STARPOINT GEMINI 3

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MAIN MENU
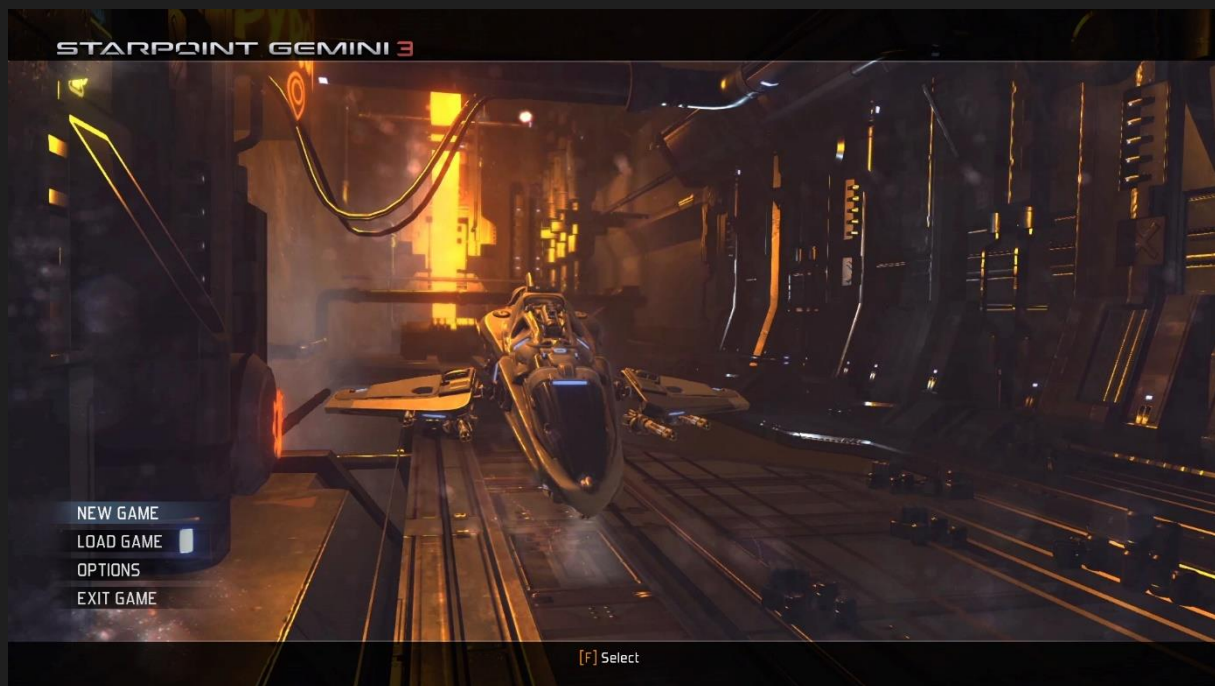
When the game starts, you will see a standard assortment of options displayed on the Main menu. To start the game, click on the New Game button. This will lead you to a new panel with a list of available scenarios.

CAMPAIGN, FREEROAM AND OUTLAW'S LIFE
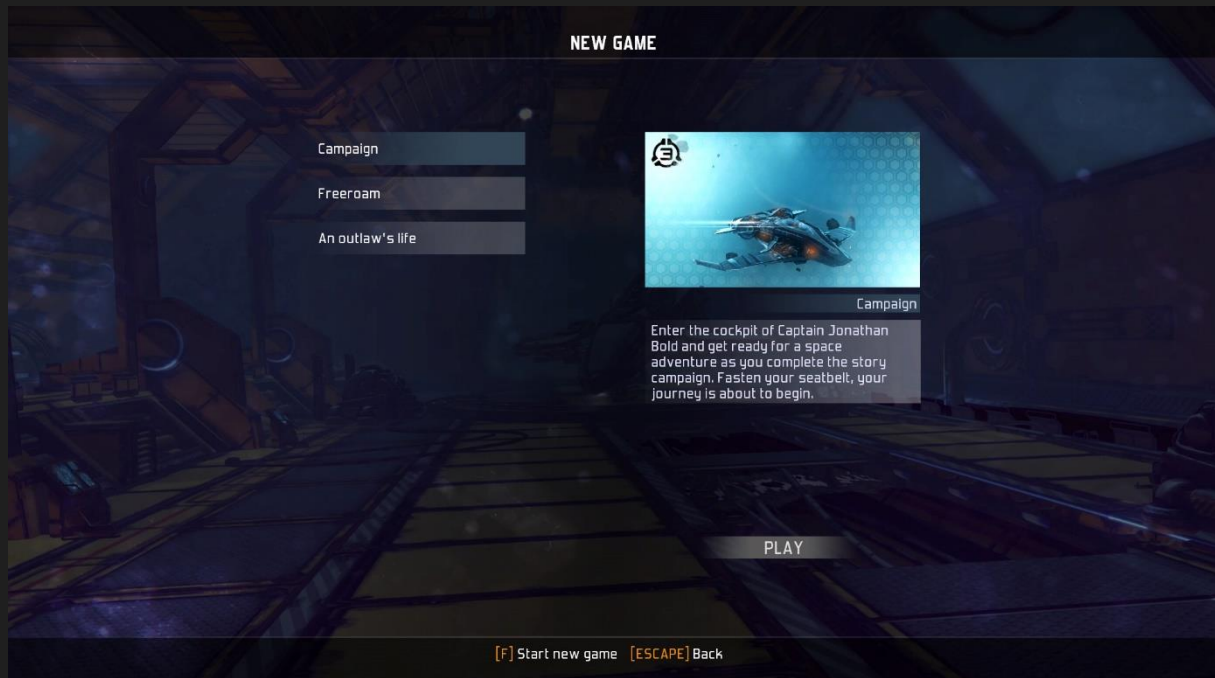
When you start a new game, you will be offered three different scenarios. Select the scenario in the list to display its description on the right side of the panel. You can choose any of the available scenarios from the start.

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CAMPAIGN

The *Campaign* scenario offers you to complete the story campaign. You play as the protagonist Jonathan Bold and follow the quest chain of the story's plot with the possibility of occasional freeroam.

FREEROAM

In the *Freeroam* scenario you can explore the open world environment of the Starpoint Gemini 3 universe more independently than in the *Campaign* scenario. You can go wherever you like, complete different quests and build a good relationship or become enemies with different factions, depending on your choices.

OUTLAW'S LIFE

Outlaw's life scenario is similar to the *Freeroam* scenario, only you start the game as an outlaw, which means that the lawful factions will be hostile towards you and the fellow outlaw factions will be friendly towards you. This will allow you to pick up outlaw missions more easily and visit the areas controlled by the Outlaws unimpeded by the outlaw ships.

KNIGHT TEMPLAR

The Knight templar scenario is also a *freeroam* scenario, but in this case, start the game allied to the Templars, a tough human-centric faction, doing its best to rebuild the hated Empire.

CONTROLS

Starpoint Gemini 3 features simple FPS-like controls. Learning them is as straight forward as it can get.

MOVEMENT

Use the standard **WASD** keys (move the **LEFT ANALOGUE STICK** on a controller) to change the direction of the ship and **QE** (D-Pad left/right on a controller) to roll. To strafe up, use the **Space** key and to strafe down, use **C**. To speed up, use **Left Shift** for boost. You can cut engines with **Y** key. This will deactivate your ship's engines and let the inertia carry you. To use the cruise mode hold **Left Control** key. This will draw all power into the engines and allow you to travel fast. Weapons are deactivated in cruise mode.

- **Forward** - Throttle forward. Default is **W**
- **Reverse** - Throttle reverse. Default is **S**
- **Strafe left / right** - Default is **A / D**
- **Strafe up / down** - Default is **Space, C**
- **Roll left / right** - Default is **Q / E**
- **Boost** - Default is **Left Shift**
- **Cut engines** - Deactivate engines and let inertia carry you. Default is **Y**
- **Cruise mode** - Draw all power into the engines to travel fast. Weapons are deactivated during cruise. Default is **(Hold) Left Control**

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CAMERA

Using the **Tab** key, you can cycle through camera modes. In Starpoint Gemini 3 you can fly your ship using the standard third-person view or the cockpit view.

TURNING

If you are playing with a keyboard and a mouse, use the mouse to look around and turn in the same direction. On the controller, use the sticks.

COMBAT

When in combat, use the **MMB** to lock on an enemy ship (hover the cursor over the target when using the controller). Alternatively, let ADAH choose the most appropriate target for you (default: **R**) With the **LMB** you fire the main weapons that use energy and with the **RMB** you can launch missiles. Use the **F** key to cycle between the two equipped weapons. Use the **G** key to cycle between the two equipped missiles.

- **Fire weapons** - Fire the main weapons that use Energy. Default is **LMB**
- **Launch missile** - Only guided missiles track their target! Default is **RMB**.
- **Lock on target** - Keep the reticle over the target and press **MMB** (default)
- **Switch weapon** - *Cycle* between the two equipped weapons. Default is **F**
- **Switch missile** - *Cycle* between the two equipped missiles. Default is **G**

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INTERACT

You can interact with different objects while exploring the Starpoint Gemini 3 universe. To do so, lock on an object you wish to interact with using the **MMB** and pick the available interaction. Each available interaction with the targeted object is numbered. Press the number to interact with the object in the desired way. Default are F**1**, F**2**.

EQUIPMENT

Each equipment slot is numbered. To activate a piece of equipment, use the slot's corresponding equipment number. Defaults are **1**, **2**, **3**, **4**.

PHOTO MODE

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If you are in the mood to make some great screenshots, press **F8**. This will allow you to capture some impressive scenes when playing the game and fine tune the screenshots you take. In photo mode you can rotate the camera and pick the best angles for your picture. When you are satisfied with how you set the scene, take the screenshot.

QUICK INTERFACE

When using the keyboard, you have some other shortcuts at your disposal:

- **Starchart - M**
- **Skills - K**
- **Inventory - I**
- **Crafting - Scroll Down**

TARGET NEXT ENEMY

When in combat you can pick the enemy ship you wish to target and use the *MMB* to lock on it, or you can press the *R* key. This facilitates targeting enemy ships because it will automatically lock –on the target closest to you.

