



R E U N I O N

M A N U A L



R E U N I O N

“With the shock of the last destroyer’s explosion still shaking the ship, the battle was now over. Gripping the controls, he strafed the ship into a slow swoop past the wreckage and towards the sun. Dropping the throttle down, he looked out of the ship interface and surveyed the wondrous sight that lay before him.

He remembered all the time and effort that he had put in to getting here; the fortune, empire and fleet that had been built to achieve this moment. His heart lifted, with a wave of emotion, as he realised that despite all he had done, nothing could compare to the ultimate prize.”

“ This is not the end. It is not even the beginning of the end. But, it is, perhaps, the end of the beginning.” - Winston Churchill



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GETTING STARTED

SYSTEM REQUIREMENTS

Please read the minimum specifications before you install the game.

Minimum

Microsoft® Windows® 98 SE, ME, 2000, XP
Pentium® IV (or AMD® equivalent) 1.7 GHz
512MB RAM
128MB 3D DirectX 9 compatible card (not onboard) with Pixel Shader 1.3 support
Soundcard
4.3 GB free hard disk space
DVD-ROM drive
Mouse + Keyboard or Joystick (Optional support for force-feedback) or Gamepad

Recommended

Microsoft® Windows® 98 SE, ME, 2000, XP
Pentium® IV (or AMD® equivalent) 2.4 GHz
1GB RAM
256MB 3D DirectX 9 compatible card (not onboard) with Pixel Shader 2.0 support
Soundcard (Surround sound support recommended)
4.3 GB free hard disk space
DVD-ROM drive
Mouse + Keyboard or Joystick (Optional support for force-feedback) or Gamepad

EPILEPSY WARNING

Some people are prone to epileptic fits or the loss of consciousness as a result of being exposed to strobing light sources. These people may have attacks while watching television or playing computer games. Fits can happen to people who have no previous history of epilepsy. If you or your family has any history of epilepsy it is advised that you contact your doctor before playing. If you suffer from any of the following symptoms: disturbed vision, eye or muscle spasm, fainting, disorientation, convulsions or other uncoordinated movements, you should immediately stop playing the game and contact your doctor.

Safety Procedures

- Sit an appropriate distance from the monitor, ideally as far away as the cables will allow.
- Use a small monitor.
- Avoid playing the game if you are tired.
- Make sure the room is adequately lit.
- Take a 10-15 minute break every hour of playing.



TROUBLESHOOTING

TECHNICAL SUPPORT

If you have any problems installing this software please log on to our online technical support website at:

(Europe – Deepsilver) - www.softwarehelpdesk.co.uk
(United States – Enlight) – support@enlight.com

General System Performance:

1. Check your system against the published System Requirements above.
 - The minimum specification is the basic requirement to play the game smoothly. At this specification, performance may vary or be quite slow at times and does not guarantee that you will always see a particular frame rate. Below this specification the game may not run.
 - The optimal specification (if provided) should provide smooth game play in almost all situations. However, because the game universe is complex and varied, there may occasionally be situations in which even this specification is pushed to its limits.
2. Make sure that your PC is configured for best performance.
 - Processor speed, graphics card and available memory are all important factors.
 - Update motherboard drivers where possible, and in particular update any additional drivers if you have on-board chipsets such as sound.
 - Keep your operating system and drivers up to date, but do not automatically assume that newer is faster and better. If you find that a driver version is slow or unstable, remove it and reinstall one that you know is good. Use a driver cleaner between versions.
 - Do not run any software in the background. In particular, switch off applications that access the Internet as these often check to see if the connection is still there, causing pauses.
 - Make sure your PC is clear of viruses and spyware, which can slow a PC down as well as causing other problems. When playing, however, you should consider switching off your anti-virus software, since this too can slow things down.
3. Set the in-game settings so that they are appropriate for your specification.
 - Playing at a lower resolution is the simplest way to reduce the load on your graphics card, but there are a few cases where graphics cards seem to work better at specific resolutions so try higher resolutions and see what works for you.
 - Anti-aliasing (AA) provides smoother edges to objects so that they don't appear jagged. However, anti-aliasing is demanding of processing power, so you should only consider using it on mid- to high-end graphics cards.
 - The Automatic Quality Control (AQC) system is a built-in feature to try to prevent frame rates from dropping too low and should be left switched on for all but the highest spec systems.
 - Use in-game settings rather than driver settings where possible. Many drivers allow you to force features such as AA or vsync, but these will normally adversely affect performance.
 - Try switching Environmental Audio Extensions (EAX) off or on. Most systems either ignore it if they don't support it or use it fine if they do.
4. The game comes with graphics settings that you can change to improve performance.

At the startup screen:

 - Texture resolution: HIGH, MEDIUM and LOW (default is HIGH)
 - Anisotropic filtering: ON or OFF (default is ON)
 - Shader Quality: HIGH, MEDIUM and LOW (default is HIGH)

In the game:

 - Post processing (glows): ON or OFF (default is ON)

Basic Errors:

1. Graphical errors.
 - The most common causes of graphical errors are issues with the driver, which may have errors, or may simply be corrupt.
2. Sound errors.
 - The most common causes are audio codecs. Try removing, adding or adjusting their priorities in Control Panel.



-Sound errors can also be caused by a corrupt game installation, particularly one where the wrong updates or patches have been installed.

-It's recommended to have a separate sound card (i.e. not onboard) and drivers really can make a difference. Many problems occur because of poor sound hardware, poor sound drivers or incorrect audio codecs.

Crashes:

1. Eliminate system configuration issues first.

- It is perfectly possible for problems with a game to be caused by the configuration of the system it is running on, even if it runs other software and games without problems.

- If there is a problem while installing, make sure you switch off any drive emulation software that the copy protection system might have problems with. Check that the CD or DVD is clean, update the drivers for them.

- If you are overclocking any part of your system, then throttle it back to normal speed.

- Check your other hardware. Hardware problems with components such as the graphics card and system memory can show in one game even if those are fine when running other games.

- Check for viruses and also for other software interfering with the game. A wide range of software can do this, from anti-virus software to utilities such as drive emulators, instant messaging software and file-sharing tools.

- Update your drivers. If they are already up to date, try older ones. Use a driver cleaner between versions. If you are having problems with third party drivers, use drivers supplied with the original hardware.

- Try different audio codecs. One of the most common causes of game crashes is the installation of third party codec packs. Ironically, installing such codec packs can often also be a solution to codec problems because of the way Windows handles its codecs.

2. Once you have eliminated system problems, check the game itself.

- Make sure that you have downloaded and installed the latest updates and patches. Check that you have installed the right versions for your copy of the game, and that you have installed them to the correct location.

- It is possible for savegames to become corrupted, either by external causes or by game problems. Try starting a new game and see if the problem still occurs. Save regularly and use several save slots so as not to get caught out by this.

- Try uninstalling and reinstalling the game. The installation may have become corrupt due to a disk error, or an important file may have been overwritten. After reinstalling, try starting a new game first before trying your savegames again.

- A frequent cause of in-game problems is the installation of third party scripts or mods. If reinstalling the game, but not installing these additional items solves the problem then the chances are high that they are the cause.

When submitting a fault via our helpdesk please include the following information:

- Exact error message, if any.
- Steps that should be taken to reproduce the error/fault.
- Details of programs running at time of fault, including Anti-Virus and firewall applications.
- Most importantly, email to us a Direct X Diagnostic report. Follow the instructions below:

Click the START button on your Windows task bar, and then click run and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the "Save All Information" button at the bottom. This will save a text file called "DxDiag", which you can just attach to any correspondence. This information will best assist us in resolving your query as quickly as possible.

Additional support can also be obtained from the official X³ website: www.x3reunion.com.

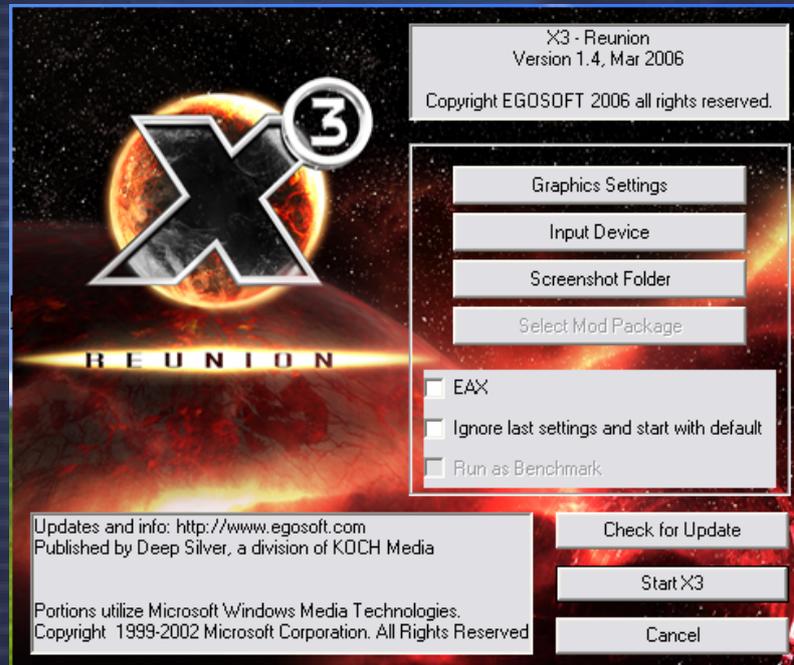
You can also visit the official forums here and read through questions sent by other X³: **Reunion** players. Here you will also find a multitude of hints and tips to enhance your gaming experience, plus a host of other wide-ranging topics. Please view the "Readme" file on the game CD/DVD for the latest information.



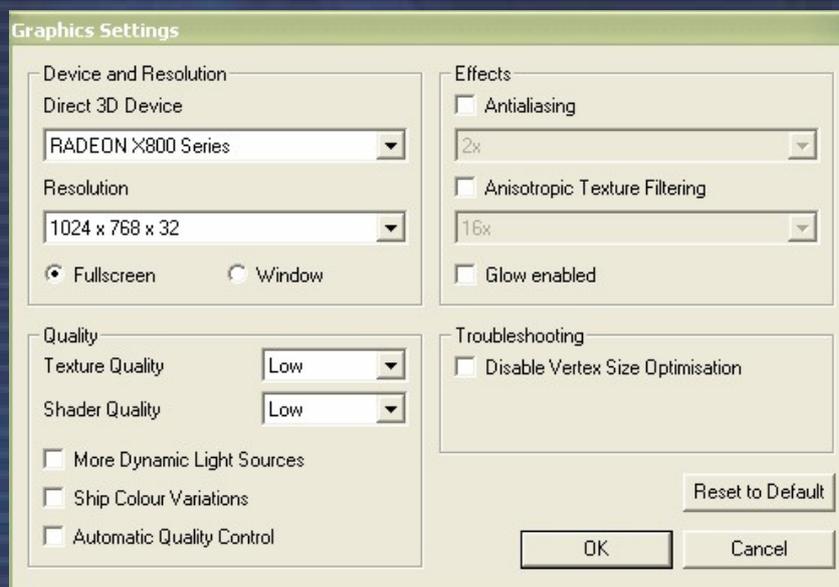
REUNION

STARTING THE GAME FOR THE FIRST TIME

Starting X³: Reunion



1. From the **Start** Menu, point to Programs, point to Egosoft, and then point to X³: Reunion.
2. At the initial start-up screen, you may change some basic settings, such as Screen Resolution and other Graphics Settings. It is recommended that settings such as anti-aliasing are selected here rather than on your graphics card settings. The Effects factors (4x etc) are automatically selected for your graphics card, raising these numbers above the suggested ones will decrease performance, lowering them will improve performance. You will also get the chance to alter some of these graphics settings from within the game.





EAX - stands for Environmental Audio Extensions. This Creative Labs technology provides an improved audio experience including special audio effects such as "occlusion". You can read more about it on the page: <http://eax.creative.com>

Ignore last settings and start with default – is an option for resetting the game start options to their default settings if you experience any start-up problems, for instance after an upgrade.

Run as Benchmark – will provide you an output of FPS (frames per second) performance measurements of the game.

3. Click Start **X³**. You may skip the opening sequence, if you wish, by pressing the [Esc] key.

Note: The game name will have the version on the above start-up screen, which will be relevant for Technical Support and for any upgrades that may be available.

Getting Started

Welcome to X³: Reunion

'Say goodbye to social life and/or sleep'

It is recommended that you at least play through the combat training whether you are new to the X-Universe or not, before progressing into the game proper.

Otherwise, pressing NEW GAME will start a new game from the beginning. If you have a savegame, then you should instead select CONTINUE.

From here, you will be taken through the first parts of the storyline in X³: Reunion. You will meet one of the main characters and they will help you to get started. Once you've finished your introduction to the plot, you'll be flying your new ship in no time at all.

From this point on, it's all up to you. You can follow the plot or go off and have your own adventures. You can jump in and out of the plot, as you don't have to respond to the requests immediately. This will allow you to start building your resources by trading, building, fighting and exploring the universe, as parts of the plot may require considerably more than what you start with. A little tip: you can delay meeting friends on missions until sometime later into your travels. They will wait for you, and so you don't forget, they will send you a reminder message every now and then.

Keys, Controller settings, Profiles and Menus will be detailed in the following sections or you can jump to the Main Menu if you are very familiar with the X series already; even so, you are advised to familiarise yourself with the controller profiles, which are new to X³.

With such an open-ended X universe, many have joined the very extensive and helpful online community at the Egosoft forums. Exchanging their experiences, providing help and answers to each other and producing topics with ideas and hints, they have taken their gaming experiences much further. Join the community in the X Universe at <http://www.egosoft.com/>

"Sometimes I think we're alone in the universe, and sometimes I think we're not. In either case the idea is quite staggering." Arthur C. Clarke

GUIDE TO QUICK MENU KEYS

The Quick Menu provides quick and easy access to the various commands that you require. You can access all other menus using the same commands, either with your M.O.U.S.E (Mobile Online Universal Sector Engagement device) or by ship data interface.

Pressing Esc on your ship data interface will bring you back one level, pressing it again will do the same. Once you have pressed Esc twice you will now be at the main menu. You can also use the down arrow to go back to the previous menu; this serves as an alternative to the Esc key. You can use the arrow keys to quickly navigate the available menus.

To access the Quick Menus press the Enter key on your ship's Data Interface. You will now see an Information Panel appear, labelled Main Menu.



After selecting Pilot and highlighting Statistics, you will see it is highlighted. This indicates that Statistics is currently your selected option.



Pressing Esc brings you back to the Main Menu. Selecting Ship will bring up the Ship menu.



Pressing Esc again and selecting Options from the Main Menu will display the game options. These allow you to change the configuration of your data interface using the Controls menu.



As you will see, the Main Menu will change when you are docked at a station, as will the menu options that are relevant to what you may want to do.



By selecting Station for instance, you can then go to the Bulletin Board for News, Missions or even use the Barter system to exchange what you have in your cargo bay for some other wares.





KEYBOARD, JOYSTICK, MOUSE AND GAMEPAD COMMAND KEYS

The key controls listed below are the X3 Default Profile keys for the controls, there also is the Alternative and Classic Profiles available. If you choose different controller profiles or change the keys for actions, the list below will not reflect what you have set in your game.

Controls – Ship Interface Controls

[Joystick]	Steer ship or turret
[Mouse]	Steer ship or turret
[Joystick Z]	Roll ship
[Throttle]	Ship speed control

Game - Flight Controls

[DOWN]	Pitch Up
[UP]	Pitch Down
[LEFT]	Yaw Left
[RIGHT]	Yaw Left
[q]	Roll Left
[e]	Roll Right
[x]	Accelerate
[z]	Decelerate
[TAB]	Boost Extension
[BACKSPACE]	Break to Stop
[u]	Toggle autopilot
[Shift+d]	Dock with target
[Shift+m]	Switch gravitar modes
[Shift+e]	Eject from ship and Re-enter a ship
[a]	Strafe left
[d]	Strafe right
[w]	Strafe up
[s]	Strafe down

- Weapon controls

[L Ctrl]	Fire weapons
[LMB]	Fire weapons
[Joystick B1]	Fire weapons
[k]	Laser targeting mode (auto target)
[m]	Select/cycle missile type
[Joystick B2]	Fire weapons
[Hold Joystick B2]	Launch Missile
[L]	Launch missile
[1,2,3,4]	Select weapon group
[g]	Weapons Menu

- Targeting

[t]	Track target
[Shift+t]	Target nearest enemy
[PGUP]	Target next object
[M Wheel Up]	Target next object
[Joystick B3]	Target next object
[PGDown]	Target Previous object
[M Wheel Down]	Target Previous object
[Joystick B4]	Target Previous object
[Insert]	Target next owned object
[Del]	Target previous owned object
[Home]	Target next enemy
[End]	Target Previous enemy

**- Information**

[I]	Identify selected object
[u]	View details of selected target
[y]	Current ship menu
[p]	Player menu
[.]	Sector map
[,]	Universe map
[g]	Show selection on galaxy map
[r]	Owned property
[L]	Message log

- Commands & Management

[Shift+c]	Command console of current ship
[m]	Rename object
[Shift+6]	Command wingmen: Attack target
[Shift+7]	Command wingmen: Protect me
[Shift+8]	Command drones: Attack Target
[Shift+9]	Command drones: Protect me

- Ship & Stations**Quick Menu only****- Freight**

[f]	Freight menu
[o]	Open/close freight bay door
[none]	Freight exchange

- Upgrades

[j]	SETA time accelerator
[Shift+j]	Activate Jumpdrive (repeat keys to cancel jump)
[Shift+d]	Docking Computer
[Alt,MMB]	Video enhancement goggles
[5]	Best selling price locator
[6]	Best buys locator
[g]	Toggle Ecliptic projector

Interface - General

[Num enter]	Main Menu
[RETURN]	Quick Menu
[Shift+o]	Options Menu
[Shift+l]	Load game
[Shift+s]	Save game using salvage insurance
[Shift+q]	Quit game
[RMB]	Toggle mouse cursor

- View Controls

[F1]	Select view mode
[F2]	Select external view
[F3]	Target View
[Shift+h]	Toggle Hud display
[F4]	Select monitor
[F4 hold]	Select monitor arrangement
[F5]	Toggle all monitors on/off
[+]	Zoom in
[-]	Zoom out
[NUM 0]	Select camera mode



[Default View]	Num 5
[View from Northeast]	POV up-right Num 9
[View from East]	POV right Num 6
[View from Southeast]	POV Down-right Num 3
[View from South]	POV Down Num 2
[View from Southwest]	POV Down-left Num 1
[View from West]	POV left Num 4
[View from Northwest]	POV Up-left Num 7

- Menu

[Esc]	Skip cut scenes, remove screen tips
[LMB-JS1-Enter]	Select Option
[POV Up-MW Up-Up]	Scroll Up
[POV Dn-MW-Dn-Dn]	Scroll Down
[Left-POV Left]	Scroll Left
[Right-POV Right]	Scroll Right
[Home]	Empty selection
[End]	Fill selection
[Delete]	Close all Menus

- Editing

[Delete]	Delete character
[Backspace]	Backspace
[Home]	Home
[End]	End

- Archival

[F9 Print Scrn]	Save in-game screenshot – These pictures are saved into [My Documents\Egosoft\X3\Screenshots] in .tga format.
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- Maps

[Num 4]	Move cursor left
[Num 6]	Move cursor Right
[Num 8]	Move cursor up
[Num 2]	Move cursor down
[Num 7]	Move cursor up and left
[Num 9]	Move cursor up and right
[Num 1]	Move cursor down and left
[Num 3]	Move cursor down and right
[Insert]	Change map axis
[Home]	Zoom Map in
[End]	Zoom Map out

- Factory Positioning

[Ins]	Change to Z Axis
[Ins,2,8]	After Ins use 2 & 8 to change elevation
[1,3,7,9]	Change orientation of station
[2,4,6,8]	Position station on grid
[Home/End]	Zoom in/out at factory position

- Additional hotkeys

[Pause]	Pause game
[a-z]	Select sector in universe map by first letter
[1-9,0]	Select amount in trade menu

Mouse control special Keys

For switching between in-game menus, you may use the interactive assistance system and ship interface. You can select targets and menus using mouse control. To do so, right-click to activate mouse control, then left-click on the desired target icon. Right-click again to restore normal control.



CONTROLLER PROFILE CONFIGURATION

In the game it is now possible to map the controller buttons and keyboard keys to a range of actions. The same keys can be used again in different modes (Flight, Docked and Map movement).

You can create different Profiles, and switch between them for different types of game play. The profiles can also be renamed and made the default profile when the game starts. They can be accessed from the Quick Menu, [Options], [Controls].

Create New Profile

This option allows you to create a profile by giving it a name; then editing the **Controls**, **Game** and **Interface** tabs.



In these tabs, controls can be configured for each action. If you want just one control for an action, remove the original control first and then add a new one. If you add a control that is already assigned, that control will be removed from its previous assignment, so it is important to check all the controls before you save. Certain controls are locked. The "apply" button will be disabled for keys and controls for the main menu that cannot be unmapped.

After you have changed all the control settings, they can be saved to the profile. Additionally the profiles can themselves be organised via **Switch Current Profile**, **Save Profile**, **Rename a Profile** and **Select Default Profile**. The three main profiles are the 'X3 Default Controls' profile, a 'Alternative Controls' profile, and a 'Classic Controls' profile.

SHIP CONTROL (JOYSTICK/MOUSE/GAMEPAD)

You are free to use any combination of the flight control methods that best suit your style. The following diagrams show the default settings and these may be further configured or adjusted depending on your model(s). Please consult your manufacturer's documentation for configuring your input devices. Note that the POV "hat" can be used to navigate the menus if you have one available.

Joystick Control

- 1: Fire / Menu: OK
- 2: Select rocket.
Hold to launch
- 3: Zoom to center
- 4: Activate SETA time acceleration
- 5: Select next monitor
- 6: Select next
- 7: Previous target
-Hold for auto enemy target
- 8: Next target
-Hold for auto target





Mouse Control

The mouse is by far the most powerful instrument to play X³: Reunion. The Mouse operates in two modes, Semi-automatic and Manual. You can switch between these modes by clicking the RMB (right mouse button). Use the Wheel to navigate the menus and the LMB to select.

Press the RMB again to exit the current menu and return to the previous menu or, if you wish to exit the menu system altogether, press and HOLD the RMB.

X³ supports two input methods: Manual ship control and mouse cursor mode (aka. semi-automatic mode).

You can switch between these two modes by pressing the right mouse button by the (X3 Default Controls profile but can be changed to any key).

In manual control, the left mouse button fires your selected lasers, whereas the mouse wheel can be used to switch targets. In semi-automatic mode you activate a mouse cursor, which you can use to control all elements of the game with simple mouse clicks:

- Quick menus
- Context menus
- Laser configuration
- Mini monitor activation and configuration

These and many more things can all be controlled with simple mouse clicks

Gamepad Controls



You can change all the above controls to ones you prefer using the Controller profiles

THE OPTIONS MENU

The Options Menu is accessed within the game by pressing Quick Menu [Return] [Options]. This enables you to change some features, such as Graphics, Audio, Controls, Gameplay and the Monitors.

Graphics

Fast Menu Control

The Fast Menu Control option changes the key repeat behaviour in menus. Specifically, enabling the option decreases the delay between when you first press a key and when it begins to repeat, and increases the rate at which the repeat occurs.



Use Postprocess Filter

Post processing defines how some effects are implemented and rendered, giving the universe a softer look. If you have performance issues with slower/older graphics cards, you can also disable this with the 'Glow enabled' option in the Start-up screen Graphics Options.

3D: AQC

Automatic Quality Control is a system that attempts to keep the frame rate of the game above a certain minimum by reducing the visual quality gradually.

Audio

Volume: Effects

Change the volume of in-game sound effects.

Volume: Music

Change the volume of in-game music.

Volume: Voice

Change the volume of in-game voices.

Show Subtitles

Toggle the subtitles on or off for in-game announcements or dialogue.

Verbose Ship computer

Toggle to turn on/off the computer voice.



Gameplay

SETA Factor

Allows the increase or decrease of how much SETA actually speeds up time. The default setting is 6x. For players with systems relatively close to the minimum specification, if the game slows whilst SETA is engaged, try reducing the value here. Anything more than 10x is not normally achievable.



Gravidar View Range

Changes the scale of the radar in the interface. The default setting of Auto will adjust the view according to how close objects are to you. Players managing a large fleet in the same sector or players stuck in very close combat may find changing the values to a fixed range very helpful.

**Auto. Save at Stations:**

When you dock with a station the game can auto-save, allowing you to retrieve one of the last three auto-saves in addition to your own manually saved games.

Show Tips

If you are a new player you may prefer to leave Show Tips with the setting of *Beginner*, as this will mean anything you do for the first time will cause a helpful tip to appear. To remove a tip from your screen, you just press the [Esc] Key. Changing this setting to *Veteran* will stop simple tips from being displayed, however more complicated features will be explained when you first use them.

Confirmation of Eject

Toggles the confirmation warning you receive when ejecting from your ship.

Monitors

There are two monitors available, one on the top left and another one top right. The left one is always set to auto target, the right monitor is mappable.

Monitor Layout will enable you to position your in-game monitors on your screen.

Show Monitors F5

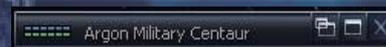
By pressing the F5 key you can toggle the minimized and standard Monitor views. After using F4 to select a monitor, pressing F3 will then enlarge the monitor view.

Active Monitor F4

Pressing F4 will cycle you between the open monitors.

Default External View Mode the [F2] key allows you to toggle between Auto and Manual. The Manual setting will allow you to rotate the view around your ship using the keypad numbers.

Monitor Mapping allows you to select exactly what appears on your monitors when you bring them up.



"To consider the Earth as the only populated world in infinite space is as absurd as to assert that in an entire field of millet, only one grain will grow." Metrodorus of Chios (400BC)



X3 REUNION



Main Menu

New Game

The first three games start with the plot storyline enabled and the main character, 21 year old Julian Brennan. You can jump in and out of the plot, as you want to; this gives you time to think about your game strategy, and about how you will build your trade and fight ranks.

The starting difficulty level affects which upgrades and equipment are installed on your ship(s) and how many Credits you start with. It will also affect your initial reputation with the other races. It has no effect on any other aspect of gameplay. If your goal is to reach the difficult-to-obtain X-treme ranks (see the Fight, Trade and Race Ranks section), you might want to (but don't have to) start the game the way you would wish to end it, as X-treme.

18



Julian Brennan

Player character

Normal

Difficulty: Average.

Jump right in to the action and discover the exciting events that are brewing in the X Universe. Trade your way to wealth, fight off your ruthless foes and build a lasting legacy.

Quick start

Difficulty: Easy.

Wield the developing power of your fledging fleet and face the X universe head on. You are well equipped for your journey, but there may be advantages to doing it the hard way.

X-treme

Difficulty: Hard.

Conquer a harsh and unforgiving universe with the pure power of your will. Struggles will present themselves at every turn. Even your enemies loathe you with an unusual intensity.



There are a number of optional game starts, which present the player with character-based styles, but do not include the plot storyline. Each has its own differences in game start conditions that have their own unique difficulties and rewards.

	Aspiring Explorer Difficulty: Average. Species Argon. Argon Prime, 12,000c, M5 Discoverer You have the tools and the passion to discover the riches of the myriad worlds around you. Follow your lifelong dreams and uncover the mysteries of the X Universe
	Humble Merchant Difficulty: Not all that hard. Species Argon, Argon Prime, 9,500c, TS Mercury + M5 Discoverer. Leverage your business skills to master and dominate the trade lanes. Amass the ultimate fortune and spread the fingers of your empire to the far reaches of the stars.
	Bankrupt Assassin Difficulty: Most assuredly hard. Species Argon, Family Pride, 0c, M3 Split Mamba Your combat skills are formidable, but your bank account is not. Your capacity for destruction is your only tool for clawing your way above the rest of the world's petty scum.

Custom Game

Start your own universe with none of the above-defined game styles; this game will not have the plot storyline, except for the one you create in your own X Universe.

