

RAZOR 2

HIDDEN SKIES



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1. Introduction

Thanks for playing Razor2: Hidden Skies.

The earth is under attack, and you are in the command of the best war ship developed by the federation: Razor2.

Our enemies, the rebels, are very numerous and have powerful weapons. With a surprise attack, they are dominating some positions that need to be recovered.

You need to accomplish strategic missions so the Federation can recover the control after this intense attack.

Your ship is equipped with the best possible armaments, and on each mission accomplished you can choose the updates to do in your equipments, in order to conclude the next missions.

Good luck in the combat, you will need it.

2. Menus

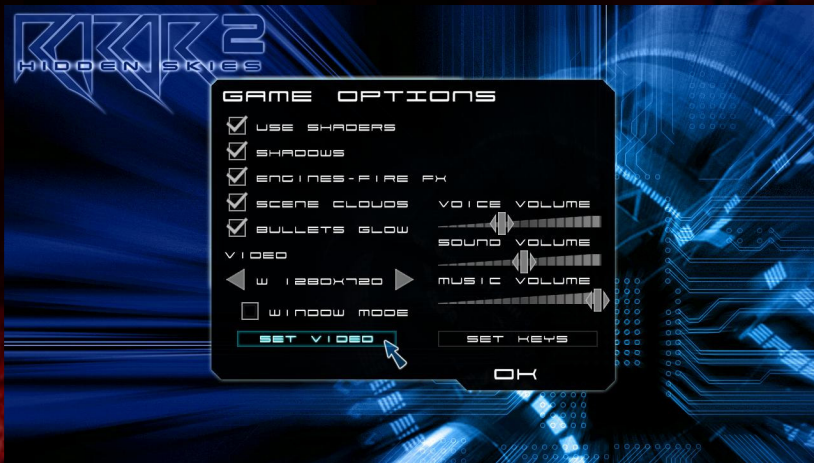


Starting the game you have access to the main menu:

- **Play** - begin a new game
- **Help** - basic game's instructions
- **Options** - video configurations, effects and keys
- **Records** - better scores, local and worldwide
- **Credits** - about the game producers
- **Exit** - quit game

When you begin a new game you should choose the difficulty level. There are three available levels, that alter the amount and the enemies' potency.

2.1 Options



Before beginning the game you can set the best options for your system, defining the best video resolution for instance:

- **Use Shaders** - shaders improve the visual of the game, but they consume up to 40% more processing when active.
- **Advanced Shadows** - shadows of high quality improve the game's visual, however they consume until 50% more of processing
- **Motors and Fire Effect** – activate / disable additional effects for motors and shots. Performance gain of about 15% without this effect.

- **Use Clouds** – enable clouds in scene. You can get a better enemies' visibility without it.
- **Bullets Glow** - without this glow effect , you can improve the visualization of the bullets in the screen.
- **Video** - select the best screen resolution for your computer. The principal resolutions, wide-screen and normal, are available for selection.
- **Window Mode** – play the game in a window or full screen
- **Set Video** - you need to use this button to apply the video changes
- **Volume** - you can define the volumes for music, sound effects and voice, individually
- **Set keys** - you can set the game keys, or to define the buttons of your joystick starting from this menu.

Performance:

If you have performance issues, you should disable some options, which changes the game's speed and performance completely:

- **Turn off the Shadows**
 - Performance gain about 50%
- **Turn off the shaders:**
 - Performance gain about 40%

If your computer supports, we recommended to activate all the effects in the menu options, to guarantee the best visual possible.

2.2 Garage

Starting the game, and among your missions, you will find the menu garage:



- **Fly Mission** -begin the game, fly the current mission
- **Equip Ship** - prepare your ship to the combat. Use your credits to make updates in your weapons, motor, and other equipments.
- **Mission Info** - information on your current mission
- **Player Stats** - information on your career, destroyed enemies, points, and medals
- **Exit to Main** – quit the current game, and back to the main menu. **Attention:** exiting to the main menu, your progress will be lost, the game don't save your current position.

3. Ship and Equipments

You can use your credits to make updates in the main equipments of your ship.