HUD

LEFT CONSOLE

The left console shows you the state of your ship's hull, shield, and booster. To damage your hull, the enemy must first deplete your shield. Your shield is automatically recharged over time, while you can only repair your hull by docking on a station or landing on a planet or by using specialized equipment (*Repair nanobots*). The shield can be quickly recharged by using specialized equipment (*Shield booster*). The booster also refills automatically, but much like the other two *stats*, you can use specialized equipment to quickly refill your it.

RIGHT CONSOLE

On the bottom right of the screen you can see your weapons and equipment status. The lower bar shows you how much weapon energy you have. Energy is spent with each shot of your weapons, but it recharges automatically. Your weapons' energy level is one of the most important info you could have, so this is additionally displayed on the targeting reticle with a small bar. Just above the energy bar is the *missiles* bar. This shows you how many missiles (of that particular type) you have left and how long it takes before the missile reloads and is ready to fire again. All installed equipment is displayed, along with their corresponding amounts (that you have in your inventory), on the equipment slots above the missiles bar. Depending on the color and state of the icons, you can easily see if the item is ready to be used again or if it is in *cooldown*.

TOP CONSOLE

When you lock on a particular target, the target information panel is displayed on the top of the screen. This gives you some general information on your currently selected target (hull, shield, name and faction). Seeing as the hull and the shield stat are the most important, this info is additionally displayed on the target lock as well.

TARGET LOCK AND OBJECT MARKER

When you have an object targeted, it is specifically marked with the target lock indicator. The color of the indicator automatically tells you if the object is friendly, neutral or hostile towards you. **Red** indicates that the object is hostile**, green** indicates that the object is friendly.

Any other object, meaning *not target-locked*, is also marked on-screen with its object marker. This is a simple rectangle, accompanied by two small bars: the object's hull and shield indicators.

TRAVELING AROUND

USING NAVIGATION BUOYS FOR FAST TRAVEL

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The fastest way to travel around a single sector is using the nav buoy network. Nav buoys can be found throughout the sector you are exploring. Using them is as simple as *docking* on the structure. Each buoy is linked to its pair buoy. *Docking* on one will almost instantly *teleport* you to its pair. The action itself, displayed as the available numbered action is called *Jump*.

VISITING OTHER SECTORS

To explore other sectors (of the same planetary system), you have to reach them first. This is done by using T-Gates. Interact with a T-Gate (lock on it and use the *Jump* option) to open up the T-Gate interface.

In the T-Gate interface, choose the sector that you want to visit and select *Jump*.

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VISITING OTHER PLANETARY SYSTEMS

In Starpoint Gemini 3 you can visit three different planetary systems (**Gemini**, **Sirius** and **Solar**). To do that, you must use Starpoints. To interact with the Starpoint, lock on it and use the *Jump* option. This will open the Starpoint interface
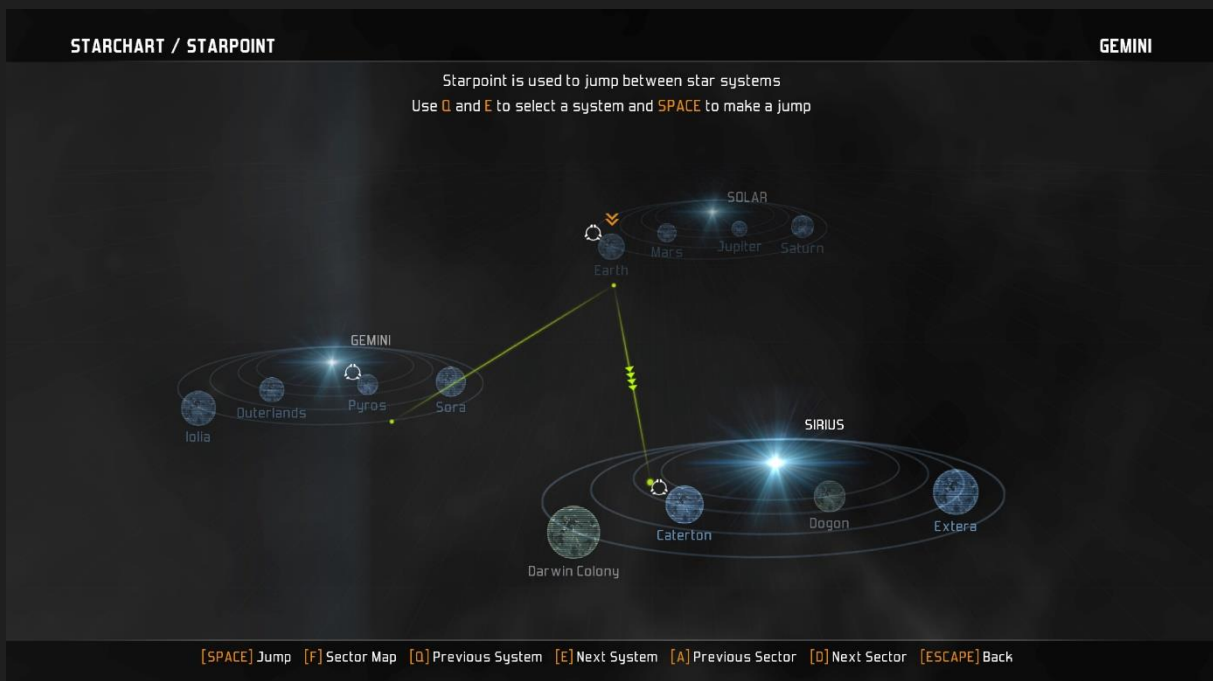
In the Starpoint interface, choose the planetary system that you want to visit and select *Jump*.

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QUICK TIPS AND TRICKS

TOGGLE MAX THROTTLE

While in combat, fast and direct controls are pivotal, but when you're not in a fight, holding forward throttle is tedious. Here's a little trick: **double tap the forward key** to toggle *maximum forward throttle*. Changing speed (*reverse*) deactivates this mode.

CUT ENGINES AND BOOSTER COMBO

Shutting down engines, but keeping inertia is one of the best defensive maneuvers you can use. Combine that with fast movement direction changes by using the *booster* and you get a *killer combo*.

CRUISE MODE, WEAPONS AND GETTING AWAY

In the cruise mode, your weapons are deactivated even during its charging period. If you are trying to get away from a combat situation by using the cruise mode, try to get some distance first, using cut engines and boost. That way, your weapons will still work, and you might get some pesky enemies off your back, before turning around and starting the cruise mode.

STRAFING RUNS

Going *head-to-head* with enemies can be a lot of fun but is not always the best idea. Sure, your shots will be more accurate if you are going directly *at the enemy ship*, but it can go both ways and your enemy will be able to hit you more easily as well.

Instead of going directly at your enemy, gain some speed first, aim to go past the enemy, along one of its sides, then cut your engines and let inertia guide you away as you rip holes in the target ship's side armor. You can also use this maneuver to quickly get on your enemy's tail.

WEAPON DAMAGE TYPE AND WEAPON SWITCHING

You have two slots available for equipping weapons and during flight you can quickly switch between them. This technique can often prove pivotal. Some weapons deal more damage to shields, while others rip through the enemy's hull. Using the anti-shield first and then switching to the *hull-ripper* later is highly advised. Weapon damage type also comes into play here, since shields can be resistant to specific types of damage (physical, energy, plasma). If an object is drastically more resistant to a certain damage type, this is indicated on its target lock indicator. Keep in mind that when this is the case, you can be certain that the targeted object is more dangerous in general (perhaps a veteran of sorts, or an ace pilot).

MISSILES AND HOW TO AVOID THEM

The missiles, even the guided types, don't have to directly hit their target to cause damage. Missiles can detonate in the proximity of their targets and cause blast damage in their effective radius (the blast radius is different for each missile). One of the easiest ways to avoid damage from missiles is to wait for them to get close (various visuals on-HUD and audio indicators will alert you for this) and then *boost* away. Even if you do get caught in the blast, the damage can be reduced to a minimum. Of course, to avoid getting hit by a missile, you can also use the special equipment for that: the *Decoy*.

ADAH

ADAH is the digital consciousness that runs your ship's computer. It can download itself into a drone that you control. This helps you explore places that you couldn't go to with your ship and complete missions that take you into different interiors.

HOW TO DEPLOY ADAH

In Starpoint Gemini 3, some bigger derelicts offer you the possibility to explore them by deploying ADAH. To do it, lock on a derelict with the *MMB* and interact with it by pressing *1*. This will give you the option to deploy the drone. There are other locations that ADAH can explore so keep an eye out!

DRONE HUD

LEFT CONSOLE

The left console shows you the drone's health and booster bar. The booster is automatically recharged over time.

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RIGHT CONSOLE

The bar on the right shows you how much weapon energy your drone has. Energy is spent with each shot of the drone's weapons, but it recharges automatically.

