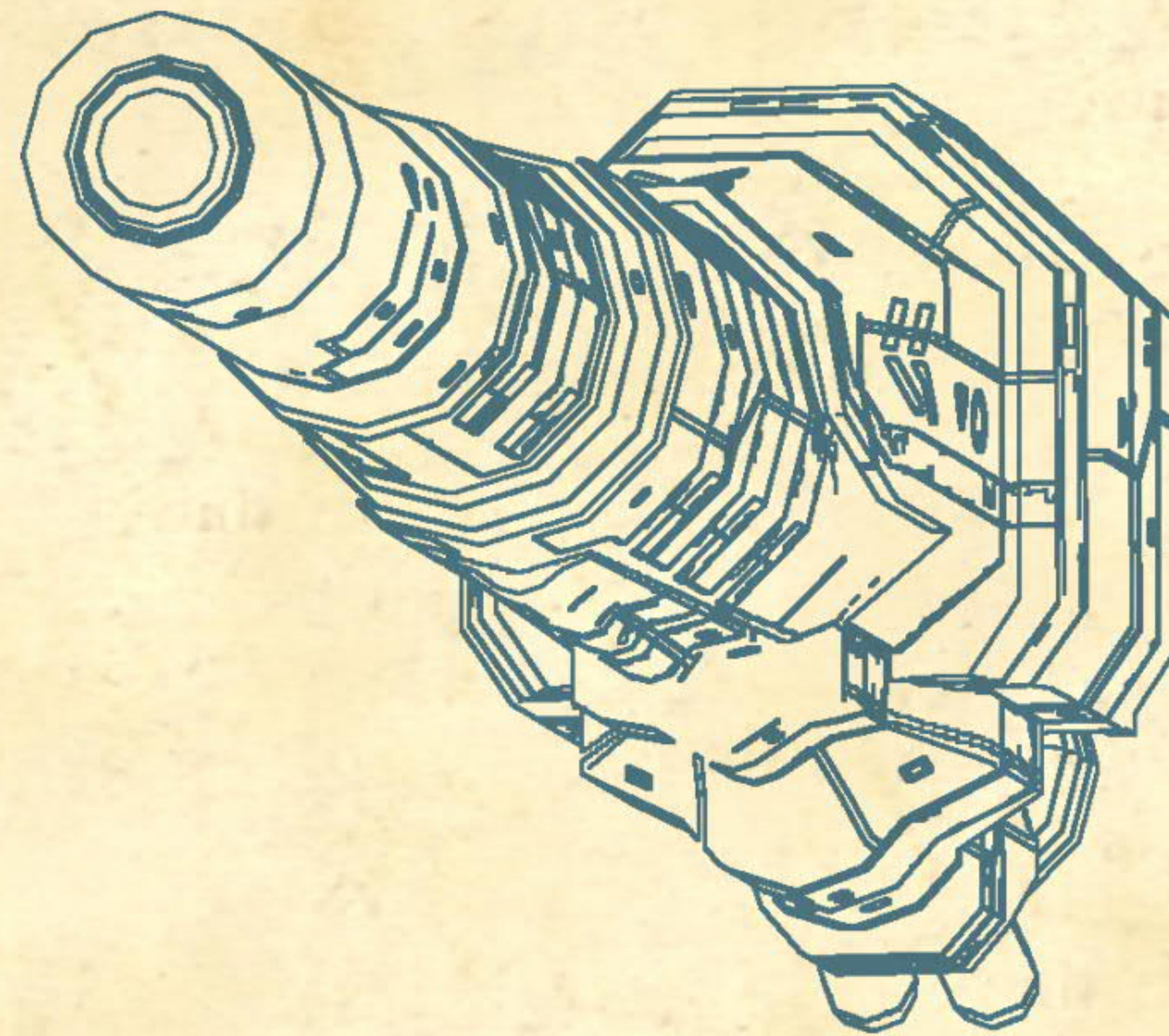


FM-22710

Nuevos Aires Orbital Command
Field Manual

FLOTILLA 2

REFERENCE MANUAL



HEADQUARTERS, DEPARTMENT OF FLEET SIGNAL CONTROL

HEADQUARTERS, DEPT. OF
FLEET SIGNAL CONTROL

FLOTILLA 2

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*Use only
ONE
controller!*

*Don't use two
controllers.*

HEADQUARTERS, DEPT. OF
FLEET SIGNAL CONTROL

FLOTILLA 2

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CHAPTER 1

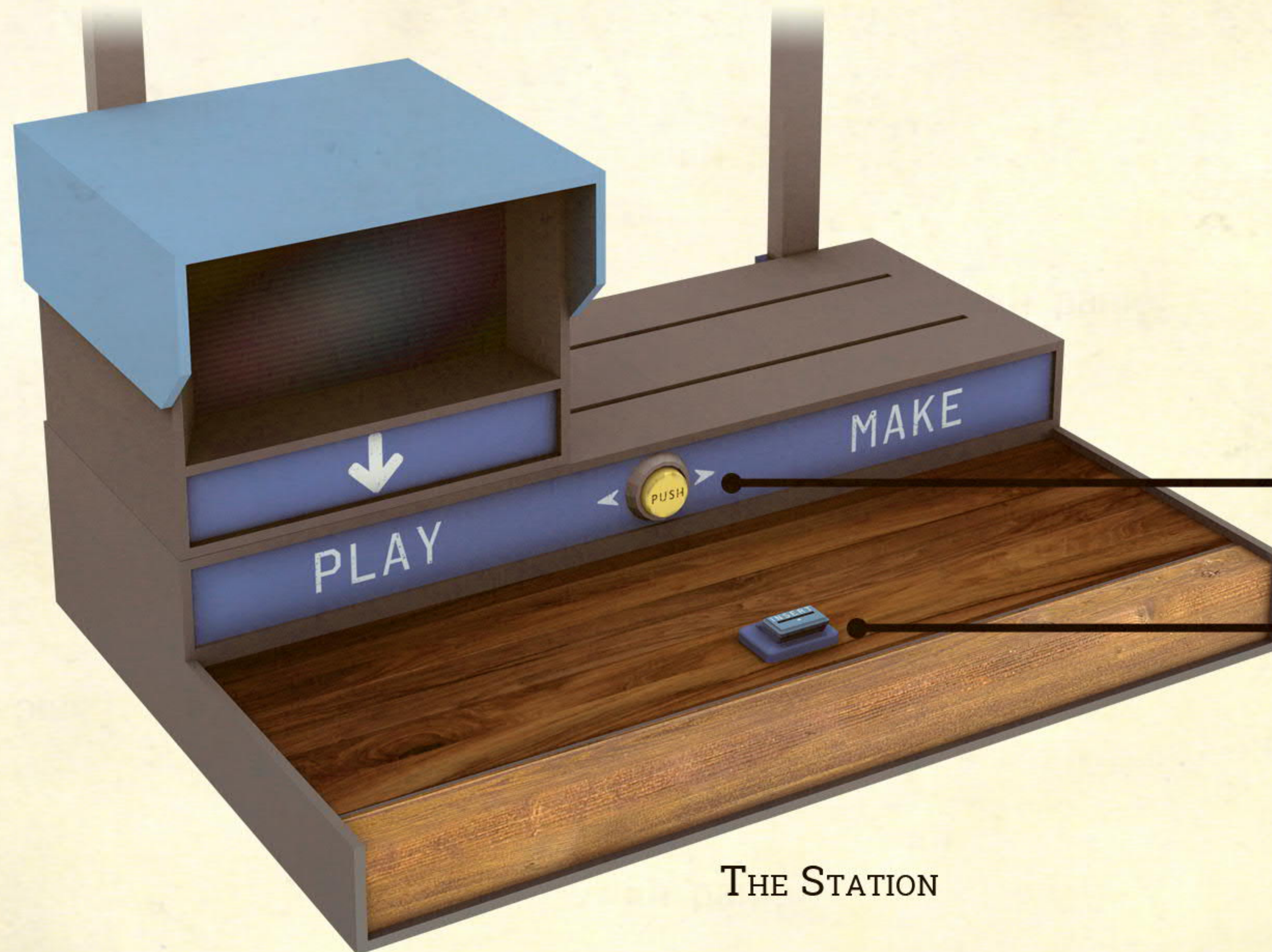
THE CHAMBER

1. PURPOSE AND SCOPE

The chamber is a positive-pressure room where Scenario Cartridges are loaded and managed.

2. THE STATION

The station is where Scenario Cartridges are loaded.



PRESS THIS BUTTON TO TOGGLE
PLAY MODE AND MAKE MODE.

INSERT SCENARIO CARTRIDGES
HERE.

*Pull cartridge
to eject it.*

THE STATION

3. THE SHELVES

Next to the station are two shelves. The shelves are where Scenario Cartridges are stored.

4. SCENARIO CARTRIDGES

Scenario Cartridges contain combat situations.

*Filled-in circle =
scenario completed.*



CAMPAIGN
CARTRIDGE

*Campaign
scenarios.*



CUSTOM
CARTRIDGE

*Scenarios made
by you!*



BLANK
CARTRIDGE

*Used to create
your own
scenarios.*



WORKSHOP
CARTRIDGE

*Downloaded from
Steam Workshop.*

5. THE HEADSET

The headset is your audio-visual portal to the virtual realm (the "Battlefield").



*The headset goes on
your head.*

THE HEADSET

6. CHAMBER OPERATIONS

TO PLAY
CAMPAIGN SCENARIO:



Pick up a Campaign Cartridge.

TO PLAY
CUSTOM SCENARIO:



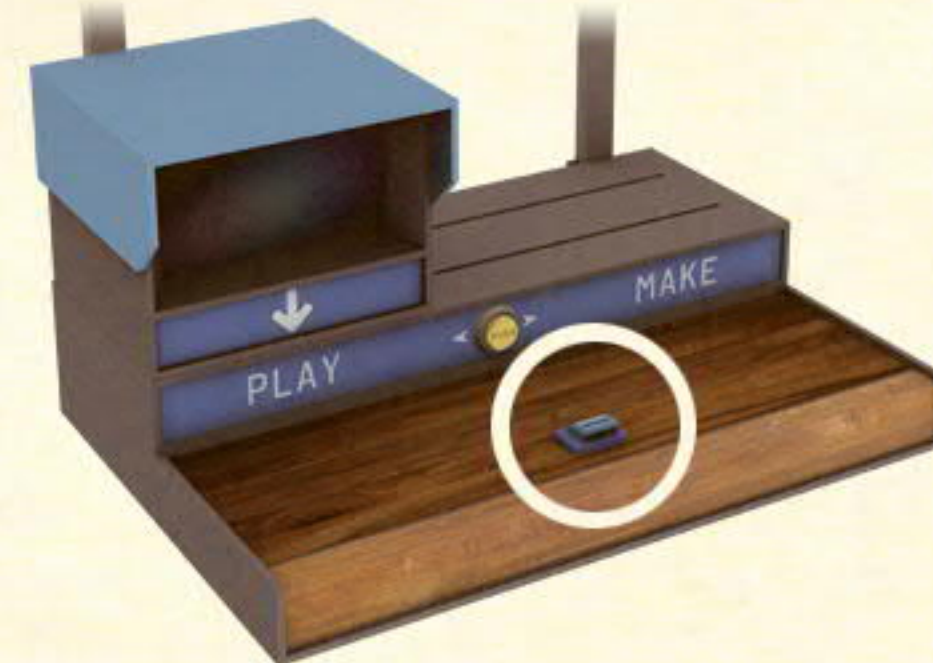
Pick up a Custom Cartridge.

TO PLAY
WORKSHOP SCENARIO:



Pick up a Workshop Cartridge.

*To pick up items:
pull trigger on the controller.*



Insert the cartridge into the station.

*To create new scenarios:
see Chapter IV, section 1*



Put the Headset on your head.

CHAPTER 2

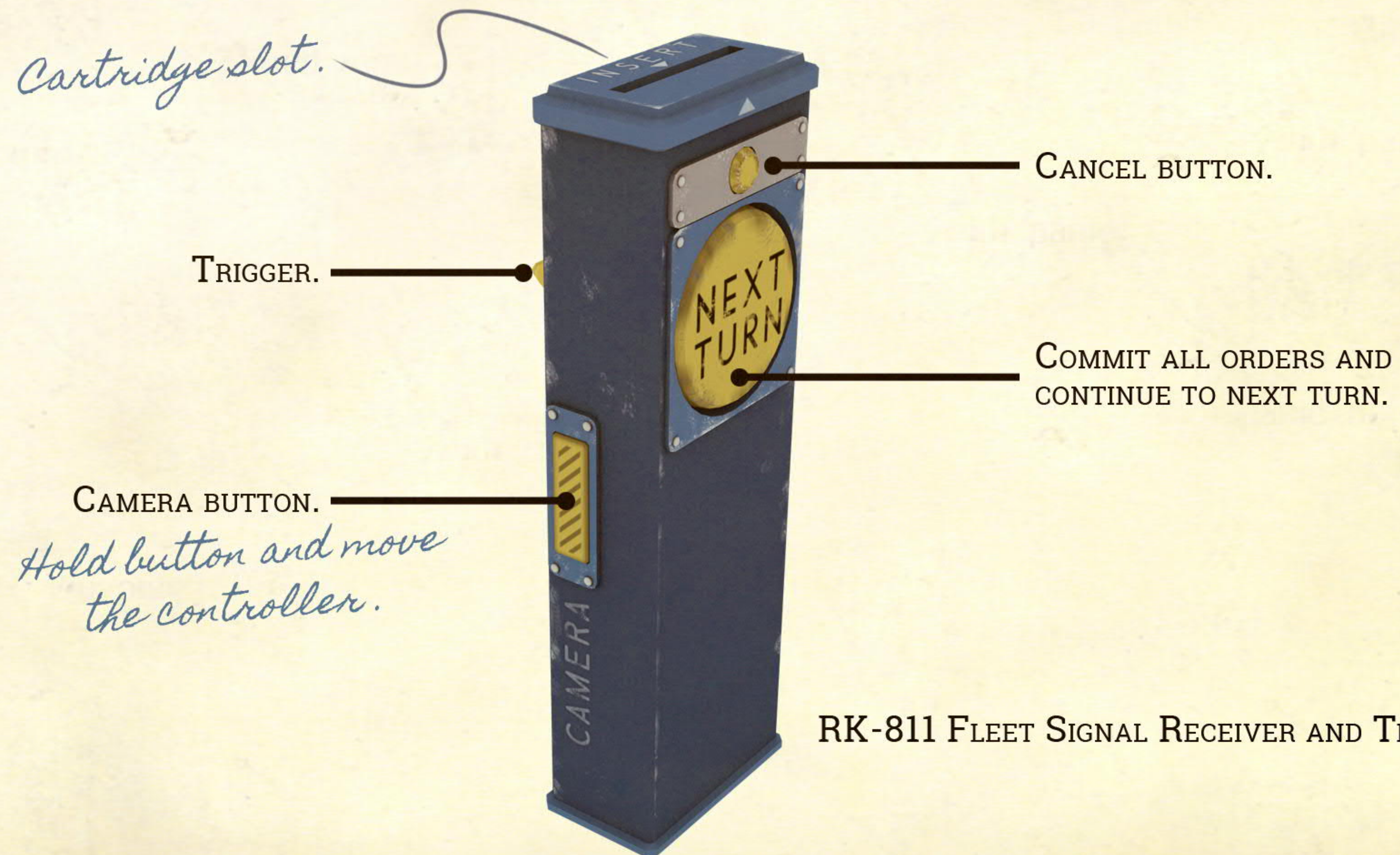
THE BATTLEFIELD

1. PURPOSE AND SCOPE

The battlefield is a virtual realm where tactical scenarios are experienced.