You'll receive credits according your performance in the missions. Through the Garage's menu, you can access the Updates' menu and equip your ship:



3.1 Primary Weapons

The primary weapons are fed by your energy cell, and have unlimited ammunition.

Your ship is equipped with three primary weapons which can be selected at any moment.

Pulse Cannon



Frontal shots. This weapon has five update levels that increases its destruction power.

In the level 1, there are two shots, while in the update level 5, there are six bullets discharged by shot.



	Level 1	Level 5
Bullets' Destruction power	1	1
Interval among shots	3	2.6
Bullets' Speed	70	70
Projectiles number	2	6

Stray Fire



Frontal shots with an opening angle.

This gun has five update levels that enlarge your destruction power, number of projectiles and opening angle to the shots.

The shots are dispersed increasing the angle of attack of your ship and avoiding frontal combats.



	Level 1	Level 5
Bullets' Destruction power	1.1	1.1
Interval among shots	2.5	2.1
Bullets' Speed	75	75
Projectiles number	2	6
Opening angle	10	40

D-Laser



High potency frontal laser beam.
 The laser allows an opening angle, according the movement of the ship.
 Continuous shots, with high destructive power.
 D-Laser has five update levels which increases its destructive power.



Destruction power
 Interval among shots
 Bullets' Speed
 Projectiles number

	Level 1	Level 5
Destruction power	0.3	0.7
Interval among shots	continuous	continuous
Bullets' Speed	continuous	continuous
Projectiles number	continuous	continuous

3.2 Boosters

You can make updates in your motor, modifying the reaction speed and acceleration of your ship.
 There are five available motors, besides the default propulsion system. Motors of higher potency allows you to carry more armaments with your ship, opening new Slots for weapons.



- **R2 Standard** – maximum speed of 30, acceleration 1.1. Allows two slot weapons.
- **R2.7 SSN** – maximum speed of 33, acceleration 1.2. Allows two slots.
- **R2 X3** – maximum speed of 36, acceleration of 1.3. Enables three slots in the ship.
- **MX 5** – maximum speed of 39, acceleration of 1.5. Enables four slots in the ship.

- **Sonic** – maximum speed of 42, acceleration of 1.5. Allows four slots for weapons.

The choice of a good motor is fundamental to win the missions. You will need more speed to escape of some enemies, and mainly more Slots to carry armament enough to combat your enemies.

3.3 Shields System

Your ship's protection depends on your shields' system. There are three types of shields available, with five update levels each.



Hint: the shields' system works together, and depends on your energy cell.

While with energy available, the shield stays and regenerates for total protection. The shields have different potencies, besides the regeneration speed.

Attention: When the shield is discharged, any impact can be fatal to your ship.



B4 Shield	Level 1	Level 5
Max Protection	100	140
Consume	0.3	0.3
Regeneration	1	1



Field Shield	Level 1	Level 5
Max Protection	140	180
Consume	0.25	0.25
Regeneration	1.1	1.1

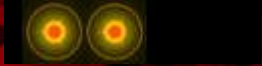



Skin Shield	Level 1	Level 5
Max Protection	180	220
Consume	0.2	0.2
Regeneration	1.2	1.2

3.4 Energy Cells

The energy cells are vital for your ship, being the responsible for maintaining your shield's system and your primary weapons.

There are three types of cells that can be installed in the ship, which can offer you higher protection levels.

	
Protons cell	
Max Power	100
	
Quartz Cell	
Max Power	180
	
Nuke Cell	
Max Power	250

3.5 Slot Weapons

Your ship has Slots which can be equipped with heavy armament.

The number of weapons that you can load with the ship, the Slots, depends on the propulsion motor installed. The standard motor allows 2 Slots, while the motor Sonic enables 4 Slots, for example.



Attention: heavy weapons has finite ammunition, you should use them with wisdom. The heavy weapons are essential to win big enemies, in the final combats of each mission.

R-Missiles



Missiles with automatic target lock system. This weapon has five update levels, that increases the number of projectiles for each shot.

	Level 1	Level 5
Projectiles / Missiles	2	6
Destruction power	20	20
Max Ammo	20	20
Interval among shots	20	20

Positron Pulse



Energetic pulse of great potency, with automatic target system. The projectile perceives and pursues enemies' targets. This gun has five update levels.

