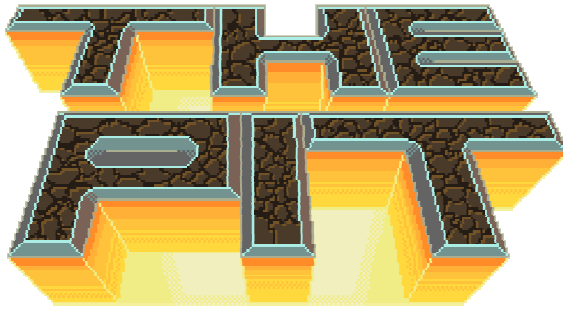


THE PIT

GOLD





A deadly plague ravages your world. Your last hope: a legendary alien facility dug deep into the Feldspar Mountains...a massive Pit, built by the ancient Suul'ka.

If "*The Pit*" really exists, there might be something left. Something that will give your doctors a fighting chance at the cure.

All you know for sure is that every expedition into those mountains has failed to return...

And nothing sows death like the Suul'ka.

Contents

QUICK START	5
STARTING THE GAME	8
CHARACTER CLASSES	11
CONTROLS	15
HUD	19
URNS	20
STATS, SKILLS, & EXPERIENCE	21
MIGHT	21
FINESSE	21
BRAIN	21
LEVELING UP	22
SKILL LIST	23
SKILL AND CHARACTER CLASSES	23
PIT EXPLORATION	30
NO ELEVATOR	30
MAP	31
LINE OF SIGHT, FOG OF WAR	31
ROOMS AND DOORS	32
HEALTH AND HUNGER	35
STARVING	36
HEALING	36
POISON, BLINDNESS, & OTHER AFFLICTIONS	38
POISON, DISEASE, & RADIATION	38
ALTERED STATES	39
BLIND	39
BERZERK	40
CHOKING	40
ITEMS AND PROPS	41
DAMAGE	41
REPAIR	41
CHARGES	42
SKILLED ITEMS	42
INTERACTING & USING PROPS	42
DOORS	43
PICKING UP ITEMS	44
INVENTORY	2
WEAPONS	4

TYPES	4
TARGETING	4
SPLASH DAMAGE	4
MULTIPLE SHOTS	5
LOAD, RELOAD, & UNLOAD	5
TRAPS, MODS, & MUTAGENS	6
CRAFTING	8
SOTSDEX	9
MESSAGES	9
RECIPES	9
GAMEPLAY	10
WEAPONS, ITEMS, MONSTERS	10
LOG	10
CREDITS	11
CROWDFUND SUPPORTERS	12
PIT FIENDS	12
REPENSUMITES	14
LOA DIGITAL	14
TEE'S CAMPAIGN	14
BLACK SECTION	14
SCHEMATICS	14
SOLFORCE MUGGERS	15
BLACK SECTION SCHEDULING	15
FLEETSPOTTERS	15
POST-CAMPAIGN PACK	15
ULTIMATE PACK	15
TRUE BELIEVERS	15
LORE HISTORIANS	16
LEGAL	17
ABOUT KERBEROS	18

QUICK START

Welcome to *The Pit*! It is recommended that you play through the tutorial first before you head into *The Pit*, but since you've taken it upon yourself to be a rebel and actually read the manual, here is a basic overview of the game.

The Pit is a Roguelike game, which refers to a genre that began back in the day with the game... *Rogue*. Roguelikes are about the journey rather than the destination. Which is good, because *The Pit* will do its best to keep you from your destination. It's about how far you can make it before your strategy and luck run out.

The Pit has an end, but make no mistake – *The Pit* is out to get you. So take heart should you fall. You haven't failed – rather you made a spectacular attempt! Over time, you'll begin to learn secrets in the game that – combined with a bit of luck – can help you reach Level 30: THE BOTTOM OF *THE PIT*! Prior to that, you'll have a lot of fun get into and out of trouble, all the while using all manner of crazy alien tools and weapons.

The Pit is a turn-based RPG, which means that whichever of the three character types you can choose to play will have a different set of Stats and Skills (**p.16**) compared to the other two. These Stats and Skills dictate how well you are able to carry out a wide variety of actions in the game, from fighting a monster to repairing equipment and so on.

These actions take time, which is measured in Moments (**p.15**). As Moments pass in the game you will get hungrier, so moving through and exploring *The Pit* is all about finding food to stave off hunger as well as Items to help stave off the creatures that will attempt to kill you. You can watch your Health and Hunger in the bottom left of the screen (**p.25**).

You move through the world using the WASD keys (**p.11**) - as you move, you will notice a shadow filling your surrounding

and even behind you. This represents the Line of Sight, what you can and can't see **(p.22)**.

Throughout the levels of *The Pit* are a variety of equipment, storage lockers, and other miscellanea. By walking up to them, or mouse-over them, you will automatically see what they are, and depending on what they are, you can interact with them by standing next to them and pressing the SPACE bar **(p.32)**. What the interaction is can be as simple as rifling a pile of garbage to prying open a damaged locker, or as complex as opening up a Crafting Table or picking the lock on a door.

As you explore and search the levels, you will find Items. Lots of Items. And Items do lots of different things that we won't cover here in a quick start. You can even combine items to craft them into a new item **(p.42)**! Recipes for combining items are found in encrypted messages on computer terminals – you won't find them all in a single game, but don't worry, they are stored in your profile and shared across different characters in different playthroughs of the game, so you will uncover them in time. And if you think you know a recipe, give it a try – if it works, it'll be permanently stored for future games. If you ever want to know what an item does, you can read up on it in the SotSDex!

Each character starts with some basic supplies - weapons, food, perhaps a lock pick set or toolkit. You will see what each character begins with when you make your choice at the start of the game, but when you are in the game, you can check your Inventory at any time by PRESSING I **(p.35)**. From the Inventory, you can move Items around to make room for even more Items by dragging and dropping them or you can use them by RIGHT CLICKING on them. You can also find more about an item by selecting it using the ARROW keys or the MOUSE POINTER.

Should you find yourself in a fight (and who are we kidding - you are going to get into a lot of fights) PRESS F to attack the nearest target your weapon can reach. If you want to attack a specific target, use the arrow keys to move a targeting reticle over the monster (this doesn't take up any of

your action turns, don't worry), then PRESS F **(p.37)** or click the enemy with your mouse. If you're using a gun and it runs out of ammo, PRESS R to reload. And if you don't have any ammo to reload with, PRESS TAB to cycle through your other weapons.

Completing actions successfully gains you experience and eventually that experience will add up until you have enough to level. Your experience is displayed in a yellow bar at the bottom of the screen. When you're ready to level, PRESS C, and you will see all your Stats and Skills, how much it will take to improve them, and how many points you have available to spend on those improvements **(p.17)**. When you level, you're health will return to full - your hunger however will stay the same.

As you explore, PRESS M to bring up a map of the level you are on. You will see a marker for where you entered. When you find the exit to the next level, it will also get a marker, in case you want to keep exploring the level a bit more. When you're ready to leave to the next level, stand on the exit hatch and PRESS SPACE.

Since the game is turn-based, you can easily walk away from the computer for a sandwich and not have to worry about anything attacking you. Heck, you can walk away in the middle of a fight if you want. Risky, if you come back and can't remember what your strategy for the fight was, but kind of a thrill. If you have to turn off the game or the computer, PRESS ESC to exit to the main menu and then exit the game. The next time you come back to the game, you can load up your last game and continue **(p.8)**.

Good luck!

STARTING THE GAME

It's extremely easy to get into trouble in *The Pit*. One might think we've done this on purpose, that we take some evil joy in helping you face off against 40 levels of horrors and starvation. One would be right.

When you start the game, the Main Menu gives you two options - Start or Exit. Exit is for cowards or a brave few who have been playing the game, but need to shut it down and go have dinner.

