



## ~ Player Guide ~

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### **Introduction**

Rocketeer is a free web based on line game based on the world of model rocketry. The object of the game is to collect experience points which you get from visiting different areas, building, repairing and launching rockets. There are also weekly in game prizes available for the player whose rocket reaches the highest altitude. By gaining experience points it is possible to work your way up from the lowly rank of “Rocketry Newbie” through to “Rocketeer”, “Rocket Scientist” all the way up to “Rocketry God”. The game takes a light hearted take on rocketry so you don’t really need to of had any experience model rocketry to play the game.

It should be pointed out that at the time of writing (17/11/2005) the game is only a few weeks old and although the game has been thoroughly tested by the author and members of the Norfolk and Suffolk Rocketry Association there may still be bugs. In return for opening the game up to the public free of charge early, the author requests that if you do find a bug or something that doesn’t work in the way you expect you let the author know by clicking on the Bug Report link which is available in the game. The author is also soliciting suggestions and general feedback of the game so you have a chance to shape the future of the development of the game. Players who submit a bug report are likely to receive an in game reward. While the game is in beta test stage the author will be adding new content to the game.

### **System Requirements**

Rocketeer is a web based on-line game and as such you all you need to play the game is an Internet Browser and an Internet connection. The game requires you to have cookies and Javascript enabled. Cookies are only stored on your computer to identify the current session and will be deleted once you close your browser.

The game has been tested using Internet Explorer 6.0 and Mozilla Firefox 1.0.7 on Windows XP (SP2) and Linux (Fedora Core 4). The game should work with most browsers/operating systems. However if you notice any problems please submit a bug report.



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Some players have reported that they have had problems logging in (e.g. Immediately getting sent back to the login screen with a session expired error). The game makes use of cookies (in our context is a small data file created by a Web server that is stored on your computer temporarily for that session only). This small amount of data is automatically deleted once you close your browser . **If you have cookies disabled you will not be able to play the game.**

### The Game Interface

The following screen shot is of the main game interface. There are three main components of the game interface.

#### 1. The Navigation Bar

The navigation bar (the gray bar below the main black Rocketeer heading) contains links to commonly used game functions and locations. The following is a list of the links with their function.

**Game News** Keep up to date with the latest game news.

**Bug Report** If you find a bug or problem with the game, report it here.

**City Map** This link will take you to the Rock City map (the same page as pictured below).

**Inventory** This allows you to view your inventory and is where you sell items, repair and build rockets.

**Flight Log** View summary reports of your rocket flights, and view detailed launch reports of your last 25 rocket launches.

**Messages** Send and receive messages to/from game administration staff or other players.

**My Account** This is where you can change your password or registered email address.

**Logout** Log out of the game securely.



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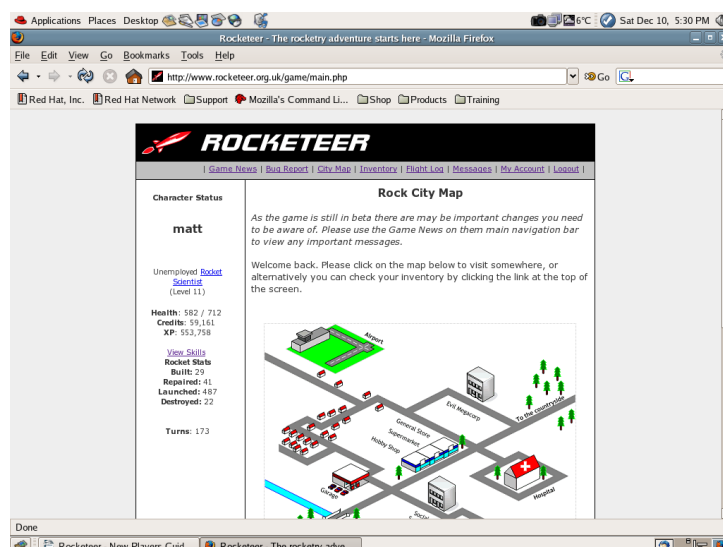
### 2. The Character Status Bar

The character status bar is located on the left hand side of the page. It shows the current characters name, level, their employment status, as well as their current Health, Credits (money), XP (experience points) and more importantly how many turns you have left today. Some of these concepts are explained in more detail elsewhere in the document.

The character status area will show a link called 'Skills'. You acquire skills by either doing something for the first time (such as building a rocket, repairing a rocket etc.) or from receiving specialist training for certain parts of the game. Some skills can make your character better at certain aspects of the game. The character status bar will also show some statistics about how many rockets you have launched, the number of successful launches, the number of rockets built, sold, destroyed and the percentage of successful launches.

### 3. The main Game Interface

The remaining part of the screen will change depending on where you are in the game. Pictured below is a map of Rock City, your hometown. You can visit places by clicking on them.





