

ZIGFRAK

Zigfrak Game Manual

<http://zigfrak.com/>

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Table of Contents

Background	3
Controls	4
Options Menu and Keybindings	
Commands Menu	
Toolbar	
Player Stats	5
Health and Shields	
Experience and Level	
Threat Level	
Portrait/Crosshair Stats	
Docking	6
Docking at Stations	
Boarding and Capturing Ships	
Galactic Navigation	7
Nautilus and Other Galaxies	
Inventory and Items	8
Emergency Starter Items	
Item Types	
Weapon and Ammo Types	
Damage Schools	
Looting and Pickups	
Item Durability and Expendability	
Reverse Loot	
Crafting	
Vendors	
Bank	
Death Penalty	
Resources and Research	16
Mining	
Missions and Objectives	17
Tutorials	
Mission Hubs	
Scenarios	
Factions	18

Background

A game of deep space conflict and discovery...

When the Xenoid threat was discovered, human society was thrust into an era of martial law. Security became top priority, at the cost of individual liberty.

In the face of this growing oppression, many left their homeworlds in search of freedom. The Freerunners fled, to explore and settle the new frontier planets.

When Enforcers from the homeworld pursued them in a military effort, the Freerunners were forced to defend themselves. This was the beginning of the great human civil war which continues to this day.

In hope of defending your settlements against threats, both human and alien, you have enlisted as a pilot with the Freerunners.

Zigfrak is a space based shoot-and-loot action RPG.

Controls

For the best experience, it is recommended to steer using a mouse or trackpad. To steer your ship with a mouse or trackpad, click and drag to pan the camera. Your ship will automatically align itself with the camera.

By default, WASD and arrow keys are used for keyboard-based movement, and pressing or holding down the Space Bar fires all available weapons. You don't need to repeatedly mash keys to shoot -- weapons will fire as long as the appropriate key is held down.

Options Menu and Keybindings

The Options Menu allows the player to customize many aspects of the game, including keybindings, input sensitivity, and axis inversion. This may be accessed from the game's main menu at startup, or by pausing the game and choosing "Options Menu" from the pause screen.

Commands Menu

Additional commands, not displayed on the toolbar by default, are located in the Commands menu. This may be accessed by clicking the icon to the lower right of the command toolbar, or by pausing the game and choosing "Commands Menu" from the pause screen.

Toolbar

The toolbar is situated in the lower center of the screen. Items from the player's inventory, as well as commands from the Commands Menu, may be dragged and dropped into the toolbar for quick access. Toolbar keybindings can be customized in the Options Menu.

Player Stats

Health and Shields

All ships and targetable objects have a health bar, representing their structural integrity. In most cases, ships also have a shield bar, which represents the current strength of a protective force field. A player's shield capacity is determined by their currently equipped Shield item.

At around 30% health, units are disabled for a short time. While an enemy ship is disabled, it may be boarded, looted, and sometimes commandeered by the player. At less than 1% health, units are destroyed. Enemies will disperse loot into space, if the player was involved in the ship's destruction. Larger ships generally have increased health and shield pools, but are much slower.

To regenerate health or shield, a unit must be removed from combat for a short time, and their equipped shield must have a regeneration stat. Additionally, there are items available which enhance a ship's regenerative capabilities.

Experience and Level

Experience (XP) is gained by destroying enemy units or completing missions. Minor XP gains are also rewarded through activities such as gathering resources, crafting, salvaging or capturing ships, and discovering new areas. A small amount of "bonus XP" is rewarded at each new level, based on the player's damage output during the previous level.

As players gain experience, their level will increase, along with their health and shield capacity, raw firepower, and access to new items and ships.

Threat Level

Separate from the player's level gained by experience, Threat Level is a dynamic metric which is affected by a ship's currently equipped gear. As more powerful items are obtained and equipped, the player's threat level will rise, and enemies will have a chance to scale to nightmarishly powerful levels in kind.

Portrait/Crosshair Stats

- (A): Player Shield
- (B): Player Health
- (C): Player XP (Optional)
- (D): Player Level (Optional)
- (E): Target Level (Portrait Only)
- (F): Target Health
- (G): Target Shield



Docking

Friendly ships may usually be docked with at-will, and most enemies may be boarded when they are disabled. With a target acquired, simply hit <Return> to begin the sequence. There are situations where your request to dock may be denied. Friendly ships may sometimes send a request to dock with you.

