

SHATTERED™ HORIZON



FUTUREMARK®
GAMES STUDIO



Video Games and Health

Some people can experience seizures when exposed to certain visual images, flashing lights or patterns that may appear in video games. This can happen even to people with no history of seizures or epilepsy. If you or your child should experience any of the following symptoms: dizziness, lightheadedness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, or any involuntary movement or convulsion while playing a video game, immediately stop playing and consult a doctor. The risk may be reduced by taking the following precautions:

- Do not sit too close to the screen.
- Use a smaller screen.
- Play in a well lit room.
- Do not play if tired.
- Take rest breaks regularly, at least 15 minutes per hour.

System requirements

Shattered Horizon requires DirectX 10, a DirectX 10 compatible video card, and Windows Vista or Windows 7. There is no support for Windows XP or DirectX 9. You will also need a broadband internet connection and Valve's Steam system which you can install from <http://store.steampowered.com/>

Minimum requirements

- CPU: Intel Core 2 Duo E6600 / AMD Athlon64 X2 5600+
- GPU: NVIDIA GeForce 8800GT / ATI Radeon HD 3870
- GPU memory: 256MB
- Hard disk space: 1.5 GB
- RAM: 2GB

Recommended requirements

- CPU: Intel Core 2 Quad Q6600 / AMD Phenom II X4 940
- GPU: NVIDIA GeForce GTX 260 / ATI Radeon HD 4870
- GPU memory: 512MB
- Hard disk space: 1.5GB
- RAM: 2GB

Support

<http://www.shatteredhorizon.com/support/customersupport/>



Controls

You can change all of the controls from the in-game menu. You may want to print this page.

Movement

Forward	W
Backward	S
Strafe left	A
Strafe right	D
Up	SPACE
Down	SHIFT
Boost	C
Swoop to surface	F
Toggle Silent Running	B
Roll using mouse	RIGHT MOUSE BUTTON
Roll left	Z
Roll right	X

Combat

Fire weapon	LEFT MOUSE BUTTON
Toggle sights	MIDDLE MOUSE BUTTON
Reload weapon	R
Swap to sidearm / primary	Q
Fire grenade pistol	E (hold and release)
Next grenade type	MOUSE WHEEL UP
Previous grenade type	MOUSE WHEEL DOWN
Select ICE grenade	1
Select EMP grenade	2
Select MPR grenade	3
Select FLARE grenade	4
Select PULSE grenade	5
Select DECOY grenade	6
Melee attack	V
Select weapon for next spawn	F1

General

Player list	TAB
Text chat to team	T
Text chat to all	Y
Voice chat to team (hold and talk)	G
Voice chat to all (hold and talk)	H
Quick help: movement	F2
Quick help: weapons	F3
Quick help: HUD	F4
Toggle frame rate counter	F5



Background Story


Man is back on the Moon and the companies that took him there are reaping huge profits. Their greed soon leads to the largest mining accident in history, when overexploitation of a risky new technique leads to a catastrophe of unprecedented scale. An explosion throws billions of tons of rocky debris into near-Earth space, its aftershocks threatening to tear apart the Moon itself.

Fragments of the Moon settle around the Earth and become known as the Arc, named after the dramatic shape they draw across the night sky. With Earth surrounded by debris there's little chance of rescue or return for the thousands of people stranded in space.

The International Space Agency's astronauts and scientists trapped in the battered International Space Station are given the task of apprehending those responsible for the catastrophe. Weapons are among the last supplies they receive before the supply route from Earth is cut.

The Moon Mining Cooperative finds itself facing serious charges after only barely surviving the cataclysm. Cut off from Earth, they see independence and self-sufficiency as their only possible future and the ISA as a threat to their existence.

The two sides are drawn into an armed conflict. Desperate battles are fought over strategic locations and the scant supplies from Earth that make it through the shroud of debris. Control of the Arc now means the difference between survival and death in the cold of space.





Playing the Game

Help

Basic help screens can be viewed from the main menu by selecting Tutorial. You can also view these screens in-game by pressing keys F2 – F4.

Joining a Server

Shattered Horizon is a multiplayer game and can only be played online. Join a match by clicking “START GAME” in the main menu. This brings up the server browser.