TOP CONSOLE

Your objective is displayed on the right corner of the top console. When you lock on a particular target, the target information panel is displayed on the screen. This gives you information about how you can interact with the targeted object.
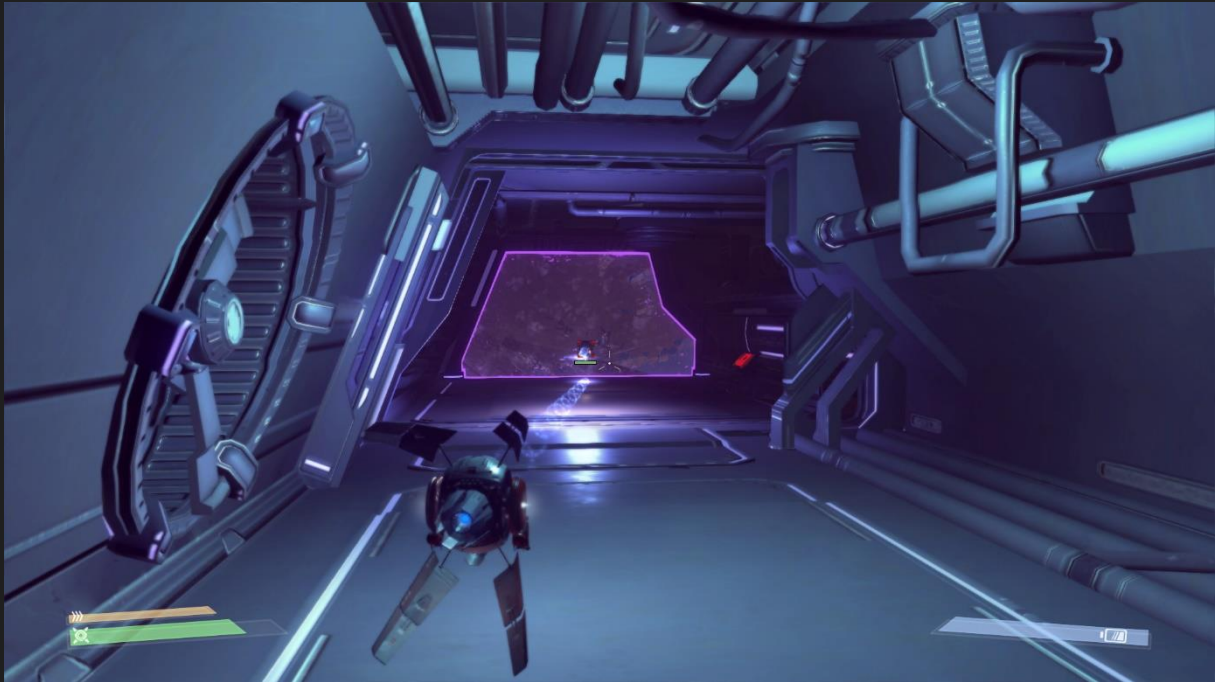
EXPLORING

In Starpoint Gemini 3, you can explore different derelicts, space stations and other interiors. Once you deploy ADAH inside a derelict, you can navigate the drone to explore its interior, look for objects to interact with, like computers and consoles that you can hack and collect credits and blueprints found inside the derelict.

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SHOOTING

Your drone is equipped with a weapon that you can use to fire on different boxes and crates causing them to open, or to fight the hostile drones guarding the place you are exploring. Opening the crates and destroying the enemy drones gives you credits.
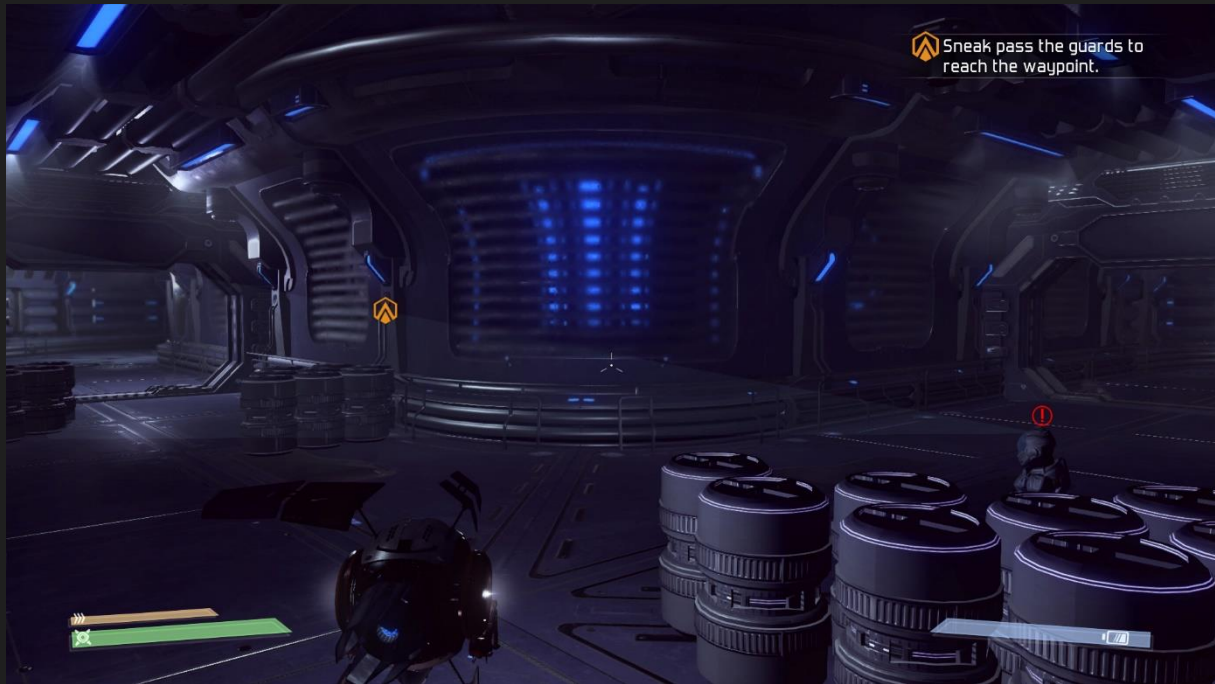
HACKING AND INTERACTING WITH OBJECTS

While exploring interiors, you might need to hack some terminal to open a door or interact with a console to activate something. To do it, approach the object you want to interact with. If you can interact with that object, a notification will appear on the top screen instructing you on what you can do with it.

SNEAKING

Some missions will take you to the operating space stations with personnel and security guarding them. You will have to pass the guards undetected. To do it, you will have to make sure that the drone doesn't get in the line of sight of the guards.

HOW TO DOCK OR LAND

When you are not fighting in space battles or exploring the vast Starpoint Gemini 3 universe, you will want to sell the loot you have collected, upgrade your ship, replenish your supplies or visit the bar to take on side missions. To do this, you will have to dock on a station or land on a planet.

Lock on a station or a planet where you want to land and fly close enough to it so that the Dock/Land option displayed on the top console becomes available. When that happens, press the key that activates that option. This will open the planet/station interface.


On the station/planet interface, you can open up the *Trader* panel to purchase or sell items like weapons, missiles, equipment, and other valuables, visit the *Drydock* to upgrade your ship or go to the *Bar* to pick up a mission from the bartender.

STARCHART

The Starchart comes in handy when navigating the Starpoint Gemini 3 universe. You can see it by pressing the *Esc* (*MENU* button on the controller) and then the Starchart button or simply pressing *M* for shortcut (**no single shortcut for the Starchart exists when using the controller**)

The Starchart shows the sector that you are currently in and the planet of the same name. You can see the sector's Nav buoy network, the locations of the Starpoints and T-Gates in that sector, the locations of stations and outposts that you can visit, the locations of mining and gas collecting facilities, boss fight area (marked with a skull icon), asteroid fields, nebulae and junkyards with their rich asteroid and junk blobs and gas pockets.
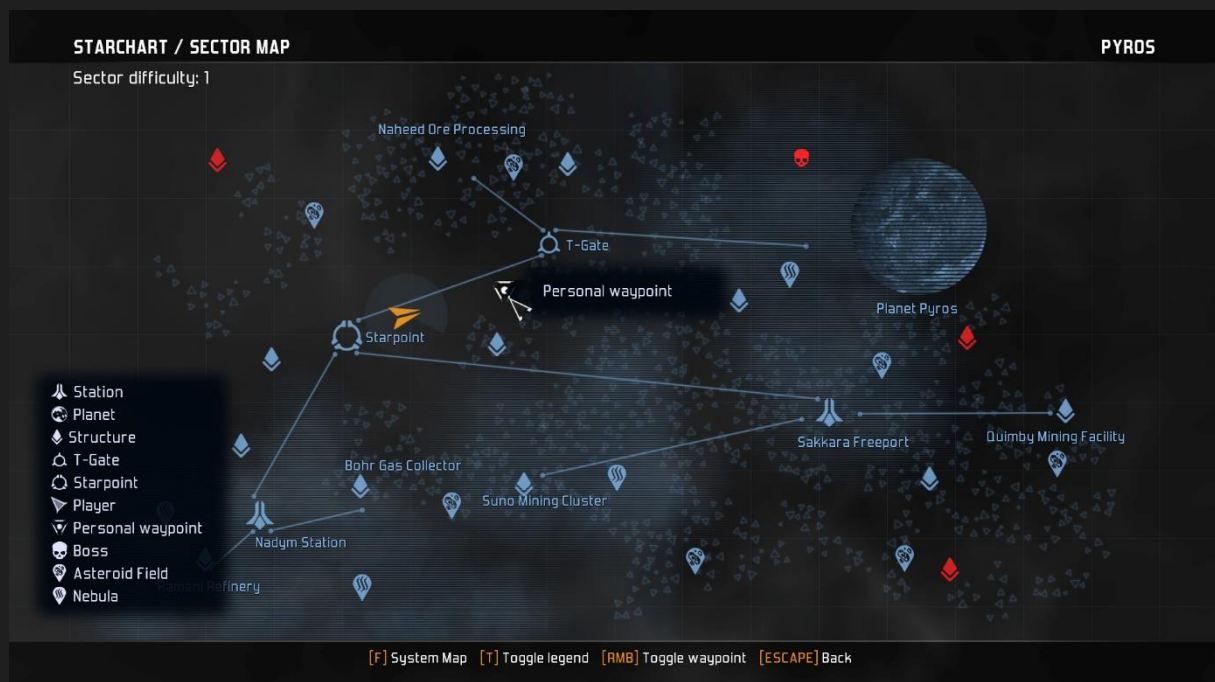

Hover your mouse cursor over the displayed locations on the map and the known information about that location will appear next to it. If you have taken a mission of any kind, you will see an icon that marks the waypoint of the location where you have to go to complete that mission. However, you can also set waypoints of your own. Use the *RMB* (*RIGHT TRIGGER* on the controller) to set a waypoint on the Starchart.
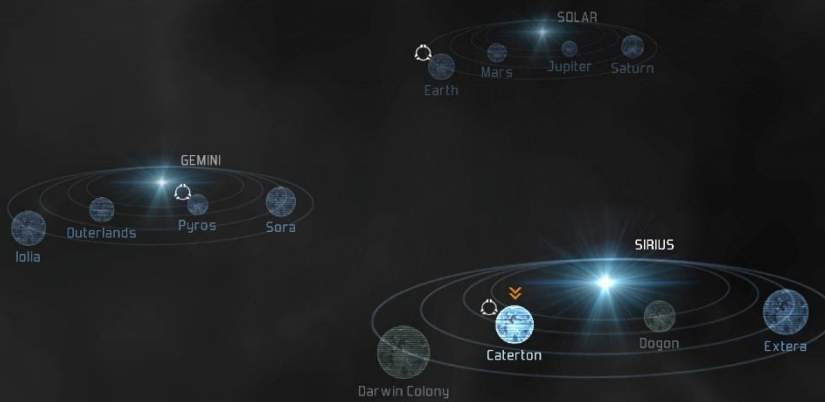
To see the System Map, press the *F* key. This way, you can see all the sectors within a planetary system that you are currently in.

