



INTERSECTA

DEMO

INSTRUCTION MANUAL

STORYLINE >>>

There is a solar system, in another dimension, where insect life has evolved to be of the most intelligence. Humans know not of its existence, just as the insects know not of humans. Their paths will never cross... yet believe, that somewhere out there in the dark, there is a war going on. The insects have built machines, and vast colonies on several planets of a solar system, if you can imagine.

Since the beginning, The Queen and her ancestors have established system control. Her colony has been integral in the defence and the evolution of all of the insect species within the solar system. There are moths, bees, butterflies, fireflies, ladybirds and other insects. Unfortunately, on the converse, there was a darker evolution of the wasp, fly, mosquito and insects who prey on others to survive. They were never meant to peacefully exist, and their instinct became one of domination and was fused with the machines.

Out of control, there is a tech evil evolving; it keeps spawning more mechanised insects and generating more weapons for war... It is infesting the insect minds and driving the evil. The current situation has thrown the hive into full readiness, as we embark on a campaign with the insects that they cannot afford to lose.

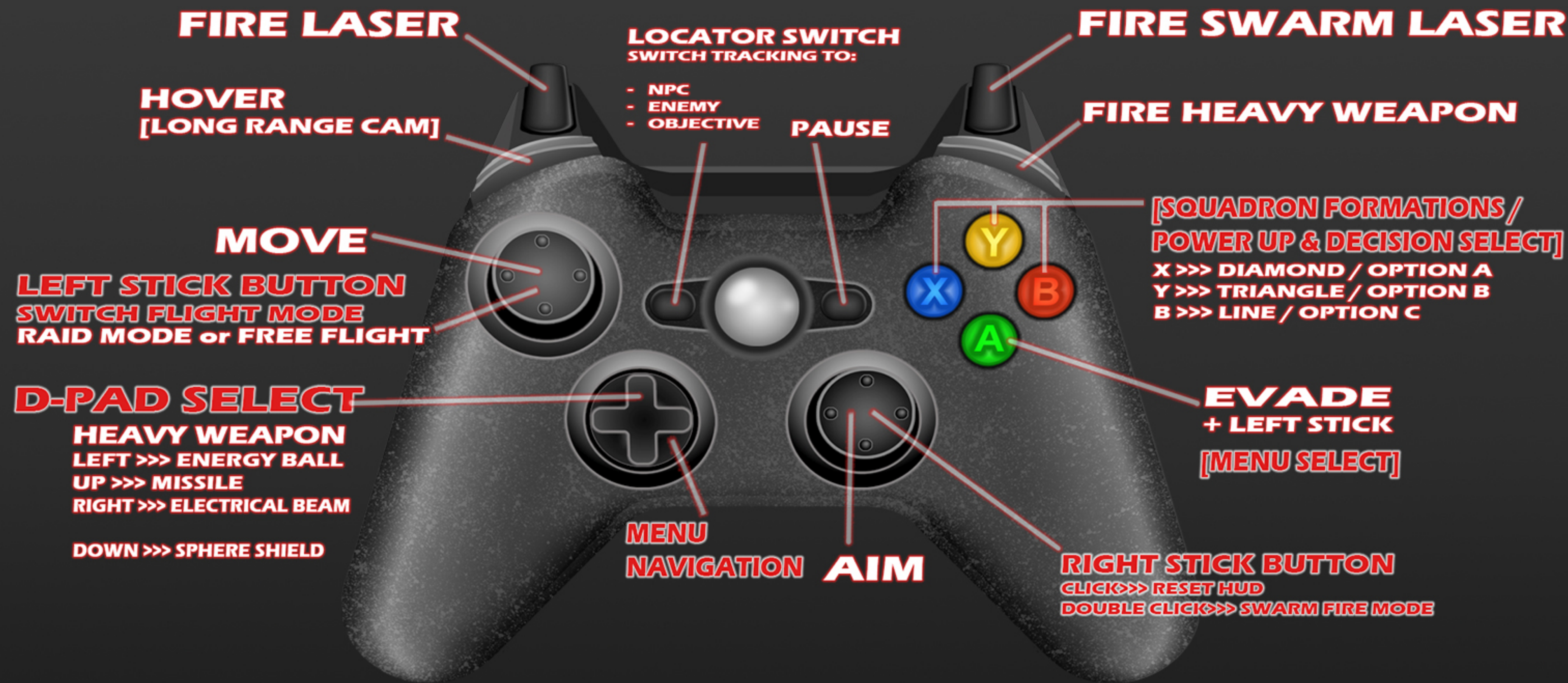
Cast to the outer regions, the omnipresent menace of the wasp empire is of major concern to The Queen.