Each row in the server browser displays a server's name, the number of players currently connected and the network latency between you and the server ("ping"). You can sort the server list by clicking on the column headings. The RULES column may contain abbreviations describing the rules set by the server host. You can see the explanation of the abbreviations by clicking on the RULES button below the server list.

When you have found a server you want to join, select it and then click the “CONNECT” button or, alternatively, just double-click on the server.


Game Modes

You can play three different game modes called Battle, Assault and Skirmish. All three modes support a maximum of 32 players divided into two teams.

In **Battle** two teams compete to capture control points and dominate the map. Teams must defend their own control points while attacking the enemy's.

Assault is a turn-based control point capture game. Teams take turns attacking and defending. Control points cannot be recaptured by the defending team once lost. A team wins by capturing more control points or by capturing all the control points faster than the other team.

Skirmish is a team deathmatch game mode. At the end of the round, the final score determines the winning team.





Movement

Shattered Horizon is designed to be instantly accessible to anyone who has played an FPS before. You can dive straight in with standard WASD keys and mouse but to really take advantage of zero gravity try adding UP, DOWN and ROLL to your movements.


When you are flying you have inertia. This means that once you build up speed, you will continue moving if you release the controls. Coasting with inertia allows you to move without using your rocket pack. Since the enemy cannot see your rocket pack lighting up the environment, you may be able to close in undetected.

You can land on and attach to almost any surface by pressing SHIFT to land when above a surface or by pressing F to boost jump when aiming at a nearby surface.

Silent running

You can power down your suit electronics by pressing the B key. Silent running limits your rocket pack thrusters to a low power mode, making it harder for opponents to see your movements. You no longer appear on radar and since your suit electronics are off, EMP grenades have no effect on you either.

The downside is that you lose your HUD functions, your audio simulation and your boost capability. You can no longer stay attached to surfaces, and maneuvering becomes sluggish. Press the B key again to power up your space suit and return to normal operation.



PRESS F4 TO TOGGLE IN-GAME FPS COUNTER

STATUS OF ALL CONTROL POINTS

CONTROL POINT STATUS DISPLAY
red = enemy control
team color = friendly control
white = neutral

Only bright control points
can be captured

Dots under a control point show the number of team mates nearby

CONTROL WAYPOINT INDICATORS

TEAMMATE

GRENADE FUSE

ENEMY

CHAT TO ALL

CHAT TO TEAM

BOOST

AMMO

HEALTH

GRENADERS

SPEAK TO EVERYONE

SPEAK TO TEAM





Combat

There are a number of different weapons in Shattered Horizon. You choose your primary weapon before you spawn and carry that weapon until you are killed. You can select the weapon for your next spawn at any time by pressing the F1 key. Experiment to find the weapons best suited to each situation and your own playing style. All primary weapons and the pistol have sights you can use by pressing MIDDLE MOUSE BUTTON for greater aiming precision. Regardless of which primary weapon you choose you always have access to your sidearms: a pistol, grenade pistol and a melee weapon.

Suit Integration


Weapons have different characteristics depending on whether you are flying or attached to a surface. Some weapons are able to network with your suit automatically triggering the thrusters to compensate for recoil. This is called Suit Integration and weapons with this ability will be as accurate when fired in flight as they are on a surface. Heavier weapons without Suit Integration are more accurate when fired from a surface.

Radar

The radar is a player direction indicator that lets you locate teammates and opponents. Solid red blips are opponents in front of you, hollow red blips are opponents behind you. Yellow or blue blips (depending on your team) are your teammates. Opponents appear on the radar and on your HUD when they are spotted by you or your teammates, or when they fire their weapon within a certain range.

Spotting Enemies

You can spot an opponent by holding your crosshairs on him for a short period. After being spotted, the opponent is marked on your HUD with red brackets surrounding the astronaut. If the opponent moves out of your line of sight, you lose his location after a couple of seconds. Spotting information is shared between you and your teammates who are within 50 meters of your position.



Primary weapons

Shotgun

Providing a powerful punch in a compact package the shotgun is ideal for defending control points. Devastating damage at close range compensates for its small magazine and high spread.



SMG

Developed by the ISA's security division using lightweight composite materials and advanced suit integrated electronics, the SMG offers increased mobility and improved accuracy while in flight.



