

INSTRUCTION MANUAL



TERRAN CONFLICT



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GETTING STARTED

SYSTEM REQUIREMENTS

Please read the minimum specifications before you install the game.

MINIMUM REQUIREMENTS

- :: Microsoft® Windows® XP (SP-2), Vista SP1™
- :: Pentium® IV or AMD® equivalent at 2.0 GHz
- :: 1 GB RAM
- :: 256 MB 3D DirectX 9 Compatible video card (not onboard) with Pixel Shader 1.1 support
- :: Soundcard (Surround Sound support recommended)
- :: 10 GB free hard disk space
- :: DVD-ROM Drive
- :: Mouse and Keyboard or Joystick (optional support for force-feedback) or Gamepad

RECOMMENDED CONFIGURATION

- :: Microsoft® Windows® XP (SP-2), Vista SP1™
- :: Intel® Core™ 2 Duo or AMD® equivalent at 2.0 GHz
- :: 3 GB RAM
- :: 256 MB 3D DirectX 9 Compatible video card (not onboard) with Pixel Shader 3.0 support
- :: Soundcard (Surround Sound support recommended)
- :: 10 GB free hard disk space
- :: DVD-ROM Drive
- :: Mouse and Keyboard or Joystick (optional support for force-feedback) or Gamepad

EPILEPSY WARNING

Some people are prone to epileptic seizures or loss of consciousness as a result of being exposed to certain flashing lights or light patterns. Such 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 anyone in your family has any history of epilepsy consult your doctor prior to playing. If you experience any of the following symptoms: blurred vision, eye or muscle twitches, fainting, disorientation, convulsions or other involuntary 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 you play



STARTING THE GAME FOR THE FIRST TIME

STARTING X3 TERRAN CONFLICT

1. Click on the X3: Terran Conflict shortcut icon on your computer desktop. You can also do the following: From the Start Menu click on Programs, click Egosoft and then click on X3: Terran Conflict.
2. At the initial start-up screen, you may change some basic settings. It is recommended that settings such as anti-aliasing be selected here rather than on your graphics card. The Effects factors (4x, etc) are automatically selected for your graphics card. Raising these numbers above the suggested ones will decrease performance and lowering them will improve performance. Some of these settings may be changed from within the game.

DEVICE AND RESOLUTION

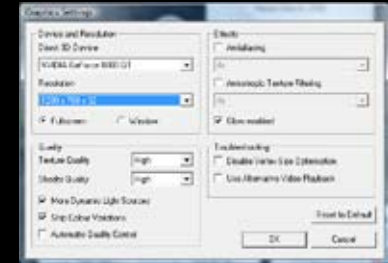
Your Graphics card is displayed here and, if you have more than one card installed, you can select which one to use with the game. Select the supported display Resolution to use. Remember that higher resolutions will slow the game somewhat and lower resolutions will improve game performance. Next, you can choose to display the game Full Screen or in a Window.

QUALITY

Texture and Shader are means by which your graphics card draws the various objects in the game. Higher quality texture and shaders require faster graphics cards. If you are using a particularly old or slow graphics card then you may be able to improve performance by selecting a lower setting. More Dynamic Light Sources renders the objects in the game in a more realistic manner. Ship Colour Variations allows the colour of ships in the game to vary slightly depending on which race built them. This feature has a slight performance overhead. You may want to disable it if you have an older graphics card. Note: Disabling this option also means that the Spray Shop in the Player Headquarters has no visible effect. Automatic Quality Control is used to control the way details of certain objects are shown. Checking this box should give a small performance improvement on slow systems.

EFFECTS

Anti-aliasing "blurs" pixels slightly on the final full-screen image. It gives a smoother display with fewer jagged edges. Anisotropic Texture Filtering does something similar with the source textures and makes surfaces that are not facing the camera reduce undesirable artefacts. Both options affect performance and can be selected on fast systems or unselected on slow ones. Enabling the Glow



Enabled option enables a post-processing filter that causes very bright objects appear to glow. This has a small effect on performance and can be unselected on slower systems.

TROUBLESHOOTING

Disable Vertex Size Optimization was a workaround for a specific problem with particular versions of ATI drivers. It can safely be ignored. Use Alternative Video Playback is a workaround for problems initializing DirectShow with some combinations of audio and video codecs installed. Most people should not need to use it but if you are getting crashes while trying to start the game then try this option. Click the Reset to Default button to restore the original default settings.

STARTING THE GAME FOR THE FIRST TIME

INPUT DEVICE



SCREENSHOT FOLDER

The Capture Folder is the default location of the screenshots that you might take in the game to show off that beautiful M4 ship that you have or to capture the heights of battle that you managed to survive. The choice is yours but the default folder is: My Documents\Egosoft\X3TC\Screenshots.

JOYSTICK SETTINGS

Select the joystick that you want to use in the game. Forcefeedback Setting options affect the strength of the force feedback that you get in a collision. Use Throttle, Use Rudder, Use POV Hat to look around and Configure as Joypad are yes/no options.

SELECT MOD PACKAGE

A "Mod" is a game modification developed and provided by a third party, usually a fan or group of fans of the game. This button provides an easy way to activate one of these. You cannot run more than one Mod at a time. For more information on Mods and modding go to www.egosoft.com and select the Scripts and Modding forum.

EAX

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 at <http://eax.creative.com>.

IGNORE LAST SETTINGS AND START WITH DEFAULTS

This option lets you reset the game start options to their default settings if you experience any start-up problems, after an update for instance.

RUN AS BENCHMARK

The default is off. To run a benchmark of X3: Terran Conflict you need a special version of the game. CHECK FOR UPDATES Click here to automatically go to the Egosoft web site to see if there are any newer versions of the game available to download.

START X3: TERRAN CONFLICT

This, finally, starts the game. You may skip the opening sequence, if you wish, by pressing the [ESC] key. Note: The game version number is displayed at the top of this start-up menu and in the game start menu. This is relevant for technical support and for any updates that may be available.

CANCEL

Clicking this button will close the start-up menu and take you back to your desktop.

WELCOME TO X3: TERRAN CONFLICT

SAY GOODBYE TO A SOCIAL LIFE AND/OR SLEEP

It is highly 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, selecting NEW GAME will start a new game from the beginning. You can select CONTINUE to load a previously saved game, if there is one.

From now on, it is all up to you. You can follow the plot or start your own, personal adventure. You can jump in and out of the plot. You do not have to respond to any mission requests immediately. This will allow you to build up your resources by trading, building, fighting and exploring the X Universe. Some parts of the plot and various missions may require considerably more resources than what you start with. Don't worry; the plot will wait for you. To make sure that you don't forget, the in-game characters will send you a reminder message from time to time. Of course, if you decide to accept a time limited mission then you will have to complete that mission within the required period or it will be a failed mission.