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### 4. Bug Report/Suggestions/Spelling Mistakes/Question Reporting



At the bottom of every page in the game is a set of 4 icons (shown above). These icons are (from left to right) Report Bug, Report a spelling mistake, Offer a suggestion or send a general query. Using this bar is the preferred way of reporting bugs as it will mean a quicker turnaround time (because it's less work for the author of the game as it will send the reports with most of the information he needs, to save manual tasks like looking up your player id number etc.). Of course you still can message 'admin' in game if you just have some general feedback or need some help.

## Earning Credits

Your character is going to need money to buy supplies for rocketry. Money in the game is referred to as 'credits'. Just as in real life there are two main ways of earning money. The first is to simply get a job. This option will provide your character with the most money per day, but because you are at work you have less turns per day. The second way of earning money is to sign on at the social security office, and collect your dole money every day. If you have a job the money is automatically allocated to you. If you decide to be unemployed you have to manually collect your money from the social security office each and every day. If you are unemployed you get more turns per day. You can also supplement your income by doing odd jobs in the neighborhood (click on the houses on the Rock City map). The industrial district may also yield credits or other usual items.

Currently you can earn 125 credits per day when employed, but only have 20 turns. If you are unemployed you can collect 25 credits per day and get 40 turns.

You can also earn credits by selling your rockets. Please see 'Selling Rockets' below for more information on this.

You can also gain credits by going to new locations. Your level will effect the amount of credits you get from each adventure. The higher your level the more credits you can gain.



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### **Turns**

Rocketeer is a turn based game which you are allocated a certain amount of turns per day. You use up turns by traveling, having adventures, building or repairing rockets etc. However some parts of the game do not use up turns (e.g. shopping). If you are unemployed you get 40 turns per 24 hour period. Employed characters only get 20 turns per 24 hour period but earn more credits. You will receive your next days turns (and credits if applicable) at around 6pm GMT, which is when the game updates itself for the next day.

If you don't log in for a few days, your turns will accumulate up to a maximum of 200 turns.

You can gain extra turns by eating and drinking food and drink, although there is a hard limit of 200 turns.

### **Food and Drink**

Although you are limited to a set number of turns per day you can gain more turns by eating and drinking.

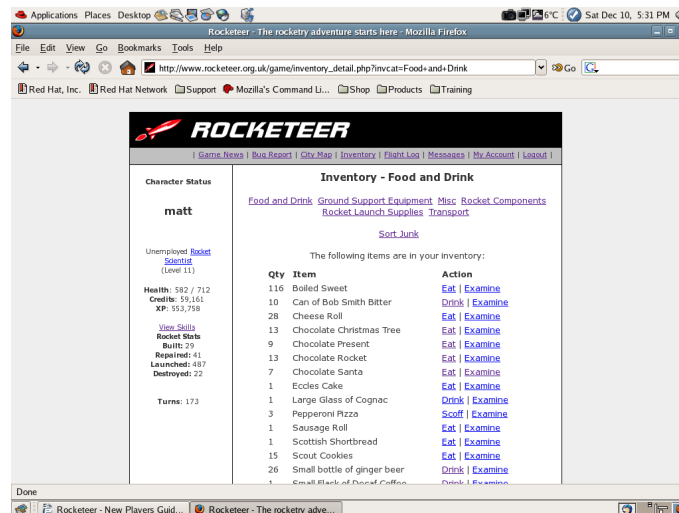
Your main source of food and drink items to begin with is from the Supermarket in Rock City. Although you also can pick up food and drink items from visiting other parts of the game and having adventures.

Eating and drinking is achieved from your Inventory. Click the Inventory link on the games navigation bar. Click on 'Food and Drink'. This will show something similar to the screen shot below.



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You can examine the food and drink items to see a description of the item by clicking on the Examine link to the right of object name. You will also see an Eat or Drink link to the right of the food or drink item. Clicking on this will eat or drink the item. The item will be removed from your inventory and you will be given any turns. Each food or drink item may yield a different amount of turns. You can eat or drink up to 10 times in a game day (otherwise you are too full). Remember that there is a hard limit of 200 turns. If you have 180 turns, and you eat something which gives you 40 turns you will end up with 200 turns rather than 220 turns.

## Health

Health is very important in the game. If your health points gets too low you won't be able to launch rockets or drive anywhere. You will see a message in red on the character status left hand pane if your health drops too much. You have two options when this happens, you could either visit the hospital in Rock City, or you could use a First Aid kit, if you have one. First Aid kits can be bought from the shops in Rock City. To use a first aid kit (if you have one) click on the inventory link on the main navigation bar. Then click on 'Misc'. Click the 'Use' link to the right of the First Aid kit you



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want to use.

### Experience Points

Experience Points (or XP) determine your current level. Experience Points are gained when doing pretty much anything, from building rockets, launching rockets or visiting places and having adventures. The following table shows the XP needed to achieve the various levels. Some locations can only be visited by characters at a certain level, so as you work your way through the game earning XP, you will have access to more and more of the game.

