

GAME MANUAL

STARGÅTE TIMEKEEPERS



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1. INTRODUCTION

Stargate: Timekeepers tells a new story set in the Stargate universe, picking up from the events that concluded season 7 of *Stargate SG-1*.

SG-1, the principal team of Stargate Command, is closing in on the 'Lost City' of the Ancients; there, they hope to find technology that could tip the scales in the Tau'ri–Goa'uld War. Their multiplanetary search has led them back to Earth, deep under the ice of Antarctica – the likely location of 'Terra Atlantus', a long-forsaken Ancient outpost. Anubis, the most powerful of the Goa'uld System Lords, has launched an attack on Antarctica, in the hope of stopping SG-1.

Among those defending Earth is Colonel Eva McCain, an SG team leader, who unexpectedly reunites with an old colleague, Major Max Bolton. Your first mission is to guide the duo across the wreck-strewn ice sheet and stop Anubis' supersoldiers from attacking SG-1!

But these events on Earth are only the beginning. In *Stargate: Timekeepers*, you will embark on a time-bending journey across the galaxy, as Stargate Command joins its Jaffa allies in the righteous struggle against the Goa'uld. You will lead a diverse team through a campaign of treacherous missions, as they infiltrate alien strongholds, rescue comrades and allies, and attempt to overcome foes both new and familiar.

Are you ready to go through the gate?

1.1. SYSTEM REQUIREMENTS

MINIMUM

OS: Windows 10 64-bit

Processor: Intel Core i3-8100, AMD Ryzen 5 1600

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 950, Radeon R9 270X

DirectX: Version 11

Storage: 45 GB available space

RECOMMENDED

OS: Windows 10 64-bit

Processor: Intel Core i3-10100, AMD Ryzen 5 2600X

Memory: 16 GB RAM

Graphics: Nvidia GeForce GTX 1650, Radeon RX 570

DirectX: Version 11

Storage: 45 GB available space

1.2. INSTÅLLING THE GÅME

Please ensure your system meets the minimum requirements listed above. To install the game, go to www.slitherine.com/member/mypage, find *Stargate: Timekeepers* listed under 'My Games', then click the relevant 'File Downloads' link, and a new page will open. Click the 'Download' button provided for the game's Installer. Once download is complete, open the downloaded archive, then double-click the application inside. (If you are presented with a Microsoft Defender window, click 'More info', then 'Run anyway'.) Follow all on-screen prompts to complete installation.

1.3. STEÅM INSTÅLLÅTION

If you have purchased your game from the Steam store, you can download the game by selecting it in your Library in the Steam desktop app, then clicking the 'Install' button.

Any games purchased from the Slitherine store that are also available on Steam can be registered for a Steam key, allowing you to add the game to your Steam library. To do this, go to www.slitherine.com/member/mypage, find *Stargate: Timekeepers* listed under 'My Games', then click 'GET YOUR KEY!' under the 'STEAM KEY' heading. Copy the generated key, then activate it on the Steam website (at store.steampowered.com/account/registerkey) or via the Steam desktop app (by selecting 'Activate a Product on Steam...' from the Games drop-down menu).

1.4. UNINSTALLING THE GAME

Please use the 'Add or Remove Programs' option in the Windows Control Panel or the Uninstall shortcut in the game's Windows Start menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.5. PRODUCT UPDATES

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website (www.slitherine.com) and can also be downloaded quickly and easily by clicking on the 'Update' link in your Game Launcher or by using the 'Update' shortcut in your Windows Start menu folder for the game. If you are using the Steam version, Steam will update it according to your settings.

1.6. GAME FORUMS

Our forums are one of the best things about Slitherine. Every game has its own forum shared by our designers, developers, and the people playing the game. If you are experiencing a problem, have a question or just an idea about how to make the game better, post a message there. Go to www.slitherine.com/forum and find the messageboard for *Stargate: Timekeepers*.

If you have a Steam account, you can also access Steam Discussions (even if you did not buy *Stargate: Timekeepers* through Steam) – another place where you can post questions, problems, and ideas for the game, which is regularly checked by other players and the game's developers. To access this forum, go to the game's Steam store page, then click on 'View discussions', or select the game in your Library in the Steam desktop app, then click 'Discussions'.

1.7. DISCORD SERVER

You can also discuss the game, seek advice, and provide suggestions by talking to the developers and other players on Discord, a social platform that facilitates communication by instant messaging and audio/video calls. Slitherine operates

an official 'server' – a collection of chat rooms and voice channels – dedicated to *Stargate: Timekeepers*.

To access the game's Discord server, you must first create a Discord account. Go to www.discord.com/login, click 'Register', then fill in the form and follow the instructions to create an account. You can download the desktop application to use Discord by going to www.discord.com/download, or simply use your web browser by logging in to your account at www.discord.com/login.

Once you have set up your Discord account, you can join the official server ('Official Stargate: Timekeepers') by following the link in the game's main menu – please refer to section **2.2. Main Menu** for more information.

1.8. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to www.slitherine.com/member/helpdesk/ticket/new. This will open a ticket in our system and send an email to support@slitherine.co.uk.

2. GETTING STARTED

2.1. CREATE A PROFILE

The first time you launch *Stargate: Timekeepers*, you will be asked to create a profile. A profile records your progress in the game's campaign and groups together saved games. To create a new profile, type a name and click 'Accept'. You will then be taken to the main menu.

Later, you will be able to create multiple profiles and switch between them via the profiles menu – see section **2.5. Profiles Menu** for more information.

2.2. MAIN MENU



After creating a profile, and every time you launch the game thereafter, you will be taken to the main menu, where you will find the options listed below. (The first two options will only appear after you have started the campaign from the active profile.)

1. **Continue:** Resume the campaign where you left off. Your last save file (saved game or quick save) will be loaded.
2. **Select Mission:** Open the mission selection menu, where you can choose one of the campaign's missions to play. (See 2.2. **Mission Selection.**)
3. **New Game:** Start the game's campaign from the beginning (See 2. **Campaign.**)
4. **Load Game:** Load a previously saved game. (See 2.3. **Saving and Loading.**)
5. **Settings:** Customize the game experience to your liking via gameplay, controls, graphics, audio, language, and difficulty settings. (See 2.4. **Settings Menu.**)
6. **Credits:** View the game's credits.
7. **Quit:** Exit the game and return to your desktop.
8. **Profile button:** This button displays the name of the currently active profile; click it to enter the profiles menu, where you can create, delete, and switch profiles. (See 2.5. **Profiles Menu.**)

9. **Discord server:** Clicking this link will take you to the official Discord server for *Stargate: Timekeepers*. A page will open in your default web browser, and you will be given the option of accessing Discord via the desktop application or your web browser. (See **1.7. Discord Server**.)

2.3. SAVING AND LOADING



You can load a previously saved game by selecting 'Load Game' in the main menu (see **2.2. Main Menu**) or the options menu (see **3.4. Options Menu**) to open the loading menu. There, you will see two panels displaying your save files – 'Saved Games' and 'Quick Saves'. These files are ordered by date and time (descending). To load a game, click on a save file from the list.

- ▲ 'Saved Games' are save files created via the Options menu, which can be assigned a custom filename (see **3.4. Options Menu**). You can use the mouse's scroll wheel to navigate the list. Click the × button to the right of a save file, then click 'Accept' to delete it or 'Cancel' to return to the list.
- ▲ 'Quick Saves' are save files created manually by pressing F5 or by clicking either the 'Quick Save' or 'Last Save' button on the HUD – see section **3.2**.

Head-Up Display (HUD). They are also created automatically when you start a mission. Be aware that only the three most recent quick saves are available to load; older quick saves are automatically overwritten.

You are encouraged to save your game regularly when playing Stargate: Timekeepers. Regular saving and loading to try out different tactics is considered a key element of the game experience. Doing so will also minimize the progress you lose whenever you need to load after failing a mission.

To access save files on your device's disc drive, go to: **[drive letter]:\Users\[user name]\AppData\LocalLow\Slitherine\Stargate\[profile name]\saves**

If you are using the Steam version of the game, you can synchronize your save files between different devices using the Steam Cloud. To enable or disable this feature, open Steam, navigate to your Library, right-click on *Stargate: Timekeepers*, then select Properties; in the Properties menu, select General, then look under Steam Cloud for the option 'Keep games saves in the Steam Cloud for Stargate: Timekeepers'. Click the toggle button to the right to enable or disable the feature. Click the × button in the top-right corner to close the menu.