Selecting Start presents you with the option to start a new game, load up your last game again, play the tutorial, read your SotSDex (which retains info on all the items, monsters, and recipes you collect while playing), set your game Options, check your high scores, or return back to the main menu you just came from. Coward.



New Game – When you start a new game, you will first be asked to select a level of difficulty; Easy, Normal, Hard, Insane, and Seriously?, each one harder than the last one. In addition to that you can choose Infinite Mode (provided you've unlocked it by completing all 40 levels of the game) which just continues on without end, getting harder and harder until your inevitable demise. You can also select Quick Mode (which reduces the number of rooms per floor, and you get a 10% boost in XP as you play) or Fast Mode (which skips every second floor, and you get a 50% boost in XP as you play.)

Once you've chosen a difficulty, you can then select which Character Class you wish to play. Each class starts with different skill stats and equipment, meaning each plays very different from the rest, so if you're good with one character, be prepared to have to change your play style when you try another.

Load Game – You can save one game per Character Class, meaning you can have more than one game on the go if you like. If you save a game with one Class and then try and start a new game with the same Class, the game will warn you, so you don't lose your old saved game.



PIT TIP! If you are playing The Pit on Steam, you can set the game to use Steam Cloud in Options, which allows you to play the same saved game on different machines!

Tutorial - The tutorial is an excellent introduction to playing the game, going somewhat beyond the Quick Play you just read, but still not as detailed as this full manual. It is worth it to play through it at least once. You will get to make things and shoot things and blow a few things up, so it's not boring. At the end of the tutorial level you will leave and begin a full, new game.

SotSDex – The SotSDex **(p.51)** is your handy SolForce issued PDA, which keeps track of things as you play. But you don't have to be in the game to read your SotSDex – you can read it at your convenience from here in the Main Menu.

Options – Besides reviewing and changing your keyboard and gamepad settings, you can adjust your sound levels, your screen and resolution settings, and turn on Steam Cloud storage (if available).

High Scores – Review the stats of your best runs as well as any achievements you've been awarded.

CHARACTER CLASSES



After setting the difficulty level, you will get to choose one of three SolForce character classes - Marine, Engineer, and Scout. Each has their own specific set of stats and special equipment load-outs.

Marine - Travis Hudson was honorably discharged after the Second Battle of Mjolnir. He chose to retire on the rough frontier world of Arbuda IV. While building his cabin in the Feldspar Mountains, he met and fell in love with Tamiko Hoshinara, a beautiful young scientist. As a former Marine, Hudson has high Might and average Finesse, but he might be a few marbles short in the Brains department. His combat skills are still sharp.

While not great at scavenging for Items or picking locks or opening damaged storage lockers compared to the others, Travis Hudson is tough and comes prepared for a fight. His key starting skills are all weapons-based. His Psionic potential is very low and he is a slow learner in general.

Engineer - Temba Mbale is a Ground Forces Engineer, assigned to help build colonial infrastructure on Arbuda IV. He is very good with technology, and excels at crafting, computers and electronics. He has high Brains and good Finesse but low Might, which will limit how much equipment and loot he can carry.

Not nearly as tough as the Marine or Scout, Themba Mbale is more adept at cracking open things that are locked, from computer terminals to food freezers, particularly as he starts with a lock-pick set – there is little he can't get into in *The Pit*. He's not bad in a fight, but pick your battles carefully. His key starting skills are all geared towards conquering the various systems found in *The Pit*. While he has low Psionic potential, his is very fast at improving his skills.

Scout – Toshiko Hoshinara is a pilot in the Sol Force Scout Corps. Her twin sister Tamiko disappeared while doing classified research on Arbuda IV. As a trained Scout, Toshiko is fast and has high Finesse, good Brains and average Might. She has light combat skills and some basic training in Technology and Medical skills. Her key skills allow her to better fight when guns and ammo are absent, but she is most dangerous with ranged weapons. She is a superlative forager and while physically nearly as good as she's going to get, she is extremely efficient at improving her other attributes.



Psion – Psions are men and women who are specially trained to use the powers of the mind. They are chosen for Power, Intelligence and sensitivity. Lui Ling is a military psion, assigned by Sol Force to track down and recover the missing scientist Tamiko Hoshinara, who is believed to possess unusual abilities by the high command.

He has the best Psionic potential of all the Human characters, but very fragile at first. Do not let him be swarmed! Develop his Psionic abilities as soon and as often as you can.

Ranger – Wara Jang is a Tarka Ranger, acting as a scout and spy for the Tarkasian military caste. Chosen for speed, intelligence and adaptability, Rangers are frequently dropped onto worlds, either solo or in small teams, to survey or gather intelligence on alien colonies and military installations. Sol Force's file on Wara Jang contains little information beyond her name.

Wara is able to use her tail as a weapon, should things get desperate. She has low Psionic potential, but is a very quick learner.



Warrior – Hiver Warriors are born and bred to battle for the glory and honor of their maternal clan. Rapari is a Hiver veteran who was adopted by human colonists on Arbuda IV after his maternal clan was destroyed. He is searching for a cure to the Xombie Plague which has afflicted his human friends and neighbors. Extremely tough, but doesn't adapt well.

Seeker – A Seeker is a reconnaissance agent for the Black Swimmers, the military of the Liir race. Ayb was sent to Arbuda to investigate rumors of the Bloodweaver, one of seven war criminals still at large and actively hunted by the Liir for their crimes against sentence. The Liir have powerful offensive and defensive psionics but without armor of some kind they begin to dehydrate and die slowly.

The strongest Psionic potential and starting with very strong Psionic powers, Ayb is very fragile; Psionic shields are extremely important to keeping safe. The Liirian armor is

keeping him hydrated so it is critical to not lose the armor. Also, "alien" weapons aren't as useful, so using repair stations is very important to maintain the special Liirian gear and weapons. Can use tentacles as a whip-like weapon.

Striker – A Striker is a mercenary of the Morrigi race. Often hired to steal valuable objects or sabotage critical facilities, Strikers pursue dangerous missions which require stealth, cunning and expert violence. Nemesis is an adventurer and thief who has come to Arbuda IV after finding an ancient codex which spoke of a hidden underground base filled with horrors...and "treasures beyond price". Morrigi have respectable Psionic power but are masters of high technology and robotics.

Strong starting Psionic powers, but improving those powers is very slow. Excellent with technology, but slow moving. Can use claws as a weapon.

CONTROLS

Everything in the game can be controlled with just a keyboard. A mouse can also be used if you prefer.

MOVE - WASD

Move to nearby, unobstructed spaces using these keys.

TURN - CTRL+WASD

If you'd like to change your facing, but not leave the spot you're on.

AUTO-ATTACK - F

This will automatically attack the nearest target. Handy in most situations, but when you have a plan, you may want to pick your shots.

MOUSE-ATTACK - LEFT MOUSE CLICK

This will attack whichever target you are clicking on.

TARGET CURSOR - ARROW KEYS

When you want to shoot a target other than the one nearest you, or if you want to target a particular area (like when you want to lob a grenade or physically attack a locked door), use the arrow keys to move the targeting reticle to where you like, then use ATTACK as above.

WEAPON SELECTION - TAB, CTRL+TAB

Use TAB to move forward and CTRL-TAB to move back between available weapons in your Inventory. You can select your weapon using the Inventory, but that's slow. In a fight, this is faster. Faster still is assigning weapons to item shortcuts in the Inventory (**p.35**).

PICK UP ITEM - G

Stand near any object dropped by a monster or found in a locker, and PRESS G to add it to your Inventory. Eventually you will have to do a little house cleaning when your Inventory gets full.

PICK UP MULTIPLE ITEMS - CTRL+G

If after a particularly hairy battle it looks like it's your gruesome birthday, with Items all over the place, you can PRESS G a lot, or CTRL+G to pick up a bunch all at once.