Keys, Controller Settings, Profiles and Menus will be detailed in the following sections. If you are very familiar with the X-Universe then you can go to the Main Menu. Even so, you are advised to familiarize yourself with the controller profiles. They have changed in X3: Terran Conflict.

With such an open ended X Universe, many players have joined the very extensive and helpful online community at the Egosoft forums. Exchanging their experiences, providing help and answers to questions and producing topics with ideas and hints, they have taken their gaming experiences much further. You can join the community in the X Universe at 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

THE UNIVERSAL SPACE FLEET PILOT'S MANUAL

THE UNIVERSAL SPACE FLEET PILOT'S MANUAL

Welcome to the X-Universe, space cadet. You are going to become a member of one of the eight great space fleets. The following pages will teach you what you need to know in order to be successful in your journey. You will learn about the basic flight controls of your craft which are based on the "Unified Flight Control System" designed by TerraCorp. They are designed in such a way as to allow you to easily move from one ship class to another and be familiar with their control mechanism. Learn them well. Knowledge is vital as you travel to the far reaches of the universe. Good profit to you and, in the words of our founder: "Never travel empty. A journey without profit is a journey with no purpose."

A BRIEF HISTORY

In 2912, because of an accident which took him far beyond the frontier of Earth, Captain Kyle William Brennan arrived in the X-Universe in his experimental, gateless jump ship. Kyle was instrumental in the attack on the Xenon mother ship, almost bringing the Xenon race to extinction. His heroic deeds were acclaimed by naming a sector after him, Brennan's Triumph.

By 2913, Kyle's well-earned Credits allowed him to create TerraCorp as an extension of himself. He hoped to finance his research and find a way home to earth. In the year 2934, while he was deeply involved in tracking down the AP Gunner, he learned about his long lost son, going by the name of Julian Gardner. Both of their lives became entangled with the threat of the Kha'ak and the destruction inflicted by them. The result was that Kyle Brennan ended up in a coma. Julian Brennan had to come to terms with the fact that his valiant role in stopping the Kha'ak threat came at 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 invested heavily in new technology as well as replacing their battle-worn ships and rebuilding their stations. There has been much new cooperation between some of the races' scientists, producing greatly enhanced shield and missile innovations. Many shipbuilders, now under pressure not felt since the Xenon war, have awoken from their developmental slumber to produce stunning new ship designs.

As the universe approached the end of 2935, Julian Brennan, having lost all of his factories and most of his ships to the Kha'ak, had to consider Ban Danna's request for help. Many mysteries began to unfold when a reunion with an old friend took Julian on a journey of discovery. There was a mysterious ship with the power to vanish, the ruthless Yaki pirates and a machine left by an ancient race. More than the fate of the known universe relied on the discovery of the ultimate truth by Julian: the Earth did exist!

2912 X Beyond The Frontier -

2913 X-Tension -

2934 X2: The Threat -

2935 X3: Reunion -

2938 X3: Terran Conflict

THE GAME MENU



THE GAME MENU

This is the starting point of your X-Universe adventure. From here you start a new game or continue a saved game. There are game Options that you can set to your liking. You can view cut scenes from the Movies option. The Quit option exits the game. You won't be selecting the last choice very often; why would you want to?

NEW GAME

When you start X3: Terran Conflict for the first time there are a number of scenarios available. The screen to the right of the menu gives a description of your game character along with a picture of the character, the scenario difficulty and a short summary of your status and general goals.

CONTINUE

If you previously saved a game, you can continue it from here. You will notice that auto-saved games are at the bottom of the list and that only the last 3 auto-saves have been saved. Manually saved games are at the top of the list. The selection highlight automatically goes to the last saved game.

OPTIONS

Here you can set video and sound volume options. These options can also be changed from within the game.

INTRO

The introduction movie and various cut scenes can be re-viewed here. Cut scenes will only be available after you have seen them first during the game.

QUIT

As the name implies, clicking on this option exits the game and takes you back to the desktop.

THE CORPORATIONS

You may find employment with any one of the eight corporations that have a great deal of influence over the events that transpire in the universe. Remember that you are not bound to any one of them and that you can gain rank rating in all of them.

TERRACORP

Established by Kyle William Brennan and Elena Kho, TerraCorp is an influential and diverse corporation that specializes in private security as well as consulting for government agencies.



TerraCorp Company Rankings

TerraCorp Legend
Kho's Hero
Crusader of Gelsu Fune
Security Master Chief
TerraCorp Protection Specialist

TerraCorp Protection Agent
TerraCorp Professional
Security Specialist
Combat Support
Hired Protection
Contracted

Potential Security Breach
Suspected Enemy
Confirmed Antagonist
Confirmed Insurgent
Enemy of TerraCorp

OTAS

Optimized Technology, Armaments and Shielding; OTAS (pronounced Oh Tass) is a private defence contractor that excels in research development and production of advanced defence technology. OTAS isn't afraid to use its own products and influence to further its aims.



OTAS Company Rankings

OTAS Headquarters
OTAS Legend
OTAS Hero
OTAS Guardian
OTAS Master Chief

Combat Expert
Combat Field Agent
Armaments Professional
Security Specialist
Combat Support
Hired Security

Contracted
Suspected Security Breach
Known Antagonist
Confirmed Enemy
Confirmed Insurgent
Enemy of OTAS

"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."

Me Tradorus of Chios (400BC)

JSDD

Jonferson Space Dynamics Division, popularly known as Jonferco, was founded by Ser Alman Jonferson. It is an ambitious civilian corporation specializing in engineering and installation designs.

JSDD Company Rankings

JSDD Headquarters
Hero of Jonferson
Jonferson Crusader
JSDD Shareholder
JSDD Protector
JSDD Specialist

JSDD Broker
JSDD Professional
Capitalist
Skilled Dealer
Hired
Apprentice

Nuisance
Disruption
Confirmed Enemy
Enemy of Progress
Enemy of Jonferson



PLUTARCH MINING CORPORATION

Plutarch Mining Corporation is a rapidly growing, new conglomerate that doesn't shy away from any type of exploitation. They do not limit themselves to mining.



Plutarch Company Ranking

Plutarch Mining Headquarters
Industrial Legend
Trade Guardian
Plutarch Shareholder
Merchant Protector

Transportation Specialist
Merchant Miner
Mineral Specialist
Professional Supplier
Confirmed Supplier
Hired Trader

Potential Contact
Nuisance
Disruption
Confirmed Enemy
Enemy of Free Trade
Enemy of Plutarch

NIVIDIUM MINING AND MANUFACTURING CORPORATION (PTNI)

Still known by many by its historic name, PTNI, the Nividium Mining and Manufacturing Corporation (NMMC) changed its name to avoid a legal wrangle in the Teladi Chamber of Commerce. One thing that hasn't changed is the single-minded hunt for Nividium and the profit it brings.