2.4. SETTINGS MENU

You can access the Settings menu via the main menu or mid-mission via the Options menu (see **3.4. Options Menu**). The Settings menu provides various options for customizing the game experience to your liking. These options are divided into the following sections:

- ▲ **Gameplay:** Options relating to the in-game user interface, camera, and control scheme.
- ▲ **Controls:** Options for customizing the game's controls. To change the key/button used for a particular in-game command, click the box on the right [containing the current key/button used for that command], then press the key/button you wish to use for that command.



- ▲ **Graphics:** Options relating to the game's graphical presentation, including display resolution, various graphical effects, and the size of in-game text.
- ▲ **Graphics:** Options relating to the game's audio, including the volume of various audio elements and the option to mute all in-game audio.
- ▲ **Language:** Change the language of all menus, in-game text, and dialogue subtitles. The default language is English.
- ▲ **Difficulty:** Change the game's difficulty level. (Refer to **2.1. Difficulty** for more information.) This section is only available when accessing the Settings menu via the main menu (as opposed to the Options menu).

In some sections, you can scroll through the options using your mouse's scroll wheel or by clicking and dragging the scroll bar to the right of the menu. In most sections of the menu, you can hover over an option to display explanatory information about that option (at the bottom of the screen). In the Difficulty section, this description can be displayed by clicking one of the three options. The Controls section has no such descriptions.

Click the 'Apply' button at any time to save your changes. Click 'Reset' to restore the default settings. Click 'Back' to return to the main menu; if you have made unsaved changes, you will be prompted to 'Apply' them or 'Reset' to your previous saved settings.

2.5. PROFILES MENU



You can create multiple profiles to maintain separate groups of saved games, which is helpful when multiple players use the same computer to play the game.

As described above, the name of the current active profile is displayed on a button in the main menu. Click this button to access the profiles menu, and you will see a list of all the different profiles saved to your device; each profile's latest unlocked mission is shown next to its name.

Click 'Add Profile' to create a new profile (see **2.1. Create a Profile**). You will then be able to switch between different profiles by clicking on its name in the profiles menu. The current active profile is highlighted in the list. To delete a profile, click the **X** button to the right of it, then click 'Confirm' when asked. (The currently active profile cannot be deleted via this menu.) Click 'Back' in the bottom left of the screen to return to the main menu.

2.6 CAMPAIGN



The game's campaign presents a series of story-driven missions, each with their own set of objectives that you must complete to proceed further. Select 'New Game' in the main menu, then you will be asked to choose your preferred difficulty level.

2.7. DIFFICULTY

Before beginning the campaign's first mission, you will be presented with the option of three difficulty levels to customize the experience to your liking. Later, the difficulty level can be changed in the Settings menu (when accessed via the main menu).

Three difficulty levels are provided: Story, Normal, and Hard. The default setting is Normal – the game was designed to be played at this level – but you may prefer to select Story for a less challenging, more story-focused experience, or Hard for a greater challenge if you are already familiar with *Stargate: Timekeepers* or other real-time tactics games. Click on your preferred option, then click 'Accept' to proceed to mission selection.

DIFFICULTY LEVEL CHARACTERISTICS

Story

- ▲ Infinite supplies
- ▲ Faster skill cooldowns
- ▲ Slower detection (enemies' viewcones fill more slowly)
- ▲ Fewer enemies search for your team during alarms
- ▲ Alarmed enemies are more cautious and sneak more often
- ▲ Enemies' patrol timers are enabled by default
- ▲ The Steal skill is disabled

Normal

- ▲ Moderate amount of supplies
- ▲ Standard skill cooldowns
- ▲ Standard detection (enemies' viewcones fill at a moderate pace)
- ▲ A moderate number of enemies search for your team during alarms
- ▲ Varied behavior of enemies during alarms

Hard

- ▲ Fewer supplies
- ▲ Slower skill cooldowns
- ▲ Quicker detection (enemies' viewcones fill more quickly)
- ▲ More enemies search for your team during alarms
- ▲ Alarmed enemies are more aggressive and run more often
- ▲ Fewer resources to acquire with the Steal skill
- ▲ Automatic throwing of a carried body when crouching is disabled

2.8. MISSION SELECTION

After selecting a difficulty level (or after choosing 'Select Mission' in the main menu), you will be shown the mission selection menu. The heart of this menu is the campaign chart, in which each available mission is represented by a circular icon. To navigate the chart, Click and drag with the mouse or use the mouse's scroll wheel. When you begin the campaign, only the first mission, 'Battle of Antarctica', will be available; new missions are unlocked sequentially as you complete each mission.



Click an icon for more information. Beneath it, you will find descriptions of certain features of the mission. The mission panel to the left contains a description of the background and events of the mission, beneath which you can review your team. Hover over a team member's portrait to view their skills, then hover over a skill's icon to see its description.

Team members marked with a green tick have been assigned to join the mission. For some missions, there is no additional slot for another member. If you see team members with arrowheads above their portraits, you must select one of them to join the mission by clicking on their portrait. When you are ready, click 'Accept' to begin the mission. Click the 'Close' button, or click anywhere on the campaign chart, to close the mission panel.

You can click 'Back' in the bottom left corner of the screen to return to the main menu.

3. USER INTERFACE AND CONTROLS

3.1. OVERVIEW

















When you begin a mission, you will first be shown one or more animated video sequences (a cutscene and/or briefing). Thereafter, you will be taken to the map, which is overlaid with the head-up display (HUD).

3.2. HEAD-UP DISPLAY (HUD)

During missions, you can control the game by means of buttons on the HUD and key/button commands ('hotkeys'). The key features of the HUD are shown in the image below.



1. **Last Save Reminder:** This appears when you have not saved for a certain amount of time, which is 30 seconds by default (you can change this delay or disable the feature entirely in the Settings Menu, Gameplay section), and displays the amount of time that has elapsed since you last saved. Click this button or press F5 to create a quick save file.

2.  **Quick Save:** Click here (or press F5) to quickly save your game without displaying any menus, creating a quick save file.
3.  **Quick Load:** Click here (or press F7) to load your last quick save.
4. **HUD buttons:**
 - ▲  **Options:** Click here (or press Escape) to pause the game and open the **Options** menu (see 3.4. **Options Menu**).
 - ▲  **Objectives:** Click here (or press L) to open the show or hide the Objectives panel (see below).
5.  **Objectives panel:** This displays the mission's objectives. You can click on an objective here to move the camera to its destination. (See section 4.2. **Objectives** for more information.)
6. **Minimap:** This is a diagrammatic representation of a portion of the map.
 - ▲  A bright green circle represents an active team member.
 - ▲  Darker green circles represent other team members.
 - ▲  Red diamonds represent active enemies.
 - ▲  Orange crosses represent eliminated enemies.
 - ▲  Yellow squares represent civilians.
 - ▲  The objective icon represents a 'destination' point on the map relevant to an active objective point.
7. **Map buttons:**
 - ▲  **Highlight:** Click here (or press H) to enable/disable a mode in which all interactable entities on the map (objects, enemies, etc.) are highlighted with a glowing outline.
 - ▲  **Rotate CW:** Click here (or press Q) to rotate the camera view clockwise.
 - ▲  **Rotate CCW:** Click here (or press E) to rotate the camera view counter-clockwise.
 - ▲  **Zoom Camera Out:** Click here (or scroll down with the mouse scroll wheel) to zoom the camera view outwards.
 - ▲  **Zoom Camera In:** Click here (or scroll up with the mouse scroll wheel) to zoom the camera view inwards.

8. Gameplay Buttons:

- ▶ **▶▶ Fast Forward:** Click here (or press R) to toggle between normal and increased game speed, for those moments when you want to speed things along.
- ▶ **|| Tactical Mode:** Click here (or press T) to enter a mode that lets you pause the game and prepare actions for multiple team members to carry out at once. (See section 5.8. **Tactical Mode** for more information.)
- ▶ **👁️ Enemy Vision:** Clicking here (or pressing V) enables a feature in which you can select a location on the map to display sight lines that indicate which enemies can see that location.