2. THE CONTROLLER

The RK-811 Fleet Signal Receiver and Transmitter is used to coordinate fleet orders.



3. BASIC MOVE

Use move orders to maneuver your ships.

A. SELECT A SHIP

Move the Controller onto a ship. Pull the Trigger.



B. GIVE MOVE ORDER

Move the controller where you want the ship to go. Pull the Trigger. Done!



*Control the ship orientation
by rotating the controller.*

4. ADVANCED MOVE

The advanced move is an alternative way to assign a move order.

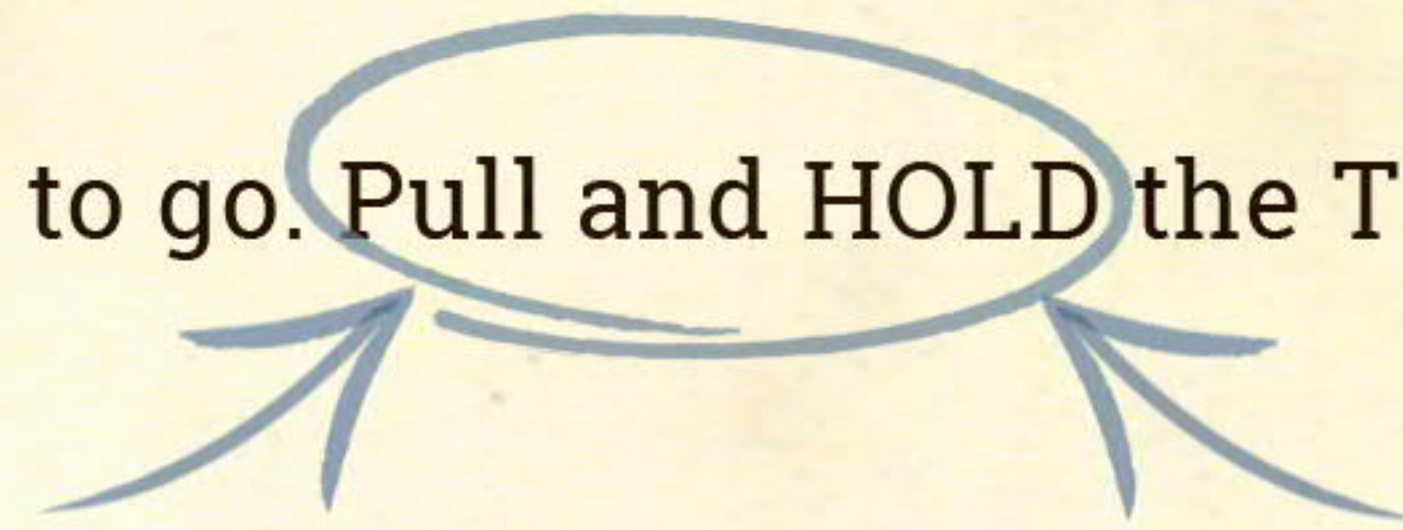
Helpful for awkward angles.

A. SELECT A SHIP

Move the Controller onto a ship and pull the Trigger.

B. GIVE MOVE ORDER

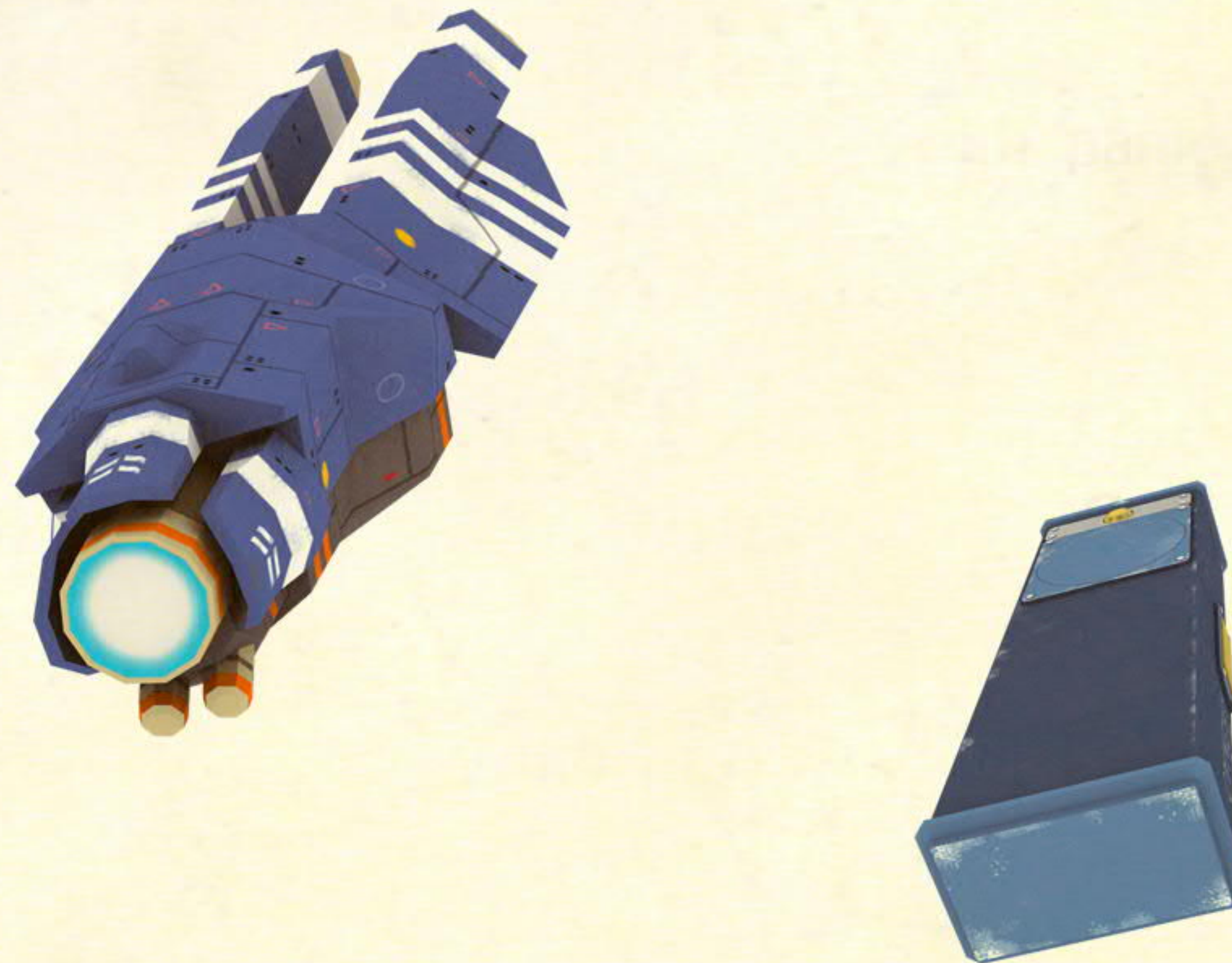
Move the controller where you want the ship to go. Pull and HOLD the Trigger.



C. GIVE ORIENTATION ORDER

With the Trigger still held down, rotate the controller to determine the ship's orientation.

Notice the ship's position is locked in place. When satisfied, release the Trigger. Done!



THE ADVANCED MOVE ALLOWS YOU TO ADJUST
A SHIP'S ORIENTATION WITH MAXIMUM COMFORT.

5. SPECIAL ORDERS

In addition to move orders, each ship is equipped with specialized armament and maneuvers.

A. SELECT A SHIP

Select a ship. Notice the cartridges that appear next to the ship. These are the ship's special orders.



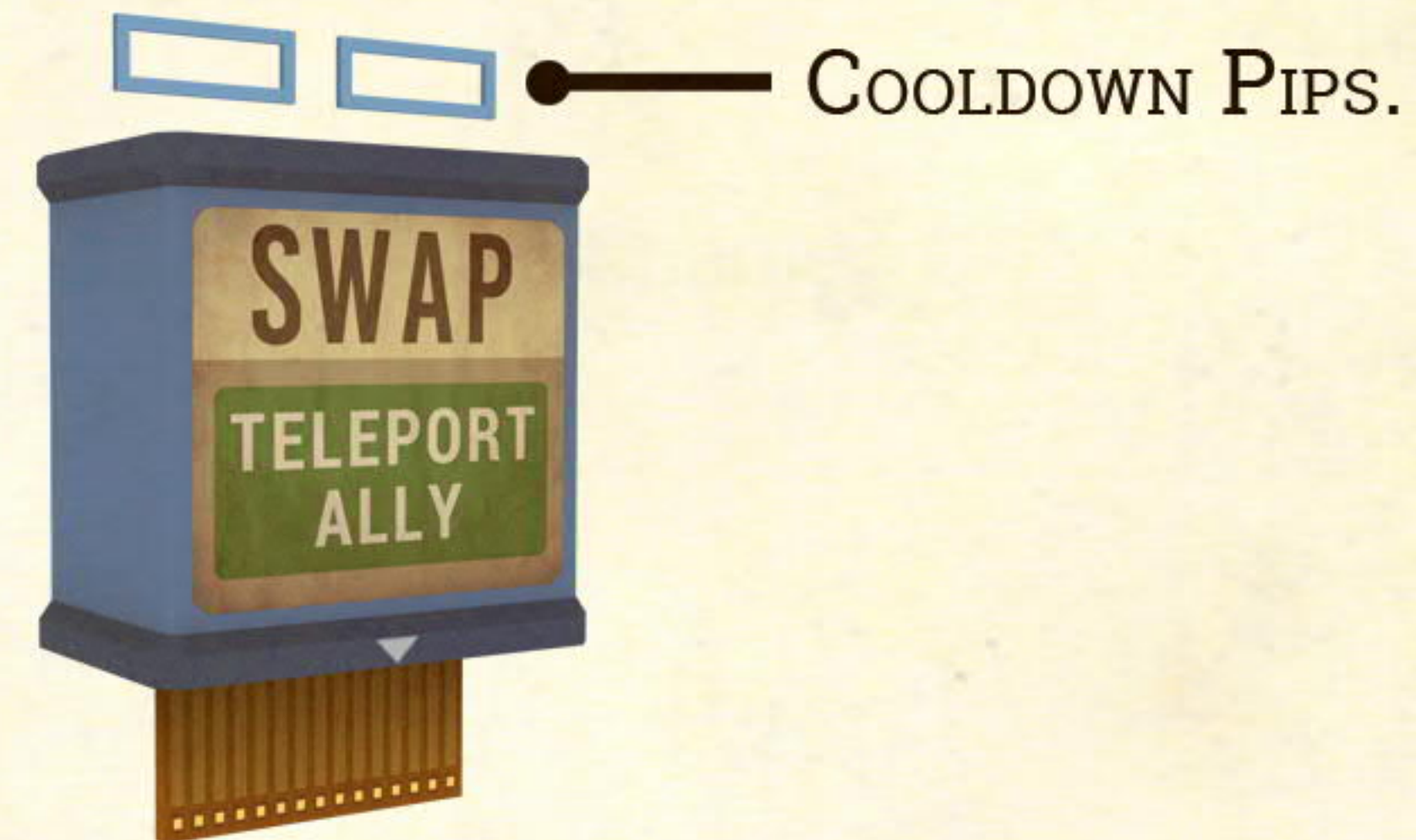
B. SELECT THE SPECIAL ORDER

Move the controller onto a cartridge. The cartridge will attach to the controller. You can now use this special order.



