

INFESTATION



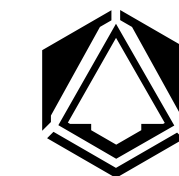
STOP

LOOK

LISTEN

RETRIEVE

RETURN



THE CRIMSON EVENT

50 years have passed since the megacorporation **OMICRONIX** discovered a new technology that could send ships to distant stars in an instant. This FTL Engine was called **The Crimson Drive**. For decades, **OMICRONIX** recruited the hopeful and the destitute, launching them into the darkest parts of space to mine asteroids and distant planets.

One by one they all went dark.

Powered by unexplained and misunderstood forces, extended operation of the Crimson Drives shattered the boundaries of our dimension, creating a gateway to horror on each ship that used it. The things that crossed over have infested the now-derelict crafts, melding them into nests and hives. While the former crew members and their families are now gone, the dangers of these rifts still remain.

Desperate to reclaim the data recorded during these events, **OMICRONIX** now tasks their downtrodden workforce with returning to these craft, shutting down the dimensional rifts, and returning with the drive's Crimson Cores for study.

It's not easy, and it's not safe. But someone has to do it...





RE: EQUIPMENT RESTRICTIONS_

EMPLOYMENT UNIT #4279A,

Following investigation order 89152 from OMICRONIX corporate offices, all new and recently returning Recovery Corps workers have been deemed HIGH RISK operators.

Due to ongoing economic hardships, all operators with a HIGH RISK rating will have severely reduced equipment access on upcoming mission loadouts until their risk rating has been lowered to acceptable levels.

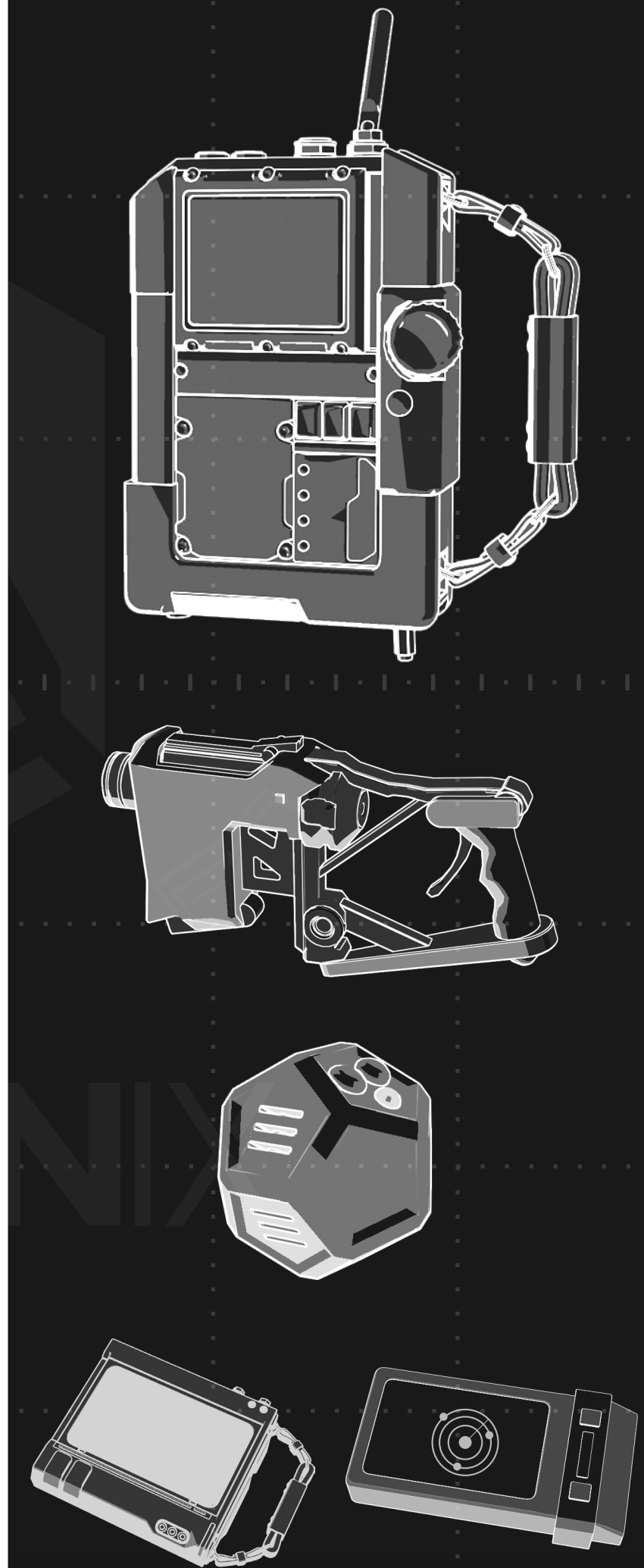
Any employees seeking additional equipment availability are encouraged to temporarily requisition such items from mission-located station craft.