NMMC Company Ranks

The NMMC Headquarters
Hero of Profit
Profit Overlord
PTNI Shareholder
Nividium Specialist
Professional Nividium Broker

Nividium Broker
Mineral Specialist
Professional Supplier
Confirmed Supplier
Contracted Trader
Friend
Trade Nuisance

Mining Disruption
Kha'ak Sympathizer
Enemy of Nividium
Enemy of PTNI



THE CORPORATIONS

DUKE'S BUCCANEERS

Outwardly a non-governmental security organization, the known activities of this Corporation suggest that they don't always subscribe to Paranid ideologies and ethics.



Duke's Company Ranking

Duke's Haven
Honour Guard of Priest Duke
Priest Duke's Guardian
Priest Duke's Warrior
Priest's Guard

Buccaneers' Specialist
Buccaneers' Assassin
Buccaneers' Professional
Duke's Buccaneer
Associate
Accomplice

Potential Contact
Suspected Informer
Enemy
Confirmed Enemy
Confirmed Insurgent
Enemy of the Duke

ATREUS SHIPBUILDING CURRENTS

This up-and-coming Boron shipbuilding corporation specializes in remote controlled space vehicles. It has made great strides in automation and AI controlled craft.



Atreus Company Ranking

Atreus Headquarters
Knight of Atreus
Shipbuilding Guardian
Atreus Currents Shareholder
Shipbuilding Protector

Trusted Wholesaler
Shipbuilding Specialist
Technology Broker
Specialist Supplier
Confirmed Supplier
Potential Contact

Potential Friend
Antagonist
Adversary
Confirmed Enemy
Enemy of Shipbuilding
Enemy of Atreus

SPLIT STRONG ARMS

This Split corporation exists only to manufacture and sell weapons. Ethically bankrupt, the company isn't particular about who pays top credits for its armaments.



Strong Arms Company Ranking

The Strong Arms Headquarters
Honoured Strong Arms Legend
Imperator of Strong Arms
Strong Arms' Battlemaster
Strong Arms' Protector

Strong Arms' Assassin
Warrior Specialist
Warrior
Combat Support
Associate
Accomplice
Friend

Outcast
Combat Nuisance
Confirmed Enemy
Enemy Warrior
Enemy of Strong Arms

TRADE, FIGHT, BUILD, THINK



TRADE

You will find various ways to interact with the other races while docked at factories or trading centres. They will provide many chances for you to take advantage of the dynamic economy. There will be many opportunities to strike good trading deals, carry out missions or haul resources or products for other traders. If you are a good opportunist, one who is willing to take risks, you may also find profit in salvaging goods that others have missed or have seen no Credits in. If you are willing to take a few risks, there are gains to be made by dealing with various shady characters that can provide you with new possibilities for wealth and recognition.



FIGHT

"Tinker, Taylor, Soldier, Spy ..." It doesn't matter if you are a pirate, assassin, warrior, explorer or trader or if you are just minding your own business, the fight will come to you. Whether you fight for rewards or just for your right to exist, you will find the X-Universe a hard place in which to survive, let alone prosper and grow. It will be up to you to demonstrate 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 a worthy opponent, one with deadly skills, you will gain recognition from the high and the not so high. They will offer to pay highly for your services to do whatever dirty work they require.

As you gain skill, improve your rank and build a fleet of ships, new avenues of dealing with your foes will open to you. You may even become one of the few elite with the extreme fighting ability who 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 also be wise to explore all the new and interesting sectors where you can find additional markets that will increase your wealth and status.

Building and trading in all sectors of the different races, the Paranid, for instance, will provide you access to technology only produced by that particular race and, at the same time, improve your race rank with them. Spreading your corporate influence all over the universe will not only enhance your status with everyone but will also ensure that no matter what perils the universe may face, you will be included in any inexorable changes it experiences. Your Credit-making skills will develop over time, from the first factory you build to the multi-sector empires you aspire to own. As you become more familiar with all the possible ways to increase your profits, you will be able to take your ambitions to new and exciting extremes.

"Most people would sooner die than think; in fact, they do so"

Bertrand Russell (1872-1970)

TRADE, FIGHT, BUILD, THINK

THINK

The X-Universe is full of hidden mysteries. They are there for you to discover. As you explore the many sectors to find treasure or a secret that the less observant have missed, you will find many new things that could enrich your travels and possibly your credit account.

You will find places or information on your journey that could help you decide to setup a Headquarters. An HQ can be built anywhere but it must be protected. This is especially true as your empire grows. Even after many great events have transpired, you will find new adventures, challenges and personal goals to enhance your experience. Your voyage and interactions in the X Universe will affect all that exists here. It becomes a reflection of your ambitions in prosperity, construction and combat. Your wealth will range from thousands to millions of Credits. It will reflect your skills in management of corporate strategy, to heroic battles. Your successes, skills, and abilities will shape the universe in your own image. The universe is there. 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 and less than I will be tomorrow."*

Terrabyte

GETTING TO KNOW YOUR SHIP INTERFACE



The controls of each ship are positioned in a standard layout no matter what the vessel. You will find that the view from various ships is slightly different depending on the ship's hull design. In this instance the view from the ship, the interface and associated briefings are from the Terran Sabre M4 class ship.

THE INTERACTIVE ASSISTANCE SYSTEM

This feature of your ship's computer will present information about common tasks you perform. Data will be streamed to your onboard computer when you encounter new events, species or objects about which you may require information essential to your survival. The image above shows the entire ship interface. The different parts of the interface will be explained in detail in the following sections

THE MAIN GAME DISPLAY

The main display is your window to the universe and is the same no matter how you begin. It will vary only slightly depending on which ship you find yourself in. Here is what you will see.

GETTING TO KNOW YOUR SHIP INTERFACE

IN THE CENTRE OF THE SCREEN

is your aiming reticule which you use to aim at the various objects. You can use your mouse to select anything you see. Left click on an object (a ship, station, asteroid or anything else) to target it. Click again and a quick menu opens showing actions that you can perform on or with that object. The reticule changes shape when auto pilot is turned on and off. The "A" on top indicates that your autopilot is activated. The number on the left is your target's speed, the number on the bottom is the distance to your target and the number on the right is your speed. This figure changes colour, to orange, as you change speed. The white angles show the location of your target and the icon indicates what class of ship it is; in this case, a freighter (TS). Also to note is that, when autopilot is off and the target moves out of view; arrows (>>>) indicate the direction to your target.

ALONG THE LEFT EDGE

is the sidebar menu. This is the main in-game menu. All game options and settings can be accessed from here. The sidebar is described in detail on the following pages. At the lower left you see the weapons control display. Here you control your lasers, missiles and auto aim options.