ABILITY COOLDOWNS

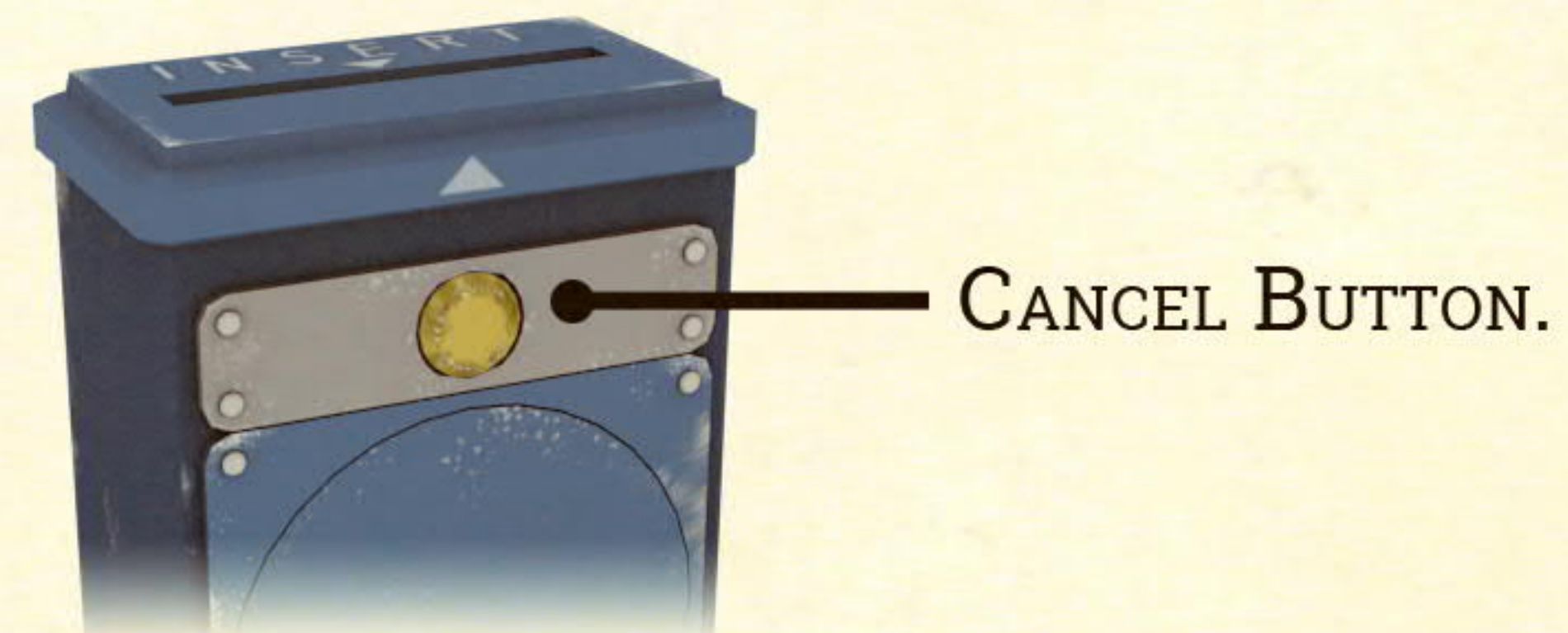
Some special abilities have a cooldown, a waiting time before the ability can be used again. An ability's cooldown is represented by the rectangular pips above the cartridge.



At the start of every turn, every ability cooldown is refreshed with one pip.

CANCELING

To clear a ship's special ability: select the ship, then press and hold the Cancel button.

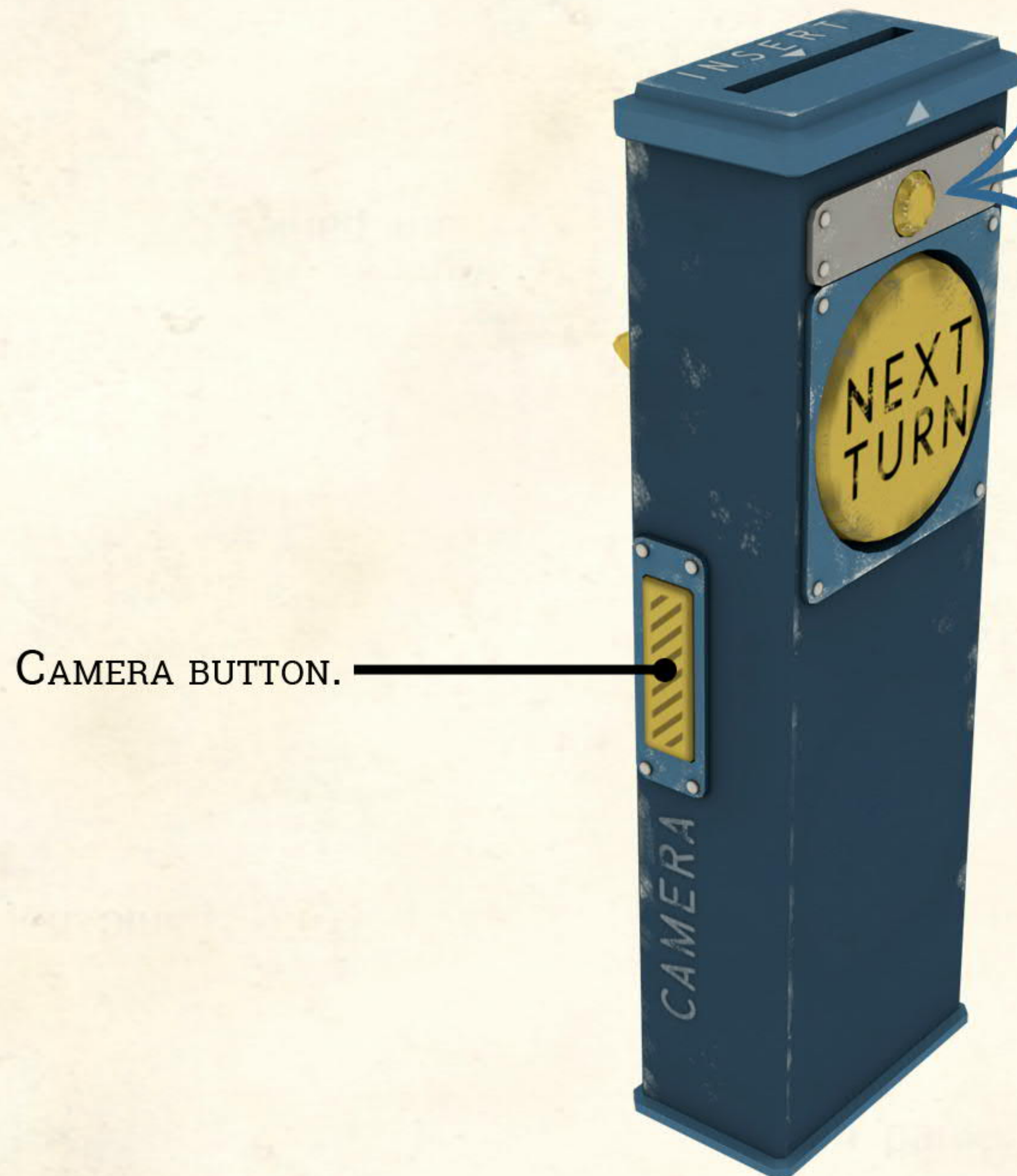


6. CAMERA CONTROL

Occasionally, ships can become difficult to reach. In these cases, use the camera to 'drag' the battlefield around.

DRAG THE BATTLEFIELD

Press and hold the Camera button. Move the controller around.



CAMERA BUTTON.

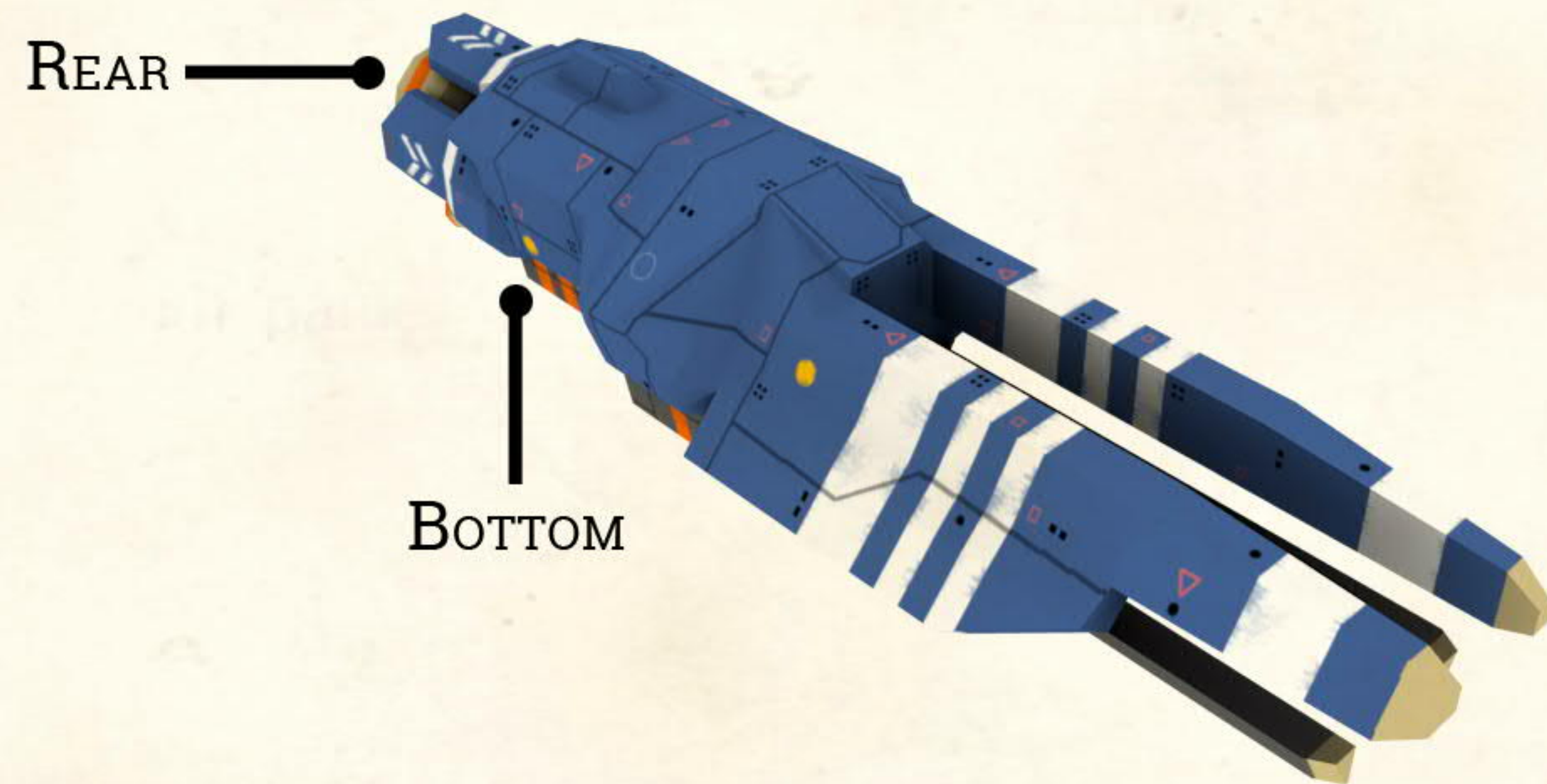
To reset the camera:
1. Hold down the CAMERA button.
2. Then press the CANCEL button.

7. ARMOR

In order for missiles to penetrate ship armor, there is just one rule:

HIT THE ENEMY IN THE REAR OR THE BOTTOM.

All ships wear a shell of powerful armor plating. Missiles that hit the top, front, or side will deflect and inflict no damage. Flank around and hit them where they're vulnerable: the rear and bottom.



NOTE: this applies only to projectile weapons.

8. DISABLING ENGINES

Under certain circumstances, ship engines can be disabled. The ship loses control and drifts, using their last trajectory.

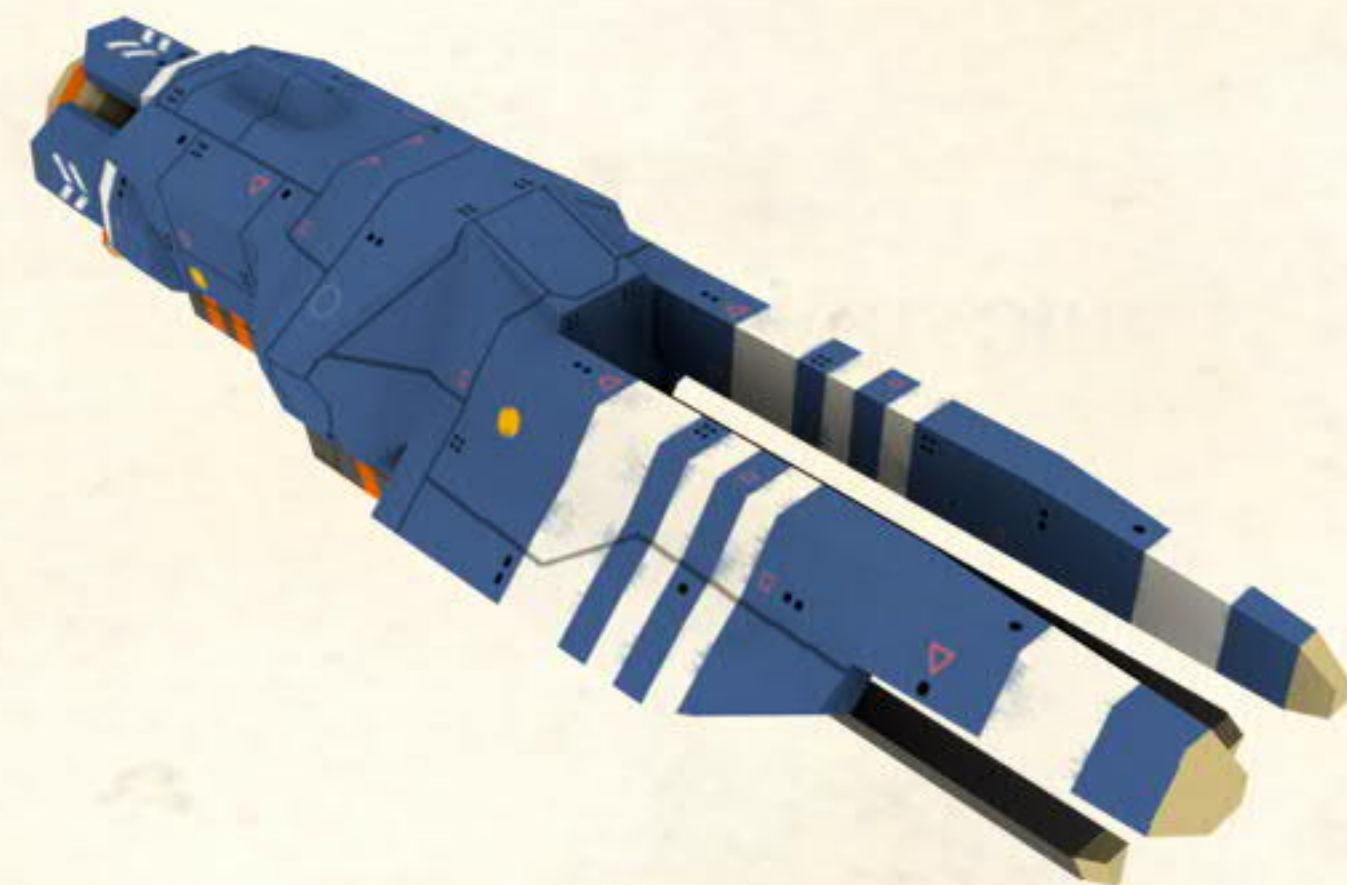
HOW TO DISABLE SHIP ENGINES

There are different ways that ship engines can be disabled:

METHOD	NOTES
RAMMING	The ram target's engines will be disabled.
COLLISION	Ship-to-ship collisions always results in one of the ships having their engines disabled.
MINE	Hitting any kind of mine will result in disabled engines.
TRACTOR BEAM	Getting pulled by a tractor beam will automatically disable engines.
TELEPORTING	When teleporting, both teleporter and teleported will have their engines disabled.