	Level 1	Level 5
Projectiles / Pulses	2	6
Destruction power	30	30
Max Ammo	15	15
Interval among shots	25	25

Grav Riffle



Heavy particles accelerated to high speeds produce one of the most powerful weapons of the universe. Grav Riffle's shot is frontal, in an only pulse of high destruction power.

A simple target system helps you to notice enemies in the shot line.

	Level 1	Level 5
Projectiles / Pulses	1	1
Destruction power	120	200
Max Ammo	10	10
Interval among shots	30	30

EMP Pulse



Explosive armament. Magnetic bomb which gets to unbalance enemies' energy system and shots, causing its instantaneous destruction.

The pulses EMP can be used in a defensive way, eliminating projectiles, missiles and enemies, that are in your action range.

	Level 1	Level 5
Destruction power	200	500
Action Range	200	600
Max Ammo	7	8
Interval among shots	35	35

4. How to play

You should destroy the largest number of enemies possible, while avoiding collisions with your ship.

Your primary weapons has limitless ammunition, then you can stay shooting the whole time for higher protection.

You should use your heavy armament with enemies of higher difficulty, or in danger situations. The Slots' weapons has limited ammunition, so reserve some ammo to the final combats.

Your shield will protect your ship while it has energy enough. When the shield is discharged, any collision will be fatal for you.

4.1 Keys and Controls


You will control your movements with the keyboard arrows, or using your Joystick / Joypad.

Hint: You can define the keys for the game, starting from the Options' menu, Set Keys option. You can use this same menu to define the favorite buttons for your Joystick.

Besides the movement controls you will use four basic buttons:

- Button 1. shoot primary weapon
- Button 2. shoot slot weapon
- Button 3. select primary weapon
- Button 4. select Slot weapon

Default Keys:

	Use the keyboard arrows to move your ship.
Z or CTRL	shoot primary weapon
X or Enter	shoot slot weapon
C or Space	select Slot weapon
V or ALT	select primary weapon
ESC	Pause game
F10	Quit game suddenly
F11	Screenshot
F12	Cheat codes and passwords



You can use any type of controller, Joystick / Joypad, with the game.

Hint: you can configure the controller's buttons in the Options' menu.

4.2 Lives and Continue

In the three levels of difficulty you have only five lives / ships to complete the game. Additionally, you have one only "Continue", which grants you more five ships for trying concluding the game.

You cannot save your games, the challenge is complete.

5. Medals and Achievements

You can reach some important goals in the game, and receive medals as bonus.

Medals will grant you a better status, but also a better score, besides additional credits for updating your ship.



Hot Fire

Shot down 500 enemies in combat



Big Shot

Shot down 1500 enemies in combat



No mercy

Shot down 2500 enemies in combat



Destructor

Shot down 4000 enemies in combat



Clean up

Complete a mission with 95% of the targets destroyed



Zero Remain

Complete three missions with 95% of the targets destroyed



Safe Fly

Complete a mission without dying



Perfect Fly

Complete three missions without dying



Ace Pilot

Complete the game without continue



War Hero

Complete all missions

6. Missions

There are eight missions that you need to complete in order to win the game. Each mission presents different enemies' waves, and always at the end of each level, the combat with a Boss more and more powerful.

6.1 Wake up Call

Location:

Amazon's desert, border between Brazil and Colombia.

Military base Xavante

10/22/2027 hour of the mission 16:22

Main objective:

To retake the base's control at any cost. Eliminate the largest number possible of enemies.

BigFoot LandMover

High destruction power, with varied armaments among missiles, positron pulses and lasers of high impact.

It will be necessary to destroy all its secondary parts for later affect its base, and cause its total destruction.



6.2 Sub Urban Graveyard



Location:
Manufacturing Center El Diablo
Former Mexico City
10/22/2027 hour of the mission 18:32

Main objective:
About 45% of the entire synthetic food processing in the western hemisphere is produced in these factories. We needed to recover the command of these facilities as fastest as possible.

Spider Tank
Ground war machine with a heavy attack system. Its main defensive system can only be affected when the sub-parts of the tank are already destroyed.

