

ATLAS REACTOR™



WELCOME, FREELANCER

You're about to enter the city of Atlas as a full-fledged Freelancer: the only Trust-approved ticket to eternal life left on the whole planet. Lucky you! But before you can start lining your pockets with ISO, there are a few tricks of the trade you oughta know first.





YOUR FIRST CONTRACT:

Getting Started

READY UP CHECKLIST

✓ MINIMUM SPECS:

OS: Windows Vista™ Enterprise (6.0, Build 6002) Service Pack 2 (6002.vistasp2_gdr.150312-1556)

Processor: Quad Core. Intel(R) Core(TM) i5-2520M CPU ~2.5GHz | AMD Phenom II X4 @ 2.6GHz

Memory: 4 GB RAM

Graphics: Display Memory: 1696 MB - Min. Shader Level: 3.0 - Supports Render Textures

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 5 GB available space





✓ GLYPH TAG

Sign in at glyph.trionworlds.com. Go to Account > Set Glyph Tag in order to set up your in-game name for Atlas Reactor. Your Glyph Tag is permanent and shared across all of Trion Worlds' Games.

✓ INSTALL ATLAS REACTOR

Open up Glyph, Trion Worlds' game launcher > Atlas Reactor > Install!

Once you're all set up to play Atlas Reactor, you'll:

- **Show off your tactical genius** in 4v4 deathmatches where expert prediction and reaction are key to success.
- **Team up to take down enemies** in 20-second, simultaneous turns. Well-coordinated ability combinations can change the tide of battle.
- **Master your favorite Freelancers** and customize them with Ability Mods.





ENTER THE CITY OF ATLAS

You are a Freelancer, a highly trained fighter fulfilling contracts and dispatching enemies under the ever-watchful eye of Atlas' powerful Trusts.

Trusts control the whole megacity, from the Depths to the Strata, and all the humans, hybrids, and robots who live there. Sometimes you work for the Trusts. Sometimes they work you. Either way, you've got the only gig around that guarantees you access to the one thing everyone wants a piece of:

The Atlas Reactor. It's the last one on the whole planet – a remnant from an age of technological genius lost to the world, and the key to all energy, technology, and resurrection. Your job's to try and keep it running. At least, that's what the Trusts say.

Just try not to die. In this city, life is cheap. It's resurrection that's expensive.





INCOMING TRANSMISSION: FREELANCER INTEL

Psst. Here's some Intel on Reactic Magazine's #1 Freelancer (five years in a row): Lockwood.

LOCKWOOD

War deserter. Rebel arms dealer. Scoundrel. Make no mistake: even if Lockwood's reputation as Atlas' first Freelancer has afforded him recent legitimacy, his slippery tactics are well documented. Stay on your guard and remember: Lockwood's always looking to shoot you in the back, even when he's smirking right in your face.

Skills: Quick draw, escape

Implants: Agility, charm (recalled)

Known for: Heists and hair products. Always shoots first.

ABILITIES



1. **Trick Shot** | Primary Blast Ability



Bounce a shot off walls to deal direct damage to the first enemy in its path.



2. **Light 'Em Up** | Blast Ability



Fire a barrage of bullets that deals damage to enemies within a radius.



3. **Trapwire** | Prep Ability



Set a trap that damages enemies that cross through it during Dash or Movement phases.



4. **Backup Plan** | Dash Ability



Dash away to a new target position.



5. **Run and Gun** | Ultimate Dash Ability



Dash in a line, dealing damage to all stationary enemies in your path.

*ENERGY GAIN

Freelancers gain energy each turn and when they land attacks. Once they hit 100 (MAX) Energy, they're able to unleash their **Ultimate Ability**.



BASIC CONTROLS

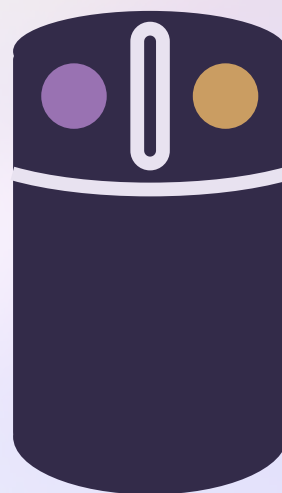
KEYBOARD

- 1, 2, 3, 4, 5** - Use Ability
- Shift + 1, 2, 3, 4, 5** - Preview another ability after you've locked in.
- Q, E** - Spin Camera left, right
- W, A, S, D** - Pan Camera left, right, up, down
- C** - Toggle Camera from Auto Camera to Free Camera in Resolution Mode
- R** - Quick Reply to last message
- ENTER** - Open chat
- Alt + Mouse 1** - Ping location
- Alt** - Show locked in abilities, cooldowns, and movement
- Space Bar** - Lock in
- Tab** - View Menu
- Esc** - Cancel the last input in Decision Mode



MOUSE

- Left Click (Mouse 1)** - Target ability
- Right Click (Mouse 2)** - Set move





SIMULTANEOUS TURNS

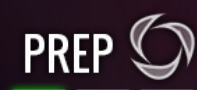
WHAT'S IN A TURN?