Assault Rifle

A second generation assault rifle adapted for vacuum, the RK-42-v is a reliable and versatile weapon offering balanced characteristics to suit most combat situations.



Machinegun

The machinegun is a heavy weapon designed to provide sustained suppressing fire though the effects of recoil mean it is best fired from a surface. The large magazine reduces the need to reload frequently.



Railgun

By modifying the mass driver technology used to hurl cargo from the Moon to Earth orbit the MMC have created a powerful long range weapon ideal for their campaign of guerrilla warfare against the ISA.



Sidearms

Pistol

Useful as a backup weapon or in close quarters the pistol offers accurate and effective stopping power in a small and light-weight package.



Grenade Pistol

MMC engineers created an improved grenade pistol with a HUD integrated range finder and a magazine with greater capacity that allows you to fire up to six grenades in any combination.



ICE Releases an ice cloud that block sight and radar.



EMP Disables enemy electronics and limits movement.



MPR Blast pushes away astronauts and floating objects.



FLARE Blinds enemies and illuminates dark areas with bright light.



PULSE Sends a radar pulse that reveals hidden enemies.



DECOY Confuses enemy radar with false movement signals.



Moon Mining Pick - "Ripper"

This standard mining tool has been salvaged by the MMC and adopted as a fearsome close combat weapon. One well placed strike results in an instant kill as the serrated blade tears through the fabric of the enemy's suit.



Levels

Moondust

Moondust is an oxygen-rich fragment of Moon rock where MMC miners have set up a mining facility. This is a risky venture, as the Arc's rotation brings it right under the ISA's nose. The MMC has little choice: with most of Moon's oxygen farms destroyed, they are literally fighting for air.

Moondust is designed to be accessible to new players. It features a lot of indoor spaces, corridors and caverns. There are man-made structures which give a natural sense of "up" even though there's no gravity. Combat tends to be close range and sudden.



ISS

A meteoroid impact has severed the International Space Station nearly in two. MMC troops seize the opportunity to raid the crippled and understaffed station. A skeleton crew of ISA astronauts must hold out against the attack. ISS is the most open of the three levels. The long axis of the station provides clear direction for the players. In this level players can make full use of zero gravity resulting in fast paced tactical play.



The Arc

Delayed from the main force, a lone ISA shuttle spots a target of opportunity: an unexpected MMC presence on the Arc. As a strike team descends on what looks like an unmanned listening post, MMC miners spring their trap to capture the ISA shuttle.

The Arc is a smaller level suited to teams of 4-6 per side. The play takes place amidst the many huge fragments of Moon debris that encircle the Earth. Combat is fast paced and teamwork is essential to capture or defend the control points successfully.



Flipside

The remains of Hadley Science Station now orbit the Moon. The station contains stockpiles of high-purity nuclear fuel that could sustain the conflict for years. Determined to cut the MMC's fuel supply, the ISA launches a mission to confiscate the supplies or destroy them.

In Flipside players fight on both sides of a broken disc of Moon rock, moving between the two through cracks and fractures in the level. As players move from one side to the other, up becomes down. Teams must control both sides to win.



Levels

Deadeye

The M-75 COMSAT microwave communication dish kept transmitting throughout the massive destruction on the Moon, its systems failing only after backup battery power was depleted. The logs contain classified information of MMC operations that must not fall in ISA's hands.



Slingshot

Mass driver transportation was the key to commercial logistics between the Moon and Earth. As the conflict in space escalates, these massive electromagnetic guns are now a threat looming in the orbit. If the ISA can secure all the intact mass drivers near the Moon, the balance of power will shift dramatically.



Ten Star

Built in 2041, the Ten Star Hotel was a symbol of the incredible wealth amassed by the oligarchs of the Moon mining business. A layer of golden radiation shielding covers what used to be the tower's upper structure. The opportunistic crew of an ISA scouting mission decide to collect some souvenirs - only to run into MMC scavengers already looting the ruins.



Searchlight

MINOTAUR, an MMC orbital recovery vehicle survived the Moon catastrophe unscathed. Too valuable to risk in combat, it performs salvage and recovery missions behind the front lines. The ISA sets up operation Theseus to lure the ship into an obstructed space and knock it out.