RELOAD - R

When your weapon runs out of ammo, PRESS R to reload. Your selected weapon is displayed in the bottom right of the screen, where you can see how many shots the weapon has as well as ammo available for reloading (**p.37**). You can also unload a weapon's ammo in the Inventory. Trust us, it can come in handy.

MAP - M

Opens and closes a map of the level, showing you everything you've explored, as well as displaying entrances, exits, and other critical spots of note.

ZOOM - Z

There are three distance settings for the game camera, depending on what you prefer. Zooming out becomes particularly handy the deeper you go, and the levels get larger.

CHARACTER INFO - C

This opens and closes your character info, allowing you to see all your stats and skills. You can check at any time, but it is mostly used when your character is ready to be leveled up (**p.17**).

INVENTORY - I

Opens and closes your Inventory.

SOTSDEX - L



You can open your SotSDex clicking the little PDA icon next to your Health and Hunger meters, but there is also the hotkey for quick access to all the critical data you've gathered along the way.

SKIP TURN - X

There will be times you won't want to move, but as it's a turn-based game, time doesn't move forward until you do. So pressing X allows you to cycle a turn Moment without moving or doing any other action.

REST - CTRL+X

There will be time when you won't want to move for a lot of turns - as time passes, you slowly heal. As well, you can find yourself blind, poisoned, or stunned, and rather than wandering around in these states, you may want to find a safe place to hole up and rest. Resting will end when your health returns to full, an enemy is spotted, or PRESS ESC.

INVENTORY SHORTCUTS - 1 thru 4

In your Inventory, you can move any item into one of four slots, which you can then select outside the Inventory using the numbers 1 thru 4. This is handy for fast switching between favorite weapons, but also for slapping on a quick heal, poison anti-serums, and so on.

PSIONICS - P

Pressing P will open up the Psionics inventory, which shows you which Psi abilities you have so far unlocked. You can also click and drag abilities to the Psionic Shortcut slots mentioned above.

PSI-POWER SHORTCUTS - 5 thru 0

Similar to the four quick select slots in *The Pit*, which allowed you to set particular weapons or items for quick access, these hotkeys correspond with the six Psionic abilities you currently have memorized for combat.

SCREEN SHOT - PRINTSCREEN

There's a lot to see and do in *The Pit*. You won't see it all in one game. Probably not in several games. So when that particularly crazy situation arises, rare creature appears, or especially awesome weapon falls into your hands, you'll want to record it posterity, which is Latin for "shoving it in your friends faces".

HUD



1 – Your character! Good luck little guy!

2 – The name of the area you are in. Also another picture of you. If you have an ally, their picture will appear here. Clicking on the picture changes whom you are controlling.

3 – Turn number and current level of *The Pit* you are at.

4 – Your Health (red), Hunger (blue), and Psionic (purple) meters. You can mouse over them to see exact amounts in the meter and if anything is modifying that amount, good or bad. If you are Liir, a fourth bar will display your level of hydration – this bar will be empty for all other players.

5 – Icon to open SotSDex (you can also PRESS L)

6 – Your Experience meter. Also says Level of your character.

7 – The weapon you are currently holding. Weapons that use ammo display; Shots Left / Max Shots (available Ammo)

8 – Prop name in Tool Tip by mousing over the prop on the floor.

9 – Your currently memorized Psionic abilities. Mouse over for the ability's name. Click to trigger (or use corresponding number key.) CLICK P to set abilities.

TURNS

As a turn-based game, *The Pit* is measured in Moments, a set increment of time that passes as you carry out your actions. Walk two steps and a moment will pass. Take a shot at a monster and another will pass. Step into a trap that slows you down, and now you can't walk as far in a moment. Once you've done everything you can within your turn, the game will then move the rest of the world around you, bringing monsters closer, or have a nearby monster attack you, or perhaps even have an injured monster flee from you.



PIT TIP! You can cycle a turn without doing anything by PRESSING X. It might not seem important, but it can be.

Some actions will take more Moments than you can carry out in a single turn, which means they'll carry over to your next turn automatically. For example, you start to pick the lock of a door. You get a third of the way through picking that lock when your turn is up - the world moves around you, and then you pick some more to complete another third of the task. And so on. This means then that tasks like this - picking locks, prying open freezers, hacking security terminals - should only be done when you think you're safe. If you start a task and a monster attacks, they'll get a crack at hurting you, and interrupting your task, which you'll then have to start later.

STATS, SKILLS, & EXPERIENCE

Characters come with three stats; Might, Finesse, Brains. Each plays a different role in how the character is able to carry out actions in the game. As well, they each contribute to associated skills – roughly five Stat points will add another one point to an associated Skill. PRESS C to see your character's Stats and Skills – there is an icon next to each Stat. That icon is displayed next to Skills associated with that Stat.

Might



Dictates the strength and resilience of the player. It increases the size of your Inventory, your resistance to poisons, your ability to avoid getting grabbed, and the amount of food you can eat to avoid starvation (**p.25**).

Finesse



Dictates the coordination of the player, any while it mostly acts on associate skills, it does help counter certain conditions, such as blindness.

Brain



Dictates the smarts of the player, any while it mostly acts on associate skills – particularly those involved in hacking and repairing machines - it does help counter certain conditions, such as confusion.

Leveling Up

As you proceed into *The Pit*, your actions will earn you XP, which after a certain point will earn you a new level. You will see the XP earned as you complete actions (kill a monster, lock pick a door, etc.), which is then added to your XP bar at the bottom of the screen. When you reach a new level, the bar will flash, instructing you to PRESS C to assign new points to your traits and skills.

You can assign as many of your available Stat points to a single Stat as you like. Your Skills can only be improved by one per new level.

If you happened to have improved a skill in the field by using it successfully (or unsuccessfully – practice makes perfect), you will notice that it will only cost half as much to improve the next time you level.

Your skills will improve up to 45 through their use. They do not improve with every use, but rather potentially can. In the case of combat skills, they have a chance to improve when you hit. There is no chance of improving the skill when you fail. All other skills have a chance to improve even when you fail, but will improve with every successful use.



IMPORTANT! When you have earned a new level, don't delay too long in assigning your points and skills - you are still earning more XP all the time and if you happen to earn yet another level before you've assigned your points, well, you've missed out and those points are lost. Stop waving your arms - there's no good reason to not level up as soon as possible. "I think I'll stick with the pistol skill I have for now." is something no one has ever said.

Skill List

The following is an overview of the skills in *The Pit*;



Brain

Skills

Computer – Used to operate and hack security consoles and the like.

Medical – Used to heal crippling injuries using healing items.

Decipher – Used to read encrypted files or alien languages.

Foraging – Used when searching for items.

Biotech –



Finesse Skills

Pistol – Used when firing any Pistol class weapon.

Rifle – Used when firing any Rifle class weapon.

Assault Weapon – Used when firing any Assault class weapon.

Heavy Weapon – Used when firing any Heavy class weapon.

Traps – Used when setting or deactivating traps.

Lock pick – Used to open locks, such as doors and lockers.

Electronics – Used to repair or disrupt technology.

Knife – Used when attacking with any Knife class weapon.



Might Skills

Melee – Used when using Melee weapons, in particular, your fists.

Mechanical – Used to repair mechanisms or motors.

Blade – Used when attacking with any Blade class weapon.

Spear – Used when attacking with any Spear class weapon.

Skill and Character Classes

While not immediately apparent, certain classes are predisposed to certain skills - the Marine to Heavy weapons and the Engineer and Scout to Electronics. It's not like they so TechOps training in Marine boot camp! But that's not to say the Marine will never try and fix a Charging Hub or a Scout will never find and fire a Heavy weapon. It just means they start with the skill at essentially zero, and will not see the skill

until they gain experience through use in the game. Once that's done, the skill will appear in the Character stats and skills screen, and you can improve those skills when you level up, as you would any other.

