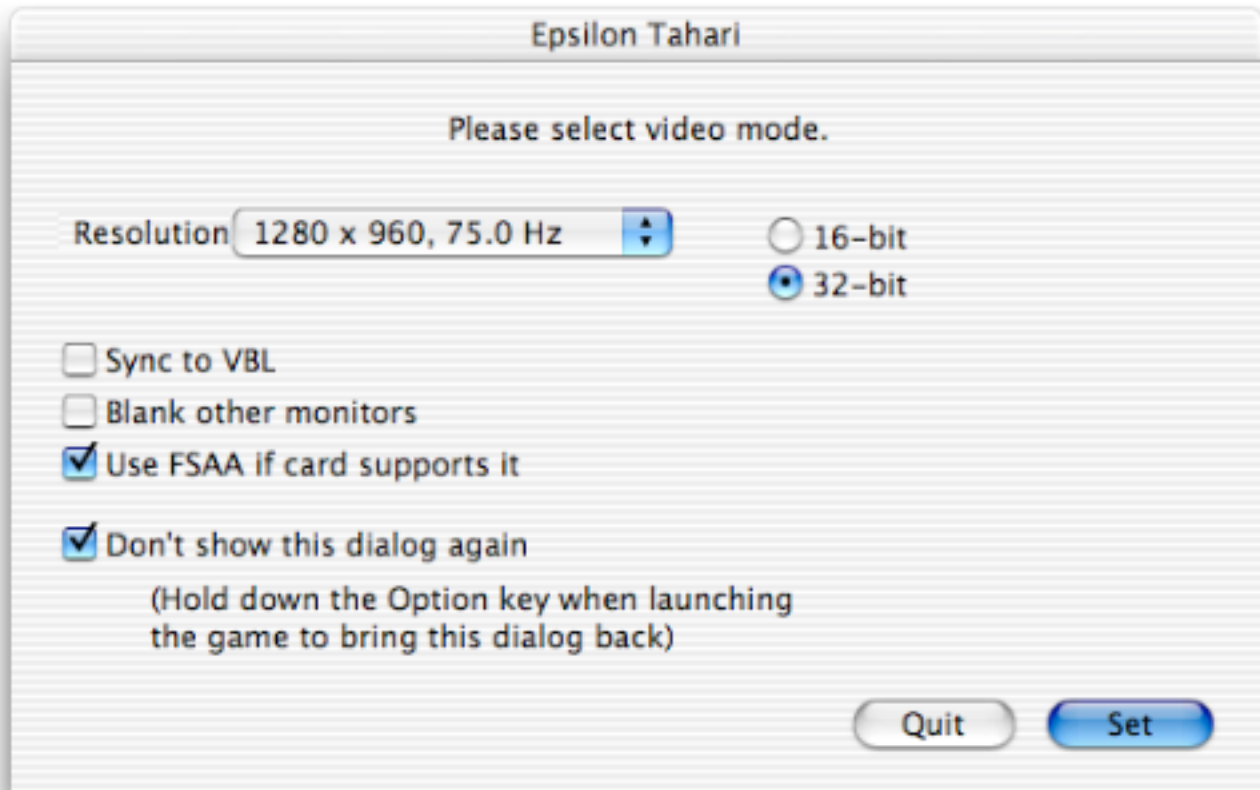
In order to land undetected, Cyclone, your auto-piloted starship, will land on the planet in the 2.5 G zone. However, this security makes it impossible for you to return in Cyclone. The only way to leave the planet is to find and take control of a Borovulgan antigravity ship and return to Earth.

The Mission

Your mission is to find a Borovulgan ship that can take you back to Earth. To do this you need to capture enemy bases and gather vital information and other items that will help you throughout the game. The information you find can be details about enemy defense systems, important locations and necessary items you need to complete the game.

The Video Mode Settings Dialog

When you start Epsilon Tahari you will see the Video Mode Settings Dialog. It's important that you set these settings correctly or the game may run very slow or not at all.



Resolution

The higher the resolution, the better the game will look, but it will also run slower, especially on older graphics cards. Users with old and slow cards like the Rage 128 should set the lowest resolution.