This equipment must be returned to OMICRONIX corporate offices after each mission under severe penalties for disobedience.

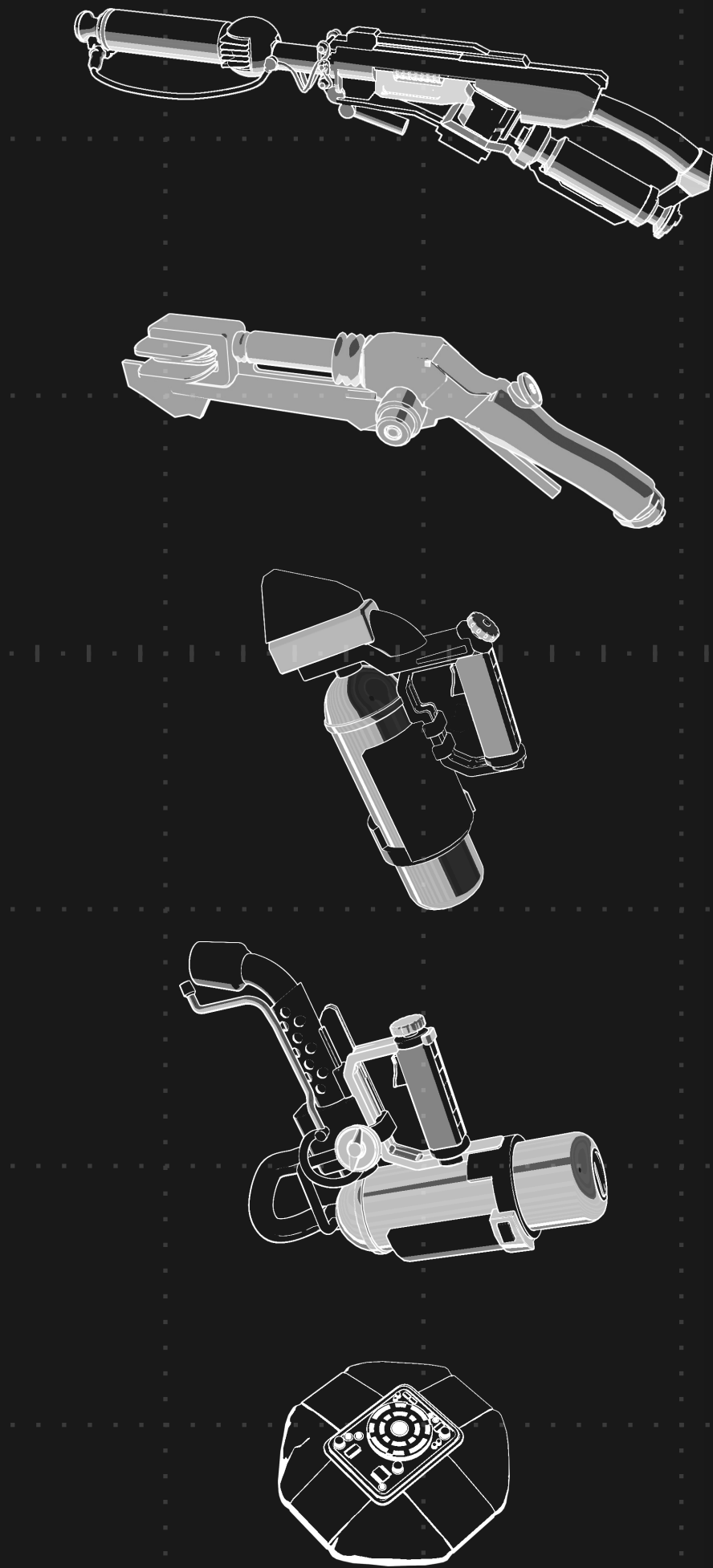
Your compliance is appreciated.