Pirates may board and loot the player's ship if it becomes disabled, and have even been known to leave timed detonators behind.

Docking at Stations

Friendly stations offer valuable services, such as repairing, refueling, and reprovisioning. These sanctuaries are a rare resting place, and usually provide access to vendors, the player's bank, and the player's shipyard.

Some stations are considered "battlestations", and do not have local vendor access. In these cases, a supply station is usually located nearby.

Boarding and Capturing Ships

Disabled enemy units may be boarded and looted, and in some cases can be claimed as the player's own. Captured ship types are permanently added to the player's shipyard, allowing the player to switch between small agile craft or heavier, beefier craft as certain situations may deem necessary.

Not all ship types can be captured. Certain ships, such as larger craft or those of alien design, require a minimum amount of experience or research before they may be commandeered.

Galactic Navigation

Selection of galactic navigation targets is handled through the in-game map. Zooming in and out on the map will reveal or hide additional levels of detail. Areas which have not yet been discovered are blacked out. Discovering a new area will reward the player with a small amount of experience.

To jump to a new area, the player must have a Hyperdrive equipped. Obtain a jump target by hitting <M> to bring up your map, and clicking any target name. Shortcuts for destinations related to missions are provided in the mission list, and their map positions are also highlighted. Once a jump target has been obtained, press <J> to jump. Like most commands, these keys may be overridden to the player's liking through the Options Menu.

Players are likely to discover additional other means of fast travel, such as wormholes.

Nautilus and Other Galaxies

In certain situations, the player may be sent to an alien galaxy or alternate plane of reality, far removed from the familiar surroundings of your home galaxy, Nautilus.

These areas can only be visited and returned from through extraordinary means, and are beyond the reach of a mere jump drive.

Inventory and Items

Players may loot, buy, sell, equip, use, and create a wide range of items. Items come in standard RPG quality levels, and a variety of flavors. All items are automatically stacked and sorted within their owner's inventory. Items may be acquired from a vendor, looting a disabled ship, salvaging pickups, or as mission rewards.

All ships are modular to some degree, with a limited number of customizable "ports" for their engines, weapons, and other item types.

Players may come across exotic non-humanoid technology or artifacts while exploring the universe. These items are not typically compatible with human-built ships. "Hybrid" technology, compatible with both human and alien vessels, is obtainable through vendors and rewards.

Emergency Starter Items

Players begin in a new ship with a set of emergency items. These items are not very powerful, and should be replaced with items of higher quality as soon as possible. To prevent the player from ever becoming hopelessly stranded, emergency items will always be present in your ship's inventory when entering the game. Visibility of these items can be toggled in the UI.

Item Quality Levels	
Trash	Gray
Budget	White
Standard	Green
Superb	Blue
Epic	Purple
Legendary	Orange
Opulent	???
Nightmare	!!!

Item Types

Currency

Currency may be acquired through completing missions, or looted from pickups and enemies. Most items may also be sold to vendors, often providing a substantial income boost. Additionally, any items which are looted beyond their unique item limit will usually reward credits instead.

Payloads

Payloads are items which can produce useful effects, and are usable directly from inventory. Some payloads have a limited number of charges, and will disappear when depleted. Many payloads provide an infinite number of uses, limited only by their cooldown timer.

Cloaks

Cloaking devices render your ship invisible to most enemies, and may only be engaged while out of combat. Like other defensive items, cloaks must be equipped in the proper slot, located on your equipped inventory's "Defense" tab.

Shields

Shields slowly suffer wear-and-tear damage, just like weapons and engines, and will eventually be destroyed unless repaired at a station. Most shields (those obtained as loot or from a vendor) do not scale with level. Every five levels or so, players will probably want to seek out an upgrade, to keep shield strength closely tracking their ship's health pool. A basic shield will be granted to new players upon completion of training.

Armor and Overshields

Armor and Overshields occupy a single equipped slot, so you may only have one or the other equipped at a time. Unlike Shields, Armor and Overshields are "meant to be destroyed" -- they wear out quickly, and once they're gone, they're gone.

Armor provides an excellent amount of damage mitigation, and protects your hull. Armor typically has very little regenerative capability. Overshields protect your main shield. Overshields have less damage mitigation than armor, but are usually regenerative.