9. **🖱️ Mouse Cursor:** This represents the on-screen position of your mouse input. If the cursor turns red when hovering over an object or enemy, this indicates that the selected skill cannot be used on that target.

10. **Subtitles:** Subtitles for the game's voice-acted dialogue appear here, with the speaker identified by name. Subtitles can be disabled in the Settings menu, Gameplay section.

11. **Action Bar:** This bar displays up to eight icons representing the active team member's skills. Click an icon or press the key specified beneath it to initiate/



execute a skill. Hover over an icon for more information. See section 5. Skills for more information.

12. **Skill Item Marker:** These markers indicate where you left an item connected with a particular skill (e.g. Vo'cume Projector). As in the image, this marker will



be displayed on the edge of the screen if the item is off-screen, pointing in the direction of the item; if the item is on-screen, this marker will appear above it.

13. **Team:** Icons representing each of your team members are shown here.



The brighter, larger icons are those of the active team member(s) you are currently controlling. Click on one of these icons (or press the F-key shown in the bottom-right of the icon) to choose the active team member. Double-

click a team member's icon (or press F) to center the camera on them, after which the camera will follow their movements until you change the active team member(s).

Beneath each team member's portrait is a series of red bars representing health points (HP); one red bar represents one health point. A team member will die (resulting in mission failure) when they run out of HP.

3.3. NAVIGATING THE MAP

During missions, the map will occupy most of your screen. This is where the action takes place! Navigating the map effectively is an important skill for a team commander, both in terms of moving your team members and changing the camera view.

In addition to the HUD buttons and hotkeys described in the previous section, you can also control the camera by using the W, A, S, and D keys to scroll the view up, left, down, and right respectively. This can also be accomplished by holding the middle mouse button (MMB) while moving the mouse.

As well as using their HUD icons and F-keys, you can also change the active team member by using the Z and X keys to cycle left or right (respectively) through their HUD icons. You can select multiple team members at once by (a) left-clicking and dragging with the mouse to draw a box around the team members you wish to select, or (b) holding Shift while left-clicking on their portraits.

To move your active team member(s), right-click on the ground to select their destination; they will move to the destination if it is accessible. You can also double-click the right mouse button (RMB) to run, but be aware that running team members are more detectable by enemies – even when they are crouching. (See section **6.3. Viewcones and Detection** for more information.)

Enable two different options in the Settings menu, Gameplay section, to change the way you navigate the map. Check the box for 'Enable Edge Scrolling Camera', and you will be able to scroll the camera by moving your cursor near the edges of the screen. Check the box for 'Alternative Controls' to switch to a more traditional control scheme for the real-time tactics genre, in which you will:

- ▲ use LMB to move team members,
- ▲ use LMB while hovering over enemies and interactables to display the Use skill, and
- ▲ use RMB to show an enemy's viewcone.

Using 'Alternative Controls', you will not be able to move a team member while aiming or throwing. (Bear in mind that some hotkeys referred to in this document and the in-game user interface may not match this alternative control scheme.)

3.4. OPTIONS MENU



Press Escape or click the Options button on the HUD to pause the game. The Options menu will be displayed, showing an expanded minimap and a range of clickable options:

- ▲ **Resume Game:** Return to the mission.
- ▲ **Save Game:** Open the saving menu. Click the 'New Save' button at the top of the 'Saved Games' list, and you will be prompted to (optionally) enter a name for your saved game. Click 'Accept' to save your game. You can overwrite an existing save by clicking it, then clicking 'Accept' when prompted. You can also click the × button to the right of a save file, then

click 'Accept' to delete it (or 'Cancel' to return to the list). Click 'Back' to return to the Options menu.

- ▲ **Load Game:** Open the loading menu – see section 2.3. **Saving and Loading** for more information. Load a save file or click 'Back' to return to the Options menu.
- ▲ **Restart Mission:** Restart the current mission from the beginning.
- ▲ **Settings:** See 2.4. **Settings Menu** for more information. This menu provides a range of options similar to the Settings menu accessed via the main menu, but without the option to change the difficulty level. Click 'Back' to return to the Options menu.
- ▲ **Main Menu:** Click to quit the mission and return to the main menu. Any unsaved progress will be lost.

Press **Escape** again to return to the mission. You cannot pause during non-interactive video sequences (see 4.1. **Cutscenes and Briefings**). Pressing Escape during these events will skip the rest of the video sequence.

4. MISSIONS

In each mission, you control a group of team members with a range of different skills who must work together to complete a number of objectives. It will be your responsibility to lead them effectively! The loss of any team member (when their HP reaches zero) results in mission failure; while navigating through the environment towards your goal, you can use a range of tactics and approaches to move past your opponents without losing any team members.

Stealth is key in Stargate: Timekeepers. You can engage in open combat at critical moments, but avoiding detection is usually the best course of action. Causing an alarm among your enemies will often slow your progress and might lead to failing the mission.

4.1. CUTSCENES AND BRIEFINGS

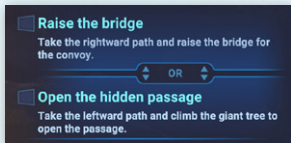
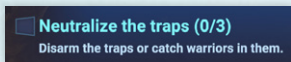
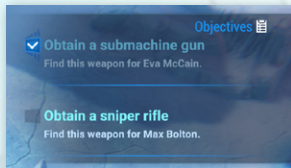



Missions begin with non-interactive video sequences – cutscenes and/or briefings – during which the HUD will be hidden. These sequences also appear at other points during the mission, including its conclusion. Cutscenes present fully animated sequences that progress the story cinematically, whereas briefings explain the mission's objectives while identifying key elements of the map; the two are similar but differ in content and approach. Press the Escape key during a cutscene or briefing to skip the remainder of the event and continue the mission (or proceed to the mission completion summary if all the necessary objectives have been completed).

4.2. OBJECTIVES

The goal of each mission is to complete all the necessary objectives. You can see your current and completed objectives in the objectives panel – press L or click the objectives button to show/hide it.

An objective with an unticked box is still active (to be completed), while an objective with a ticked box has been accomplished. To see an objective's destination point – such as where you need to interact with a particular entity –



simply click an active objective and the camera view will move there. These destination points are represented on the minimap by  **objective markers**.

Multipart objectives require you to carry out a number of actions, such as the requirement to eliminate two different enemies illustrated above.

Sometimes, you will be presented with two either/or objectives, as shown above. You only need to complete one of these objectives to progress through the mission.

Once you have completed your current objectives, you will either see more objectives to complete or (if all the mission's objectives are complete) be shown the closing cutscene before seeing the mission completion summary (see **4.5. Mission Completion**).

4.3. TUTORIALS



Throughout the earlier missions of the campaign, you will be presented with tutorials that teach you how to play the game. Look out for tutorial hotspots on the map (as pictured); hold Shift, then click (with LMB) on a hotspot to access the tutorial. Videos and accompanying text descriptions will guide you through the game's controls and mechanics.

Some tutorials contain multiple videos that will play consecutively. If you wish to access a particular video, click its number beneath the video window. You can also press the left or right arrow key to view the previous or next video, respectively. Press Space to pause a video at any time, then press Space again to resume it. Press the Escape key or click the Back button in the bottom-left corner of the window to return to the mission. (If you would like to hide the tutorial hotspots on the map, access the Settings menu, enter the Gameplay section, and check the 'Hide Tutorials' box.)

4.4. MISSION FAILURE

You will fail any mission if one of your team members dies, which occurs when they lose all their health points (as shown under their portrait on the HUD) due to enemy attacks. When this happens, the 'Mission Failed' screen will appear. You will be presented with a list of save files that you can click to load. (If you did not manually save at all during the mission, the most recent saved game will be the quick save generated at the outset of the mission.) Otherwise, you can select one of the other available options – restart the mission from the beginning, return to the main menu, or exit to desktop.

4.5. MISSION COMPLETION



Once you complete all of a mission's necessary objectives, the mission completion summary will be displayed. Well done! Here you will be shown various stats relating to your execution of the mission.