VISUAL RECOGNITION

Ships with disabled engines will appear dimmed:



ENGINES ENABLED



ENGINES DISABLED

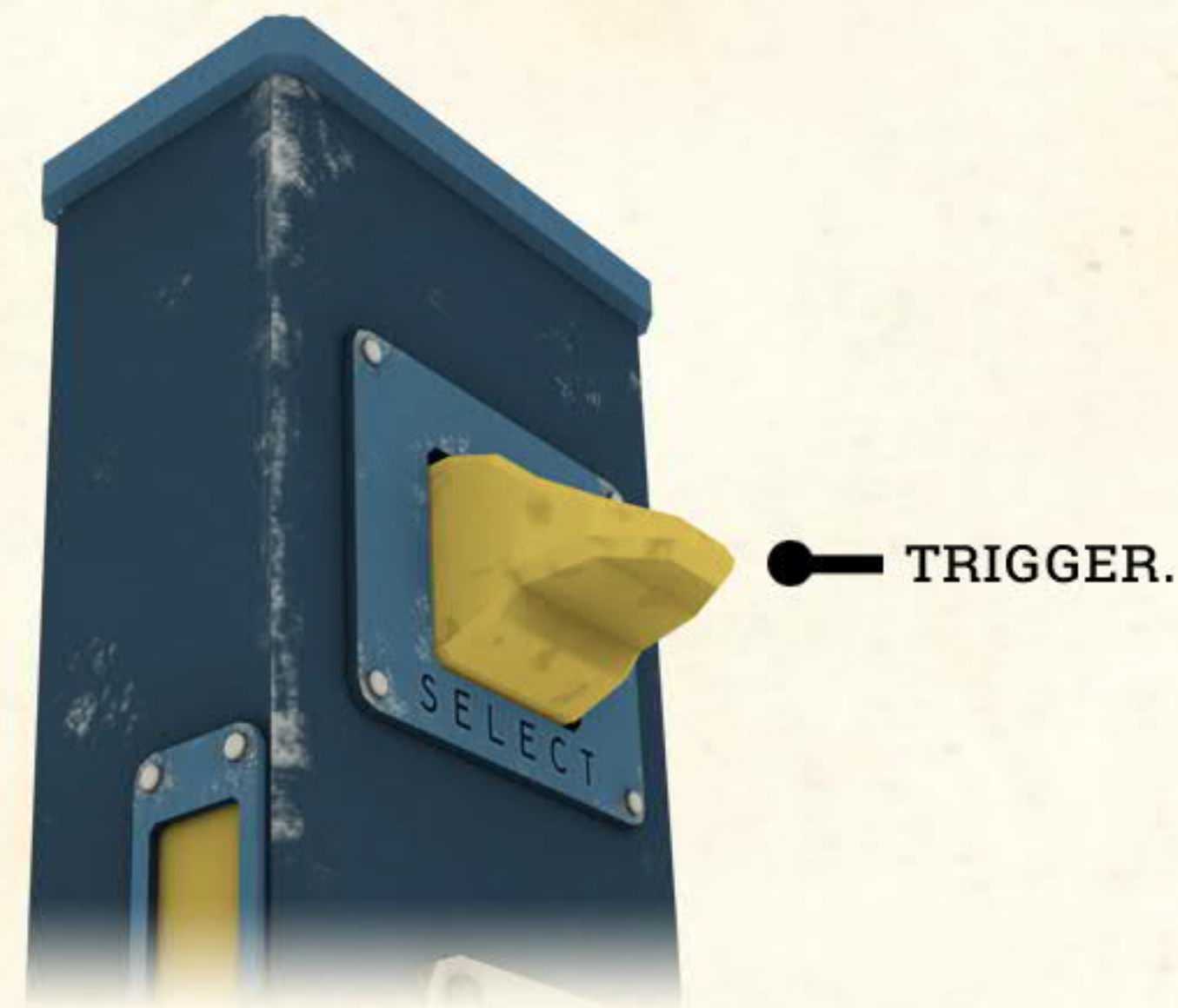
Engine power is always restored at the beginning of each round.

9. SONAR

The Sonar function is useful for determining how many ships are currently active, and where they are located on the battlefield.

A. PULL THE TRIGGER

Move the Controller to any empty area in space. Pull the Trigger.



B. SONAR LINES

Sonar lines will emerge from the controller. Follow these lines to determine where ships are located. Done!

*Blue sonar lines point toward
your friends.*

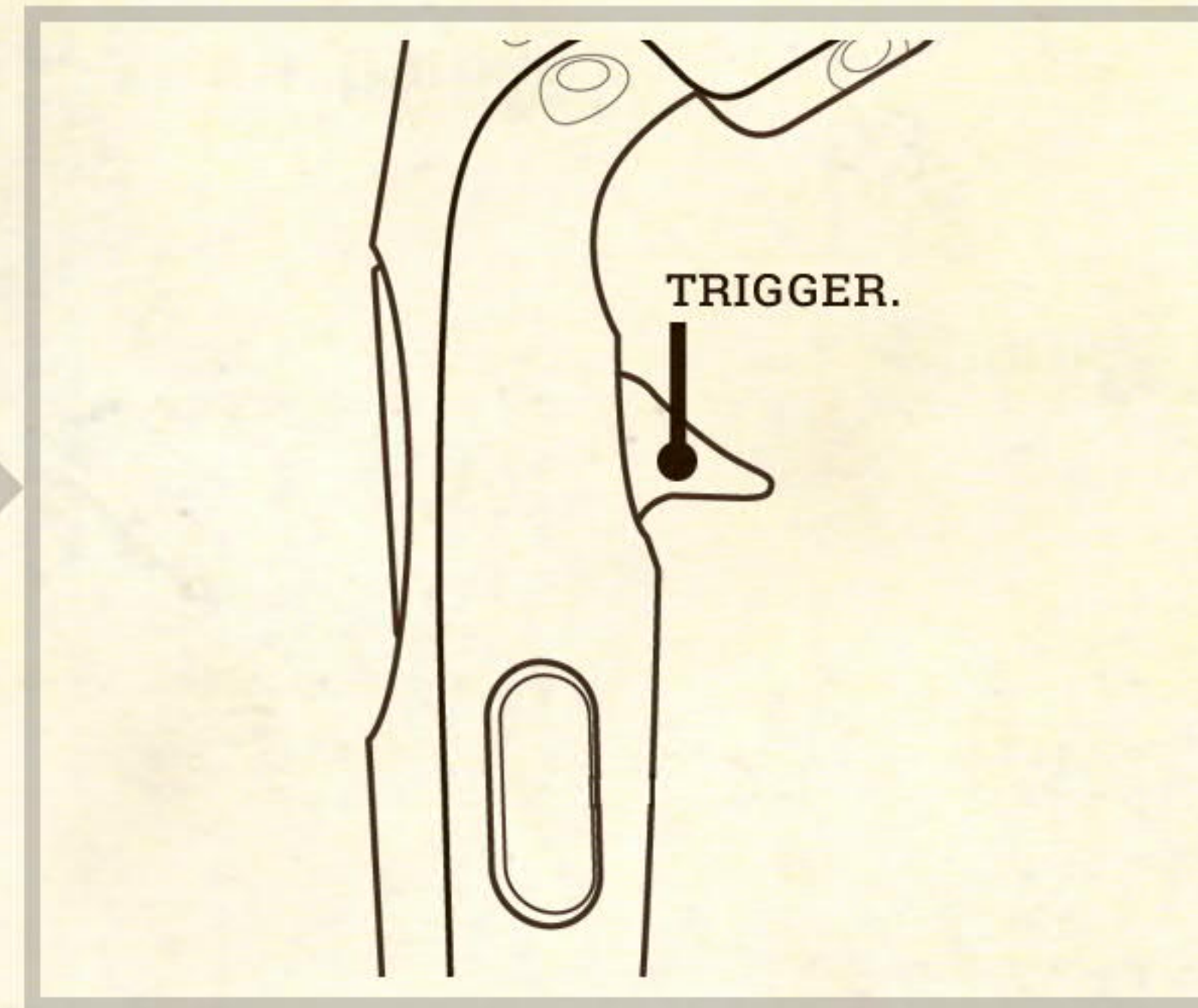
*Red lines point toward
enemies.*

10. EXITING THE BATTLEFIELD

When you would like to return to the Chamber lobby, simply remove the VK-3733 MK. III Headset.



Move the controller to your head.



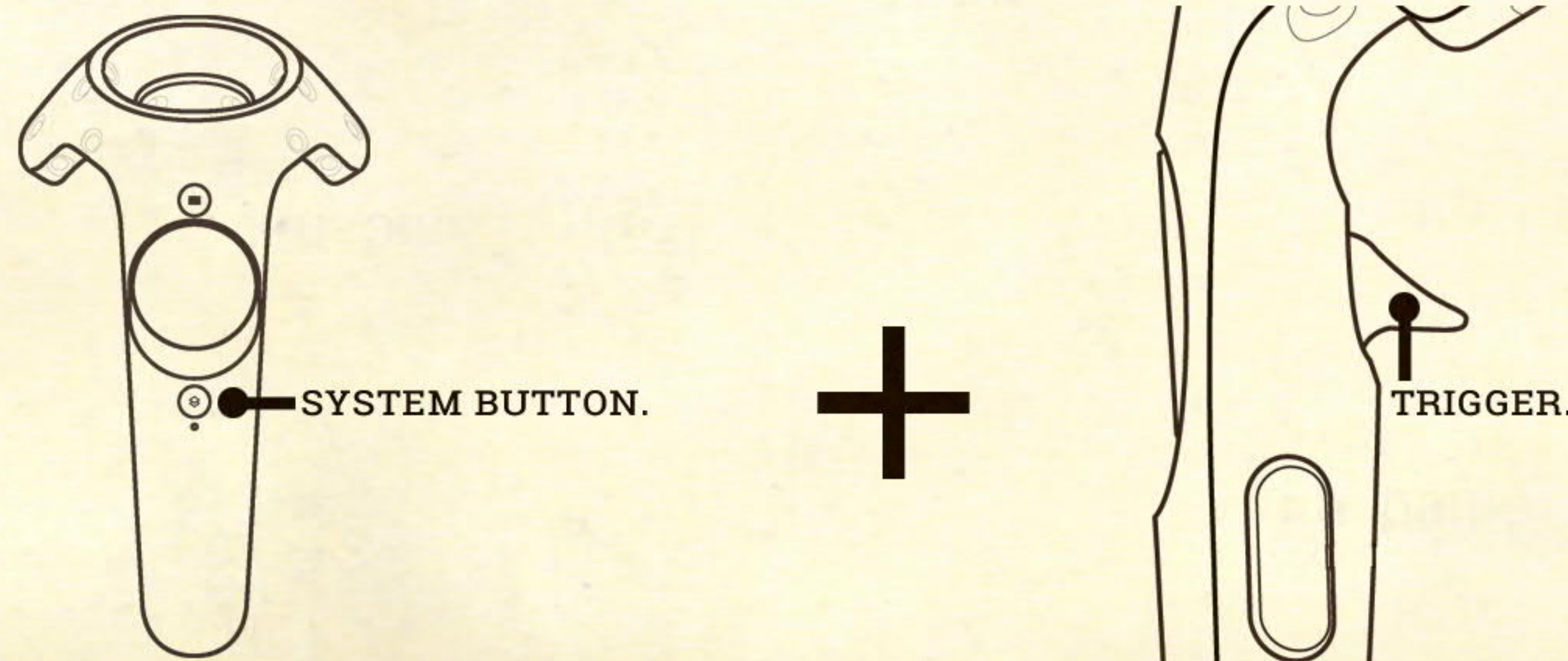
Pull and hold the Trigger on the back of the controller.



Move the controller away from your head.

11. SCREENSHOTS

To take a screenshot, press and hold the System button and pull the Trigger. The screenshot will be saved in your Steam library.



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Nuevos Aires Orbital Command
Field Manual

RECOGNITION PICTORIAL MANUAL

HEAVY-CLASS CAPITAL VESSELS

This document contains information affecting the national defense of Nuevos Aires, within the meaning of the Totem Act, 53 N.A.C., 37, as amended.

Its transmission or the revelation of its contents in any manner to an unauthorized person is prohibited by law.