"Intersecta" is the name of an elite fighter outfit and fleet that is thrown into action to intercept and intersect... to cut out any threat to the solar system. There are many pilots, but the player will only brush wings with some of them. They are ordered to defend and sabotage any threat to the peace of this insect solar system.

"If the bees become extinct, we will all die....
We were the ones sent to defend them."

GAMEPAD CONTROL SCHEME>>>

The code will automatically detect if you are using gamepad or the keyboard and mouse.



KEYBOARD & MOUSE CONTROL SCHEME>>>

The code will automatically detect if you are using gamepad or the keyboard and mouse.

F1

F2

F3

[FORMATION/POWER UP & DECISION SELECT]

SQUADRON FORMATIONS

F1 >>> DIAMOND / OPTION A
F2 >>> TRIANGLE / OPTION B
F3 >>> LINE / OPTION C

1

2

3

HEAVY WEAPON

1 >>> ENERGY BALL
2 >>> MISSILE
3 >>> ELECTRICAL BEAM

FIRE SWARM LASER [MENU SELECT]

FIRE HEAVY WEAPON

UP

Q

W

E

R

HOVER [E]
[LONG RANGE CAM]

LOCATOR SWITCH [R]
SWITCH TRACKING TO:
NPC / ENEMY / OBJECTIVE

PAUSE

P

MOVE

A

S

D

F

LEFT DOWN RIGHT

SWITCH FLIGHT MODE [F]
RAID MODE or FREE FLIGHT

Z

X

C

V

SWARM FIRE MODE

EVADE

TRIPLE TAP ON W, A, S, D

RESET HUD

SPACE

FIRE LASER

MOUSE WHEEL
ROTATE POWER BEAM

AIM

MENU NAVIGATION

SWITCH FLIGHT MODES>>>

The player needs to master switching flight modes to pull off offensive and defensive moves and to navigate around the battlezone. This takes skill and can be combined with left bumper or **R** key that activate and deactivate the hover and zoom modes (for long shots and recon).

RAID MODE or FREE FLIGHT [ON/OFF]



GAME PAD LEFT STICK BUTTON [ON/OFF]



SWITCH FLIGHT MODE [F]
RAID MODE or FREE FLIGHT

KEYBOARD F [ON/OFF]

RAID MODE>>>

RAID MODE concentrates on left and right strafing to evade, and the player can concentrate more on aiming with the TARGETING CURSOR and all 3 weapon systems on targets more easily. RAID MODE stops the 360 degree rotation and zooms in on the player and close targets.

As soon as the player switches to RAID MODE from the 360 degree flight of FREE FLIGHT MODE the direction of heading becomes the new forward and UP becomes move forward, DOWN becomes move backwards, and LEFT and RIGHT become strafe.

FREE FLIGHT MODE>>>

Free flight mode allows the player to fly in a 360 degree field and use throttle to increase speed and deceleration to break.

Up becomes throttle, DOWN becomes break/decelerate or reverse, and LEFT and RIGHT become YAW as in rotating in a 360 degree arc.