AT THE BOTTOM CENTRE

is a display of your ship status and, if you have targeted an object, your target status. This gives you continuous, vital information about your ship. Your ship's name is on top. A green icon on the left represents your ship. The blue and green bars represent your ship's shield strength and hull integrity respectively and to the right of that is the Ship's ID number. Below the shield and hull strength indicators is your current speed indicated both graphically and by numbers. A similar display gives you information about your target except, you will notice, that instead of a graphical speed display, the distance to the target is given. The icon with the angled brackets, to the right of the target status

display, allows you to select which mini monitor the target is displayed in, left or right. You can toggle the shield/hull strength to a numerical display by clicking on it. By clicking on the speed bar you can change you ship's speed.

IN THE LOWER RIGHT CORNER

is your radar display. The radar is a three dimensional view of the space around you. The ellipse in the background is a representation of a flat plane that passes through your ship. The position of the base of a line on that ellipse shows the position of an object in that plane and the height of the line shows the distance above or below that plane. The icon at the end of the line tells you what kind of object it is. The colour of the line is used to help differentiate the types of objects and to indicate whether an object is yours (green), an enemy (red) or neither (blue). Along the edges you see icons that represent ships and stations that are currently outside your viewing angle. As your ship moves and these objects come into view they change to a normal image with blue angles at each corner. Enemies are shown in red and your property is green.

THERE ARE TWO MINI MONITORS,

one at the top left and the other at the top right of the screen. You can set default views for the mini monitors by selecting Sidebar Options and then Gameplay. An alternate way to set the defaults is by pressing [Shift + Num Enter], which opens the Main Menu. Then select Options [Shift + O]. Or, select an object and, in the context menu that opens, select Display on Monitor and then left or right, depending on which monitor you want to view that object.

Sidebar Options

Your Ship and your Target Information Panels

THE SIDEBAR

The sidebar is your main in-play menu and is accessible from all views. When in any menu system, remember that the [ESC] key will take you to the previous menu/window. Some menu items will indicate what keyboard hot key will initiate the same action as selecting that option here. Others may have double arrows (>>). This indicates that there is a submenu available. The icons, from top to bottom, represent the following options:



PERSONAL

- :: **My Missions:** When selected, this menu extends at the bottom with additional information. In this case there are two items:
 - Guidance active to: below which is a hint about where you should go next; but you don't have to if you don't want to. The other one is:
 - Next mission timeout: This tells when the time allowed for a mission expires. If you aren't on a mission then you can ignore this. [Left Click] opens the My Missions window where you can review the mission briefing.
- :: **My Property:** (hot key [P]), extends:
- :: **Ships owned:** the number of ships you own (surprise!)
- :: **Stations owned:** Same as above.
- :: **Ships idle:** Same as above.
- :: [Left Click] opens the Property Owned window. Along the top is a row of buttons which allow you to filter the display of all your property.
- :: **All:** Information about all owned property.
- :: **Stations:** Information about all owned stations. Note that if a station flashes red, it is under attack and if it flashes orange then the station needs attention.
- :: **Ships:** Information about all owned ships.
- :: **Wings:** Information about all owned wings.
- :: **Sectors:** Lists the sectors where you own property.
- :: **Statistics:** Statistics about all owned property.
- :: **My Pilot Status:** Extends:
 - :: **Name:** Your name.
 - :: **Location:** The sector in which you currently find yourself.
 - :: **Flying Time:** This is the total in-game time that has passed.
 - :: **Account:** The amount of Credits you have.
 - :: **Combat Rating:** As you might guess, your current combat rating.
 - :: **Trade Rating:** Your current trade rating.
[Click] Pilot: Opens a window that displays a variety of information about the pilot.
- :: **Pilot Information:** Information about you, the pilot.
- :: **Titles:** Lists the various ratings that have achieved.
- :: **Inventory:** A list of all the police licenses you hold.
- :: **Statistics:** A variety of statistics about your flying and fighting.
- :: **My Wings:** [Click] Opens the Flight Wings Management window where you can edit Flight Options, Sorting Options and choose which wing your ships belong to.
- :: **My Message Log:** Extends:
 - :: **Unread Messages:** The total number of unread messages.
 - :: **Last Received:** Shows how long it has been since the last message arrived.
 - :: **Total Messages:** The total number of messages in your message log.
(Sub Menu)
- :: **Message Log:** Opens the Message Log window where you can review all messages.
- :: **New Entry:** Allows you to write personal entries and notes.
- :: **Clear Logs:** Clears all entries from the message log.



THE SIDEBAR

- **Advanced:** (Sub Menu)
- Global Commands: opens a window that lets you set
 - Global Friend/Foe: Sets who's your friend and foe globally.
 - Transmit to: All reachable Property.
 - Wing Control: Opens the Flight Wing Management window.
 - Global Missile Resupply: Set resupply options for all ships.
- Encyclopaedia: Opens the X-Universe Encyclopaedia.
- Change Name: Change the pilot's name.
- All Tips: Displays the Interactive Assistance Systems.
- Export Statistics: Click to export your game statistics to the Egosoft website for your Forum account.

NAVIGATION

- **Sector Map:** [I], (Expands):
- Location: ex. Herron's Nebula
- Territory: Argon
- Sector Security: Protected (or Border, Core etc.)
- Your Stations: 0
- Your ships: 1
- [Click]: displays the current sector display.
- **Universe Map:** [J], (Expands):
- Location: The current sector
- Known Sectors: The number of sectors you have visited
- [Click]: opens the Universe map. You only see the sectors that you have visited.
- Jumpdrive: [Shift + J]: This opens the universe map and lets you select the known sector that you want to jump to. You will, of course, have to have energy cells to power your Jumpdrive. The farther you want to jump, the more energy cells you need. To help you with this issue, the sectors for which you have enough energy cells will be flashing.
- **Best Buys:** [G]: opens the Trade Utilities window. If you don't have the Trading System Extension installed, a message at the top will inform you of that fact. If you have this extension you will see the Best Buys in this sector. The display is divided vertically by Food, Missiles, Minerals, Tech, and Other. Horizontally, you see: Product Name, Quantity available, Minimum Credits (cost), Average Credits, Difference (the higher this number is, the better), and Location.
- **Best Sales:** [S]: This is the same window but with "Best Sell Location" selected. The display is the same except for the last column. If nobody is interested in buying what you carry aboard your ship then "No Buyer" will be displayed.

CURRENT SHIP

- **Info:** [Click]: Displays a window with detailed information about your current ship.
- **Command Console:** [Shift + C]: allows you to configure and control your current ship.
- Commands:
 - Navigation: Give navigational commands
 - Trade: Give trading commands
 - More commands and options become available as you install the related extensions.
- Turret Control: If your ship has turrets, you can set automatic actions here.
- Additional Ship Commands: You can set additional commands when the appropriate extensions are installed.