In Atlas Reactor, players coordinate tactics with teammates and lock in actions during the same timed "Decision Mode." Then, they watch their actions resolve on screen together during "Resolution Mode."

A TURN OF PHASE

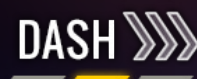
There are 4 types of actions you can take: Prep, Dash, Blast, and Move. These actions play out during their respective phases in Resolution Mode.

ACTIONS AND PHASE ORDER



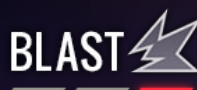
1. PREP PHASE

Traps, buffs, shields, and other preparatory moves happen during the "Prep Phase."



2. DASH PHASE

Dodges and charges happen during the "Dash Phase."



3. BLAST PHASE

Shooting, blasting, and other stationary attacks happen during the "Blast Phase."

4. MOVE PHASE*

When taking Prep or Blast type actions, you can also Move to a new position and set up for the next turn. If you choose not to perform a Prep or Blast action during the turn, you can sprint up to twice your normal movement range.

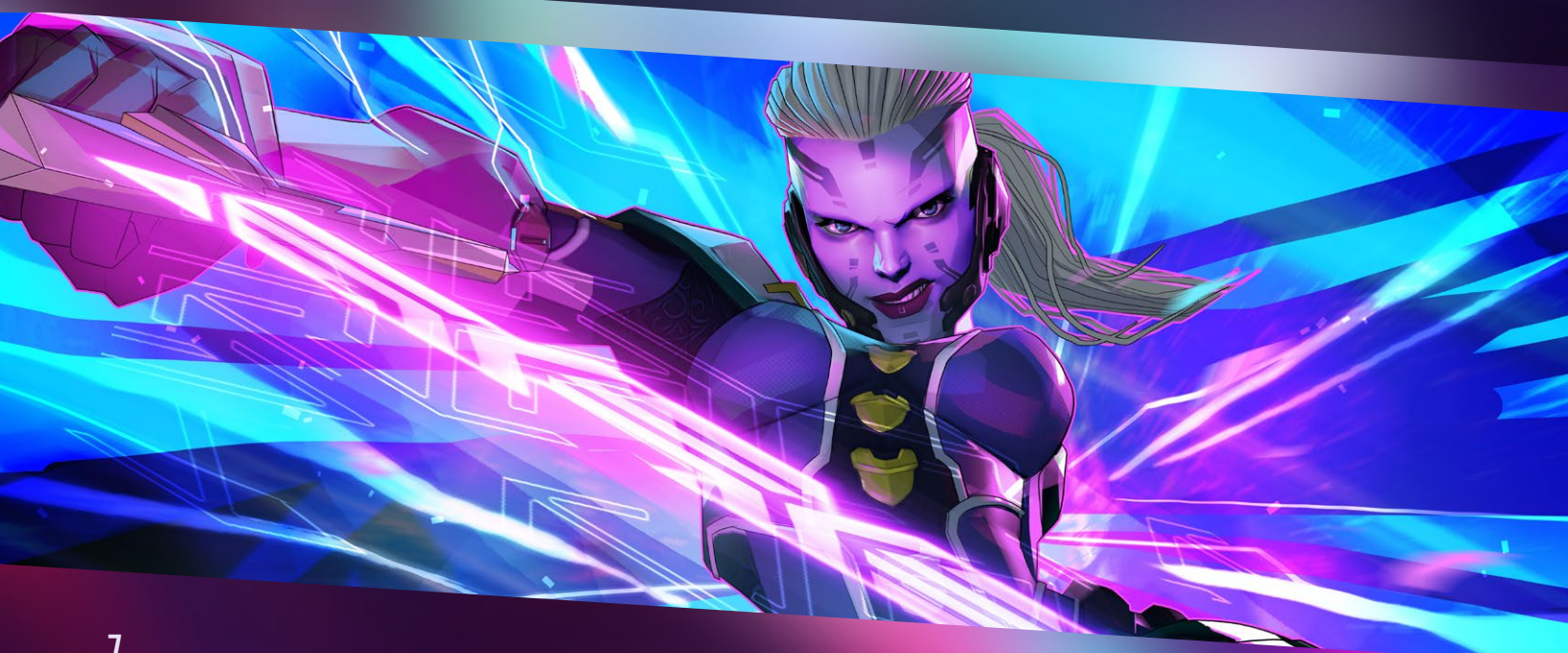


*TIP:

Some Prep, Dash, and Blast abilities are Free Actions, which means they can be used in addition to another ability.