- ▲ **Difficulty Level:** The difficulty level chosen before embarking on the mission.
- ▲ **Completion Time:** The total amount of time you took to complete the mission.
- ▲ **No. of Saved Games:** How many times you saved the game during the mission.

- ▲ **No. of Loaded Games:** How many times you loaded the game during the mission.
- ▲ **Alarms Triggered:** The number of times an alarm was triggered during the mission.
- ▲ **Total Eliminated:** The total number of eliminated (bound or killed) enemies at the end of the mission.
- ▲ **Enemies Eliminated:** The number of eliminated (bound or killed) enemies at the end of the mission, amounts separated by team member

Click 'Continue' to go to the mission selection menu (see **2.2. Mission Selection**); if you just completed a mission for the first time on the active profile, the next mission will be available to play.

5. SKILLS

Each playable team member in *Stargate: Timekeepers* has a unique range of skills that can be used to progress through a mission and achieve its objectives. All skills apart from Crouch / Stand Up require you to first select them, then carry out other actions to execute them. To select a skill, click its buttons in the HUD's action bar or press the key specified underneath the button. Click the button again, or press Escape, to deselect the skill.

When you have a skill selected, you might see one or more coloured circles appear.

- ▲ A blue circle indicates the *execution* radius; this is the area within which the skill can be executed based on a team member's current location.
- ▲ A red circle indicates the *effect* radius; this is the area within which enemies will be affected by the skill (if they are vulnerable to it).
- ▲ A white circle centered on the mouse cursor indicates the *noise* radius; this is the area within which a skill's outcome can be heard by enemies.

If you have a skill selected and notice an outline around an enemy, pay attention to its color.



- ▲ A blue outline indicates that (a) the target is within range of the skill or (b) that the skill can be used against them (if there is no impediment).
- ▲ A red outline indicates that (a) the target is either out of range or (b) the skill cannot be used on them.
- ▲ A white outline indicates that the enemy will hear the skill's outcome.

Enemies who hear a skill will become suspicious – see section **6.3. Viewcones and Detection** for more information about this state.

On Normal or Hard difficulty levels, some skills require depletable supplies – ammunition, grenades, or energy charges. The number of your remaining supplies are shown on the skill's icon. These supplies can be replenished by accessing supply boxes or, in the case of A'ta's supplies, using the Steal skill.

Most skills have a cooldown period after execution. You will not be able to use the skill again until the end of this period. When a cooldown is applied, the skill's button will be grayed out after use, and the remaining time will be visualized by the button slowly regaining color until the central icon regains its full brightness.

Using a particular skill on an enemy may be blocked if doing so would make a mandatory objective unachievable.

5.1. GENERAL SKILLS

The two buttons to the right of the action bar represent general skills shared by all team members.



Use: Hold Shift, or click the Use button on the action bar, then left-click while hovering over something or someone you want to interact with. This will initiate a highly versatile skill that results in different

outcomes depending on the context. These outcomes include:

- ▲ **Attacking an enemy with a Physical attack (to stun them).** When Use is executed on a conscious enemy, the active team member will perform a Physical attack, except when the active team member is Derreck Harper, who has no Physical attack skill.
- ▲ **Binding a stunned enemy.** This will eliminate a stunned enemy nonlethally.
- ▲ **Picking up/throwing an eliminated enemy.** If an eliminated enemy is within your reach, you can execute Use to pick them up, then execute Use again to throw them (within the displayed radius). All team members except for Derreck Harper can do this.
- ▲ **Accessing tutorial points.** This will display a window containing a tutorial video with an explanatory caption.
- ▲ **Activating opportunities.** See section 7.2. **Opportunities** for more information.
- ▲ **Interacting with certain interactable entities on the map.** A tooltip reading 'Shift + LMB to use' will be displayed when you hover the mouse cursor over such entities. Press H or click the Highlight button on the HUD to make interactable entities more visible on the map.
- ▲ **Executing objective-related skills.** If, for example, Sam must use his Mimetic Disguise on a specified target to complete an objective, you can execute Use to carry out this skill – if Sam is able to do so. (In this example, the target must have been eliminated – bound or killed – to use this skill.)







Crouch/Stand Up: Press Space, or click the Crouch button on the action bar, and the active team member(s) will crouch down. Use the same command to stand up again – the button will now be called Stand Up.

Crouching is important for avoiding detection – see sections **6.3. Viewcones & Detection** and **7.1. Bushes & Other Hiding Places** for more information.

5.2. SKILL TAGS


Skills come in various types, which are described by tags. Hover over a skill's button (in the action bar) to see a tooltip containing these tags. Most skills have multiple tags. See section **6.2. Skill Vulnerabilities** for more information about which types of enemies are vulnerable to these skill types.

SKILL TAGS	
Physical 	An attack using physical force. Unarmoured enemies (Jaffa civilians and Jaffa warriors) are vulnerable to these attacks, but armored Jaffa and Jaffa officers are resistant to them unless they have first been weakened with Tactical Binoculars (see 5.3. Eva McCain).
Energy 	An attack using blasts of energy. All enemies except for Kull warriors are vulnerable to these attacks.
Stun	Stuns the target(s). The target will be temporarily unconscious, allowing you to bind them with the Use skill (Shift + LMB).
Lure	Lures the target(s). The target will walk towards a particular location.
Distraction	Distracts the target(s). The target will look towards a particular location. All Jaffa opponents are vulnerable to Distraction skills, but Jaffa officers will be distracted for a shorter amount of time.
Blinding	Blinds the target(s). The target(s) will stand still, and their viewcones will be temporarily disabled.
Throwing	An item to be thrown. Click a location within the displayed (blue) radius to throw the item. A dotted line shows the item's trajectory when thrown; if all or part of this line is red, the item cannot be thrown to the location over which you are hovering (because it is outside the throwable radius or its trajectory is obstructed). 
Melee	A close-quarters attack. The team member must be close to the target(s) when executing this skill.

Ranged	<p>An attack from a distance. When using a Ranged attack with a Single Target (see below), a dotted line shows the team member's line of sight; if all or part of this line is red, the skill cannot be executed (because the target is either out of range or the line of sight is obstructed).</p> 
Single Target	Can affect a single target only (i.e. that which is selected).
Area of Effect	Can affect multiple targets within the displayed (red) area.
Lethal	Capable of killing the target(s). If effective, the attack will irreversibly eliminate the target. One Lethal attack will kill unarmoured enemies (Jaffa civilians and Jaffa warriors), but two Lethal attacks are required to kill armored Jaffa and Jaffa officers. A recon drone will only be vulnerable to a Lethal attack after its shield is disabled with an Energy attack. A Kull Disruptor only works on Kull warriors, and this is the only Lethal skill effective on them.

5.3. EVA MCCAIN

	Homeworld:	Earth
	Allegiance:	Stargate Command (USAF)
	Rank:	Colonel
	Description:	A military commander firmly dedicated to the aims and interests of SGC. Eva has the determination and leadership to guide a team through perilous operations with flawless execution.

	<p>Gunstock Strike</p> <p>Tags: Physical, Stun, Single Target, Melee</p> <p>Eva strikes a swift blow to stun a target. Approach an enemy and press 1 (or click the action bar button), then left-click on a target to temporarily stun them (if they are vulnerable to Physical Stun attacks).</p>
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Bullet Casing

Tags: Distraction, Area of Effect, Throwing

Eva throws a spent bullet casing, distracting all enemies within earshot. Press 2 (or click the action bar button), then left-click on the ground; when the casing lands, all targets vulnerable to Distraction skills within the displayed radius will turn toward it.



Submachine Gun

Tags: Physical, Lethal, Area of Effect, Ranged

Eva shoots a burst of gunfire. Press 3 (or click the action bar button), aim with the mouse, then left-click to fire at all targets within the displayed cone (area of effect), dealing damage to those vulnerable to Lethal attacks. This skill's ammunition supply is depletable; it can be replenished using supply boxes.



Kull Disruptor

Tags: Lethal, Single Target, Ranged

This is a special weapon mod that can incapacitate Kull warriors with a disrupting blast. Press 4 (or click the action bar button), then left-click on a Kull warrior to incapacitate them for a short time. Eva and Max can also use their Kull Disruptors simultaneously to eliminate a Kull warrior; use Tactical Mode to blast a target with the two Kull Disruptors at once, eliminating them permanently.