RESTRICTED

TYPE DESIGNATION:

VK-112 MISSILE BOAT

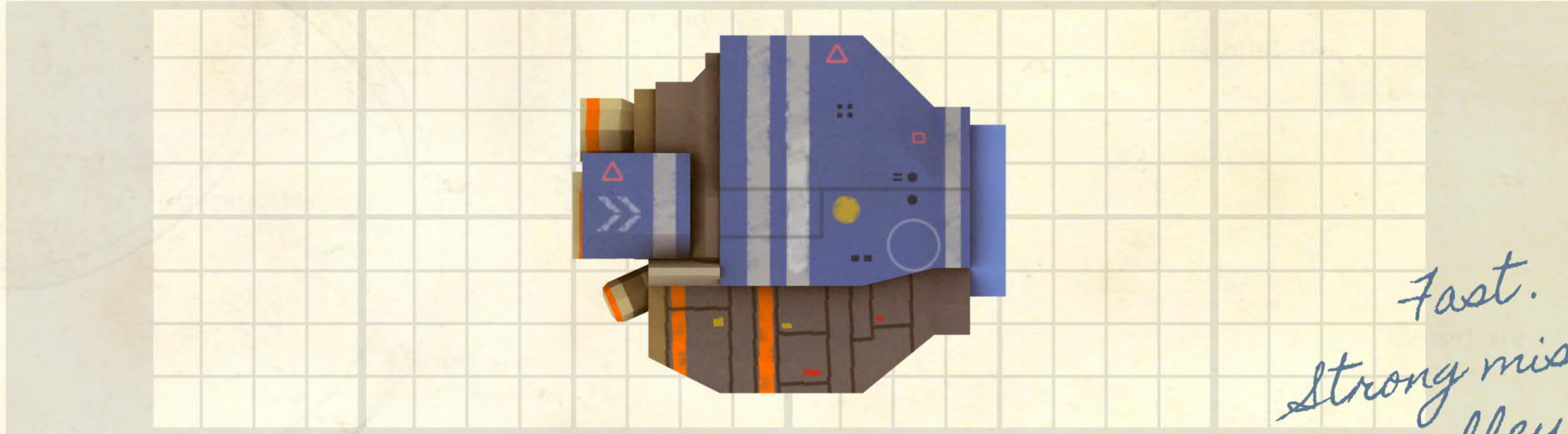
RESTRICTED

LENGTH: 79,000 jm

HEIGHT: 65,000 jm

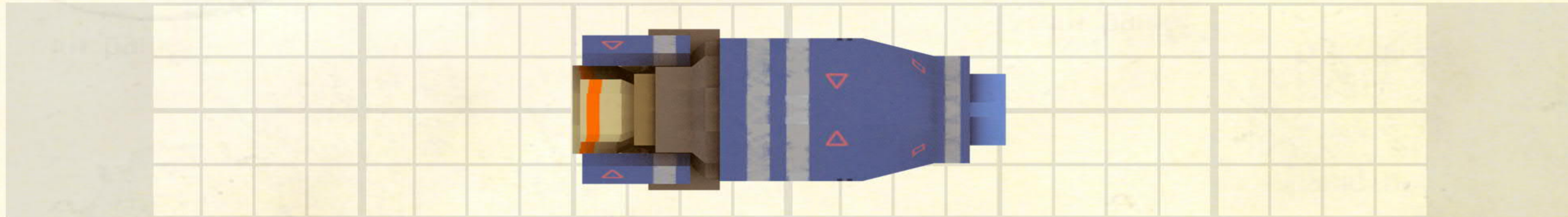
WIDTH: 29,000 jm

CREW COMPLEMENT: 1,700 souls



Side profile

*Fast.
Strong missile
volley.*



Top perspective

ARMAMENT

1 480mm Buzzard missile rotary turret

Very wide firing arc.

1 Repulse kinetic bomb payload launcher

1 Flank speed engine thruster

Move fast. Cannot shoot.

PROTECTION

3 jama tons of ablative armor plating

Pushes ships. Does no damage.

ENGINE THROUGHPUT

4½ jama joules

TYPE DESIGNATION:

T36 BEAM BATTLESHIP

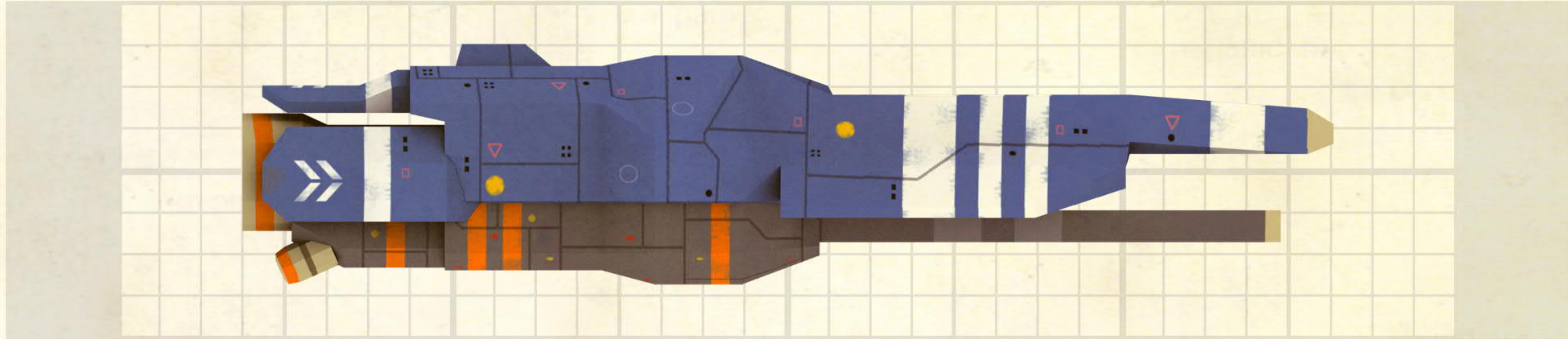
RESTRICTED

LENGTH: 331,000 jm

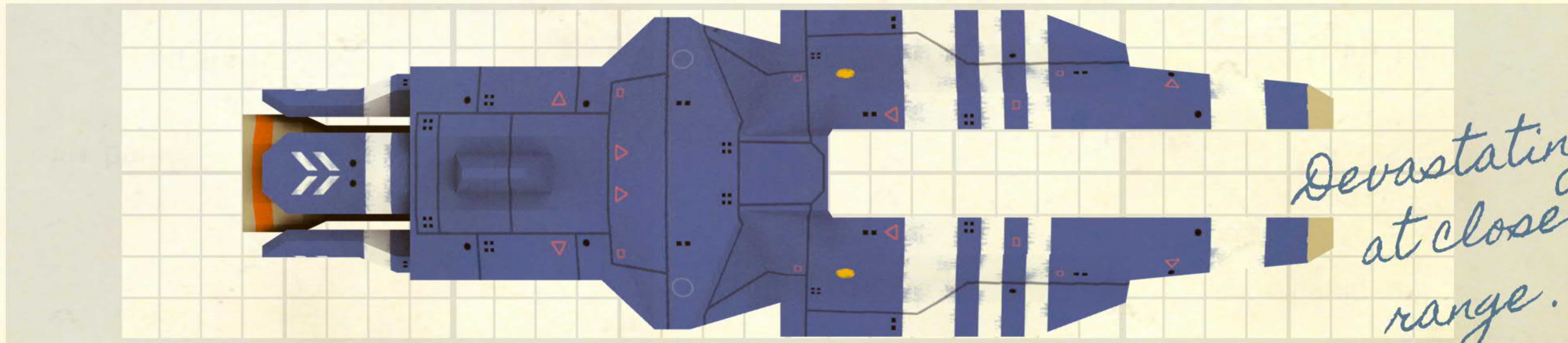
HEIGHT: 73,000 jm

WIDTH: 99,000 jm

CREW COMPLEMENT: 5,400 souls



Side profile



Top perspective

ARMAMENT

1 Hellbeam anti-material particle cannon

Powerful beam. Ignores armor.

1 Tesser-space swapper drive

1 Lateral turn burst thruster

Turn very quickly.

PROTECTION

5 jama tons of ablative armor plating

Switch positions with ally.

ENGINE THROUGHPUT

3 jama joules

TYPE DESIGNATION:

TYPE-77 ARTILLERY CRUISER

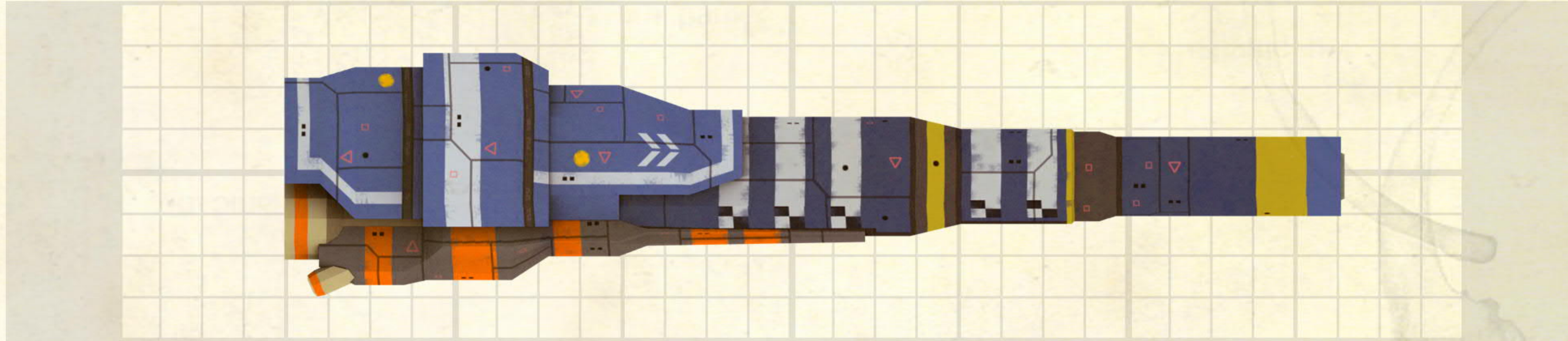
RESTRICTED

LENGTH: 301,000 jm

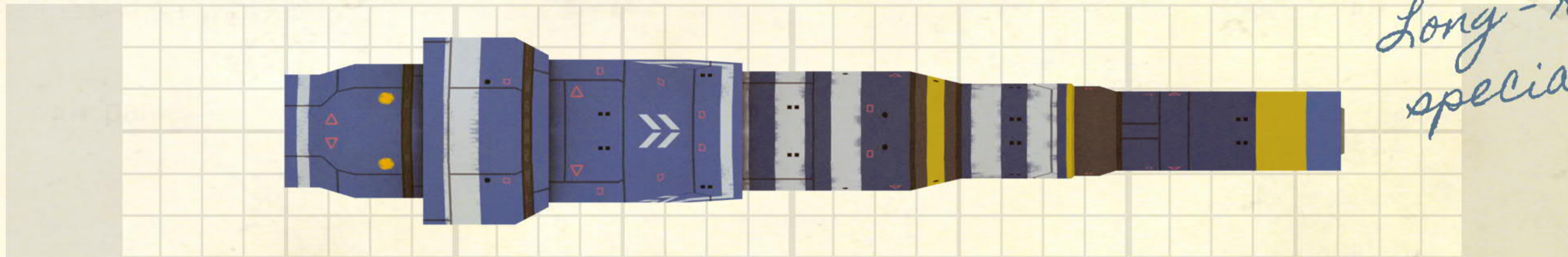
HEIGHT: 69,000 jm

WIDTH: 53,000 jm

CREW COMPLEMENT: 3,400 souls



Side profile



Top perspective

Long-range specialist.

ARMAMENT

1 Honest John missile tube

1 Torpedo rapid-barrage acceleration coil

1 Beekeeper IFF guided missile swarm launcher

PROTECTION

5 jama tons of ablative armor plating

ENGINE THROUGHPUT

2½ jama joules

A bunch of homing missiles.

Continual stream of missiles.

TYPE DESIGNATION:

AT-62 HEAVY TUG

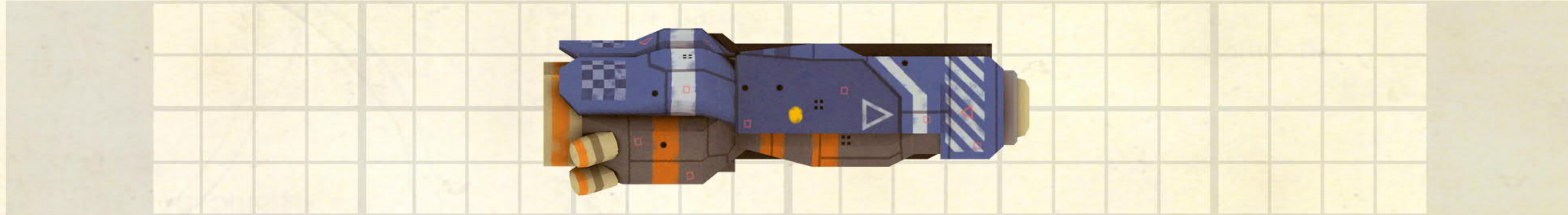
RESTRICTED

LENGTH: 123,000 jm

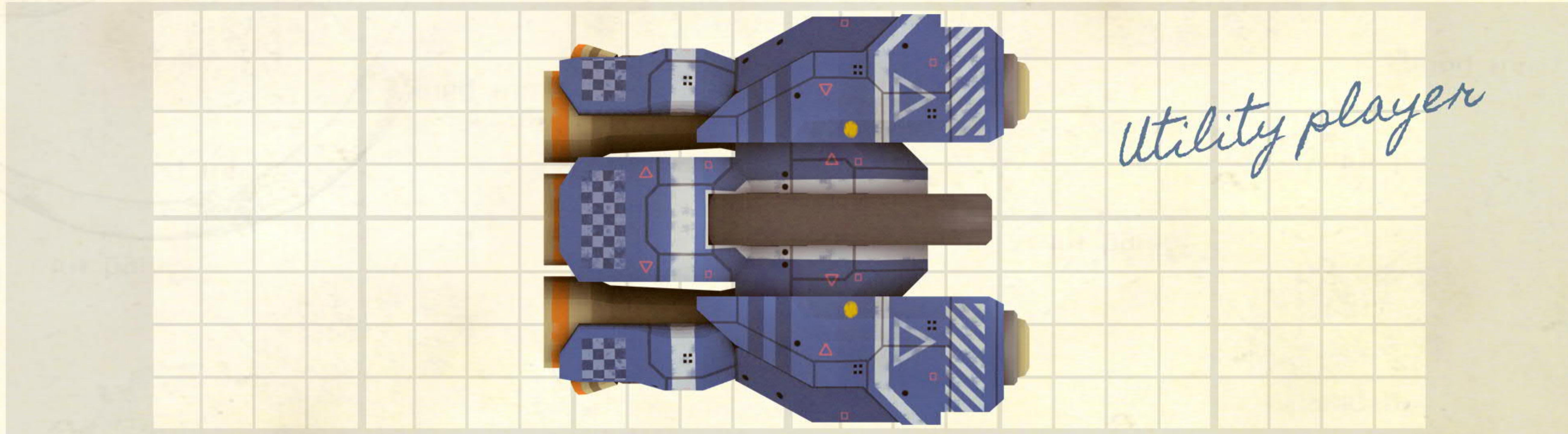
HEIGHT: 42,000 jm

WIDTH: 104,000 jm

CREW COMPLEMENT: 2,800 souls



Side profile



Top perspective

Utility player

ARMAMENT

1 Reinforced ramming column

Ram into enemies.