Some locations are immediately visible to you, others are marked with a question mark. That means that you haven't explored them yet. Once you visit that location, its name and all the known info about that location will be displayed on your Starchart.
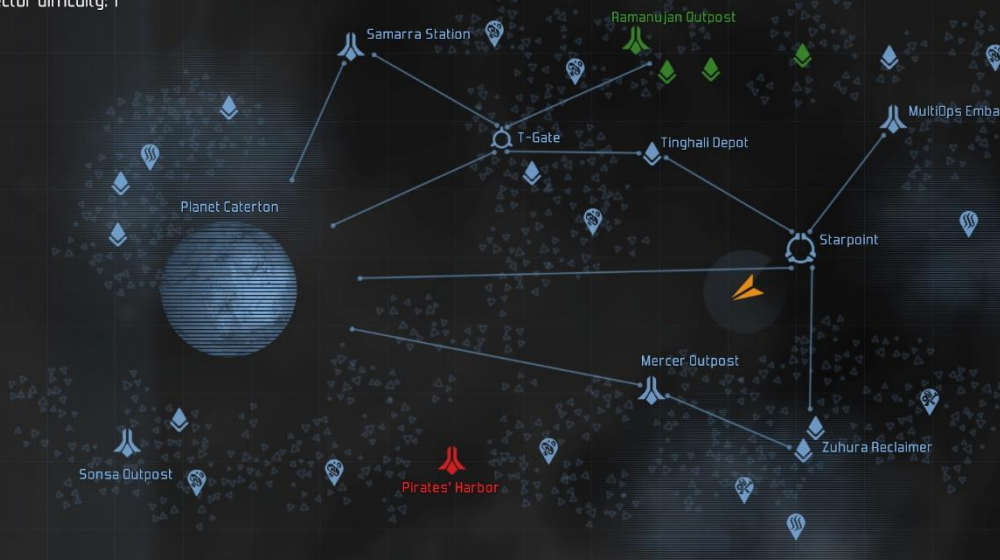
Outlaw locations are marked red on the Starchart. Those are the areas controlled by the Outlaws and you are likely to be attacked by the outlaw ships if you go there.

MISSIONS

Starpoint Gemini 3 provides you with a variety of different missions and completing them gives you credits, loot, experience, and the possibility to progress the story.

When you decide to take on a mission, its waypoint marker will appear on your Starchart, guiding you where you need to go.

MAIN MISSIONS

Main missions are the missions you complete to advance the story campaign and will provide you with further background to the setting the protagonist, Jonathan Bold, is in. Main missions are only offered in the *Campaign* scenario.

SIDE MISSIONS

Side missions deviate from the main plot of the story campaign and are not required to complete the game, but are a great source of credits, experience and overall fun. You can pick up a mission from a barman on a space station or by encountering different NPC ships while flying through space.

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Aside from missions, bartenders can also give you all sorts of rumors that can turn into valuable information about the corners of the universe worthy of exploring.

FACTIONS
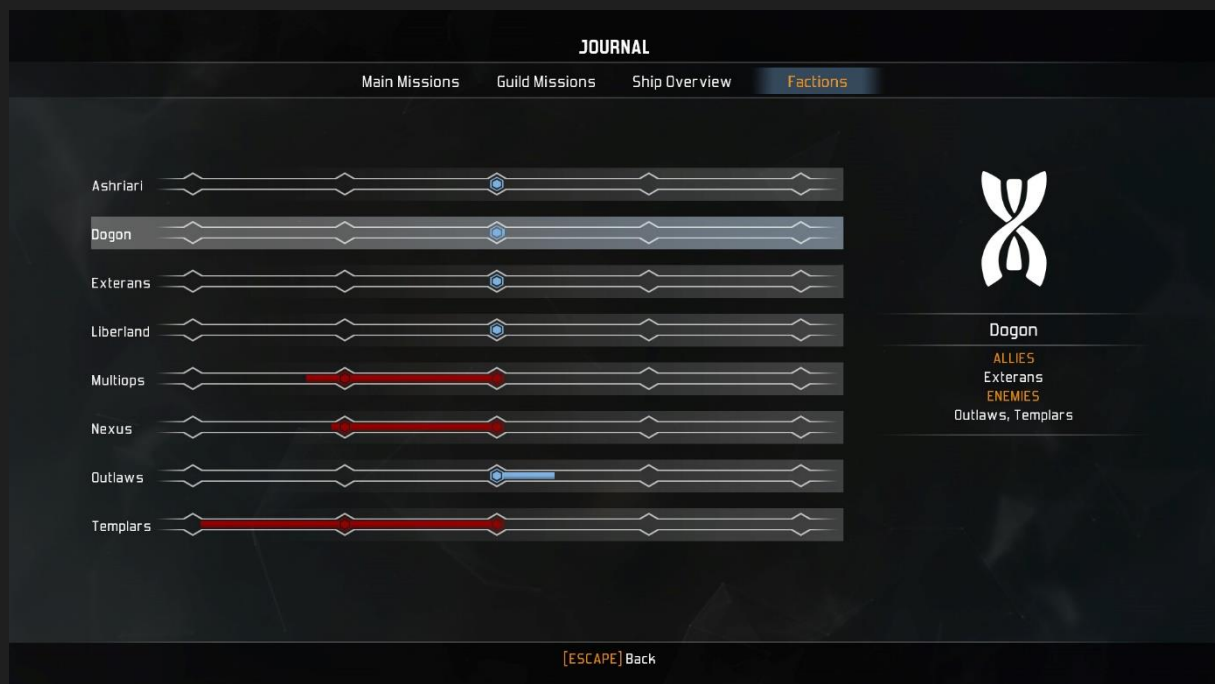
There are eight different factions in Starpoint Gemini 3 each controlling parts of different sectors. In the Journal, you can observe your current standing with each of them. The actions you take as you play the game establish your reputation with the factions. Attacking the faction's ships or property will make you enemies while completing missions for a certain faction will improve your reputation with that faction.

SKILLS

As you complete tasks and defeat enemies, you will gain experience. When you get enough experience, you advance in experience level. This comes with a reward of skill points that you can use to upgrade your skills on the aptly named "Skills panel".

Skills in Starpoint Gemini 3 can give you just the edge you need to beat that particularly difficult opponent. Skills are NOT *one-hit-kill-all* mechanisms, but they should be complementary to your playstyle. Skill "groups" reflect that. For example, if you mostly rely on blasters as your primary weapon and that approach suits you the best, then you might want to upgrade the blasters skill. However, don't expect to one-shot-kill your enemies. From the start of the game to the very end, success in combat will depend on your piloting, not just your weapons or skill setup. Remember: everything matters.

All skill *lanes* follow the same paradigm. In between gaining permanent passive bonuses, you'll *activate* special *procedural* bonuses that take time to *cool off* after they get triggered. If it is not otherwise noted on weapon-related skills, all the skills in the same group affect ONLY the weapon type the group is named after.

Here are the skill groups:

BLASTERS
PASSIVE BONUSES

- Increased critical hit chance
- Reduced energy consumption
- Increased shield damage

SPECIAL BONUSES

- **Destabilize** - Critical hits cause critical system failure of the target's flight stabilizers. The target will spin around without control.
- **Weakpoint** - When you bring down your enemy's shield, your critical hit chance is greatly improved.
- **Cooloff** - Instant recharge of your weapon energy.

MACHINEGUNS
PASSIVE BONUSES

- Reduced energy consumption
- Increased hull and shield damage
- Increased critical hit damage

SPECIAL BONUSES

- **Dirty shot** - Cause the target's ammo storage to blow up, dealing massive damage.
- **Eager** - Gain a temporary boost to rate of fire
- **Suppression** - While your energy is low, damage is increased. Keep the energy low, but don't let the weapon go into "overheat".

SCATTERGUNS
PASSIVE BONUSES

- Increased rate of fire
- Decreased projectile scatter
- Increased hull damage

SPECIAL BONUSES

- **Trap** - Cause critical engine failure to the target. The target can't move.
- **Unshielded** - Create a temporary drain on the target's shield, constantly depleting them
- **Finishing move** - Short-term significant increase in rate of fire

CANNONS
PASSIVE BONUSES

- Increased critical hit damage
- Increased rate of fire
- Increased critical hit chance

SPECIAL BONUSES

- **Cripple** – Critical hits with cannons temporarily disable the enemy's weapons and missiles. Only affects small ships.
- **Bypass** - Short-term chance for your hits to pass through the target's shield

- **Execute** - Chance to cause massive hull damage

MISSILES
PASSIVE BONUSES

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- Increased Dumbfire missile accuracy
- Increased Guided missile projectile speed
- Decreased Torpedo reload time

SPECIAL BONUSES

- **Reloaded** - Chance to fire two dumbfire missiles for the cost of one
- **Seeker** - Deal additional damage with Guided missiles
- **Chain reaction** - Cause residual damage over time with torpedoes

MANEUVERABILITY
PASSIVE BONUSES

- Increased Booster recharge
- Increased Booster fuel
- Increased Booster speed

SPECIAL BONUSES

- **Auxiliary** - For a short time, the Booster doesn't spend any fuel
- **Retreat** - When your shield is depleted, booster fuel is completely replenished, giving you a better chance to get away
- **Charger** - Dropping from boost, gives you a short-term buff to shield recharge

SHIELDS
PASSIVE BONUSES

- Increased shield recharge
- Increased shield capacity
- Reduced shield reboot time

SPECIAL BONUSES

- **Reboot** - Instant shield reboot and recharge to 50%. It's like "second wind" for shields
- **Kinetic** - When your shields drop below 50%, your weapons energy gets instantly recharged. Offense is the best defense in this case
- **Blast** - When your shield drops below 15%, this emits a missile-destroying blastwave

SYSTEMS
PASSIVE BONUSES

- Decreased critical system failure duration
- Reduced radiation buildup
- Increased enemy missile lock-on time

SPECIAL BONUSES

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- **Retaliate** - Your weapons do more damage, while either your shield, life support or ammo storage is in critical failure
- **Evasive** - Speed and maneuverability are improved, while either your weapons, the guidance system or the mainframe are in critical failure
- **Bulkhead** - While you're experiencing either engine of flight stabilizers critical failure, your hull slowly repairs

RESPEC

As can be seen above, there is no shortage of skills you can improve, and it is important to do so since they can really mean the difference between life and death. If somewhere down the line you decide you want to take a different path regarding skills, you can always do a *respec*.