Galaxy Editor

This is for dedicated fans that wish to produce and load custom universes.

Continue

When you want to continue with a saved game, this menu selection will list your saved games. These files are located in the [MyDocuments\Egosoft\X3 \Save] folder.

Simulator

The Simulator / Tutorials section is basically a mini universe where you can try things without having any consequence on your game. Likewise, the Pilot Test Combat is a quick action level where you can test basic combat skills.

Options

This will allow you to adjust several settings within the game. Video will allow you to change some of the in-game features. Sound enables different surround sound and stereo options. Controls enable different controller set up options.

IMPORTANT NOTE: The screen resolution cannot be changed from within the game. If you wish to change the resolution, it should be done at the **X3: Reunion** start up menu.

Resolutions less than 1024x768 are not supported because they do not provide sufficient space for the user interface, particularly some of the larger menus. Regardless of the resolution chosen, the game will be displayed at a 4:3 aspect ratio so widescreen formats may look slightly stretched.

Movies

This will play the X3 introduction. Cut scenes may be unlocked here as well as other content added in the future.

**Quit**

Quits the game, but do you really want to?

"It's human nature to stretch, to go, to see, to understand. Exploration is not a choice, really; it's an imperative". Michael Collins

TerraCorp Spacefleet Pilot's Manual

INTRODUCTION

Welcome to TerraCorp, space pilot. You are now a member of the largest spacefleet in the whole of the Argon-controlled territories.

You will find in these pages the basic flight controls of your craft that are based upon the "unified flight-control system" designed by TerraCorp. This enables you to easily move from one ship class to another, while retaining some familiarity with the control mechanisms.

Read and learn these well, for knowledge of the Universe is of great importance, especially if your travels take you outside of Argon-controlled space. Good profit to you and in the words of our founder "Never travel empty, a journey without profit is a journey with no purpose."

Terracorp – "The History"

In 2912, following an accident which took him far *beyond the frontier* of Earth, Capt. Kyle William Brennan arrived in the X universe in his experimental gateless jump ship. Kyle became instrumental in the attack on the Xenon mother ship, almost bringing the Xenon race to extinction. His heroic deeds were recognised by the naming of the sector Brennan's Triumph.

By 2913, Kyle's well-earned Credits allowed him to create Terracorp as an *extension* of himself to finance his research and find a way home to earth. In the year of 2934, while he was deeply involved in the tracing of the AP Gunner, he learned about his long lost son, then known as Julian Gardna. Both of their lives then became entangled with *the threat* of the Kha'ak and the destructive forces inflicted by them. This resulted in Kyle ending up in a coma and Julian Brennan coming to terms with the fact that his valiant role in stopping the Kha'ak threat came with a heavy price, the heroic self-sacrifice made by his closest friend Bret Serra.

Over the last two Jazuras, as a response to the continuing Kha'ak attacks, all the races in the universe have heavily invested in new technologies, while replacing their ships and rebuilding their stations. There has also been the additional benefit of a newfound cooperation between some of the races' scientists, producing greatly enhanced shield and missile innovations. Many shipbuilders, now under new pressures never faced since the Xenon war, have awoken from a developmental slumber to produce stunning new ship designs.

As the universe approaches the end of 2935, Julian, having lost all of his factories and most of his ships to the Kha'ak, now has to consider Ban Danna's request for help again. Many mysteries begin to unfold when a *reunion* with an old friend takes Julian on a journey of discovery, which links a mysterious ship with the power to disappear, the ruthless Yaki pirates and a machine left by an ancient race. The fate of more than the known universe relies on the ultimate discovery of the truth by Julian, with all the fighting skills and the strategic resources he can command.

2912 X Beyond The Frontier - 2913 X-Tension - 2934 X²: The Threat - 2935 X³: Reunion

"If you can imagine it, you can achieve it. If you can dream it, you can become it." - William Arthur Ward



TRADE, FIGHT, BUILD, THINK

Trade

While docked at factories or trading centres, you will find various ways of interacting with the other races. Bulletin Boards may have news items about events in the universe, profitable trade opportunities and even entertainment. They will provide many chances for you to take advantage of the dynamic economy by responding to news. There will be additional chances for you to strike good trading deals, carry out missions or haul resources or products for other traders.

Sometimes you might even read about interesting rumours of potential profits that you will have to be quick to respond to, in order to cash in on them. Good opportunists, who are willing to take risks, will also find value in salvaging what others have missed or have seen no Credits in. Despite the risks, there may also be gains to be made from various shady characters that might provide you with new possibilities for wealth and recognition.

Fight

Whether you are a pirate, assassin, warrior or trader, even if you are just minding your own business, the fight will come to you. Having to fight for rewards or just for your own right to exist, you will find the universe a hard place to survive in, let alone prosper and grow. It will be up to you to explain in your own forceful way that you intend to stay.

Pirates will view you as a target, Xenon will just want to terraform you and the Kha'ak will attempt to erase you. If you prove yourself to be a worthy opponent with deadly skills, you will gain recognition from the high and the low, who will want to pay highly for your services to do whatever dirty work they require.

As you enhance your skills, new avenues will open to you, as long as you have improved your ranks and the ships that you own. You may even become one of the few with the extreme fighting ability that can build a force strong enough to take on any enemy.

Build

In between your adventures it would be wise to start developing your empire by building factories and complexes to increase your financial resources. It would be wise to explore all the new and interesting places, and find additional markets for you to increase your status and wealth.

Building and trading in all the sectors of the different races, for instance the Paranid, will provide you access to many of the technologies that only they produce, while also improving your race rank with them at the same time. Spinning your corporate web all over the universe will not only enhance your status with everyone, but will at the same time ensure that whatever perils the universe faces, you will be included in any unstoppable changes it experiences.

Your Credit-making skills will develop over time from your first factory to your multi-sector empires. As you become aware of all the possibilities to improve your profits, you will be able to take your ambitions to new and exciting extremes.

Think

There are many discoveries to be made by exploring sectors to find their hidden mysteries and the possible treasures or secrets that the less observant may have missed. The misty corners of strange and unusual formations will give you the chance to seek and find many new things that could enrich your travels and possibly your Credit account.

On your travels, you will find places or information that could even help you decide to setup a home base, which you can protect and build as your empire grows. Even when many great events have happened, you will find new adventures, challenges and personal goals to enrich your experience.



R E U N I O N

Your journey and interactions in the universe will affect all that exists to become a reflection of your own ambitions, in wealth, construction and combat. From thousands to millions of Credits, management of corporate strategy, to heroic battles; your successes, skills, and abilities will shape the universe in your own image. The universe is made for you; the challenge is to make it yours.

"Who am I? I am but the sum of my experiences... and today I am more than I was yesterday".
Terrabyte

GETTING TO KNOW YOUR SHIP INTERFACE

The controls of each ship are positioned in the standard layout whichever the vessel, but you will find that the visibility from of all ships to be slightly different dependant on the ships hull design. In this instance the view from the ship, the interface and associated briefings below are taken from the Argon Nova M3 class ship.

The Interactive Assistance System.

This feature of your ship computer will automatically present information about common tasks you may wish to perform for the first time you do something, based on your current location and situation. Data will be streamed to your onboard computer should you encounter species or items requiring further information essential to your survival. If at any time you wish to disable this data-stream, you may do so from the Options-Gameplay menu of your ship interface, by changing 'Beginner' to 'Veteran'.

Main Ship Interface



The image above is the whole of the ship interface in view. In the following section you will see different parts of this explained in more detail. There are a number of information screens showing various readouts. These have been summarised into the Overlay for ease of reading.



The overlay will also appear on the screen when in any external view as well as the interface. It can be disabled in the options menu. The overlay can be split down into three distinct areas of data.

1. On the bottom left is the Shield and Hull indicators. The top one (Blue) indicates the shield strength. The lower one (Green) shows the hull strength.

Damage to the shields will repair as they recharge, but damage to the hull will slow your ship and will need repairing at a shipyard.



2. The front of the bar shows the digital speed, while the arrow indicates if the direction is forwards or backwards. The bar will actively show the speed and will indicate if SETA is in use. Apart from using the keys, the ship speed can also be set by clicking on the speed bar.



3. On the right is the Radar display. This shows the real-time 3-dimensional radar. The Radar can be set to varying scan distances. Clicking on the icon next to the Radar loads the quick access icons. The Radar, sector map and navigation systems all use the same icons.



There is a mini menu available in the bottom right corner of the radar. Double-clicking this icon will open a mini menu, with a list of icons for other menu shortcuts including original mode command console, Quick menu and other items.

Context Menus

When you double-click on any target object, either in the radar circle or on the screen, it executes the first icon of the context menu, which will have opened with the first click. That action is the default for the object you are clicking on. E.g. if it's a ship, it will cause you to follow that ship, if it's an enemy it will cause you to attack, if it's a station it will cause you to dock. Examples of context icons:

Context	Default Actions
All	Fly to (default for ships) Dock at (default for stations) Map to mini monitor Attack (RED icon)
Enemies	Attack (default) Fly to (not default with enemies)
Your Ships	Follow me Protect me Kill enemies Map cockpit to monitor
Station	Dock at (default)

Radar Symbols

In the interface view you will see the multi-target radar symbols. Grey coloured ones are sector ships. Red ones are enemies. Green ones are your ships and missiles. The three or more blue dots at the side of the symbol indicate the ship status. The current target has a directional arrow as shown on the graphic on the right, which is also pointing in the direction of the ship. Using the [PgUp] and [PgDn] keys you can change the active target.



You can also select a target using M.O.U.S.E control. To do so, simply right-click to activate the M.O.U.S.E control. Then left-click on the desired target icon. Once more right-click the M.O.U.S.E to restore normal control.

The symbols indicate the class of Stations



and ships.



Flying by M.O.U.S.E

In M.O.U.S.E cursor mode, clicking somewhere on the screen (outside any icon areas) will **turn off the autopilot** if it was on and will then set a direct course towards a spot underneath the M.O.U.S.E cursor location several KM in front of the ship. This means the ship can be turned in steps of 45 degrees (at a 90 degree POV) relatively fast.

The M.O.U.S.E is the most effective input device for interacting with the Ship Interface. Apart from being able to direct the ship to fly with double-clicks on ships, factories or anywhere on the screen, it provides command control over all the ship controls and weapon systems.

The context menus will respond with the most common actions like: Communications, Map to monitor (only top right monitor), Stop playership (which was executing a command), Protect me (your ships), Enter (One of your ships either from suit or with Transporter device)... and many other actions.

HUD

The "head up display" is situated in the middle of your view and has various functions to aid your navigation and combat. The two numbers on the top left are your current speed and selected target speed.



This is an image of an active HUD.

The HUD is "active" when you have a target selected. The number in the top right is the target's current speed and at the bottom is its current distance away from you. Graphic of docking with speed above limit:

When an enemy is targeted the same data appears on the HUD, but this time in red. In combat a series of red, decreasing size markers point in the direction of the enemy vessel to aid target acquisition. The target ship is surrounded by the laser-targeting computer indicator (brackets), which calculates where you should fire to hit your foe.



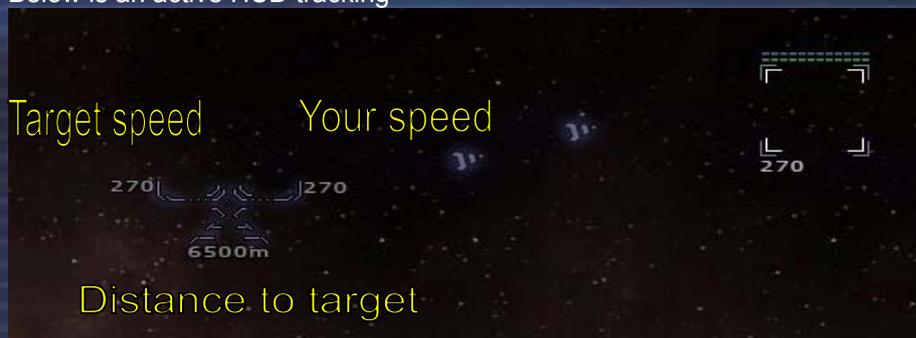
This is referred to as 'leading' the target. If you fire where your foe *is* then your shots will miss, as the enemy will have moved by the time your shots get there. So you need to fire *ahead* of



R E U N I O N

the target where it will be when your shots arrive. This is what the laser-targeting computer achieves. It can be disabled in the options menu and like most equipment, upgraded. All enemy objects will appear as red in the Radar.

Below is an active HUD tracking



A **single click** on a symbol of the target system or on a bracketed object will **set the active target** and open the context menu for it. A **double click** will activate the default action in the context menu.



Images 1 to 5 show different versions of the bars holding information for tracked objects:

- 1 - A ship icon as seen in the target brackets. Only has short shield energy bar.
- 2 - The active target icon as part of the target brackets. Shield and hull + brackets.
- 3 - A ship on screen and in range but not actively targeted: Shield and hull.
- 4 - Active target on screen: shield and hull
- 5 - Ship with surrounding onscreen brackets at max size

The size of brackets marking an object in the players view scales depending on the visible size of the object onscreen. It has a **minimum size** that is just a little bigger than the brackets around the active target icon in the target system circle and a **maximum size** for close objects.



You can also open multiple “mini-monitor” views and target them via the function keys (see keyboard section) that enable you to track and control many objects and/or targets at once.

There are two potential monitors one left one on the right. The left one is always dedicated to auto target; the right one is the only monitor than can be mapped to another action.

Weapons Control System

The Weapon Control System originally required ships to be docked in order to install lasers into laser slots and then while flying, when docked it would only be possible to use the laser groups to select which combinations of laser to use at any one time. The WCS now has advanced features that allow lasers on board the ship to be installed while flying in space.

In this example with the graphic on the right, there are four weapon groups as listed at the bottom 1,2,3,4, with eight lasers in-group one.

The weapon location grid indicators on the left of each laser show to which group the weapon is allocated.

The group number like the number 2 group on the right as is highlighted on the list of 1 to 4. When group 1 is selected, all lasers that are in-group 1 will fire and those that are not in that group will not fire.



First, click on the weapon location grid indicator to relocate the laser in to another group like the next graphic on the right. By selecting one of these the weapons in that group will now be available by selecting the group by selecting 1,2,3,4.

A weapon can exist in more than one group, but remember if your ship can carry eight lasers, you can have four groups with two lasers, or combinations like two groups with three and a group of two.



It is important to balance your weapons into groups, so you can use different powered lasers against different classes of ships, like light lasers against M5 ships and heavier group of lasers with a M3 or M6. You can even have all of the lasers listed in group four for short powered bursts against a larger more powerful ship.

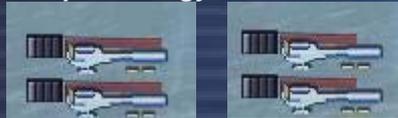
By clicking on the laser, the currently installed weapon is highlighted in the menu, any weapons that can be installed in that slot are listed normally, and any weapons that on board, but cannot be installed in that slot (either because its too big, or because there are none left) will be shown with a red symbol over the top of them.



This upgrade now makes it possible to change weapons while in flight; Note, it is important that the groups of lasers are setup carefully, as it won't be quite so easy to enable or disable weapons from the current group in the heat of battle. Here is a possible layout a ship could have.....

- Group 1 = 2 A-HEPT;
- Group 2 = 1 A-HEPT+1ID;
- Group 3 = 2 A-PAC;
- Group 4 = 2 A-PAC+2 B-IRE.

Weapon Energy Indicators



As you fire your weapons you will see the red bar above each weapon drain. When the bar is back to the original position on the right they will be fully recharged.

Remember that due to laser energy limitations it is important not to fire all of the lasers at once. Higher-class weapons consume a lot of energy. Using lower-class lasers may allow a ship to fire more or less continuously, because the recharge rate will be higher than the energy consumption. So in certain types of combat it may be to your advantage if you use a lower-class of laser in higher-class ships, enabling you to shoot for a much longer time.



Missiles

Just below the icons for the lasers, is the missile icon. It shows the installed missiles and each missile can be clicked on to change the active missiles.



Turret View

If your ship has a turret, you can click on the icon below the missile, and another icon will appear on the right, clicking on that will change your view to the turret weapon.



*"I've seen things, you people wouldn't believe, hmmm.
... attack ships on fire off the shoulder of Orion.
I've watched C Beams glitter in the dark near the Tannhauser Gate.
All those moments, will be lost in time like tears in rain..."
"... time to die ..."
From the album "Blade Runner" - Vangelis - Tears In Rain*

HOW TO START

The next section has the basic details to help you choose which game start to use and to also help you understand where you are, what the universe has out there and how to Trade, Fight, Build and Think in the X Universe.

So when you start a new game, you will find yourself in a small ship flying in a huge universe, like a small boat floating in the middle of a vast ocean, you might be not sure about which direction to go or what to do next. Your goals may not be small either; your aims might even include universal domination, a massive trading empire, be a hero to all, or to be all of these things and more.

These are not small goals for such a basic starting position, but they are all very achievable, this universe was made for you and if you are up to the challenge, you can make it yours.

Game Start Options

There are three main game start options, which also include the Story Plot. There are bonus game starts, some of which are available immediately and others that can be unlocked by achieving various goals within the plot games. The different storyline plot start levels only affect the equipment you start with; they do not affect the rest of the game play. The non-plot starts not only change the ship and Credits you start with but also how friendly or hostile the universe is to you.

The Quickstart is good for those who are starting out in the X universe for the first time and even those who have played the previous versions as it has good ships that are well equipped to get you off to a good and quicker start to greater riches.

The Normal game is a reasonable good start for those who are familiar with previous the X games and those new players who like not have it too easy as it gives you a basic start ship with some challenge still left for you to achieve.

Finally in the X-treme start, you are given the nearest thing to a spacesuit and a rucksack, and it is aimed at those who like to climb steep and very vertical mountains, but if you are aiming to end up with the X-treme ranks, it is good to start how you intend to carry on and it looks good in your stats.



R E U N I O N

Quick Start 2 x Salvage insurance	Quickstart	Quickstart	Normal	X-treme
Credits	100,000		5000	450
Ship	Buster	Mercury	Buster	Buster
Beta Particle Accelerator Cannon	4x		2x	
Beta Impulse Ray Emitter				2x
5 MJ Shield	3x	2x	2x	1x
Flight Command Software MK2	X			
Flight Command Software MK1	X			
Trade Command Software MK1	X	X		
Triplex Scanner	X			
Duplex Scanner			X	
Boost Extension	X		X	X
Best Selling Price Locator	X	X		
Best Buys Locator	X	X		
Singularity Engine Time Accelerator	X	X	X	X
Video Enhancement Goggles	X		X	X
Engine Tuning	175.86-175.86	75-100	163.3-175.86	163.3-175.86
Cargo Bay	108-108	3000-4000	108-108	23-108

With any of the levels you start there are a few recommended upgrades that are helpful to have installed, above what the ship is equipped with:
Trading system extension, Navigation Command Software

If you are starting Normal and X-treme modes the Best Buys and Best Selling upgrades are also recommended for you to purchase and install.

WHERE ARE YOU?

You start in Argon Prime the main sector of the Argon race, there are four gates North, East, West and South (NEWS). This sector is in the middle of a number of Argon Sectors, which extend to the borders of other races and their territories.

Races and their sectors (What's it like out there?)

Argon - This is where you start (you are here) in the sector of Argon Prime, which is at the centre of their main territory. Argon sectors are fairly law abiding, well-policed and reasonably safe places to be. The Argon ships have a very industrial and functional look about them, reflecting the nature of the Argon. There is the odd pirate, but fairly active patrol ships let them know they are not welcome. Argon sectors offer a fairly safe haven for you to start your trading, and have nearby pirate sectors for you to develop your combat and ship capturing skills without damaging your good reputation too much.

Boron - Sometimes referred to as the boring Boron, they are in fact a very peaceful underwater race that are allied to the Argon. They are disliked very much by the Split, who are their exact opposites. Boron ships have an organic feel and look to them, often lightly shielded, average weapons but reasonably fast, and despite their good looks, are often cheaper than similar classes of ships elsewhere. There are only a few pirates in these sectors as like the Argon ones they are well patrolled, and pirates find them too mundane for their types of business.

Teladi - Traders by nature, profits and commerce drive their sectors' interaction with all other races. Their sectors can be infested with pirates and as a result can be both profitable and dangerous places to deal in. Teladi ships are built with other-race technologies, and are designed with profits in mind, having larger than average cargo bays but good shields. Where other races place restrictions on what ships and equipment they will sell you, the Teladi sectors only apply this rule in a limited fashion. You can't directly raise your Teladi rank by killing pirates, as the Teladi do business with them.

Split - The Split sectors can be relatively safe places to trade. Although they are mildly tolerant of some illegal trades such as space flies and slaves, and hence have some minor pirate activity in their sectors, they are not too friendly to anyone, including pirates. Their ships



are usually light on shields, with good weapons and fast. If you want to dock with their stations you will have to get on their good side by proving you are worthy of respect, usually by showing your skill in combat. Try removing some pirates and see how they respond.

Paranid – An arrogant race, who look upon all others as unworthy of their attention. They may choose to raise their opinion of you to a mere unholy miscreant should you catch their good side by killing the odd pirate or two. Doing so might allow you to soil their presence by docking at their stations. Their ship technology is very good, producing fast ships with advanced weapons, but low cargo space. They provide fairly safe havens for trading and police their sectors with fleets of ships that remove any hostile forces with speed. Their sectors are like those of the Boron, - in that they are good places for safe trading and advanced equipment.

Pirate - These sectors are lawless territories and wastelands. Do not take them lightly. Being risky places to travel across, ensure your transporters are protected should they choose to navigate through such sectors in their trading ventures. You will not find any police patrols scanning your ship for illegal wares, but this freedom is balanced out by the greater risk of attack. Their ships are generally well equipped with weapons, fast and deadly in packs of Raider, Vanguard, Sentinel, Hauler and Standard fighter class ships.

Xenon - These sectors are only for those who have ships armed to the teeth or fast enough to evade Xenon interceptor craft. Your combat skills should be formidable, your nerve all but unbreakable. In some of their sectors you will find enough Xenon present to test your skills in navigation and evasion. With the ability to calculate intercept and attack vectors far faster than any organic being, your best chance of survival may well be through brute force tempered with a greater than average degree of luck.

Kha'ak - You will find here your place to die, many times over. When your reputation is high enough you will be able to access the Kha'ak sectors through the purchase of sector coordinates. Should you be foolish enough, you may consider jumping to them. Here you can improve your fighting skills and ranks, albeit at great risk to your well-being.

HOW TO DOCK AT STATIONS

Docking with stations

Docking of ships with stations can be completed optionally under manual control (only to be carried out by skilled pilots) or automatically by using the Quick Menu, [Target] [Dock] or by keyboard [Shift+d] (Docking Computer required) if keys are mapped, or the [Shift+u] keys for Auto Pilot. The station's docking clamps will secure the ship, protected from harm within its extremely powerful shields.

All stations have implemented the upgrade to external clamp docking, which though originally designed to allow larger ships to dock at all stations, became more widely adopted when it was made a political issue, with heavy lobbying from the Teladi and Split. Their disagreement was about the continuously rising costs of repairing internal station damage, caused by young unskilled pilots who, often intoxicated by space fuel or other illegal substances, damaged the station while entering or leaving the docking bays.

Many suspect that this is really motivated by the Teladi's desire to increase internal storage of all their stations, so they can use large surplus stocks to influence the markets.



Others have suggested that the Teladi and Split realised that this development would result in less ships parked in stations, and this would force stations to be more reliant on free traders, which has been seen to be the case since docking clamp installations became the norm.

The Command Console is one of the most powerful functions within X³: Reunion. Here you will find many features that will allow you to manage your ships and factories. You can choose by default which races are your enemy with the Friend-Foe recognition system. The Command Console is accessed from the Main Menu and then pressing Enter, Ship or by [Shift+c] while outside of the menus.

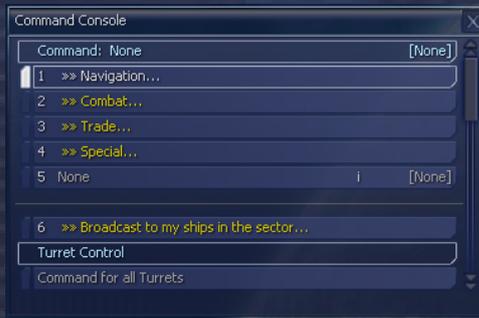


Eventually, you will have to dock at a station, and especially early on, you'll need to do this frequently. If you have selected a target station, select [Target] [Dock] which will tell your ship to dock with it.

If you have read the section detailing the keyboard then you will know some of the keyboard short cuts by now. After selecting a Target Station, by pressing the [Shift+d] keys will also tell your ship to dock at your target depending on the installed software upgrades your ship has. After this selection, your ship will now start its docking procedure, leaving you free to do other things in the other menus if you want to, such as control other ships and manage factories.

Other Console Commands

By default every ship you acquire (legally or illegally) will have the basic command console software installed that allows you to navigate your vessels. However, there are various upgrades that can be purchased that will enhance the functionality of the console and enable the automation of your fleet of ships.



The graphic shows a ship with the “Trade”, “Special” and “Combat” software extensions installed. Of course, these upgrades can be all installed together.

Once an upgrade has been purchased, your ship will have additional sub-commands available as the following examples show. There are two different (I and II) upgrades that can be acquired for your ships that add functionality in each section. For example there is Combat I and II.

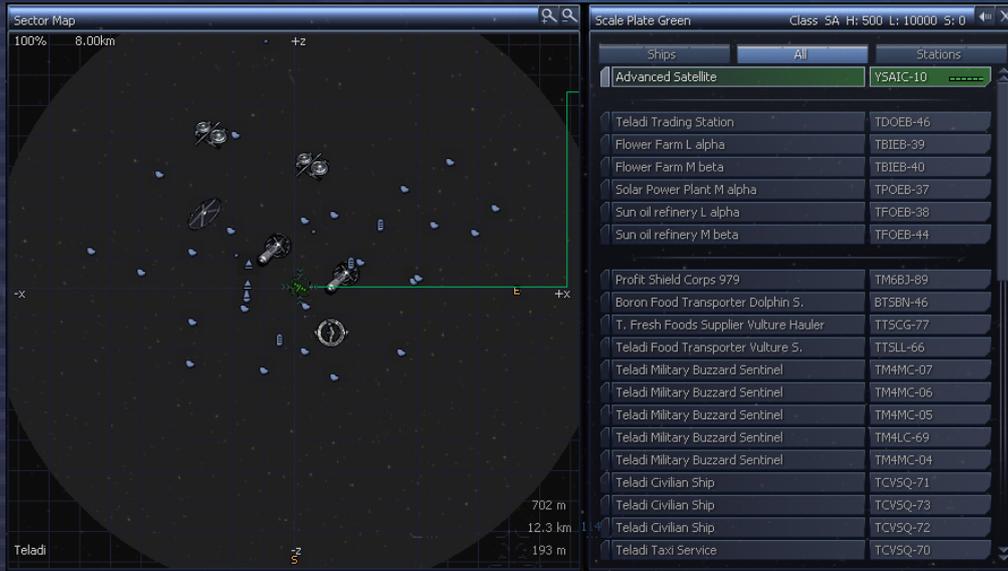


Once a combat upgrade has been acquired you can set the intelligence of each weapon turret (if available), including missile fire probability, on the ship. Since the larger ships can have many turrets it is entirely possible to establish a mix between missile defence and offensive posture around your vessel. Bear this in mind when you are “shopping” for weapons to mount into your turrets. High powered, slow firing lasers are no match for small nimble fighters and missiles, so mix in lower powered faster firing ones. You will need to seek out the various upgrades, as not all are necessarily available at the same place, so you will have to travel to other race sectors for some.