CATALYSTS

Freelancers are equipped with 3 Catalysts: one-time use abilities that can replace or augment Prep, Dash, and Blast actions. There are a variety of Catalysts to choose from, and these can (and should) be customized to each Freelancer.





MORE ON MOVEMENT

Strategic positioning is key to Atlas Reactor. There are a few different ways you can move in a turn.

▲ SETTING WAYPOINTS

Set waypoints by holding Shift + Left Mouse. This way, you can navigate around traps, mines, and persistent AoE. You can also do it to better hide your last known position in camouflage.

▲ FOLLOWING

Right-click another Freelancer to follow that character during the Move Phase. If you right-click the target again, you'll instead move to the square they're currently occupying.

- **Following Allies:** Some lancers, especially Supports, work best near allies. Following ensures this, however, grouping up may make you a prime target the next turn.
- **Chasing Enemies:** Melee characters benefit from following enemies. But watch out for enemies equipped with traps and mines.





GAME MODES

▲ PVP

Compete in 4v4 multiplayer deathmatches. Queue up in a matchmaker that will place you with others of a similar skill and experience level.

▲ VS BOTS

Team up to take down enemy bots. Bot difficulty can be adjusted to 5 different levels.

▲ CUSTOM

Create custom matches with up to 5 players a team, on maps of your choice, and with special conditions (like sub-20 second turns), and more.

▲ PRACTICE

Test new Freelancers, and Ability Mods, on stationary enemy bots.

TIP: SPECTATOR MODE

is available for custom games. Find the name of the desired match and click 'spectate' to watch. This is ideal for running tournaments.





FREELANCERS

Freelancing attracts all kinds. Renegade arms dealers. Plasma-fueled hybrid beasts. Boy genius inventors. Their diverse skillsets run the gamut and can come together in unexpected and innovative ways.

ROLES

FIREPOWER

Powerful damage dealers who generally work best outside the center of attention.

FRONTLINE

Armored tanks who can defend their allies, body block damage, and inflict punishing attacks too.

SUPPORT

Empowering healers and shielders who help keep their allies fighting strong.

SUPPORT



AURORA

The Digital Sorceress

Ex-scientist capable of destroying or repairing atoms.



HELIO

The Boy Genius

Genius inventor who creates nanite-infused defense weaponry.



QUARK

The Anomaly

An anomaly of crystallized light imbued with the Reactor's powers.



DR. FINN

The 'Eeler

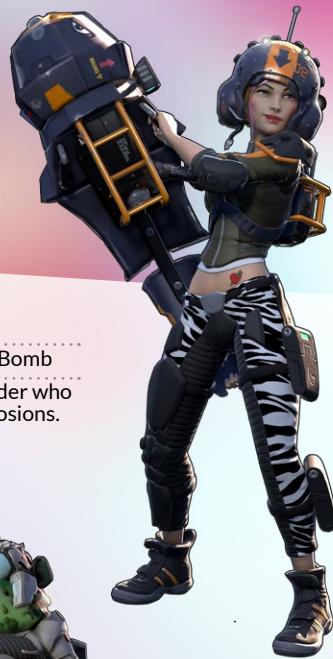
Surgeon General with a healing gun and energized eels.

FIREPOWER



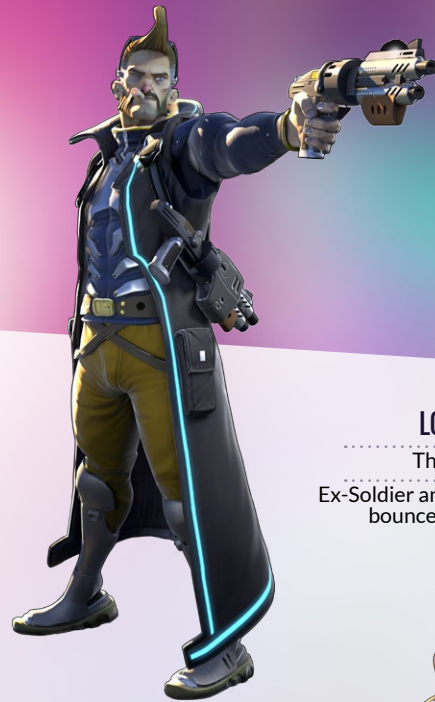
ZUKI

The Belle of the Bomb
Machinist and modder who specializes in explosions.