Stun Grenade

Tags: Energy, Stun, Area of Effect, Throwing

Eva throws a non-lethal grenade, stunning all enemies within range of the explosion. Press 5 (or click the action bar button), then left-click on the ground to temporarily stun all targets within the displayed radius (except for Kull warriors and recon drones – the latter will temporarily lose their shield). The grenade supply is depletable; it can be replenished using supply boxes.




Tactical Binoculars

Tags: Single Target, Ranged

Eva analyzes a target, identifying their weaknesses and making them vulnerable to Physical Stun attacks. Press 6 (or click the action bar button), then left-click on an armored Jaffa or Jaffa officer to analyze them; thereafter, any team member can use a Physical Stun skill to knock the target unconscious.

5.4. MAX BOLTON

	Homeworld:	Earth
	Allegiance:	Stargate Command (USAF)
	Rank:	Major
	Description:	A master marksman whose training and temperament make him a first-rate sniper. With his skillful use of camouflage and long-distance weaponry, Max is a silent-but-deadly addition to the team.



Gunstock Strike

Tags: Physical, Stun, Single Target, Melee

Max strikes a swift blow to stun a target. Approach an enemy and press 1 (or click the action bar button), then left-click on a target to temporarily stun them (if they are vulnerable to Physical Stun attacks).



Sniper Rifle

Tags: Physical, Lethal, Single Target, Ranged

Max shoots his sniper rifle, dealing damage to a target from a distance. Press 2 (or click the action bar button), then left-click on a target to shoot them; this will deal damage if the target is vulnerable to Lethal attacks. This skill's ammunition supply is depletable; it can be replenished using supply boxes.



Blinding Dart

Tags: Blinding, Single Target, Ranged

Max shoots a non-lethal dart, rendering a target temporarily sightless. Press 3 (or click the action bar button), then left-click on a target to blind them for a short time (if vulnerable to Blinding attacks).



Kull Disruptor

Tags: Lethal, Single Target, Ranged

This is a special weapon mod that can incapacitate Kull warriors with a disrupting blast. Press 4 (or click the action bar button), then left-click a Kull warrior to incapacitate them for a short time. Eva and Max can also use their Kull Disruptors simultaneously to eliminate a Kull warrior; use Tactical Mode to blast a target with the two Kull Disruptors at once, eliminating them permanently.

**Whistle****Tags:** Lure, Area of Effect

Max whistles loudly, luring targets within earshot to his location. Press 5 (or click the action bar button), then left-click on the ground; Max will move to the selected location and whistle, drawing all enemies vulnerable to Lure skills towards him. If you have Camo activated, Max will whistle as soon as you select the skill (without moving first).

**Camo****Tags:** None

Max activates a camouflage device. Press 6 (or click the action bar button), then left-click on the ground, and Max will move to the selected location and activate his camo, becoming undetectable. Enemies can see through Max's camo when they are alarmed. Move Max, press 6, or click the action bar button to deactivate the skill.

5.5. A'TA

**Homeworld:**

Hak'tyl

Allegiance:

Hak'tyl Resistance

Position:

Scout

Description:

A'ta was one of the first Jaffa to take tretonin, allowing her to survive without hosting a Goa'uld symbiote. She is well-trained in staff weapon combat and can surreptitiously steal from unsuspecting enemies.

**Ma'Tok Staff Strike****Tags:** Physical, Stun, Single Target, Melee

A'ta strikes with her ma'tok staff to stun a target. Approach an enemy and press 1 (or click the action bar button), then left-click on a target to temporarily stun them (if they are vulnerable to Physical Stun attacks).

**Charged Ma'Tok Staff****Tags:** Energy, Area of Effect, Stun, Melee

A'ta spins her ma'tok staff, unleashing a naquadah-powered attack. Press 2 (or click the action bar button), then left-click on the ground to temporarily stun all targets within the displayed radius (except for Kull warriors and recon drones – the latter will temporarily lose their shield). This skill's charge supply is depletable; it can be replenished using supply boxes or the Steal skill.



Decoy

Tags: Lure, Throwing

A'ta throws an object, luring targets within eyeshot to its location. Press 3 (or click the action bar button), then left-click on the ground to throw; enemies vulnerable to Lure skills within the displayed radius will then move towards the decoy. To use the skill again, A'ta must retrieve the item by walking over it.



Tok'Kal

Tags: Blinding, Area of Effect, Throwing

A'ta throws a non-lethal grenade, blinding targets within range of the explosion. Press 4 (or click the action bar button), then left-click on the ground to temporarily blind all targets within the displayed radius (except for Kull warriors and recon drones). The grenade supply is depletable; it can be replenished using supply boxes or the Steal skill.



Steal

Tags: Single Target

A'ta steals supplies from an unsuspecting enemy. Press 5 (or click the action bar button) to select the skill, and you will see the supplies carried by each enemy indicated by an icon above their head – either charges for the Charged Ma'Tok Strike or Tok'Kal grenades. Sneak up to an enemy, select the skill, then left-click on the enemy to increase your supply.




Climbing Rope

Tags: None

A'ta drops down a rope that can be climbed by all team members. Press 6 (or click the action bar button), then left-click on a rope anchor point to tie and drop a rope.

5.6. SÂM WÂTSON

	Homeworld:	Earth
	Allegiance:	Stargate Command (USAF)
	Rank:	Major
	Description:	A technical officer with a brilliant scientific mind. Sam has extensive training in infiltration missions and makes operational use of technology he personally adapted from alien sources.



Gunstock Strike

Tags: Physical, Stun, Single Target, Melee

Sam strikes a swift blow to stun a target. Approach an enemy and press 1 (or click the action bar button), then left-click on a target to temporarily stun them (if they are vulnerable to Physical Stun attacks).



Vo'cume Projector

Tags: Distraction, Throwing

Sam throws a remote device, projecting a hologram that distracts nearby enemies. Press 2 (or click the action bar button), then left-click on the ground to throw the projector; use 2 (or the button) again to activate it, and enemies vulnerable to Lure skills within the displayed radius will then move towards the hologram. The device will deactivate a few seconds after being seen. To use the skill again, Sam must retrieve the item by walking over it.



Zat Gun

Tags: Energy, Stun, Single Target, Ranged

Sam fires his zat'nik'tel (a Goa'uld energy weapon). Press 3 (or click the action bar button), then left-click on an enemy to fire at them. When used on enemies vulnerable to Energy attacks (apart from recon drones), the first shot stuns, the second shot kills, and the third shot disintegrates the target (removing them from the map). When used on a recon drone, the Zat Gun functions like other Energy weapons, disabling the drone's shield. This skill's charge supply is depletable; it can be replenished using supply boxes.



Mimetic Disguise

Tags: Single Target

Sam scans an unconscious target with a mimetic device, taking on their image as a holographic disguise. Press 4 (or click the action bar button), then left-click on an eliminated enemy, and Sam will be able to walk through enemies' viewcones unnoticed – as long as the disguise outranks the observing enemy (see **6.1. Enemy Types and Ranks**). This skill can be used on armored Jaffa, Jaffa officers, and named enemies (Goa'uld or Jaffa leaders).



Chitchat

Tags: Distraction, Single Target

Sam talks to an enemy to distract them. Press 5 (or click the action bar button), then left-click to approach an enemy and start distracting them with idle chat. The enemy will look directly toward Sam while the skill is active. Use 5 (or the button) again to stop chatting.



Memory Recall Device

Tags: Single Target

Sam scans a target's memories, unearthing useful information. Approach an enemy from behind, press 6 (or click the action bar button), then left-click on the target to extract their memories. This skill cannot be used on dead enemies.

5.7. DERRECK HÅRPER



Homeworld:

Earth

Allegiance:

Stargate Command (USAF)

Position:

Doctor

Description:

A civilian biologist who became involved with SGC during his doctoral research. Derreck has adapted his technical knowledge to combat situations, using drones to deal with threats in the field.