In the Skills panel, you can reallocate the assigned skill points by pressing the *SPACE* key. This will cost you some credits, but you will get all the spent skill points back to distribute as you see fit.

MINING, SALVAGING AND CRAFTING

Doing jobs offered by bartenders on stations and planets is not the only way to earn you credits. You can earn credits by collecting ore from destroyed asteroids or loot from destroyed derelicts and junk parts and selling them. Gas pockets can be found in the nebulae. You can also collect that gas and sell it for credits.

MINING

To mine some ore, you must find an asteroid, blast it to pieces, and collect the raw that drops as loot. But that's not all there is to it. You can invest some time and money and make sure you find the asteroid area rich with some very valuable ore.

The Scanner module has an important parameter called Ore detection. This is short for Ore detection distance and it tells you at what distance you are able to detect rich ore deposits. Once such deposit appears inside the *Ore detection* radius of your scanner, it will get marked on the HUD, making it easier for you to find it. These deposits are what you're really looking for when wanting to do quality mining. The rest is handled in the same way: shoot, destroy, collect.

SALVAGING

The principle of *salvaging loot* is basically identical to *mining*: Get a good scanner for derelicts, detect a derelict and destroy it to collect the loot that drops.

GAS COLLECTING

To collect gas, you must first find the gas pocket. You can find them in the nebulae. A good gas scanner comes in handy here. When you locate the gas pocket, you can interact with it which will provide you with the option to collect it.

Once your inventory is full, you can go to a nearby station, planet or outpost and sell all that cargo to the Trader. But that is not the only thing you can do with your collected loot.

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CRAFTING

Almost all items in Starpoint Gemini 3 are in some sense a part of the Crafting system. They are either the final product, or used solely as ingredients, or both, if they fit in the *crafting chain*.

Ore and *Gas* are combined to create *Products*. *Products* are combined to create *Components* and *Components* are combined to create *high tier items* like *Weapons*, *Missiles* and *Equipment*. Each craftable item requires you to have the necessary ingredients and the blueprint.

ORE & GAS => PRODUCT => COMPONENT => WEAPON / MISSILE / EQUIPMENT

This means that you can use the ore and gas you collect to craft products and then sell those products for greater profit. Going even further, you could use those products and craft components. That has an even greater markup. And finally, you could craft entire weapons and sell those for massive profits or use them yourself.

The *web* of crafting links could be difficult to navigate until you're familiar with it, but this is where the Crafting interface comes in. It will show you if you can craft an item or not. It will also show you if you don't have enough ingredients for the currently selected item, but you do have enough to craft one of ITS ingredients etc... There is no need for you to learn the *recipes* by heart, the Crafting interface will show you everything you need to know.

BLUEPRINTS AND WHERE TO GET THEM

The blueprint is the essential part of the crafting process. You cannot craft an item if you don't have the blueprint for it. There are several ways you can obtain a crafting blueprint:

Destroy ships and you'll notice that in some instances you'll get a blueprint. This is randomized, but you won't get the same blueprint twice.

Blueprints can be obtained as quest rewards.

You can *bump* into them when controlling ADAH. You will recognize them as floating Rubik's cube thingies.

UPGRADING YOUR SHIP

In Starpoint Gemini 3, you don't buy a whole new ship. You assemble it from various parts or modules. This is done entirely in the Drydock section of a station or a planet. On the top of the drydock interface, you can notice various tabs, each corresponding to a single module type. Switch over the tabs to see what's available for purchase in the current drydock.

Depending on the module type in question, the right side of the screen will shift to display only the relevant information / stats. If you want to see ALL stats, unfiltered, use the action noted in the footer: *[SPACE] Toggle details*.

The module you're checking out in the list is automatically compared to your current module. This can be seen by the text color in the details part of the screen. If the stat is red, that means it is worse

than what you have. If it is green, it is better than what you have, and finally if it's white, it's the same.

Each module is designed to alter only a specific set of stats. If on your travels you realize you're frequently running out of weapon energy, look no further than the Weapon Battery module. If you think you're flying too slow, check the Engine module etc. Here are the module types:

HULL

The hull is the foundation of the ship and most drastically influences what your ship will look like. Two important stats are linked to the hull:

- **Hull** - Ship hitpoints. When the shield is down, this gets hit next.
- **Inventory** - How much cargo you can carry in your ship.

SHIELD
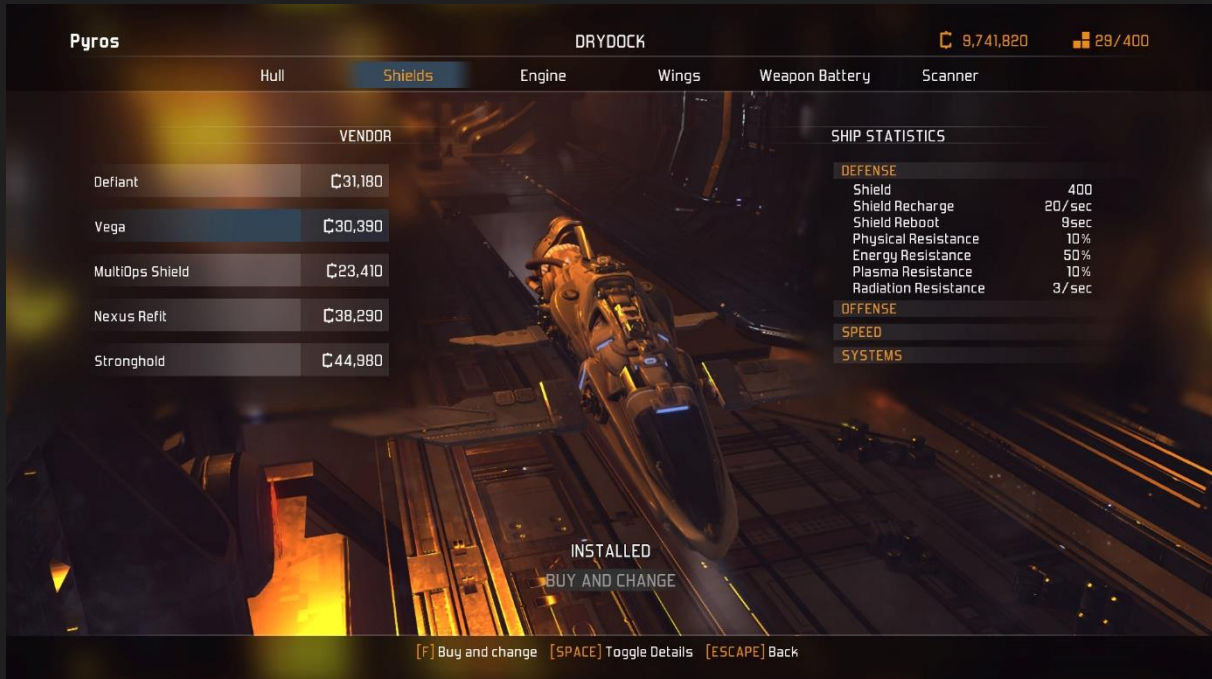
Before any damage can hit your hull and reduce your ship's hitpoints, the energy shield needs to be depleted first.

- **Shield** - Shield points / strength. The amount of damage that can be absorbed by the shield.
- **Shield recharge** - How many shield points are restored per second
- **Shield reboot** – The time needed for the shield to "restart" once it is entirely depleted.
- **Physical resistance** - Reduces the incoming damage is of the Physical type by the shown percentage.
- **Energy resistance** - Reduces the incoming damage is of Energy type, by the shown percentage.
- **Plasma resistance** - Reduces the incoming damage is of Plasma type, by the shown percentage.
- **Radiation resistance** – When you enter a radiation area, you gradually accumulate radiation. This is measured in "points per second". Radiation resistance reduces the "points" part of the formula.

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ENGINE

If you want to go faster, this is the module you need to check out and perhaps replace.

- **Booster** - How long you can sustain boost. Measured in seconds.
- **Booster recharge** - How much is booster recharged per second.
- **Speed** - Maximum attainable speed with this engine.

WINGS

The Wings module covers both maneuverability and turret capacity, a nice mix of *two worlds*. Keep in mind that the more turret slots you have, the more energy you will consume per shot. You *are* more deadly, but it will cost you more.

- **Turret count** - Some wings have less turret slots than others. Keep this number in mind. It is very important.
- **Strafe speed** - Horizontal and vertical strafe speed.
- **Turning** - How fast you turn. Higher number is naturally better.