“When I examine myself and my methods of thought, I come to the conclusion that the gift of fantasy has meant more to me than my talent for absorbing positive knowledge.” - Albert Einstein

HOW TO TRAVEL TO DIFFERENT SECTORS

There are two very important functions of your ships systems that you will not be able to get too far without. These are the Sector map and the Universe map accessed by the comma [,] and full stop (period) [.] keys respectively or the Quick Menu by selecting [Navigation]. The displays are overlaid onto your main view and you are advised to keep your eyes focused on your trajectory. Some pilots find it beneficial to stop their engines while accessing the navigation aids or indeed they do this from the comfort and security of docking clamps at a larger ship or station, so avoiding collisions while otherwise distracted.



The sector map is divided into two main sections. The left part is the real time “top down” view of the sector and is always orientated in the same direction. I.e. The North is top and the South is bottom.

Navigation and travelling across big sectors



The Universe is big, and can be very big in some sectors. To give scale to the size of some of these, the above pictures show the scanning range of a Triplex scanner in two different sized sectors. The screen on the left has two ships in an unknown sector, the left one has no scanner and the right one has a Triplex scanner. The picture on the right is the same ship, with the same Triplex scanner in Argon Prime. You can get Duplex scanners from most of the



races but you will have to have a good reputation with the Boron or Paravid to get Triplex scanners.

How to Find Distant Gates

To complicate the navigation, many Gates are not positioned in exact North, East, West and South (NEWS) locations and can also be positioned well outside the sector grid, with as much as 200 km or more between them. Additionally some sectors have dust and nebula fog that make many objects and factories almost invisible until you are almost on top of them.

Most but not all gates, where the opposing gate is also well outside the sector range, can be navigated by continuing in the same direction as you entered the sector.

If you detect ships in your scanner range, you will sometimes see long lines of ships, which seem to be coming from far out of the sector. Heading in the direction they are coming from will reveal the gate that they entered the sector by.

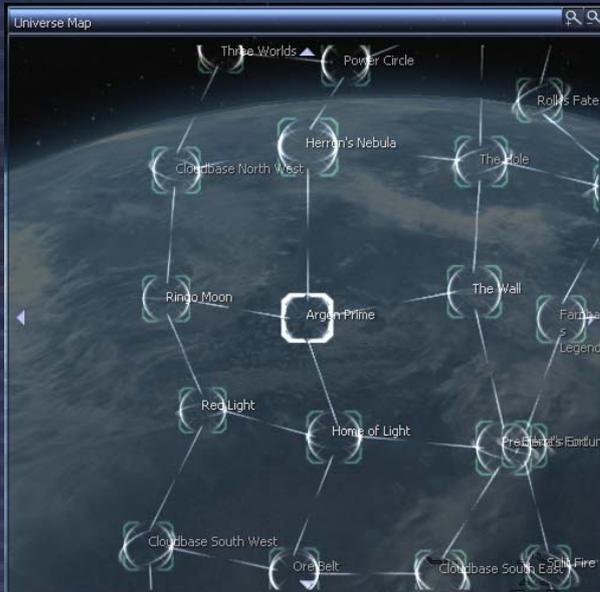
Alternatively in some very large sectors where gates are in difficult to find locations, you can find Navigation Beacons that you can follow to find the main ship traffic lane.

The complications of navigation in large sectors has resulted in some abandoned ships and cargo drifting well outside the normal traffic lanes and never being recovered or discovered, if found these can then be claimed.

Object Menus

The right hand side of the sector display has "ALL", "STATIONS" and "SHIPS". "ALL" shows both stations and ships. A busy sector can contain hundreds of objects so the "STATIONS" and "SHIPS" tabs can be filtered respectively.

From any menu you can highlight the object and select it. This will open that object's properties screens, from which all further options will become available, these are dependent on the object type and ownership. All your owned objects appear in green in the sector maps and menus and the shield strength of owned property is updated dynamically.



Universe Map -

This is a visual impression of all the systems in the Universe that you have visited so far. Like the system display, the Universe map is updated automatically for all areas you have visited so far or have Satellites in.

You can use the arrow keys to move the map view from system to system or press the first letter of a system name to jump straight there, repeat to go to the next system that begins with the letter.

Information and the history of the selected Sector is displayed on the *right*.

"The journey is the reward." - Taoist Saying

STRATEGIES OF PLAY

In this section there are two main general routes or strategies for you to start your game play. In both of these the main aim is to obtain more Credits, to buy upgrades, bigger or different ships. You also need a good reputation with the races from which you are buying these upgrades and ships.

The first strategy is for you to go through the basic steps in using Trading for your Credits, which can be supplemented by also completing Bulletin Board missions. When you trade and do missions in a race sector, your reputation will increase the more they get to know you.

The second route that can be equally or even more profitable is to fight your way to riches by gaining reputation and rank, while you take on the baddies by destroying or even capturing ships. You can take the equipment of these captures to upgrade your own current ship or even obtain bigger ships, by claiming, repairing and swapping your current equipment into them. Information about capturing and claiming are detailed just a bit further on.

You might also mix both of these strategies and by alternating between them, ensure that all your race reputations, trading and fighting ranks all increase together.

HOW TO PROGRESS

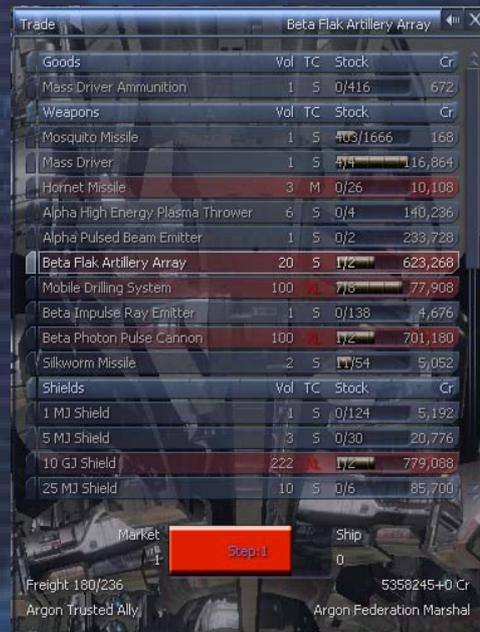
Reputation is everything

To get what you want, as mentioned, you have two routes, one is to buy good ships and equip them with advanced upgrades, but you will need a good reputation with that race to buy some of their upgrades, weapons and an even higher reputation to buy some of their more classy big ships.

You can do this by trading with them and or by helping them to remove hostiles like Kha'ak, Xenon or Pirates.

In the trading menu on the right you can see some items are listed in red as you do not have a high enough race rank to buy them.

At the bottom left you will see your current reputation with the Argon is in this case 'Argon Trusted Ally' but to buy the Beta Flak Artillery Array weapon, you can see on the bottom right that the rank of 'Argon Federation Marshal' is required, which is a further two steps away from the current ranking.



There are a number of things you cannot do or are restricted in doing because of your current fighting rank and race notoriety. If you improve these you can:

- You can earn more on combat missions if you have a higher fighting rank
- Buy or sell higher-grade tech and weapons obtained by any means
- Barter for better trading profits with ill-gotten cargo
- Gamble your wealth for higher gains
- Get paid more Credits for trading missions

If you want to impress a particular race, so you can increase your status with them quickly to buy that M3 or M6 class ship you want, there are a few additional ways to achieve this:



R E U N I O N

- a) Obtaining a Police license will in itself require a reasonable status to be able to purchase one. They are only available when a race trusts you, after you have repeatedly removed the unwelcome from their sectors.

With a Police license you will then get paid for each of your kills and you will also be able to use a Freight Scanner legally, which should also provide the less honest with additional bonuses of cargo you force smugglers to drop.

It is not easy to discover a smuggler as they naturally do not advertise what they are doing and when you have scanned a ship and you find illegal wares you can/must ask them to drop the wares.

Most smugglers will be sensible and drop the illegal cargo, but some who are natural foes of the local race may try to avoid dropping the cargo. Sometimes when scanned the smuggler may turn out to be a pirate. Scanning of large ships is recursive so if illegal cargo is in a ship that is docked within another, it will still be revealed.

If you are successful with scanning and in making them drop their illegal wares, you will gain additional reputation with the local sector race.

- b) By accepting Xenon Taxi missions to escort shady characters, you will then have the chance to impress the locals and gain reputation at the same time, by clearing up the Xenon mini-invasion you provoked by doing this mission.
- c) Jumping in and out of Xenon sectors and destroying Xenon ships will cause the Xenon to call for replacements. As these replacements then travel through other race sectors to reach the Xenon sectors, you will then have the chance to help the local race remove these invaders, which will benefit your recognition with them.
- d) You can enlist in Xenon Invasion missions that not only provide substantial Credit rewards, but they also give you the chance to improve your reputation with the locals.
- e) The destruction of Kha'ak clusters is a great way to improve reputation as they provide a reasonably large number of ships for you to gain notoriety by eliminating.
- f) Trading by selling goods or containers to a race will also improve your standing with them. Setting up factories in their sectors also has the same effect.
- g) Placing standard or advanced Satellites in sectors provides a very effective way to locate Pirates and other enemies in transit. You can jump to the gate they are heading towards and make your kill or capture, increasing your fighting and race rank. For best placement of Satellites, when you enter a sector, nose-up your ship 30 degrees and place well above the middle of the sector.
- h) Reputation can be earned by understanding the conflicts of the different races in the universe. If you are prepared to lose or lower your reputation with one race, you can target ships from their traditional enemies.

Gain rank with	By killing
Argon	Paranid, Kha'ak, Xenon or Pirates in Argon space
Boron	Split, Kha'ak, Xenon or Pirates in Boron space
Paranid	Argon, Kha'ak, Xenon or Pirates in Paranid space
Split	Boron, Kha'ak, Xenon or Pirates in Split space
Teladi	Kha'ak or Xenon in Teladi space (No rep gain for killing Pirates)

HOW TO START TRADING

Trading is one of the most important features in the X Universe and essentially there are two different levels to it. The first level is the easiest and most straightforward, that is buying, transporting and then selling goods at the various stations (at a profit of course!). The next level is buying and managing your own factories, keeping them supplied with their required resources and then selling the finished product to other stations which need it. You may also decide to command other ships in your fleet to go out and trade automatically for you. For now though, we will stick with basic trading.

The key to good profit margins is understanding stock levels; the higher the stock a factory has, the cheaper the selling price is, so these are the factories where you should buy. The best places to sell this cheaper stock is to factories with low stocks, as their buying prices will be higher than others. Factories selling or buying with average stocks will only provide average profits. The Best Buy and Sell upgrades are essential for trading as they provide a very quick way of finding the cheapest items to buy and the best place to sell them in a sector. They can be purchased at Teladi Equipment Docks.

A beginner's guide to a trading run

You will soon find that there are ships better suited than others to trading. Some ships cannot trade certain goods due to the size of the cargo. You can discover these, but for now we'll just concentrate on how to trade. We're going to buy some Energy Cells from a Solar Power Plant in The Wall and sell them to the Weapon Component Factory Alpha in Argon Prime. Once docked at our chosen Solar Power Plant, the price of the Energy Cells will be revealed to us. We have selected The Wall as it is normally easy to find a well-stocked station filled with Energy Cells.

You will soon learn to recognise a specific station from its appearance, and also how it is depicted on your Radar (Solar Power Plants have unique symbols). You may also find it useful to look for the station logos advertising their wares.

Your ship's computer will tell you once you've targeted and locked on to a Solar Power Plant – you now need to dock there. Once docked, you can select Station, Trade to trade with the station. This will reveal the trade screen as right:



You will now be able to see the status of the factory, in terms of how much stock it holds, the selling price, how many units of resources it has, and the buying price of these resources. Without giving too much away, as a guide a good price for purchasing Energy Cells is 12 – 16 Credits per unit. To buy the product, highlight it and then you have several options to tell the computer how much you want to buy:

All the Trade menus can be controlled with M.O.U.S.E cursor or you can use the standard Data Input Interface.

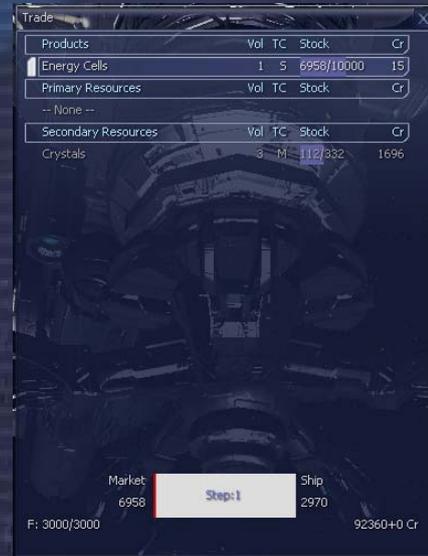
1. Enter the number of units and hit Right Cursor and Return. If you have sufficient Credits, the cargo is bought and transferred to your cargo hold.
2. Press End and then Return. If you have sufficient Credits, and the station has enough of that product, this will fill up your cargo hold to the maximum available.
3. Use the Left and Right Cursor keys to increase or decrease the amount required and then hit Return once you have decided.

You might notice that after you have made your purchase the selling price for the Energy increases because the factory now has less to sell.

On each option you will be able to see how your Credits are affected. If you refer back to the previous picture, you will see how many Credits we have at the start.

NOTE: It is important to remember that you can only buy products and **not** resources in any factory. Similarly, you can only sell resources and **not** products to any factory.

Now, after our transaction of buying 2970 units of Energy Cells, the screen will change to reflect the purchase. You can also see from the status bar near the bottom that there is no longer any space left in our cargo bay. So we need to sell the Energy Cells as soon as possible and make some money on our trade. You will remember that we had planned to sell this cargo in the Weapon Component Factory Alpha in Argon Prime. This now is a key part of trading. On one hand, you may spot a trade opportunity and act accordingly to fill the need (you have to be quick though – someone else might get there first!). On the other hand, you may simply spot a great buying opportunity at a price that is too good to resist, and then start looking around for somewhere to sell your goods afterwards.



Arriving at the Weapon Component Factory Alpha, we again enter the Trade Menu, but this time we wish to sell our goods instead of buy. Again, the commands to sell the goods are very similar to those used to buy:

1. Enter the number of units using the Left Cursor and then hit the Return key. The cargo is sold and transferred from your cargo hold. The Credits are transferred to your account.
2. Press Home and then Return. This will transfer all (if the factory is able to accept that amount) of your cargo of that ware. The Credits are transferred to your account.
3. Alternatively, use the Left and Right Cursor Keys to increase or decrease the amount you wish to sell, and then hit Return once you have decided. The Credits will be transferred to your account.

The picture (right), after our trade, shows our new account balance of 148,790 Credits. We bought 2970 units of Energy Cells at 12 Credits and then sold them all for 19 Credits. That short trade run gave us a profit of 20,790 Credits and we only started with 128,000!

Larger, dedicated transport ships can carry far more and also more varieties of cargo so you may find that huge profits can be made once you can afford one of these ships.

Example of a One Million Credit Trading run

The Quick Start is a well-equipped start level with 100,000 Credits that provides a good start to trading. As this is a trading run, we will move some equipment from the Argon Buster to your Argon Mercury Transporter. Dock at the Equipment Dock and from the menu select [Station], [Ship], [Freight Exchange] to transfer the Best Buy Locator, Best selling price locator, Boost extension, Triplex Scanner and Navigation Command Software into the Mercury, then change ships with the menu [Personal] [Change Ships].





While docked, go to the trading menu and buy:

- Trade command software Mk2 3,508
- Trading extension 8,984
- Rudder Optimisation x5 2,085
- Engine Tuning x5 10,550
- Total 25,127**

You can leave the Buster at the docking station, rent-free while you trade or you can sell its shields and weapons to increase the cargo capacity of the Mercury from 3000 to 4000, this will result in a 20% increase of the figures listed in the example below, which would have then extended these profits to about a million Credits.

Your trades will not exactly match those in the trading run below, as each game starts with slightly different stock levels. When you undock use the Best Buy upgrade with the menu or the number [5] key. This will nearly always highlight the Meatsteaks in an Argon Trading Station as a good buy. After you have gone to the Trading Station and bought the Meatsteaks and you have undocked you can press the same key or Quick Menu to get the best sell options, which will show you who will pay the most Credits for your Meatsteaks.

Example trade run with starting funds of 74,873 (100,000-25127 purchases)

Sector	Station1	Product Buy	Quantity	Price	Sold Sector	Sold Station	Sold @	Trip Profit	Total
Argon Prime	Trading Station	Meatsteaks	748	72	Argon Prime	Quantum Fab	106	25432	100305
Herron's Nebula	Ore Mine	Ore	374	136	Argon Prime	Seeker Plant	184	17952	119680
Home of Light	Trading Station	Meatsteaks	748	72	Argon Prime	Crystal Fab	101	21692	141372
The Wall	SPP	Energy	2994	15	Argon Prime	Laser	19	11976	153348
Argon Prime	Swarm Plant	Wasp	134	1145	Argon Prime	Equipment	1348	27202	181003
The Wall	SPP	Energy	2994	14	Herron's Nebula	Cahoona Bakery	19	14970	195973
Herron's Nebula	Cahoona	Meatsteaks	748	47	Argon Prime	Swarm	97	37400	233373
Argon Prime	Swarm	Wasp	90 MK	1235	Argon Prime	Equipment	1348	10170	243543
Herron's Nebula	Ore Mine	Ore	374	96	Argon Prime	Weapon Comp	172	24354	271967
The Wall	Trading Station	Meatsteaks	748	72	Argon Prime	Chip Plant	89	12716	284683
Herron's Nebula	Space Fuel	Space Fuel	121 M	748	Herron	TS	1252		345667
Herron's Nebula	Rimes Fact	Rimes	1243	278	Argon Prime	Weapon Comp	660/353	60984	403329
					Argon Prime	Trading Station	583/292		
Home of Light	Trading Station	Stott	799	72	Home of Light	Cahoona Bakery	77	3995	407324
Ore Belt	SPP	Energy	2992	12	Ore Belt	Ore Mine	18	17952	425276
Ore Belt	Ore Mine	Ore	374	50	CBSE	HEPT	127	28798	454074
Ore Belt	Ore Mine	Ore	374		Argon Prime	Weapon	133		456698
Herron's Nebula	Space Fuel	Space Fuel	448	605	Herron's Nebula	Trading Station	1252		
	Atreus Clouds, Brennan's Triumph, Priest Pity, Bad Debt					Pirate Base	1252		746554
Excerpt from Trading Log		Rank improved to Retailer			Trading covered six Sectors				

These first trading details quickly netted a very good profit and they built up a good cash pot for larger purchases. The last trade in buying the Space Fuel from Herron's Nebula took advantage of a large stock that could be sold to a range of high-paying buyers at the Trading Station and Pirate Bases in other sectors, pirate bases will buy/sell at very high prices, wares that are illegal in the sector that the pirate base is in.

Making Better Trades

The Free Traders are actively seeking the same opportunities that you are, they are very competitive, and will often have an advantage with the large cargo bays of their Super Freighters. Here are some options that will help;

- Place Satellites in sectors that you intend to trade in a lot, the advanced satellites in the larger sectors as they have a wider scanning range. Place them in the middle of a group of factories or the sector, well above the highest factories. They will allow you



to look for more and better profit margins, when buying or selling, as the Best Buy and Sell upgrade will allow you to then look each sector in turn to see a good deal, without having to be in that sector.

- Bartering spare stocks is an effective way to sell goods you do not have an immediate market for, and with a good rep also pick up some good bargains to sell.
- Buy the largest transporters you can afford, for example a basic Mercury with 4,000 cargo space full of resources that you can sell at 20 Credits profit per unit makes 80,000. But a cargo bay of 11,000 will make you 220,000 profits.
- Make sure you upgrade the speed optimisations of your ship, so you can deliver faster, time is money and delay is lost opportunity and sometimes you will have to race against a Free Trader to get your stock delivered first.
- Make use of the Trading Extension upgrade and check before you dock to make a delivery in case a Free Trader has wiped out the margin by delivering to the factory just before you do, if they have, use the Best Sell option to sell elsewhere, in that or another sector.
- Factories can hold very large stocks, so the largest cargo bay and expansions you can add to your ships will mean greater profits per trip. For instance Ore can be bought at low prices and sold for very high prices, especially in Boron sectors. You will however need a very large 4000+ cargo bay to buy all the stock in one go as Ore takes up a lot more space per unit than other wares.
- Exploit smaller sectors for quick profits with your slower freighters, and send your faster ones to the bigger sectors.
- Explore other sectors like the Boron's and find additional trading routes for items like BoFu, this applies to the other race sectors and their main food resources. Opportunities also exist for good deals as mentioned in the BBS as transporting Delexian Wheat from Argon sectors to Boron Sectors will also produce good profits.
- Trading in food and bio offers good profits, trading in Minerals like Ore and Silicon provide even better profit margins. High tech and some illegal wares can yield very high profits, but you will need a high reputation.
- Complexes create additional benefits of multiple products being sold by them and a one-stop shop for you to deliver large volumes of resources. Upgrading to a Super Freighter with 11,000-cargo bay will provide a faster return for its purchase price.

Understanding the X Universe Economy

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The economy in the X Universe is unique in that it is dynamically priced. What this literally means is that the prices of goods are affected by supply and demand or by wars and theft. As an example, if a Solar Power Plant is well stocked with Energy Cells then the selling price will be low – this is the principle of supply. However, if a Weapon Component Factory is low on the Energy Cells that it needs to continue producing Ammunition, then that factory will pay a premium price for any Energy Cells delivered to it, as the demand is high.

If you spot two stations stocks that match this criteria, then congratulations – you have just discovered a very profitable trading opportunity. You may find that some sectors have what can be classed as 'milk runs', that is where there is (nearly) always a profit to be made. Trade routes such as this will be very important to you as you strive to gain more Credits. Later, as you gain more Credits, you will find methods and upgrades that will make trading even more profitable and easier. In addition to factories, you will also find Trading Stations scattered around the X universe which will buy and sell a limited amount of products at fixed prices.

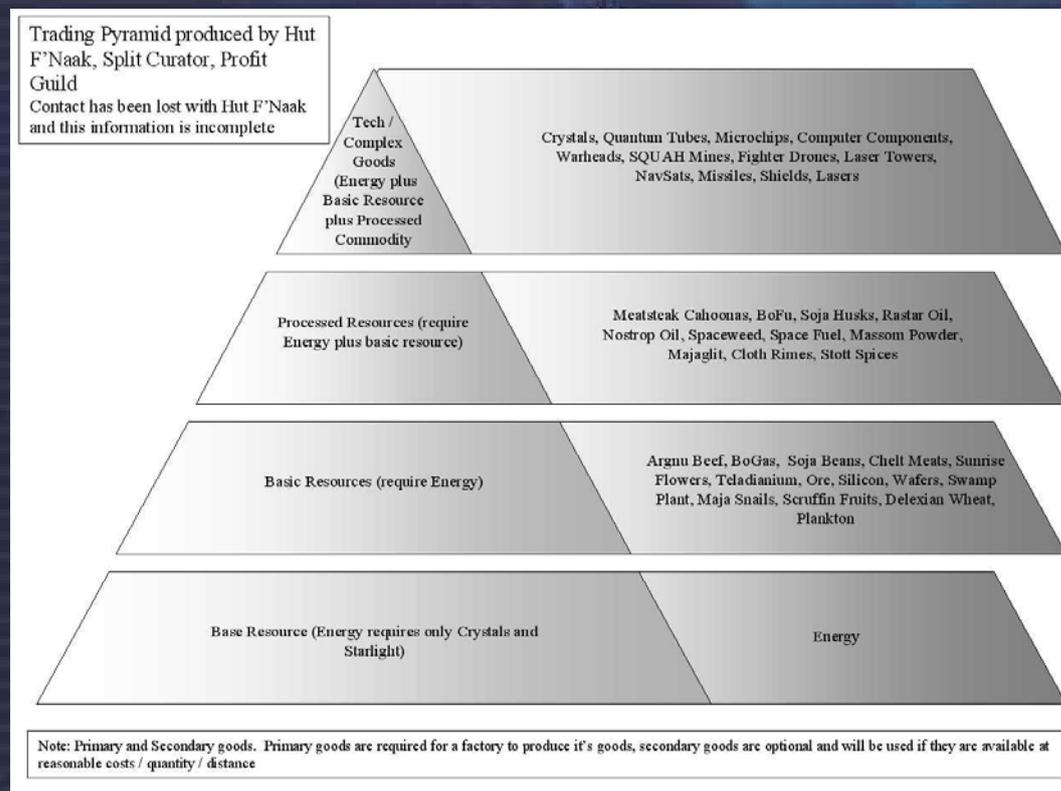
Each race has a hierarchy of goods it manufactures. Some are common across the races and others specific to a race. At the bottom of the 'technology pyramid' are the widely available raw materials like Energy, Bio and Minerals. At the top are the luxury goods and technological systems including weapons, with various products in-between.

If the local availability of a product is low, its price will increase. Likewise, the price will decrease when quantities are increased through the manufacturing processes of each factory.

Other Useful Trading Tools

As we mentioned, the economy in the X universe is dynamic and inter-dependent. A shortage of one specific resource can have knock-on effects throughout the whole universe, especially if it is a base product that all stations require, such as Energy Cells.

The Teladi are a race driven almost solely by profit and their trading secrets are well guarded. The Split curator of the Profit Guild, Hut F'Naak did however commence work on a valuable resource known as the Trading Pyramid, but he has since vanished. Rumours that the Teladi assassinated him cannot be substantiated, however the early parts of his work still exist as shown below:



Hut F'Naak's notes, that formed the basis of the above, are detailed below. You are reminded that this information may not be entirely complete or accurate.

Most of the factories that produce end-products like missiles, shields or other weapons rely on primary resources like energy, ore and food products. Primary resources are what a factory needs to build its end-product, but it can also use secondary resources where the primary resources are in short supply.

As most Teladi hatchlings learn in their first lessons, although it can be profitable to just keep building factories to supply primary resources, the demand for these products will decrease when the market reaches a point of saturation, seriously reducing your potential profits.

So, in practice, building factories based on an initial winning formula will prove not to be as profitable as their quantity increases.

Captains of Teladi industry all agree that the building and positioning of factories requires careful examination of the supply and demand; for instance, finding factories that are continually running low on primary resources and secondary resources will provide you with opportunities to name your own selling price for these goods. Where these opportunities can lead to even higher profits, is when you find that the surrounding sectors are also short of these resources.

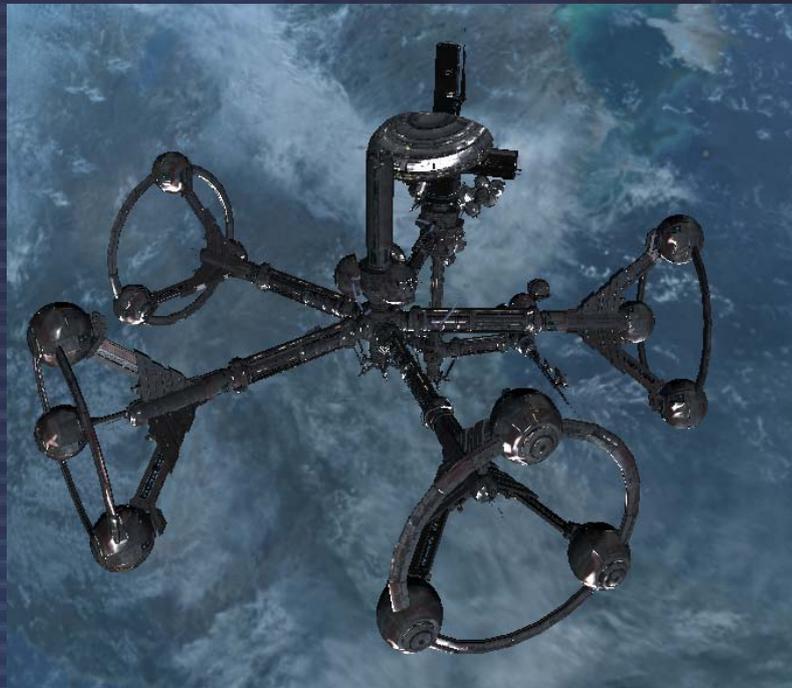
Traders, who are either a profit liability or successful company directors, will know that the economy can not only rise and fall in response to supply and demand, but also due to theft, war or natural disasters. These events can make some trading lanes too dangerous to be profitable for those who don't take risks, but a well-protected and nearby supply can lead to high long-term profits for those with a wise head and a strong arm.