Distractor


Tags: Distraction, Area of Effect

Derreck uses a drone to distract targets within earshot. Press 1 (or click the action bar button), then left-click on the ground to deploy the Distractor drone. Use 1 (or the button) again, or click the icon above the deployed drone, to distract vulnerable enemies within the displayed radius. You can recall the drone (before activating it) by clicking the X icon that appears on the button.



Shock Drone


Tags: Energy, Stun, Area of Effect

Derreck uses a drone to stun targets within range. Press 2 (or click the action bar button), then left-click on the ground to deploy the Shock Drone. Use 2 (or the button) again, or click the icon above the deployed drone, to distract vulnerable enemies within the displayed radius. You can recall the drone (before activating it) by clicking the  icon that appears on the button.



Healer-Hijacker

Tags: See Heal and Hijack

Derreck sends out a dual-function drone that can heal team members or hijack Goa'uld recon drones (to explode them). Press 3 (or click the action bar button), then left-click on a team member to deploy a Healer drone (see the Heal skill below) or on a recon drone to deploy a Hijacker drone (see the Hijack skill below). This drone can only be deployed after recalling other drones. You can recall the drone (before activating it) by clicking the  icon that appears on the button.



Hijack

Tags: Lethal, Area of Effect

Use the drone to hijack (and explode) a hostile drone. After deploying the drone near a recon drone with the Healer-Hijacker skill, press 3 (or click the action bar button) again to take control of the target. You can then right-click to move the recon drone, which will explode after ten seconds; you can explode the drone sooner by clicking the icon above the hijacked drone, pressing 3, or clicking the Explode button on the action bar. This explosion will deal damage to all enemies within range that are vulnerable to Lethal skills.



Heal

Tags: Single Target

Use the drone to heal a team member. After deploying the drone near a team member with the Healer-Hijacker skill, click the icon above the team member, press 3, or click Heal on the action bar to restore all that team member's health points (HP).



Hack

Tags: none

Derreck hacks into the enemy's control system. Press 6 (or click the action bar button), then left-click on a terminal or other device. You can identify hackable devices by hovering over them to display a tooltip reading 'Derreck can hack this'.

5.8. TACTICAL MODE



Tactical Mode allows you to pause the game and prepare actions for multiple team members to carry out at once. It has two versions: one version lets you synchronize the outcomes of the chosen skills ('Synchronize'), while the other lets you commence all the given commands immediately ('Execute').

Press T or click the Tactical Mode button on the HUD. After selecting a team member, you can first (optionally) select one movement for them by right-clicking as you would in real time; then, select a skill to execute as you would in real time. Do the same for other team members to complete your plan of action.

If you click the Synchronize button (or press Ctrl), your team members will time their actions to perform their skills simultaneously, so that their skills take effect on their targets at the same moment. In doing so, team members might move to their destinations, then wait for their teammates to get in position, so that the outcomes of their actions are synchronized.

If you click the Execute button (or press Enter), your team members will perform their actions immediately. The timing of the outcomes of their actions will depend on how long it takes to perform their respective movements and skills.

6. ENEMIES

Throughout the campaign, you will encounter various non-player characters (NPCs) on the map. For convenience, the term 'enemy' or 'opponent' is used here to describe all NPCs in *Stargate: Timekeepers*. While not all NPCs you encounter will be directly hostile, they can all present a potential threat to your mission.

You will need to make effective use of your team members' skills to avoid being detected by enemies, or to engage them in combat if absolutely necessary. Completing certain objectives will also require interacting with specified enemies.

6.1. ENEMY TYPES AND RANKS

The first four enemy types discussed here are Jaffa enemies presented in order of ascending rank. Their rank affects the efficacy of the Mimetic Disguise skill.



JAFFA CIVILIANS

Jaffa civilians do not carry weapons and cannot attack your team members, but they can pose an indirect threat to your team. When they become alarmed, they will run away to a safe location; in doing so, they may be heard by other, more hostile enemies, who will then come looking for you. Jaffa civilians are vulnerable to Distraction, Lure, Blinding, Physical, Energy, and Lethal skills.



JAFFA WARRIORS

Jaffa warriors are unarmoured foot soldiers. When they become alarmed, they will search for your team, attack your team with blasts from their staff weapons, and potentially run to a ring transporter to call for reinforcements. Like Jaffa civilians, they are vulnerable to Distraction, Lure, Blinding, Physical, Energy, and Lethal skills.



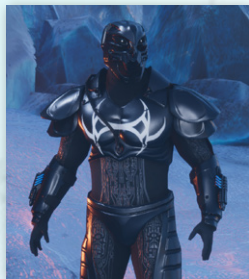
ARMORED JAFFA

Armored Jaffa are warriors protected by helmets and armor. When they become alarmed, they will search for your team, attack your team with blasts from their staff weapons, and potentially run to a ring transporter to call for reinforcements. Armored Jaffa are vulnerable to Distraction, Lure, Blinding, and Energy skills, but are only vulnerable to Physical Stun skills if they have first been analyzed with Tactical Binoculars. It requires two Lethal attacks to kill them. You can disguise Sam Watson as an armored Jaffa using a Mimetic Disguise, which will fool lower-ranked Jaffa (i.e. Jaffa civilians and Jaffa warriors).



JAFFA OFFICERS

Jaffa Officers are protected by golden helmets and armor and are more resistant to your team's skills. When they become alarmed, they will search for your team, attack your team with blasts from their zat guns, and potentially run to a ring transporter to call for reinforcements. Jaffa officers are as vulnerable to Blinding and Energy skills as other Jaffa enemies. They are also vulnerable to Distraction skills, but will be distracted for less time than other Jaffa enemies. They are resistant to Lure skills. They are only vulnerable to Physical Stun skills if they have first been analyzed with Tactical Binoculars, and it requires three Lethal attacks to kill them. You can disguise Sam Watson as a Jaffa officer using a Mimetic Disguise, which will fool lower-ranked Jaffa (i.e. Jaffa civilians, Jaffa warriors, and armored Jaffa).



KULL WARRIORS

Kull warriors are genetically engineered supersoldiers, originally created by the Goa'uld Anubis to supersede the Jaffa. They are formidable opponents in *Stargate: Timekeepers*, being resistant to Distraction, Lure, Blinding, Physical, and Energy skills, as well as all Lethal skills except for Kull Disruptors. Eva McCain and Max Bolton each carry a Kull Disruptor, a special weapon mod that can incapacitate or permanently eliminate Kull warriors – see section **5.3. Eva McCain** or **5.4. Max Bolton** for more information.



RECON DRONES

Recon drones are aerial devices employed by the Goa'uld. They are capable of detecting your team members – even those hidden in bushes – and attacking them with plasma blasters. Recon drones are resistant to Lure, Distraction, and Blinding skills, and they cannot be stunned with Physical attacks. They are vulnerable to Energy attacks, which can be used to disable their shields for a short period of time; while their shields are disabled, they can be permanently eliminated with Physical attacks (to which they are otherwise resistant). An eliminated drone cannot be picked up by a team member, but will not cause an alarm if it is seen by another enemy.

GOA'ULD AND JAFFA LEADERS

In some missions, you will encounter named enemies – Goa'uld or Jaffa leaders – with special characteristics. They are important to the story and sometimes connected with mission objectives. Like Jaffa officers, named enemies are vulnerable to Blinding and Energy skills, as well as Distraction skills (with a

reduced distraction time). You can disguise Sam Watson as a named enemy using a Mimetic Disguise, which will fool all regular ranked Jaffa (i.e. Jaffa civilians, Jaffa warriors, armored Jaffa, and Jaffa officers); a named enemy can see through a Mimetic Disguise based on regular ranked Jaffa, but will still be fooled by disguises based on other named enemies.

6.2. SKILL VULNERABILITIES

KEY	
V	Vulnerable
V(n)	Vulnerable (number indicates number of attacks required to kill)
R	Resistant
C(n)	Conditionally Vulnerable C1 = Vulnerable to Physical Stun attacks if analyzed with Tactical Binoculars. C2 = Disables shields rather than stunning. C3 = Vulnerable if shield has been disabled with an Energy attack (after which it can be eliminated with one hit). C4 = Only vulnerable to Kull Disruptors.