Visual Settings

There are three different levels for quality settings: SPEED, BALANCE and DEFINITION (as well as ULTRA in post processing). The SPEED setting maximizes game performance and is recommended for slower systems. DEFINITION settings render the game in more detail and require more hardware performance to run at high frame rates. BALANCE is a compromise between high speed and high definition. Finally, ULTRA post processing is recommended for high-end systems only.



Shadows and Shaders

Each step from SPEED up to DEFINITION increases pixel shader quality and uses a more complicated lighting model. Shadow map resolution is also improved, so shadows look sharper and more realistic. The pixel shader for the SPEED setting does not include normal maps, increasing performance on slower systems with the drawback of less surface detail on player characters and game world assets.

Texture Resolution

Each step downwards from DEFINITION halves most texture maps. In other words, SPEED quality textures are 1/8 of the size of DEFINITION quality textures.

Anti-Aliasing

Anti-aliasing options range from OFF to the maximum level of anti-aliasing your video card supports. Please note that on higher screen resolutions anti-aliasing uses a large amount of video memory. High levels of anti-aliasing are ideally suited for low resolutions.

Post Processing

Post processing has four options, SPEED, BALANCE, DEFINITION and ULTRA. Each step from SPEED up to DEFINITION adds more post processing effects. ULTRA does not add any new effects but doubles the existing effects' resolution, creating a very heavy load on the GPU.

Performance tips

All visual settings except texture resolution can be changed in-game. The options that will give you the biggest performance increase are: 1) ambient occlusion off, 2) lower resolutions 3) anti-aliasing off.

Audio Settings

Volume

Move the sliders to set the volume for the game's title screen music and in-game sound effects.

Features

Move the sliders to turn in-game radio chatter and reverb effects on or off.

Voice Communication

Steam Settings

Before changing the options in Shattered Horizon make sure you have Voice Chat configured within Steam. Log in to Steam, then from the VIEW menu select SETTINGS.

Within Steam you can set up your recording device, set microphone level and receiving volume and perform a test.

Enable / Disable Voice Chat

Move the slider to set the volume for Voice Chat from other players. If you move the slider all the way to the left Voice Chat will be disabled. When disabled you will not be able to chat with other players nor will you hear other players speaking. Disabling voice chat can free up extra bandwidth on slower Internet connections.

Buffer Length

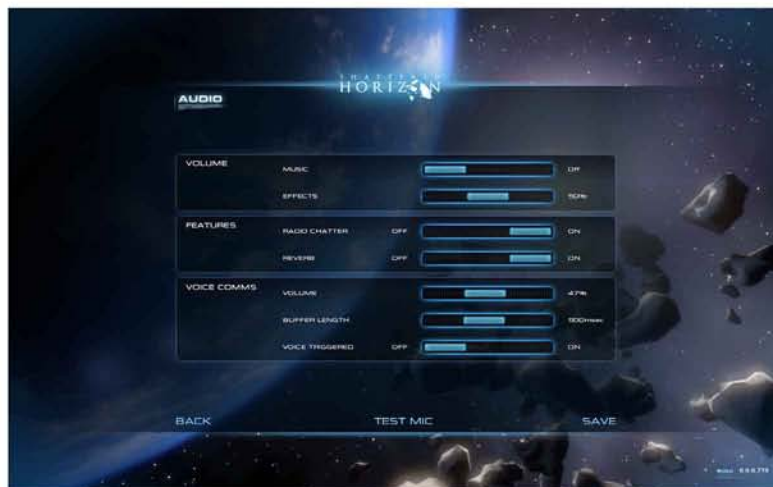
Move the slider to set the buffer length for voice chat in milliseconds. This specifies the amount of time that audio is held after it is processed before it is played back. Setting a longer buffer length on slower computers and slower Internet connections will help reduce sound interruptions and lag.

Voice Triggered

Move the slider to enable or disable voice activated communication. When triggering is enabled you will broadcast whenever you speak above a certain threshold. By default, you will chat to your team only. To talk to all, hold down "Talk to All" (H key) while speaking.

Muting Players

If you wish to mute a player in game, press ESC to bring up the in-game menu, select AUDIO OPTIONS then select MUTING. Then click on the name of the player you wish to mute. Click again to un-mute a player.



Statistics

In-Game Statistics

During the game you can check all players' scores by pressing the TAB key. Your own player name is highlighted.