16/32 bit

You should set this to 32 bit unless you have a slow graphics card.

Sync to VBL

By enabling this setting, the game will try to sync the frame rate to the monitors refresh rate. Unless you have a very fast computer you should probably leave this setting off.

Blank other monitors

If you have a multi monitor setup, you can turn this setting on to blank other monitors.

Use FSAA if card supports it

By turning this option on, the game will use FSAA (Full Screen Anti Aliasing) if the graphics card supports it. FSAA will make the graphics look better but it may also make the game run slower.

Don't show this dialog again

Turn this option on if you don't want the video mode dialog to appear every time you start the game. Should you want the dialog to appear, hold down the Option key when you start the game.

Epsilon Tahari only runs on the main monitor even if you have a multi monitor setup.

The Main Menu

When the game starts you will see the main menu.

The choices are:

PLAY. Click PLAY to start a new game.

TRAINING: This takes you to the Training screen where you can choose from a number of practice missions. Here you can practice take off and landing at different locations and gravity conditions. You can practice target shooting and combat with enemy forces.

SETUP: This menu takes you to the Setup screen where you can configure inputs, graphics and sound.

INTEL: This gives you the background information for your mission and technical data about the planet.

LOAD: Takes you to the Load Game screen where you can select a previously saved game and continue playing it.

INFO: Credits and other information.

QUIT: Quits the game.

The Training Screen

Click Training in the main menu to bring up the Training screen. Here you can select from several types of training missions. To start a training mission select one in the list and click PRACTICE. This will load the training mission and place you in the aircraft at either an air base or on Cyclone depending on the mission you selected.

You can use the training missions to practice takeoff and landing in high G situations, target shooting, etc.



The Setup Screen

Click SETUP in the main menu to bring up the Setup screen. Click INPUT, GRAPHICS or SOUND to change associated settings.

Input

Below is the input configuration screen



First select either Joystick, Mouse or Keyboard as your input device. If you don't have a game pad or joystick plugged in you can't select the joystick option. If you want to use the mouse for roll and pitch control, select Mouse. Selecting keyboard will use the keyboard for all inputs.

To configure a joystick/game pad input, click on the little joystick icon next to the input you want to configure, then move the axis or press the button you want to assign to that function. Move sticks and wheels to each end to calibrate them. You have a few seconds to do the calibration.

To configure a key input, click on the key you want to change and then press the key on the keyboard you want to set for that command. The Terminal Screen and Pause keys can't be changed.

If you need to use buttons instead of an axis for throttle and/or yaw, check the appropriate check box. You then need to configure throttle up/down and yaw left/right individually.

Save the settings when you are done.

Press the I key to switch the frames per second (fps) display on and off.

Graphics

Below is the Graphics Setup screen.



TERRAIN RESOLUTION sets the resolution of the terrain. Terrain farther away from the viewpoint will be rendered in lower and lower resolution. Higher setting means that more of the terrain around you is rendered in the highest resolution. It also reduces visible level of detail popping. A lower setting will show more popping as the level of detail changes.

VIEW DISTANCE sets how far out terrain is rendered. A shorter view distance means that only terrain closer to the viewpoint is rendered.

TEXTURE DETAIL sets the resolution of textures. Higher detail will look better but also be slower. A lower setting requires less VRAM and is faster but it will not look as good.

OBJECT DETAIL defines the number of polygons in each object and thus the detail level of objects.

EXPLOSION & SMOKE sets the amount of smoke and explosion detail and also the length of time fire and smoke is shown.

GROUND DETAIL TEXTURE. Turn this on to render a high detail texture when you fly close

to ground. This will also give you a better sense of speed at low altitude.

SHADOWS. Turn this on to show shadows for all objects. If it's off, only your aircraft and enemy battle tanks will have a shadow. Buildings and other objects will not have shadows.

Sound

Below is the Sound Setup screen.



MENU MUSIC turns on and off the music in the main menu.

BACKGROUND MUSIC turns on and off background music during the game.

SOUND EFFECTS turns on and off sounds effects in the game.