		SKILL TAGS					
		Distraction	Lure	Blinding	Physical	Energy	Lethal
ENEMY TYPES	Jaffa Civilian	V	V	V	V	V	V1
	Jaffa Warrior	V	V	V	V	V	V1
	Armored Jaffa	V	V	V	C1	V	V2
	Jaffa Officer	V	R	V	C1	V	V3
	Recon Drone	R	R	R	R	C2	C3
	Kull Warrior	R	R	R	R	R	C4
	Named Enemy	V	R	V	R	V	R



6.3. ENEMY-RELATED UI

If the 'Display Enemy Patrol Timers' feature is enabled in Settings, you will see a number appear above the heads of enemies when they stand in place during their patrols. This indicates how many seconds they will remain in that position for continuing along their

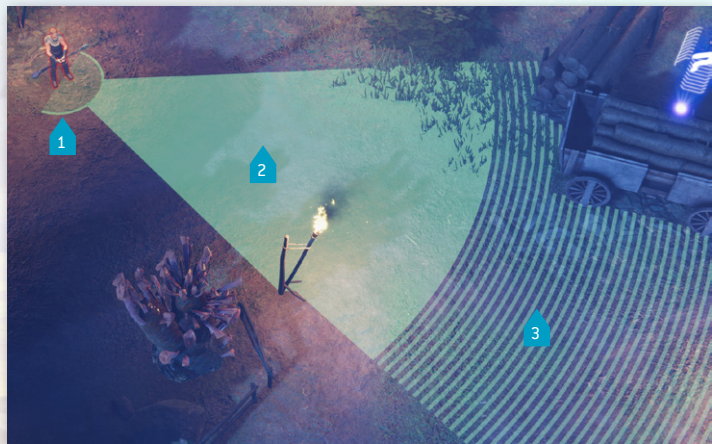


patrol route. (This feature is enabled by default at the Story difficulty level.)

When Sam Watson is selected, and he has an active Mimetic Disguise, you will see enemy rank markers above the heads of higher-ranked Jaffa (armored Jaffa and Jaffa officers). An enemy with a green rank icon, or no rank icon, will not notice Sam in his current disguise. A red rank icon means that the enemy is of equal or higher rank than Sam's current disguise and can therefore see through it.

6.4. VIEWCONES AND DETECTION

Left-click on an enemy to display their viewcone, which represents their field of vision. Entering an enemy's viewcone risks detection. There are three parts of a viewcone (although not all enemies' viewcones will contain each of these parts), as illustrated below:



1. **A striped part, furthest from the enemy.** An enemy will not see a team member crouching in this part of their viewcone, even if the latter is walking, although they will see a team member standing up and/or running there.
2. **A filled part, closer to the enemy.** An enemy can see a team member in this part of their viewcone whatever the latter is doing (standing, crouching, running, or walking), unless a particular skill makes the team member unnoticeable (i.e. Camo or Mimetic Disguise).
3. **A semicircular part, closest to the enemy.** This part is the most sensitive to detection; if a team member enters this part of the viewcone, the enemy will be momentarily surprised before raising the alarm (see below).

When an enemy sees a team member (in the striped or filled area of their viewcone), their viewcone begins to fill with orange. If this orange section reaches a team member, the enemy will detect them and become alarmed. An alarmed state is indicated by a red exclamation mark above an enemy's head. Then an enemy is alarmed, they will attack team members they can see (with ranged blasts from their staff weapons) or search for team members if they can see none of them. Nearby enemies who hear their cry will also become alarmed and do the same. To end an alarm, you must either eliminate all the alarmed enemies (see **6.5. Eliminating Enemies**) or hide from view until the enemies cease looking for you (i.e. when they are neither alarmed or suspicious).

An alarmed enemy may run to a nearby ring transporter to call for reinforcements. If you allow them to do so, more alarmed enemies will appear on the map (having teleported via the rings). To avoid this, you must eliminate the enemy before they reach the ring transporter.

Enemies may also be in a suspicious state, which might precede or follow an alarm. This is indicated by a yellow question mark above an enemy's head. Enemies may become suspicious when they hear noises (such as the firing of a loud weapon or a team member running nearby), are subject to Lure or Distraction skills, or see eliminated enemies (bound or killed). The suspicious state also follows an alarm. The actions of suspicious enemies depend on the situation. For example, a suspicious enemy can be a threat when they see an

eliminated enemy, as they will approach the body and raise an alarm if they find their colleague bound or killed by an attack; however, arousing suspicion can be advantageous when it is caused by a Distraction skill, as you can creep past a suspicious enemy who is looking the other way.

You cannot save your game while enemies are in an alarmed or suspicious state.

6.5. ELIMINATING ENEMIES

In *Stargate: Timekeepers*, there are two ways of 'eliminating' enemies – binding and killing. An eliminated enemy is incapacitated and does not pose a direct threat to your team; they cannot move, raise an alarm, or attack your team members.

- ▲ **Binding** is the non-lethal form of elimination. An enemy must first be stunned before they can be bound. To bind a stunned enemy, execute Use on them (with Shift + LMB) before they regain consciousness. Enemies are only stunned for a short time, so you must do this quickly before they wake up. Any team member is capable of binding a stunned enemy. Unlike killing, binding can be reversed if the bound enemy is found and unbound by another enemy.
- ▲ **Killing** is the lethal form of elimination. Lethal skills are capable of killing certain enemies (see **5.2. Skill Tags**). Making use of opportunities can also kill enemies (see **7.2. Opportunities**). Unlike binding, killing cannot be reversed (i.e. another enemy cannot revive a killed enemy). If an enemy discovers the dead body of a killed enemy, they will disintegrate it, removing it from the map.

Eliminated enemies can cause an alarm if another enemy sees and examines them. For this reason, it is wise to move an eliminated enemy if they are in a conspicuous location – see the following section (**6.5. Moving Bodies**) for more information. Each enemy that is currently eliminated at the time when you complete a mission will count towards the 'Eliminated Enemies' and 'Total Eliminated' tallies shown in the mission completion summary.

6.6. MOVING BODIES



Eliminated enemies – those you have bound or killed – can arouse suspicion if they are found. To avoid their discovery (and consequent alarms), you can either move them out of sight or disintegrate them.

To move an eliminated enemy, first pick them up with Shift + LMB, move near the place you want to hide them, then use Shift + LMB again to throw them. (All team members except for Derreck Harper can do this.) The best places to hide bodies are in bushes or less-frequented areas of the map; after being thrown into bushes, the body of an eliminated body will be removed from the map permanently. Where such features exist on the map, you can also throw them from a precipice into an inaccessible area of the map, thereby precluding other enemies from examining them (and consequently raising the alarm).

You can also remove an eliminated enemy from the map entirely by disintegrating their body with Sam Watson's Zat Gun. Shoot an enemy three times with the Zat Gun to do so.

7. MAP FEATURES

Aside from enemies, you will also encounter various interactable entities on the map – all of which can be highlighted by pressing H (or clicking the HUD's Highlight button). This section describes some of the most common examples.

7.1. BUSHES & OTHER HIDING PLACES



Your team members can crouch in bushes to hide from sight and avoid detection. Bushes are outlined when Highlight is enabled (press H to toggle Highlight on/off), and hovering over bushes will display a tooltip reading 'Hiding place'.

Press Space to crouch. If a team member is crouching in bushes, they cannot be seen by an enemy unless the enemy enters the same bushes. If an enemy sees you, you can hide in bushes before they detect you to avoid them raising the alarm (see section **6.3. Viewcones and Detection** for more information). Be aware that recon drones can still detect team members even if the latter are hidden in bushes.

Bushes can also be used to hide eliminated enemies, i.e. those that have been bound or killed (see **6.4. Eliminating Enemies**). Use Shift + LMB to pick up an eliminated enemy, then use Shift + LMB again to throw them into the bushes; they will not be seen by other enemies unless an enemy enters the same bushes.

You will occasionally see a hiding place that does not require crouching. These places are indicated with a tooltip reading 'Move here to hide'.

7.2. OPPORTUNITIES



Keep an eye out for 'opportunities' – interactable entities on the map that trigger a predefined event. Opportunities can create diversions, kill your opponents, or open up new pathways.