WEAPON BATTERY
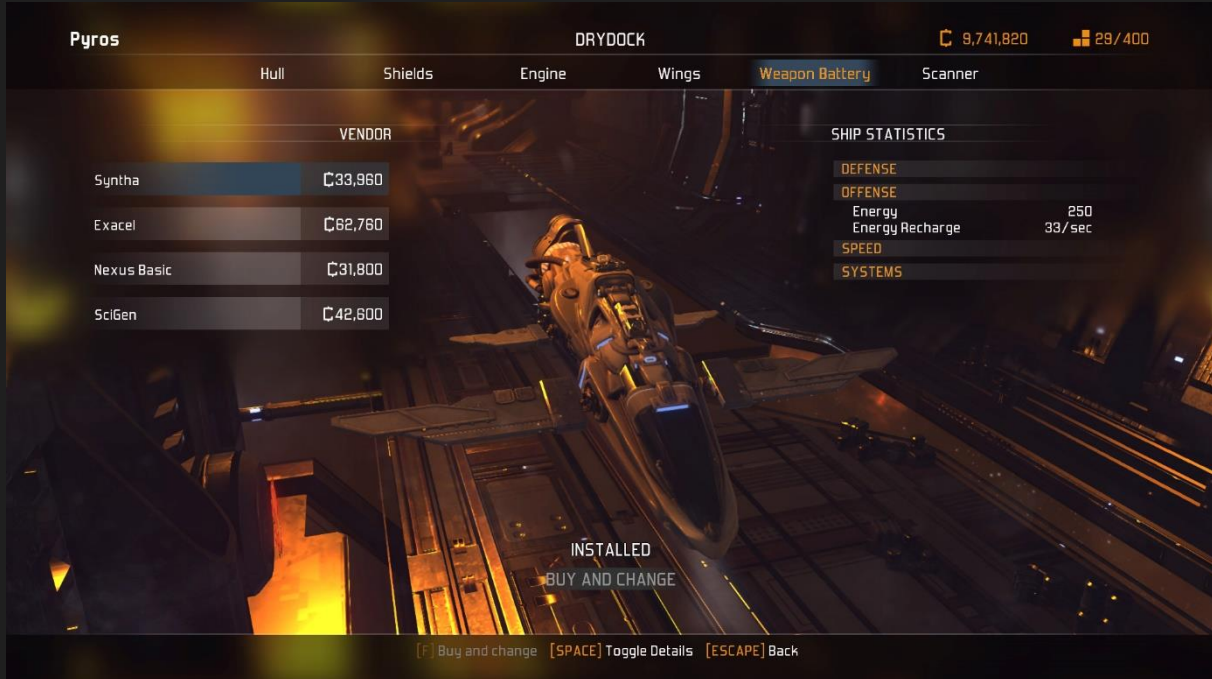
- **Energy** – Energy spent when you are firing your weapons.
- **Energy recharge** - How much Energy is recharged every second. It is perfectly possible (in theory) to recharge more energy than you spend.

SCANNER
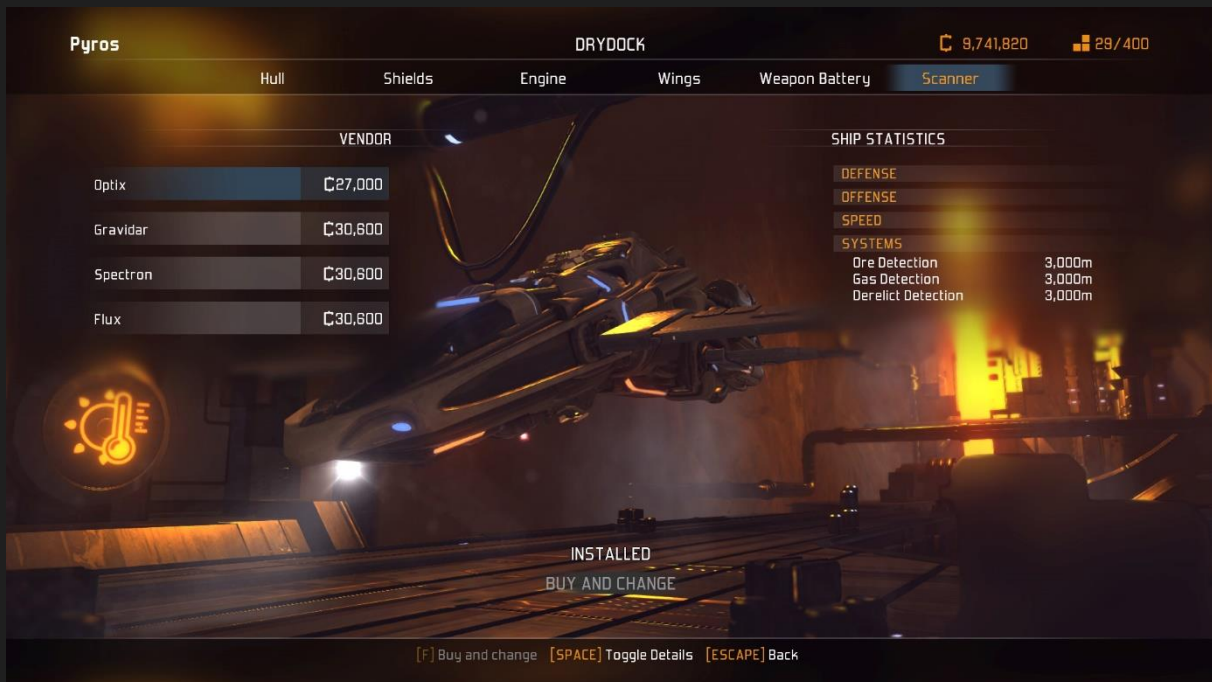
The Scanner is a good tool that can help you extend the detection range for various objects.

- **Ore detection** - Distance at which the scanner will detect especially rich ore deposits in asteroids. They will be marked on the HUD.
- **Gas detection** - Distance at which the scanner will detect gas pockets in nebulae. They will be marked on the HUD.
- **Derelict detection** - Distance at which the scanner will detect especially rich derelict clusters. They will be marked on the HUD.

WEAPONS, MISSILES AND EQUIPMENT

WEAPONS

Weapons refer to the various turrets *hanging* from your ship. The number of turrets mostly depends on the *Wing* module. Every *Hull* has at least one turret, usually on the front of the hull, and wings bring their own turrets. The number of turrets on wings vary from 1 to 3 (on each wing, which generally means you can double that number). When you install a weapon, all available turret slots are filled with that weapon.

WEAPON TYPES

There are four basic types of weapons and each is aimed at a certain playstyle (combat-wise).

Blasters offer high rate of fire, but generally shorter range. Use them when you like to get up close and personal and more importantly, when you like to hold the enemy under sustained fire.

Scatterguns are the *shotguns* in space. Each shot of a scattergun fires off a number of projectiles in a scatter radius. If you're not really into detailed aiming, you might want to consider using scatterguns. Keep in mind though, that scatterguns have a short effective range.

Machineguns are your standard medium-to-high range weapons. A steady rate of fire, not the fastest, but far from the slowest, and greater range is aimed at keeping your opponents under suppressive fire at longer distances.

Cannons on the other hand are as close to *one-shot-killers* as you can get (especially with the right skillset). Their range is far superior to any other weapon type, but their rate of fire is on the slower

end. With cannons, you have to be precise, but you can be sure that when a cannon hit connects, it gets the job done.

HULL VS SHIELD DAMAGE AND A SPRINKLE OF DAMAGE TYPE

All weapons, regardless of any other stats, have a separated damage value when hitting a shield and hitting a hull. It is generally a good idea to have these two possibilities covered. One weapon against shields and another against hull, switching between them on the fly as you need to.

There are 3 distinct damage types in Starpoint Gemini 3: *physical*, *energy* and *plasma*. It might not seem all that important in the beginning, since the enemies you encounter are generally weaker, but at later stages of the game, this mechanic becomes more important. Enemies' shields can be more resistant to a certain type of damage. You'll notice this both in how much / little damage you do to them, but also in the color of their shield when it is getting hit. For those extra resistant types, you can see a special icon which appears on their target lock, when their resistance to a certain damage type is so high it's basically pointless to attack them with it.

Not all enemy ships have shields. Some ships, like capital ships, have a very resilient hull, so you might want to adapt your weapon choice strategy when fighting them. Keep this in mind when facing these types of situations.

MISSILES

Missiles are heavy weapons. Much like *light* weapons, missiles come in several different types. It is important to know what type is intended for what purpose.

GUIDED MISSILES

Guided missiles are your standard *lock-on-follow-the-target* kind of missile. Even if the missile doesn't slam directly into the target's hull, it will cause some damage, because it will detonate in the proximity of the target. The closer it gets, the more damage it does. And not only to its primary

target, but to the other hostiles in its blast radius as well. Guided missiles, however, have the smallest blast radius of all missiles. Their intended purpose is to hunt down hostile fighters.

DUMBFIRE MISSILES

Dumbfire missiles are not guided and will not *follow* their target around. Dumbfires simply go *forward*. Why use them then? Dumbfire missiles reload much faster than any other missile type and have a formidable damage and larger blast radius than the guided missiles. This makes them perfect for *bombarding* large slow-moving or stationary targets like capital ships and structures. They are also very handy when fired at a *close-knit* cluster of enemies.

TORPEDOES

Torpedoes are the heaviest of heavies. They reload slowly, they fly slowly, but they have by far the greatest damage and blast radius. As a rule, using a torpedo on anything moving faster than a snail is not a bright idea. Sure, it *might* work, but it generally won't. If you're looking for a cap-ship killer... torpedoes are it.

EQUIPMENT

To help you along in your exploration and combat, there's a variety of different equipment at your disposal, ready to be purchased at stations, outposts, planets or crafted manually from parts. Every piece of equipment does something specific, but there are a couple of shared properties:

- using equipment consumes it
- there is a *cooldown* period between two usages of the same equipment

- **Repair nanobots** – Use them to fix your hull mid-flight and mid-combat.
- **Shield booster** – Makes your shields recharge faster.
- **Nanoscrubbers** - When those *rads* get too high, flush them with the nanoscrubbers
- **Booster injector** - If you find yourself using boost A LOT, this quick refuel might come in handy
- **Decoy** - Drop these to avoid getting hit by an enemy missile
- **Explosive mines** - There's a whole variety of deploy-able mines in the game. *Pick your poison!*

- **Automated platform** – There are many different automated defense platforms to choose from. Deploy them and it will target your enemies.