Team Statistics

At the end of each match you will see a results screen that shows both teams' scores and your own personal statistics from the last match. You can also check global accumulated stats to see how your results and skill development matches up to other players.

The battle summary screen is automatically displayed after each match. Here you can see the game result and each player's score, kills, deaths, control point captures and endurance level. Your own player name is highlighted.



Statistics Website and Achievements

The stats web page gives you access to leader boards, players' individual stats and level information. The stats page can be accessed by clicking Rankings in the Main menu, or from <http://stats.shatteredhorizon.com/>.

Player stats show detailed information of players' performance, game results and progress. These statistics include the number of games played on each level with each game mode, detailed combat stats, career progress and current rank. Combat characteristics shows you an analysis of a player's playing style, and lets you compare it to your own.



Score and Rank

When you play Shattered Horizon matches and rack up points, you gain rank as proof of your skills. There are ten rank titles in Shattered Horizon, each with five subtitles – iron, bronze, silver, gold, platinum - making 50 ranks in total. The points required to reach each rank are as follows:

Rank	Title	Iron	Bronze	Silver	Gold	Platinum
1	Recruit	 0	 1	 2	 4	 6
2	Technician	 10	 15	 20	 30	 50
3	Engineer	 80	 120	 170	 220	 300
4	Astronaut	 390	 490	 620	 770	 950
5	EVA Specialist	 1,150	 1,375	 1,650	 1,970	 2,300
6	Corporal	 2,700	 3,150	 3,650	 4,200	 4,800
7	Sergeant	 5,500	 6,200	 7,000	 7,900	 8,900
8	Lieutenant	 10,000	 12,500	 15,000	 20,000	 25,000
9	Captain	 30,000	 40,000	 60,000	 80,000	 100,000
10	Commander	 125,000	 150,000	 175,000	 200,000	 250,000

You score points from capturing control points and killing enemies. Extra points are awarded for defending your control point by killing an enemy who is trying to capture it in Battle and Assault game modes, and skill shots to the visor or fuel tank in the Skirmish game mode. You also gain an assist score for damaging an enemy that your teammate then dispatches.

Match bonus

Staying in the fight until the end of the round gives you additional points based on your score during that match. As you support your team by playing consecutive games, you are rewarded with a higher multiplier to the end-game match bonus.



Dedicated Server Administrator's Guide

Quick start

1. Install the Shattered Horizon dedicated server from the Steam "Tools" tab
2. Start the Server GUI by double-clicking on the dedicated server in the Steam "Tools" tab
3. Configure your server. At a minimum, you need to add one or more levels to the level rotation on the "Maps" tab
4. Click on "Save And Launch."
5. Select a filename to save the server config into
6. The server starts and displays a small console window
7. Start the Shattered Horizon client and log in to your server

Registering your server for global stat submit

In order to be able to forward player stats into the Futuremark global stats server for Shattered Horizon, you need to register your server. This is easiest to do on the Server GUI, in the "Register" tab.

1. Click on the "Get a registration key" button
2. Follow the instructions given in the browser window to get your key
3. Once you have received the key e-mail, copy and paste the key string into the server GUI


Now, when you next save your server configuration, the key will be included, and the server based on this configuration will be shown as a registered server in the client's server browser. Registered status is indicated by the tag "RS" in the server tags column of the server browser.

Registered servers automatically forward all player stats to the global Shattered Horizon stats server, and the players will thus gain score, rank and achievements when playing. Futuremark retains the right to exclude any registered server from submitting stats temporarily or permanently if systematic cheating is detected, so play nice.

Customizing the server using the server GUI

The server GUI lists all server options on the "Network" and "Settings" tabs. You can set these as you wish, but the defaults should generally be fine for most use. Just remember to set "Server name" to something unique and descriptive, like "LeetClan Arc 24h, all modes" so that it will not be confused with other servers, and players will get an idea of what to expect when they join.

The "Maps" tab lets you select a series of maps with varying game modes and round lengths, and add them to the server rotation. You must add at least one map in order to be able to launch the server.