Toys

Silly or "joke" Payload-type items are categorized as Toys.

Weapons

Zigfrak provides several types of weapons. Many weapon items have a damage bonus from one of several schools, and a chance to place an interesting harmful effect (debuff) on their target. Higher quality weapons generally provide increased damage output and faster firing rate.

Engines

Engines power your movement through space. There are several engine types available. Higher level engines generally provide a larger amount of thrust.

Hyperdrives

Hyperdrives (Jump Drives) let you travel vast distances which would otherwise be impossible to traverse.

Cargo

Cargo may be the objective of missions, may provide a passive effect while present in a ship's inventory -- or it just might be plain old space junk, sellable as scrap.

Templates

Templates are like recipes, providing players with the ability to create items from raw resources and other materials.

Components

Components are the most basic crafting items, and are created from raw resources. They are used in the construction of more complex items, such as weapons and ships.

Modifiers

Item modifiers may be applied to specific types of weapons, providing enhanced capabilities and damage output.

Documents

A document is simply an item whose purpose is to be read. Instruction manuals for items and other hints may appear in-game as Documents.

Containers

A container is like a box which may contain other items. Special loot containers may be randomly found in open space, or provided to players upon completion of certain missions.

Ships

Certain rare items may grant access to a new type of ship. Upon use, these items are consumed and removed from your inventory, and the ship may be accessed from your shipyard.

Powerups

Powerups may be tracted like any other pickup. Powerups are activated automatically when looted. They are active only for a short time, and do not show up in inventories.

Weapon and Ammo Types

Pulse

Pulse weapons fire a standing wave of energy. This type of weapon is generally considered to be superior to traditional ballistics, but carries a premium cost.

Ballistic

Ballistic weaponry is the mainstay of the Freerunner fleet. It kills things the old-fashioned way -- with bullets!

Rocket

Rocket weapons provide burst damage output. There is a variety of rocket weaponry available, often possessing deadly accurate self-guidance systems.

Mine

Mine weapons output an extremely large amount of damage on collision. In most cases, mines are relatively stationary objects, though certain variations possess limited target homing capabilities.

Rail

Rail weapons are magnetically accelerated slugs, similar to Ballistic weapons, geared towards burst damage.

Beam

Extremely accurate and deadly laser-based weapons.

Singularity

Certain Xenoid armaments are classified as Singularity weapons. Weapons of this type exert an attenuated gravity field, snaring other nearby objects in their wake as they approach their target.

Spreader

Spreaders are rapid-fire, low-accuracy weapon items. Spreader weaponry is of Xenoid origin.

Payloads

Certain payload items, such as the Mining Laser, may possess weapon-like abilities. These items may be used directly from your inventory without equipping them.

Drones

Drones are small automated ships which are launched like missiles. Several drone types are available, each carrying a different type of ammo. Drones are launched using the "Launch Drones" command.

Damage Schools

Kinetic

Kinetic damage imparts an across-the-board bonus, quickly wearing down a target.

Thermal

Thermal weapons are capable of “bleeding” directly through a target’s shields. Damage from thermal weapons can ignite internal fires, causing additional damage which fades gradually over time.

Electro

Electromagnetic weapons are attuned to quickly drain a target’s shields.

Nuclear

This damage type is volatile, capable of spiking hard or fizzling out. Nuclear (“dirty”) damage can cover targets in radioactive fallout, dealing additional damage over time which fades out with a half-life.

Strange

Derived from properties of exotic particles, this is the primary damage school dealt by Xenoid units. While its mechanics are poorly understood, it has been observed to siphon life from target to dealer.

Looting and Pickups

There are several ways to loot in Zigfrak. Boarding a disabled enemy craft allows the player to directly loot the vessel's unequipped inventory, and sometimes capture the ship outright. Destroyed enemies will often drop items which can be picked up or tractorized. Inspecting the wreckage of a destroyed enemy ship will often yield additional salvaged loot.

To loot the inventory of a disabled target, players must dock with the target (see: Docking). When looting a disabled target, the target's equipped items will not be visible, but most other items in the disabled vessel's inventory will be there for the taking.

When capturing an enemy ship, its inventory is merged with the player's. The player gains access to most items which were present in the captured vessel.

When a target is destroyed, many of its items have a chance to be destroyed along with the target, but any surviving items (including those which were equipped by the target) have a chance to be dropped as pickups or remain within the ship's wreckage for salvage.