Level	XP needed	Level Title
1	0	Rocket Newbie
2	1,000	Rocketry Recruit
3	2,000	Apprentice Assistant Rocketeer
4	4,000	Assistant Rocketeer
5	8,000	Apprentice Rocketeer
6	16,000	Rocketeer
7	32,000	Seasoned Rocketeer
8	64,000	Veteran Rocketeer
9	128,000	Expert Rocketeer
10	256,000	Assistant Rocket Scientist
11	512,000	Rocket Scientist
12	1,024,000	Expert Rocket Scientist
13	2,048,000	Rocketry Professor
14	4,096,000	Rocketry Demi God
15	8,096,000	Rocketry God

### Launching Rockets

You launch rockets from the countryside. You will need to make sure you have the correct ground support equipment (launch controller, launch pad etc.), at least one undamaged rocket, some igniters and some rocket engines before you can launch a rocket.



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If you don't have a car it costs 2 turns to visit the countryside. If you do have a car it takes only one turn.

### **Repairing Rockets**

You can only repair rockets if you have the appropriate tools and supplies. HINT: these are available from the general store.

If one of your rockets is damaged during flight you can repair it by looking in the 'My Rockets' section of your inventory. You can click on the 'Damaged' link beside your rocket to repair it. It can cost up to 10 turns to repair your rocket, depending on how badly your rocket is damaged.

### **Building Rockets**

To build rockets you need to have the appropriate tools and supplies. (again these are available at the general store.). You also need to have the correct rocket components. To build a rocket access your inventory and click on the 'My Rockets' link, and then click on the Build Rocket link. You will be told what components you need if you are missing any. To build a rocket just give the rocket a name, select from the components to use and press the build rocket button. It does take time (turns) to build a rocket. Your rockets performance will be based on the components you use. The quality of the components you use will also effect the rockets value, if you decide to sell it later on.

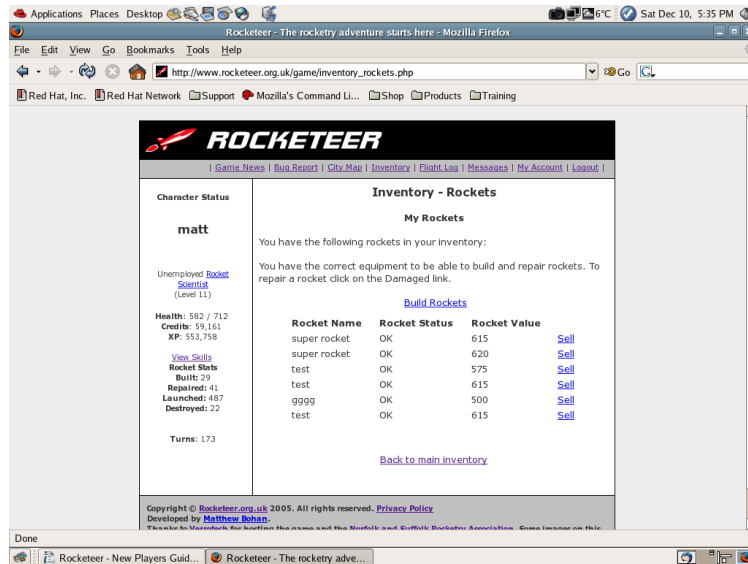
### **Selling Rockets**

You can also earn credits by selling your rockets. You can sell rockets from the "My Rockets" section of the inventory.



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The My Rockets inventory screen will show what the value of your rockets are. The better constructed, the more you can sell them for. Please note if you have any salesmanship skills you can usually get a better price for your rockets. To sell your rocket click the 'Sell' link next to the rocket you want to sell, and then click the Sell button to actually sell your rocket.

You can build rockets that are worth more by using high quality components, using better recovery systems (e.g. Streamers and parachutes) or by having the rocket painted.

Please note, only undamaged rockets can be sold.

## Traveling to other locations

To travel to other locations you will need a car **and** a satellite navigation system. Click on the motorway in Rock City to program your destination in your MattNav 9000i (your satellite navigation system). As you work your way through the levels more locations will appear in the MattNav. Click on Drive to drive to the destination.



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### The End

Thats it! Well not quite. The game has a lot more depth to what has been covered here, but I don't want this document to spoil game play too much.

All thats left to say is to thank you for your interest in Rocketeer the game. Please remember that I am actively seeking suggestions, feedback and bug reports from the player community. This is your chance to shape the future development of the game.

### Contact Information

**Bug Reports:** via in game 'Bug Report' button at bottom of each game page (the little green bug) or e-mail: [bugs@rocketeer.org.uk](mailto:bugs@rocketeer.org.uk)

**Suggestions:** via in game "suggestions button at bottom of each game page" (the little star) or e-mail: [suggestions@rocketeer.org.uk](mailto:suggestions@rocketeer.org.uk)

**Feedback:** message 'admin' in game or e-mail: [feedback@rocketeer.org.uk](mailto:feedback@rocketeer.org.uk)

**Support:** via in game message to 'admin' or e-mail [support@rocketeer.org.uk](mailto:support@rocketeer.org.uk) or use the question button at bottom of each in game page.