

PHOENIX POINT

BACKER BUILD #3

Geoscape Controls

Left Click = Select/Confirm Action

Shift + Right Click = Chain multiple flight path orders

ESC = Open/Close Game Options

Space = Start / Stop Time

Right Click = Plot flight path/Cancel Action

Mouse Wheel Scroll = Zoom in / Zoom Out

+ / - = Increase/decrease time speed

Tactical Controls

Left Click = Select/Confirm Action

ESC = Cancel Action

Tab = Next Character

WASD/Arrows = Move Camera

T/G = Zoom in / Zoom Out

Space = Select 'End Action' Ability

Right Click = Move/Cancel Action

Hold Middle Mouse Button = Max Zoom out

X = Cycle Weapon Wheel

Q/E = Rotate Camera 90 degrees

Backspace/End = End Faction Turn

Double Space = End Soldier's Action

New in Release #3

Welcome to Backer Build 3. Here's the new stuff:

- Strategic Geoscape game
 - Realtime global scale alien advancement
 - Strategic level gameplay throughout the entire globe
 - Build radar and refueling stations
 - Construct Armadillos
 - Hire soldiers
 - Explore and locate Phoenix bases
 - Squad equipment, inventory, and roster management
- New Mission Types
 - Scavenging
 - Haven Defense
 - Alien Bases
- Mist
 - Microbial mist that obscures vision and terrorises soldiers
- New Alien Queen Abilities
 - Instil Frenzy - increases the Will Points and Action Points of all nearby allies
 - Spawn Mindfragger - spawns a Mindfragger on the field
 - Release Mist - Releases a cloud of microbial Mist

- New aliens
 - **Mindfragger** Can attach to a soldier's head and gain full mental control
 - **Mindfragger Eggs:** Pods that spawn mindfraggers when they are dealt damage or sense soldiers nearby
 - **Hatching Sentinel:** -Hatches all Mindfragger Eggs in a large radius upon sensing nearby soldiers
 - **Mist Sentinel:** Emits mist upon sensing nearby soldiers
 - **Terror Sentinel:** Telepathic attack that reduces will points of soldiers in range
- New weapons
 - Phoenix weapons - assault rifle, pistol, grenade launcher, shotgun and stun rod
- New abilities
 - Rapid Clearance: Assault ability - take 3 shots without spending action points
 - Deadly Duo: Sniper ability - take two shots at double accuracy
 - Rage Burst: Heavy ability - empty full load of ammo spread between two target points
 - Rally: Technician ability - restore will points to other squad members
- Improved damage estimation
 - The damage prediction simulation is run constantly, refining the estimation over a second or two
- New location types
 - New Jericho - residential, factory, research zones. Scavenging zones.
- Different lighting settings for different times of day

Your Objective

- Explore the world and find the other Phoenix bases
- Defend havens from alien attack
- Find loot at scavenging sites
- Destroy alien bases
- There is currently no game over condition - just see how long you can protect humanity from extinction

Game saves

- There is only one game save slot, and you can only save from within the geoscape
- If you wish to play over multiple sessions, press the "SAVE" button on the top right of the geoscape before quitting.
- When you restart the game, you have the option to continue playing from your last save.

Please send your feedback with F12

If you find any bug or issue, or would simply like to comment on the game, you can hit F12 and write a report with a screenshot. Please be as descriptive as you can, and use the screen drawing feature to highlight parts of the screenshot. If you choose to include your email address we can contact you directly to ask further questions. When you send a report this way some basic information about your machine configuration is also included in the report.

Geoscape Systems

The Soldier Roster

- With a craft or phoenix selected you can access the soldier roster
- The roster screen shows soldiers at a location
- Click on a soldier to edit that soldiers equipment or assign him to another location (aircraft or base)



Equipping your soldiers

- This screen is a work in progress - so there are quite a few problems
- You can drag and drop items to move them or swap them
- You can select an item and hover over another item to compare their stats

Manufacturing equipment

- **Left click on an item**, then click on the manufacture icon at the bottom of the screen



- You will get a manufacturing display. If you have the right resources you can clone the item multiple times. The items will be added to the base stores.