LOCKWOOD

The Scoundrel
Ex-Soldier and gun runner who can bounce bullets off walls.



GREMOLITIONS, INC

Idd & Odd
Lab-grown Gremunks who live for long-range artillery.



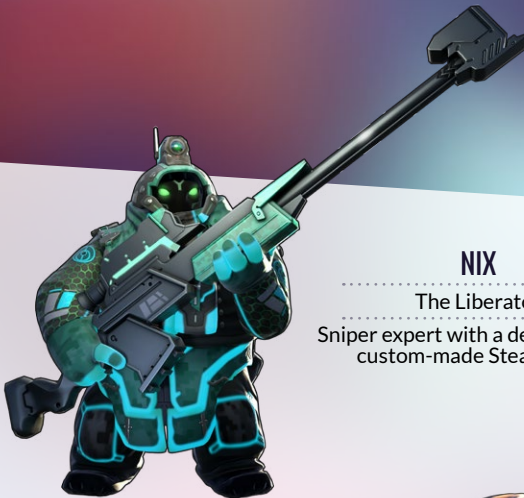
PUP

The Prototype
War dog with an arsenal of built-in gadgets and weaponry.



NIX

The Liberator
Sniper expert with a deadeye and a custom-made Stealth Suit.



GREY

The Hawk
Champion Tracker with a family fortune she uses to fund her hunts.



OZ

The Trickster
Rebellious Toy-bot who uses afterimages to trick and damage enemies.



ELLE

The Enforcer
Ice-cold assassin who deals damage to enemies both near and far.



FRONTLINE



RASK

The Rage Beast

Plasma-fueled, hybrid beast who thrives in the thick of battle.



GARRISON

The One Man Army

Titan War veteran equipped with a rocket-modded warsuit.



ASANA

The Techno Tachi

Disciplined warrior imbued with the power to create shields.



TITUS

The Bounty Hunter

Nomadic warrior come from the Waste to destroy his enemies.



RAMPART

The Wall

Heavy duty warbot with a massive, unbreachable shield.














ABILITY MODS

Every Freelancer's abilities can be further customized with Ability Mods. With them, you can alter a Freelancer's playstyle to accommodate for enemy team abilities.

For instance, if you're facing enemies who have **Stealth***, it may be good to use a mod with **Reveal*** to expose them.

*STATUS EFFECTS

There are a number of Status Effects that can be applied with Abilities, Ability Mods, and Catalysts. Multiple applications of the same status effect do not stack.

- | | |
|--|--|
|  Might - 25% damage buff |  Energize - 1.5x energy gain through abilities |
|  Weak - 25% damage debuff |  Scramble - Disables all abilities except for the primary (#1 ability) and Catalysts |
|  Haste - 50% movement range buff |  Reveal - Visible to enemies at all times. Overrides Stealth . |
|  Slow - 50% movement range debuff |  Stealth - Grants invisibility. Fades momentarily when you shoot or take damage |
|  Root - Movement lost. Dashes still allowed | |
|  Unstoppable - Immune to knockbacks, roots, and slows |  Healing - Regenerate a certain amount of health each turn |





LOVE YOUR LANCER'S LOOK & FEEL

SKINS & STYLES

Every Freelancer wants to look smart in the field.



ALTERNATE STYLE

DEFAULT

ALTERNATE SKIN

Styles allow you to change a Freelancer's signature look with alternate colors and textures.

Skins change a Freelancer's full outfit. Since skins also come with their own styles, you can customize these looks even further.



KNOW YOUR MAPS

Atlas might just be one megacity, but its geography is still vast and varied. Knowing your way around these environments is essential.

▲ Flyway Freighter

Fight to the death on a roving cargo ship! This is a large map with a lot of wide open spaces, and a handful of large camouflage hideaways to slip away from enemies.



▲ Cloudspire

Battle in a high-rise skygarden with strategic camouflage on both ends of the map, and lots of narrow passages and cover to make for interesting dashes, trick shots, and more.

▲ EvoS Labs

Enter Evolution Solutions' laboratories, a large map with lots of walls, cover, and narrow corridors that make smart, proper positioning with your teammates essential.



As you play each Freelancer, you'll learn their strengths and weaknesses on all of these maps.



ENVIRONMENTAL CUES

▲ Power-Ups

Power-ups are positioned all around the map. Pick them up to empower yourself with up to 4 different kinds of buffs: Energize, Haste, Health, or Might.

After being picked up, you can watch the 4 lights at the base of the power-up to see when it will reappear.