EQUIPPING ITEMS

In your inventory, specifically on the *Weapons*, *Missiles* and *Equipment* tabs, you will notice an action noted on the footer: "*[F] Install*". It tells you exactly what you need to do. If an item is equipped on your ship, you will notice a number icon on its right side in the items list. This tells you what slot it is equipped in. The same principle is applied on all three tabs (*Weapons*, *Missiles*, *Equipment*).

FIGHTING AGAINST CAPITAL SHIPS

In Starpoint Gemini 3 everything above a *gunship* class is considered a capital ship, which includes freighters and freightliners. Generally, cap ships are handled in the same manner as smaller crafts, with a few key differences / additions.

WEAKPOINTS

Capital ships are very resilient and they feature massive hull values or hitpoints. Weakpoints are actual locations on the ship and by firing at them you get a hefty additional damage, especially when a weakpoint's hitpoints drops to zero. Destroying weakpoints is the fastest way to destroy a capital ship!

Another bonus for destroying weakpoints is that it can trigger a penalty for the capital ship. Knocking out a capital ship's Weapon systems weakpoint will temporarily disable the cap ship's turrets. The effects of destroying different weakpoints vary and can get quite interesting.

Keep in mind that while you can definitely knock out any weakpoint, the crew of the capital ship will not stand idly. They will react and do their best to repair the structural damage and get the sub-system back to operational status as soon as they can. In other words, weakpoints are slowly, but constantly repaired.

When you lock on a capital ship, you'll notice the weakpoints marked with red target indicators. If a weakpoint is currently exposed to your direct weapons fire, meaning if you have a clear shot at it, the name of the weakpoint will also appear. If the name is not visible, then the weakpoint is either partially or completely occluded.

ABILITIES

A capital ship usually has a built-in ability that gradually charges up and when it's full, you can bet something dangerous is going to happen.

BOSS FIGHTS

In some sectors you can run into the boss fight areas. They are marked on the Starchart with a red skull icon. When you arrive at that location, you will enter the Boss arena. There you will face the boss of that sector.

The bosses are powerful enemies, and it requires lots of skill and equipment to beat them, so attempting to fight a boss when you are on a lower level might not be a good idea. Each boss is different. Some are a gang of ships, others are one or more capital ships. Every boss has its own specific style of combat and you will have to develop your strategy and adapt it when you fight them. When working on a strategy, take into consideration the arena where you fight the boss. The arena's environment often supports the bosses fighting style, but there could also be elements you can use to your advantage.

STARPOINT GEMINI 3 - MANUAL

RADIATION AND CRITICAL SYSTEM FAILURE

CRITICAL SYSTEM FAILURE

In some situations one of your primary systems might critically fail. This means that it is malfunctioning and is no longer providing the effect it usually does. A critical system failure, or CSF for short, can happen in a number of situations:

- you might be severely damaged and another direct hit to your hull could trigger a CSF
- you could get a critical hit which can trigger a CSF
- you could have a lot of built-up radiation that triggers a malfunction

As a rule, with the exception of radiation-caused CSF, you need to suffer a lot of damage before a CSF can happen.

CSF types:

- **Flight stabilizers** - You lose almost all flight controls, turning in particular.
- **Life support** - Your vision will gradually be more and more impaired and controls will start to lag.
- **Ammo storage** - A series of explosions is ripping your hull from within. Hull will drop severely.
- **Weapon systems** - Weapon energy is depleted, it doesn't recharge and you cannot use weapons at all while the system is in failure.
- **Guidance system** - You can fire missiles, but your guided missiles are no longer guided, and the unguided missiles have a drastically reduced accuracy.
- **Shield emitter** - The shield emitter is destabilized. Protection provided by the shield is intermittent and the shield switches off and on randomly. There's an extremely high probability that enemy shots will hit your hull directly.
- **Engines** - Your engines will work inconsistently and you will have a hard time controlling throttle in any proper sense of the word.
- **Mainframe** - The mainframe goes into reboot. This messes up most of your heads-up display. Even if something is displayed, you cannot really trust it.

RADIATION

While you're inside a radiation area, you will slowly build up radiation on your ship. The build-up rate depends on your shield's radiation resistances, but generally, you will see an increase in radiation. Periodically, as the radiation rises, it can trigger a random Critical System Failure.

Ultimately though, when your ship is overwhelmed by the radiation, the hull will begin to lose its structural properties and you will start losing hull altogether. It is best to try and not get into that situation because your hitpoints will drop quickly. Keep in mind that you can use *Nanoscrubbers* to flush the built-up radiation in an instant.

CAPITAL SHIP

Your very own modular gunship is not the only thing you can fly in Starpoint Gemini 3. Massive, hulking capital ships are here to sweeten your day. Getting to that will take time however as it is high-level content. If you're playing the Campaign, you'll be notified of a mysterious sector called "Horizon" once you finish the storyline. The same happens in any freeroam scenario once you reach level 20.

Horizon sector is the home of the same named Horizon shipyard, a very old, automated shipbuilding station, driven by the Overseer AI and maintained by an army of construction drones. It was abandoned by the Nexus after one of the many wars that ravaged the known universe, but the Overseer restored it to its full working capacity.
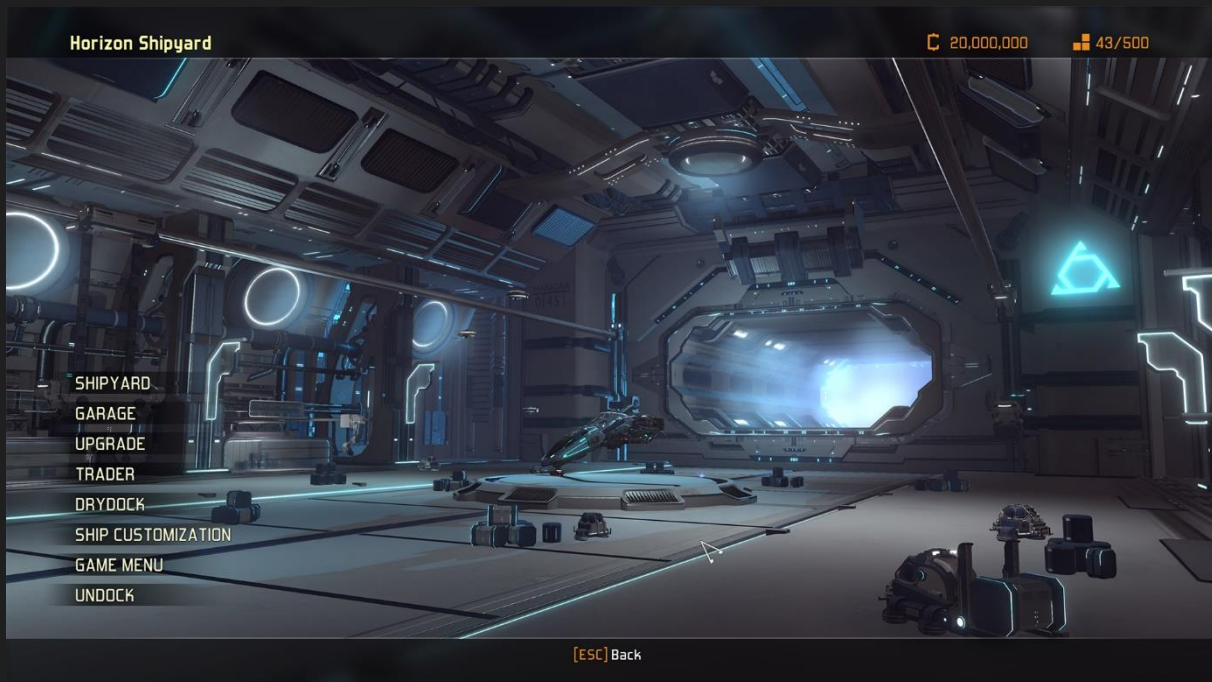
The Horizon shipyard is the only place where you can construct, upgrade and equip your capital ship. Fear not, switching over to a massive beast of a ship does not mean you lose your diligently crafted gunship. While you're commanding your cruiser (or whatever you pick), your gunship is safely docked inside the hangar, ready for you to jump in and take it for a spin at any moment.

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SHIPYARD

Use the Shipyard to construct capital ships. Once purchased, the capital ship is automatically transferred to the Garage, here at Horizon station.
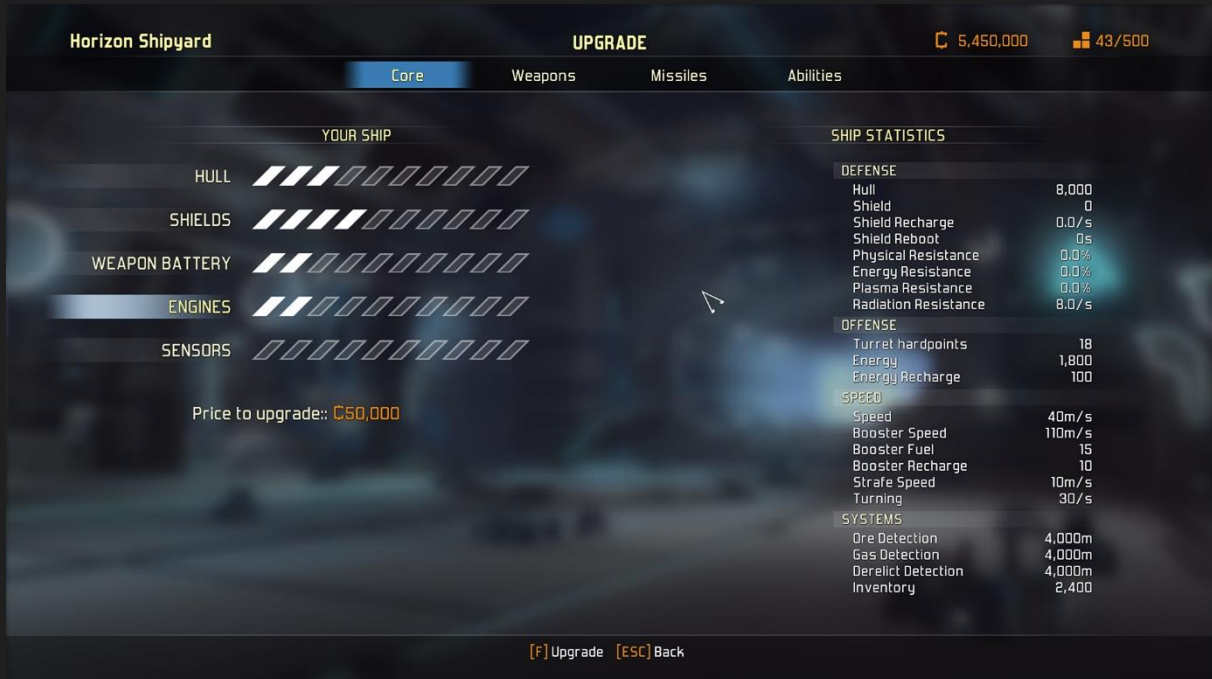
GARAGE

All the capital ships you construct are stored here. Take your pick and transfer command to it to take it for a spin.