The Load Game Screen

Click LOAD in the main menu to bring up the Load Game screen. Here you can load a previously saved game and continue playing where you left off.



Starting a new game

Click PLAY in the main menu to start a new game. When it's finished loading the Terminal screen comes up.

From the game menu you have the following choices:

PLAY: To continue playing. This takes you back to the cockpit.

TERMINAL: Brings up the terminal screen.

RESOURCES: Brings up the resources and inventory screen. Here you load up your aircraft with fuel, power and weapons from the available resources.

SAVE: This is where you can save the game. To save the game you must land at an enemy base or on Cyclone.

EXIT: Takes you back to the main menu. You can also press Esc during the game to return to the main menu. Note that the game won't be saved.

The Terminal Screen

The terminal screen is where you will get new information throughout the game when you land on Cyclone or at different enemy bases. The different types of information you gather will help you to make progress. It can be recommended missions, information about Borovulgan defense systems or other details.

Whenever you have landed on Cyclone or at a base and your aircraft has stopped, press the 0 (zero) key to bring up the terminal screen and game menu.

When you start a new game the picture below shows you the initial message from UCN. It gives you information about the first mission you are recommended to complete.

EPSILON CATAPULT

REIGN OF THE MACHINES

TERMINAL

PLAY
TERMINAL
RESOURCES
SAVE
EXIT

UCN MISSION MESSAGE

FIND THE BOROVLGAN BASE LOCATED 40 KM NORTH. DESTROY THE DEFENSE, TAKE OVER THE BASE TO GAIN MORE INTL ABOUT THE PRESENT SITUATION.

WHEN YOU HAVE TAKEN OVER THE BASE, RETURN TO CYCLONE FOR MORE INFO.

YOUR MAIN MISSION IS TO FIND A BOROVLGAN SHIP WITH A WORKING ANTI-GRAVITY ENGINE.

THE SPARSE INFORMATION WE HAVE AVAILABLE INDICATES THERE IS A LARGER ANTI-GRAVITY SHIP LEFT ON THE PLANET. YOU SHOULD BE ABLE TO FIND MORE INFORMATION AT THE BOROVLGAN BASE.

WHEN YOU LAND AT A BASE, BRING UP THE TERMINAL BY PRESSING THE B KEY.

The Terminal screen.

The Resources screen



When you start a new game the following resources are available:

SHIELD POWER. Powers the shield that protects you from enemy fire.

LASER POWER. Powers your laser cannon.

MISSILES. Your aircraft can carry up to 20 weapons like missiles or bombs.

FUEL. The aircraft can hold 4000 kg of fuel, but be aware that more fuel means a heavier aircraft that is not as maneuverable and the effect of weight increases when gravity increases. Landing a heavy aircraft is also more difficult.

FLARES: Flares are used to fool enemy missiles. When a missile is tracking you you will here a warning sound. You can drop flares to try to fool the missile and hopefully you can get away.

When you land at enemy bases you can find other types of weapons. The resource screen will show you what's available at the base you have landed at and you can then refuel and load up your aircraft.

Weapons

When you start a new game you have the laser cannon and missiles. To fire the laser cannon press the fire button while aiming using the cross hairs.

To fire a missile, you first need to lock it onto a target. Aim at or near a target and then press the Lock/Release button. This will place the lock symbol (a green diamond-shaped outline) over the target. If you turn away too much from the target or the target disappears behind terrain, you will lose the lock. While locked, press the Lock/Release button again to fire the missile. If you want to drop the lock and not fire a missile, press the fire button to drop the lock.

The Lock/Release button is used to fire all weapons except for the laser cannon. The game starts off with only one type of missile to choose from, but when you take over enemy bases and land there, you can find other types of weapons. You can mix and match the weapons as you wish, but you cannot carry more than 20 at a time. To switch between the different weapons, press the Weapon Switch button. The selected weapon type is shown in the cockpit and chase view along with the number of weapons.

The laser cannon is always available as long as you have laser power.