PSIONICS

MindGames adds the mysteries of the mind to *The Pit*. All character classes now have a new stat, Power. This stat acts as the save value versus most Psi attacks.

It is also what dictates a player's total Psi points, which are used to power Psi abilities. Your total Psi points is approximately double your Power stat plus your Brains stat. The Psi point cost of an ability can be seen when you mouse over the ability icon (P to open the Psi window.) Duration depends on your skill level and the ability.

Psionic abilities are organized into seven disciplines. These disciplines can be found in your Skills list. As you increase your Psionic skill disciplines, new Psi abilities in that discipline will unlock.

Psi powers are not for every character – while a Marine can work on developing Psi abilities, he will never be able to develop them as quickly or as easily as the Psion. The other characters fall somewhere in-between.

You can see your available Psi abilities and assign them to memory slots by pressing P. This will open up the Psi power window – you can use the arrows to view each Psi discipline and associated abilities. Here you'll find their cost in Psi points and the skill level needed to acquire them. Clicking the Discipline icons at the top will also take you to that disciplines page.

A power's icon, either in an assigned slot or in the Psi power window, will indicate that power's recharge time before you can use it again.

Right clicking a Psi icon for self-activation.



PIT TIP! The Pit now has a bunch of new creatures and some of them are Psi resistant. Others have Psi powers! Have fun! White paper!
Brick wall!

PSI DISCIPLINES & ABILITIES

Empathy - The art of sensing and communicating with living minds.



LIFESENSE: The ability to sense the presence of living things through walls and doors. Duration is 36 turns.



FEAR: The ability to induce fear and panic into another living mind. If the target does not successfully resist it will flee or even possibly become paralyzed with fear.



PSIDRAIN: The power to drain the psionic potential from another living being.



GLAMOR: The power to make living minds see the user as an ally. Duration starts at 8 turns.

Telekinesis - The art of projecting force at a distance.



MANIPULATION: The power to interact with devices, doors and traps at a distance



TK FIST: A powerful TK thrust that hits hard and can shove an enemy back. Use the arrow keys to specifically target an enemy then click the Psi ability button you set up to strike. Otherwise, nearest target will be attacked.



DEFLECT: The ability to alter the flight paths of incoming fire. While it can affect melee attacks and ballistic fire fairly effectively, only the most powerful can bend energy weapons. Duration starts at 27 turns.



SHRAPNEL STORM: This ability allows a powerful telekinetic to gather shards of rubble and fling them at an opponent in deadly whirling storm of metal.

Warmind - The art of using telepathy and coercion for offensive purposes.



BERSERKER: The power to enter another mind and fill it with mindless rage.



PARALYZE: This ability allows the attacker to block the motor control of the target, paralyzing it.



LIFEDRAIN: This power allows you to drain the life from a living target and transfer it to yourself.



PUPPET: This is the ultimate ability to subvert another living mind and to take complete control of its physical body. You control your puppet as you would an ally. Duration is 9 turns.

Redaction - The art of increasing the power of the body through concentration



HEAL: The power to divert psionic power into healing.



CURE: This power channels psionic power into curing one level from any condition.



METABOLIC CONTROL: The ability to slow the body's need for food for a period of time. Duration starts at 65 turns.



REGENERATION: The ability to use psi power to increase healing rate. Duration starts at 80 turns.

Manifestation - The art of creating matter out of psionic power



MANNA: The ability to manifest psionic power as a nutritious protein bread.



FIRE: The ability to release psionic energy in the form of a cone of flame.



DISSOLVE: The power to break the links between molecules and disrupt the integrity of large solid objects like devices or doors.



DUPLICATION: The power to create a duplicate of another item. The process is dangerous and could destroy the original object. Limited to single-slot sized items.

Mecha-Empathy - The art of forming a bond with machinery and electronics.



MECHASENSE: The ability to sense the presence of artificial minds through walls and doors. Duration is 36 turns.



SHUTDOWN: The ability to force a mechanical mind into shutdown mode for a short period of time.



SABOTAGE: The ability to cause damage to machines and devices over a large area.



SUBVERT: The ability to seize control of a mecha target and use them as an ally for a limited time. Duration starts at 7 turns.

Resistance - The art of the defensive use of Psionics.



PSI SHIELD: A defensive mind shield that greatly increases the users resistance to psi attacks for a limited time. Duration starts at 7 turns.



PSI ARMOR: The ability to create a defensive field around the body for a limited time. Duration is 50 turns.



INVISIBILITY: The ability to curve light around the psionic, making them effectively invisible. Duration starts at 5 turns.



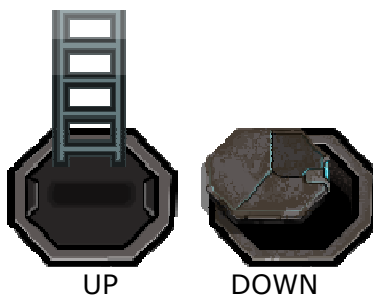
REFLECT: The ability to manipulate psionic fields until there is a chance ranged fire will be turned back on the attacker. Duration starts at 40 turns.

PIT EXPLORATION

The main pressures to *The Pit* are your health and your level of hunger. As time passes, you will get more and more hungry. Staving off hunger means finding more food. Finding that food means exploring and of course exploring means knowing where you are and where you're trying to get to, which is the next level down.

No Elevator

Moving down deeper and deeper in to *The Pit* means finding the entrance to the next level. You are free to move back and forth between levels and while it's not recommended that you head five levels back just to try out that Armor Locker you left un-opened or use that repair bay that you know is there, that is an option, and if the ice-bat guano hits the ventilation shaft, it might be your only option to survive and move on – just remember time means more hunger. And fighting that Moonbear you ran away from, then forgot about.



These egress points are marked on your Map, so you'll always be able to find your way back to them. See, your SotSDex is awesome! Note that some levels have more than one exit – one of these will take you into a Biome level, which itself typically exits more than one floor deeper, so they are a nice shortcut into *The Pit*. They are also filled with new dangers!

Map

You use M to open and close your mini-map – you can use this to see the entrance and exit points on the map, as well as where you are in relation to them. It will not show you the entire level unless you have explored it first, so it is also handy as a guide to parts of the level not yet explored.

Some items interact with the map in special ways, most notably the Motion Sensor, which when activated will display your mini-map – or at least as much of the level as you’ve seen so far – with a series of markers. These markers represent active creatures out there. It’s a handy way to get a sense of where you’re most likely to get into a bad fight, and allow you to avoid it or prepare first. Security Consoles can also be used in a similar fashion.

Line of Sight, Fog of War

The Pit uses a black fog to show you what your line of sight is. The fog not only represents enemies you cannot see, but also shows when enemies can't see you. When in trouble, there is no dishonor in retreat, particularly if an enemy can't get a clear shot at you.

There is also a general circumference which is the maximum distance you can see around you – it extends quite a ways, just enough to show you nearby rooms, etc. Whether you can see into those rooms depends on an open door and a good line of sight!

Before you ask, the narrow area behind you is because you don’t have eyes in the back of your head. Hivers might, but you can’t play them in this game, so for now, be aware that if you’re not careful, monsters can sneak up directly behind you and you’d never see them. The good news is that a player that keeps moving will usually catch at least a glimpse of their surroundings at all times.



PIT TIP! Want to look over your shoulder without leaving the space you're standing in? PRESS CTRL+WASD to turn on the spot!