Manufacturing Ammo

- **Left click on a gun**, then click on the manufacture ammo icon at the bottom of the screen



- You will get a manufacturing display. Click on the manufacture button multiple times to add ammo to the backpack.

Alien Activity in the Geoscape

- Mist zones
 - These are highlighted in red, and expand from undersea locations, covering the globe
 - Aliens will construct bases in mist zones
 - Havens are more likely to be attacked by alien bases in range if the haven is in a mist zone
 - Scavenging missions are more dangerous in a mist zone
- Alien bases
 - Alien Nests
 - The first type of base constructed will be nests
 - Nests generate their own mutation of crabmen
 - A nest gradually expands its operating range over time. Any haven within range is at risk of attack.
 - You can check the operating range of a revealed alien base by left clicking on it. The range is shown as a purple circle.
 - A nest will be revealed if it participated in a haven attack that was repelled by Phoenix forces.
 - Radar stations will also reveal alien bases in a wide area.
 - Alien Lairs
 - Two nests may be abandoned to make a third into a lair. This will happen if the operating range of three nests overlap.
 - The operating range of a lair can grow much larger than a nest.
 - A lair has a queen, in addition to its crabman mutation.
 - Queens are persistent characters. They will attempt to flee a battle if they are too badly injured. Their injury heals at the rate of one hit point per hour.

Diplomatic Relations

- There are three factions in the game which control havens
 - Disciples of Anu
 - New Jericho
 - Synedrion
- Each faction has an attitude to Phoenix which ranges from -100 (very hostile) to +100 (very friendly)
- There are also independent havens
- Each haven has a leader, and leaders also have a diplomatic attitude to Phoenix ranging from -100 to +100
- A leader's attitude can differ dramatically from the faction he belongs to. However, over time the leader's attitude will tend to align with his faction's attitude.
- One immediate and dramatic effect of a leader's attitude is that you cannot build a refuelling station or radar station at a haven if the leader's attitude is negative (less than zero). Furthermore, if you have an installation at a haven which becomes hostile then the installation may be destroyed.

- A leader, and his faction, will improve their attitude if you successfully defend their haven against aliens
- Factions will become more negative for each haven you have revealed that gets destroyed by aliens

Haven Attacks

- You will only be aware of alien attacks on havens if you have visited the haven or revealed it through a radar station.
- Havens will defend themselves from alien attacks. Havens with higher populations will have greater strength.
- The alien strength attacking a haven depends on the number and type of alien bases in range
- If a haven loses a battle it is destroyed. If it belonged to a faction, that faction's opinion of Phoenix will decline, but if the haven has been discovered by the player.
- If you successfully defend a haven you will get a reward of resources. The size of the reward is increased for havens with favourable leaders and higher populations, and also if the alien threat was overwhelming rather than minor.
- Different factions tend to give more of certain resources

Alien Types

- **Crabman:** Each alien nest or lair will generate its own random crabman mutation. There are mutations
- **Mindfragger:** Attaches itself to a nearby soldier and assumes full control. The attached mindfragger can be killed and control of the soldier will return to Phoenix.
- **Alien Queen:** Destroys buildings with ease, spawns Mindfraggers, releases deadly mist, and has a nasty pincer attack
- **Mindfragger Eggs:** Pods that hatch Mindfraggers upon receiving damage or when a soldier is sensed.
 - Sensing range: 6 tiles
- **Hatching Sentinel:** Alien lair guardian that surveys a zone and hatches all Mindfragger eggs in an area upon receiving damage or when a soldier is near
 - Sensing range: 12 tiles
 - Hatching effect range: 20 tiles
- **Mist Sentinel:** Alien lair guardian that surveys a zone and releases mist in an area upon receiving damage or when a soldier is near
 - Sensing range: 12 tiles
- **Terror Sentinel:** Alien lair guardian that surveys a zone and screams, reducing all humans' will points, in an area upon receiving damage or when a soldier is near
 - Sensing range: 12 tiles
 - Hatching effect range: 20 tiles
 - Will Point damage: -5

Mist in Battles

- Mist can be generated by queens and mist sentinels

- The mist will block soldiers vision, but not aliens
- A soldier inside mist is spotted by the aliens, and suffer -1 will points at the start of the turn.
- Alien minions get a +1 will point bonus if they are inside mist at the start of a turn
- In the future, the mist will gain additional effects which can change during the course of a game

Battle Game Mechanics

Action Points

Movement, shooting and other actions consume Action Points, which are not explicitly stated, but represented by the action bar at the bottom of the screen and the action zones in the map.