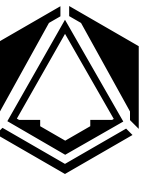
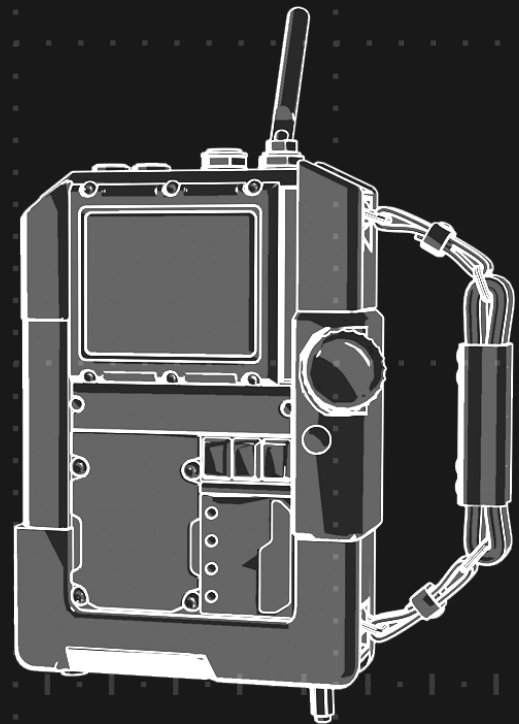
-Management

IN THE POD

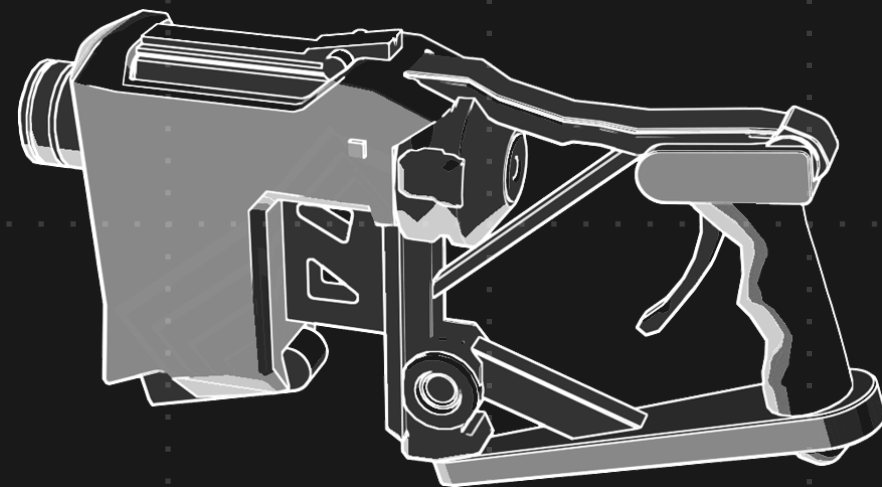


!SCAVENGABLE!