Rooms and Doors

Certain rooms on every level has, or at least had, a special purpose, either for weapons storage, food storage, lab work, mechanical work, medical matters, or just sleeping. Before entering a room, you can check to see if the doors to the room have an icon, and if they do, that will tell you what you are most likely to find inside – a medical icon will mean there's a chance to find med-kits and med-bays for healing, but it also means there might be a deranged med-bot inside that wants to check out your organs the hard way.



Kitchen – With luck, you'll find food. With better luck, it won't be spoiled. And if you're really, really lucky, there will be a working Cooker inside! But watch out for vermin.



Security – Inside you are likely to find Security Consoles, which might provide you with some valuable info. Other useful items might be found in Lockers inside.



Armory – Weapons and their ammo. There might be other stuff, but this is what you're really looking for in an armory. Maybe even some body-armor!



Surgery – Healing items might be inside, but these units were often automated and if the automatons are still operational, who knows what their circuits are like!



Medical Bay – Much the same as above, though you'll likely find more old beds than maniacal robots.



Fabrication and Repair – The best place to find the Work Benches and Lab Tables that will help you craft new items. As well, Charging Hubs and Repair Bays might still be working!



Subject Storage – The Suul’ka have been abducting subjects to study for ages. Who knows what’s locked up inside.



Volatile Storage – From the Latin, *volatilis*, meaning “not healthy” and *instaurare*, meaning “someone piled up a lot of it, so it will likely kill you.” They’re from the Old French a bit too, but means exactly the same thing.



Storeroom – From the Latin, meaning “this place is waaay safer than that last place.”



Staff – The Pit had to have facilities for the Zuul that used to work here on behalf of the Suul’ka. If you’re lucky, they’re long gone (hint: you’ll never be that lucky in a Roguelike game.)



PIT TIP! We know you’re very proud of that door you unlocked with skill alone – no phase gloves or lock pick set or nuthin’ – and on your first try. That doesn’t mean you have to leave it open. Sometimes the simplest defense from danger is a closed door. Plus, it keeps the draft out.



Cryogenics Lab – An area dedicated to the storage of ultra-low temp chemicals and various absolute zero storage units.



Botanical Lab – This lab is equipped specifically for the study of plant life, both native to the planet and samples from alien worlds.



Psi Lab – This lab is dedicated to the research of Psi powers and development.



Incubation Room - This specialized room is equipped for the storage and encouraged growth of organic materials and even organisms.



High Energy Lab - This lab is dedicated to exotic experiments in energy technology and creatures.



Slave Pen - An area dedicated to holding and conditioning of slaves by Zuul overlords.



Library - A data storage and accessing facility that co-ordinates and processes the vast amount of data generated by *The Pit*.



Shrine - A combination interrogation chamber and worship area for Zuul overlords.



PIT TIP! There are some indications that certain areas have been occupied by escaped Hivers. So, be careful, in case you stumble upon a group of them holed up somewhere.

HEALTH AND HUNGER

The main pressures to *The Pit* are your health and your level of hunger. As time passes, you will get more and more hungry. Staving off hunger means finding more food. Finding that food means exploring and of course exploring means running the risk of deadly encounters with creatures in *The Pit*. You might find better equipment and more ammunition, which will help minimize the damage you'll take, but you can't eat ammunition.

You can see exactly how much health your character has and can have max by PRESSING C. As well, you can see your character's food rating, which is based on your Might **(p.16)**. The HUD bars are a good guide when moving through *The Pit*, but these exact numbers are more important when comparing them to how much healing or feeding particular Items can do.



Starving

So long as you're well fed, you will be operating at your peak. But once you get hungry enough, you will start to see some negative effects. At first it will start to weaken you. Then it will start to affect your Finesse and slow you down. This will continue until you are also stunned. Then finally, without food, you will expire and Zuul babies will nibble you down to your bones. The game will tell you how Hunger is affecting you from time to time in the bottom left of your HUD.

Healing

Time heals all wounds - as time passes in the game, you will slowly regain some health. In a pinch, you can find a safe place and take a rest by PRESSING CTRL+X. Time will pass in the game automatically until interrupted by an approaching enemy, your health is restored to full, or you PRESS ESC. Remember though, as time passes, you'll slowly continue to grow more and more hungry. But at least when healed up, you're better able to explore for more food.

More likely than not, you will want to heal yourself at an accelerated rate. You can do this a couple of ways; There are items with healing properties, such as med-kits and patches. You use these to repair a certain amount of damage to your health. These items however have a limited number of uses, so keep an eye on the amount you have. Also, if you're in a bad fight and want to access them quick, you can assign them to one of the four Inventory Quick Keys (**p.34**).



PIT TIP! Got a decent amount of food and you're not that hungry? Use Rest – CTRL+X – to heal up. You're basically saving your med-kits and patches by using food in their place to heal up.

The other way to get a quick heal is to find a med-bay in an infirmary room. More likely than not, they aren't in working order, but with Skill, you can repair them. And once repaired, with Skill you can operate them. And you'll feel better! But if unless you're really, really desperate, don't mess with a med-bay when you have low repair Skills and not much health – one exploding med-bay will end your game quickly!



PIT TIP! Ta-dah! You've leveled up! You've done a lot of things, learned a lot, and now you can improve your skills, the better to do even more stuff. But there's an important side-effect to leveling up – you become fully healed! You don't become fully full however – you'll remain just as hungry, but take these silver linings where you can. Remember this when you find yourself in trouble and taking some damage – if desperate, heal up, but if you can, you can preserve some med-kit and med-patches for later if you can survive to level up.

Dehydration

Are you a Liir? Or at the very least playing as a Liir? Then you have a health consideration that the other Character Classes do not. You are a creature of the sea and as such water plays a unique role in your life. Your Liirian armor provides not only protection, but it keeps you hydrated. Without it, you will begin to suffer negative effects. It is critical then that you make sure you do not lose the suit to excess damage. If you do lose it, you may be able to find another hydrating suit, but that is a very big risk to count on.

Should you find yourself without a suit, watch for showers – you can use these to help remain hydrated, but again, you'll never know how far it is to the next one.

POISON, BLINDNESS, & OTHER AFFLICTIONS

It would be nice to think that the only danger you face in *The Pit* comes from a bullet or a blade, but as it happens it's a filthy place filled with creatures that can poison you. Or tranquilize you. Or irradiate you. Or just make you blind. Oh, and traps can do all the same things. We did say, it's not a safe place to be. Scattered throughout *The Pit* may be Items that counter these effects, so watch for them and keep them near.

Poison, Disease, & Radiation

You can be a little sick or really sick – how sick you are will be displayed in the bottom left of your HUD. The more sick, the longer it will take to fight it off. And as that time passes, you are slowly dying, so keep an eye on your health. Your resistance to poison, disease, and radiation is based on your Might stat.

Poison – Something bit you and now you don't feel so great. But unless you get bit again, it's not going to get worse. If you can find a safe place, you can wait it out. However, if things don't go well, or if you take a bad bunch of poison attacks, you will notice a decrease in your Might Stat (which isn't good – your Might is what fights off the poison), then your Skills will start to all become less effective, and then you're going to get dizzy. If you find any Anti-venom, keep it handy for times like this.

Disease – Shaking off disease isn't as easy as riding it out. It's possible that with every turn your body fails to fight the infection and you get even sicker! But in general, you will slowly fight it. Just don't get infected more if you can help it.

There are six levels of infection. At six, you die. Up to then, you will suffer decreased Might and Finesse. Then you will start to see it impact all your Skills. Dizziness, Blindness, and finally unconsciousness will follow. That Anti-body syringe you

found is now your best friend. Disease can be reduced by one level for every use of a med-kit!

Radiation – The effects of radiation depend on how much you’ve absorbed. PRESS C and you can see your character’s radiation count. You want it at zero, but if you get zapped, the radiation can start to have effects on you, same as poison and disease – your Might and Finesse decrease, then your Skills start to degrade. Radiation however just wears off in time, so stay out of trouble and you’ll be OK.

