

Strange Adventures In Infinite Space

Welcome to the Strange Adventures title screen!

To start your adventure you should tap on the **Standard** button.



On the next screen you can select various items to control the difficulty of the game. From top to bottom the options are:

- Your ships weaponry options, from left to right:
 - Twin Explosive Shell Chainguns
 - An Explosive Shell Chaingun and an Impaler Missile Rack
 - Twin Laser Beams
- Nebula Density. Travelling through a nebula slows your ship down, so the greater the area of space covered by nebulae, the harder it is to beat your deadline.
- The size and strength of the alien fleets you will meet on your travels



When selecting your weapons, remember that each weapon has its own advantages and disadvantages, so choose wisely. Their main features are:

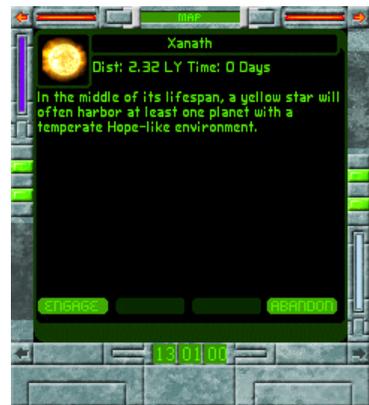
- Explosive Shell Chaingun: The Explosive Shell Chaingun is not very accurate, but makes up for that with enthusiasm (rate of fire). It's also very close range indeed, so you will need to be right on top of them before it starts firing. However, at that range it can be devastating.
- Impaler Missile Rack: The Impaler Missile Rack is a moderately powerful missile system, it's range is quite long, but the slow flight time of the missiles means that you aren't guaranteed a hit. A single blow from one of these can often destroy a fighter or take a noticeable chunk out of the shields of a corvette, but the rate of fire is very low.
- Laser Beam: The Laser beam is described as short range, but actually is effective up to a medium range. As a beam weapon it's highly accurate, but it's damage is not the highest. It has an average rate of fire.

Finding the right weapon to suit you may take a few tries, as each requires a slightly different tactic, so experiment with them all!

Beginning your Adventure

Once you have chosen your ship and the game settings, you should tap on the arrow in the top right hand corner of the screen to enter the game. You will now see the Map screen, as below, showing the various stars in this sector of the galaxy. Stars you have explored will show an orbiting planet, and the purple clouds are nebulae, where space travel is significantly slower than normal!
Hint: There are certain drive systems that allow you to travel through nebulae much faster than your standard drive!

To travel to a star, simply tap on it to see a description of the star, and then select **Engage**. Here we will travel to the small yellow star just right and above our starting system



System #1: A new world...and someone got here first!

As you approach the planet, sensors pick up an unknown spacecraft, and you, as captain, need to decide if you should continue to the star and meet them (**Engage**), or to head away and look elsewhere. This time we will approach and meet the aliens!



These aliens are called the Klakar, an intergalactic race of traders and all round good guys. They are great to bump into, as they usually carry a stock of high tech items to trade and improve your ship! Since we'd like to see what they have available to trade right now, we will tap OK to see their wares.



Very nice indeed! They have a Reactionless Thruster, the best maneuvering thruster in the game, which means that you can move around in combat much faster than you normally could. Fortunately the Klakar have a peculiar view of the value of items, and so will trade any item for any other item on a one for one basis. We will give them a primitive Chemical Rocket Thruster in exchange for the Reactionless Thruster, giving us an immediate edge in battle!



Trading with the Klakar

Step 1

Begin by tapping on the item you wish to trade for.

In this case, we will choose the Reactionless Thruster by tapping on it.

Then, after checking the description, tap on **OK**.



Step 2

Look at the items on your ship. Tap on the item you wish to trade with the Klakar.

In this case we will give them our Chemical Rocket Thruster



Step 3

Check the item you are considering giving away, and if it's correct, tap **OK**



Step 4

This is your last chance to check the details are all correct, as it displays the item you want at the top, and the item you are giving at the bottom. This trade is what we want, so we now tap **OK** to accept



After that satisfactory trade, the same process was then used to trade the Explosive Shell Chaingun for the Klakar's Micrometeorite Gun. Finally, almost as an afterthought, searching the planet itself for interesting items we found another thruster (oh the irony...), this time a Pulse Detonation Thruster. It's not as good as our Reactionless Thruster, so we throw it in the cargo bay and prepare to move on.

System #2: To boldly go...

Now we have finished with this planet, it's time to move on. Looking up and right, we see another small yellow star, so let's engage the drives!



There's no-one else here on this planet, but we did find an interesting item, a Stasis Cone. These high tech versions of the time capsule come with an interesting selection of oddities - this one contains a Fusion Rocket Launcher and the Horloge of Primordius. The Horloge of Primordius is an item which will prove valuable to your employer on your return, so that gets thrown into the ship's cargo hold along with the Fusion Rocket Launcher.



The Fusion Rocket Launcher could prove very useful though, as it's a more powerful version of the Impaler Missile Rack! Now all we need to do is fit it. To begin, tap on the small arrow in the top right corner of the screen to take you to the cargo bay and fitting screen of your ship.

Step 1

First, tap on the item you wish to fit. In this case it is in Cargo Bay 1. Each of the numbered boxes on the left represent a different bay, holding 4 items, once one is full, new items will be placed in the next.