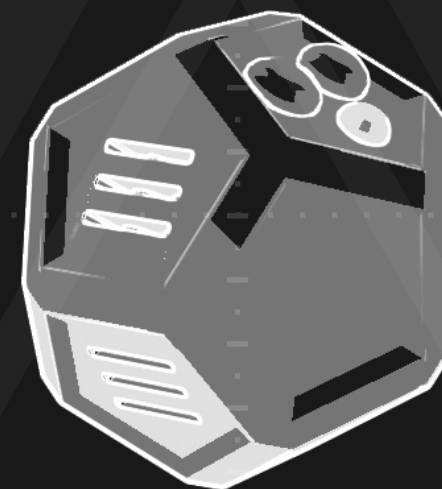


**OMX-BSD HANDHELD
SCANNER**

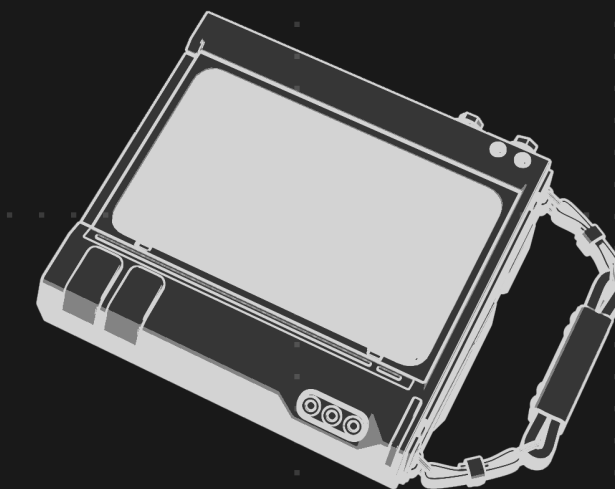
Detects and guides to: Crimson Rips (which it can close), The POD, or the Crimson Drive Room.

**N9-Mk2 LASER
LASER PISTOL**

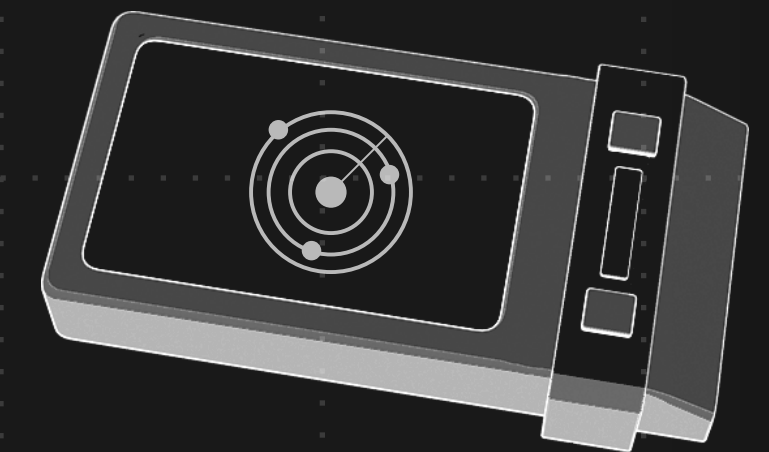
It may not be much use in a stand-up fight, but some defense is better than no defense.

**M1-C ALARM UNIT
DISTRACTION DEVICE**

Thrown to distract threats, as long as they haven't already spotted you.

**LMT-Mk1 HANDHELD
MAPPING TOOL**

A handheld mapping device that will log and display your progress through derelict stations.

**ME-RT HANDHELD
RADAR TRACKER**

A radar tracking device that displays location and movement of nearby potential threats.

CLOSING RIPS

- » The Scanner will act as a "dowsing rod" to help locate rips.
- » The tool is 'active' whenever held. Sound and screen activity will indicate increasing proximity to rips.
- » RMB Will Cycle between 3 dowsing targets:
 - » Crimson Rips, The POD, The Crimson Drive Core



FINDING EQUIPMENT

- » Be on the look out for scavengable equipment.
- » Rooms may contain discarded or abandoned tools that you can pick up and use.
- » These tools are often more powerful than regulation OCIX outfitters allow and can be extremely helpful when encountering threats!

! BE ON GUARD FOR DANGER !