1 Positive magnet salvage tractor beam

1 Flexbull "Cannonball" boost drive

Hurtle forward.

PROTECTION

4 jama tons of ablative armor plating

Pulls enemies toward you.

ENGINE THROUGHPUT

4 jama joules

TYPE DESIGNATION:

MOC-B SUPERHEAVY PLATFORM

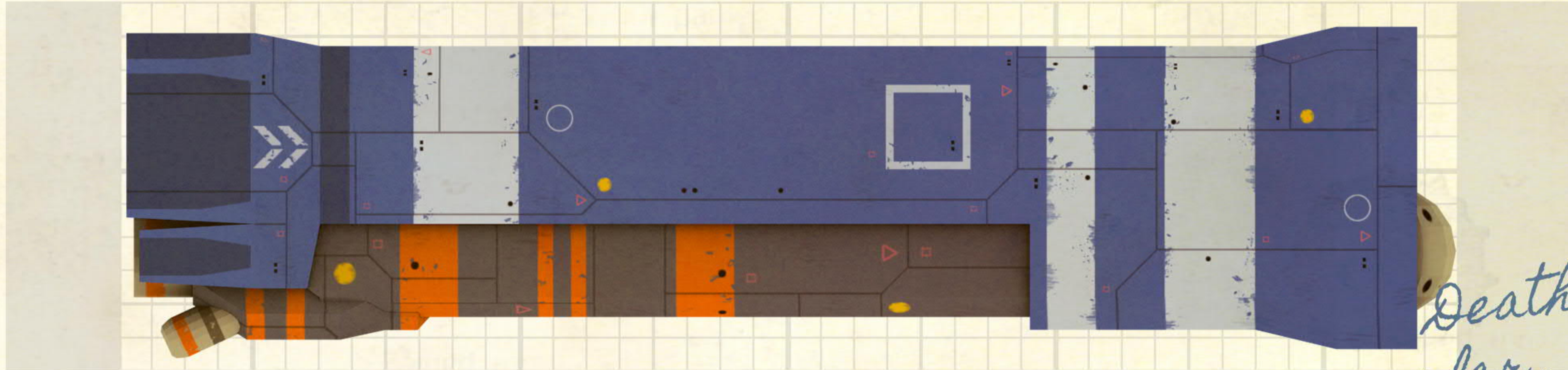
RESTRICTED

LENGTH: 515,000 jm

HEIGHT: 129,000 jm

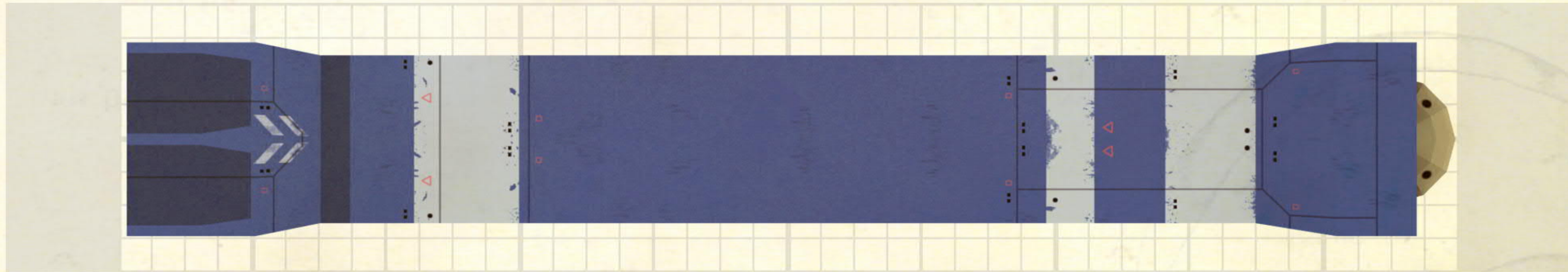
WIDTH: 75,000 jm

CREW COMPLEMENT: 11,500 souls



Side profile

Death from afar.



Top perspective

ARMAMENT

1 *GODBIRD* anti-material particle cannon

1 *Linear burst* thruster

1 *Lateral turn burst* thruster

Basic movement.

PROTECTION

3 *jama tons of ablative* armor plating

ENGINE THROUGHPUT

2 *jama joules*

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Nuevos Aires Orbital Command
Field Manual

SCENARIO EDITOR
MAP DESIGNER HANDBOOK

RESTRICTED

SECTION 1

CREATING A NEW SCENARIO

NEW SCENARIO CREATION

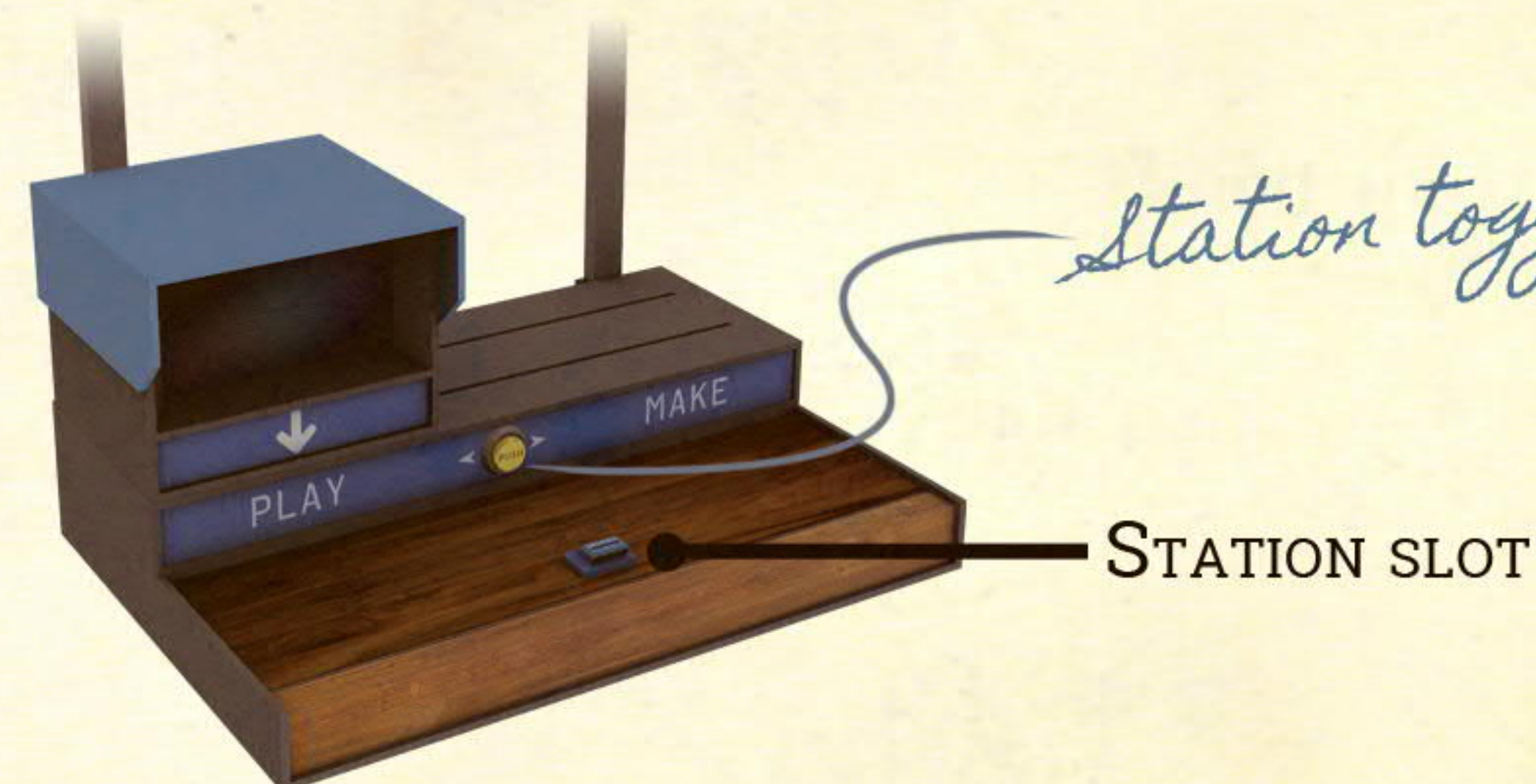
Custom scenarios can be created in the Scenario Editor.

A. INSERT A BLANK CARTRIDGE

Pick up a blank cartridge from the bottom of the shelf. Insert it into the Station slot.



BLANK CARTRIDGE



B. PRESS THE STATION TOGGLE BUTTON

Press the Station toggle button. The Station will enter MAKE mode.

C. PUT ON THE HEADSET

Put the headset on your face to begin making your new scenario.

SECTION 2

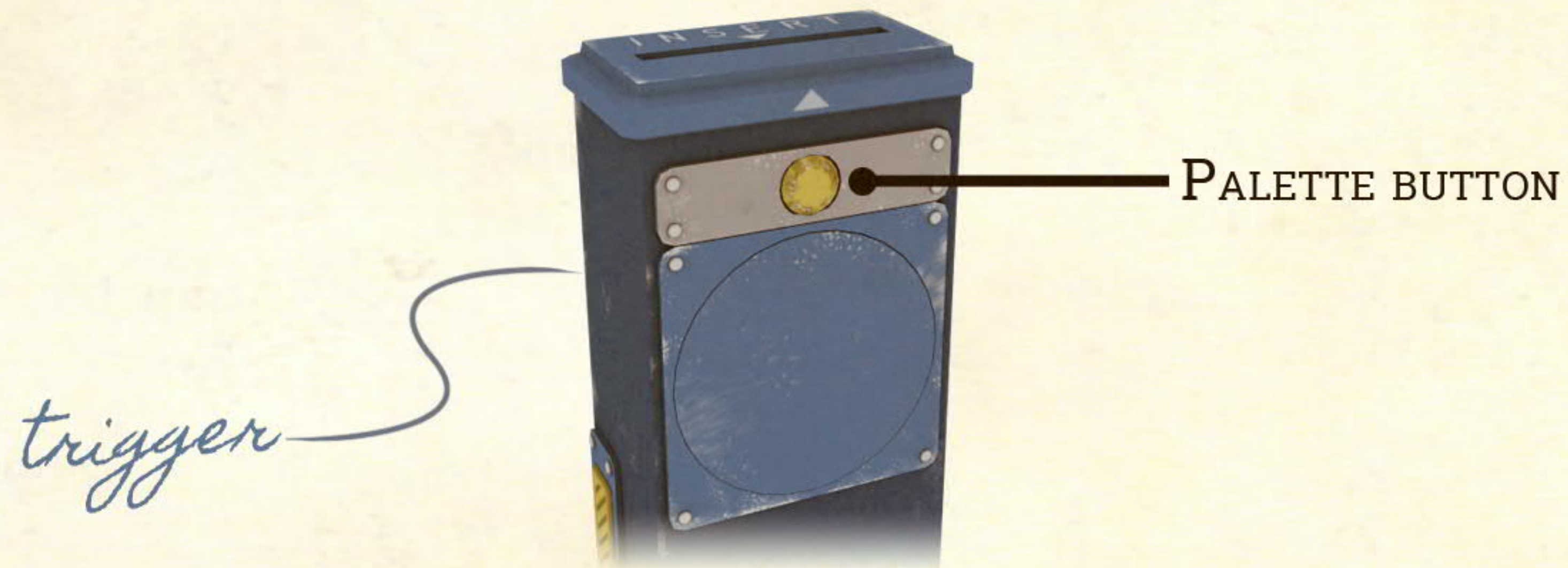
SCENARIO EDITING

PLACING ITEMS

Choose from a variety of celestial bodies and place them into your scenario.

A. PRESS THE PALETTE BUTTON

Open the item palette by pressing the Palette button.



B. SELECT AN ITEM

Move the controller onto an item and pull the Trigger to select it.

C. PLACE THE ITEM

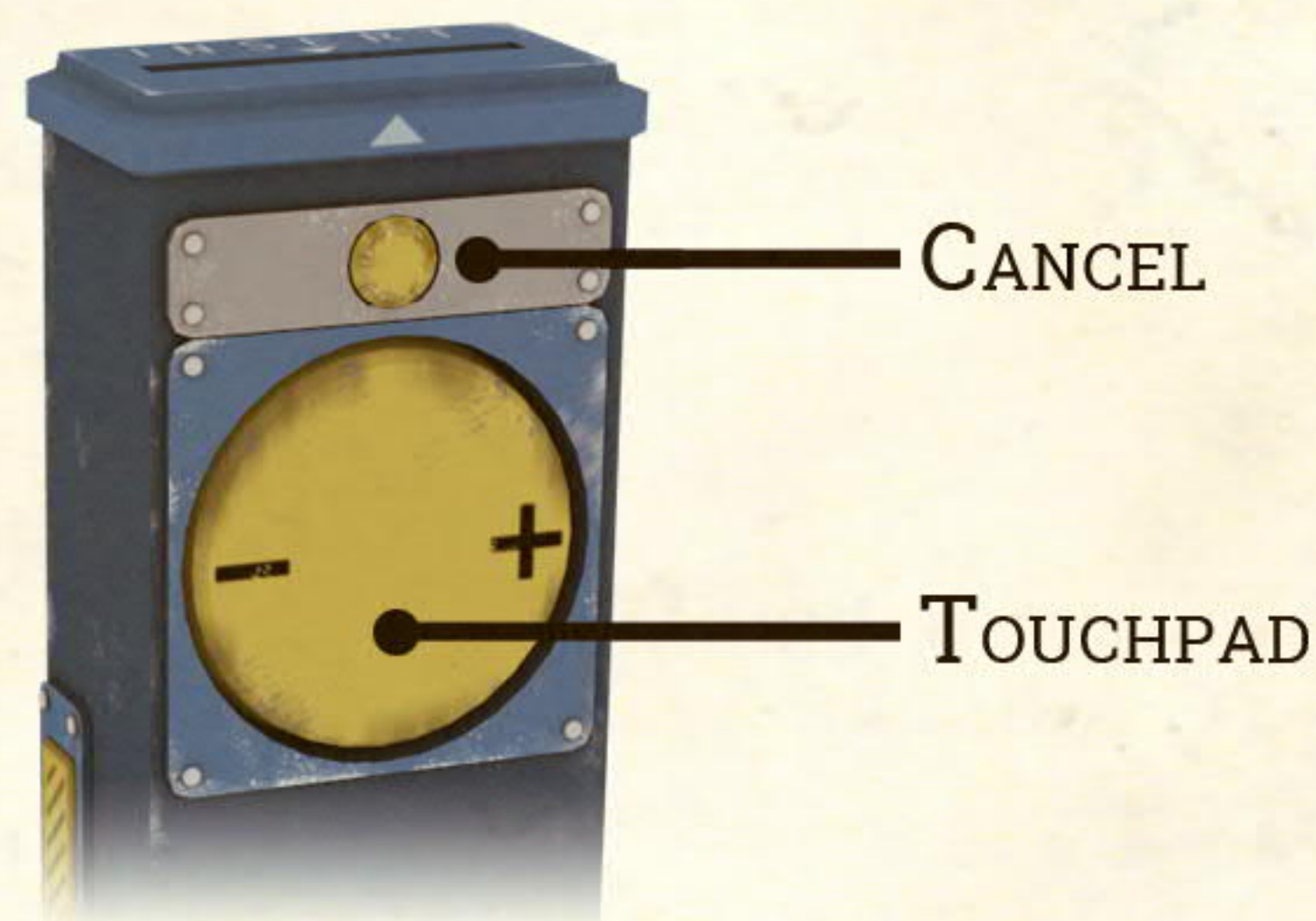
Move the controller to your desired location. Pull the Trigger to place the item.