As soon as the player switches to RAID MODE the direction of heading in FREE FLIGHT MODE becomes the new forward direction and UP becomes move forward, DOWN becomes move backwards, and LEFT and RIGHT become strafe (evade). Pushing gamepad "A and then moving the direction stick" or "triple tapping a direction key" (keyboard) also activates the EVADE move (see later).

FIRE MODES>>>

There are 3 fire modes in the game, each with a different targeting system. This makes the gameplay intense and very intuitive.

[Fire Mode 1 – Laser] Move the craft into position to aim	Spacebar	Left Trigger
[Fire Mode 2 – Swarm Laser] Move the cursor to aim	LMB	Right Trigger
[Fire Mode 3 – Heavy Weapon] Move the cursor to aim	RMB	Right Bumper

The levels for the laser and the swarm laser weapons are set using power ups (you cannot switch these weapons).

Using the weapons too frantically will mean that they overheat quickly, and they will JAM (so you cannot fire them until they have cooled off). This will make your spaceship vulnerable to attack. So be warned! Some weapons take time to charge up before they can fire, and these weapons do more damage.

WEAPON 1: THE LASER>>>

The standard laser shoots from the front underside of the spaceship and comes in 3 different types (single shot, double shot, and triple shot). You can rapidly shoot the laser, yet it will overheat quickly, and you can use the overheat indicator (the red bar on the left of the CURSOR).

WEAPON 2: THE SWARM LASER>>>

The swarm laser shoots from the front underside of the spaceship and comes in 3 different types (red, yellow, and purple). There is an increase in weapon damage as you level up the swarm laser.

You need to aim with the mouse cursor or right stick and press LEFT MOUSE BUTTON [LMB] or RIGHT TRIGGER to fire the shot. You can rapidly shoot the laser, yet it will overheat quickly, and you can use the overheat indicator (the red bar on the right of the CURSOR). By clicking several times and moving the cursor around the screen, you can alter the path of a swarm laser and curve a shot, or you can release several swarm lasers and build up a swarm that you can then unleash on the targets.

WEAPON 3: THE HEAVY WEAPON>>>

To aim the heavy weapon you use the CURSOR and to fire a shot you press RIGHT MOUSE BUTTON [RMB] or RIGHT BUMPER. Each heavy weapon has a different charge time.

To switch between heavy weapons, you use D-PAD LEFT (Energy Ball), D-PAD UP (Missile) or D-PAD RIGHT (Electrical Beam) or press keyboard 1 – Energy Ball, 2 – Missile or 3 – Electrical Beam (hold RMB + MOUSE WHEEL to rotate or RIGHT BUMPER, LEFT STICK to rotate on gamepad).

Energy Ball activates a red bar that is the charging indicator on the top of the CURSOR and the CURSOR turns red and animates during the charging. You can switch the target by aiming somewhere else during this time.

The Missile is fired with a single click, and is fire and forget. They are available in a limited payload and can only be topped up with power ups.

The Electrical Beam takes a long time to activate and to recharge.

EVADE>>>

TRIPLE TAP on a direction key or on gamepad use “A + LEFT STICK” to use the evade move. There is an evade power bar that will appear, and it will be depleted every time you evade. When it reaches zero your evasive move will be jammed and need to recharge, much like your laser weapons when overused. You can increase the energy available for using the evasive move by collecting power ups and increasing the evasive move power level. This means you can make more evasive moves before running out of power. More agile craft have an evasion system that makes a faster and larger evasive move than heavier craft, making it a lot easier to evade incoming fire and incoming swarms.

SPHERE SHIELD SYSTEM>>>

To survive and complete the objectives you must adopt intelligent use of the shield system (choosing when to attack and when to hang back and recharge the shields). When your shields have been deactivated, that is when you are prone to taking damage from incoming fire and collisions. Shields deactivate after the first hit and will always recharge after a small period. When your hit points reach zero you will be destroyed.