Laser and Shield Power

Laser and Shield power are required in order to use the laser cannon and shields. When you are hit by an enemy fire, the shield power will decrease. When you run out of shield power your aircraft will take damage from hits and eventually explode. However, if you manage to do an emergency landing without being destroyed or crashing, you can press the 0 (zero) key to be rescued and taken back to Cyclone as long as you have aircrafts left.

As long as you have laser power, the laser cannon is always available. Laser power drains as you use it and does not recharge. If you run out of laser power, you need to land and load a new laser power battery.

After an emergency landing in the terrain, press the 0 (zero) key and you will be brought back to Cyclone if you have spare aircrafts left. If you have no more aircrafts, it's game over.

The Save Game Screen

You can save the game whenever you have landed and bring up the Terminal screen. Click on Save to show the Save Game screen. Select a slot and enter a name for the game you are saving. Remember to click SAVE GAME.



Controlling your aircraft

You fly the air fighter like a normal airplane. Using a joystick or game pad is preferable but it's possible to control with mouse and keyboard too.

Landing can seem difficult at first but there's really only two things to watch for to make a successful landing. First you need to make sure your nose (the cross hairs) is above the zero line (the horizon) in the HUD (Heads Up Display) when you touch down.

Second, you have to make sure you don't descend too fast. The flight path marker in the HUD

tells you the direction your aircraft is moving (the circle with wings on it). It should be between 0 degrees and -5 degrees for a successful landing. If it's lower than -5 degrees you are losing altitude too fast and will hit ground too hard. If it's above 0 degrees you are gaining altitude.

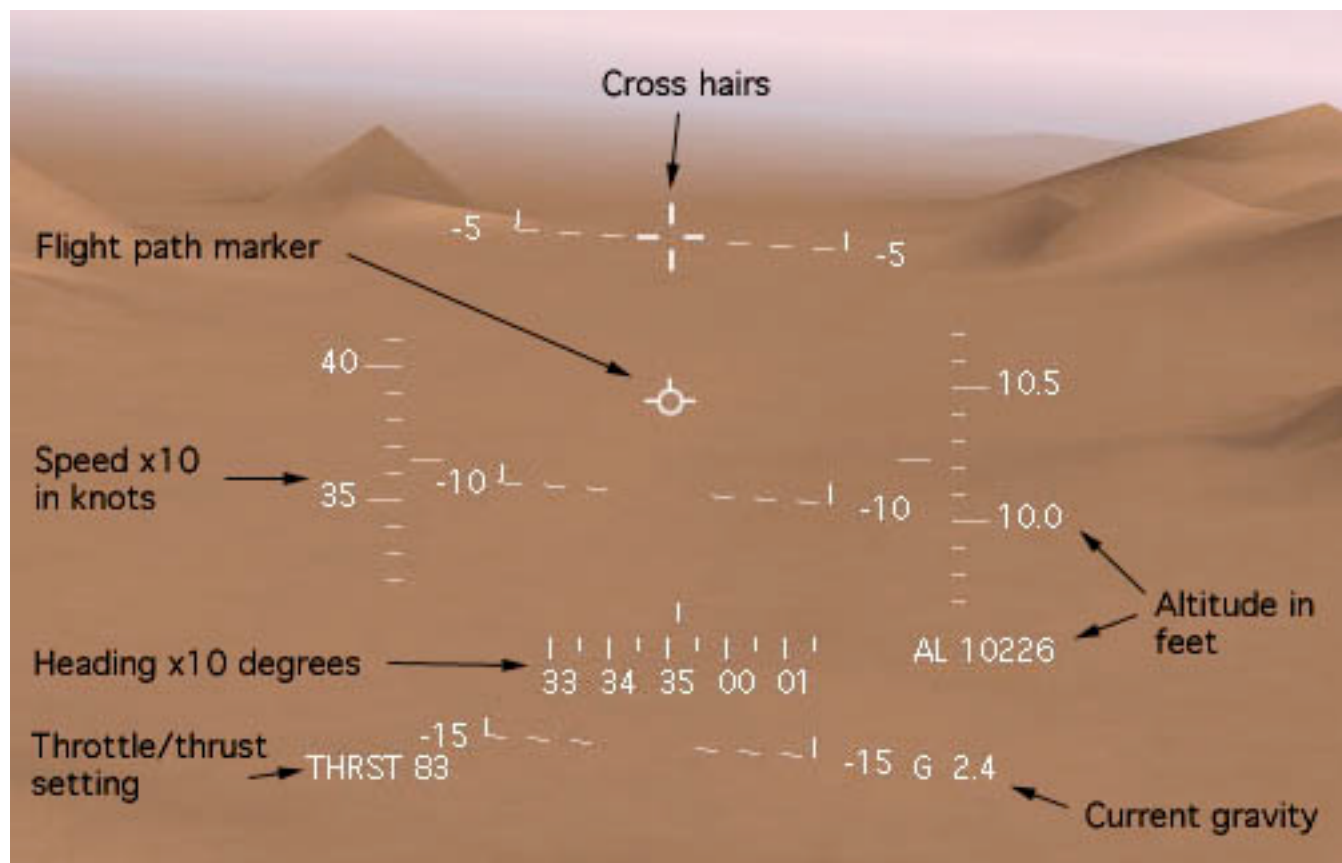
If the flight path marker is dropping too low you may need to add more thrust and increase the speed. The ideal landing speed is between 100 - 150 knots depending on how much fuel you carry and the current gravity. When the gravity is higher you will need a bit more speed to keep a safe angle of descent.