SECTION 3

ADVANCED EDITING

A. EDITOR CANCEL

To cancel an edit, press the Cancel button.



B. RESIZING PROPS

Select a prop. Then press the Touchpad to resize the prop.

*Press hard = resize fast.
Press softly = resize slowly.
Press and hold center = reset size.*

C. CHANGE SHIP ALLEGIANCE

Select a ship. Then press the Touchpad to change its allegiance.

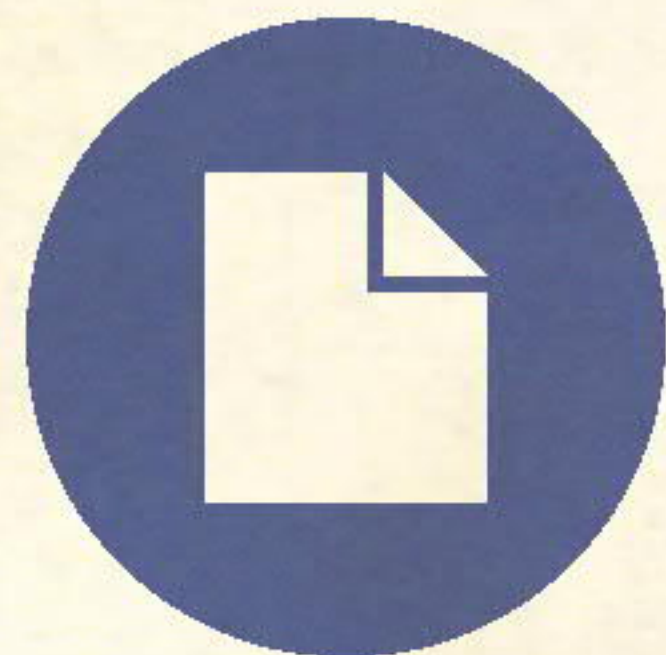
D. LONG-RANGE TELEPORTATION

Reach farther distances. Hold the Camera button and hold the Cancel button. A teleportation disc will appear. Release the Cancel button to teleport to the teleportation disc.

SECTION 4

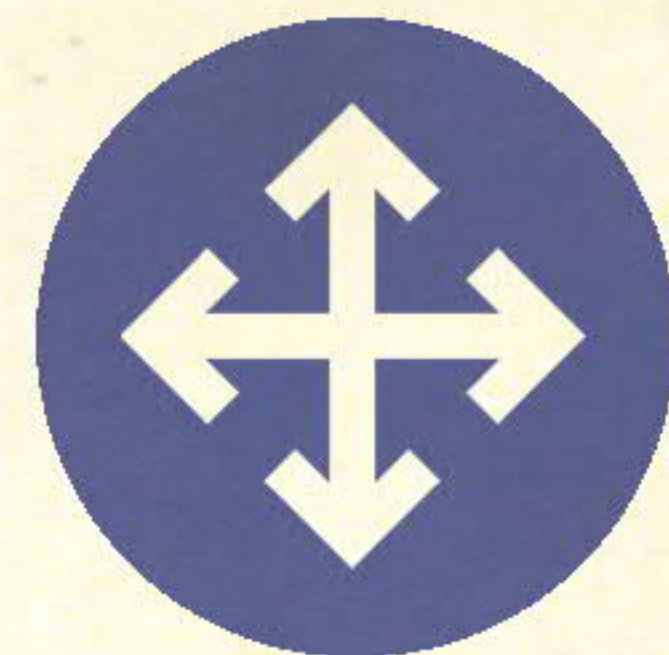
EDITOR UTILITY FUNCTIONS

The bottom row of the item palette is reserved for editor utilities. Here's what they do:



CLEAR

Erase everything from the map.



OFFSET

Move the entire map.



SAVE

Save the map.



COLOR

Modify the color of space.



ERASER

Erase a section of the map. Use the Touchpad to adjust the size of the eraser.



PUBLISH

Upload the map to Steam Workshop.

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Nuevos Aires Orbital Command
Field Manual

PHENOMENA
PICTORIAL MANUAL

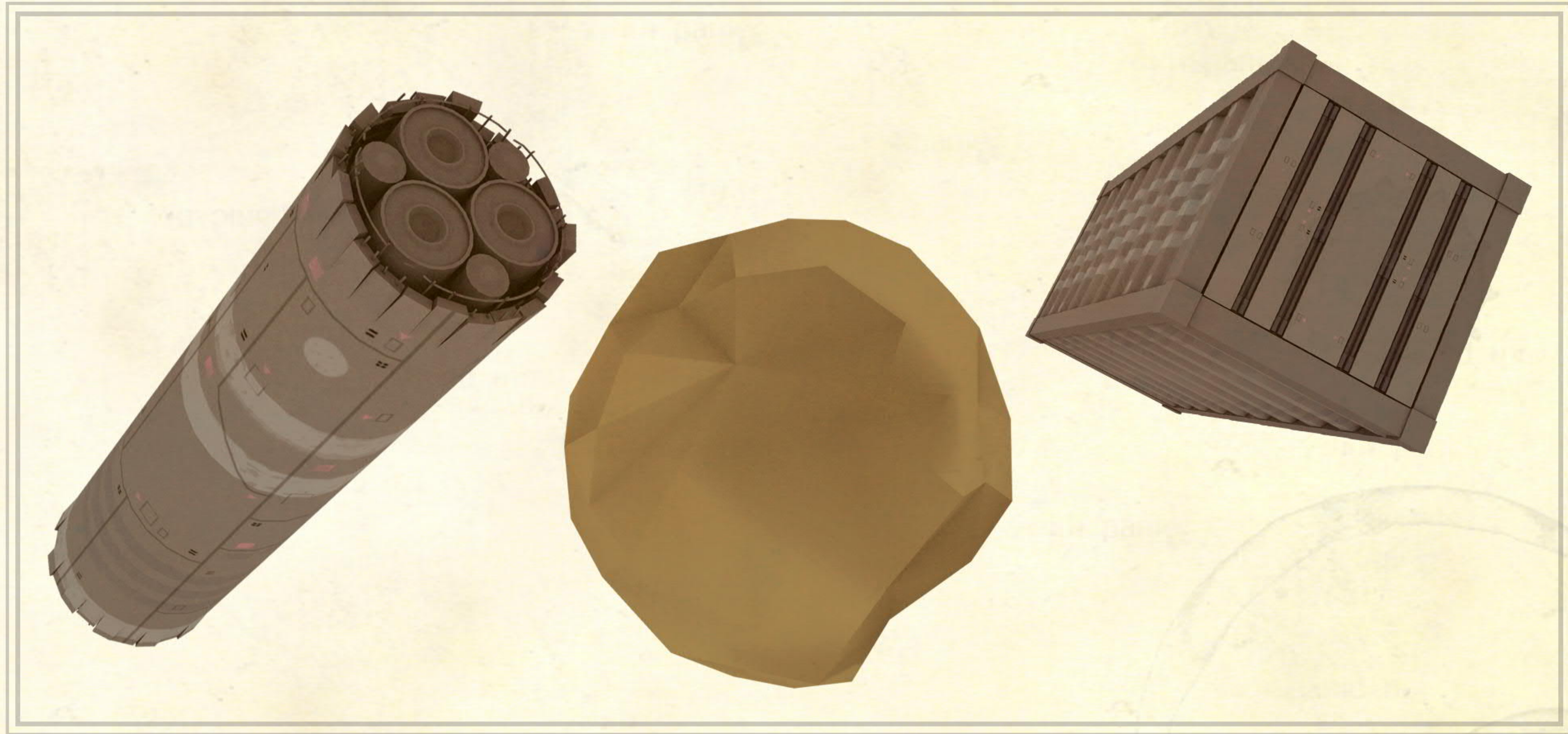
DEEP SPACE CELESTIAL BODIES

RESTRICTED

TYPE DESIGNATION:

SPACE JUNK

RESTRICTED



DESCRIPTION

Orbital debris.

*Tip: avoid running into debris.
Tip 2: avoid getting hit by debris.*

TYPE DESIGNATION:

SUPPLY BOX

RESTRICTED



*Pick it up!
Move ship into it.*

DESCRIPTION

Fleet intelligence and logistics package.

*Fills the special ability
cooldown of ALL of your
ships*

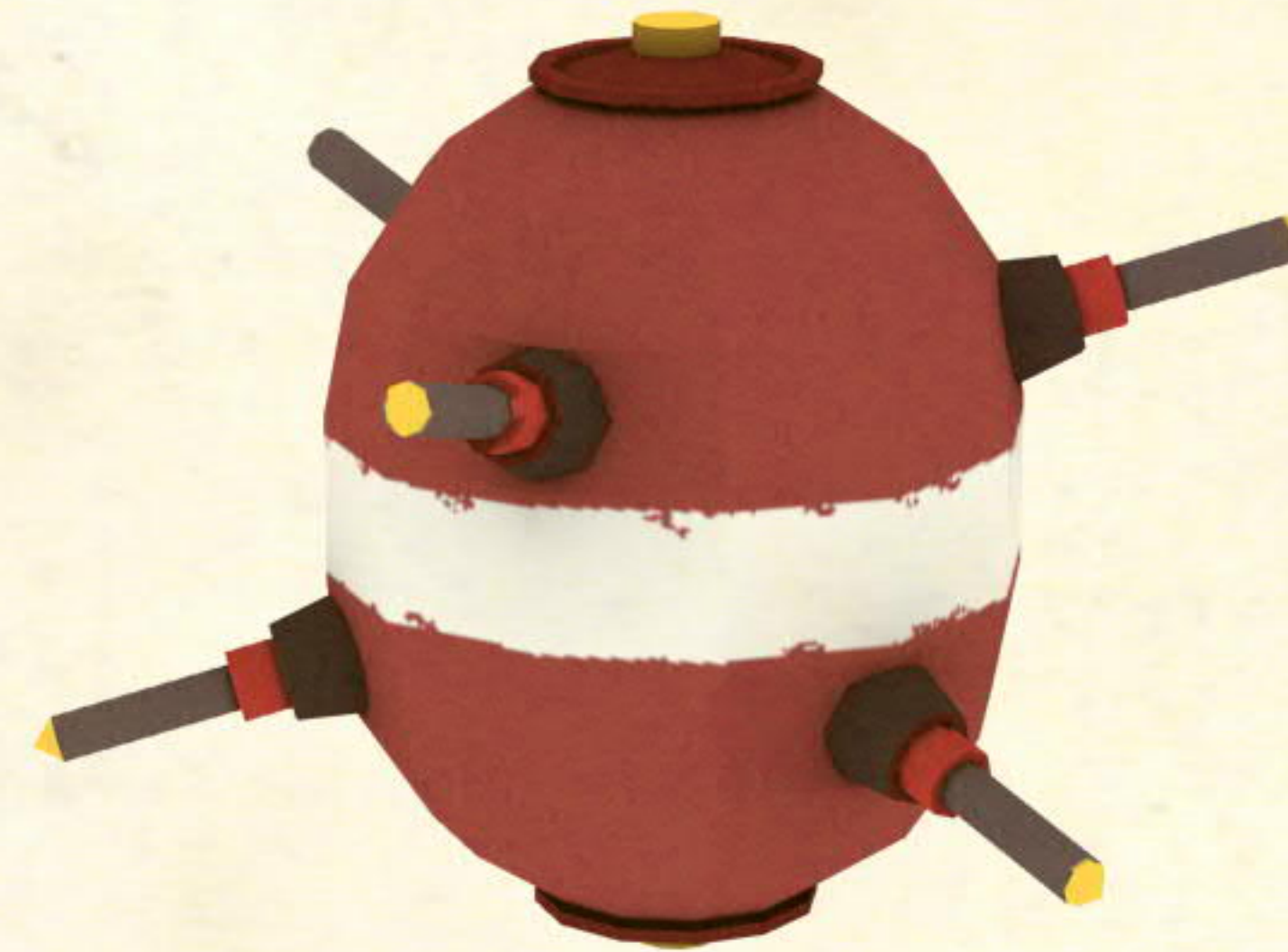
*AND
ALSO*

*shows where the enemy
will move to.*

TYPE DESIGNATION:

MINE

RESTRICTED



Explosive.