- Configuration: Allows you to set the following:
 - Receive a message when the ship completes assigned orders.
 - Select the formation that your ships fly in (if more than one ship).
 - Assign a Home Base (must be your property).
- Wing Control: this is where you assign and control flight wings.
- Adjust Friend and Foe: Here you can decide who is your friend or foe.
- **Freight:** [F]: Shows what's in your freight bay and (bottom left) how much space is used of the maximum space available.
- **Advanced:** (Sub menu) - Weapons [g]: opens the Weapons Control window that shows the available lasers and missiles. You can install and remove weapons as you like. Automatic Missile Resupply: If you have a favourite missile or one that you use often, you can order your computer to automatically buy this missile when you dock at a station that supplies this type. (Sub menu) - Rename: If you don't like the name of your ship, this is where you can change it.
- **Quick Commands:** (Sub menu) - These are Autopilot commands.
- **Display on Monitor:** (Sub menu) - Lets you view your ship on either the left or right mini monitor.

TARGET

- **Info:** [u]: Opens a Ship Details window which displays (guess what) details about your target.
- **Comms:** [c]: Opens the Communications link with your target.
- **Autopilot Follow:** This is the same as the context menu that opens when you click a target.
- **Display on Monitor:** (Sub menu): You can select whether to display your target on the right or left monitor.

STATION

This sidebar option is not active until you are docked at a station.

- **Info:** [i], (extends)
- Location
- Station ID
- Shield strength
- Hull integrity
- Production
- Station Details are displayed in the window that opens. It shows the products the station sells, their container volume and cargo class (S, M, L, XL), how many units are in stock versus the maximum it can stock (450/1664) and the cost per unit. Below this is listed the Primary and Secondary Resources the station (or factory) needs. Remember that stations only buy resources, they never sell them.
- **Trade:** [d] This is where you do your buying and selling. Near the bottom of this window is a rectangle with numbers on the right and left. This is your shopping basket. The number on the left, marked "Market" shows how much of a product is available. The right number, marked "Ship", shows how much of that product you have in your cargo hold. To the right of that is your financial resource. Select the amount you want with the arrow keys and hit enter, purchase is complete. One more thing to keep an eye on is in the lower left and right corner of this window: your trade rank on the left and, if you try to buy something that is restricted, the rank you need to buy this item on the right.

THE SIDEBAR

- :: **Bartering:** Bartering is as old as history itself and was used long before the invention of currency. The principle is simple; you give someone a product in exchange for something else. That's it. [Click]: opens the Barter window where you can:
- :: **Sell Wares:** This shows Wares Wanted, the Amount wanted, the amount you are Carrying and the Merchant interested in these wares.
- :: **Buy Wares:** shows Ware Offered, the Amount offered, how much of this ware your cargo bay Can Hold and the Merchant offering these wares. To begin a trade, select a ware and hit [Enter].
- :: **The Trade window opens.** Here you can make an exchange of goods, if you have anything the merchant is interested in, or you can pay credits. A word of caution: If you are not aware of the current trading prices for goods you may end up paying too much.
- :: **Comms: [c]:** This opens the station's Comms window. From here you can talk to the "Information Station" or a person on board.
- :: **Landed Ships:** This will open two windows. On the left is a list of all landed ships and on the right some brief information about the highlighted ship. If you hit [Enter] on your own ship, your ship's Command window opens. If you hit [Enter] on another ship, that ship's Detail information window opens.
- :: **Owned Ships:** Displays a list of ships that are owned (home based) by the station.

UNDOCK

This option is active only while you are docked at a station. Clicking this button will undock you.

To leave a capital ship, select Current Ship | Change Ships [x] and then select the landed ship that you want to use. All escorts that you may have will undock as well.

EJECT PILOT

Sometimes you may want to leave your ship, such as when claiming an abandoned or captured ship. When you select this option, a pop-up menu will ask you to confirm that you really want to walk in space. To return to your original ship, move within 30 meters, target that ship and then press [Shift + E] or from the context menu, select Enter Ship.

MESSAGES

Incoming messages can be viewed from here. The Message icon will blink when you have new or unread messages.



OPTIONS

The Options Menu is accessible by selecting this button or by pressing the [ESC] key when no other menus are open. This menu enables you to change many in-game features.

- :: **Graphics: [Click]:** Various graphics and visual settings can be set here.
- :: **Audio: [Click]:** Opens a window where you can set volume levels, select whether or not to show Subtitles and if your on-board computer should give you Verbose information or not.
- :: **Game play:** The following options can be set from here:
 - :: SETA Factor; from 1 to 10 times normal speed. The default is 5.
 - :: Gravidar View Range; from 500 m to 50 km. The default is Auto.
 - :: Monitor Settings: You can select objects displayed on the monitors and change the view mode of the main screen and the monitors.
 - Default External View; The default is Auto
 - Full Screen - Cockpit: Main (default)
 - Left Monitor (Sub menu) Default is Closed
 - :: Watch
 - :: Automatic Target
 - :: Automatic Missile
 - Right Monitor (same options as Left Monitor) Default is Closed
- :: **Advanced Game Settings:**
 - Auto Save in Stations; the default is Yes.
 - Show Warp Tunnel; the default is No
 - Confirmation on Eject; the default is Yes.
 - Disable Station Announcements; the default is No.
 - Artificial Life Settings; opens "AL Plugins" window
- :: **Controls:** Opens a window where you set the following items:
- :: Profiles: You can edit, save and load game profiles here.
- :: Controls: This is where you edit game controls and joystick settings
- :: Game: A list of all game shortcut keys (see listing below for details).
- :: Interface: Shortcut keys for the game interface (see listing below for details).
- :: Script Editor: Edit and load scripts that you write (for advanced users only, believe me).
- :: **Pause Game:** [Shift + P], [Pause]; hit any key to continue.
- :: **Save Game:** [Shift + S]; Saving a game is only possible while docked at a station unless you have Salvage Insurance. Salvage Insurance can be bought at any Goner Temple. Be advised that when you choose to invoke Salvage Insurance, the policy expires.
- :: **Load Game:** [Shift + L]; A sub-menu with all saved games and the last three auto-saves opens, allowing you to select which game to load. There is a description at the bottom of each saved game:
 - :: Your Name: This is, as you may have guessed, the pilot's name.
 - :: Your Credits: Your financial situation at the time you saved the game.
 - :: Flying Time: How long you have been flying at the time of the save.
 - :: Location: Where you were when you saved the game.
 - :: The Ship: Which ship you were flying when you saved the game.
 - :: Version: The game version that the game was saved with.
- :: **Quit Game:** [Shift + Q]; Exit this game and return to the main game menu.

SAVING YOUR GAME

There are three different ways to save a game.

1. Auto save in Station:

Every time that you land in a station your game is automatically saved. This is an option that can be turned on or off from the Sidebar | Options | Game Play menu. The default setting is On. When used, only the last three auto saved games are retained. It is highly recommended that you turn this option on and that you land somewhere on a regular basis. Doing so will ensure that you don't lose all of your experiences, financial gains and fighting skills that you spent much time and effort to attain, should some unfortunate event terminate your existence.