And don't forget to lower the gears before you try to land. Lowering the gears will also lower the flaps and this produces more lift and it also slows down the aircraft. Lowering the gears, and thus the flaps, can be useful in other situations as well. It will help you make steeper turns for example.

Gravity at your current location has a big impact on how well your aircraft handles. The higher the gravity is, the heavier the aircraft will feel and you need more time to make turns and pull out of dives.

The HUD

Below is a picture showing the HUD and its various displays.



The Cross hairs is showing you where the nose of the aircraft is pointing and it's also used for aiming.

The Flight Path Marker tells you in what direction the aircraft is actually moving. The angle between the cross hairs and the flight path marker is the angle of attack of your aircraft.

Speed tells you the current speed in knots. In the picture above the aircraft is traveling at about 366 knots.

Heading is the compass. In the picture the aircraft is has a heading of about 352 degrees. Zero is north and 180 is south.

The Thrust display shows you the engine thrust. 70 is idle and 102 is full afterburner.

Altitude displays the altitude above sea level in feet. If you go below 1000 feet above ground, the display changes to show you the altitude above ground at your current location.

The Gravity display tells you the gravity at your current location.

The Cockpit

In the cockpit you see information such as weapons load, radar and location displayed.



The left side of the cockpit shows the landing gear position, up or down. It also shows the weapon load. In the picture above the aircraft is carrying 20 missiles and 30 flares.

Flares are used to divert incoming enemy missiles. How effective the flares are depends on the