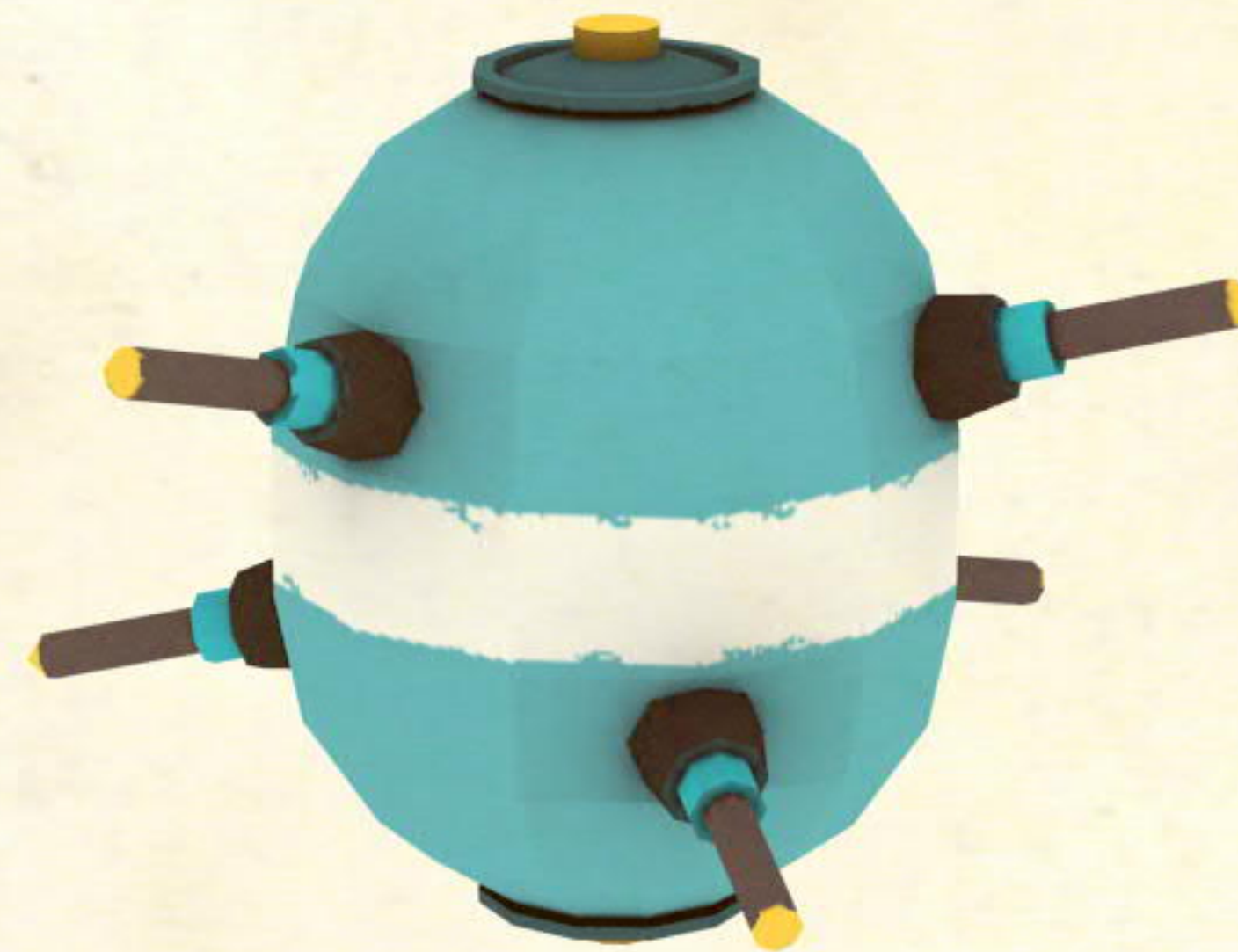
DESCRIPTION

Detonates when touched.

TYPE DESIGNATION:

IMPLOSION MINE

RESTRICTED



*Upon detonation, will
pull things TOWARD it.*

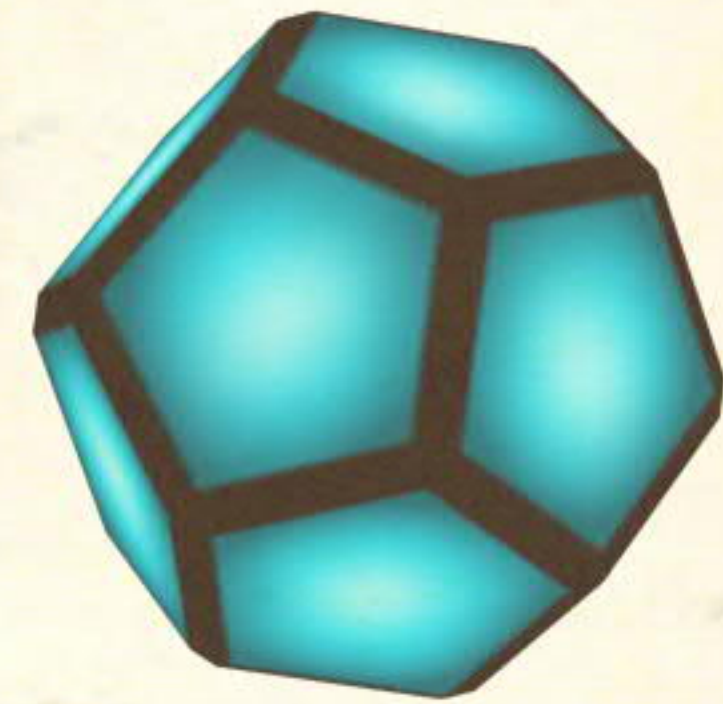
DESCRIPTION

Implosive payload.

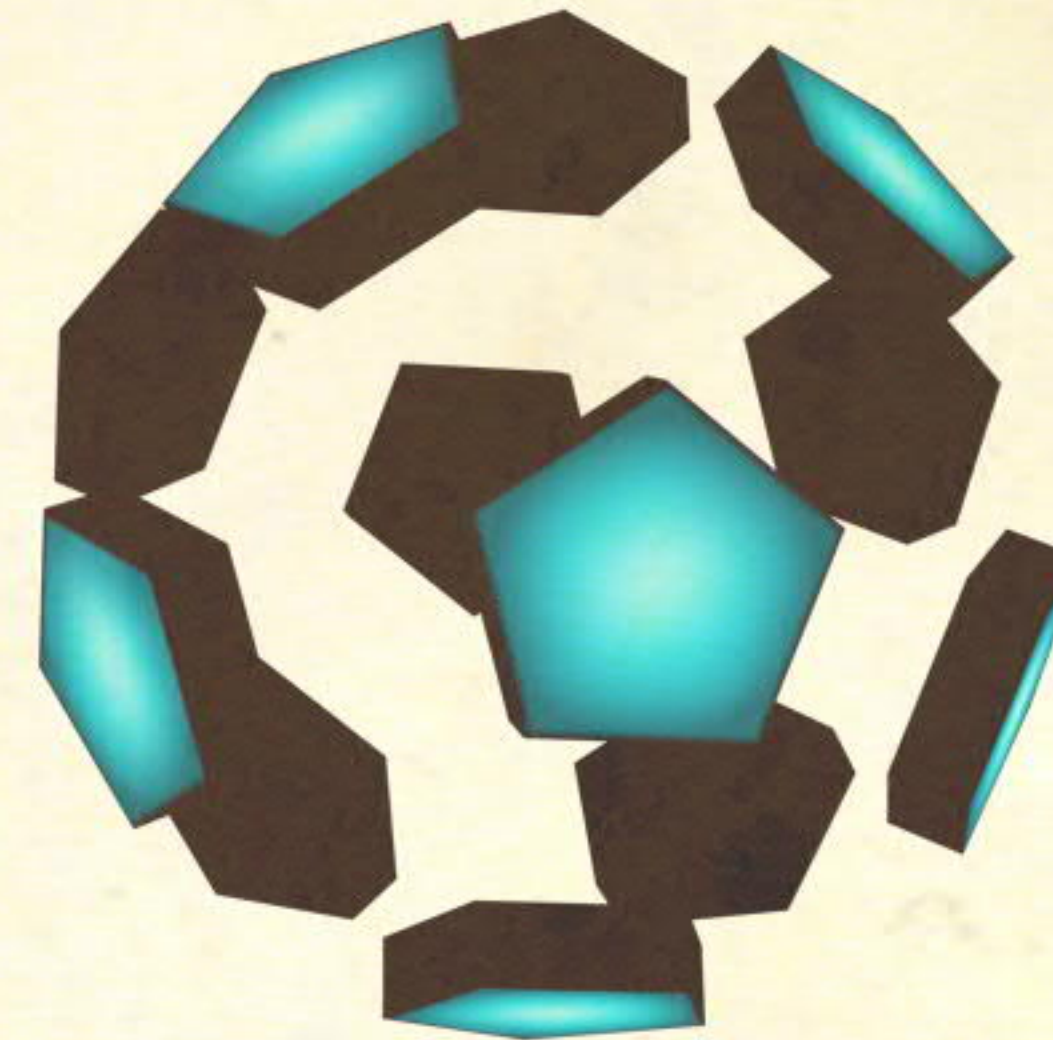
TYPE DESIGNATION:

SPACE ANOMALY

RESTRICTED



*This one can get
thrown around.*



This one is stationary.

DESCRIPTION

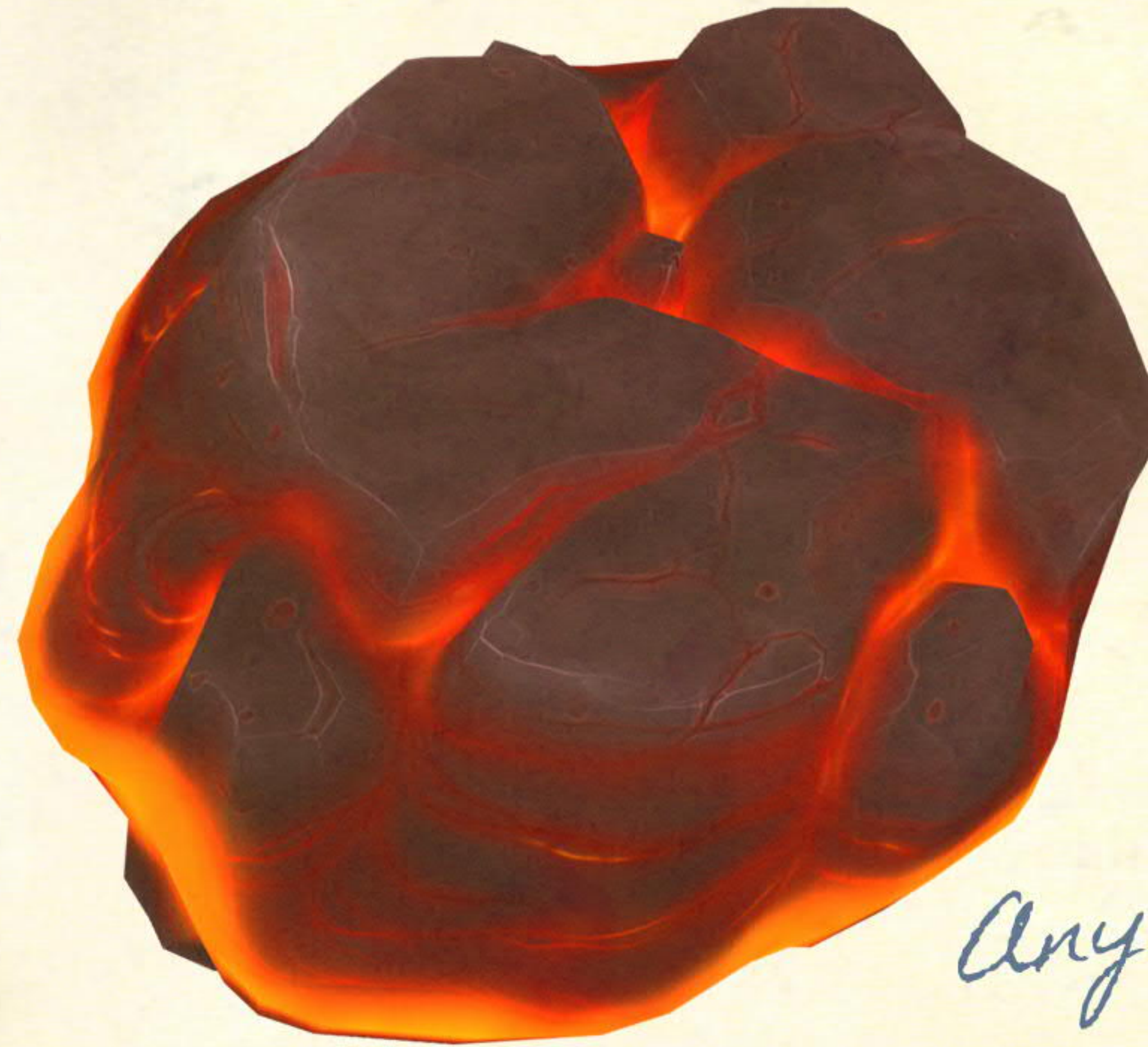
A gravity well.

*Pulls in projectiles and
disabled ships.*

TYPE DESIGNATION:

DEATH BALL

RESTRICTED



*Any ship that touches
this will EXPLODE!*

DESCRIPTION

A misshapen orb of destruction.

BLEND0 GAMES PRESENTS
FLOTILLA 2

MADE BY

Brendon Chung

Aquma

Valerie Lin

ATL3Y

Evan Hemsley

FRAMEWORKS & LIBRARIES

OpenTK

OpenVR

SimpleScene

SFML

Bepu Physics

ADDITIONAL ART

Volcanic Platform 01 by ale_xey

Trash Can 10 by 3DRivers

Container by Kutejnikov

SOUND EFFECTS

soundsnap.org

BACH LITTLE PRELUDE

NO. 1 IN C MAJOR,

NO. 3 IN C MINOR,

NO. 6 IN D MINOR

PERFORMED BY

Evan Hemsley

CHOPIN PRELUDE OP. 28

NO. 15 PERFORMED BY

Giorgi Latsabidze

SPECIAL THANKS

ATLEY

Glitch City

Jacob

AQUMA

Leigh

Mom

Cornerstone Chiropractic

EVAN

Aerienne Russell

Eric Itomura

Edwon

Mitchell Gerrard

Martin & Daphne Hemsley

Nico Hemsley

VALERIE

To Steven and Eric, who
spend too many late nights
in lab with me

BRENDON

Laura Michet

Andy Nguyen

Andy Moore

Edwon

Teddy Dief

Mitch Mastroni

Tom Francis

Evan Rogers

Adriaan de Jongh

Cameron Brown

Colin Northway

Glitch City