To loot a pickup in space, tractor the item by clicking on it while within range, or fly slowly near the item to automatically pull it into your ship's inventory. If an enemy's wreckage contains additional loot, you may get within range and click the wreckage to salvage any remaining items.

Tractor beam items allow the snagging of pickups from extreme distances. A tractor device is one of the most important items players will ever have. Players begin with a low-range tractor device, which may be upgraded through subsequent missions.

Along with drops from enemy ships, many types of pickups spawn randomly throughout the Zigfrak universe.

Item Durability and Expendability

During combat, equipped items will suffer durability loss, and should be repaired when docked at a friendly station. At less than 1% durability, damaged items are destroyed -- gone forever! Any damaged equipped items are listed on the right side of the screen, above the mission list. Certain items are immune to durability loss, including "Emergency" items and many Legendaries.

Repairing or refueling requires an amount of credits proportional to the item's base cost. Remember to repair often, using the "Reprovision" option while docked at any friendly station!

Reverse Loot

Under certain circumstances, items may be "given away" to the player's current docking target. This is a non-undoable action. To give away an item while docked, bring up the item's Inspect window from your inventory, and choose "Give", listed under Destructive Options. Certain items may not be given away, and this option will not be listed.

Crafting

Because of advances in miniaturization and nanotechnology (not to mention magnets!), crafting is very simple. Basic components are replicated from templates, using raw resources. More complex items (such as weapons and ships) are assembled by hand from these basic components.

Item templates are acquired from vendors. In most cases, crafted items are among the highest-quality items available.

Multiple templates may be queued up for learning, crafting, or discombobulation. Queued items are listed in the player's "Production Pipeline".

Most items can be broken down into basic resources and crafting components, via the "Discombobulate" action listed under Destructive Options.

Vendors

Vendor access is provided at any friendly station, and the occasional traveling vendor ship.

Many vendors offer a wide range of usable items. Many of these items are expensive, but are very useful and powerful, and are not obtainable through other means. Rare “mutated” item variants may sometimes be available in limited supply.

Unwanted items may usually be sold to vendors, often providing a substantial income boost. Should one sell an item to a vendor accidentally, the item may be bought back within a limited time, by way of the vendor’s “Buyback” tab.

Bank

Unused items should be placed in the player’s bank for later retrieval. Bank access is universal -- it does not matter which station is used to store or retrieve items. The player bank may be accessed at most friendly stations.

Death Penalty

Upon loss of a ship, equipped items suffer a durability loss. A small amount of money and experience may also be lost. The player will respawn after several seconds.

Resources and Research

Resource points are used for crafting, while Research points unlock access to certain types of alien (Xenoid or Guardian) technology. Acquiring either resource or research points will also reward a small amount of experience.

Alien technology requires Research points. Until sufficient Research points required to use a particular alien item have been accumulated, the item will contribute to the player's Research point total instead. When enough points have been acquired, the item will be "unlocked" for use with a ship of compatible technology. Research Points also enable the player to capture selected types of Xenoid craft.

Resource points are expended when used. Research points are permanent, and are accumulated up to a maximum of 1000. The player's current balance of Research and Resource points are viewable through the Inventory UI's "Templates" tab.

Mining

Mining resources from asteroids is a simple three-step process, and requires a mining laser. First, click a mining target, to determine its likelihood of containing resources. After a positive scan, click the mining target again to engage your mining laser. After a target has been mined, click any resources which may have dropped to engage your tractor beam, or simply fly near the resources slowly to pull them all in at once.

Players may scan, mine, and tractor different targets concurrently.

Missions and Objectives

Tutorials

Upon beginning a new game, the player will have the opportunity to run through a series of tutorial missions. It is highly recommended to go through this content, as it provides valuable insight into mechanics which might not be immediately obvious otherwise. Experienced players may opt to skip the tutorial phase -- though they may miss out on some useful rewards.

Mission Hubs

Mission content in Zigfrak is structured into groups of tiered hubs, consisting of two or three hubs of missions per tier. Completing all missions will unlock the next tier of content, if available.

Most missions are structured in a traditional RPG quest style, requiring the player to progress towards specific objectives, and rewarding experience, currency, and/or items upon completion.