Altered States

Sometimes during an attack, your state or operation of your mind will be affected. When this happens, stimulant items can be used to clear your head – you can always access your Inventory while in an altered state. You can also just wait it out – however, depending on the state, you might find yourself out of control.

Unconscious, Paralyzed, Dizzy, Confused, Stunned

Should you take a bad electrical zap, a tranq dart, or maybe just a bit hit, you may find yourself suffering from a variety of bad states. You will shake them off in time, but while you are suffering from them you might not be able to move, see what’s around you, or fight back as well as you normally can.

Blind

If you find yourself blinded, don’t panic (we’re just trying to reassure you – you should totally panic). The world will go dark. You can sort of make out your surroundings, which means you should be able to stumble around, but you won’t be able to see attackers. With a door trap, blindness lasts 30 turns. If you can, find a safe spot and PRESS X or CTRL+X to cycle turns until you can see. If you get attacked while blind, you’re not helpless, you can fight back, but you will have to use a targeted attack with the ARROW KEYS. Automatically attacking the nearest enemy is not an option. Stimulant items will remove blindness.

Berzerk

The bad news is that some opponents can attack you in such a way that you are effectively, temporarily, driven mad and you will run amok. This will seem like great fun until you realize that you aren't in control of yourself. You will lash out at everything around you, and that can mean getting yourself into real trouble, real fast, with nothing you can do but wait until you regain your senses.

Here's the good news – it's possible to build yourself a Rage Beam weapon. What is required to make such a thing can be found in The Pit somewhere, so keep hacking those Computer Consoles! It's not really good news, more like cold, slightly comforting revenge.



Choking

Some enemies have attacks that will choke you, removing your ability to breath easy. While you are being choked, you will suffer damage over time, but you can use stimulant items to offset the effects of choking.

ITEMS AND PROPS

There is no easy way to catalog all the things you can find in *The Pit* and honestly, that would kind of spoil the fun. But there are a few things you should know about these things.

Damage

You and the creatures you are fighting are not the only thing that can take damage in *The Pit*. Everything has a durability – your weapons will slowly break down, lockers and other props can get caught in a grenade explosion, and of course your armor is going to take a beating.

Some of this damage will happen just through use. Other times it may happen due to an enemy's corrosive attack. Some traps even destroy Items you're carrying.



PIT TIP! Aw, you failed to unlock that door and now the lock is busted. Don't worry about it! Attack the door, using the ARROW KEYS to specify it as a target, and bust it open. Once busted though, there's no closing it again.

Repair

What you break, you can fix. Sometimes. Different Items can be repaired in a variety of ways. There are Items you can specifically use to patch up armor. You can find portable repair kits, though they have a limited number of uses. And sometimes you'll find a repair unit, much as you'd find a cooker unit or lab station unit. These props might need some repair themselves, but once working, you can repair your weapons and armor.

Charges

Some Items have markers showing they have multiple uses. For things like First Aid Kits or SolForce Ration packs, it's just the number of times you can use it before there is no more to use. This also goes for more complex Sharpening Kits or Ballistics Repair Kits – they can only be used a limited number of times.

Some Items however can be recharged – one example would be Items that use energy when they are used. Once used up, you can look for a charging hub and if you can successfully get it working, you can re-charge the item!

Skilled Items

Some Items provide a boost to a particular skill. The simplest example is a Lock Pick Kit, which will increase your Lock pick Skill. As outlined above, some of these have limited uses – a Lock Pick Kit will only help on a limited number of doors. But others can be used indefinitely, provided you don't lose them.

Some particularly fantastic Items can be used and if successful, they will improve a Stat. This is some very alien technology however, so using it will test your Skill and if you should fail, well, there may be unpleasant effects.

Interacting & Using Props

Rooms throughout *The Pit* are filled with props – Crafting Units, lockers, rot piles, stasis pods... lots of stuff! Some of it is just there as set dressing, some of it is once useful things now busted, and some of it is in working order and all you have to do is crack into it and see what's inside.

When you step up to a Prop, its name will appear – you can also find this out by putting the mouse pointer over it and a tool tip will appear with the name. Interacting with the Prop is as simple as PRESSING SPACE. If interacting with the Prop can be aided by Items, a pop-up will appear, giving you the option to use a particular item (this is handy for when you can pick the lock of a Prop, but you might not want to use your limited Lock Pick Set uses. If the interaction doesn't use a

helpful item, or you have no Items that can help, the action will begin – hacking the system, picking the lock, etc.

These things take time however and can be interrupted by attacking enemies, so choose when to interact with Props carefully. If interrupted, you can try again.

Like doors, it is possible to bust a prop, either through damage or a botched interaction, in which case, you can't try and interact again. You broke it. That's why you can't have nice things.



PIT TIP! Most props in a room are big enough you have to move around them. Rot Piles are just rubbish though, so you can walk right over them, right? Yeah, but there might be Items in that pile of yuck! As with any other prop, stand next (or on) the pile and PRESS SPACE to search it!

Doors

Doors are important in the game and have their own unique place in the scheme of things. For starters, like all other props, they can be damaged (which is handy for busting a locked one open when you can't pick it), and interacted with; pick the lock, open and close.

Some doors however are special. They aren't your simple little sci-fi doors that swoosh open with a pleasant sound. They're meant to keep people out... or things in. You will recognize these doors by the greek symbols they display. You can still pick them and bust them open, but they are extremely difficult compared to a standard door. If you're lucky, you might find a Key Card item that matches the symbol – they will open the door in a jiff!



PIT TIP! Don't read Greek? Well, that's the public school system of the 21st century for you. But don't worry – move the mouse over the door to see the tool tip and the door's Greek designation!

Picking Up Items

You've cracked a locker or finished off a security bot, and some Items drop to the floor. You can pick them up into your Inventory by PRESSING G, or if the floor is particularly cluttered and you only want to pick up select Items, PRESS CTRL+G.

NOTABLE PROPS

There are a number of new appliances to be found throughout *The Pit*. Most all serve some function similar to those found in the original Pit, and by stepping up to them and interacting with them you can figure them out in short order, but a few are unique to *MindGames* and could use a little extra explanation. So, here's a rundown of new Props.

TESSERACT WELL

A storage device that accesses the same extra-dimensional storage space from different terminals. Meaning, you can put stuff in and retrieve it later in an entirely new location – provided you can find another terminal. Useful, but not always handy.

TEMPORAL FIELD MANIPULATOR

This device is designed to manipulate the flow of time in a contained field. This allows you to increase your age and experience at the cost of your health or to become younger, increasing your body's ability, but reducing your skills and intellect.

SAFETY POD

An armored pod that can protect a user until all threats have passed.

CREATION STATION

A highly engineered lab table that can be used to craft any recipe provided you have the materials required.

TOOL CHEST

A dispenser of maintenance aids that has seen better days. Anything to help in a pinch, right...?

AMMO DISPENSER

This compact manufacturing device can make small amounts of any desired ammunition.

MEDITATION CHAMBER

This chamber creates an oasis of calm mental states while generating an energy field that optimizes neural power flow and this allows psi points to recharge at a highly accelerated rate.

RECOMBINATION CENTRE

This device can break components down to their molecular structure and recombine them into a new item.

STASIS POD AND LOCKERS

Similar to the Tesseract Well and Field Manipulator, these unique props allow you to store XP and items. However, whereas the Well and Manipulator deal in pocket dimensions and localized time, these deal in alternate universes, allowing you one-time access to what they're holding at the start-up of a new game. It's a calculated risk, handing off items and XP in one game to another, but when it pays off...

