TO: WIDOW SON
FROM : FIRST EYE
RE: PROJECT NOMAD

27TH OCTOBER 2023

PROJECT NOMAD

SECURITY BLUE

We have put together this document from the fragments we have been able to
decipher from the wreckage. Any user should bear in mind that in some cases we have made
BEST GUESSES at translation.

OVERVIEW

The alien craft went down over the Arctic. The initial teams discovered no organic
remains onboard. Most of the internal systems were very badly damaged but the computer
survived intact. The computer is incredibly advanced and after we brought it back on-line was
able to begin repair procedures. ~~Unfortunately most of the navigational data was lost. At this
point I must point out that we as the technical team do NOT feel the craft is ready for launch
and the pilots survival chances would be greatly enhanced by the addition of 6 months
further work.~~

(For a more detailed background report please refer to GDA document 33874 101420)

RECOVERED FOOTAGE

We have managed to salvage some video footage from the ships surveillance devices.
It took 6 months to work out the crystal based image capturing system but we are now able
to display the surviving images (Incidentally we now fully understand the crystal based sys-
tem and will be able to duplicate the technology). Unfortunately the stills are few and only
offer a tantalising glimpse as to what this vessel must have e seen in its journeys. However
we will go through these images and use them in context for each of the systems.

THE COMPUTER

The computer is easily the most impressive piece of technology we have ever seen. It
is able to translate any known Earth language into the users language! We can only assume
that this ability will be true for extraterrestrial languages too. Here we have some examples
of the previous user conversing with alien races.

The computer has a fully equipped trading system. As far as we can ascertain there
is no galactic currency and everything seems to be done by the barter system. We can deter-
mine no pattern from the shots we have and you are on your own. The computer gives you
the ability to scan the object you are trading with AND is able to receive images from other
ships for trade goods.

The ship's navigation system is fully functional but unfortunately has had its data base erased in the crash. This means although we know WHERE stars are we do not know WHAT is there. When using the keyboard you can choose from the following:

K= Known Space
S = System Map
D = Disregard

The computer also holds a list of all know destinations so you can click on them by name.

If you press K for Known Space you will be offered the following options, which can be activated by keying the indicated letter.

U = Uninhabited Planet
I = Inhabited Planet
V = Visited Planet
N = Nearest Planet
L = Labor Bot Site
R = Race

You can also sort out these destinations by

RACE (Who owns the planet)
INHABITED (If the planet has an intelligent race)
UNINHABITED (If the planet does NOT have an intelligent race)
LABOR BOTS (Planets where you have robots deployed — See ROBOTS)

To travel to a known destination simply click on the name of the planet and then ENGAGE. The ship will then warp you to the new location.

To travel to new destinations and do a bit of exploring click on the SYSTEM MAP. This will then bring up a map of the solar system your are presently in.
To travel to any of the planets simply click on the planet then click on ENGAGE. You will be warped to the planet.

You can also zoom out by clicking on the OUT button This takes you to the GALAXY map. From here you can choose another sector and click on it. This reveals new unexplored systems. To travel to a new planet simply click on the planet and then ENGAGE.

SCANNERS

The alien vessel has a scanner & tracking system. However the design like the rest of the ship is very modular. You appear to a basic model scanner and we recommend that you try to acquire an upgraded model as quickly as possible.To SCAN another spacecraft simply click on SHIP SCAN. A small radar blow up will then be displayed showing all other vessels in the area. You can now cycle through the ships by clicking on NEXT SHIP. Depending on your scanner varying amounts of data will be displayed.

If you are using the keyboard, use the highlighted letters on screen for Ship Scan or Planet Scan.
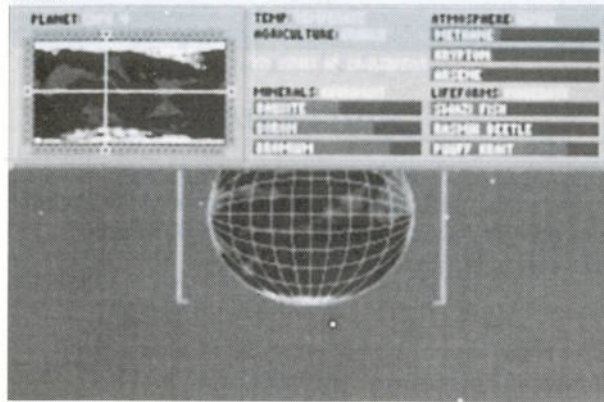
To SCAN a planet click on SCAN PLANET and information will be displayed about the planet you are orbiting. The amount of information displayed will vary depending on the type of the scanner you have.

COMMUNICATION

Your inboard communications system comes fully equipped with a universal language translator. The communicator have various options available. If you are using the keyboard, follow the highlighted letters on screen.

SHIP — Allows you to hail any other ship in the system.