In-Game Server Console Commands

When in game and playing on a map, you can open a console connection to the server from the game client:

1. Press F12 to open the console (you can change this key in the control configuration)
2. Type login <password> and press enter. Substitute your defined server admin password
3. You should now be logged in to the server admin console
4. Type help and press enter to see available commands
5. Do some administering
6. Type logout and press enter to log out from the server
7. Type exit and press enter to exit the console, and return to the game

Admin commands

help	List available commands and command-line options
version	Show server build version and protocol version numbers
name	Show the current server name
name <i>new_name</i>	Set the server name to new_name
players	List the players on the server, along with their client ID numbers; you will need the client ID to perform admin tasks on players
stats	Show a range of server stats, including number of players, ping info and send and receive rates and totals
bw_limit	Show the bandwidth limit setting
bw_limit XXXX	Set the total upload bandwidth limit to XXXX kbps
kick <i>client_id</i>	Kick the player with client ID equal to client_id; You can list client IDs for all players with the players command
kickban <i>client_id ban_minutes</i>	Kick the player with client ID equal to client_id and ban him/her for a duration of ban_minutes
ban_list	List banned players
remove_ban <i>ban_index</i>	Remove the ban on player ban_index in the ban list
end_match	End the current match and cycle to the next level
msg <i>text</i>	Send text as a message to all clients
motd	Show the message of the day
motd <i>message</i>	Set message as the message of the day
levels	View level cycle
add_level <i>name game_mode round_time_limit</i>	Add new level to the end of the cycle
remove_level <i>number</i>	Remove level from the cycle
clear_levels	Remove all expect last level from the cycle
start_level <i>number</i>	End current match and move to given level in the cycle

Advanced Configuration

Zip distribution

The dedicated server is also available as a downloadable zip on the shatteredhorizon.com website:
www.shatteredhorizon.com > Support > Dedicated Server.

Installation is simple:

1. Unzip the package to a location of your choosing
2. Install the dependencies found in the installer_support directory
3. Configure the server. Create your first config file with the Server GUI (server_exe\sh_server_gui.exe), and then refine it either in the GUI, or with a text editor
4. Start the server, either with the GUI, or using a the server command-line (see below)

Server command-line

The Shattered Horizon dedicated server can be started from the command-line. The executable resides in sh_server\sh_server.exe inside the zip package. The basic command-line to start the server is as follows:

```
sh_server.exe --config_file=myconfig.txt
```

Other options:

<code>--configure</code>	Open the default configuration file
<code>--level <i>arg</i></code>	Start with a specific level
<code>--port <i>arg</i></code>	Server port to listen on. Overrides config file setting. Uses a range of 3 ports counting up from <i>arg</i>
<code>--ip_address <i>arg</i></code>	Server ip to bind to. Overrides config file setting. Must match with server registration key (if server is registered)
<code>--reg_key <i>arg</i></code>	Server registration key. Overrides config file setting. Must match with registered ip address.
<code>--mode <i>arg</i></code>	One of the server modes: lan_server • public_server • public_no_vac_server •
<code>--name <i>arg</i></code>	Server name

Troubleshooting

For support and advice, please turn to our on-line support site at:
<http://www.getsatisfaction.com/futuremark/>



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Gallows Bird

Futuremark CEO

Tero Sarkkinen



Achievements



Fly Boy
Play one entire match in fly mode



Yin and Yang
50 kills while in opposite orientation to the victim



Death From Above
50 kills in fly mode against opponents in ground mode



Gung Ho
10 kills during one round



The Cleaner
3 kill streak



Rifleman
Kill 10 opponents with assault rifle



Sniper
Kill 10 opponents with Railgun



Ventilate
Score 10 headshot kills



Ten in the Tank
Score 10 tankshot kills



Up Close and Personal
Score 10 melee kills



Last Line of Defence
Score 100 defence kills



Marksman
Score a headshot from 200 meters or more



Speedlane
1 hour (3600 seconds) of boost time



Snipe This!
Kill an opponent with a melee attack while he is aiming with Railgun



The Assistant
Score 5 assist points in one match



Strafing Run
Kill 3 grounded opponents in 10 seconds in flight mode



Never Give Up
Capture 100 control points



No Electricity
Score 50 kills while being stunned by an EMP grenade



Ghost
Score 50 kills while running silent



Ghostbuster
Kill 50 opponents who are running silent



Empty Space
Score 1000 kills



Ruthless
Win 250 skirmish matches



Unyielding
Win 250 Assault matches



Relentless
Win 250 Battle matches