D-PAD DOWN will activate the SPHERE SHIELD. Press again and it will deactivate. When using the shield all enemy fire will be absorbed. It can only be activated when the player has full shield power (blue bar). It will deplete the blue energy shield bar. When the energy bar is fully depleted the player will not be able to use the sphere shield until it is recharged. There is sphere shield icon next to the normal shield bar when it is availabe and charged. Charging will take a long time (several minutes) depending on the player’s rank (a higher rank recharges the shield faster).

POWER UPS>>>

"The Hairy Caterpillar" is always on stand-by for when you have achieved enough points in the combat zone. You will get a real-time upgrade system when he is ready to drop power ups for you. You have to keep sharp wits, as the action does not stop while you decide, and you need to move into position to receive the cargo he drops. He is a veteran, and he does his best, yet sometimes the drop zone makes it difficult for him to make a clean drop. The more you kill, the more he will be there to back you up.

When you attain 10,000 score by taking out enemies and/or completing objectives you will be contacted by the Hairy Caterpillar (The Bee Transporter Pilot). He will give you the option of 3 different power ups that you need to select quickly using X, Y and B gamepad buttons, or F1, F2 or F3 on keyboard.

Power ups include:

Hit Points 50%, Hit Points 100%, Extra Life, Evasion Level 1, Evasion Level 2, Evasion Level 3, Laser Power Level 1, Laser Power Level 2, Laser Power Level 3, Swarm Laser Power Level 1, Swarm Laser Power Level 2, Swarm Laser Power Level 3, Energy Ball Power Level 1, Energy Ball Power Level 2, Energy Ball Power Level 3, Electrical Weapon Power Level 1, Electrical Weapon Power Level 2, Electrical Weapon Power Level 3, Missile Power Level 1, Missile Power Level 2 and Missile Power Level 3.



"THE BEE" - CARGO TRANSPORTER

OBJECTIVES>>>

You will be assigned OBJECTIVES at key locations during each level, and it is down to you whether you need to complete them (unless it is a BOSS FIGHT or GATE or CONVOY or POD objective). When activated, you must usually complete the objective within a certain time scale. You will be awarded a large score for completing objectives and this will also mean you will be able to gain power ups more easily.

Examples of objectives are:

Clear the Turrets (destroy all of the turrets that get highlighted)

Destroy the Swarm (destroy all of the enemy that get highlighted in the swarm)

Speed Round (navigate the speed round)

Gateway (destroy the pods in order to open the gate)

Convoy (ensure that the convoy is protected during the mission's time scale)

Boss Fight (defeat the boss. Each level has a boss fight)

COWARDICE>>>

The Stasis does not like his pilots to flee combat. He monitors your progression and will teleport you back into the action if you do not perform to his standards.

Teleportation; A warning about "the need to engage the enemy" for the Hive. If the player does not make enough kills to attain STAGE CLEAR on the STAGE SCORE icon or complete critical objectives by the end of the stage then they will be teleported back to the start of the stage, and they will need to re-engage the enemy more effectively if they intend to pass on further into the level. Intersecta has no place for cowardice.

ACHIEVEMENTS>>>

You can obtain and collect achievements by taking out increasingly larger amounts of enemies and by completing objectives. Unlocked achievements will be saved to your player profile and in the final game release, will be visible in the online scoreboards.

Examples of unlockable achievements are:

Wasp Killer [10, 50, 100, 250, 500, 1000]

Heavy Wasp Killer [10, 50, 100, 250, 500, 1000]

Mosquito Killer [10, 50, 100, 250, 500, 1000]

Fly Killer [10, 50, 100, 250, 500, 1000]

Spider Killer [10, 50, 100, 250, 500, 1000]

Turret Killer [10, 50, 100, 250, 500, 1000]