"Don't tell me that man doesn't belong out there. Man belongs wherever he wants to go - and he'll do plenty well when he gets there". Wernher von Braun

BUILDING FACTORIES

The response to the threat of the Kha'ak has produced a whole range of innovative developments and technologies employed in station building. These hi-tech advances have resulted in larger and more powerful stations. The revolutionary new designs for integrated factory complexes were designed to reduce the reliance on transporters and their loss due to attack.

These have now been upgraded with the more powerful 10 Gigajoule shields that are capable of protecting them and their docked ships. There have been rumours that the Teladi have been fitting these station shields to their destroyers. This strategic change in attitude and building development has recently inspired ever larger and more extraordinary designs, transforming station building.



Deciding to go it alone and building the first of many factories or complexes is a moment of great pride. You may or may not have the funds for your own TL station carrier, or you might be ready to create a group of factories that supply each other and provide an end product. Whatever you intend to do, big or small, setting these up and even going further with an interconnected factory complex, your first start to empire building will be a lasting memory.



WHERE TO BUILD YOUR FACTORY

When you set up your factories you should manufacture a product which is in demand in that sector. If there are too few Solar Power Plants to supply the energy resources or even enough local Crystal Fabs to supply the power plants, this is when you may consider setting up multiple factories, which can then produce these resources.

There are many factors to be considered when setting up multiple factories, the product selling prices and resource buying prices, the distance to available resources and the local demand for your product. This is best done after you have checked what is being manufactured in the economy of nearby sectors.

You will have to set up the prices and decide if your factories are restricted to buying their resources exclusively from your factories and/or for them to be supplemented by local supplies. Another very effective way to meet your energy needs, while increasing your profits is to set up a factory loop.

Factory sizes of Small (1xS) Medium (2xM) and Large (3xL) provide the opportunity to setup resource to supply those factories with quantities that meet their needs. An L sized factory will have the production of three standard factories and will require proportionally the same resources. A larger mine will also produce three times the resources of a typical mine.

Location, location, location

Factory placement is all about finding the most profitable place to market your product. It is better to identify a need that you can fulfil by building a factory for, than to find a place that will be best for the factory product you want to sell.

Low Priced Food = Average profits

A good first factory in the Argon sectors bordering or in Boron space is a Delexian Wheat Farm and it is best placed where there are a reasonable number of Cahoona Bakeries in the sector. There are no other Delexian Wheat Farms in the vicinity but choose one with nearby Energy supplies. Another good starting product would be BoFu in Kingdom's End or BoGas in Ocean of Fantasy, which has a number of badly supplied BoFu plants.

Mid Priced Silicon = Good profits

There is good demand for Silicon in Argon Prime and most hi-tech production areas, but no asteroids in it, so locating a high yield asteroid South of there with nearby Energy supplies is important. A good place for one of these is in Ore Belt where there are plenty of asteroids and some good yields and high stocks of Energy in the same sector. A Silicon mine can produce 300+ Credits profit per unit, when factories have low stocks and are buying at 700+.

High Priced Shields & High Tech – Very high profits

1GJ and 10 GJ Shield Production Facilities are best placed in sectors with nearby Equipment Docks. So a good place for one of these would be Home of Light as you then have three sectors nearby that have Equipment Docks i.e. Argon Prime, Red Light and Cloud Base South East.

Always check out the local demand for resources before you build factories. If they are food factories make sure they are needed. In many Argon sectors there is a shortage of Cahoona Bakeries and most races have insufficient Energy Plants, Silicon/Ore Mines and Crystal Fabs. As mentioned the Boron sectors are good places for Delexian wheat. Additionally by placing a factory near one that already sells the same product will allow you to entice some or a lot of its customers to your factory, especially if you selling cheaper.

If you buy a Large factory complex that has the same production of 3X factories, it is very important that you checkout the market in the sectors you might want to put it in, as the output will be high, your profits can be very high if there is good long term high demand in that sector and in the sectors next to it.



How to hire a TL-class large transport ship

Start the setting up of a single station by hiring a 'Transport Large'-class ship. These enormous ships with ST cargo bays are required to carry the construction kit, materials and drones for factories and stations around the sectors. These huge ships are amazing to watch, as they transport three or more stations at a time, but it wise to keep clear of their path as they are slow to stop or turn and will just plough through you if you are in their way.

A checklist of items for your first station. Ensure:

- You have researched where you are going to place your factory by ensuring that there will be a demand for your products.
- You have enough Credits to:
 - Buy the factories
 - Pay the TL Captain up to 10,000 Credits for each sector they travel through. (Warning if you do not have enough Credits for the whole journey, your factory might be sold by the captain, and you might lose your Credits).
 - Buy one or more well equipped TS class transporters, to buy resources for your factories.
 - To invest in the initial raw materials or alternatively have a large starting stock of resources to get it started
 - Have a 200,000 Credit start-up fund for your station to pay for resources.

Factories may cost between 400,000 to almost 20 million Credits, so in deciding to go for one of the basic factories with all the above, a rough figure of about 1,000,000 Credits would be required.

Class TL – Argon Mammoth



The first step is to contact a TL Captain by getting within 8km of the ship and using the comm. Instruct the Captain to follow you. Then head to the Shipyard. As you arrive comm. the TL Captain again and ask them to move to the shipyard, and then select the Shipyard from the map. If you select the shipyard from your flying ship and press [I] you will be able to buy and sell without docking (if Trading System Extension is installed).

The factories available will turn from unavailable red to available white when the TL has docked with the shipyard. Purchase the factory and comm. the TL Captain to follow you or to move to the sector you want to set your factory up in. Take this opportunity, by using the [PgDn] key, to purchase the TS ships that you will need to get the resources for your factory. Remember that you have to be in the sector where you need your station, to get the TL Captain to place your station. Should your hired TL be destroyed while carrying your precious cargo, you will receive a message to that effect.

When the TL is in the immediate area of where you want it to be, comm. the TL Captain and ask them to drop your freight here. Use the Factory Positioning and [Insert] keys to position it in the X and Y-axis and set it's orientation. (More info at Command Keys - Factory Positioning)

Alternatively if you are constructing a Silicon or Ore mine, you have will have to ask the TL Captain to move to position, by selecting the target asteroid as the position to move to. When it gets within 4 km of the asteroid ask the TL Captain to Drop your freight and select the asteroid.

Once the factory is positioned, you need to do a few more things:

- Transfer enough money for its transporters to buy supplies with.
- Assign some transporters by setting the new factory as their home base. Then, using the command console, use the trade menu to order them to buy resources (must have Trading Software installed).
- Set the buying price for resources and the selling price for products.
- Define the jump setting. This determines the maximum number of gate jumps a ship is *allowed* to do to buy or sell goods. If you increase the buying prices for a resource, the jump distance for the available factories selling at that price will decrease.
- In the Command Console's additional command slots you may set the 'Auto money transfer to player account' funds limit.

Note: If ships are allowed to travel too great a distance, your factory may often run out of resources or your ship might have to travel across too many hostile sectors and get destroyed. Remember that Free Trader ships will never sell to your station; they only buy your products if the price is right.

Moving Factories with a Tractor Beam

There are many reasons you may want to reposition your factory, for instance changing its position for better complex joining, deciding to organise their locations according for grouping by manufactured goods or you simply change your mind where you wanted it to be sited.

The Tractor Beam can be used to pull objects you own from one place to another. Attempting to tow away someone else's property may earn you some unwelcome company. Firstly you'll need to have a ship capable of mounting this device, either a TL or an M6, and then once acquired, install it in the appropriate weapon bay.

The range at which the Tractor Beam (TB) locks onto an object can vary according to the object's magnetic field density. Generally a lock can be achieved up to 3.75km distant. When sufficiently close fire the TB at the object, bear in mind that some objects may not even appear to be in range of the beam, due to the weapons systems not being optimised for this newly developed technology.

Once the TB has been established you should see a green energy beam linking your ship with the object being towed. The optimum towing speed is between 1-10m/s (forward and reverse). Due to inertia, travelling at speeds greater than 10m/s will cause the TB to lose integrity and eventually the beam's lock will be broken (you will notice an unwelcome change in the beam's colour before it disconnects). To avoid a break of lock, you can simply slow down and allow the object to catch up. The beam's integrity will also return to nominal levels.

The magnetic field of the object, coupled with the effect of the Tractor Beam, can cause the towed object to rotate in reaction to fluctuations in the magnetic field. Pilots should be wary of this. There is sometimes a 'sweet spot', especially when towing mines, in which the TB is not





so affected by the object's magnetic field and the object actually stops rotating. Finding this, for most pilots, involves trial and error.

Setting up Factory Loops

A factory loop is where you have for instance an end product like Energy, with all its required resources supplied by your factories, which may also solve any local supply problems. The universe can often have an economic downturn and if you want to have lots of your factories working effectively, a closed loop may help supply the energy they need.

There are three types of factory loops that can be set up, according to the requirements of the local supply and demand.

- (a) Closed loops, where only your factories supply each other.
- (b) Mixed loops, when some factories are open to trade with local traders.
- (c) Open loops, where all of your factories are open to local traders like the multiple factories above.

Here is an example of a basic energy-supplying closed loop:

1 Solar Power Plant	-	Your end product and supply to your other stations
1 Crystal Fab	-	Supplies the Crystals for the Solar Power Plant
1 Silicon Mine	-	Supplies the Silicon to the Crystal Fab
1 Cahoonas Bakery	-	Supplies the Cahoonas to the Crystal Fab
1 Cattle Ranch	-	Supplies the Argnu Beef to the Cahoonas Bakery

The last two are food resources that will be different for the Crystal Fabs for each race. The Solar Power Plant may not use all of its output for factory resources, which could allow it to sell the remaining portion to free traders.

The above very simplified definition of basic factory loop set-up would require a number of transports to move resources between them, but there is an alternative. This is to build factory complexes where all of these factories have supply tunnels interconnecting them to each other, almost completely avoiding the need for TS Transporters altogether.

How to build your first Super Factory Complex

Complex Building – Why is it better?

Using a Boron Dolphin as an example with rounded up figures to make it easier to work out. A BoGas and BoFu factory would need 3 freighters to work. The cheapest and thus most likely to be destroyed costs 600,000 Credits each.

A Complex construction kits cost 260,000 Credits to link 2 factories.

So a small complex including a BoFu and BoGas factory linked by 1 construction kit would need 1 freighter to buy energy and that's it.

Cost of 3 freighters = 1,800,000

Cost of kit + 1 freighter = 860,000

Which makes the Construction Kits a cost effective solution for making food, and if you total the costs for other factories you build you can work out the same cost effectiveness of the kits.

When you set up factories, and set the home base of the transporters to that factory, remember to limit their range to three or four sectors from it. Should you choose to increase this, they may well take too long to deliver much needed resources. The end result being your factories may run out of supplies to keep producing. You will find more info on this and factories elsewhere in this Manual.



How to connect Factories

Doing this is quite straight forward. If, for instance, you hired an Argon Mammoth to carry a Cattle and a Cahoonia factory, you would also be able to load a Complex Construction Kit into it for connecting the two. This construction kit will allow you to join two or more stations within close proximity together (at least once or twice the width of your station away from the other connecting station) to form a station complex and is comprised of a Complex Hub that controls power distribution, central command and control, commodity exchange and central docking clamps to the complex. When the TL captain has been ordered to drop the two stations, and you have positioned them relatively close to each other, you can instruct the TL Captain to drop the Complex Construction Kit, and instead of a position grid, a sector listing of your factories will pop up.

Select the first factory to combine. The list will change to display the remaining factories. Select another and the Complex Construction Kit will build the tunnels between them.

The Hangar Complex transports supplies between the stations, so you can create a loop of factories that are dependant on each other without the need for lots of transporters delivering resources between them. Hangar complexes cost a lot less than the use of transporters, but have a weakness, you will have to protect these complexes from attack, for if they are destroyed, the stations will not be able to get the resources they need, until you buy another complex builder or assign transporters to them. Selecting the command console for the Hangar Complex will show you the stations and the production cycles that are currently running.

All the factories in it will use a single pool of Credits transferred to the complex. You can still set factory prices as you would a single factory and change the maximum distance that transporter ships can jump across sectors for resources.

The solutions for choosing the right location will vary according to what resources are available in the sector, i.e. which factories are included in your build for the complex and the available resources in other nearby sectors. There is no hard and fast rule that will apply. You can save

a lot of resource effort for your complexes by choosing your location based upon the needs of your new factories, so even if resources in the factories become low, there will be local resources to supplement them.

As mentioned, the one weakness of complexes is the vulnerability of the tunnels that connect them. It would be advisable for you to set up sector patrol ships around your factories and their complexes to protect them from pirates or other enemies.

Transporter ships 'home based' to the complex can be assigned to buy at best prices from a collective list of resources for all the factories in the complex. When you add a factory to a complex all ships with Buy/Buy Best will stop and restart this command, but 'owned' ships fighters though lose their original command, so you will need to re-command them with their new instructions.

Transporter Ships

The different TS class ships are the backbone of the economy and have a range of specifications. Some have large cargo bays, but may be slower in speed; these would be best assigned to buy large volumes of resources from nearby factories. Other ships with smaller cargo bays, but much faster, would best be assigned to buy resources that are a few sector jumps away like Crystals.

Seeker Missile Production Complex: alpha				
Production Cycle Info (Debug)				
Current product	Tempest Missile			
Cycle time	00:40:00			
Number of Products	4			
Production finished	3% (00:38:41)			
Needed resources available	100%			
Products	Vol	TC	Stock	Cr
Thunderbolt Missile	1	-	22/40	13,399
Tempest Missile	1	-	4/32	18,371
Blizzard Missile	3	-	86/92	5,590

**Class TS Paranid Demeter**

TS ships can be bought at Shipyards individually or in quantity. It is important to ensure that not only do you have the Credits for a number of ships, but also enough to purchase all the shields and upgrades.

If you press the [i] key while in the Shipyard trade menu you will get to see the full details of the ship, including the upgrades

that it does and does not come with. Setting up all the transport ships can be easier, if you buy them in bulk, allowing you to select the upgrades for all the ships in one go.

Ships will be available from the Shipyards in S, M, and L specifications, the S ships have minimal equipment; M have medium-level; L have high-grade shielding and weapons. If you do not want your transporters to engage enemies (the weapons that they can fit are only low class defensive one), don't equip them with fighting upgrades or weapons. Ships travelling across dangerous sectors can have fighter escorts as well as defensive weaponry.

A typical Transporter configuration would be:

- 5 or 25MJ Shields – important if travelling across dangerous sectors.
- Engine Tunings - time is money, speed for resources is good.
- Rudders – good turning will reduce accidents and aid evasive manoeuvres.
- Cargo extensions – to suit the cargo, the standard install will work for most.
- Duplex or Triplex Scanners – duplex will suffice for most.

To assign a transporter to a Station so it can buy resources or sell products you will need to make sure it has either or both of the Trade MK1 or MK2 software installed (available at all good Equipment Docks). To assign that station as the ship's home base, while targeting the ship you press the [c] or [i] keys, select the Command Console, scroll down to the configuration section and select Home base, then select the sector and station that you want to assign as the home base for that ship.

Universe Economy Guide

The rebel Teladi economic guru, Hilibis Yalos Trosulis IV, broke with Teladi custom by publishing the 'UEG', the manual that Teladi students use on their first trading exercises. A summary of the guide contains an overview of the differences encountered when you trade with the different races.

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Ware Price Variation (WPV) - is essentially where the profit margins can be found. The different race economies have variations that tend to work across those races sectors. Factory prices may also differ across races depending on what strengths a race has and what it specialises in. For instance the Boron, whose strength is energy and speciality is shields, may sell those types of factories for much less than a different race.

Argon

A free market with healthy competition.

The Argon have an above-average price variation in bio and food. This means that tech factories may give good margins on profit and performance. There are good profits to be had from well-run Argon tech factories, despite the effort needed to transport the required quantities of Meatsteaks.

Factory Prices

Average across the board, with some specialities.



Basic materials: Average: Solar Power Plant and mine costs.
High tech commodities: Average: with some specialities.
Weaponry and shields: Capital-class: Argon are not very good at producing the lower technology weaponry, instead preferring the construction of the larger, more involved, capital-class weapons.

Boron

Heavy government regulation with a risk-averse culture.

Boron have a low price variation in bio and food, therefore tech factories will have tighter margins on profit and performance. Trading profit, though safer, is lower in Boron space. This provides a steady and low-risk market. The Boron are not good diggers so their mines tend to be expensive, but they have great energy technology.

Factory Prices

Basic materials: Excellent defensive and non-combat technology.
High tech commodities: Average: Cheap Solar Power Plants but expensive Mines
Weaponry and shields: Excellent: Boron specialise in non-aggressive higher tech items like crystals, microchips and computer components. Shield mastery: Boron excel at shield technology (and the ion disruptors to neutralise them). They also pioneered the technology for the defensive Flak Artillery Array weapons but are poor at most other offensive weaponry and rockets.

Paranid

Slight regulation by the Priest Emperor but a generally well-run economy.

Average price variation in bio and food. Tech factories will have average margins on profit and performance.

Factory Prices

Basic materials: Paranid excel in what they can keep to themselves.
High tech commodities: Poor: Above average price Solar Power Plants and Mines (Paranid prefer lesser beings to handle trivial commodities)
Weaponry and shields: Average: Paranid are not very good at some of the more common items (excepting the warheads to go into their missile complexes), but they excel at some of the technology that others do not produce, like Advanced Satellites.

Secretive: Technologies that were developed by the Paranid, like PACs, PSGs, and many rockets, are very cheap for the Paranid, and very expensive for other races, due to the lack of free-flowing information.

Split

Little government intervention in the economy.

Average price variation in bio and food. Tech factories will have average margins on profit and performance.

Factory Prices

Basic materials: Research feeds the war machine.
High tech commodities: Fair: Expensive Solar Power Plants, but cheaper Mines, due to the use of forced labor.
Weaponry and shields: Low: Split do not use much non-combat technology. Excellent: The Split are generally poor at missile construction, preferring to get up close and personal. They are above average in shield construction, but however excel at producing most forms of lasers.

Teladi

The ultimate trader's marketplace, where anything goes.

Extremely high price variation in bio and food. Tech factories will have a very wide range on margins and profitability. It's extremely easy to make money in Teladi sectors, but just as



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easy to lose it. The Teladi are not very inventive, tending to borrow tech from other races, but are excellent in exploiting what they get, and are the masters of producing and trading all base commodities.

Factory Prices

Basic materials:

High tech commodities:

Weaponry and shields:

Teladi squeeze the last drop out of common items.

Excellent: Cheaper than average Solar Plants and Mines.

Good: Again, the Teladi are above average in many types of common technical commodities.

Budget gurus: The Teladi excel in manufacturing lower priced, "lower tech technology" that has been around forever. They don't really do cutting edge technology.

"No profit grows where there is no pleasure taken." - William Shakespeare

Build and Trade Guidance

We have been able to offer a rare chance to gain some experience of the best factory and system traders at the annual convention and lectures of the Guild of System Merchants.

The first of these are extracts from the questions asked of the famous Argon Tidi Onetree, who has defined the current understanding of energy on his famed guide for Solar Power Profits. After his lengthy and very interesting lecture, he opened the floor to questions.

Factories

Q: Factories; are they expensive?

A: The price varies greatly, dependent upon the technology level of that factory, e.g. Food factories are much cheaper than Laser Tower factories. Remember also that the price of a factory may vary between races, even if it is of the same type. Stations become more and more expensive for the same amount as you 'climb higher up the tech ladder'.

Q: Can I place my own factories anywhere?

A: Just about, yes. A few words of advice though before you place a factory. There is no point in placing a factory producing goods in an area where there is an over-supply already of those goods as you are immediately against the competition (unless this is what you intended of

course). Conversely, there is no gain to be made in positioning your factory in an area that does not require what you sell.

The stations and complexes in the systems you visit will be relatively close to each other. There is nothing stopping you placing your factories anywhere in a sector. Please bear in mind that your ships need to fetch resources and your customers need to travel to you.

Q: So I purchased and deployed my own factory and I'm on my way to "Mogul" status. But my factory isn't making any money and it flashes yellow in the system map. Help?

A: The yellow flashing is warning you that the factory in question is in need of some attention and is probably too low in resources or Credits to make its product. It does not specify what the problem is; only that something is stopping the factory from operating (note: your property will flash red when under attack).

This could be a lack of resources, a lack of Credits to purchase resources, a lack of ships to go and fetch/purchase the resources or a combination of any coupled with the fact that the settings you have applied to the factory are stopping it from working correctly, for example how many systems in which you will allow the ships to go searching for resources.

Q: I have transport ships and Credits. How do I get my factory to get what it needs?

A: Firstly, transfer Credits to the factory from your account. Every factory requires working capital to buy its resources. You must then assign your transport ship(s) to that factory. This is known as their "homebase". Once you have assigned a ship its homebase, a whole set of new command options will become available.



You can purchase fighter craft and “homebase” them to a station, where they will automatically protect it once they arrive there. The same homebase settings apply to laser towers and mines for area defence and also to assign fighter escorts to protect your trading vessels.

Q: Any help for a budding trader just starting out?

A: Sure, try a Wheat farm in the Wall or Crystal Fabrication Plant in Argon Prime. Both of these sectors have the protection of capital patrol ships and have access to a good supply of cheap energy cells. A factory here *should* be able to trade unmolested (although there is no guarantee that pirates or other enemies won't come) and if you stay in close proximity early in its life, you can personally protect it until such a time as you can afford laser towers and fighter patrols.

Q: How do I make my factories auto transfer its profits to my account?

A: Go to your station Command Console, Station Commands, Slot .. 'Auto money transfer to player account', then enter an amount such as 200,000 and any funds the station creates above that amount will be transferred to your account.

Q: Why have the factories in some sectors changed?

A: In a word, war. The truce between some of the races is sometimes put aside due to some local issue on race borders. This will occasionally spill over into a dispute that will only be settled with fleets of ships from opposing sides and this will inevitably result in some traders loosing their stations, which other traders will take advantage of by setting up their own.

Trading

This was followed by a greatly applauded lecture by Iyes Di, the famed Gunn'r who, after years of dedicated cartography of the universe, became a strong advocate of the harmonisation of factory economic cycles and proponent of factory looping techniques.

Q: How do I increase my trading ranks?

A: There are many ways your trading rank can be increased, essentially by you or your trading assets buying resources below the average price and selling your products at an above average price, this is the definition of profits, so the more you make the higher the increases. Additionally if you come across various artefacts or alien enemy technologies and sell them to the friendly races, you will also improve your notoriety. If you also have other races buying your products and you've successfully completed trading missions from the Bulletin Board messages you will also increase your trading rank, additionally with these last two, you will also increase your reputation with those races.

Q: How do I use the Mobile Drilling System to collect Ore?

A: You are able to mine precious metals and minerals from asteroids once they have been broken up into small enough pieces.

Only some ships can be equipped with a Mobile Drilling System Laser, for instance in the TS class using the turret, like the Demeter Miner from Paranid Prime, Vulture Miner in Ianamus Zura and the Caiman Tanker in Family Tkr. Those with a healthy Credit balance and a desire to do it in style can use a M6 class ship with a Super Freighter in tow for extra storage, using the Goner Transporter to transfer collected minerals.

For mining you will also need an Ore Collector, and a Mineral Scanner, additionally if your TS mining ship has not got them fitted, install extras like the Triplex Scanner for finding Asteroids and the Best Selling Price to help quickly turn that rock into hard Credits.

Ships	All	Stations	?
Boron Maintenance Vessel		BCVRD-17	
Boron Representative		BCVRD-23	
Boron Spacefly Protectors		BCVRD-66	
Boron Technical Emergency Service		BCVRD-57	
East Gate		EAWB-16	
West Gate		WEWB-18	
South Gate		SOWB-17	
Asteroid [Silicon, Yield=8]		ASWB-24	
Asteroid [Silicon, Yield=8]		ASWB-28	
»» Asteroid [Ore, Yield=32]		ASWB-32	
Asteroid		ASWB-23	



When you target an asteroid you can identify its yield by using the Mineral Scanner within 10km distance and initiating the scanning by pressing the [i] Key.

An asteroid's yield denotes how rich the asteroid is in its particular mineral (Ore/Silicon/Nividium) Generally, the higher the yield, the more material you can get from the asteroid per cycle in a static mine or the amount of material that will be released from it when you are mobile-mining.

Approach the asteroid and fire the Laser or Hornet Missile within five kilometres distance. After the asteroid has been fragmented, you will then need to break the larger and medium sized rocks with either the mining laser or other laser weaponry into small rocks. To tell them apart from the ones that need further fragmentation, target them and press the [i] key. Be aware that these small rocks will vaporise if fired upon.

Eventually you will be able to scoop up the rocks that are small enough to be refined by your Ore Collector.

To operate the Ore Collector you will need to open up your freight bay doors by pressing the [o] key and collect the rock as you would do with standard cargo crates.

Be sure to check the fragment first with the [i] key or the fragment will damage your hull or equipment if it is too big and needs to be broken up more.

Nividium asteroids, which can be found in remote sectors, are highly prized as the mineral can be sold for very high prices in Paranid sectors.

Command: Collect rocks in sector

Like the command to collect wares in sector, this command allows ships under your control to collect rocks in a given sector. The command is available in the Special Commands menu, if you are in a suitably equipped ship. Don't forget for effective mobile mining, your ship should be equipped with a Mobile Drilling System, an Ore Collector and a fairly large cargo bay. The Split-built Caiman Miner is optimised for this task. The Mobile Drilling System will be needed in order to break bigger asteroids into more collectible chunks

Q: How do I sell a ship?

A: Target the ship, then press the [Enter] key, select Ship or [Shift+c] key. This will bring you to the Command Console. From there go to "Navigation" and then to "Dock at...". Select the sector, and then select the shipyard. Now the ship will travel to the shipyard and dock with it (make sure you're not in the ship you are trying to sell). Then trade with the shipyard (much like you would to buy a ship) and the ship you want to sell should now be in the menu. Use the [Left Cursor] key and then press the [Enter] key to sell it.

Q: How to transfer cargo between ships?

A: You can get a device from the Goner temple called a Transporter Device (Freight Beamer), which will allow you to beam the goods into your cargo bay. If you do not have one of these, you can order the ship to drop its cargo, which you can then collect by opening your cargo bay doors. Alternatively when you are docked at a station, you can transfer the cargo off the other ship using the station menu.

Q: How can I make more money out of missions?

A: Simply, the better your trading ranks the higher the payments. A good tactic is to have a range of ships with a Jumpdrive. Many missions require a M4/5 or TS class ship. Having your other ships available at short notice allows you to switch ships and take that lucrative contract. To find these missions dock at a station and select 'Station' then 'Bulletin Board' and check for opportunities.

Q: How do I capture Spaceflies?

A: You need to purchase a Spacefly Collector from Split Equipment Docks and an Ion Disruptor, found at Boron Equipment Docks. To capture them simply fire the Ion Disruptor and



this will stun them, and then allow you to collect them as any normal piece of space freight. You may have to repeat the stunning after collecting a few, as they will wake up after a short while and fly away.

Q: How do I set-up Sector and Universe traders?

A: The Trade Command Software MK3 is a software upgrade that allows you hire a trader to work for you, buying and selling resources and products for profit. Once you have properly equipped a ship, the pilot can then be assigned to a sector to build up their trading experience, i.e. learn on the job. When the pilot's experience has reached a good enough level (Level 8) they will be skilled enough to become so-called Universe Traders. You will have to issue a new command at this time for them to start universal trading. Note: if the ship does not meet the requirements for trading or you have not given it all the correct equipment, the Sector and Universe trade commands will be unavailable.

The pilot's skill level can be viewed by selecting the ship and the level can be seen in brackets after the pilot's name, from Level One upwards. After being assigned a sector the Trader will start to look for profitable opportunities and start to make some trades.