You can move after shooting, move in small steps, or shoot multiple times - the only limit is your Action Points.

If you move within the **blue action zone**, then you will be able to use the currently selected equipment item as least once. Changing the item in use may change the size of the blue action zone.

Generally, using equipment or abilities consume a proportion of a character's action bar, as follows:

No Action Points: Changing the item in use in the item wheel, drop the currently selected item

One quarter: Inventory actions, reloading, shooting with a pistol

Half: Shooting with an assault rifle, throwing a grenade or launching a missile

Three quarters: Shooting with a sniper rifle or machine gun

Will Points

A character's willpower represents his ability to suffer stress and perform extraordinary feats. Will Points are used for certain abilities, as indicated by the small number attached to the ability icon.

Some abilities require both Action Points and Will Points, such as Overwatch, and some may only use Will Points, such as Gunslinger.

Will Points can be earned by:

- Reaching a strategic objective, indicated by a glowing blue area on guard towers, control rooms, and officers quarters.
- Opening crates
- Using the Recover ability to rest for a turn. This will restore half of the character's Will Points

Will Points can be lost by:

- Suffering wounds resulting in a body part becoming disabled
- Death of a comrade
- Being affected by a Terror Sentinel

If Will Points are forced below zero the character will panic, forcing it to move to safety and recovering some Will Points.

In the future, there will be powerful abilities that consume many Will Points that allow characters to use equipment in extreme ways, or perform special feats.

Explicitly Ending a Character's Turn

Moving and using equipment won't generally end that characters actions for the turn, because there is usually something that the character can still do (dropping an item costs nothing, for example). You can explicitly do this by selecting the 'End Actions' ability on the left, or hitting the spacebar twice.

Shooting and Free Aiming



The ranged combat uses a realistic ballistics system with each bullet following its own trajectory and inflicting damage on anything it hits, including your own soldiers.

You can fine tune the aiming by scrolling up with the mouse wheel when in shooting mode. This will display two circles:

- **Blue circle:** All your shots will be randomly distributed in this circle (with a bell curve distribution where extremes of inaccuracy and accuracy are less likely).
- **Red circle:** Half your shots would be expected to fall within this circle.

These firing circles give you a visual representation of the accuracy of the attack, and the ability to evaluate blocking objects or friendly fire.

You can fine tune the aiming by holding down the left mouse button and dragging, or by clicking on the screen.

Body Part Info Box

In the free aiming mode, you can select different body parts of a target, or any item of equipment carried, and an information box will be displayed. This shows the following information:

- **Body part name or equipment name:** The specific body part, and whether it is already disabled or not, or the equipment name.
- **Armour:** Each body part has a separate armour rating. Equipment items also have an armour rating. Flashing armour pips indicate the likelihood that the armour would be removed due to the armour shredding ability of the weapon.
- **Hit Points:** Each body part has its own Hit Points (in addition to general Hit Points). If reduced to zero then this body part will be disabled. Equipment items also have Hit Points. If they are reduced to zero the equipment is destroyed and removed from the game. Flashing Hit Point pips indicate likely damage, and hatched flashing possible damage.
- **Disable effects:** What will happen if the body part Hit Points are reduced to zero.

Damage, Wounding and Death

Each bullet has a damage rating which represents the amount of Hit Points removed from a target if it hits. Each bullet subtracts the armour rating of the target body part before applying the damage to the target. Some weapons fire a burst of shots, with each bullet doing damage independently.