2. While landed in a Station:

If you wish to permanently save a game for a restart point or to mark a milestone in the game or for whatever reason; you can do so only while landed in a station, unless item # 3 applies. Press [Shift + S] or go to Options | Save Game.

3. Salvage Insurance:

You can purchase Salvage Insurance at any Goner Temple. Once acquired, you can save your game anytime, anywhere. But be advised, Salvage Insurance is a single use item. Which means that if you invoke the terms of the insurance (saving the game), the policy is cancelled.

KEYBOARD CONTROL KEYS

The key controls listed below are the X3: Terran Conflict Default Profile keys. If you choose a different controller profile or edit the keys and/or the corresponding actions, the list below will not reflect your changes.

The list is divided into two sections, the Game Controls and the Interface Controls

TARGETING

ACTIONS

Track target
Target nearest enemy
Target next object

Target previous object

Target next owned object
Target previous owned object
Target next enemy
Target previous enemy

KEYS

[i]
[Shift + T]
[Page Up],
Joystick button # 3
[Page Down],
Joystick button # 4
[Insert]
[Delete]
[Home]
[End]

INFORMATION

ACTIONS

Actions for selected object
Info about selected object
Current ship
Personal information
Sector map
Galaxy map
Show selection on galaxy map (only in property menu)
Owned property
Message log

KEYS

[i]
[u]
[y]
[p]
[.]
[.]
[g]
[r]
[Shift + M]

FLIGHT CONTROLS

ACTIONS

Toggle cursor flight mode

Toggle classic flight mode
Pitch up Down arrow
Pitch down Up arrow
Yaw left Left arrow
Yaw right Right arrow
Roll left
Roll right
Accelerate

Decelerate

Boost extension
Brake to stop
Match speed to target
Toggle autopilot
Dock with target
Eject from ship
Strafe left

Strafe right

Strafe up

Strafe down

KEYS

[Space], press and hold
Left Mouse Button
[Shift + N]
[i]
[h]
[l]
[g]
[q]
[e]
[x], Mouse wheel up
[z], Mouse wheel down
[Tab]
[Backspace]
[Shift + F]
[Shift + A]
[Shift + D]
[Shift + E]
[a], Joystick button # 13
[d], Joystick button # 11
[w], Joystick button # 10
[s], Joystick button # 12

WEAPONS

ACTIONS

Bore sight fire

Cursor fire

Laser targeting mode
Select Missile

Launch Missile

Select weapon group 1

Select weapon group 2

Select weapon group 3

Select weapon group 4

Weapons menu

KEYS

[CTRL], Joystick button # 1
Right Mouse Button
[k]
[m], Joystick button # 2
[l], Hold joystick button # 2
[1]
(not num pad 1)
[2]
(not num pad 2)
[3]
(not num pad 3)
[4]
(not num pad 4)
[g]

SHIPS AND STATIONS

ACTIONS

Comms
Trade with Station
Landed Ships
Owned Ships
Change Ship

KEYS

[c]
[d]
[l]
[o]
[x]

COMMANDS AND MANAGEMENT

ACTIONS

Command console (current ship)
Rename object
Wingman attack target

Wingman protect me

Drones attack target

Drones protect me

KEYS

[Shift + C]
[m]
[Shift + 6]
(not num pad 6)
[Shift + 7]
(not num pad 7)
[Shift + 8]
(not num pad 8)
[Shift + 9]
(not num pad 9)

FREIGHT

ACTIONS

Freight bay

KEYS

[f]

UPGRADES

ACTIONS

SETA
Jumpdrive
Video enhancement goggles
Best selling price locator

Best buys locator

KEYS

[j]
[Shift + J]
[Alt]
[5]
(not num pad 5)
[6]
(not num pad 6)

INTERFACE CONTROLS

GENERAL

ACTIONS

Open Sidebar
Options Menu
Load Saved game
Save current game
Pause Game

Quit Game

EDITING

ACTIONS

Delete character
Backspace
Home
End

ARCHIVAL

ACTIONS

Take Screenshot

SECTOR MAP

ACTIONS

Move Cursor left
Move Cursor right
Move Cursor up
Move Cursor down
Move Cursor up and left
Move Cursor up and right
Move Cursor down and left
Move Cursor down and right
Move Cursor to nearest object
Change map axis
Enable/Disable sector camera
Zoom map in
Zoom map out
Build Station: Rotate A axis pos
Build Station: Rotate A axis neg
Build Station: Rotate B axis pos
Build Station: Rotate B axis neg

KEYS

[Enter]
[Shift + O]
[Shift + L]
[Shift + S]
[Shift + P],
[Pause]
[Shift + Q]

KEYS

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

KEYS

[F9],
[Print Screen]

KEYS

Num Pad 4
Num Pad 6
Num Pad 8
Num Pad 2
Num Pad 7
Num Pad 9
Num Pad 1
Num Pad 3
Num Pad 5
[Insert]
[k]
[Home]
[End]
Num Pad 3
Num Pad 1
Num Pad 9
Num Pad 7

VIEWS

ACTIONS

Select view mode
External view
Target view/Zoom Monitor
Select monitor
Close All Monitors
Toggle HUD display
View on Left monitor

View on Right monitor

Zoom in
Zoom out
Select camera mode
Default view
View from North
View from Northeast

View from East

View from Southeast

View from South

View from Southwest

View from West

View from Northwest

MENUS

ACTIONS

Cancel/Escape
Open Sidebar
Select option

Move cursor up
Move cursor down

Move cursor left
Move cursor right
Scroll Up
Scroll down
Scroll page up
Scroll page down
Empty selection
Fill selection
Close all menus

KEYS

[F1]
[F2]
[F3]
[F4]
[F5]
[Shift + H]
[Shift + 1]
[Shift + 2]
(not num pad 1)
(not num pad 2)

[.]
[-]
Num Pad 0
Num Pad 5
Num Pad 8, POV UP
Num Pad 9,
POV Up-Right
Num Pad 6,
POV Right
Num Pad 3,
POV Down-Right
Num Pad 2, POV Down
Num Pad 1,
POV Down-left
Num Pad 4, POV Left
Num Pad 7,
POV Up-Left

KEYS

[ESC]
[Enter], Num [Enter]
[Enter],
Left Mouse button,
Joystick button # 1
[Up arrow], POV up
[Down arrow],
POV down
[Left arrow], POV left
[Right arrow], POV right
Mouse wheel up
Mouse wheel down
[Page Up]
[Page Down]
[Home]
[End]
[Delete]

HOW TO START

This section will help you to choose which game start to use and to understand where you are, what the universe has waiting for you and how to Trade, Fight, Build and Think in the X Universe.