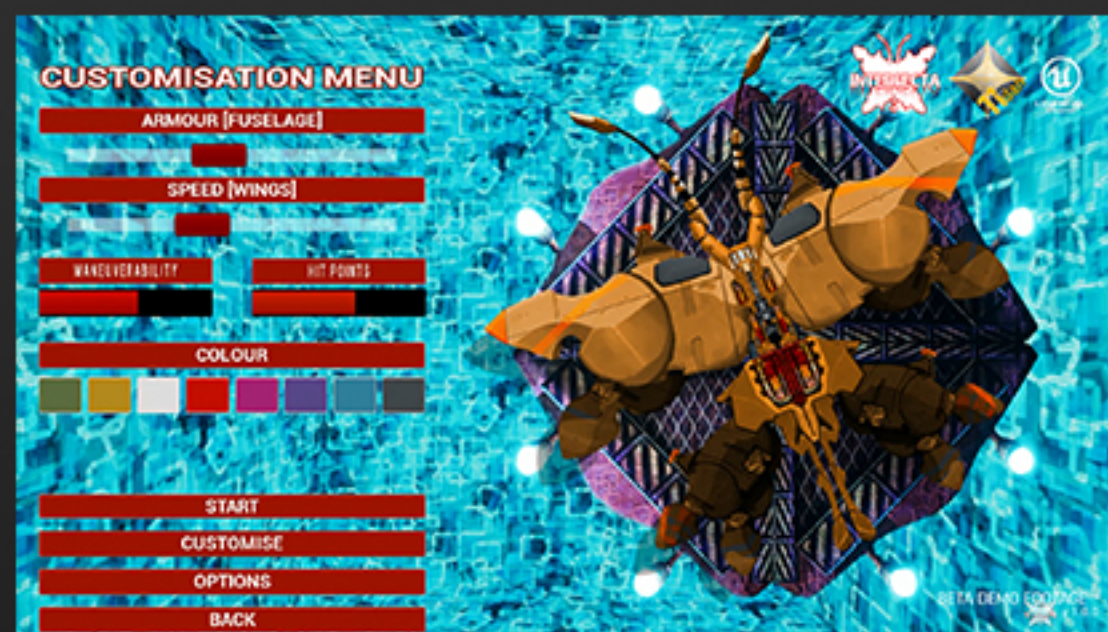
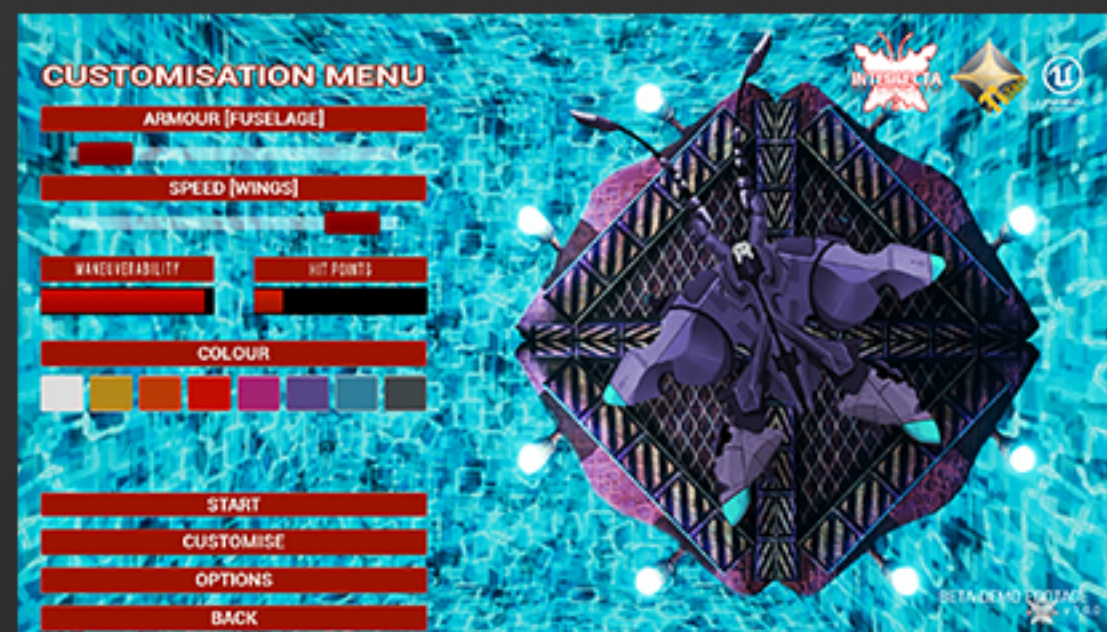