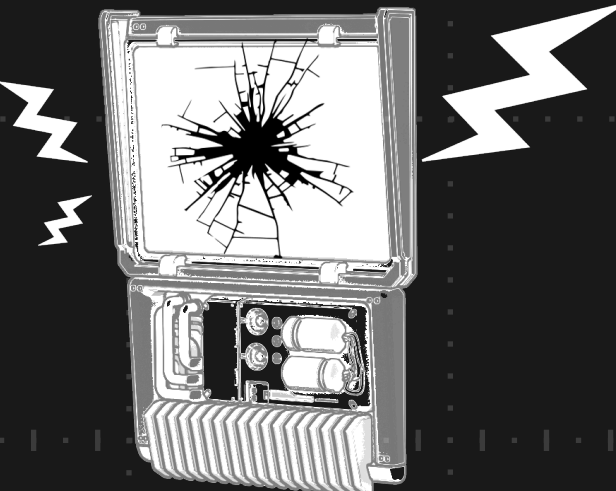
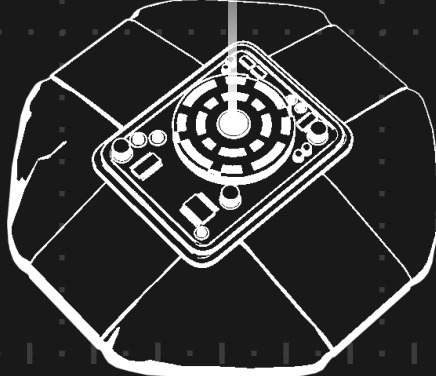


!HAZARDS!



!LOOK FOR HAZARD CONSOLES!

!TRAPS!



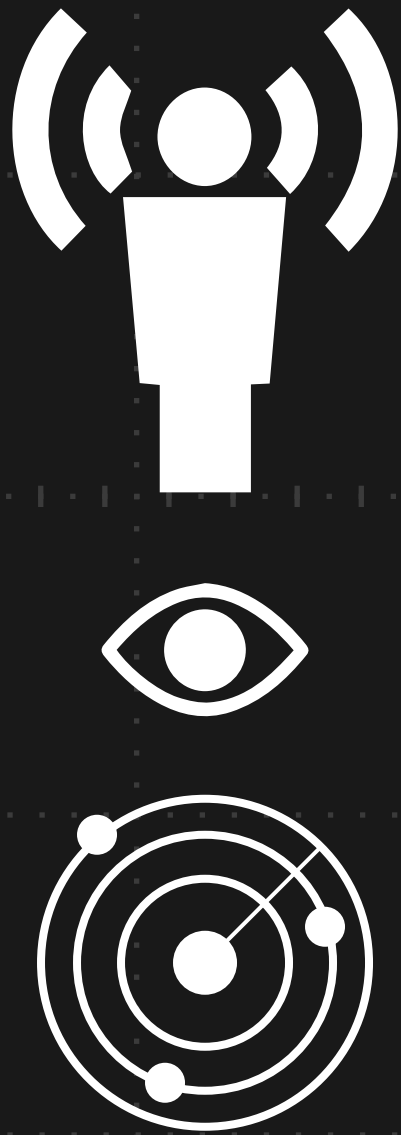
!AVOID OR DESTROY!

!THREATS!



!AVOID IF YOU CAN, DESTROY IF YOU MUST!

LOOK AND LISTEN



!STAY SAFE!