6.3 Leap of Faith

Location:
Copernico's Orbital catapult
500 km over the Cape Canaveral
10/22/2027 hour of the mission 19:17

Main objective:
With a structure of more than 100 Km, the orbital catapult is to main route to exit of earth. The loss of this installation is unacceptable, if it is destroyed, the war can be considered lost. Clean the area, and enter in orbit for the new mission.

Allicat Ship
An agile combat ship, with armaments of high potency. You will need to destroy its attack modules before destroying its base, and to defeat him.



6.4 Sturgeon Bay

Location:

Classified.

Earth's major Shopbuilding

10/22/2027 hour of the mission 22:32

Your main objective is to reach the jump Gate, located at the end of the factory. With the star jump, we can surprise attack the enemy forces, which can be decisive to the war.

HydraMobile

Constituted with modules in layers, Hydra is one of the attack stations with larger offensive power. There are 12 modules that need to be destroyed, and the esteemed total resistance of the ship is about 3200 points.



6.5 Morning Star



Location:

Desynch space near Moon

Insurgency Mega Carrier

10/23/2027 hour of the mission 6:44

Alone, the supercarrier is capable to annihilate practically all our defensive system. While in movement, it can be considered vulnerable, but never defenseless. You should cause most damage as possible.

AppleStone

Basically nothing is known about this enemy defensive station. The sensors' readings indicate a resistance superior to 3000 points, and seven sub-armaments.

6.6 The Devils Garden

Location:

Kuiper's belt, Solar System.

Mining Operations Sierra Nevada

10/23/2027 hour of the mission 12:44

This mining station is the main source for weapons development and ships construction. Being controlled by the enemy, they interrupt our resources for production. We needed to recover this facilities - clean the area.

Drone Station

It has a production system of attack Drones, and repair Drones. The central armaments are heavy, and the Drones' attack are kamikaze. Repair Drones re-stabilize the station. Destroy its central unit, so that no drone can be produced, and the enemy can be defeated.



6.7 Back in Kansas



Location:

Baltic Sea

Amanda Earhart's Atmospheric Dampener

10/23/2027 hour of the mission 15:14

General Alert. All units should report to Kurtzki, Siberia. Great enemy activity detected in the area. The atmospheric dampener is the fastest road for re-entrance in the planet, so, get there. Fastest road, not the easiest. Clean the area.

Thorn Crow

This station has an attraction system, which can lock your ship for a fatal attack. In the center of the station you are very vulnerable. Only destroying the main modules, the motors, you can defeat him.

6.8 Shockwave

Location:
Baikonur Cosmodrome, Russia
Underground launchpad Installations
10/23/2027 hour of the mission 22:44

The enemy just captured our Launcher Vehicle, equipped with the Super EMP Pulse weapon. If they takeoff, the enemy can activate the weapon to destroy the whole planet. If we lose this armament, the war is lost.

Our last attacks hit hard the enemy, then to capture the super EMP pulse is the enemy's last chance.
Be prepared for maximum resistance.



7. System Requirements

Operating system: Windows XP, Vista or superior
Processor: 1.6 GHz or better (dual core recommended)
Memory: 512MB RAM (1GB recommended)
Hard disk space: 300MB
Video: DirectX@9 - compatible graphics adapter with 128 MB (512 MB recommended)
Sound: DirectX@9-compatible
DirectX@: DirectX@9 or superior

Hint: check the performance clues in the options' session

7.1 Troubleshooting

With an equipment within the minimum requirements, or better, and with DirectX 9c (or superior) installed in your system, the game should run without problems, as the wide quality's tests attested.

In case of additional doubts or problems, visit the game's page , <http://www.invent4.com/razor2>, your doubts can be already answered for there.

To contact our support, write to [sup @ invent4.com](mailto:sup@invent4.com)

8. Credits

Razor2: Hidden Skies
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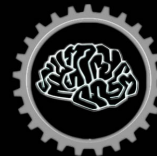
Songs

Razor2
Shadows' Signs
Obscurum Pugna
Lumen Proelium
The Boss
Grateful Death
Hallelujah
(The Victory Song)
Indiana Wars
(Tribute to John Williams)

Sounds FX
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