Hovering over an opportunity will display a tooltip – 'Shift + LMB to use opportunity'. In many cases, you can hold Shift and hover over an opportunity to preview its outcome. Hold Shift and left-click the opportunity to execute it.

Deaths caused by opportunities do not pose a detection risk. If an enemy killed by an opportunity is discovered by another enemy, the event will be treated as an 'unexplained accident', and no alarm will be raised.

7.3. SUPPLY BOXES

Supply boxes can be used to replenish your skill supplies – ammunition, grenades, and/or energy charges. The skill icon displayed above the box indicates the supplies contained inside it, and the box can only be opened by



the team member whose supplies will be replenished – for example, only A'ta can use a supply box containing Tok'Kal. Hold Shift and left-click the supply box to open it; the team member will approach the box and replenish the indicated supply. Each supply box can only be used once.

7.4. CLIMBING



There are two kinds of climbable entities in the game: those that can be climbed by all team members, and those that can only be climbed by A'ta. Team members will automatically climb these entities (if they can) when the most efficient route to their chosen destination requires it.

Entities that can be climbed by all team members are usually manufactured objects designed for that purpose, such as ladders; hovering over these entities will display a tooltip reading 'Climbable'. (Any team member can also climb ropes dropped by A'ta via her Climbing Rope skill.)

A'ta is the most capable climber of your team members, meaning that she can climb a wider range of entities on the map, such as vines. Hovering over these entities will display a tooltip reading 'Climbable (A'ta only)'. They function in the same way as entities climbable by any team member, except that only A'ta can take routes that require climbing them.

7.5. OTHER INTERACTABLES

You will encounter many other interactable entities that can be used to your advantage. Some of them are crucial for completing objectives, while others offer an optional advantage. Enable Highlight occasionally (by pressing H) to see some of the entities around you, and hover over them for helpful tooltips. They might reveal new tactical approaches to help complete your objectives.

8. THE WORLD OF STARGATE

8.1. STARGATE COMMAND

Stargate Command is a military organization led by the United States Air Force that operates a base at Cheyenne Mountain, Colorado. Its purpose is to lead off-world operations via their stargate, a device that allows for rapid space travel via wormholes. Its active personnel are grouped into a number of SG teams with varying military and scientific responsibilities.

Its origins date back to 1928, when a strange artifact was discovered in Giza, Egypt. Its purpose was unknown until 1996, when the U.S. military brought in archaeologist and linguist Dr Daniel Jackson to examine the artifact – a stargate – at Cheyenne Mountain. After identifying its significance and function, Dr Jackson accompanied a team of military personnel (led by USAF Colonel Jack O'Neill) through the stargate, traveling to the distant planet of Abydos. There, they encountered the Goa'uld System Lord Ra and his oppressed subjects. Following the mission to Abydos, the stargate on Earth (henceforth known as the Alpha

Gate) lay dormant until 1997, when the Goa'uld Apophis traveled through it and attacked Cheyenne Mountain. In response to the Goa'uld threat, the U.S. military formed Stargate Command, along with its primary team: SG-1, led by Colonel O'Neill.

8.2. THE GOA'ULD

The Goa'uld are a parasitic species that live in and control humanoid hosts. For millennia, they have fought and reigned as conquerors throughout the Milky Way, ruling vast empires across many worlds. Their names are known to humanity on Earth as those of gods such as Ra, Moloc, and Isis. Their most powerful leaders, known as System Lords, wield absolute control over large populations of servants and slaves, most notably the Jaffa. Their power rests on technology developed long ago by the Ancients, an alien race who transcended their corporeal form and left behind the remnants of their advanced civilisation.

At the time of the events of *Stargate: Timekeepers*, the dominant System Lord of the Goa'uld Empire is Anubis.

8.3. THE JAFFA

The Jaffa are an alien species of humanoids who are enslaved by the Goa'uld. They share distant ancestors with the Tau'ri (humans from Earth), but have been genetically altered to host larval Goa'uld in bodily pouches, granting them greater longevity and physical strength than their terrestrial relatives. Most Jaffa depend on these Goa'uld parasites for survival beyond puberty.

The Jaffa live on many worlds throughout the Milky Way, most under the control of Goa'uld System Lords, whom they serve as warriors and slaves. Theirs is a society of warriors, valuing honor, courage, and noble conduct. They speak various forms of the Goa'uld language.

8.4. GOA'ULD SYMBIOTES

A Goa'uld's natural form is that of a parasitic symbiote. When implanted in a host's spine, a mature Goa'uld has full control over their host, as is the case with System

Lords; when implanted in a bodily pouch, an infant Goa'uld exists in biological symbiosis with their host, but does not control their host's actions. The Jaffa were genetically engineered to possess symbiote pouches and require Goa'uld symbiotes to survive; this perpetuates their dependence on and enslavement by the Goa'uld.

8.5. THE HAK'TYL RESISTANCE

Around thirty years before the events of *Stargate: Timekeepers*, the Goa'uld Moloc proclaimed that all female Jaffa born in his domain were to be put to death by burning; he believed that only men were necessary to serve his conquests. Ishta, a high priestess responsible for the sacrificial ritual, led a secret resistance movement to spirit away the infant girls bound for the pyres. They found a planet to base their community, calling it Hak'tyl ('liberation' in the Goa'uld tongue), and created a safe haven for those they rescued. This movement, the Hak'tyl Resistance, continues to save baby girls from the Ceremony of Fire. They used to steal Goa'uld symbiotes to ensure the young girls' survival, until SG-1 provided them with tretonin, a drug that maintains a Jaffa's health and longevity without the need for a symbiote.

At the time of the events of *Stargate: Timekeepers*, there exist other rebel Jaffa groups building resistance to the Goa'uld, but they have yet to coalesce into a formidable alliance.

9. HOTKEYS

This is the default control scheme. Many individual hotkeys can be changed in the Settings menu, Controls section. You can also enable the 'Alternative Controls' option (in the Settings menu, Gameplay section), which provides the alternative control scheme described in section 3.3. **Navigating the Map.**

- ▲ LMB = Left Mouse Button
- ▲ MMB = Middle Mouse Button
- ▲ RMB = Right Mouse Button
- ▲ Drag = Move the mouse while holding another key/button

1	Select skill no. 1 (as shown on action bar)
2	Select skill no. 2 (as shown on action bar)
3	Select skill no. 3 (as shown on action bar)
4	Select skill no. 4 (as shown on action bar)
5	Select skill no. 5 (as shown on action bar)
6	Select skill no. 6 (as shown on action bar)
Esc	Deselect skill / Open Options menu (pause game) / Skip video sequence / Close tutorial window
Space	Crouch / Stand Up
LMB	Select team member or enemy / Execute selected skill / Select menu option
LMB + drag	Select multiple team members (in displayed box) / Navigate campaign chart (in mission selection menu)
Shift + LMB	Execute 'Use' – contextual (see section 5.1. General Skills)
MMB + drag	Scroll the camera
RMB	Move team member(s)
Scroll Wheel Up	Zoom camera in
Scroll Wheel Down	Zoom camera out
W	Scroll camera up

A	Scroll camera left
S	Scroll camera down
D	Scroll camera right
Q	Rotate camera clockwise
E	Rotate camera counter-clockwise
F	Center camera on selected team member(s)
Left Alt	Rotate camera with mouse (move mouse while holding)
Z	Change active team member (cycle left through HUD icons)
X	Change active team member (cycle right through HUD icons)
R	Fast Forward (toggle increased game speed on/off)
T	Tactical Mode (plan multiple actions)
V	Enemy Vision On/Off (display/hide enemy sight lines)
L	Show/Hide Objectives Panel
H	Highlight On/Off
F1	Select team member no. 1 (as indicated on the HUD)
F2	Select team member no. 2 (as indicated on the HUD)
F3	Select team member no. 3 (as indicated on the HUD)
F4	Select team member no. 4 (as indicated on the HUD)
F5	Quick Save
F7	Quick Load
Left Arrow	Play previous video (during tutorials)
Right Arrow	Play next video (during tutorials)
Backspace	Abort plan (in Tactical Mode)
Enter	Execute plan (in Tactical Mode)
Control	Synchronise plan (in Tactical Mode)
Shift	Hold to select multiple team members (by clicking portraits)

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