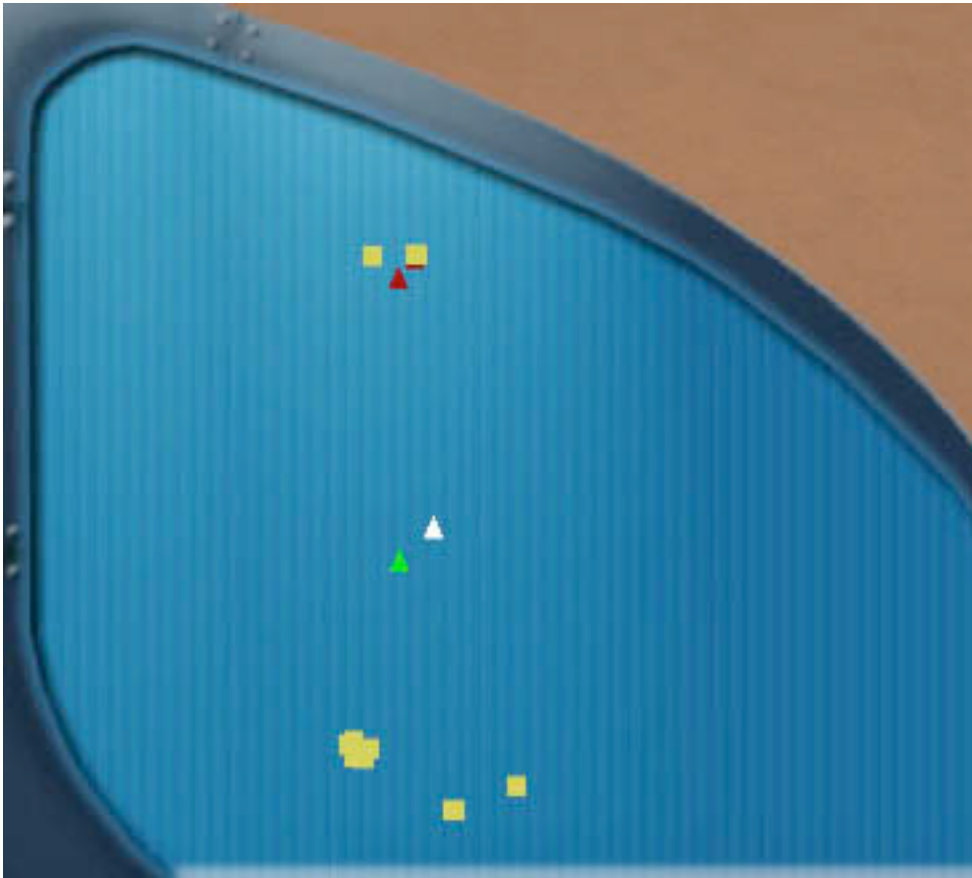
distance to the missile and the angle between your aircraft's direction and the direction to the missile. When you are traveling at a 90 degree angle to the direction to the missile the flares have the highest probability to trick the missile.



The center of the cockpit shows you a map of the world. Your current location is shown by the aircraft symbol. When you discover enemy bases, their locations will be marked with white dots on the map so you can easily locate them again. When you start a new game no bases are yet discovered and thus none are displayed on the map.

A base is discovered and added to the map when it's detected by the radar. Note that some bases may not have anything that can be detected by the radar and thus won't show up on the map.

To the left of the map is the shield power bar and to the right the laser power bar. Above the map is the fuel amount displayed. When the fuel level is down to 500 a warning signal will alert you.



The right side of the cockpit is the radar display. The white triangle in the middle is your aircraft. The green triangle is Cyclone. Yellow squares are different types of structures and the red triangles are enemy vehicles. When a structure is destroyed it is displayed in a gray color.

Enemy missiles are shown as a flashing yellow triangle. When a missile is locked on to you, you will also hear a warning signal. The closer the missiles is the faster the warning signal is beeping.

Technical Support

If you need help with Epsilon Tahari, you can visit our support page at:

www.codeblender.com/support.html

or send an email to:

support@codeblender.com

Credits

DEVELOPED BY:

CodeBlender Software
www.codeblender.com

PROGRAMMING 3D MODELS:

Ken Drycksback

2D ART:

James Cates

SOUND EFFECTS:

Jens Nilsson
www.fadeoutstudio.com

MUSIC:

Mikko Tarmia

ADDITIONAL GRAPHICS:

Nicklas Mattisson, Martin Thorzen

GAME DESIGN:

Ken Drycksback

License Agreement

IMPORTANT - READ CAREFULLY: PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES FROM YOUR COMPUTER.

This software and/or disc is sold "as is" without further warranty, express or implied. CodeBlender Software specifically disclaims any implied warranties of merchantability and fitness for particular purpose. In no event will CodeBlender Software or its licensors be liable for any damages, including but not limited to any loss profits, lost savings or any incidental or consequential damages, whether resulting from impaired or lost data, software or computer

failure or any other cause, even if CodeBlender Software is advised of the possibility of such damages, or for any other claim by a user of CodeBlender Software software. Some states do not allow the exclusion or limitation of liability for consequential or incidental damages, so the above limitations and/or exclusions of liability may not apply to you. You may have other rights which vary from state to state.