Initially they will need to learn to check their current station for products to sell before flying to reduce empty runs. Then they will recognise a profit opportunity if the selling price is above the buying price and later they will take the ship to the closest shipyard if it has been damaged. A good training sector for new pilots to develop their skills is Home of Light.

At level eight onwards the pilot is able to check neighbouring sectors for good trade opportunities, so at this time you can activate the "Universe Trader" command. The pilot may demand better payment and a better-equipped ship, as their journeys into many sectors could be hazardous if pirates or other enemies are there.

Good employers will ensure that the ship has at least one 25MJ shield or the maximum shield strength the current ship supports and that Fight Software Mk1 and MK 2, a Triplex scanner and Jumpdrive are installed from the beginning, because if you have not installed the Fight

extensions, Jumpdrive and 25MJ Shield, the pilot may not get around to ordering one until they reach level twelve when charges for equipment delivery are higher than average.

Additionally, the Trader will order up to twelve Fighter Drones over time, which he will use in emergencies to distract attackers. In such emergencies the pilot will try to escape to the nearest station or use the Jumpdrive for an emergency exit, to get away from the danger zone. If a Trader is attacked, they will tell you the ID of the attacker so you know whom to look for, should you feel the need to take revenge. The pilot may also hail you for assistance and stay at a station until you give the all clear to continue trading.

The jump distance for buying and selling increases as the Trader continues achieving higher levels until the ship's range more or less covers the entire universe (dependent, of course, on the number of energy cells being carried).

Q: How do I move a MK3 pilot to a new ship?

A: Have your new ship (all optimisations installed, but not the MK III or any Fight Software) and have it and the other MK III ship move to your position.

Make sure you have the Special Command Software installed. You can access the move pilot option by using the Menu Ship, Orders Special or the [Shift+c] keys, then Special, then select 'Move Pilot to New Ship'.

Select the sector and the MK III ship and repeat with the new ship. Then choose the sector and station where the move is to take place. After the above has been done, you just have to give the pilot the Universe Trading command again.

Q: Is there any good advice you would give to a new trader starting out?



R E U N I O N

A: There are a few things, which any good trader should try, if they are to take advantage of the full range of opportunities.

- **The Economy:** The economy is dynamically changing in response to over/under production, wars and theft. In various sectors of the universe this will produce shortages and surpluses on an ever-changing basis, giving those wise traders who keep up to date with the latest Bulletin Board News a clear advantage over those who don't.
- Local wars or border disputes will provide many additional opportunities for a quick and resourceful trader who can command transports or salvage equipment to collect resources and equipment while battles are underway, before others do the same. Salvage Merchants or Scrap Dealers in yards are always willing customers and will exchange Credits or Ore for your scrap. Additionally there is great wealth to be had by looking out for opportunities to set up missile and other high-tech factories close to nearby war zones, as the local supplies may not be able to keep up with the demand.
- Various merchants and station traders will be looking to make mutually satisfactory trading opportunities. These may be in Bulletin Board announcements or trading agreements from local merchants.
- Well-armed and protected traders can jump into enemy sectors to scoop up missiles and wares that the less fortunate lost, and although the risks are high, the profits are too.
- Make sure you harden up your ships with good shields and weapons at the earliest opportunity; it is a harsh universe out there with plenty of bad pirates who would like to get rich by taking what you have. If they try, return the favour and take what they have and sell them and their ship as punishment.
- Exploration and attention to rumours have a place in a trader's portfolio; there have been many tales of traders who wandered off the main space lanes to stumble upon great riches in the misty voids by finding containers of Credits and weapons, lost in skirmishes with dangerous enemies. If you obtain coordinates for such finds use the fly to position navigation command and with the [2,4,6,8] numeric keys to target the coordinates and press the [Enter] key and your ship will fly to that location.
- It is good to develop and improve your status with various races, as this will make additional equipment and ships available to you. Their improved trust in you will result in them giving you bigger trading deals and at the same time greater rewards.
- Be aware that when you are carrying goods you are subject to random scans from the local system police. These inspectors usually travel in scout class, high-performance ships which are difficult (but not impossible) to outrun. As certain products (particularly Space Weed, Squash Mines and Space Fuel) are illegal in some systems, trading in them is done at your own risk. If caught, you will be required to ditch your illegal cargo, you will lose your police license if you have one and your reputation will suffer. But if you get away with these smuggling jobs, the profits can be very rewarding, especially if you decide to become a full-time pirate.
- Short journeys increase profits, so if the journey seems to take a while make sure you have installed the SETA device with Enter, Navigation, Jump Drive or the [j] key which will speed travel by compressing time, remember time is Credits.
- Mobile mining is very profitable because after the ship and equipment are paid for, anything you mine can be sold for pure profit.
- Being able to remotely trade with distant sectors will produce opportunities for profit, which can be missed by travel. You can remotely trade with a sector if you have an



Advanced, standard Satellite or a ship with a Trading System Extension travelling in the sector that you can use to trade with.

- Tour bus missions can provide good bonuses if you take the tourists to exciting places within nebulas, and very very short trips to enemy sectors.
- Fitting the Special Command software to a TS Large cargo bay capacity will allow you to command it to pick up and salvage cargo floating in space.

Transporter Personnel/Passenger. This shuttlecraft can be found all over the universe ferrying passengers from one place to another. Their development was necessary as the use of cargo compression techniques caused unexpected long-term physical damage. Hence the construction of all passenger transports without the internal compression system.



Q: Are there any good strategies to use?

A: In two words - 'higher ranks', you need them for everything you want to have and need to do. If you want certain factories, ships and high-tech wares, your ability to buy them depends on your reputation with the race you want to buy them from and your trading or fighting status will also affect some purchases you may wish to make. Additionally the higher your ranks the higher the payments will be for missions as dealers will then know that they will be able to rely on your abilities.

"You aren't wealthy until you have something money can't buy." Gar'th Bro Oks

BARTERING FOR WARES

So you have a cargo bay full of Cahoonas but you wished you had some Cloth Rimes, as your profits would be higher. Or you desperately need a 25 MJ shield and most of your Credits are tied up in the cargo bay full of Nividium. At Trading Stations you will be able to find Dealers and Merchants, who may want to offer you a deal for your cargo and have what you need for sale. You can trade the goods straight up without any Credits having to change hands.

Bartering is universally the most accepted form of making deals where Credits do not have to be part of the arrangement. It will present unique opportunities to get rid of cargo that you have obtained by fair means or foul and get wares that you really need or could use better.

When you dock at a Trading Station and decide to barter with your cargo, you will be able to choose from the sell or buy wares deals that are available at that station.

Ware Offered	Amount	Can Hold	Merchant
Rastar Oil	3	24	Erine Cornell
Energy Cells	60	98	Pico Yatar
Silicon Wafers	3	XL	Pico Yatar
Nostrop Oil	24	32	Uma Kayean
Rastar Oil	4	24	Uma Kayean
Cloth Rimes	12	49	Erine Jerigan
Cloth Rimes	5	49	Terrel Gusta
Cloth Rimes	6	49	Tomes Nedley



With the 'buy wares' you can buy from the merchants wares that are on offer, with details on the amounts and the size of cargo bay required. You can equally use the 'sell wares' to barter what wares you have that the merchants might be willing to buy. If you don't have the right goods that the merchant is interested in, you could try cash and see if you can still get a good profit out of the deal. Or you even may spot good value opportunities from other merchants, who may sometimes be trying to get rid of surplus stock, at a discount price.

There is additional information from the 'merchants' listing where you can select a merchant and an information screen will show a list of the wares, on that merchant's buy and sell lists.

You will have to have enough goods to roughly equal the value in a 'fair' trade. The merchants that inhabit these stations have personalities as diverse as their range of wares. Though some of these merchants might be willing to take a small loss on a trade, others might offer you a bad deal, by trying to milk as many extra Credits out of you as they can.

If you have been trading a lot in a particular sector, you may get to know some of these merchants, as they will have probably benefited from your sector activities.

HOW TO FIGHT AND CAPTURE

If your intention is to make fast Credits by taking what others have, you are best advised to familiarise yourself with your Weapons Control System in the earlier Interface section.

Why capture ships?

For many the first aim will be to obtain a decent M3 Class fighter with 25MJ shields and if you have chosen the 'QuickStart' you already have an Argon Mercury Transporter. Powerful shields are one of the first survival must-haves, but an M3 equipped with them can cost two million or more Credits. Additionally, at the start of the game, you do not have a high enough reputation to buy one. But there is a quick way to get one on the cheap.

Fight/Capture Pirates = Credits, ships, rank and notoriety. These factors work together to produce faster financial gains than other options, but at a cost - your life (salvage insurance) and hull damage.

This is a more risky choice but with potentially quick and profitable returns. You start with a Argon Buster with four Beta Particle Accelerators Cannons (PACs) and three 5MJ Shields. With the Buster you can take out Pirate M5's, M4's and M3's with 5MJ shields. If you are very good, with missiles and cannons, you might even capture a M3 with 25MJ Shields intact. If you capture an M3 class fighter you can then repair and it kit out with the profits from selling other ships and equipment from your smaller captures.

Targeting

When you first target the ship it can be useful to make sure the auto-target is switched on with the [k] key. At a distance it will show as a red X on your targeted ship. When you are within weapons' range it will change to the auto-target reticule.

To use the Auto-Target feature (Fight Software I & II) press the [k] key once for basic Auto-Target (FS1) and twice for the improved Auto-Target (FS2). As you fire, aim for this auto-target reticule as that will compensate for the direction and speed of the ship that you are aiming and firing at (leading the target).



Fighting and Firing

The best way to use your weapons is first to keep your selection of lasers to a couple of powerful ones like Alpha HEPT's and a couple of basic ones like Beta Particle Cannons per group. If you also have some Ion Disruptors in another group (Note: Ions can hit locals and damage your rep if you are not up close and in line of sight with the target) you can use these to quickly knock down their shields. With your different groupings, you can quickly select your weapons of choice mid-fight.



On firing remember to fire in short single bursts, when you have the target in your direct path. Firing curved shots (aiming at the Auto-Target too much) or continuous bursts will mean a lot of wasted shots that might drain your ship's power too quickly and leave you without any weapons while they recharge.

If you are taking on a group of Pirates, it is best to check what the ships weapons are with a Freight Scanner. If one of them is holding PSGs or Ion Disruptors, take that one down first or while you take on the others it will lay waste to your shields. Switch to medium power weapons or lower if the ship is fast, as you will miss a lot more, but you will have a better chance by being able to fire more continuously.

If you are suddenly outnumbered by well-equipped M4s or Kha'ak, jump within the same sector and they will head towards your new location. Due to each ship having different speeds, the ships will form a long staggered line as they head in your direction, with the fast ships getting to you first, so you can take them down one by one.

Strafing your ship is a very effective way of avoiding incoming fire. You can also use the ship drift to avoid hits while you turn or flip your ship to return fire.

Some ships have a rear turret like the Nova and these can be avoided by twisting your joystick or use the [q] key to create a forward spin, this will reduce the number of hits from the other ship's rear turret.

Friendly Fire

You will have to watch out for the locals when you are firing away at an enemy, your reputation may drop like a stone and as a result you may not be able to buy certain goods or they may even turn hostile to you. Should you accidentally cause damage, or death to a ship to which you had no hostile intentions, you can contact the local sector police or military vessels to declare the incident and avail yourself of any punishment.

Capturing

The nice thing about flying a Pirate M3 Nova is the cool paint job that you get with pirate ships. A rare and even better capture is the Raider (speed but lower shields but M5 have Triplex scanners), Vanguard (more engine, laser bank a bit faster, weapons optimisations), Sentinel (higher shields but a little slower) or Hauler (more cargo and slightly slower) variants that have been customised at unknown shipyards. Extremely rare Mamba Raiders have been seen reputed to have 2*25 MJ Shields with the speed and agility of an M4.

The essential method of capturing is to remove the shields and reduce the hull to 87% or lower. To gauge the effort, fire a few shots and see how much the shield drops. If it takes three shots of fire to reduce them to 50%, then fire another set of shots to take out the shields. You can also use missiles for bringing down the shields; wasps, which fire in swarms of ten, are cheap and good for this.

When the shields are down, change the weapon group to a lower-powered one and then use short bursts of fire to keep the shields down and reduce the hull. If you keep doing this the pilot will sometimes bail. Most pilots will not bail if the ship is only getting intermittent shots, so a shock volley will make them fear you are going for the kill and they then might see sense and bail. Ion weapons though good for taking down shields, will destroy all onboard equipment and as a result reduce the value of the capture.

Possible capturing weapon group layouts:

M3 Class use IonD and PAC for Shields and IRE for hull

M4 Class use PAC for Shields and IRE for hull

M5 Class use PAC for Shields and IRE for hull

The ship will then go to neutral status and you will then have to take command of the on-board computer by claiming the ship.





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Claiming your capture

When captured, the ship will have a neutral status of grey. When you have claimed it, that status will change to green, as it is then owned by you. A good approach is to park your current ship within 30m of the ship to be claimed, eject with the [Shift+e] keys and target the ship and bring up the quick menu, Target, Claim. When done you will then get a message that the ship computer control has been transferred, turn and target your own ship press [Shift+e], all this can be done very quickly.



You can also capture the pilots when they have ejected. You will, however, also need the Life Support System installed to keep them alive. You can then sell them as slaves to pirates but be aware that slave trading is illegal with nearly all races, except the Split, who are ok with it.

System Override Software

There are obviously a few risks involved in leaving your ship in order to claim a ship in the manner described above. Those cunning pirate types, ever mindful of their own safety, have developed a useful alternative. You can obtain the **illegal** SOS software for 600k+ Credits, which will allow you to claim the ship without having to eject from your ship.

To use it you get close to the neutral status ship and select Target, Claim and the ship computer control will be transferred to you. The only down side is that it is illegal to have the SOS on your ship, as claiming ships that are not your property is illegal. Using computer hacking to give you that ownership is even more illegal. If you are scanned you will be required to eject it. A way around this is to use your Freight Transporter to move it in to a fast M5 that you have following you, so you can beam it on to your ship when you need it. It's a good idea to dock the M5 at a station to prevent it being scanned.

It is better to strip your captures of shields and weapons if you intend to sell them as you will get a higher price by removing the equipment and selling it separately, which will also provide more trading rank with the extra trading transactions.

Use the Freight Beamer to transfer cargo and ship upgrades on to your ship and if you are doing very well have a TS Ship nearby so you can offload excess cargo into its very large cargo bays. Remember to send your captured ships via a safe route to the nearest friendly Shipyard or some other pirate will wipe out your 300k to 1.4 million profits.

Pirate Sectors

Repeatedly clearing up the pirate sectors to gain captured ships, which you can sell, allows you to improve your kept ships with free upgrades. Illegal goods can be taken to the Pirate Base in Brennan's Triumph with no risk of you being scanned while they are in your cargo bay.

The Pirate Sectors

- Farnham's Legend
- Bala Gi's Joy
- Olmancketslat's Treaty
- Split Fire
- Brennan's Triumph
- Danna's Chance
- Nopileo's Memorial
- Hatikvah's Faith

There are Shipyards and Equipment Docks at Argon Prime and Light of Heart nearby for you to send your captures to for stripping and selling captures.



The Teladi sectors can be good places to do some capping, because they are fairly well visited by pirates and the Seizewell Shipyard is nearby, where you can sell your captures. Be careful of any illegal ware in your cargo bay as the local police may not be pleased and if you have a police licence they will take it off you and make you dump the cargo.

Debris and Cargo

Another good thing is to have nearby a Hauler Transporter equipped with a Jumpdrive, Energy and 'Special Command' software, so you can give it the command to collect the floating cargo from ships you have destroyed. Over time you can obtain a large amount of missiles and resources that will provide not only more Credits but also a better trading reputation.

If you are picking up the crates yourself there is a very quick way to do this. If you have the Special Command Software fitted, command your ship to collect all wares in the sector and then press SETA. This will make the process quicker and safer.

As mentioned earlier, even if fighting is not your main activity, it will be hard to avoid pulling that trigger. Others will have their greedy eyes on your freight, ships and factories, so the fight will come to you.

The fighter class ships are manufactured in four main classes, M3, M4, M5 and M6. These ships are the ones most frequently used by pilots who wish to remain alive. When it comes to combat, practice makes perfect and never be afraid to run. "It's better to talk about your escape than to have others talk about your death."

Combat is about reflexes, the reading of the enemy and most of all - knowledge. If you attack a ship that has ten times the shielding and twenty times the firepower, you are likely to lose. Not always, but very often.

Five small ships can easily overcome one single ship with five times their force if they do it correctly. The reverse is also very true. The main decision to be made if you are attacked is whether to defend yourself or run!

A quick decision is usually required and for this you need to know your adversary well. Can you outrun them? What shields and hull strength are you up against? What weapons do they have? Do they have missiles and if so, what kind?

Fighter Class Ships



Class M3 - Boron Barracuda

Heavy fighter. Normally only deployed by the military or the larger corporations these ships pack a powerful punch with impressive shielding, lasers and missile capability. An M3 is a deadly foe in any of its guises and deserves respect.

During any combat, you run the risk of damaging any items on your ship, including the hull, shields, weapons and upgrades. These are not free and you will have to dig deep into your funds to replace and repair them. Add the fact that some items can be

difficult to obtain and you'll see why wealthy pilots have an old habit of buying more than they need of a particular item when they come across it.

If this sounds like bad news well it isn't. Combat can be a Credit hole with no bottom, but the possible gains can outweigh the risks. You might get lucky and find the pilot might eject from the ship, and if you are quick you might be able to claim the ship and anything it might contain. Keep some room in your cargo bay in case the ex-pilot only leaves you scattered cargo and ship debris to collect.

Class M4 - Split Scorpion Medium fighter. Medium shielding and weapons make the M4 a good all-round choice for the trader or bounty hunter.

"But always remember this, my friend. A word of advice from those that have been before you. If you think you can do the job with two ships, it would be best to take ten, you will have a better chance of success and it will be even more fun."

Be careful though where you choose to fight. There are some systems where no one will bat an eyelid or three if you take something for your own. The home systems of any races are usually heavily patrolled and getting into combat within full view will not earn you any friends. Conversely, keeping within these relative safe havens will give you the same protection and asking passing ships or stations to assist may yield a positive response if your standing with them is good.



Class M5 - Discoverer

Scout. Fast and very manoeuvrable, the M5 makes up for its lack of shielding and offensive weapons with its agility and speed. Used as a patrol ship in many sectors, many system police ships favour them for their ability to catch would be smugglers. They also make an excellent ship for small passenger cargos.

You can set one of your ship monitors to show your turret interface view, and with your turret laser set to attack all enemies, you will see the destruction trail behind you as you race across a sector to safety from your enemies.

Innocent traders going about their own business and avoiding confrontation will find opportunistic pirates ganging up on them with no mercy and with the local law enforcement overstretched with smugglers, raiders and Kha'ak, means that you will often find yourself completely on your own.

If you feel you need to improve your fighting skills and thus your ranks, but do not want to offend the locals, you might even improve your relations with them by taking on some local Pirates, Xenon, Kha'ak or other enemies that are using their space in which to travel.



Class M6 - Split Dragon. Corvette. A ship designed for the wealthy business mogul and used by some military organisations for their special operations divisions and, more commonly, for overt sector patrols. Reasonably fast with good cargo bays, multiple-turreted lasers and ability to trade, makes them a very versatile and sought after platform for most professions, both legal and illegal. Due to their large size they lack any great manoeuvring ability.



Some not so fortunate travellers have infrequently reported encountering what seem to be distinctive optimisations of known ships. The rumours surrounding these customised variants have been many.

A lot of shipyard technicians have formed opinions on these ships by collecting information from those who have come off quite badly from encounters with them. This has often resulted in their ships needing substantial repairs to equipment and hulls.

The technicians have nicknames for some of these custom ships, one they call the *Vanguard*, which has very aggressive optimisations, another they have nicknamed the *Sentinel* as it seems particularly well-tuned for defence. Witnesses claim the ship termed the *Raider* is much faster than normal. One other variant, thought to have enhanced cargo capacity, has been dubbed *Hauler*.

O'ren Rho, an aging Argon pilot, sums up his experiences:

"An Alpha HEPT-equipped laser turret on the side of a Corvette can obliterate the shields on a scout ship in two hits. Not enough time to grab the eject lever, just enough time to die. "But can a Corvette out turn your small, nimble scout? Never." Find a blind spot and if you can remain in it, you can unload as much energy into its shields as you can muster. But you can't stay blind if the larger ship has an accompanying escort ships.

See? Knowledge and quick decisions are the difference and ultimately decide where the spoils of the battle will go. If you have the appropriate upgrades for your ship, you can instruct it to fight for you and a good job it does, if a little single-minded sometimes. However, there is no substitute for good old Argon reactions and the ability to spot an advantage and press it home. When head to head with an enemy who has superior weapons and shielding I will launch a number of missiles at them as we close on one another. This will achieve two things. First, they will be more worried about the missiles than they will be about you which leaves you free to obtain a good attack stance and secondly, there is every chance that the missiles will strike home, lowering their shield strength and giving you the possibility of a quick kill or a quick escape."

Missile Types

Missiles can be launched singularly or in swarms with multi friend/foe-recognition targeting. Though a few of the latest missile types are still currently in development, the full range of missile types now command an aggressive array of features.

The Friend/Foe is a smart missile as it will aim for your current selected enemy or if no enemy is selected it will pick the closest one, if a target-lock is lost, it will pick the nearest other enemy again, using 'Advanced Image Recognition'.

A multi-warhead Tracker missile will fly in a straight line and then split up into multiple missiles after a short distance when it is at a closer range to the target.

Swarm type image-recognition missiles are a swarm of missiles when launched. Each aims for the target, with each missile working as a standard IR missile.





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The Swarm Dumbfire are "unguided swarms", they do not aim for a target, but will fly a seemingly straight path at first, but are excellent for avoiding missile defence weapons. These are a bit cheaper than the Image-Recognition variant.

Proximity Charge missiles, nicknamed "Cluster Busters", can detonate in the proximity of other objects. They inflict a large amount of area damage and as a result are more expensively priced.

Proximity Tracker image-recognition missiles follow a target and, when in close proximity to the target, work like the known tracker missiles. They then split up into several smaller missiles, each aiming for the target. It will split up in range of defensive weapons, so if you can't catch this one before it splits up, most if not all of the smaller missiles will hit the target.

The Synaptic is a special type, which flies unguided; it does area damage on detonation. On a second press of the missile launch key, it will trigger a premature detonation, so you can time the moment for the big bang. This missile is a bit slower than others, but the area damage is enough to cripple a decoupled Kha'ak cluster in one blast.

Torpedoes are, as the name suggests, fairly big. This projectile even has some hull protection, so it can survive a few hits before it blows up. Not unexpectedly, the big bang Torpedoes provide needs big Credits.

Although you can take on ships of your own class and even ships that are the next class above it, you will more than likely come off worse against larger ships, but it can be done if your fighting skills are high. An M5 will only have a few 1MJ shields and will be fitted with Impulse Ray Emitters. It will be able to take on other M5 and some M4, but it will have difficulty with a M3 like an Argon Nova with three 25MJ shields and Beta HEPTS. Some brave pilots have reported such kills, but they may be just talking about their dreams.

Attacking with a few ships will improve your chances when you are facing a much larger enemy. The captains of large M2 destroyers will at first think you are playing a practical joke if you think you can take them on with a single M6 ship or even a ten M3. If you persist in such silliness, they will use cannons to laser the message across the debris of your ship's hull, so you will then understand them clearly. Destroyers can have seven or more 1GJ shields; yes that is a **Giga Joule** not Mega Joule. So unless you have ships of equal size or great many of a smaller size, don't even try or your last memory will be watching the fragments of your ship's hull floating by in space.



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Battleships

Maybe some pirates from a nearby Pirate Station just took a shine to your ship, or maybe you even have a mission that requires you to have a small fleet or armada of ships, or maybe you are just greedy and want the sector that someone else has. There will be times you will want to assemble a large fleet of big ships, to let the universe know that you are not to be messed with. Here are a few tips to make those memories good ones.

Capital ships can have an extensive array of weaponry and shields fed by their powerful generators. With large stocks of lasers and missiles they can intelligently use laser loading to change the class of laser used; so they can fire endlessly or even with the next class down from the optimum they will still be able to fire three or four times longer. Additionally they can re-direct power from their very powerful generators, so that the lasers on one side of the ship

can use the energy of the lasers currently not firing on the other side. Their powerful multiple Giga Joule shields provide an almost indestructible barrier even though they are very slow to recharge.

Class M2 – Teladi Phoenix



Destroyer. Your first destroyer is going to be one of your first 100 million+ Cr investments. To get one you will have to be very wealthy, will also have reached a high enough fighting rank and be on good enough terms with the race you are buying it from.

An M2 Destroyer costs more than just its purchase price, you will have to buy all the upgrades and equipment, several high-grade Giga Joule shields, multiple sets of all laser cannons and missiles.

With a destroyer costing around ninety million Credits, you can add another fifty percent to that purchase price to the cost of fully maxing it out with everything it will need. So make sure you are wealthy enough to bear the full cost, as there is nothing worse than seeing a slow, toothless, and half-baked destroyer limping across a sector.

Class M1 Paranid Zeus

Carrier. Carriers are large ships with formidable shielding, point defences and a large capacity for carrying a number of different smaller ships within their hangars. They are crewed by highly-trained personnel and captains chosen for their skill and aggression. Carriers rarely change their direction to avoid smaller ships.



Remember that due to the size and density of the hulls of these great ships, to repair one percent of damage to their hulls will cost you more than what you would spend on a new M3 class ship, but that should be small change to some one as wealthy as you will be.

Yes, when you fly one of these giants other ships do look like insects and if you plough through one, as well as scratching your hull and making a mess of the paintwork, the cost to your reputation could be very high. When you arrive in a sector, it is suggested that you rise high above the main travel lanes before you carry on flying.

Plan ahead. The universe does not carry enough stock of big guns and shields for when a rich player like you arrives. So set up some factories early on in your empire building, which will serve as stock building complexes and stores for your fleet of big ships. Likewise your pit



stops between little disagreements with some of the races should be stocked with ships carrying equipment, weapon spares and energy, which can be beamed aboard your Carrier or Destroyer using your Goner Transporter Device.

If you have been very busy building and carrying out shady missions for dirty money, you may even become one of the super rich with enough Credits for a fleet of M2 class ships. You may need them to protect your investments from invasions or even be able to succeed in glorious battles with acts of heroism for the highest rewards.

Keep those laser banks charged, missile racks full, your wits about you and always one eye on the scanner.

*"I don't want to know who started a fight but **I know** who ended it." BurnIt!*

Combat Guide

The well-known author of *Survival in the Universe*, Los t'Soul, has given permission for extracts from his works regarding Ship Management, Fighting, Reputation and Big Ships to be made available to the general public. The guide has been read by over 120,000 new pilots and is constantly updated with feedback from their experiences.

Ship management

Q: How do I repair the hull of my ship?

A: If your ship is not going as fast as it would normally, it may have hull damage. As this damage increases the slower the ship becomes. You can go to a shipyard and trade with the station to get your hull repaired. Bigger ships have a greater hull density and will be more expensive per percentage of damage to repair.

Q: How do I pick up cargo from a ship I have destroyed?

A: Target the crate and when you get closer to it open your cargo bays with the [o] key and fly to it. If your ship has too little cargo space or the cargo is of a greater size than your ship capacity, you may experience hull damage if you approach too fast.

Q: Why can I not buy some ships?

A: If you want certain ships and high-tech wares, your ability to buy them depends on your reputation with the race you want to buy them from and your fighting status will affect some bigger ship purchases. If you find you cannot buy a particular ship like an M2 class, then you do not have a high enough combat rank to deserve one.

Q: How do I change ships in space?

A: You have a few ways to do this, if you have the Goner Transporter Device, you can beam yourself over to the ship, or if docked at a station you can change ships from the menu by selecting Personal-Change Ship, or alternatively you can eject from your ship and enter the other ship in the same way.