Step 2

This view shows the possible fitting locations for the item. We wish to swap out the Impaler Missile Rack, so tap on that to select it...



Step 3

...And the Impaler Missile Rack slot will be highlighted. The last step is to tap on OK, completing the refit.



Step 4

Once complete, you will return to the cargo bay view, and can see the item in its new location.



There is nothing further of interest here, so we will now move on again.

System #3: Uh captain, why are they shooting at us?

Consulting the star charts again, the next stop will be a red star up and slightly left of our current position. Once we arrive, sensors detect the presence of alien ships, four of them this time! Emboldened by newfound equipment and curiosity, we engage.



It seems these new aliens are the Tan Ru, who aren't especially good at social interaction! After a brief garbled message, we enter combat with them.



Uh oh, this could be bad! By the size of the ships, two are corvette equivalent vessels (the outer two), and the middle two are fighter class.



Opening Moves

- In combat, you will first need to select the ship you wish to give an order to, usually by tapping on it. The bars on the left hand side represent shield (light blue) and structure (dark blue). If things become hectic, you can tap on these bars to select the ship (if you have more than one ship, there will be more than one set of bars, one per ship).

- Once you have selected a ship, you can tap on an area of space to make the ship head there, or on an enemy to head towards them (and follow them).

- With so many foes, it can help to try and eliminate the smaller ships first, as they are easiest to destroy, but this is not a perfect tactic, sometimes the biggest ship is the greatest threat, and only experience will tell you which tactic to use!

Note: Combat is real-time, although it can sometimes take a moment for the ships to close to firing range or maneuver about. You can control the speed of the action using the buttons in the top right, Pause, Normal speed and Fast Forward.



Two down, two to go

It's helpful to remember that even though a gun might not be able to fire at the selected target (or even if there isn't one), it will still fire at the nearest hostile within range. Using this, we headed straight for the two fighters, destroying both with separate weapons very quickly. After that, we select the nearest of the two enemy corvettes as our target, turning to face it.

- Along the top of the screen are two coloured bars much like for our own ship - these represent the selected enemies shield and structure.

Hint: If you have more than one ship, you can tell them to attack separate targets. Even if you aren't actively "watching" the other ship, it will follow it's orders and try to destroy it. Keep an eye on it though, as the enemy may decide to take it out first!



I have you now...

In this picture the selected enemy is taking a beating as it tries to regroup, notice how the enemy shields have reduced!



Now that hurt!

Several seconds later we come to this point - the second enemy corvette had swung around and battered our ship heavily, causing significant damage as it passed. Note how the structure bar is now only at half...while the enemy shields are still nearly full!

Hint: Combat can be difficult at times, and this battle was actually very tricky! In this battle the critical mistake was to get drawn back towards the second corvette while trying to destroy the first, it gave it the opportunity to bring both it's weapons to bear at once while our ship was unable to fire back.



Fortunately, despite the tide of the battle nearly turning against us towards the end, we destroyed the last corvette and emerged victorious (if somewhat battered). After having passed through the Tan Ru blockade, we reach the planet and find an ally! If only we'd found him first...



To view the damage screen there are two methods.

Tap on the top right arrow to enter the cargo bay/fitting screen, and then tap once more to switch to the damage screen. A third tap on this arrow will return us to the map screen.

Tap on the top left arrow, taking us straight into the damage view

Essentially, all three views cycle around using these two buttons:

Map Screen ↔ Cargo ↔ Damage Screen ↔ Map Screen

There are two things to note here. First is that the Micrometeorite Gun has been destroyed, and the second is that the hull itself is badly damaged (indicated by the red text for *Terran Corvette*). To repair a system which has been damaged but not destroyed, tap on the system (or the hull name). The time it will take to repair the system will be listed in days, and you then tap on the Spanner icon to perform the repair. Destroyed systems cannot be repaired, but can be replaced with other items.

Fortunately a spare weapon is available (your old Impaler Missile Rack), so there is something to fit into the empty slot, which is done the same way as when the Fusion Missile Rack was fitted (select the Empty slot when you do). With that done, we move onto another world.



System #4: What do we have here then?

This system proves relatively uneventful, our arrival is not prevented by any hostile aliens, and all it holds is a Piranha Bee (another item of potential value to your employer). Unfortunately, as sometimes happens with these things, it proves a little trickier to catch than normal. If this happens, you are given the choice over whether to spend the extra time to catch it, or whether to forget it and move on



System #5: It's getting awfully foggy out here

The next system is deep within a nebula, which means travel time to and from it takes much longer than normal.



The bad news is there is another enemy ship here, belonging to a race called the Muktians



The Muktians stop you at the edge of their system and demand that you leave or they will be forced to attack, giving you the choice of engaging them, or retreating. Given the lack of shielding, and our previous experience, this time we choose to Abandon our approach, and return to the previous system.



Returning home

Once you have visited all the planets you wish to (you don't have to visit them all, but you never know what you might find!), you need to return home to give all the items to your employer. Travelling home is the same as normal, simply locate the system you started in, and travel there - as soon as you arrive the game will end.

Fortunately despite the damage suffered at the hands of the Tan Ru, this trip resulted in a net profit!