MAYDAY — Puts out a distress call. Someone with a range will probably respond. You had better hope they are friendly!

PLANET REP — This channel will put you in touch with the representative of the planet you are orbiting.

COM-NET — Although this has not been tested we believe it will access a planetary computer network once you are in orbit around it.

LABOR BOT — Although there are none on board the alien vessel does support several LABOR bots. Although these functions may vary they will be accessed from this area. Beyond that we have no information. This tantalizing frame was recovered from the wreckage which gives a clue as to how they are used.
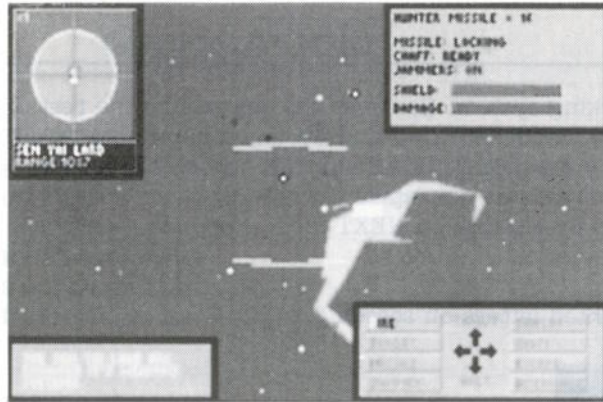
Capture of a labor bot

COMBAT

After selecting this option you will be presented with the tracking screen. From here you can track possible targets and choose which one you wish to attack. After you have selected your target the screen changes and you are in combat mode.

COMBAT MODE

While you are in this screen you can steer the vessel by moving the mouse left or right or by using the KEYPAD Left or Right arrows. There are several options available during combat.

COMBAT TIPS

The best way to defeat an enemy is to get on his tail and stay there. Remember you can alter your speed by use of the UP & DOWN arrows on your keyboard.

FIRE: By pressing **F** or the **SPACE** bar you fire your presently selected missile at the target.

TARGET: By pressing **T** this allows you to cycle through the various spacecraft nearby and select the one you wish to attack.

MISSILE: By pressing **M** this allows you to cycle through the different missile types available from your inventory.

JAMMER: By pressing **J** this interferes with the enemies communication devices and may have some effect on emeny missiles.

SHIELDS: By pressing **S** this allows you to turn your shields ON and OFF.

ESCAPE: By pressing **E** this option hyperspaces you away from the combat and, hopefully, to safety.

DISENGAGE: By pressing **D** this option allows you to break from the combat screen but stay within the system.Beware! The enemy can still attack you while you are in this mode.

These letters are highlighted on screen to indicate which one to press for each action.
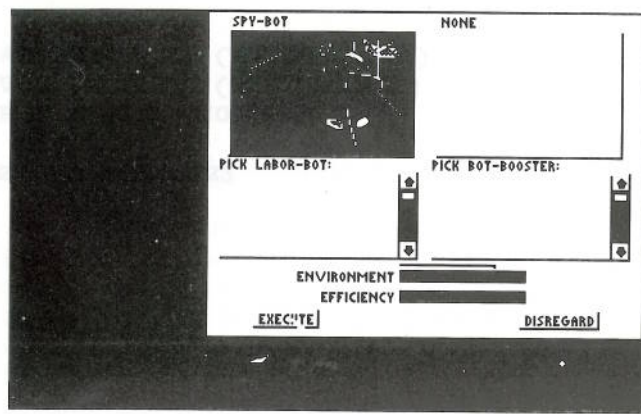
The alien ship attacks a ferocious looking vessel.

ENGINEERING

The ships onboard engineering systems are fully automated. They allow you to change different modules at will and repair damaged systems.

REPAIR- Pick a system to repair by clicking on it. Auto-repair systems will now begin to repair that system. You may now go away and perform other tasks. The computer will alert you when the system is repaired.

STATUS- This screen lists all the components of the vessel. To change a component you merely have to click on it and it will be changed to a substitute module.

If you are using the keyboard, the highlighted leters on screen will indicate your options.

INVENTORY

The ships hold is very large and allows you to view items within flight from the on board surveillance cameras.

LOG

The ships log. This log contains a record of all the planets you have visited and also any missions that you have accepted. The ships log is also a fully functioning text editor. At any point on this screen you can add your own comments to the mission.

TIME LOCK

This appears to be a TIME travel device of some kind which allows you to rest. While in the Time lock time does not pass in the game and you are able to return at EXACTLY the same time you left.

OVERVIEW

Your mission is to explore the Galaxy and act in the interests of this planet. Back here on Earth we will try and duplicate whatever technology we can. Any information you acquire will automatically be transmitted back to us here on Earth so please try to AVOID returning here where ever possible and concentrate on exploration.

GOOD LUCK NOMAD.

Mac "Chops" Fergason
Director.