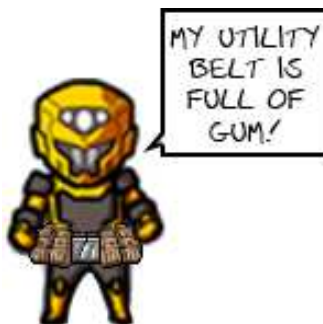


Inventory

Your Inventory is the amount of stuff you can carry all at once. This is determined by your Might Stat. As it increases, the Inventory space available to you will also increase. Some equip-able Items, like utility belts, will also add to the space size of your Inventory.



- 1- You and all the wearable equipment you currently have on.
- 2- The weapon you're holding – as in the SotSDex, you can see all its stats and info.
- 3- Four slots into which you can place any item you want quick-key access to, like a favorite weapon, or a medical kit. PRESSING 1-4 will switch to that weapon or automatically Use the item. Simply drag-and-drop Items into the slots as you wish
- 4- Tool tip pop-up will provide you basic stats and info on that item. For weapons, anything listed in red indicates your Skill is underdeveloped or currently impaired.
- 5- Right-click menu gives you a variety of options for an item – you can Use or Equip it, drop it (how many scent glands do you really need?), or open up the full SotSDex entry for the item (handy.) Items that can be used in one of the four quick use slots will have an option to be placed into a slot.
- 6- Five icon buttons that will filter your Inventory – if you just want to see what weapons you have, click the gun icon and so on. This becomes very handy with a large, full Inventory, and you're not sure what's food and what ammo.



WEAPONS

The Pit is a fight to stay alive, which means you will be looking for anything from the veritable arsenal of weaponry available in the game. But each weapon is unique, and knowing how best to use them is important.

Types

Your proficiency with the weapons in *The Pit* falls to one of five Skills; Pistol, Rifle, Assault Weapon, Knife, and Blade. These are assisted by your Stats – Finesse for the gun Skills and Might for the Knife and Blade skills.

In addition to those, you can also fight in close, hand-to-hand, or at a distance with a grenade, both of which use your Stats, not Skills.

You can also fight the world, in a broad sense, by setting traps, which are covered elsewhere (**p.39**).

Targeting

All attacks, either armed or unarmed, can be easily performed by PRESSING F – provided you are within range, you will automatically attack the nearest target.

However you might wish to focus on a different target first, in which case you will need to specify what that target is. You can do this by PRESSING THE ARROW KEYS to move a targeting reticle around. Once the target is over the right target, PRESS F, and you'll attack that target.

Some weapons require you to target a specific area, such as grenades. The game won't let you lob one at the nearest target – someone will end up blowing themselves up that way, guaranteed. So using the ARROW KEYS, pick where you want to send your grenade, then PRESS F to lob away.

Splash Damage

Certain weapons, particularly those that explode, have an effect on a wide area. As you set their target, you will see around the target reticle all the spaces that will be affected –

this allows you to make sure you're throwing it so as to hit as many enemies as possible.

Multiple Shots

Some weapons are multi-shot weapons, which can be fired entirely into a single target, or spread out over multiple targets. PRESS and HOLD CTRL, while using the ARROW KEYS to move and place a targeting reticle. PRESS F to target one shot on that enemy. Press again to place another shot into the same target or move the reticle onto a new target, pressing F again. When you have targeted your last shot, the weapon will then fire.

Load, Reload, & Unload

When you find a weapon item in the world of a type that uses ammo, it will come loaded – that won't last long, so keep an eye out for extra ammo.

Should that weapon run out of shots, PRESS R to reload using spare ammo in your Inventory. This, as with any action, will take some time, during which you are at risk of attack. However, unlike other actions, such as picking a lock, reloading cannot be interrupted if you are attacked.

Some weapons share ammo and you may want the shots from one weapon for use in another. You can do this by right-clicking on a weapon in your Inventory and select Unload. That ammo is now available for another weapon.



PIT TIP! Yes, we do advocate you reload often – it will save your life. But energy weapons use energy cells as their ammo. If you reload a gun, you just top up the missing shots it can hold. If you reload an energy weapon, you're swapping one energy cell for another. If there are still shot charges in the energy cell you are swapping out, you are discarding them.

TRAPS, MODS, & MUTAGENS

The Pit is full of danger and wonders. Mostly dangerous wonders. Doorways will often have icons telling you what the room's original purpose was, but they will also sometimes have a color. This means the door is trapped. The trouble with traps is, some are good and some are bad and you won't know which is which until you trigger a trap. The good news is that once you learn what a trap does, make a note, and all door traps of the same color through the game will have the same affect. You will always be able to see a door trap prior to walking through a doorway. Here's the bad news: the colors will change with each new game. Door traps have a recharge time before they can go off again.

This random color coding goes for Bio-Mods, which you can attach to your weapons and armor, and Mutagens, which you can attach to you, via your belly. Meaning, drink up, Soldier. As with traps, make a note of what color does what, so you'll know should you find more of the same later on, but it will only be consistent for this particular dive into *The Pit*. Once you die and start again, you have to figure them out all over again.



PIT TIP! While you'll have to make note of door traps, mods and mutagens are automatically listed in your SotSDex!

Not to alarm you, but there are also traps hidden in the floors here and there, and it's up to your Traps skill whether you spot them or not. Once spotted, they are marked on the floor. If you wish to clear one, use a targeted attack to trigger it. Just don't stand too close.



But you can have some fun with traps as well – you might find some trap Items as you forage or you might be able to fashion our own trap Items. Either way, you can set a trap by standing where you'd like to place the trap, open your Inventory, and using the right-click menu, set the trap item. It will take a moment to set the trap and if your Skill fails you, the trap won't set and you'll lose the item. If it fails badly, it might even go off, with you holding it.



PIT TIP! Do not try and set traps unless you are absolutely certain you are not going to be interrupted. Or you are desperate enough to try and the risk of getting interrupted seems worth it. Because it's bad if you get interrupted while setting a trap. Do we have to explain what "bad" would be?

CRAFTING

Throughout the game you will discover a variety of crafting units, each one able to help you turn various found Items into more complex and useful Items - this includes everything from weapons to food. No recipes are provided at the start of the game (other than Gunny's empire-famous SotSwich. Don't sneer - a good sandwich is one part art and one part engineering).

Most of the time you will find Cookers and Lab Stations in various rooms, and with luck they will be in repairable or working order, but there are some Items that can act as portable crafting units, giving you a limited number of chances to craft Items where floor units are scarce.

Crafting units are accessed either as furniture in the environment - by walking up to them and pressing SPACE - or by right clicking a portable unit in your Inventory. Once accessed the crafting interface will appear and your Inventory will open. Only Items that can be used in crafting will be displayed. Above the crafting slots of the unit will be a list of your known recipes, which are arranged by recipes for which you have all necessary Items, recipes for which you're missing Items, and recipes that cannot be prepared at this particular unit - you can't cook at a lab station and you can't make weapons at a cooker.

Click and move Items from your Inventory to the crafting slots (up to four different Items), then click CRAFT. When you successfully make a new item, it will drop to the floor next to you. If you fail, you will lose the Items with which you attempted to craft. If you have the components for more than one of a particular crafted item, you have the option to craft multiple Items at once.

SOTSDEx

The SotSDex is your PDA pal as you head into *The Pit*. It will keep a record of all sorts of information for you, which you can then access for reference at any time. Checking out your SotSDex happens without time passing, so never be afraid to check something out.



Messages

Throughout the game you may find computer consoles and when you successfully interact with them, there is a chance you may pull a message out of the system.

However, they are in Zuul, so they are impossible to read until you decrypt them. Decryption isn't all or nothing – if you're good, you might be able to read the entire message, but with lower skills you may only be able to read part of them. Even then, if you are lucky, you may discover some very useful information, such as crafting recipes.

When a message is found, it will open in your SotSDex and you can click to decrypt it. You do not have to decrypt it, so if your skill at deciphering alien languages isn't that great, you can always wait until you level up a few times.