UPGRADE
The Upgrade screen makes it possible to modify and improve your capital ship. The screen is separated into 4 tabs.
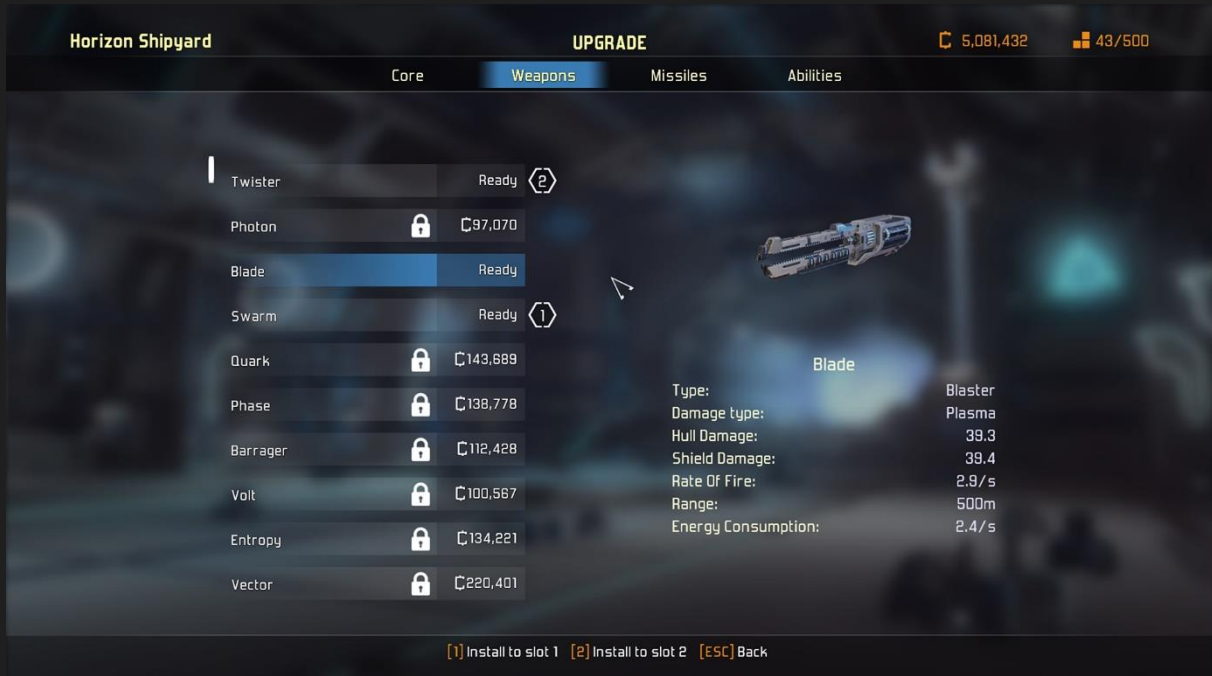
STARPOINT GEMINI 3 - MANUAL

CORE

Essential, so called "core" systems, can be upgraded via this screen. You can upgrade the hull, energy shielding, the weapon battery, ship's engines and the sensors. Check the right side of the screen to see what each type of upgrade affects and by how much.

WEAPONS

Before you can install a new weapon onto the capital ship, you have to "develop" it first. This costs credits. Once you purchase a weapon upgrade, install it onto the ship in the same way as you would install a weapon on your gunship.
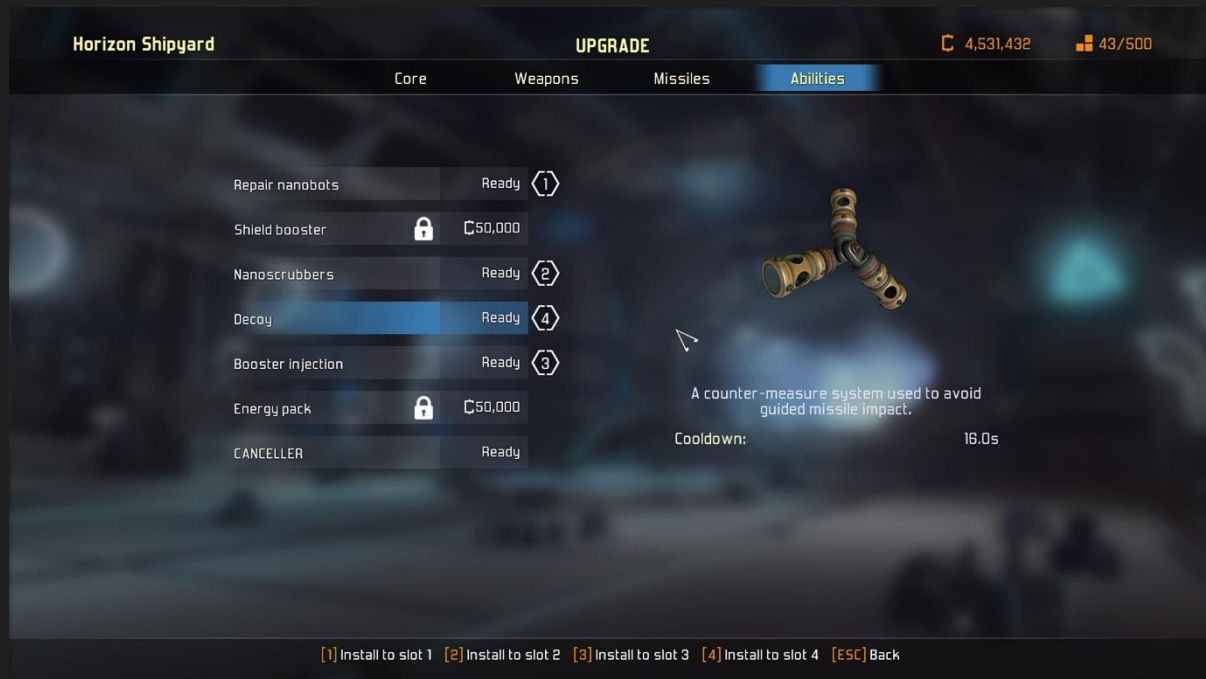
MISSILES

Much like installing missiles on your gunship, you can install 2 different missile systems on your capital ship by assigning them onto a slot. You have to purchase (develop) the upgrade first, of course, but it will be well worth it. Firing missiles from your capital ships does not spend ammunition.

ABILITIES

The capital ship can have up to four installed abilities. You can purchase (develop) all of them, but you can only have 4 assigned. The approach and controls of this screen are basically the same as for Weapons and Missiles.

CONTROLS

Capital ship controls are the same as for the modular gunship. You can swap between your installed weapons and missiles as you would on smaller crafts. The only basic difference is that capital ships have abilities instead of equipment.

ANOMALY JUMPDRIVE

One key bonus that capital ships have when compared to smaller ships is the jumpdrive. This piece of state-of-the-art technology makes it possible to instantly jump to any known sector via the Starchart.

I CAN'T FIND MY CRUISER

You're flying around in your gunship and got far away from your capital ship? Don't worry. Use the Capital ship interface to instruct the capital ship to jump to your location.

STARPOINT GEMINI 3 - MANUAL

MODDING STARPOINT GEMINI 3

In Starpoint Gemini 3 you can create mods or use mods someone else created.

USING MODS

To use the mods created by someone else, you first have to get them.

If you are using Steam Workshop, subscribe to a mod through the Workshop. Steam Client will proceed to download the mod into cache the next time the Game launcher starts. After the download has been finished, the launcher will copy the mod into the game local folder (more precisely, the mod archive .sg3ma will be copied into the Mods folder).

If you obtained the mod some other way, like a different modding repository or by USB stick from a friend, then simply copy the mod into the local Mods folder.

Open the Game launcher -> Mods window and set the newly downloaded mod to active. The launcher will then unpack the mod and make it ready for using.

The same Launcher -> Mods window is used to set mod priority. The mod with the lowest value (1.) is loaded the last. This means it will override any values it encounters that need overriding. To explain it better: the mod with the highest priority will be marked with 1.

CREATING MODS

If you want to add a new ship, change the model a station uses, create a quest or change the voice of the bridge officer, it can be done. Starpoint Gemini 3 is as open to modding as possible.

If you're interested in creating your own worlds, please refer to the site listed below and/or check the Steam forums:

• MODDB tutorials: http://www.moddb.com/games/starpoint-gemini-3/tutorials

And you can also contact us directly via modding@starpointgemini.com .
We will be more than happy to provide any assistance we can.

TECHNICAL SUPPORT

If you encounter any issues playing Starpoint Gemini Warlords, please follow this procedure and contact us:

- Locate the log.txt located in the game installation folder
- Locate the launcherLog.txt located in the game installation folder
- Generate a DirectX Diagnostics report file
- Send all those files to customersupport@starpointgemini.com with a short description of the issue

We also invite you to browse the discussion boards and forums for potential answers.

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