

**incube**  **GAMES**

DMG-814E-USA

# 2021: **MOON ESCAPE**

**INSTRUCTION BOOKLET**



This game was developed with passion by an independent developer. It was thoroughly tested and approved by our team at Incube8 Games to ensure it meets or exceeds our standards of quality.

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## INTRO

Welcome, Brother Marked.

As always, here you will find **your mission details**, your goal and all intel that the Brotherhood was able to find to help you on your mission.

All the classified information in this document is to be considered extremely confidential and we invite you to **learn the content of the document and to destroy it as soon as possible**.

The Marked Brotherhood, in fulfillment of our duty to defend the peace on Astra Nova and in all the Cnidian Confederation, **asks you to embark on an extremely dangerous mission that can change the entire course of the current war** with the barbaric invader, the Kisurs.

## ABOUT THE STATUS OF THE WAR

As you already know, the situation is one of the most desperate.

Our once glorious, prosperous, and beautiful galactic sector is losing every battle since the beginning of the foreign invasion. Even if our highest minds have been able to adapt our technology to the enemy since the beginning of the war, **we still have no concrete strategy** that can help us in defeating this formidable and terrible opponent.

The long time of war brought us into a desperate position, and in a desperate mission now all our hopes lie.

From recent data we understand that the barbaric Kisur army is about to strike their final hit of the war on our beloved mother planet, Astra Nova. **They are gathering most of their troops on their closest border** in order to concentrate the attack and end the invasion once and for all.

### Your Mission

Your mission is to **infiltrate deep in the enemy territory**, reach the flagship of the Kisur Army, and **steal the battle plan from their data-banks**.

This will give us more time and more data to find a way to change the tides of the conflict. We can't stress enough how important the positive result of this mission is.

## SUBJECTS



Subject designated for mission: **Tars Nunien**

Your service record tells us that you are **one of the most experienced Marked Brother of our time**, and earned the gratitude of the Elder Council many time. We believe that there are few others out there that could be able to accept this mission and have success.



About your AI: **Thuvia**

Tech department has stressed enough that the technical state of your AI is perfect at the moment. **The link that you built with Thuvia is remarkable**, and all reports we received from both of you shows a great understanding. During the years its neural web has grown considerably, and we are happy to inform you that Thuvia will be at your side in this mission.

## YOUR ENEMIES

### Kisur Army

The Kisur Army is the most fearsome that has ever crossed this sector of the galaxy. As you know, the first characteristic of the Kisur troops is their **extraordinary capability of regenerating endlessly after destruction**. Even disintegration and EMP impulse has only a limited time effect on them. This is why **we never won a single battle** no matter our superior technology or numbers.

These are some of the units that you will encounter during your mission:



### Vanguard

Kisur Vanguards patrols the border of the Kisur territory. Their offensive capabilities are limited and they mostly follow a random patrolling path, striking any carbon-based life form they contact.



### Vanguard Tracker

Their advanced mobility module allows them to dash at insane speeds, making them unmatched in chasing assigned targets and blocking their way. The speed enhancement seems to come at the cost of a complete lack of offensive features.



### Sentinel

Part of the scouting troops of the Kisur forces, they are equipped with ranged weapons that surprise the opposing troops by shooting in random directions. Beware, they also have short-distance combat equipment!



### Sentinel Storm

Overcharged by design, they are capable of shooting multiple projectiles in a single row, leaving no time to understand what is happening to the unlucky life form that crosses their path.



### Pursuer

This quadruped unit is designed to instantly locate a target and chase him until in range. When they reach him, they ignite a powerful self-destructing explosion that leaves no trace of the target.



### Pursuer Sentinel

These Elite Pursuers have also been equipped with long range offensive capabilities, making them almost impossible to escape. Instant counter-fire or the use of portable shields is strongly recommended in order to face them.



### Banisher

Most mysterious and dangerous unit you can face. They can read the target's mind and copy their movement to block their way and enter in direct contact with the victim. We have no idea where they teleport once reached... so stay away from them!

Across the border of the Kisur territory our Marked scouts have spotted some new life forms:



### Listener

These curious creatures have no interest in other life forms, but they will harm them on contact. From our data we can tell that this is the result of a de-evolution process of a higher life form.



### Listener Forsaken

Rare form of listener, twice as deadly as the others, they have the tendency to move in unpredictable ways at surprising speed, making it an unforeseeable menace.



### Observer

This mysterious life form hides a high level of intelligence. They concentrate their mind-power in a single blow that alters the nature of the subject for some time, limiting their movements but without hurting them. Our data shows that they could have speaking capabilities.



### Observer Master

Their intelligence rank is so high that it is a mystery why they don't have a proper civilization and social organization. They shoot rows of several mind-bullets that leave no chance of escape for the target, changing his nature for a limited amount of time.

## EQUIPMENT



### Suit

Your Brotherhood suit is designed to protect you from the environment that lacks atmosphere. In recent years, our technicians enhanced the classic suit based on the technology of the enemy, so **you can use enemy scraps, such as ProtoFluid and TechnoUnits to repair or enhance it**. This is still not comparable to the enemy regeneration capabilities, but it is a starting point!



### EMP Burster

The most effective weapon against machines. **It shoots an energy bullet that completely destroys any Kisur hostiles with a single blow**, giving you enough time to run before they regenerate. To recharge it, you have to find a Power Station or a TechnoUnit: one is more than enough to fill the energy tank.



### Portable Shield

Unfortunately this rare tool isn't part of your base loadout. Our scouts reported that it is not uncommon to find in enemy territory, so we encourage you to keep your eyes open for one of these. In particular **your mission could speed up considerably in case you manage to upgrade one of these**, so take that into consideration!



### EMP Detonator

It's a rare and very powerful tool that releases a sphere of energy that shoots a series of bullets in every direction. **Very useful when you are overwhelmed by the enemy number.** We understand that you also might find one of these during your journey: we encourage you to find one and use it consciously due to the extreme danger in handling it.

## AI INTERFACE



### Health/Energy

Your HEALTH and ENERGY are displayed here. Restore your HEALTH by finding ProtoFluid or Health Stations, and your ENERGY by finding TechnoUnits.



### Power Up

You can UPGRADE your equipment in this section using TechnoUnits, and expand your gear if you find new equipment.



### Tech

Your progress is displayed in this section.  
Keep an eye on this from time to time!



### Map

Surrounding area is displayed here.  
Your ship will scan the surface of the planet  
when you land and keep track of your position and objective.

## ITEMS

Tech scrap that might appear after an enemy explosion:



### ProtoFluid

A fluid tank of liquid that runs in the enemies mechanical pumps.  
It is useful to regenerate your HEALTH.



### ProtoUnit

Mechanical scrap that will charge part of your HEALTH and ENERGY.



### TechnoUnit

Base building blocks of Kisur technology. You can use them to recharge your energy and to upgrade your gear in the Power Up interface section.



## ITEMS



### TU Conglomerate

Some TechnoUnits that are unable to collapse in a simple mechanical automaton form, they are worth 5 TechnoUnits.



### Keys

Kisur access system is based on these unique and complicated devices. **They are still not reproducible by our technology** so if you need to access somewhere you will have to find the right key!



### Orb

Extremely rare devices that have been spotted by some of our scouts, but we are unable to identify their use or the source of the mysterious energy that seems to come with them... **If you have the chance, we encourage you to investigate further.**

## ! START MISSION !

Brother Marked, we trust in your abilities and those of your AI to bring this mission to success. We will wait for you hoping for the best. The fate of our civilization is in your hands!

## CREDITS

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Incube8 Games



## NOTES

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## WARRANTY

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