Key operations:

Begin:

S+number: Start single-player
K: Create a room
J: Join the room
ESC: Exit the game

Single Player:

W: Forward
S: Back
A: Left lateral movement
D: Move laterally to the right
G: Put down the beacon, and if it has been put down, take it back
1: Distance sensor
2: Perception
3: Transmission to beacons
Left mouse button: Shoot
P: Pause
S: Archive
A: Read the file
ESC: Bounce begins
P: Go ahead

LAN connection:

S: Start (Homeowner)
ESC: Bounce begins
In the game:
W: Forward
S: Back
A: Left lateral movement
D: Move laterally to the right
G: Put down the beacon, and if it has been put down, take it back
1: Distance sensor
2: Perception
3: Transmission to beacons
Left mouse button: Shoot

Game objectives

Use the left button to attack and kill all enemy units to win

Introduction to the level

Level 1: All hostile units do not move
Level 2: All hostile units move randomly
Level 3: All hostile units track the player