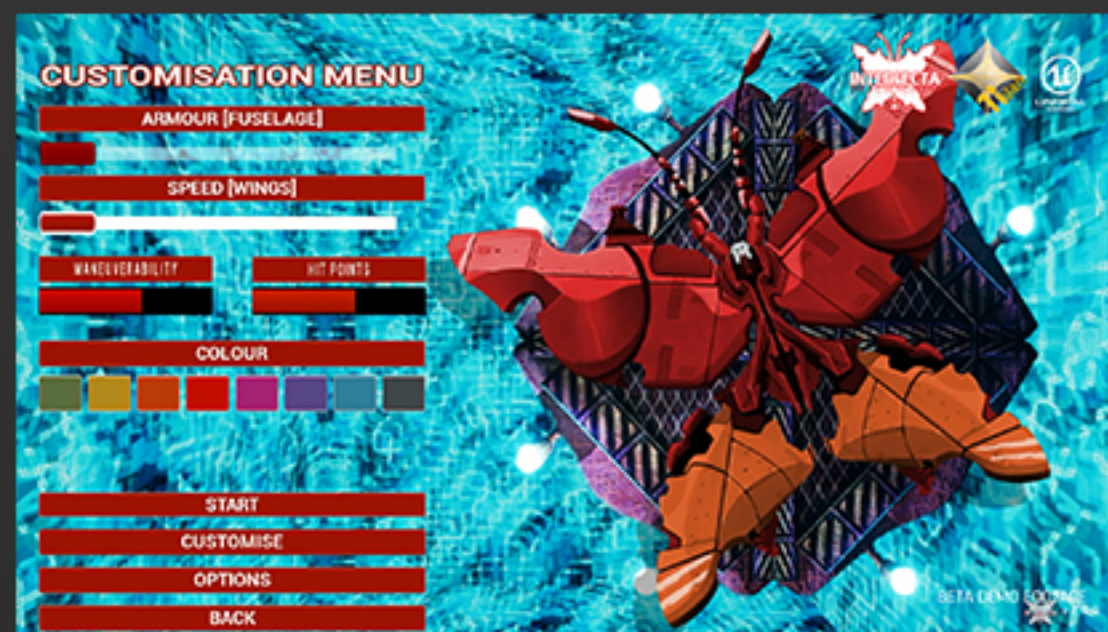
Missions Completed [1, 5, 10, 25, 50, 100]