When you start a new game, you find yourself in a small ship flying in a big universe. This is not unlike a small boat floating in a vast ocean. You might not be sure about which direction to go or what to do next. Your goals may reach beyond the horizon. Your aims may include domination of the universe, a massive trading empire, to be a hero to all races or maybe all of these things. These are enormous ambitions when you look at your humble starting point but they are all achievable. The universe was created for you. If you are up to the challenge, you can make it yours.

GAME START OPTIONS

There are a number of New Game starting scenarios. After you have achieved certain goals in the plot, bonus game starts will become available. No matter with which game you start, there are a few useful upgrades that you should install at the nearest equipment dock once you have sufficient credits; they include the Trading System Extension, Navigation Command Software and the Best Buys and Best Sells upgrades.

YOU ARE HERE!

Which sector you start in and with what equipment depends on which game start you choose.

Start Game	Start Sector	Ship(s)	Ship Class	Starting Credits	Difficulty
Terran Defender	Uranus	Terran Sabre	M4	1,000	Normal
Argon Patriot	Omicron Lyrae	Argon Elite	M4	1,974	Average
Humble Merchant	Herron's Nebula	Argon Mercury Argon Discoverer	T5 M5	9,693	Not all that hard
Bankrupt Assassin	Aladna Hill	Split Mamba	M3	0	Most assuredly Hard

If you start a Custom game then all bets are off. This is a "roll your own" option but you will start in an Argon Buster (M4) and have 1,000 credits to your name.

HOW TO START

Other game starts become available after you have reached certain milestones within the game. All game starts are linked to the main story line of X3: Terran Conflict. It is up to you if you want to follow the plot or strike out on your own.

Start Game	Start Sector	Ship(s)	Ship Class	Starting Credits	Difficulty
USC Commander	Uranus	Terran Scimitar	M3	1,000	Easy
Tormented Teladi	Acquisition	Teladi Harrier	M5	1,821	Hard
	Repository	Hauler			
Poisoned Paranid	Preacher's Refuge	Paranid Demeter	TS	8,939	Very Hard
		Hauler			
Aldrin Adventurer	Aldrin	Terran Splitfire	M3	4,150	Hard
Goner Witness	Elysium of Light	Goner Ranger	G0	350	Pretty Dam Hard
Unholy Traitor	Tkr's Deprivation	Split Medusa	M3	20,997	Pretty Hard
		Prototype Vanguard			
Teladi Trafficker	Seizewell	Teladi Vulture	TS	12,693	Pretty Hard
Yaki Insurgent	Weaver's Tempest	Yaki Washi	M6	3,367	Reasonably Hard
Lost Lar	Xenon Core Q23	Boron Angel	TP	13,253	Hard
Savage Split	Family Pride	Split Jaguar	M5	400	Slightly Hard
Anonymous Argon	Argon Prime	Argon Discoverer	M5	2,500	Average
Boring Boron	Kingdom End	Boron Octopus	M5	2,000	Average
Pious Paranid	Paranid Prime	Paranid Demeter	TS	3,633	Just a bit Hard

HOW TO DOCK AT STATIONS

You will have to dock at a station sooner or later. This is especially important in the early hours of your game.

Docking your ship at a station can be accomplished in two ways. You can manually guide your ship into the docking bay after you request permission to land (Comms with station). This should only be attempted by experienced pilots because it can be a bit tricky. Should you not be as skilled as you think you are, you risk damaging or even destroying your ship. The least stressful way is with the autopilot by using the context menu and selecting "Autopilot: Dock At" or you can also use the keyboard when you have targeted the station by pressing [Shift + D]. The latter option will automatically engage the docking computer, if one is installed and your ship is within the required range; otherwise, autopilot is used. Once landed, the station's docking clamps will secure your ship and its powerful shields will protect you from all harm.

External docking clamps were adopted by all stations after the Teladi and Split made it a political issue and lobbied for a uniform system that would allow large ships to dock at all stations. The primary

issue was about the rising cost of repairing internal station damage caused by young, inexperienced pilots who, frequently intoxicated from space fuel or other illegal substances, were flying into the station's structure while entering and leaving the docking bays. There were many detractors who believed that this was motivated by the Teladi's desire to increase internal storage of all their stations so that they could utilize large surplus stocks of goods to influence the trading markets. Others suggested that the Teladi and Split realized that this development would result in fewer ships parking inside the stations. This was believed to result in stations being forced to rely more and more on free traders, which has proved to be the case since external docking clamps became the norm.



HOW TO TRAVEL TO DIFFERENT SECTORS

When you are ready to explore the X-Universe and travel to other sectors, there are two very important functions in your ship's systems without which you won't get very far: the sector map and the universe map. They can be accessed by the period [,] and the comma [,] respectively or from the side bar by selecting Navigation.

THE SECTOR MAP

The sector map is divided into two sections. The left panel is the real time "top down" view of the current sector. It is always oriented with North at the top and South at the bottom. The left panel shows icons of all mapped stations (the ones that you have already seen) and the ships that are within scanner range. At the top of the right panel of the sector map are three buttons, labelled Ships, All and Stations. "All" is the default selection. This display option shows ships, stations and other objects. Some sectors are very busy and can contain hundreds of objects. The Ships and Stations buttons allow you to filter out everything but ships or stations respectively.

Clicking on an object name in the right panel will open the property screen for that object from which further options become available depending on object type and ownership. All objects that you own appear in green. Enemy objects appear in red and neutral objects are white. Hired ships, a TL for example, appear in gold. Single clicking on an object on the left side will select that object and highlight its name on the right side. Double clicking an object will target it and direct your autopilot to move to and/or dock with it. If you selected an enemy ship then it is advised that you stay alert because once you get close enough, the enemy will probably fire on you.

The left panel has other useful information besides who's who in this sector. In the bottom left corner is the name of the race that owns this sector. The numbers on the right indicate your position in the sector by x, y and z coordinates, which is your distance from dead centre. On the top right are two magnifying glass icons that let you zoom in and out. To the left of them is what looks like a plus sign. Actually, it shows your current view of the sector; top down (+) or a view from the edge (-), the y coordinate. Pressing [Insert] will do the same thing.

HOW TO FIND DISTANT GATES

Navigation is not always a straight forward matter. Many jump gates are not positioned in an exact North, South, East, West location. Sometimes they may even be positioned well outside the sector grid, with more than 200 km between them and some may be hidden behind asteroids or other large objects. Some sectors have dust or nebula fog that make most objects, factories and stations invisible until you are right on top of them. You can find most opposing gates, if there is one, by continuing in the direction that you entered the sector. You may also detect long lines of ships that appear to come from outside the sector. If you go in the direction that these ship are coming from, you will usually find the jump gate from which they entered. Some very large sectors have navigation beacons that you can follow to find the main shipping lanes.

The hazards of navigation in very large sectors have resulted in ships and cargo being abandoned, drifting well outside normal traffic lanes. If you find any of these, they are yours to be claimed.