To use the Transporter, target the ship you want you transport to, fly within 5 km and by selecting Target-Transporter or press [i] to bring up the target ship's menu. Scroll down with the cursor keys. If you are in range then there will be two new items in the menu, Freight Beamer and Transporter Device. Selecting Freight Beamer brings up a screen that lets you select which cargo to exchange, by selecting Transporter Device; it will beam you instantly to the other ship. If you intend to move between ships, make sure all the ships you transport to also have Transporters fitted.

Q: What is the "missile probability" that is set to 5% of the time?

A: The missile probability is how often the ship will use its missiles in combat. So for 5% of the time it will use a missile, if set to a higher number like 50%, it will use a lot of missiles in combat.

Q: How do I jump a lot of ships?

A: Use the command console to tell you other ships to follow you. The ships will need to be equipped with a Jump Drive and Energy and navigation software. Then use the command console, then Navigation, Jump. The other ships if properly equipped and with enough energy for the distance will then jump with you. The amount of energy required for a ship to jump is based on the amount of sectors and the class of the ship, the bigger they are the more energy required per sector jumped.

Q: Where can I dock an M2 or bigger class ship?

A: Destroyers and Carriers can dock at a Shipyard for buying equipment and TL class ships to buy factories.

Q: How do you load energy and other goods into M1 and M2 ships?

A: There are few ways to do this, (a) Request one of your ships to drop their freight in space and then open your cargo bays to retrieve the freight. (b) Use the Goner Transporter Device to beam the freight over to your ship from a TS ship that you keep docked at a Power Plant for this purpose.



(c) Visit Terracorp Headquarters where you can purchase energy.

Q: What are the essential upgrades that should I have?

A: The Goner Temple sells the top three upgrades, which are a little expensive, but makes survival in the universe much easier. The Jumpdrive allows you to travel quickly to distant sectors to protect your assets or hunt down enemies. The Transporter Device is used for beaming yourself or goods between ships. Finally, Salvage Insurance in case your luck has not been so good.

Q: What if my kills have made more crates in space than I can put in my cargo bay?

A: You can instruct one of your ships to collect wares in this sector. The ship will have to have the Special Command Software Mk1 upgrade installed and also have the capacity to load S/M/L classed crates.

Q: How do I command my ships to patrol a given area of space or multiple sectors?

A: You can only command M6 or bigger class ships to patrol sectors. To set the area, select the patrol command, when the universe map shows, then select the sector, move the cursor using the numeric keypad to your first waypoint and pressing enter at each point. Repeat the process for 3 three more positions, thus marking all four waypoints.

You will then hear the "Command Accepted" when you have done the above correctly. The ship will then patrol inside the four-waypoint borders you have defined. Alternatively if there is no dangerous nebula in the sector, you can just set your patrolling ship to "Attack all enemies". Make sure you adjust the Friend/Foe settings to make them attack only ships you want them to and remember to turn "Show as enemy if enemy to me" off.

For Multi-Sector Patrols, go to the ship's command menu, scroll down to the Commands section and press the [Enter] Key. Select the option to "Add sector to Patrol List". You can only add one sector per "Add sector to Patrol List", it will exit out to the command screen and the additional ship commands will still show none, this is normal. Just keep adding them until



all the ones you want are entered, adding the same sector a second time, clears it out of the list. Then select the "Multi-Sector Patrol" command.

Q: What is the MK1 Engine Booster and how do you use it?

A: The Mk1 Engine Booster can be bought at a Pirate Base. To use it you will need to have Energy cells and/or space flies. At the command console select 'additional commands' and then the fusion injector.

Q: How do I rotate the camera around the ship while flying?

A: Press F2 key for the external camera, and then use the numeric arrows to rotate it. If you press the [0] key you can toggle the view between the front and rear of the ship.

Q: How do I deploy Squash Mines?

A: Eject them from the cargo bay. Target them with and press [i] to bring up the info screen of the Squash Mine. Select the command menu and arm them.

Q: How do I set up a Laser tower?

A: Eject it from the cargo bay. Target it and press [i] to bring up the information screen of the Laser tower. Select the Command menu and set the Friend/Foe settings. It will attack any foe that comes into range.

Q: How do I use Fighting Drones?

A: Drones are a very good disposable that can save your pilot's seat from getting toasted. You can eject them and set them on your enemy, which will do a few things for you; firstly, it will totally distract your enemy into spending time fighting them off and secondly, it will give you time to recharge your shields, run for it or add your own firepower to the drones' to turn the tables on the ship that attacked you. They are pretty essential if you are just trading in a TS ship. To launch them, go to your Freight menu [f] key, highlight your drones and with the [Right Cursor] key select the number you want to use and press [Enter] eject them. Go to your sector menu, select a drone, Command Console, "Broadcast to all my ships in the sector", "Broadcast Sector, Fighter Drones", and select command "Protect me", "Attack all enemies" "Attack..." or "Protect...". Or use the 'Hot keys' [Shift+8] keys to command the drones to Attack Target or the [Shift+9] keys to command them to Protect you.

Q: How do I get a ship to let me know that it has completed a command I gave it?

A: Command complete notification. There is an option to have ships contact you once they have completed their current command. In the command console for the vessel in question, locate the *Configuration* section. The first setting there is 'Notify me when order completed'. Enabling this by selecting 'Yes' tells the computer to send you a message when your remotely commanded ships have completed the tasks they have been assigned. This ensures that none of your ships are left idle for extended periods, losing you potential profit.

"Never arrive with two ships if it's enough to do the job. Bring ten." Steel

Fighting

Q: Is increasing my fighting rank just about fighting?

A: Yes and no. Yes, in as much as the more kills you make, the more your rank increases, but also the bigger your opponent the bigger the increase. If you also kill enemies not just in their own territories but also in the space of other friendly races and you have a police license for that race, your fight and your race rank will increase.



Q: How do you use strafe drive?

A: The strafe drive is standard equipment for all ships and is very effective in combat to avoid incoming fire. The direction of the strafe is controlled by the [w,a,s,d] keys.

**Q: How do I set up turrets to fire automatically on enemies?**

A: Buy the combat software from an Equipment Dock. Then press [Shift+c] to call up the Command Console of the ship select 'Combat', 'Command all turrets' and assign the commands 'Attack my target', 'Fire on all enemies', 'Defend ship' and 'Missile Defence'. Alternatively select each of the turrets for individual configurations.

Q: How do I set up Wingmen?

A: To make a particular ship a wingman, go into the ship's details, Command Console and further down are three wingman settings, 'Wingman: Yes/No', 'Missile Fire probability: X%' and 'Formation: X' By setting this to 'yes' the ship will show with a (W) in your sector listing.

The [Shift+7] hot key makes wingmen go in to formation or Attack target. The [Shift+6] hot key instructs them to Protect you. You can also use sector or carrier-wide commands by selecting one and ordering 'All Wingman Attack...'

Wingmen should be also equipped with Jumpdrive and energy, because if you jump to another sector, they will then follow you, but if they do not have a Jumpdrive they will travel across all the sectors to get to where you jumped.

Q: If am under attack can I get some help?

A: Yes, if you have a good reputation with the local race, you can comm. Destroyers, Carriers or Stations that are within 8km distance and tell them you are under attack, and they will then send you assistance, if they have fighters available.

Q: Which turret commands should I use for defence?

A: 'Missile Defence' will prioritise missiles heading towards your ship and then the nearest ship. 'Protect Ship' will target the nearest ship or missile. 'Attack My Target' will only attack your target and 'Attack Enemies' will just attack the nearest enemy ship.

Q: How do you remotely command other ships to follow you or protect you?

A: To get a remote ship to follow you, you need to install Navigation software in it and install Fight software for it to protect you or to be able to instruct it to attack. Go to you sector menu, select a drone, Command Console "Broadcast to all my ships in the sector", "Broadcast Sector, Fighters", and select command "Protect me", "Attack all enemies" "Attack..." or "Protect...".

Q: Where can I find out how many ships I have killed or captured?

A: Pressing the [p] key will bring up your stats, use the [PgDn] or M.O.U.S.E to navigate down the list which includes all the classes of ships, stations and other things you have destroyed.

Reputation**Q: Can I get rich as a Pirate?**

A: In a word yes, but at a high cost. You can run illegal goods, like Space Fuel, Spaceweed, Slaves and Squash mines, while you also carry out not so legal missions from dealers at Pirate stations and steal from innocent freighters. You may pay a heavy price with your reputation and ranking with many of the races you prey on, or whose sectors you try to take illegal goods through, and also find yourself barred from docking at their stations or even hunted by them if they have cause to be really upset with you.

Q: How can I improve on my race ranks?

A: You can get on their good side by proving your skills in killing Pirates, Xenon or Kha'ak ships and do race-specific and military missions. Most importantly, avoid collisions and fights with the races you want to improve your relations with! Improving your race ranks will make it





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possible for you to buy Police licences, so you get paid for your kills. You will then have an [L] after the race rankings in your pilot info, for each race you have bought a licence from.

Q: I accidentally made a Station an enemy, can I make it friendly again?

A: If you manage to upset a sector station, you can find a pirate station within three sectors and look for a BBS message for any shady characters offering hacking services to change your status with that station.

Q: I launched a fleet attack on a race whose sector I wanted, would they take it back?

A: Yes they will start to rebuild their stations in that sector and if any of your freight/fighter ships travel through any of their sectors, they will destroy them. You will also find they will no longer sell you any goods or buy from your stations and it will take you a long time to earn their trust again.

Q: Why do my ships keep attacking other race ships?

A: Check the ship's command console and race settings to change the Friend/Foe details and then make sure you have not left the ship setting "Show as enemy if enemy to me - Yes". If you have and then make an enemy of a Paranid ship, the other ships with this setting will attack Paranid ships.

Q: Is my Fighting Rank reduced if I do not fight for a long period?

A: Your combat rank will decrease slightly over time if you do not fight, but the decrease is more noticeable if you use SETA for long periods other than travelling.

Q: How do I apologise for friendly fire?

A: Should you accidentally cause damage or death to a ship, to which you had no hostile intentions, you can contact local sector police or military vessels to declare the incident and avail yourself of any punishment.



"Dream the impossible dream, Fight the unbeatable foe, Strive with your last ounce of courage to reach the unreachable star." – Unk' Nown



MISSIONS

Non-Plot Missions (Got ship need Credits)

When docked at a Station, select Station, Bulletin Board (BBS), read the news and see what missions are available. There are a number of trading and non-trading missions you can obtain from station Bulletin Boards. These can sometimes help you increase your reputation and more importantly increase your Credits. Here are some of the more basic missions you can use to get started. It is important to note that some of these will require a particular trading and or fighting rank for you to be accepted for them.

Taxi Runs (Take me here, there and everywhere)

This is a very simple mission that can make you some decent money at the start of a new game. It requires you to take the person offering this mission to the station of his choice within a certain amount of time. If you succeed in bringing him or her to the station on time, you get paid. If not, you get a nasty message and a bad record in your personal info screen. The time limit is very long, so it is easy to make lots of money, albeit slowly, with these missions.

The higher your rank and status the higher the payments will be, as your reputation will determine how reliable you are. You can use the Jumpdrive without penalty to get there quicker. Equally if you are late you will not get paid. Unlike the next missions it will be unlikely that you will encounter hostile forces.

Shady Taxi Runs (Xenon Invitations)

These are like sending out invitations to the Xenon for captures, Credits and reputation. You will be asked by some character to help them get for Location A to Location B, but they will warn you that you are likely to encounter some Xenon or hostile forces that may try to stop them reaching their destination.

If you have bitten off more than you can chew and are completely out-gunned, a simple strategy is to head for the nearest gate at great speed. Then on the other side of the gate you will be able to catch them in ones or twos at a time.

Xenon Invasion Missions (Help wanted)

Here is another chance for you to not only impress the locals and get plenty of race and fighting rank increases, but you will also get paid good Credits for your troubles. To find these missions, dock at various trading stations that are one to three sectors from any Xenon sector and check out the Bulletin boards. The amount of and types of Xenon will increase the higher your ranking, so they will always tax your current skills and abilities, but the rewards will also increase accordingly.

This is also a good way to acquire lots of race rank boosts; with lots of enemies to clear up, the locals will be very grateful and your status will improve with them.

Trading Missions

These are usually requests to collect and deliver some urgently needed resources for a station in the same or other sectors. There are usually quite strict collection and delivery timescales, so it is important to have a Jumpdrive and a range of ships available. Some missions may require the class of your current ship and others may need a TS Transporter class ship.

Plot Missions 1 to 7 [SPOILER]

When you start in Argon Prime you will have an Argon Buster M4 equipped with a Jumpdrive and will receive a request from Ban Danna that you join the squadron that is waiting for you in the sector of 'Home of Light'. In this first mission Gamma Flight will be waiting by the north gate of that sector.





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If you prefer not to do the mission yet and take the opportunity to strengthen your position with more resources and wealth, you will have a few couple of options. You can decide to not enter that sector until you are ready. Alternatively if you do enter the sector you can still ignore the communication from the Gamma Flight leader. Either way, as you go about your own business, you will later receive reminder communications every now and then from Ban Danna that the squadron is waiting for you to join them.

To help you get on the right track, here is a guide to the first seven plot missions

Mission1: Kha'ak Patrol

Meet squad in Home of Light

Ban Danna will brief you on the mission to escort the Gamma Flight group, located in Home of Light (HoL). You start in Argon Prime (AP) and after Ban Danna gives you the briefing you will find your 'head-up display' (HUD) will target the south gate which will take you to HoL.

On arrival in the sector you should meet up with the flight to the right of the North gate and begin the patrol to Cloud Base South West (CBSW). From there, follow the patrol closely as you take the route to the West gate, which leads to the sector, Red Light (RL).

As you get within a short distance from the gate a group of Kha'ak M5 will appear from the North direction of the sector. Your HUD will go red and the auto-target will automatically lock onto one of the Kha'ak ships. Your task is to increase your fight rank and notoriety with the Argon by destroying as many of the Kha'ak as you can (Hint: If you want to get the first kills or all of them, fly a couple of kilometres to the right of the patrol, so when the Kha'ak appears you will reach them first. Otherwise, if you want to avoid the fight and want Gamma to do all the work, fly the same distance to the left of the patrol, to arrive at the Kha'ak after they do).

Escort Squad to Red Light

After the patrol has dispatched the Kha'ak you will continue towards the West Gate into RL. It is a good idea to target Gamma Lead and follow him into the centre of RL. Before you arrive at the centre you will get a cut scene. When the Kha'ak arrive your target will automatically lock on to the Kha'ak M3 ship. You are advised to empty what firepower you can into the M3 to weaken it; you will soon get additional support from your comrades. After the last of the Kha'ak has been destroyed, the patrol will resume towards the South gate and into CBSW.

Mission2: A Favour for Noah

When you enter the North gate to CBSW you will receive a broadcast message from Noah Gaffelt inviting you to the Goner Temple. You should go there and dock or comm. him.

After you have spoken to Noah you will be transported into the rear Turret of a Goner ship. In the practice run you will have some drones to hit, press the K button twice to Auto-Target, this will help you target the Drones.

You will then have two waves of Pirates to attack, use short bursts of fire as they come in range (The X will turn to the 'In range' target marker).

You then head down onto Antigone and are chased by some miscreants. They are hard to hit, but using auto-target you should be ok. Having escaped the planet you end up floating in your damaged spacesuit. On your left will be a spaceship amongst the asteroids, put your speed up full and head towards it, you will then be beamed on to it.

Mission3: The White Crystal

On your way to Farnham's Legend you will need to fill your cargo bay with Energy and have a Jumpdrive, when there, head towards The Marauder shipyard.



In the next few stages you will need to destroy the pirates and attack the Talon. It will then jump to another sector, for which Saya will give you the location. Repeat at each jump and keep attacking the Talon to get its shields down. When the Talon gives up the crystal, Saya will collect it.

Mission 4: The Race

In your mission to find Thomus Beckitt you will need to go to the Trading Station in Freedom's Reach, south of Danna's Chance; it would be good to stock up on more Jumpdrive energy on the way. The racing is fairly easy, when you start you just put the throttle on full and aim for each marker, you don't have to hit the marker exactly, near it will be enough, as you reach it the next marker will appear. If you don't succeed, you will be invited to try again.

If successful, you will need to jump to Ore Belt to find Thomus in his ship, *Solitas*, near the East Gate area of the nebula. After your meeting with Thomus you will need to rendezvous with Ban Danna on the Argon One in AP.

Mission 5: The Convoy

Go to Home of Light and comm. the Convoy Leader. Escort the convoy through the South gate. When the Kha'ak appear you will be transported into a turret of one of the TL ships, again use the K key to activate the auto-target and kill as many Kha'ak as possible to improve your reputation. Remove any remaining Kha'ak in your own ship. As there is a solar Power Plant nearby, take the opportunity to get some more Energy for your Jumpdrive.

Mission 6: Ocracoke's Storm

You will need to Jump to Empire's Edge and then head West from the North Gate into Savage Spur and then through its South gate. In the asteroid you should take your time and watch the cycle of the scanners to find your best window to run through them.

At the first set of scanners, aiming for the middle of the two sets of beams, weave between them to get to the hole in the wall. At the second set wait until the first scanner has started to sweep across and fly through it staying close to the wall on the left, which will help you avoid the second scanner. At the next scanner you will see a Port on the wall. Time it right and fly through it. With the next scanner, stay on the right of the wall to avoid it.

After that it is fairly easy to travel through the remaining corridors, ports and scanners. When you arrive there will be a cut scene and the mission will be complete. You will then be back in CBSW and the Talon will appear with some pirate ships. Get rid of those and the Don will, after a chat, ask for your help in finding his daughter.

Mission 7: The Pleasure Complex

When you arrive at Thuruk's Pride go to the Trading Station and read the BBS, which will have a message from the Manager of the Silicon Mine. You will be directed to the Pleasure Complex in Teladi Gain, near the East gate. Follow Saya maintaining >5km distance. When she is captured, start destroying the mines and take out the Yaki pirates. After the cut scene you will enter the station for the next task.

When entering the complex turn tight towards the marker and when you come to the big open area, turn left to pick up Saya's Ship, enter it and continue on your original path, further into the complex. The indicators will lead you to the first generator on the left, which you will need to destroy. The corridor with the shield will now be clear and you just need to take out the lasers, if you don't mind a bit of a shield hit you can get past them.

Go into the corridor and turn left at the next section. At the next section (on the left corridor you will see the blue forcefield at the end of the corridor) take the right corridor that goes down, at the next section go down again. Keep going past the laser fire until you come to a cross section, carry on a little further take the turn to the left, and left again into the next large area, then destroy the second generator. Now reverse your path until you see the big blue arrows pointing you to where the blue forcefield corridor was before, now on your right.

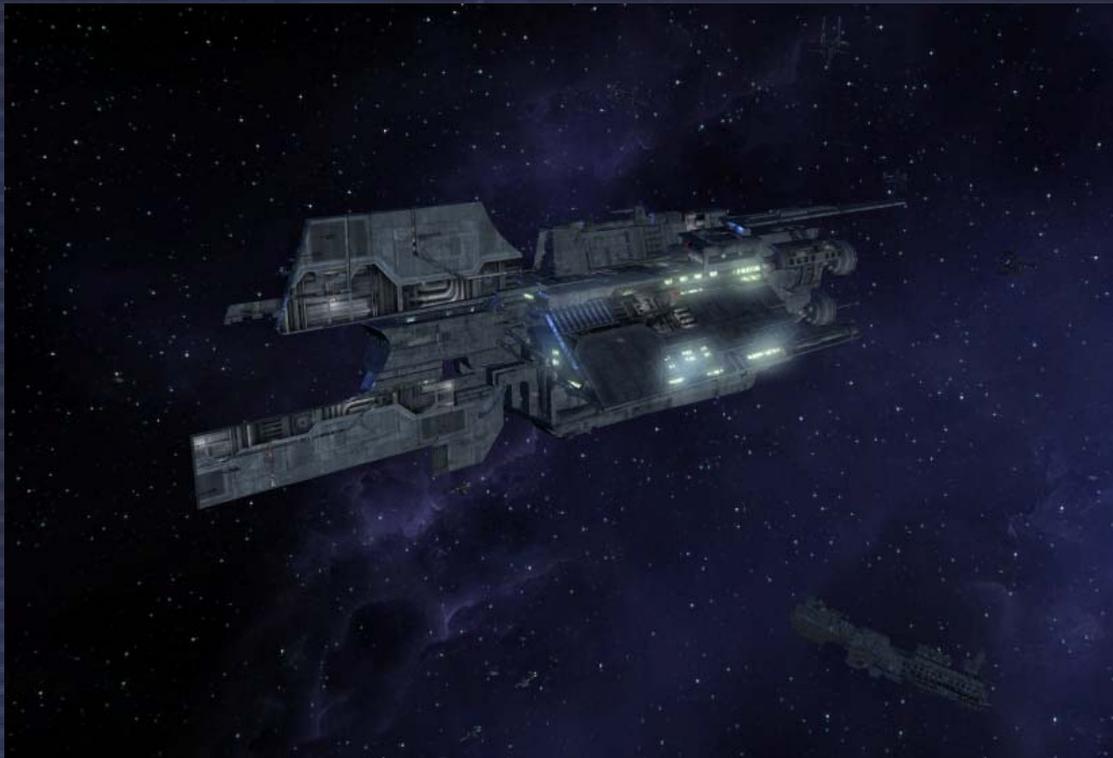


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As you get near the section with the Pods the beeping will get more frequent until you are almost on top of them and the beep will be almost continuous. Now go through the door now the forcefield is down and at the next intersection turn right and right again. Go ahead and then left and left again. Turn right and down in to the next large area with the hatches, fire at them to release them until all six escape pod doors are blown.

Carry on to the next cross-section where the red arrows indicate where you have come from and go down the corridor with the blue arrow and at the next cross section, where it goes down and then continue down the right corridor and the next cross section. Fly through the blue ring and then take the next corridor on the right, take out the two lasers and shoot at the six escape pod doors until they are blown. You will then rejoin Saya with Miria and head off to The Marauder in Farnham's Legend and contact the station.

Note: there are a further seven missions, numbers eight to fourteen, that continue the plot storyline. By using this walk-through you should now be familiar with the requirements of the next ones.





UPGRADES & EQUIPMENT

Upgrades/Equipment

There are many items that can be acquired to enhance your fleet and defend your property. Many of these come in different configurations of the same type. For instance there are various levels of each laser weapon type increasing in destructive power with the associated cost and energy drain. Be aware that some technologies are only available from certain areas of space or indeed certain races and you may need to search hard to find the most coveted upgrades. Also remember that you can only dock with races where your standing with them allows it. The enemy of a race is not a good thing to be if you need equipment that only they can supply.

Advanced Satellite

This satellite is the next generation of advanced communications, providing live information of ship traffic and commodity prices that are relayed to your ship computer. This model has a much larger scanning range than the standard Satellite. It still retains many of the old features that allow for navigation and information relay.

Best Buys Locator

The best buys locator can help you find the one location in your current system where you can buy each available product for the lowest price. Very helpful for advanced traders!

Best Selling Price Locator

This Upgrade can help you find the one location inside your current sector where you can sell each of your trading items for the highest price. Very useful for advanced traders!

Boost Extension

This boost extension allows your ship to accelerate with three times its normal acceleration. This extension is essential in some combat situations.

Camera Drone

New on the public market and developed by the Argon military to acquire accurate tactical information, the Camera Drone has been updated over the last decade to incorporate the newest in video capture technology to feed live information to the person who remotely controls the device. Today the device is used to survey new sectors and planets, as well as spying on neighbours and monitoring enemy activities.

Camouflage Device

This is a specialised device originally developed for spy missions by the Paranid; the technology behind the device is unknown. It renders the ship invisible to Radar and to sight. Because of its dangerous nature it is now considered highly illegal in most sectors as there are fears that if the device falls into either Pirate or Xenon hands, any of the sentient races would be at risk to attack. There are rumours that each race military has a covert operations squadron equipped these devices.

Cargo bay extension

Your cargo bay will be extended by a certain amount of cargo units using subspace compression technology. This extension will be more expensive every time you use it because of the increasing complexity of the technology used.

Cargo Life-support System

This life-support system allows you to transport living creatures, passengers and even slaves in your cargo bay.

**Crate**

Crates are the universal method of transport for cargo. They come in many shapes and sizes, but all protect against the vacuum of space.

Data Storage Device

This device can store audio and video data.

Docking computer

This device enables ships to lock onto and interface with a space station's guidance beacon. The beacon transmits signals to the ship's docking computer to adjust speed and direction needed to aid the automatic docking process.

Duplex Scanner

Research and development of Radar technology has resulted in the Duplex Scanner, which increases the scanners range by a factor of 2. This enables targets to be acquired at much greater range.

Ecliptic projector

The Ecliptic Projector helps the pilot to navigate inside the system. It projects the ecliptic plane into the pilot's view; this assists pilots in orientation and in gate location.

Engine Tuning

A team of highly-trained specialists using advanced equipment in this complicated procedure will optimise your engine, making your ship faster than ever before.

Fight Command Software

This is a software extension for any shipboard computer and includes a laser targeting support system. New commands are added to the shipboard computer's command console.

Freight scanner

Pilots, whose spaceships are equipped with a freight scanner, can see exactly what is inside other ships they scan. Often pirates will abuse the use of this scanner before they attack and plunder innocent ships. Freight Scanners can be used to detect smugglers within 4km distance and they cannot be used legally without a Police license.

Jumpdrive

The Jumpdrive is a relatively new development. This ultimate upgrade allows your ship to jump to far distant sectors immediately. To focus on a distant jump gate through many different sectors and through many other gates, it requires additional energy containers for every sector it has to cross. The amount used per sector depends on the size of your ship.

Mineral Scanner

The mineral scanner is an important add-on for every pilot who plans to exploit asteroids for mining. Mounted to a spaceship it adds valuable information to the scan results of Asteroids.

Mobile Drilling System

The Mobile Drilling System accelerates and emits small fast rotating helical particles, which drill into rock and use supersonic resonance to break up the rock. Its effectiveness against other materials is very low.

Navigation Relay Satellite

These satellites transmit all navigational data of the system they are installed in to your ship's computer to allow your universe map to display online information of all ships and stations. Installing such a satellite is necessary to control distant systems remotely.

Navigation Command Software MK1

This is a software extension for any shipboard computer. New navigational commands are added to the shipboard computer's command console.

**Navigational Beacon**

Hazard Warning Beacons are placed by civilian militias to mark out the trade routes in dangerous sectors, they emit pulses of light that show the trade lanes between gates and stations. By flying close to these beacons you can be assured of a safe flight, although pirates sometimes use these trade routes as target practice.

Ore Collector

After ore has been broken up by a mobile drilling system, the smaller rocks can be brought into the cargo bay using this device. It works by targeting the smaller rocks with a low powered gravity beam, bringing the ore into the bay ready to be sold.

Police license

After buying this license, pilots are accepted as a Police authority by all space stations and factories in the given Races' territory. They are automatically paid for the elimination of outlawed ships. You will need to have a good reputation with races before they will trust you enough to allow you to purchase a Police licence.

Rudder Optimisation

This service is a time-limited special available only now. Specialists in rudder control will hand-optimize your ship's manoeuvring thrusters to make the ship easier to control than ever before, allowing for complicated manoeuvres and advanced tactics.

Salvage Insurance

Salvage Insurance allows valuable and vital personal, financial and tactical data to be securely downloaded to a central database for retrieval following a catastrophic loss. This insurance policy is well worth taking out at the start of journeys, trading or combat missions, as it protects a ship and its pilot from the loss of all endeavours, enterprise and acquired knowledge.

Singularity Engine Time Accelerator

This product is based on the phenomenon of the time and space anomaly observed in the presence of a singularity. The SETA is an attachment to the ship's normal operational engine, which can, when activated, compress time up to ten fold. Due to the constraints of the space-time compression technology it is not possible to alter one's course and velocity. The device will be deactivated as soon as any interference to the ship's controls are detected. The invention was clearly made to shorten travel across vast distances. No known side effects exist but they cannot be ruled out.