CUSTOMISED SPACECRAFT>>>

Before take-off, on the landing pad between levels, you can choose your favourite colour and decals. You can also customise and fine tune your spaceship's parts to alter the speed, acceleration, armour rating and handling (manoeuvrability) of the craft. These changes directly reflect in the game mechanics, and each configuration has advantages and disadvantages.

5 types of fuselages combine with 5 types of wings to give 25 different configurations, and each combination of fuselage and wings results in the craft having different speed, acceleration, handling, armour and hit point ratings. There are also 8 different colour schemes. Overall, there are 200 possible spaceship configurations, therefore.

It is about choosing the best set up for your personal playing style; choose more armour (to absorb fire) or more speed (to dodge fire) in order to tackle the different levels, enemies, and environments



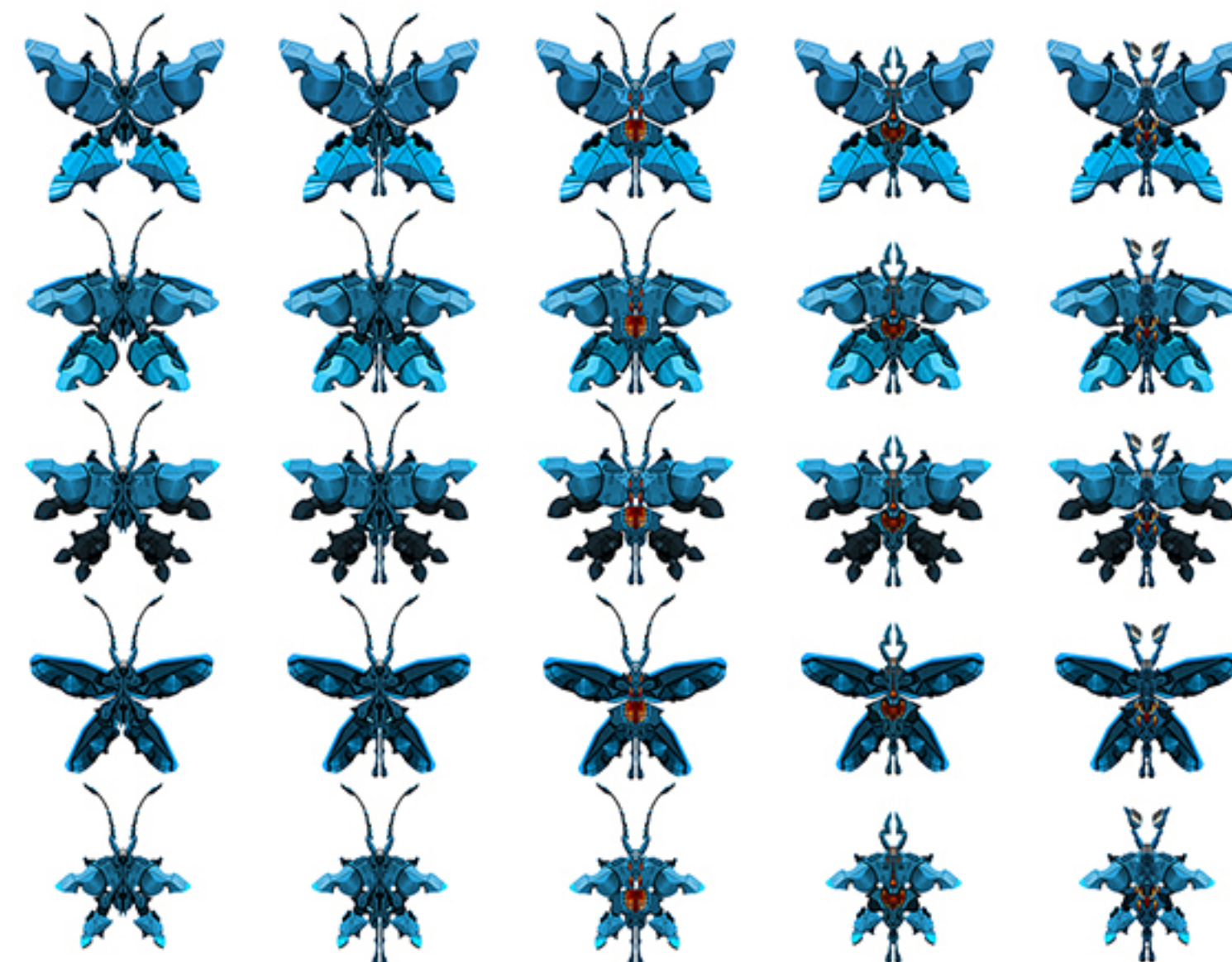
CUSTOMISATION MENU



200 possible configurations of craft with different stats that impact the game play. These are just the red ones>>>



200 possible configurations of craft with different stats that impact the game play. These are just the red ones>>>