Residual damage is removed from both the body part's Hit Points and the character's general Hit Points. If body part Hit Points are reduced to zero, the body part is disabled and any stats, abilities or weapons given by that body part are removed. Bleeding can also be applied. If general Hit Points are reduced to zero, the character is killed.

Damage Estimation

When targeting an enemy an estimate of damage is indicated in the enemy's health bar above its head, as follows:

- **Likely damage:** Flashing white/red pip - this damage level can be expected, but is not absolutely certain.
- **Possible damage:** Flashing white/red hatched pip - this damage level is unlikely, but possible (note: it is not the theoretical, absolute maximum, but something improbably lucky).

Possible armour shredding is also indicated by flashing armour pips above the health bar.

A possible kill is indicated by a flashing skull icon over the class icon. The faster it flashes, the more likely the kill.

The damage estimation is based on a Monte Carlo simulation of the attack, so treat it as a rough guideline rather than a definitive prediction. However, it does take into account everything that affects the attack - ammunition, rounds, accuracy, cover, and so on.

Explosive Weapons

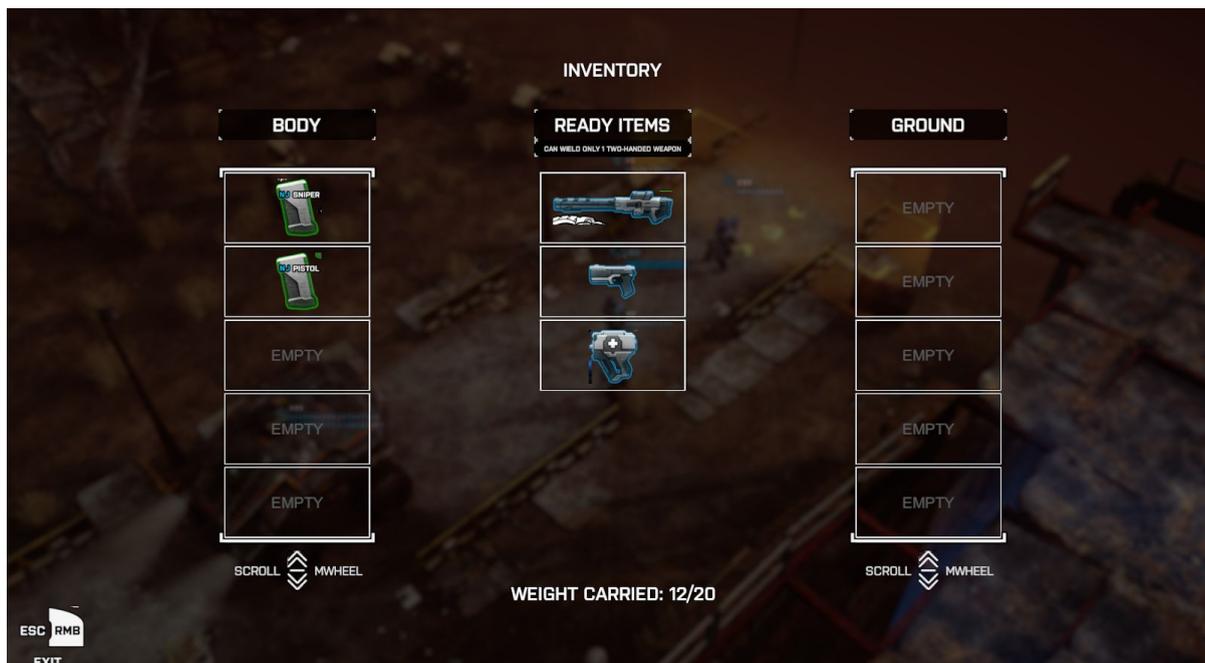
Grenades and missiles have a trajectory to the target, and may target any object or character. The attacks also have a limited range.

An explosion will apply damage to all body parts exposed to the centre of the explosion. Damage is applied once to general Hit Points based on the weakest armour rating affected.

Explosions can shred armour, and each body part affected may be subject to shredding.