1

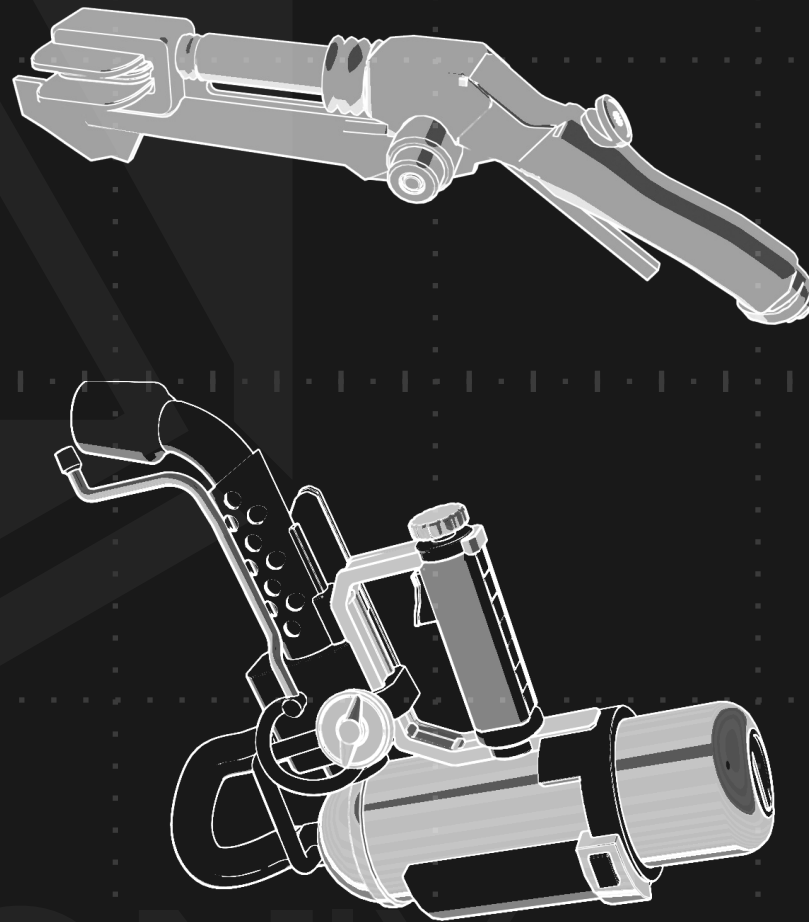
CLOSE RIPS



!USE THE SCANNER!