Spacefly Collector

Although illegal, Spacefly collecting has become a lucrative endeavour in the universe. These small creatures are stunned by an Ion weapon and then collected by this device for secure storage in the ship's hold. These Spaceflies can then be sold for an easy profit to anyone who will take them. This activity is illegal but within pirate communities it has become a way of life.

Space Suit

This technologically advanced space suit keeps the wearer warm and shielded from radiation and offers some manoeuvrability but gives little protection against laser weapons.

Special Command Software

This software upgrade installs commands to allow ships to pick up cargo floating in space, usually after a ship has been destroyed. It is also invaluable for mining.

Strafe Drive Extension

This extension allows a ship to manoeuvre, using enhanced thruster assemblies, in the vertical and horizontal axes without changing aspect, making possible some advanced steering manoeuvres. This has proved to be such an essential upgrade that they became standard equipment that was included in the build of all ships.

**System Override Software**

System Override Software, outlawed throughout the known sectors, is available only through clandestine pirate factions. This device directly interfaces with and overwrites the unique ownership ID and serial data of the target ship. Once initiated, the target will reset all security systems and allow you full onboard access.

The software, though expensive, allows you to claim a ship by positioning your ship very close to the captured ship (within 35 m) and claiming it by selecting Target-Claim without having to eject from your ship.

Trading system extension

Using the trading system extension a pilot can request detailed price information for all goods without actually docking to a factory or space station. This can be very useful for frequent traders.

Trade Command Software

Trade software MK1 is included in the standard build of all TS Class ships.

Transporter Device / Freight Beamer

The Transporter device is a development based on the remains of the jumpdrive first introduced with the Xperimental ship and reverse engineered by the best scientists of all races. Using this device you can get from one ship into another ship within a range of 5km without using your spacesuit. It works equally well for transporting wares between ships.

Triplex Scanner

The Triplex scanner increases the Radar scanner range by a factor of 3. This technology detects greater variations in the gravitational fields generated by ships, stations and other bodies. The processed information directly feeds both the sector map and the Radar display.

Video Enhancement Goggles

Invented by the Argon during the Boron Campaign it allowed their fighter pilots an advantage by being able to spot fighter crafts from long distances. Since then the product has been adapted by the commercial sector and is now widely available in its recent shape fitted specifically to the various races.



WEAPONS



Weapons are divided into types. Each type has a version, indicating the strength of that weapon. Most weapon types have several variants: Alpha, Beta and Gamma. The Alpha costs the least, has the fastest fire rate and uses the least energy, but does the least damage. The Gamma variant is the most expensive, slow firing and energy draining, but does the most damage. Unsurprisingly, the Beta variant is somewhere between the two.

Alpha Electro-Magnetic Plasma Cannon

The Earth Fleets powerful and highly advanced Alpha EM Plasma Cannon is the most common weapon found on Terran fighters.

Beta Electro-Magnetic Plasma Cannon

The Earth Fleets powerful and highly advanced Beta EM Plasma Cannon is the most common weapon found on Terran capital ships.

Fighter Drone

A fighting drone can be launched against an enemy ship and attacks the target autonomously.

Flak Artillery Array

The Flak Artillery Array is a new weapon that fires bursts of energy into space, acting as a defence barrier that stops most missiles and light fighter-ships.

High Energy Plasma Throwers

The radiation is so dangerous that the weapon had to go through many Jazuras of research and development until it could be placed on the market. This was worked around by adding a radiation sink into the weapon's main design, purging the weapon of all excess radiation between shots.

Impulse Ray Emitters

The Impulse Ray Emitter is one of the oldest energy based weapons around. They require not much power to fire, and they usually have quite a rapid rate of fire. No one actually knows when the weapon was first developed.

Ion Disruptor

This weapon is unlike any other weapon encountered. Developed by Boron scientists, this weapon fires a steady stream of ion particles in the direction of a ship. Then the stream is ignited. The result is a lightning effect that affects ship systems and shields, while leaving the hull relatively untouched. Although this weapon is relatively new, it has undergone extensive testing to make sure it maintains high Boron safety standards.

Kyon Emitter

This weapon is of Kha'ak origin. It generates and emits Kyon particles that line up in a straight line. How these particles are generated is not currently known. They are most commonly found on Kha'ak ships.

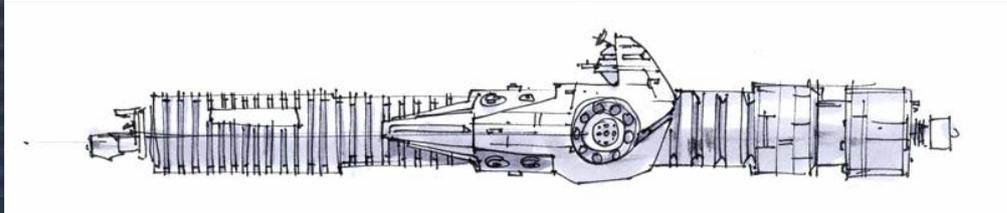
Laser tower



A defence installation typically found around stations or factories to help them defend against invaders. Lasertowers are normally equipped with a 25 MJ shield.

Lasertower Weapon

This is the primary high-energy plasma beam that is used in Lasertowers. Its main energy systems make this weapon incompatible with large ships for the time being, although scientists are trying to find a way to remedy this situation. Argon scientists first developed this weapon by accident when using photon-enhanced gamma radiation, which created a beam laser.



Mass Driver

This weapon is unique in that it is the only type of non-energy-based projectile weapon available. It consists of a rapid-feed multi-barrelled cannon, which is capable of delivering a large number of small projectiles to its target in a short period of time. It inflicts damage not due power of individual projectiles but because of the large numbers of projectiles delivered. Due to the unique nature of this weapon's ammunition it has almost no effect on a ship's shields but instead delivers heavy damage directly to the target's hull. It also causes very little power drain due to the fact that its ammunition supplies all energy requirements. Currently the weapon can only be fitted to Argon and Split ships, as they are the only ships that can accommodate the ammunition feed system. The true power of this weapon comes from its ammunition.

Mass Driver Ammunition

This is special ammunition for use in the Mass Driver. Each projectile is a self contained unit consisting of the projectile itself and a small armour-piercing shell which is then encased in a unique crystalline matrix, which allows the shells to pass through ship shields unhindered, by producing a tiny spatial distortion using the shields own energy. One pack contains 200 rounds.

Particle Accelerator Cannon

The Paranid and Argon developed the first of its class. The particles are accelerated to a speed faster than nearly most currently-known spacecraft. When they are then polarised and focused into a tight energy pulse. They have been around since the Xenon conflict.

Phased Shockwave Generator

This weapon was developed jointly by the Teladi and Paranid. It works by sending out a phased package, which reacts and expands, creating a shockwave of phased energy. This area weapon should be used carefully when friendly ships are around. It is quite effective in a missile defence role.

Photon Pulse Cannon

First developed by Professor Jo Bydnah of the Argon, the Photon Pulse Cannon became a favourite of the Argon Military, who then sold the original designs on to the other races. This slow-firing weapon is extremely powerful and can only be fitted on the larger Capital ships. It works by sending highly charged photon radiation through a series of coils that multiplies the charge, creating a very deadly pulse of radiation.

Pulsed Beam Emitter

The Alpha Pulsed Beam Emitter is a high-tech weapon that uses directed beams of rapidly fired enhanced energy to produce a weapon of devastating firepower.



Repair Laser

This weapon is installed on repair drones to assist in the welding of new Teladianium Panelling to stations if they need to be repaired.

Missiles

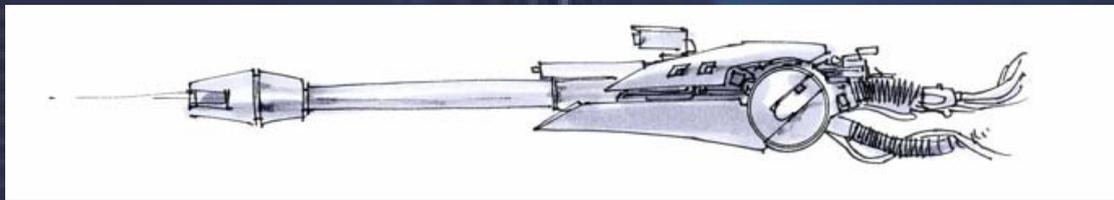
Most missiles can be obtained from the complexes that manufacture them, but some missile types are from unlisted locations and can sometimes be salvaged from ships that have obtained them from their own sources.

Missile Classes

Dumbfire

Firefly Missile – Yield (1500) – Fusing: Contact – Guidance: Dumbfire

With combat increasingly being fought at ever-closer range, Argon Military specialists turned to the development of a more straightforward technology that did not require the advanced guidance systems of other missile units. The result was the Firefly Missile, a small, extremely fast projectile. With a high exit velocity and single trajectory, it is a one shot one chance armament.



Aurora Missile – Yield (5000) – Fusing: Synaptic/Timed – Guidance: Dumbfire

The Aurora is classed as a Synaptic Detonator missile, a new and revolutionary technology that allows the pilot to choose when to detonate his missile to the split-second of pressing the trigger. The pilot first fires his missile and then uses the fire missile trigger again to detonate the missile before the onboard timer expires.

Dragonfly Missile – Yield (9900) – Fusing: Contact – Guidance: Dumbfire

Before developing the Firefly missile the Argon Military refitted the Dragonfly missile with Dumbfire protocols to greatly reduce the cost of manufacturing. The Dumbfire Dragonfly replaces the now obsolete original. It continues in service to this day.

Windstalker Missile – Yield (?) – Fusing: Synaptic/Timed – Guidance: Dumbfire

One of the most powerful missiles in the synaptic range, the Windstalker has been proven to bring an edge to any combat pilot's weapons array. Good speed and yield make this missile a wise choice for attack runs and interception of mid-range craft. Where covert operations without scanner use are required, the Windstalker is unsurpassed.

Swarm

Wasp Missile – Yield (1000) – Fusing: Contact – Guidance: Swarm IR

The Wasp missile was remodelled for use against the Kha'ak and was the prototype for the Swarm Image Recognition (IR) tracking. Launching missiles simultaneously or in succession, the pilot has the option to fire when not directly pointed at the target at hand.

Typhoon Missile – Yield (30000) – Fusing: Contact – Guidance: Swarm IR

Packing a bigger punch than the Wasp, the Typhoon Missile again allows multiple armaments to be launched at the same target. Using Image Recognition guidance systems, the chances of a kill are good. Launching simultaneously or in succession, the pilot has the option to fire when not directly pointed at the active target.

Tornado Missile – Yield (50000) – Fusing: Contact – Guidance: Swarm Dumbfire

The Tornado Missile improves on the one-shot one-chance performance of the Firefly by overpowering the target with a hail of missiles. Using multiple projectiles, the Tornado is



launched either simultaneously, or in swift succession, allowing the pilot to strafe the target with a barrage of missiles.

Seekers

Blizzard Missile – Yield (10000) – Fusing: Contact – Guidance: FF Swarm Seeker

The Blizzard Missile offers combatants the ability to effectively deal with multiple targets with the use of one missile. While not as powerful as a one-shot direct unit, the missile will split into several independent components that will track separate enemies using your ship-computer's friend or foe (FF) signatures.

Tempest Missile – Yield (60000) – Fusing: Contact – Guidance: FF Tracking Seeker

Dependent on the IFF settings of the ship computer of the vessel it was launched from, the Tempest Missile scans for enemy targets and establishes priority of attack. In doing so, if the primary target is lost, it will immediately lock down the secondary, and so on, until it either runs out of fuel, or makes contact.

Thunderbolt Missile – Yield (75000) – Fusing: Contact – Guidance: Heat Seeker

The Thunderbolt Heat seeker Missile uses inbuilt guidance systems to lock on to heat signatures in both visible and infrared spectrums. Doing so allows it to track targets in areas where doing so would otherwise be impossible. Classically used when engaging targets at distance, although pilots have since found other more ingenious uses for them.

Image recognition (IR)

Mosquito Missile – Yield (200) – Fusing: Contact – Guidance: IR

The Mosquito Missile is the most commonly used light missile in space fight. The main purpose of this weapon is missile defence for craft without a rear gun turret. Excellent for destroying fighter drones. Most ships can use this missile.

Rapier Missile – Yield (4000) – Fusing: Contact – Guidance: IR

Fresh from the drawing boards of the Argon Military Research Labs and not yet in official production, the Rapier missile can acquire and lock down targets at speed, launching a lightning-quick attack against an enemy vessel, far faster than many pilots' reflexes. Used in close-range combat, often in numbers, as well as through medium-range evasive routines, this device is considered to be an essential backup to any standard array of laser weaponry.

Disruptor Missile – Yield (10000) – Fusing: Contact – Guidance: IR

The disruptor missile is an invention of the pirate faction, the Yaki. The missile uses enhanced ion particles to disrupt the electronics and engines of the vessel it hits, leaving the hull and other systems intact.

Cyclone Missile – Yield (20000) – Fusing: Proximity – Guidance: Swarm IR

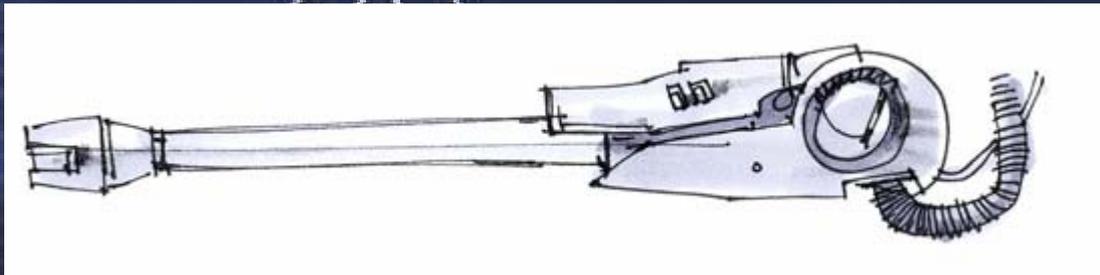
Similar to the Blizzard, the Cyclone Missile offers the same ability to deal with multiple targets with one armament. Lacking the power of a single larger weapon, this missile will split at a certain distance from the target into several smaller units that will use Image Recognition tracking to engage confirmed enemies in the field of engagement.

Silkworm Missile – Yield (24000) – Fusing: Contact – Guidance: IR

The Silkworm Missile combines the quantum technology with a warhead able to destroy even heavily protected targets. This missile will be typically used for attacks on large fighters or transports.

Banshee Missile – Yield (?) – Fusing: Proximity – Guidance: IR

A powerful military-grade medium range image-recognition missile, the Banshee offers pilots the chance to show their enemies the true meaning of fear. While not the fastest missile available, its yield and strong acquisition ability allow it to be used in a wide range of combat scenarios against medium to heavy fighters.



High-Yields

Hurricane Missile – Yield (6000) – Fusing: Proximity – Guidance: IR

After some concern that this armament would be nothing more than a continuation of the SQUASH Mine's unethical usage, the Hurricane Missile firmly rooted itself in military circles as being the 'weapon of choice' when dealing with large numbers of small targets. Perfect for both Kha'ak cluster engagements as well as breaking up tight formations of Pirates.

Hornet Missile – Yield (49000) – Fusing: Contact – Guidance: IR

The Hornet Class Missile is the most powerful weapon known today. The gigantic resources needed to produce this monster also make it extremely expensive. The missile works by setting off a small nuclear charge causing a reaction between three differing elements that are then combined on impact to create a large explosion powerful enough to disrupt even the largest shields. The hornet is, on the other side, the slowest of the known missiles, and is best used against immobile or slow moving targets.

Firestorm Torpedo – Yield (50000) – Fusing: Contact – Guidance: IR

One of the slowest and most powerful projectile weapons in the current armoury, the Firestorm Torpedo possesses devastating destructive force, at the expense of speed and manoeuvrability. While remarkably easy to shoot down, this weapon, if successful, can inflict great damage to a station, and in volume, even destroy it. Its success against large combat craft can be equally devastating when employed on close-range attack runs. This missile even has some hull protection, so it can survive a few hits before it blows up - needless to say big bangs require big Credits

Wildfire Missile – Yield (?) – Fusing: unknown – Guidance: unknown

The Wildfire missile is a prototype missile developed by the Industritech Corporation before the Kha'ak attacks. However a production stage has not yet been reached. Some missiles have reportedly gone missing, but official sources have denied that this is the case.

Other Missiles

Remote Guided Warhead - Yield (100000) – Fusing: Contact – Guidance: Remote

The Remote Guided Warhead is designed to be part missile and part drone. It is fired normally however the pilot remotely controls the missile into an accurate firing line. This projectile is similar in build to the Torpedo but with the ability to be guided remotely by the pilot to avoid missile defence fire. It inflicts slightly less damage than the torpedo, however if the player controls it well there is a good chance of causing critical damage to the target.

Kha'ak Sting, Needle and Thorn missiles - Yield (4000, 7450, 15000) – Fusing: Proximity

These are fast missiles that will explode near the target ship. They have a deadly power against all fighter ships.

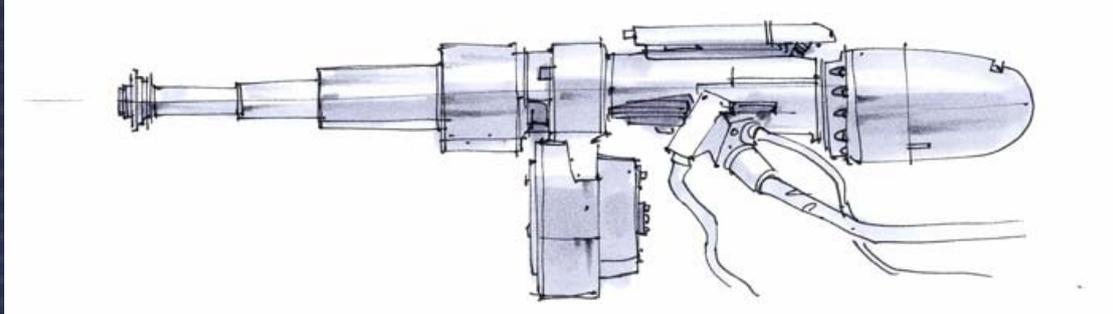
Shields

Shields are vital for survival in space. They protect the ship from small impacting objects like mini asteroids as well as during fights. Their one weakness is that they do not inhibit electrical current. Their inability to inhibit current makes them susceptible to ion disruptors. Shields are an energy field, and MJ are the units for quantifying their performance. Shields project field strength of X MJ - they don't "absorb" X MJ of energy.



R E U N I O N

They are available in 1 MJ Shield, typically used by Small fighters and scout ships. Some fighters, transporters and passenger ships use 5 MJ Shields and these ships are sometimes alternatively equipped with much more powerful 25 MJ or 125MJ. 1 GJ Shields, (1 GJ = 1000MJ) are used by destroyers, battleships, carriers and heavy Transporter ships. The 10 GJ Shield is the most powerful protection known. Typically they are used onboard large installations



SQUASH Mine

A very destructive mine. Typically used to protect important strategic locations. Beware: This mine does not have friend-foe recognition!

TRACKER

The TRACKER mine is developed for short-range blockades. Once triggered it flies towards its victim. The only way to survive a TRACKER mine is to outrun the mine long enough to trigger its self-destruction.

"Most people would sooner die than think; in fact, they do so" - Bertrand Russell (1872-1970)

WARES & COMMODITIES

Argnu beef

Argnu originally roamed wild over the lower foothills of the Argon mountain ranges. Argnu meat, when processed for off planet export is sold in half-tonne pressed blocks known as Cahoono Meatsteaks.

Artefacts

Relics of ancient civilisations can be found all over the universe. These artefacts vary in size and shape but most were built with sophisticated advanced technology. The origins of these artefacts are still unclear and Argon and Boron archaeologists are working to decipher their purpose.

Artificial Fertilizer

In recent Jazuras the Argon Agriculture Council has decided that it is unsafe to use Fertilizer from the Argnu Cattle. This artificial fertiliser created by the AAC contains all the essential elements that plants need for growth but eliminates the ones that are harmful to other life forms.

Biological Micro Organisms

These micro-organisms are used by the Boron to create new and advanced pharmaceuticals. Using their advanced genetic techniques, the Boron have discovered many cures to previously incurable diseases. The Boron Medical Council now controls the regulation of these micro-organisms in most sectors. The Boron actively search out new species and have discovered varieties that are used to manufacture fertilizer and to treat radioactive waste.

BoFu

BoFu meals are known to be very nutritious and healthy. The Boron love them and it is said that their pilots can live on just a nugget of BoFu for almost a Wozura. BoFu is grown in special BoFu Chemical Labs from Plankton and other secret ingredients. Even though the



Boron are famous for their delicious Stott spices among other races, the taste of BoFu is no joy to anybody but them.

BoGas

BoGas. The unusual natural resources found within the planet Boron mean that the planet is really a huge chemical factory. From these many chemicals the Boron manufactures a unique gas that is used throughout the universe as the ultimate painkiller and anaesthetic. After the Boron government stopped any commercial use of the natural resources of its planet Boron gas is now artificially reproduced in Bio Gas Factories throughout the Boron Kingdom.

Cartography Chips

Designed and produced by the military, these cartography chips contain important information on individual sectors or the universe as a whole. They detail the positions of all known military facilities and stellar phenomena.

Chelts Meat

Chelts are natural sea bound animals that once roamed the seas and oceans on the Split home planet that the Split killed for meat, oil and their skins, which they processed to create tough leather, like material. However for many Jazuras Chelts were over hunted and almost brought to extinction. Nowadays Chelts are grown in space Chelt Aquariums and are later sold to Split food factories.

Cloth Rimes

Argon cloth is one of the most versatile items to be found throughout the X Universe. It is traded in great bolts of cloth known as Rimes. Produced by merging the stems of Delexian Wheat with various animal fat based oils, it provides the raw materials for hard wearing and durable clothing, such as work suits and leisure clothing. The Argon also use this material for all kinds of packaging. Argon Cloth is also further processed into explosive materials and used in weapons manufacture.

Computer Components

Computer Components are important resources for the production of all modern technology. From wristwatches to gigantic spaceships, computers control everything.

Construction Equipment

Modern construction equipment is designed to allow the construction of vast space stations safely and quickly. It is vital for the economic growth of all races

Crystals

Crystals are important for the production of various weapons. They are produced in Crystal Fabs from Silicon wafers.

Delexian Wheat

Delexian wheat is grown on the plains of Argon. Argon settlers have taken this plant wherever they have colonised a planet, and nowadays even grow it on gigantic farms floating in space. It is a yellowish green plant that stands four to five feet tall. The top of the plant produces grain which, when threshed, produces a versatile flour like substance which forms the substance for all Argon foodstuffs.

Energy Cells

Energy Cells are the unified energy storage used throughout the whole known universe. The unification of the energy storage specifications allows for interstellar trading with this most basic of all products.

Engine Components

Engine components are used in the manufacture and repair of spacecraft engines. The plasma drive is the most common engine system used in modern spacecraft. It makes use of a high-energy ionised plasma stream from a fusion core to propel the ship. These drives are very stable and simple in construction and need little maintenance.

**Entertainment Chips**

Entertainment chips contain films, books or interactive entertainment. They are used all throughout the known universe. Many Boron titles, however, have been banned in the Split sectors.

Food Rations

Small packs of food usually used in combat or refugee conditions. These packs of food contain freeze-dried Argnu beef, dried BoFu and water rations. Although not appetizing, these foods can mean the difference between life and starvation.

Hand Weapons

There are many different designs of hand weapons to allow for the physical capabilities of each race. They range from knives and swords to sophisticated military guns and rifles.

Hackerchips

A new and expensive computer chip created by some pirate factions. These Hacker chips are designed as an adaptive hacking tool, automatically redirecting signals, creating viruses and generally making a hacker's life easier. They are easily identifiable because they contain their own power source - a small fusion battery that powers the chip for a Jazura. They cannot be obtained through the usual sources and are used by some pirates to hack station reputations.

Luxury Foodstuffs

Many planets produce their own Luxury Foodstuffs that are coveted by connoisseurs all over the universe. They are packed into refrigerated boxes and shipped quickly to their destination. Because of the cost and short shelf life these foodstuffs are usually only used at important functions.

Majaglit

Majaglit is made from the shell of the Maja snail and is a very precious material used by many races for creating jewellery and ornamentation. Due to its precious nature it fetches high prices. The few space jewellers capable of processing Majaglit are famous for high quality artworks.

Maja Snails

Maja snails are found in pools and rivers deep underground on the Paranid home planet. Their shells are very shiny and, when subjected to certain light sources, produce a myriad of different colours. In Space they are cultivated on Snail Ranches.

Massom powder

Massom is a powdered form of Scruffin. It is a basic yellow powder produced by the Split from the Scruffin, a sweet potato-like food grown by the Split. Other races that use it to mix and enhance their own foodstuff trade this powder. It is manufactured in Massom Mills found everywhere in the Split territory and sold in large, one-tonne bulk containers.

Meatsteak Cahoonas

Argon Meatsteaks are traded throughout the universe. They provide a nutritious meat-based food suitable for most types of races. Some races prefer to use Argon Meatsteaks in conjunction with different Boron Spices. It is traded in blocks known as Cahoonas.

Medical Equipment

Medical equipment can be found all over the universe. This equipment can range from small medicinal bottles to life support systems and portable operating theatres.

Microchips

Microchips are manufactured from silicon wafers that are especially treated with various coatings to create the required conductivity. They are mainly used in the production process of computer components.

Military Personnel



The military always have to move personnel around at short notice. For this purpose they often employ freelance pilots. These passengers usually carry weapons and other goods and their destinations might be dangerous

Mining Equipment

Mining Equipment, produced by the Galactic Mining Authority, is used to repair or replace equipment on asteroid mines. The equipment ranges from the standard mining drill to advanced laser equipment.

Narcotics

Narcotics are used widely within the pirate community. These drugs alter the person's perceptions and brain functions. Unfortunately these effects cannot be controlled and the narcotics can usually result in unwanted side effects and in some cases death.

Nividium

Nividium is a rare mineral that is found in some larger asteroid fields located in the universe. Its use is limited, although it has been used as a superconductor. Nividium in its purest form is traded as a unique and valuable commodity.

Nostrop Oil

Nostrop or Teladian sun oil is the main Teladi food product. It is mixed with various spices and sold in different flavours. The Teladi produce and mix it in so-called Sun Oil Refineries based on sunflowers.

Ore

Ore is the most common mineral throughout the whole known universe. It is used in the production process of almost all technical goods. Ore is produced in Ore Mines which are built on suitably mineral-rich asteroids.

Passengers

All races have access to commercial spacecraft; these ships can take large groups of passengers to space stations or to other planets or systems.

Pirate Sidearms

Unlike the military issue hand weapons, these Pirate sidearms have been declared illegal by most races. They are popular amongst Pirates as they are very effective at short range and even minor wounds can be fatal. The favoured pirate sidearm is the rare IMB-42 Blaster which literally rips the molecular structure of a living organism apart. Transporting and owning these weapons is a capital offence in some sectors.

Plankton

Boron plankton is found as a scum like surface that floats on the surface of the chemical swamps on Planet Boron. It is produced naturally from certain chemical reactions that are found in the swamp mixing with the ammonia-based air. This scum is collected and then treated with additives and other Boron minerals to produce a wide range of different, and nutritious spices. Since the Boron seas are now completely protected from any industrial usage, Plankton is mainly produced on huge Plankton Space Farms everywhere in the Boron Kingdom.

Quantum Tubes

Quantum Tubes, also called Planck Tubes, are used inside the engines and controls of many of the larger transporter ships and destroyers. The manufacture of Planck Tubes is both costly and complex, making Quantum Tubes one of the most expensive trading goods.

Radioactive Waste

Radioactive waste is a by-product of weapon production, especially the Hornet Missile. Until recently the only way to dispose of the waste was to dump it in disused silicon mines. The Boron have discovered a micro-organism in the sector Light Water that digests the harmful waste and excretes an inert material. How this useful radiation-resistant organism evolved is unknown.