Inventory Actions

You can spend one quarter of a character's Action Points to perform any amount of rearrangement of equipment items. If you don't have enough Action Points, you can still view your inventory, or the contents of a crate.



Moving items:

- You can drag an item into another box, or click to select it and click on the destination box
- If the box already contains an item, it will be swapped
- You can compare items stats by clicking on one to select it, then hovering over another with the mouse pointer
- The interface also works with a controller

There are three zones in the inventory screen:

- **Body:** Items carried on the body, on belts or in backpacks.
- **Ready items:** These are the items that can be selected for use at any time without spending Action Points. (Ready items can be cycles through in-game using the X Key.)
- **Ground:** Items on the ground or in an adjacent crate.

You can also give an item to an adjacent character by dragging it onto that character's icon on the right side of the inventory screen.

Ammunition



The ammunition pips under the selected weapon icon show the number of full bursts available. Thus an assault rifle with 4 ammo pips can fire four bursts of six shots each, for a total of 24 bullets.

However, an assault rifle will fire half a burst when using return fire, so occasionally a rifle will be left with just 3 bullets for a full attack.

The reloading action will take any available ammunition clip from the body inventory section.

Ammunition cannot be placed in any of the three ready item slots (although this will change in the future).

Crates

Crates have fairly random deployment and contents. Move next to a crate to open it and automatically enter the inventory screen.

Classes

There are four soldier classes in the game - heavy, sniper, assault, and technician. There will be many more, and many unique to different factions. A class represents a set of skills relating to a combat or support role, rather than a restrictive set of abilities. Soldiers will be able to adopt more than one class, unlocking new skill trees. You may notice that the soldiers may swap weapons at will in the game.

Abilities

There will be a large number of abilities in the game. Some are related to character skills, some come from equipment, and some are given by mutated body parts.

- **Return fire:** The 'return fire' character skill allows a soldier to return fire with agile weapons (those costing half or less your Action Point allowance to use). Return fire means that a soldier will shoot at any visible enemy that makes an attack. The number of shots fired depends on the weapon. Assault rifles with return fire with a half-burst. Crabman gunners can return fire - so be wary. Their return fire hit probability is displayed on their icons in the central display.

- **Overwatch:** Shoot at any enemy that moves during the enemy turn, usually with a reduced burst.
- **Jet Jump:** Spend the whole turn jumping to a location.
- **Gunslinger:** Use Will Points to take a shot with a handgun. Can be used multiple times in a turn, as long as there are Will Points remaining.
- **Exertion:** Spend Will Points to gain more Action Points.
- **Deploy shield:** The Crabmen will use this ability to deploy their shields toward the enemy at the end of movement. A crabman with a deployed shield cannot return fire.
- **Armour Shred:** The machine gun, crabman gun and all explosives can shred armour. There is a probability that each hit will remove 1 armour point from the affected body part. Explosives generally have a higher shred probability, and can shred armour on all body parts affected by the explosion.
- **Armour Piercing level one:** Ignore one armour point when calculating damage.
- **Remove Mindfragger:** removes the Mindfragger that is attached to a nearby allied soldier
- **Instill Frenzy:** The Queen uses this to increase the Will and Action points of all allies within a short distance
- **Spawn Mindfragger:** The Queen uses this to spawn Mindfraggers on the battlefield
- **Release Mist:** The Queen and Mist Sentinel uses this ability to
- **Rally the Troops:** other squad members regain Will Points up to their Willpower level, but not exceeding it.
- **Recover:** Recover Will Points by resting for a turn
- **Rage Burst:** Exhaust the entire ammo clip, shooting between two points
- **Heal:** Restore HP to all body parts and general health of an ally
- **Repair:** Restore HP to mechanical devices
- **Electric Strike:** Electric melee attack that deals damage and stuns
- **Rapid Clearance:** Take up to 3 bursts at one or more targets, with no action cost
- **Deadly Duo:** Take two shots with double accuracy
- **Mind Control:** The Mindfragger attaches to the head of a nearby soldier and takes control over all their actions
- **Ram:** drive in a straight line in selected direction, destroying or damaging everything in its path.