2

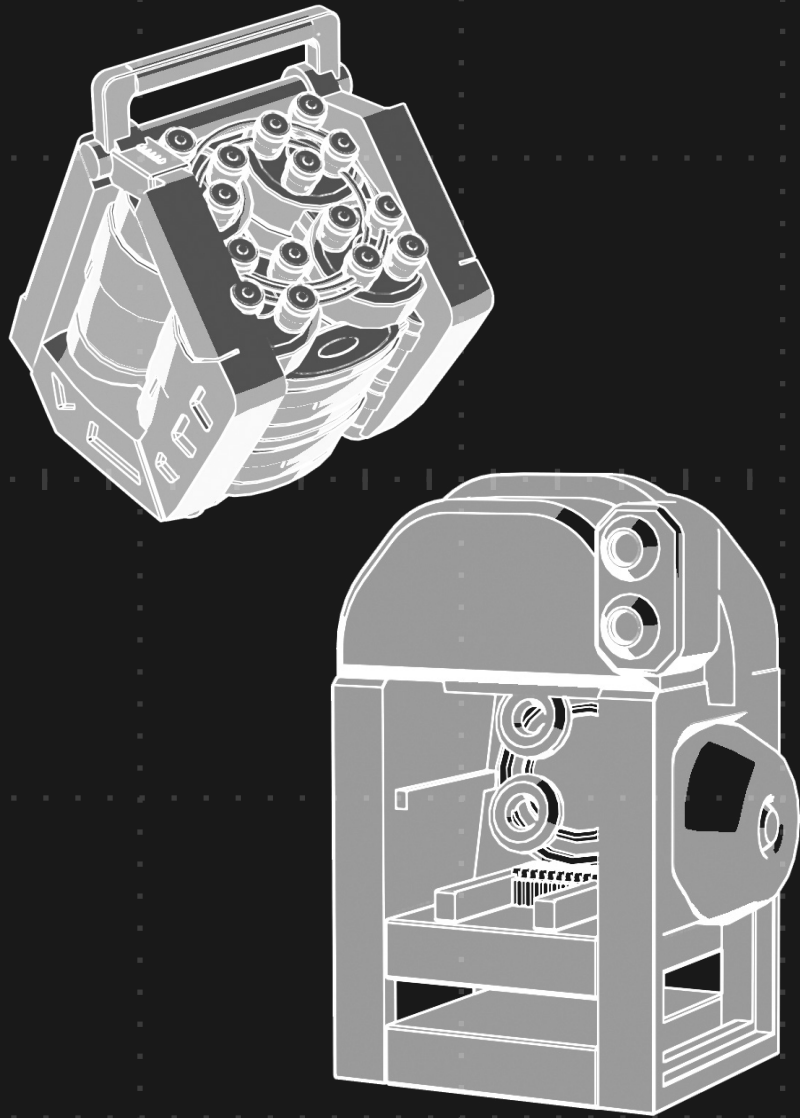
EXPAND TOOLSET



!ENGAGE EFFECTIVELY!

3

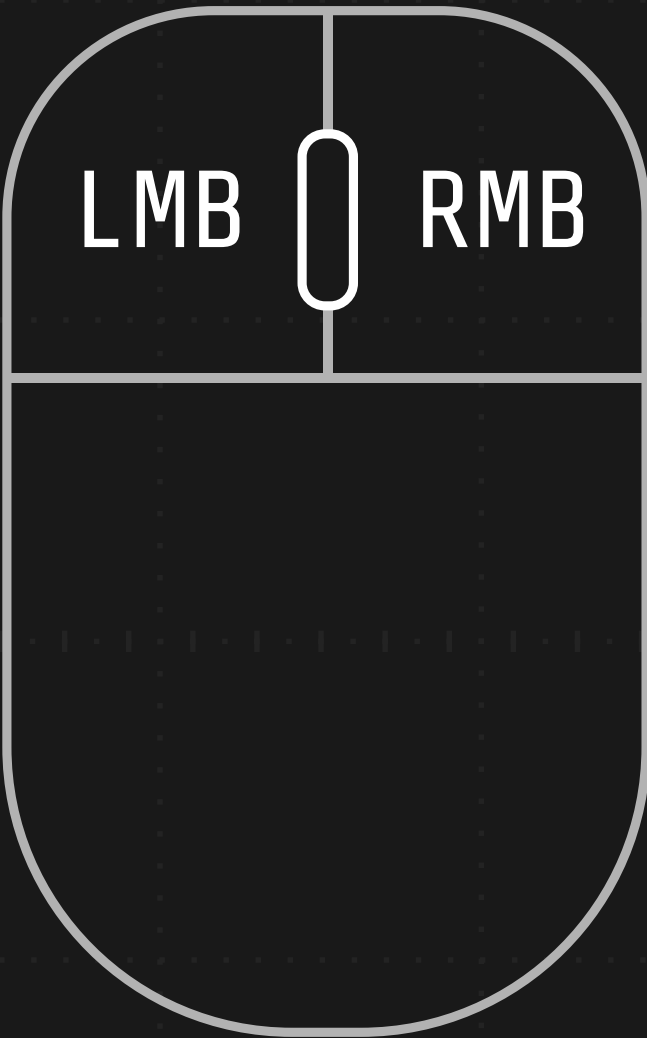
GET THE CORE



!EXTRACT!

4

Keyboard / Mouse Setup



Movement Controls W/A/S/D - Forward, Strafe Left, Back, Strafe Right

- Interact** E
- Suit Flashlight** F
- Sprint** Shift (Hold)
- Toggle Crouch** Ctrl
- Tool Slot 1, 2, 3** 1, 2, 3

Exit / Quit Menu Esc

Aiming/Camera Controls Mouse (mouse look)

- Use / Fire** Left Mouse Button (LMB)
- Alt Tool Use / Aim (ADS)** Right Mouse Button (RMB)
- Scroll Through Equipped Tool Slots** Middle Mouse Scroll
- Drop Current Tool/Weapon** Backspace
- Drop Held Item (Parts, Crimson Core)** E