ENERGIZE



HASTE



HEALTH



MIGHT



▲ Cover

Cover mitigates damage taken. Positioning yourself directly behind a wall or barrier reduces the damage from attacks coming from that direction by 50%. (Some attacks ignore cover.)

▲ Line of Sight

Types of terrain affect line of sight differently.

- Terrain that is 2 units high (a little taller than a character) completely block line of sight at certain angles, and most attacks.
- Terrain that is only 1 unit high (about half the height of a character) do not hinder line of sight, but do still provide cover protection from damage.

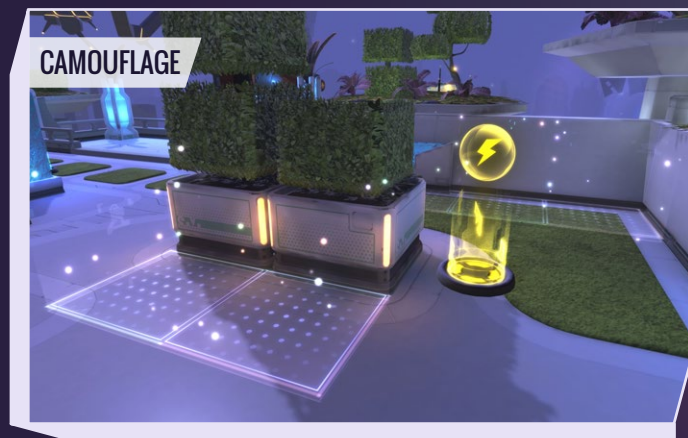


▲ Camouflage

Areas of camouflage grant invisibility to those who enter it, except for certain circumstances:

- If two players on opposite teams are in the same camouflage region, and are within normal line of sight of each other, they will be visible to each other.
- If a player has the Reveal status, they are always visible to the enemy team.

Using abilities, Catalysts, or taking damage within camouflage deactivates it for the remainder of the turn, as well as the following turn.



▲ Fog of War

A Freelancer's range of vision is shared with their team. Spread out to get greater overall vision on the map.

- **Last Known Position Markers:** When enemies slip into camouflage or into the fog of war, their character icon will indicate their last known position.



COMMUNICATION & TEAMWORK

During Decision Mode, you can see what your teammates are planning with the attack overlay.

As you can see, Lockwood has selected "Trick Shot" and his targeting is visible in the blue overlay.



Movement is indicated with thin, solid lines.



*TIP:

Pressing **ALT + M1** during Decision Mode lets you ping locations to focus your allies' attention there.

A. **White lines** indicate where your allies are planning to move.

B. **Yellow lines** show where your allies are planning to dash.



C. **Red lines** indicate where enemies will likely land because of an Ally ability.





MIND GAMES

▲ Bluffing

- Ultimate Abilities often inflict massive damage. Sometimes, letting yourself be seen at max energy is enough to get enemies to burn their dashes or catalysts in anticipation of its usage, leaving them vulnerable the next turn.
- Nearby enemies often seem like the most probable targets. Switching to a further off target instead can mean inflicting greater damage on an unsuspecting lancer.

▲ Baiting

- If you suspect an enemy is following you, lure them on a pathway through mines and traps.

▲ Body Blocking

- Using a melee Freelancer's dash to body block an enemy's pull of your support or ranged firepower ally can turn the enemy team's plans in your favor.

*TIP:

Keep track of when your enemies use Catalysts. If your enemy's dash is on cooldown, and they've already used their Dash catalyst for the match, they have no escape routes.





SEASONS

Explore the story of Atlas Reactor and earn season-exclusive rewards by completing contracts, challenges, and playing the game! Seasons become available after reaching Account Level 10.

▲ Season Levels

Complete and earn season levels just by playing the game. Each time you complete a season level, you'll receive a reward.

▲ Chapters

Each season is divided into chapters that reveal the story of Atlas over time and introduce new challenges, contracts, and rewards.

• Chapter Challenges

Challenges are difficult to complete, but offer significant rewards. They are repeatable, but offer fewer rewards for subsequent completions.

• Chapter Contracts

In order to unlock the next season chapter, you'll need to complete all of that chapter's one-time completion contracts.

▲ Crafting

By earning Season Levels and completing challenges and contracts you'll gain the materials to craft seasonal Loot Matrices and GG Boosts.

• Loot Matrix Rewards Include:

- Alternate ability visual effects
- Chat emoticons
- Season specific styles
- Season-specific banners
- Season-specific emblems

At the end of a Season, all the season-specific rewards will be archived. Archived rewards will only be obtainable again on rare occasions, so grab the rewards you want while you can.