CREDITS >>>

www.11thdan.com

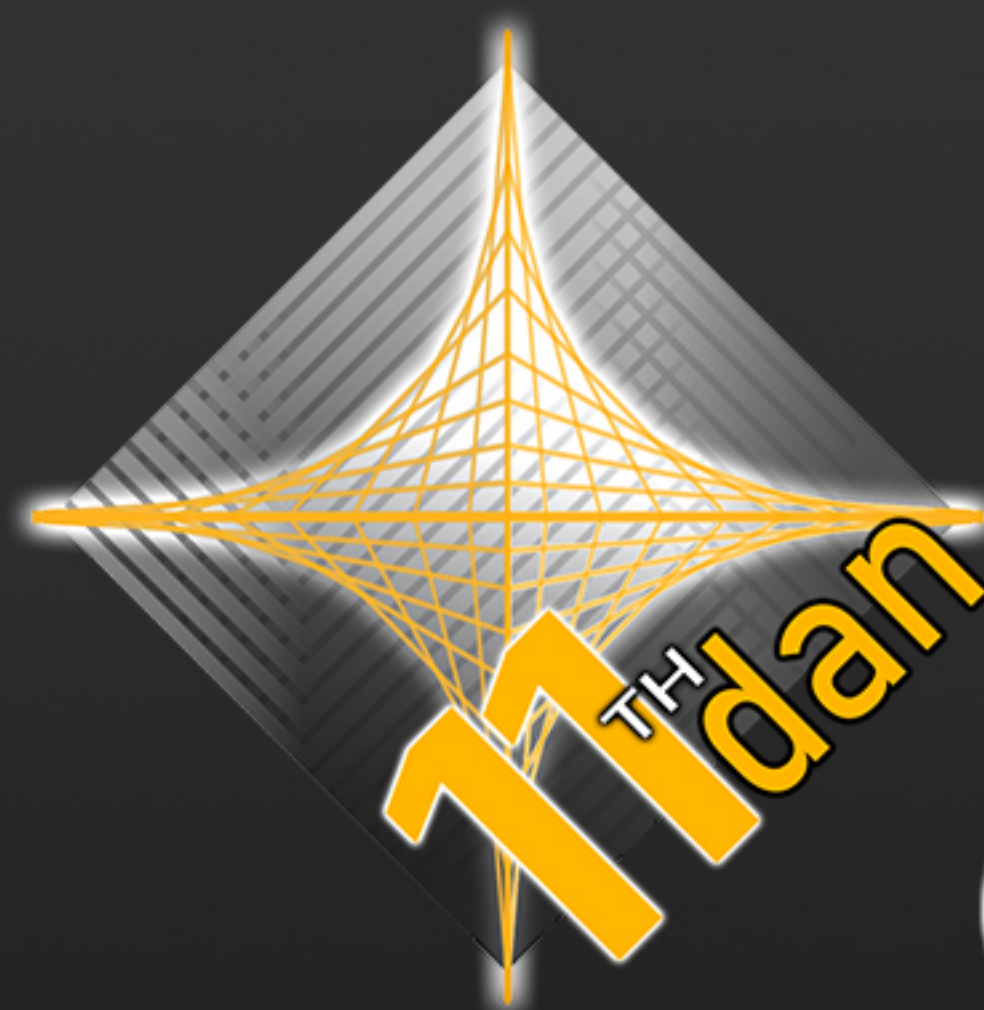
Developed by 11th Dan.
Powered by Unreal Engine 5.

All design, code and writing by Will Maccabe
All concept design & game assets (art, animation, FX and UI) by Will Maccabe
OST Soundtracks & some SFX, recorded, engineered & programmed by Will Maccabe
Thanks to some royalty free SFX used as source material in the sound engineering.

To support the development of the full Intersecta game, please...

- add to your WishList on  **STEAM®**
-
- follow on social media & share 11th Dan content with other gamers
- consider subscribing to the 11th Dan Patreon
- watch out for upcoming crowdsourcing campaigns
- purchase Early Access when it becomes available

THANK YOU FOR PLAYING INTERSECTA!



STEAM®