**Rastar Oil**

Rastar is oil produced from the animal fat of the Chelt, a farmed sea-bound animal on Split. This oil, once refined, is very fine and is used by most races to lubricate engines and other moving mechanical parts. It is refined in Rastar Refineries and sold in large barrels known as Gretts.

Scruffin Fruits

Scruffin is a large type of edible vegetation similar to sweet potatoes. It is grown by Split farmers in large open fields, as well as on gigantic space installations called Scruffin Farms. It is a versatile foodstuff that, when processed, provides a number of Split food types. Even though scruffin is traded inside and outside the Split territory it is mainly demanded by various Split food factories.

Silicon Wafers

Silicon is the main mineral resource that all modern technology goods are based on. It is usually found just below the surface of asteroids and mined in huge Silicon mines in space.

Slaves

Pilots who lost their freedom and are captured by pirates often end up being sold as slaves on illegal markets.

Spaceflies

This creature is a small unintelligent spacefly that lives in the vast emptiness of deep space. They are the size of a small bird and seem to be made out of delicate shining gossamer that reacts to light and shimmers and shines in a multitude of colours. The Markus live in vast complex hives in hollowed out parts of asteroids and perform a valuable function by collecting space junk and other debris, which they capture and take back to their asteroids to be used in the construction of their hives. They travel together in great swarms and communicate with a series of musical notes, similar to bird song, that impossibly echo in space. Their beauty, and the beauty of their music, is famed throughout the X Universe and all intelligent space races delight in seeing them. Pilots will stop to watch a swarm fly past. Creatures working on the outside of ships and space stations have claimed that the Markus will fly near them and even perch on them, singing all the while. However, throughout space, sightings of The Markus Space Fly are becoming very rare. This is mainly due to the actions of The Split, who capture and use the small space fly to power their spaceships. Currently the Foundation Guild are pressing for the Markus to be made a protected species and pressure is being put on the Split to change their system of powering their spaceship engines. It is believed that, despite a universal ban on their capture or trading, some pirates still hunt and capture this creature in order to sell them to the Split.

Space Fuel

Members of the Argon race never trade Argon Whisky openly. It is known as Space Fuel and is smuggled in containers known as Fuel Tanks as only few stations have a trading concession. A cheap imitation of Argon whisky, called space fuel, is produced in whisky producing plants, and smuggled into all other race sectors.

Spaceweed

Space weed can be smoked or ingested through the mouth. Because of its intoxicating effect, and the fact that it is supposedly habit forming, the governments of all races, with the exception of the Teladi, have outlawed this plant. It is suspected that the Teladi produce Spaceweed in a factory they called the Bliss Place.

Soja Beans

Soja beans grow naturally inside large caves found throughout the Paranid home planet. As they grow in the dark they are white in colour and retain a large amount of moisture. The Paranid farm them and gently squeeze out this moisture, which they then use as a source of water. The dry beans are then mashed, and processed to produce a type of basic foodstuff used as the base for many of the Paranid different food types. It is traded as Soja husk. The space installations growing these beans are called Soy Farms.

**Soja Husk**

Soja husk is the dried and processed form of the Soja bean. It is the number one food in the Paranid territory. It can be mixed with many different indigenous things to produce a wide variety of flavours. Soja husk are produced in space factories called Soyeries

Stott Spices

Stott Spices also known as Boron spices are highly regarded by all races in the known universe. They are used to mix with many different basic foodstuffs to provide tastier foods with more exotic flavouring and different flavours and tastes. They are traded in containers known as Stott Jagos. It is not known to outsiders how the chefs working inside Space Stott mixeries archive those delicate products out of just Boron Plankton and only few other ingredients.

Super Slave Chips

Slave chips are neural implants used to allow pilots of spacecraft to have direct control over his or her ship. The Super Slave has better range using the same hub technology, improved perception, longer use and most importantly a built-in failsafe device.

Sunrise Flowers

Teladi sunrise flowers are large plants with blue leaves and stems and large white flowers that originally grew in the vast open swamplands found on the Teladi home planet. Sunrise Flowers are grown on Flower Farms nowadays because of the superior light and gravity conditions in space. These flowers provide the Teladi with a number of different resources. The stems and leaves are used as vegetable matter and provide the Teladi with their basic foodstuff. The flower heads of these plants are gathered and pressed to produce a crude oil, which is used for cooking and for heating purposes.

Swamp Plant

The Teladi Swamp plant is a small moss like plant that when dried and processed acts like a narcotic known as Spaceweed. Swamp Plants are grown on small space installations the Teladi call Dream Farms. Swamp Plants are also used as the resource for Nostrop and other Teladi food products.

Teladianium

Teladi mud is a very fine silty type of sediment found at the bottom of rivers and swamps on the Teladi planet. This mud when dried out becomes a hard mineral called Teladianium. This mineral later can be mixed with certain chemicals, processed and can even be added to synthetic plastics to create a tough flexible material stronger than hardened steel but much lighter. In space Teladianium is produced in chemical plants called Teladianium Foundries.

Teladianium is used throughout the X universe by many races in the construction of buildings and the interior structures of spaceships and space stations.

Teladianium Panelling

Teladianium panelling as produced in rolling mills at shipyards and when added to a ship's hull provides extra protection from space borne particles.

Very Important Passengers

Very special passengers who have very special requirements when travelling. They usually have several security guards and travel with a large amount of luggage.

Warheads

Warheads are needed in the production process of missiles. Most technical details about the internals of warheads are kept secret.

Water

Water is transported in large gas-free containers all over the universe. Many sectors have few natural sources of water and have to import their water requirements for drinking and cleaning. In these sectors the water supply is the most important commodity.



Weapon Interface Chips

More commonly known as WICs, these weapon interface chips are used in large laser-based weapons. They are an interface between the ship's computer and weapon, designed to help regulate the energy flow and to prevent illegal modification. Weapons cannot operate without these chips.



"And if you gaze for long into an abyss, the abyss gazes also into you." Friedrich Nietzsche



FIGHT, TRADE AND RACE RANKS

There are various ranks that can be achieved for proving yourself both in combat and trading. There are also insignia that can be worn on your uniform to show your rank to your fellow combatants/traders.

Although there are many ranks available and some insignia may cover more than one rank, the insignia adorned will show others what level of ability they have achieved. The Argon preferred way is to wear the Trade insignia on the left arm and the Combat insignia on the right; as easy to remember as "Right for Fight". You will find that certain jobs available at stations will only be available to pilots with the appropriate skill level.

Progress of Ranks for success in Trading

- X-TREME
- Pan-Galactic Tycoon
- Tycoon
- Super-Magnate
- Magnate
- Mogul
- Capitalist
- Master Industrialist
- Industrialist
- Manufacturer
- Master Economist
- Economist
- Master Broker
- Broker
- Financier
- Petty Financier
- Wholesaler
- Merchant
- Retailer
- Petty Retailer
- Entrepreneur
- Master Dealer
- Dealer
- Trader
- Apprentice Trader
- Vendor
- Petty Vendor
- Hawker
- Profiteer
- Journeyman
- Opportunist

Progress of Ranks for success in Fighting

- X-TREME
- Hero
- Legend
- Overlord
- Conqueror
- Battlemaster
- Crusader
- Warlord
- Vindicator
- Assassin
- Warrior
- Militant
- Master Chief
- Fighter Chief
- Specialist
- Instructor
- Professional
- Eagle Eye
- Sharpshooter
- Marksman
- Veteran
- Fighter
- Skilled
- Graduate
- Competent
- Trainee
- Rookie
- Novice
- Greenhorn
- Nuisance
- Harmless

It is illegal in all known space to advertise and actively supply jobs to a lower rank as the localised Guild representative rates jobs before they go on view. It is also highly illegal to wear the insignia of or impersonate another pilot's higher or lower rank. As you increase your Fighting ranks you will be accepted for higher-paid missions. Your trading rank will also affect the amount you are paid for trading missions. Additionally your ranks as they increase will allow you to buy better equipment and ships.

INHABITANTS OF THE X UNIVERSE

The various races that make up the X-Universe's inhabitants come from many areas of space normally linked by jump gates and have varied and detailed backgrounds.



ARGON

Hero of the Federation
 Protector of the Federation
 Federation Overwatch
 Federation Marshall
 Federation Guardian
 Trusted Ally
 Accepted Adviser
 Confirmed Friend
 Federation Associate
 Federation Member
 Citizen
 Suspected Foe
 Known Antagonist
 Confirmed Insurgent
 Confirmed Enemy
 Enemy of the Federation

Today the Argon Federation is wealthy and encompasses a large number of very different types of planets. Some are deserts while others are icy wastes. The planet Argon Prime is heart of the Federation and is the residence of the government and all administration. It is also one of the most exciting planets in the X Universe. As well as being the home of culture, science and learning, it is also home to the finest entertainments. In addition housing the finest geodesic holiday homes it also has thousands of bars, restaurants, theatres, casinos, hologramic cinemas, holiday villas, everything in fact that makes it the finest rest and recreation centre in any known universe.

The Argon Federation is governed by an elected parliament, with each city colony and space station represented by senators elected by their own people. The leader of the Argon Parliament is called President. Currently a male Argon called Frann Herron holds this position.

Argon Ships

The Argon create the most balanced ships and you can see the Boron influence that mirrors their joint development. When you buy an Argon ship you have a good all-round versatile ship. But as the Argon do not share the peaceful Boron nature they also use, together with the Split, the Mass Driver Gattling gun. The Argon developed this weapon according to old documents and the Split were so impressed they paid immense licence fees for their own manufacture.

With the development of the Nova, the successor to the ageing Elite, the Argon was the first race to install a rear turret into a heavy fighter. All other races except the Split followed this new design in due course. The use of technologically advanced shipyards enabled them to strengthen and increase shield capacity, together with engine performance. When in the past you may have laughed about the old Elite, it is a different story now. She is still one of the slowest heavy fighters but her firepower will quickly silence any critics. Similar changes also took place with the Buster and a new type of ship, the Argon Centaur Corvette, was also introduced.

BORON

Knight of the Kingdom
 King's Protectorate
 King's Knight
 Queen's Protectorate
 Queen's Knight
 Queen's Guard
 Noble Peer
 Trusted Courtier
 Accepted Friend
 Friend
 Acquaintance
 Antagonist
 Confirmed Adversary
 Enemy of Menelaus
 Queen's Nemesis
 Enemy of the Kingdom

Throughout the X Universe the Boron's are famous for their wisdom, wealth and for the sophistication of their space ships. These ships are a shimmering green colour with powerful engines that show a white light and are among the fastest and most manoeuvrable ships in the universe. They are also armed with very sophisticated weapons and defensive shields and, with the exception of the Argon, are the best spacecraft in the universe.

Despite being members of the Foundation Guild and holding a strong alliance with the Argon, because of their peaceful nature the Boron are friends to all races in the X Universe. They currently hold trading agreements with the both the Teladi and the Paranid, however they

are still very wary of the Split and relationships between the two races are very strained.

The Boron have no direct contact with the Xenon, however, as allies of the Argon, they are very much aware of them and of the dangers they present.



Despite being called the Kingdom of Boron the Boron race are actually ruled by an elected government. They do however have a royal family who act as figureheads of the Kingdom State. The current head of this Royal Family is the 50-year-old Queen Atreus. Her husband, King Rolk, was killed in a space cruiser when it crash-landed on a nearby space station, leaving her daughter, Princess Menelaus, as the heir apparent.

The Boron Ships

The Boron have cooperated in the past very closely with the Argon design engineers even though their aggressive nature was never fully understood by them. Recently they have built a new propulsion system to keep up with the fast Split patrol ships. Parallel to this they developed, with their Argon allies, a new laser weapon which simply disables ships systems. Any Split being hit with this new weapon will suffer unspeakable shame, as they will have to be rescued. Hence the history of frequent attacks by young Split pilots has stopped abruptly. In contrast to Argon ships, the new Boron ships are fast, fairly averagely armed and weaker shielded.

PARANID

Honour Guard of Xaar
Seeker of the Holy Light
Emperor's Protectorate
Friend of Emperor
Priest Protectorate
Friend of Priest King
Friend of Priest Duke
Priest Confidante
Friend of Priest
Friend
Nomad
Unholy Nomad
Tainted Wanderer
Desecrator of Holy Light
Enemy of Priest Duke
Enemy of Priest Xaar

Despite their many historic disagreements The Paranid are still allied to the Split and, through their membership of the Profit Guild, the Teladi. In addition to being members of the Profit Guild the Paranid allow all other races to trade openly throughout their sectors of space, however relations between the Paranid and the Argon are still very strained and trade is the only contact the two races have with each other.

Even to this day their strange rites and religious beliefs are a mystery to other races and it is virtually impossible to befriend or even understand them.

These rites also forbid any member of another race settling or living on a Paranid colony, not that many ever want to due to the fact that the Paranid prefer to settle on planets that are too hot for other races.

The Paranid Ships

The Paranid have always known how to construct good combat ships and they have the most balanced fighting capabilities of all the fleets. But their designers have little imagination and only the required functionality is added to their ships, discarding comfort for more practical means. But if you were looking for a ship to still be intact after a heavy battle, a Paranid ship would make an excellent choice.

They also developed the new Wide Laser type that has a larger area of fire. Their engineers had to sell the designs of the Wide Laser to other races during the recent recession which some have said, with much sneering, was caused by the small cargo bays in their ships. Only the resale of the design plans for their *heavy* Wide Lasers was prohibited by their Secret Service. These are still exclusively used by Paranid battle ships.

SPLIT

Even now the Split still control large areas that used to be territories owned by The Kingdom of Boron. They continue to use the rare Markus Spacefly as a propellant and continue to successfully trade within the Profit Guild. Whilst relationships between the Foundation Guild and The Profit Guild remain on the surface cordial, relationships between the Split and the other races are constantly degenerating and now border on the edge of war. This is due to both the natural aggression of the Split and their continued exploitation of the Markus Spacefly.



Honoured Strong Arm of Rhonkar
 Honoured Imperator of Rhonkar
 Inner Circle of Rhonkar
 Privileged Associate of Rhonkar
 Family Protector
 Distinguished Associate
 Family Friend
 Comrade
 Friend
 Known Venturer
 Creature
 Shameless Creature
 Family Outcast
 Family Enemy
 Enemy of Rhonkar
 Enemy of all Split Families

Despite being peaceful by nature The Boron are always eager to reclaim their lost territories back and await any opportunity to attack the Split. The Argon are suspicious of the Split's supposed friendship with the Xenon. The Split and the Xenon tolerate each other. They have already had one slight war, but at the time as neither of them could see an easy victory or any territorial advantages they came to terms. However this treaty is very shaky and war is expected if their relationship deteriorates any further. The Split maintain a frosty friendship with the Paranid but will never forgive them for not joining with them in the fight against the Xenon.

The Split Ships

The Split are typical warriors who if unable to eliminate an enemy with the first shot, call straight away for a

bigger weapon or more support. They are impatient and have to be the first in any combat. In their ship construction therefore, shields take a back seat. In a particular construction proposal shields were fitted retrospectively as they were simply forgotten.

Their engineers today still complain of the missed opportunity to fit 2 Gamma HEPT instead of 2 Beta HEPT into their design. Nevertheless, Split ships are some of the best combat ships if you are prepared to live with weak shielding but have the strongest and deadliest weapons instead.

It was with extreme reluctance that a few Split traders had Ion disruptors fitted into their cargo transporters. But then they discovered that they could use them to hunt Spaceflies. That is why the Split personnel transporter, the most luxurious and lavishly fitted out ship for Split hunting parties, can be fitted with the Ion disruptors. The Split M6 is the only M6 class ship that can use the heavy, capital lasers of the battle ships.

TELADI

Company Director
 Venture Capitalist
 Venture Profiteer
 Company Owner
 Company Manager
 Majority Shareholder
 Shareholder
 Company Trader
 Company Helper
 Profit Opportunity
 Profit Initiate
 Profit Liability
 Mercantile Rebel
 Commercial Anarchist
 Commercial Enemy
 Enemy of the Corporation

Most of the races in the X Universe don't like the Teladi and refer to them as greedy and lazy. Sometimes they are even referred to as stupid, but that is only by races that have never traded with them. The Teladi drive some of the hardest bargains in the X Universe, and always come out of a situation with a profit. This is the reason why certain races have banned the Teladi from trading in their territories or sectors. Hence the Teladi are always on the look out for trading partners. It is believed that they finance many of the pirate operations that operate throughout the X Universe. Indeed many races think it is no coincidence that their ships have been captured and their high-tech equipment looted by pirates after refusing to trade with the Teladi.

Their own technology tends to lag behind the rest of the occupants of the X Universe but, being Teladi, they would rather buy and trade what they need rather than spend their money in research and development. Hence the Teladi have access to all the high-tech equipment, engines and weapon technology of almost all the other races.



The Teladi Ships

The skill of the Teladi is not the ability to sell water to a boron swamp runner, as is said by some, but rather to adapt to anything they can lay their claws on. They have mainly older technology and since they trade rather than develop they can use most anything in their ships.

Consequently when looking at their fleet they have the broadest spectrum of upgrades, weapons and shields. They move rather slowly in comparison to others but with lots of cargo space and large shields you should not underestimate them. Their combat ships are usually late on the scene but when they do they are usually efficient in their job.

As the Teladi have friendly trade relations with all organic races including the Pirates, they can rely on their help if attacked. There is currently a rumour of a new Teladi M6 prototype, which is said to be better equipped than anything seen so far. At a secret trial run the Split, when supposedly trying to attack the ship with two of their own M6 class ships were so impressed by it they even decided to forego their usual ridicule of its snail-like speed.

GONER

Protector of the Goners
Holy Order Of The Goners
Goner Evangelist
Goner Preacher
Honoured Pilgrim
Trusted Pilgrim
Faithful Believer
Believer
Follower
Accepted Member
Sceptic
Agnostic
Heathen
Blasphemer
Heretic
Defiler of the Truth



The earth colonists were trapped seven hundred years ago in the X universe. They made their new home on the world now known as Argon Prime, while at the same time the terraforming Xenon machines took over the sectors east of President's End, which after the Xenon war became pirate sectors. The Argon called them Gunners, taking their name from Nathan R. Gunne, who explored the universe trying to rediscover a way back to Earth. The details of this truth were obscured for several hundred years, when they became known as the Goners. The Goners often worked together with the Argon but also took the good news to other races.

The Goner ship is the only ship known to be in use by the Goners. Due to the peaceful nature of the goners this ship holds no weaponry. The ship is quite fast and is also considered to be a good short-range freighter due to its cargo space. It is also capable of holding shields compatible with some M3 fighters. You will probably see this ship roaming the sectors spreading the word of the Goners and Nathan R.Gunne.

Goners have the "Book of Truth" and in their temple, they have "Beholders of the Truth", their leader at this moment is Noah Gaffelt, an old man with a white beard. Norma Gardna, a noted female Beholder of the Truth, died on Argon Prime due to a sickness and was replaced by Lynda North. The "Book of Truth" contains lots of knowledge about Earth.



THE TERRAN RACE

Earth only built two jump gates, all the others were built by a mysterious species called "The Old Ones" In the year 2066 the Terrans of earth started sending terraforming ships out in to the depths of space, which were later followed by self-replicating machine versions. Though some years later the Terrans discontinued this practice, their attempts to cancel the Terraforming process failed and that resulted in the Terraformers becoming sentient machines, to be later referred to as the Xenon.

Sometime later these planet-reforming machines returned to Earth and tried to destroy it. Nathan R. Gunne led the machines through the Earth gate to what is now known as Brennan's Triumph in the X universe and destroyed its gate, which led back to earth.

THE TERRACORP COMPANY

TerraCorp Headquarters, this is the most important station belonging to the TerraCorp Company, based in Home of Light. Parts of this facility are open to the public, although most of the station is closed to personnel only. These include research facilities and company offices. A range of technology can be found here, and some rare devices that are only offered by one particular race. Materials are often required and are bought by the TerraCorp Company for a fair price. A small fleet of ships can usually be found nearby making the station highly guarded. The station also incorporates state of the art recreation and commerce facilities, including Hotels, Sport Domes, Cinemas and Restaurants. Most races are welcome here to trade.

XENON

Today throughout the X Universe there is no contact between the Xenon and any other race. The Xenon are not allied to any trading organisation or to either of the Guilds. They do not use the Credit nor is it known what currency they use. They appear to have no interest in either the technology or the trade of any other race.

Despite many attempts to discover it, the location of the Xenon home planet is still unknown, so is the size of the territory that the Xenon control. Hence on most star maps possible Xenon sectors are indicated only by question marks. Not many ships dare venture into this territory and unfortunately many brave enough to do so have never returned. Xenon ships are very aggressive, their only directive is the policy - "If it moves shoot it". They are fast, well protected and heavily armed, and their engines give off a distinctive blue after-glow.

Xenon Ships

The Xenon have also developed further still, unnoticed by all the other races. You will notice more and more new ships and they seem to be better shielded and faster too. The Xenon, if the robot psychologists are to be believed, seem to be developing more of their own self awareness, consciousness and their own understanding. Whether this development is a step in the right direction is still undecided, as the Xenon continue to attack first and don't bother asking questions after.



A special undercover department, based at the Argon Federation Space Academy on Argon Prime, has researched the Xenon for many years and is currently engaged in cross referencing and documenting all positive Xenon ship sightings. There is some talk that, sometime in the future, they are planning to finance an undercover expedition, deep into Xenon territory in an attempt to locate the Xenon home planet.

KHA'AK

The Kha'ak are a hive race, in which individuals only exist to serve the hive, and will sacrifice themselves for that purpose. The Kha'ak are trying to destroy the universe with crystalline "cluster" ships that can be grouped together. Kha'ak interceptor, scout, and fighter vessels can link up and break apart on demand to better engage the enemy. Despite their increasing presence in the universe, there is still very little known about them; where they come from, how many of them there are, and what their intentions are. Their ships are unusual and appear similar to pyramids and other crystalline shapes.

It is also interesting to observe how the Kha'ak act. If you have ever seen a flock of birds suddenly change direction, you might agree it's an amazing sight. The Kha'ak fighters mirror this behaviour by chasing down sector patrol ships, and once their target is destroyed, they will turn as one swarm and take on their next victim. But as you may find out yourself, your view can change very quickly from distant amazement, to gut-wrenching horror, when you realize that you are their next chosen victim. The Kha'ak neutralise anyone and everything they encounter; they take no prisoners.

PIRATES

Not a race themselves, but groups of like-minded criminals who specialise in various illegal activities. They have their own bases, usually hidden from view and well defended and most pirate bases have large fleets of ships that will send out raiding patrols on a regular basis.

They are known to be very aggressive and if they spot you across the sector, they may start heading your way. If you spot pirates and you have a local law enforcement license, you can report a pirate after you have scanned the pirate ship with the freight scanner, note you can't see the cargo hold without actively scanning the ship and that scanning is illegal if you don't have a (police) license.

Pirate Ship

You will also encounter Pirate vessels of all types as the pirates use other races' ships, modified for their own ends and the wealthy pirate groups even have their own custom ship designs, often including non-standard ship colours. Do not confuse pirates with smugglers they are a bit more clever, using normal race ships to conceal their activities.



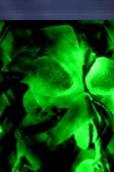
Yaki Pirates

The ruthless Yaki pirates have taken advantage of the weak Argon fleet to carry out raids on Argon facilities and other sectors in the universe. The Yaki Pirates with their Yaki Disruptor are becoming a real organized force to be reckoned with. The Yaki Disruptor is quite a devastating new weapon, which they use to disrupt ship engines, before they take the ship and sell those onboard as slaves. Their activities have all the hallmarks of deliberate creation of chaos and disorder to undermine law and order throughout the universe.

They are known for the frequent attacks on remote traders as they are easy targets, often without fighter support.

Egosoft would like to thank you for buying X³: Reunion

UNLOCKABLE GAME START POSITIONS

<p>Enemy of the State Tolerated by few, accepted by none. Only you will ever know whether your criminal branding is justly deserved, and only you can redeem yourself... if you even care to bother trying</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Skam Beck Argon Male 42 Painfully hard Disabled</p>	
<p>Anonymous Argon Seize your rare and precious opportunity to earn a name for yourself. Stand apart from your millions of fellow Argon citizens, and etch your name in the stone of history</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Judith Ukada Argon Female 19 Average Disabled</p>	
<p>Boring Boron Not being royalty makes it exceedingly difficult to command any respect at all. Prove your noble worth as a lar to the kingdom... and to the rest of the universe while you're at it</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Lar Unuruur Boron Lar 29 Average Disabled</p>	
<p>Pious Paranid Honour the glorious commands of Xaar and take your place among the loyal saints. Shine as a beacon of holiness and purity to the benighted aliens of the universe</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Almanckislol Paranid maile 54 Just a bit hard Disabled</p>	
<p>Savage Split Claim glory for your downtrodden family on the field of battle. Wield the weapons, cunning, and strength of a true warrior, and vanquish any foe who stands in your path</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Shoo t'Mkjd Split Male 43 Just a bit hard Disabled</p>	
<p>Teladi Trafficker It's all about the profits. Make the big buckzoids and leave your mark on the business world for generations to come</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Nopileos Teladi Male 23 Reasonably hard Disabled</p>	
<p>Goner Witness Fulfil your duties to bring truth and peace to the broken, ruined souls of the universe. Spread light, honesty, justice, and unity... or forsake those teachings for a darker path.</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Sakurako Calvin Argon Male 46 Pretty darn hard Disabled</p>	
<p>Kha'ak Invader Crush the insolent and unworthy realm of inferior beings that so thoughtlessly invaded your world and destroyed your home. Let nothing stand untouched!</p>	<p>Name Species Gender Age Difficulty Storyline</p>	<p>Kzkkns r'kst Kha'ak ? ? Are you insane?! Disabled</p>	



BOOKS BASED UPON THE X UNIVERSE

You can follow up your interests with the X Universe with some fictional novels, written by fans, which can be obtained from the Egosoft Online Shop.

It has been said that each release of the X series, are chapters in one big continuing story, and this is an accurate description.

Farnham's Legend is without doubt, *the* "Book of Truth" for all X-fans. It represents the first and second chapters of the X story, brought to life in X - Beyond The Frontier and X-tension. This book successfully explains, in stunning depth, the story behind the X Universe, while also providing the best possible historical account of the events leading to X²: The Threat and X³: Reunion, the third and fourth chapters in the epic saga of the X Universe. Reading the book will have X-BTF and X-T veterans scrambling for their copies of these games once more. If you want to fully understand the 'story' of the X Universe, there is no other greater recommendation I can give than 'Farnham's Legend' ...terrabyte

Available for the Egosoft Online Shop



Ayse continued to study the object, gripped by the feeling that something was wrong and unable to put words to her fear. A craft of a type normally used for orbital transport found in deep space, travelling at near light speed? For a moment her thoughts went back to Earth and the entrancing vision of the blue planet from space. It was a sight she'd witnessed on a hundred shuttle trips and every time she yearned for more.

"John ..." she started, her tongue suddenly large in her mouth.

"John, there aren't any view ports or windows, not even a cockpit!"

Friedmann frowned and shrugged his shoulders. "You're right but, but that doesn't necessarily... atsui!" Ayse winced when she realized why John had made this outcry of surprise. She sat rooted in fear, a wave of horror flooding her body as the under-side of the rotating ship tumbled into view, revealing a large symbol emblazoned onto the light-swallowing alloy. A simple drawing, a few distinct lines. Almost child-like. John and Ayse recognized it at once.

The symbol of the Terraformer Fleet.

Other X Universe novels

There is a list of online mini X novels, available in the Creative Universe - Fan Fiction forum and some PDF novels available to be downloaded from the Egosoft Site.

Dominion (English) by Darren Astles (30188_49)

X-universe: v. 1 (English) by Darren Astles (ISBN: 1412019559)

Traders Tale (English) by Stephen Haworth

NOPILEOS (German) by Helge T Kautz (ISBN: 3833210419)

Farnhams Legende (German) by Helge T Kautz (ISBN: 3833212047)



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