ITEM ALERT! Keep an eye out for tech Items that can help you hack consoles and decrypt messages!

Recipes

As you acquire new recipes – either from successfully reading them in a message or by experimenting – they will be saved in your SOTSDex. You can reference these at any time, but even handier, when you access a crafting table, these recipes will automatically be displayed. They will even be sorted into recipes you have the Items for, the recipes you are missing Items for, and recipes that do not apply to the particular type of crafting unit you are using.

In the SotSDex, you can click to see what types of crafting unit a recipe calls for. When you find and decrypt a message, it gets saved in your SotSDex. It will be saved so you can read it in subsequent games – better yet, if you find it in *The Pit* and decrypt more, the SotSDex copy will update! Eventually you will uncover the whole message and any recipes therein!



PIT TIP! You can delete a message from your SotSDex, but even the ones without a recipe are hilarious, so why would you? But if you do, don't worry, it's not lost – if you find the message again, it will be back in the SotSDex, and all your previous decryption will be intact.

Gameplay

Quick reference to the hotkeys of the game, as well as gameplay tips.

Weapons, Items, Monsters

As you explore and discover new Items, weapons, and creatures, they will be added to the SotSDex where you can check their stats and details. This can be particularly handy, as those details will tell you if a charged item can be recharged, or if a weapon does more damage to a particularly creature. To a lesser degree, you can read these details using the tooltips when your Inventory is open, but SotSDex is everything you've ever encountered.

Log

As you progress further and further into *The Pit*, your SotSDex will keep track of your encounters – what turn they happened on, what took place, the damage you inflicted and the damage that was inflicted upon you.

CREDITS

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SPECIAL THANKS TO;
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James Barry

EXTRA SPECIAL
THANKS TO:
Our Indiegogo contributors
and
beta testers

Your enthusiasm for
the game means
a lot to us.
So much so, we
put you all in the game
credits.

(turn page now)

CROWDFUND SUPPORTERS

Pit Fiends

"Lobukia" Baker
Aaron Newton
Aedrian
Albert Koenig
Alexander Potuzak
Alexis Cole
Andrei V. Zhuravlev
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BrokenForum.com
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Bleral
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Daniel Wendelin
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David the Grey Falcon
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Morten Lund
Mr. Pete
Oasis
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Pathfinder
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Robert Goemans
Robert Kraemer
Robert Viener
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Tyler Johnson
V. Davis
Veav
Vincent Lussier-Normil
Warren Comfortable Banks
Wayne A Arthurton
Will Urban
Xeno
Xonosch
Zaak
+22 Pit Fiends Who Chose to Remain
Anonymous

Ron "Rilbur" Lugge
Sadrato
Samuel Shreeve
Scott Martin
Shane Baumgartner
Silvia Moreno-Garcia
Simon Rodier-Sylvestre
SirJaded
Stefan Walle
Steve Onotsky
Suomynona
Sven Finke
Tapani Tiilikainen
Tarrak
Tatu Valli
Thorsten Schmidt
Tom 'Knyght' Carrick
Trigger
Tuomo "Tupeco" Mattila

Repensumites

Andrew Harmon
Barleyman
Bowman
CauseiCan
DocBone
Galliard
German.Dad
Krzysztof Ferenc
Laserlasse
Matt Claussen
Matthew Pew
Nigel "Scyr" Lee
Powercow the destroyer
Rabidchaos
Sean Riccio
Squamatus!
+1 Anonymous

Loa Digital

[USER_ERROR]
8) Captain "Spastic" Colon 8)
Abe Xedinski
Andrew "Artee" Horn
Artur Michal Gadowski
Felix Zipfelmayer
Gerrit Sieger
Harry Broaddus
Henkalv Alvik
James Bird
Justin "Graves" Wieneke
Kadrasar
Marius Caldari
Mikko "Kissamies" Skyttä
Toni Staniëië
Ulysses
Zaknafein

+ 6 Who Chose to Remain
Anonymous

Tee's Campaign

Ben "IAimToMisbehave" Allen
Dawn Daniels
Haldurson
Larry W. Stone
Nick Vanderpyl
Sylvia Taylor & Keith Perley
Toren McBoren MacBin
+1 Anonymous

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Ludovic Mercier
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Matthew Hebdowski
Michael "Lenny" Leonard
Motorbit
Patrick Foehse
Ryan Peterson
Scott Salisbury the geometry-
obsessed and With-Kerberos-
Impressed

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J. Gavin Craig
Kyle 'Kalshion' Beaudoin
Lukasz Koscielny
Matthew "The Magus" Willis
Michael J. Clark
PETER DAVIES
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Amtie
Blazer
Bryan "Mckenzie" Mitchell
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Clifford Roberson
Craig Bentsen
Daniel Bearup
Darkreaver1980
David Blalock
David Carroll
David McCombs
Dennis "Shadow" Greene
Doug Downham
Dr. B
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Fahnix Nogitsune
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Head0nfire
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Shane Fraver
Shannon Riojas
Stephane Gallant
theo III
Theresa Morris
Tuna
Vietor Davis
Vincent Sinigaglio

Vinraith
wilddemoncat
Zanzibar
+ 5 Anonymous

Black Section Scheduling

CrystalDragonSora
Glen Brough
Gryfalcon
Josh Parker
Marshall Boice
Robert Kolinofsky
sheepandshepherd
The Old Farmer
+1 Anonymous

Fleetspotters

Babar Shariff
BC
Cuquito
Erick Smith and Lindsey Lowry
feld
Jin Zhen
Mark Thomas
Matthew "Vinco" Taylor
Patton1942
??????? ?????? (Dmitry Volkov)

Post-Campaign Pack

Adam J Bretey
André Clauß aka C4Clan
HighLigerBimBam
Utter Despair
Warcodered
+ 2 Anonymous

Ultimate Pack

Gabriel Rollin
Jonas 'Taroku' Jakobsen
Richard Ginter
Scott Williamson
Sean R. Tovar

True Believers

Chris Eakins
J. Paul Diederich
Robert & Kristina Gill
Rossinna-Sama
+ 2 Anonymous

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3LF
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Anders Ibsen
Andrew Sutton
Andrew Uitenbroek
Anthony Ashbery
Arthur "Nubirak" Pereira
Arthur Bicharzon
Ben Tan
Boudewijn Kroes
Chris Gibbins
Christian Maier
Cliff
DaNuker
Datam
Debe2233
Erik "Erdrik" Strawser
Ethan Duty
Gabe Garcia
Graham Sandison
Heart of Storm
Helmut
Hidde Bruggmans
Ian "DemoMonkey" Redditt
James Hannam of New Zealand
James Joseph
Jamie Cawthra
Jarret "Zeak" Strong
Jayme Salsman
Joseph Builth-Williams
Jukka-Pekka Jaatinen
Keith "Rat Food" Scholz
Kevin Rua
Kirsendarken
Kohlrabi
Lemoncheese
Mansen
Mark Kostecky
Matthew Carr

Matthew Zacharuk (Nekokaburi)

Michael Aeschbach
Michael Nickerson
Miles "Zabaron" Budnek
Orion Laurido
Ryan Taylor
Simon Haigh
Skandranon Rashkae
Vacuum Pony
Vince Colthurst
VI3rd5
Zaygr

+ 7 Who Chose to Remain
Anonymous

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ABOUT KERBEROS

Founded in 2004 in Vancouver, British Columbia, Canada, Kerberos is made up of industry veterans that went out on their own in order to develop games as gamers, to revisit the roots of video games, to revive some old favorites.

Kerberos has released two games and four expansions to the 4X Sword of the Stars series, as well as the indie Fort Zombie, and is pleased as punch to be expanding the SotS IP into different game genre. Stay tuned – we have much more planned.

For more information, please visit:

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