Scenarios

Beginning at level ten, players may be offered random scenario missions, depending on their current location. Scenarios are self-contained, freestanding missions which are repeatable and fairly easy to complete. They reward a generous amount of XP, and a random loot grab bag which has a chance to contain epic quality items. All random scenarios are timed, and may be abandoned by the player to resume normal play.

Factions

Freerunners

The Freerunners are the player faction in Zigfrak. Barely functional as a cohesive sovereign entity, the Freerunners represent a small and scattered group of systems. They are far outnumbered and outgunned by their nemesis faction, the Enforcers, from whom they seceded in search of independence.

Enforcers

The Enforcers represent the core of human civilization. All of their territories are effectively police states. They occupy a wide swathe of the Nautilus galaxy, including contested areas which overlap with Freerunner space.

Xenoids

The origins and intentions of the Xenoids are shrouded in mystery. They do not communicate with other species, and their incursions appear to originate from intergalactic space. Xenoid technology is far superior to any Humanoid faction. It is understood that the Xenoids propagate within singularities, and herald destruction for any system they happen to infest.

Trade Consortium

The Trade Consortium will sell almost anything to almost anyone. They are an independent humanoid faction, focused on commerce and trade. Consortium systems tend to be found in the trade hub, which surrounds the galactic center at a safe distance.

Guardians

The only known race to present a genuine challenge to Xenoid technological dominance, the Guardians are a reclusive species that, like the Xenoids, do not seek direct contact with outsiders. Little is known of them.

Fanatics

A splinter humanoid faction, the Fanatics mistakenly worship the Xenoids as divine entities. This faction believes that through ritualistic practice, including various forms of human sacrifice, they will facilitate the arrival of a new age and herald the emergence of a living death god.

Pirates

The Pirates inhabit unclaimed niches of space. Brutal and without remorse, they seek material wealth by force, preying upon vulnerable and unsuspecting spacefarers.

Warlords

The warlords are a composite of five sub-factions, which patrol and control large territories within the Nautilus galaxy cooperatively, all while keeping each other at arm's length. Anything goes in Warlord-dominated space -- be it human trafficking, dealing in arms, narcotics trade, or cold-blooded murder.

Acknowledgments

Asset Sources

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<http://3drt.com/>

Core UI Element Design **JM Ringuet**
<http://jimringuet.blogspot.com/>

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Additional Planet Textures **Planet Pixel Emporium**
<http://planetpixemporium.com/>

Code Examples and Assets **UnifyCommunity Wiki**
<http://unifycommunity.com/>

Additional Utilities **ThinkSquirrel Software**
<http://thinksquirrel.com/>

Fonts **Source Sans**

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<http://www.iconian.com/>

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<http://styleseven.com/>

Acknowledgments (Continued)

Audio

Suspended Annihilation: **Alex Ayars**
Zigfrak Original Soundtrack <https://soundcloud.com/aayars>

Additional Music (In No Particular Order) **Shamantis: Hypersonic Speeds, Prepare for Combat, Castles of Magma, Through Strength**

<http://audiojungle.net/user/Shamantis/portfolio>

Allegro 120: Pirate Adventures

<http://audiojungle.net/user/Allegro120/portfolio>

Garry O'Neal: Cop Show

<http://audiojungle.net/user/GarryONeal/portfolio>

Purple Planet Music: Sicilian Nostra

<http://audiojungle.net/user/Purpleplanet/portfolio>

Sound Repository: Highway Through The Night

<http://audiojungle.net/user/soundrepository/portfolio>

Tim Brown: The Deep Blue Sea

<http://audiojungle.net/user/brownhousemedia/portfolio>

Digital Lush: Blood Rave

<http://audiojungle.net/user/digitallush/portfolio>

mvmusic: Insanity Taking Over

<http://audiojungle.net/user/mvmusic/portfolio>

Sound Candy: The After Party

<http://audiojungle.net/user/SoundCandy/portfolio>

BADADAM: Descent, Deep Freeze, Grind, Uprising, Whistle Blower

<http://audiojungle.net/user/adamjamescuz/portfolio>

Sound Effects **The Recordist**
<http://therecordist.com/>

AudioMicro
<http://audiomicro.com/>

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<http://audiojungle.net/>

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<http://unity3d.com/>

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MAY YOUR TRAVELS BRING YOU MUCH LOOT.

ZIGFRAK

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