THE UNIVERSE MAP

This is a visual display of the systems that you have visited. Like the system display, the universe map is updated automatically. The name of your current sector is the one that is flashing. You can use the arrow keys to move the selection from sector to sector or you can type the first letter of a sector name to centre it on the display. Repeat typing the first letter to display the next sector that starts with that letter. Various useful details about the selected sector are displayed to the right of the universe map.



THE MISSION GUIDANCE SYSTEM

FINDING MISSIONS

As you travel through the various sectors you will notice that some objects (ships and stations) display an icon on the top right corner (). They indicate that someone is offering a mission. These icons are also displayed in the sector map, next to the name of the station or ship offering a mission. To find out what the mission is, select the object as your target and then open communications [c] with them. Your comm equipment isn't too powerful, so you must be within 25 km of your target before you get a response. The comm menu may list any number of names but the one offering the mission will have the icon next to his name, click on it. Tell him/her that you are looking for a job and they will tell you what the mission is by displaying the Mission Briefing window where all pertinent mission info is displayed. After you have looked it over, close the briefing window (ESC) or the X in the upper right corner). At this point you can either accept the mission or reject it. There are several good reasons why you might choose to reject a mission, especially in the beginning. You may not have the resources to complete a mission that requires buying a ship or station. The enemy that is to be killed may be too powerful for you to overcome. There can be any number of reasons why a mission is not for you at this point. If you accept the mission, pay attention to the time limit for completing the mission.

If you succeed within the given time, fine. If you don't, the mission has failed and you won't get



paid for your trouble and you may even loose standing with this particular race. One more thing; it is permissible to accept more than one mission at a time. If you think that you can carry out two missions simultaneously, go for it.

There is one other icon that you should look for. The blue, open book indicates that there is a Plot Mission available. These missions follow the X3: Terran Conflict story line and are different from other missions. They become available after you reach certain milestones within the game.

ACCOMPLISHING MISSIONS

You may notice that sometimes there is an object with orange angles around it. They indicate an object that you need to interact with in order to complete a mission successfully. The orange brackets are a guide. If that object is not in view then orange arrows will indicate which way to turn. At other times you may have to travel to different sectors during your mission. In that case, the gate that you should travel through will have the orange brackets. If you have accepted more than one mission, the My Missions menu allows you to select which mission target the guidance system should indicate. Guidance can also be turned off completely, if you prefer. When you have completed an objective of a mission and a new one becomes active, an info box with a short summary of what the next step is will be shown in the lower centre of the screen. The guidance will be updated automatically for the location of that new object.

STRATEGIES OF PLAY

There are two routes or strategies with which you can start your game play. In both of them the main goal is to obtain credits. You need credits in order to buy upgrades for your ship, to buy goods that you can sell (for more credits, of course) or to buy bigger and better ships to achieve your ultimate goal. You will also need a good reputation with the races from which you want to buy these goods and ships. The first strategy is trading. You will want to buy goods at a low price and sell them for a higher price. This is a basic economic strategy known and practiced since the beginning of civilization. This strategy can be supplemented by completing missions that are offered by the various stations and ships that you encounter. Your credits and reputation will increase the more you trade and the more missions you complete. The second strategy that can be equally or even more profitable is to fight your way to riches. You will gain reputation and rank by taking on the bad guys, destroying or capturing their ships. When you capture an

enemy ship you can take the equipment that you find and upgrade your own ship. You may even obtain bigger ships by claiming, repairing and swapping your current equipment into them.

You might even mix these two strategies by alternating between them. This would ensure that your race reputation, trading and fighting ranks all increase simultaneously.



HOW TO PROGRESS

Reputation is everything!

To get what you want you have the two routes mentioned above. You can buy good ships and then equip them with advanced upgrades. You need a very good reputation with a race to buy certain of their upgrades and weapons. You need an even higher reputation to buy some of their classier, big ships. You increase your reputation by trading with them or by helping them to remove hostiles, such as the Kha'ak, Xenon or Pirates from their sectors.



In the Trade menu above you see that the selected item is highlighted in red. This indicates that your trade ranking is not high enough to purchase this item. At the bottom left you can see your current ranking with the Argon, which is "Argon Confirmed Friend", and on the right is the ranking you need ("Argon Federation Guardian") before a Photon Pulse Cannon will be sold to you.

There are a number of things that you cannot do or are restricted in doing because of your current low rank and race notoriety. If you improve these you will be able to:

- Earn more for fighting missions when you raise your fighting rank
- Buy and sell higher grade technology and weapons
- Barter for better trading profits with ill-gotten cargo
- Gamble your wealth for higher gains
- Get more credits for trading missions

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

1. The first is by obtaining a Police License which will, in itself, require a reasonably high status. They are only available when a race trusts you. That would be after you have repeatedly removed the unwelcome from their sectors. When you have earned a police license you will be paid for each of your kills. You will also be able to use a freight scanner legally, which should provide additional bonuses of cargo that you force smugglers to drop. Discovering smugglers is not easy. They don't advertise what they are doing. Once you have scanned a ship and find illegal wares you can/must demand that he drop his cargo. Most smugglers will be sensible and drop the illegal cargo but some, who are natural foes of the sector race, may try to avoid doing so. Sometimes, when scanned, the smuggler will turn out to be a Pirate. Scanning of large ships is recursive, which means that if there is illegal cargo on a ship that is docked within another ship, that will also be revealed. If you successfully make a ship drop illegal wares, you will gain additional reputation with the local race.

2. Another way is by accepting Xenon Taxi missions to escort or transport shady characters. You will then have the opportunity to impress the locals and gain reputation by cleaning up the Xenon mini invasion that you provoked by accepting this mission.

3. Jumping in and out of Xenon sectors and destroying Xenon ships will cause the Xenon to call for

replacements. As the replacements travel through other sectors to reach the Xenon sector you have an opportunity to help the local race by removing these invaders. This, obviously, will benefit your reputations with them.

4. You can enlist in the local militia when the call goes out of a Xenon invasion. These missions not only provide substantial financial rewards but will also improve your reputation and possibly raise your combat rank.

5. Destroying Kha'ak clusters is a great way to improve your reputation because they provide a large number of ships for you to gain notoriety by eliminating.

6. Selling goods and cargo containers will improve your standing with a race. Setting up factories in their sectors has the same effect.

7. Placing standard or advanced relay satellites in sectors provides a very effective way to locate Pirates and other enemies in transit. You can then jump to the gate that they are heading towards and make your kill or capture. This will definitely raise your fighting and race ranks. The best placement of satellites is to enter a sector and nose up about 30 degrees then dropping the satellite well above the centre of the sector.

HOW TO START TRADING

UNDERSTANDING THE X-UNIVERSE

The economy in the X Universe is unique in that it is dynamically priced. This means that the prices of goods are affected by supply and demand or by wars and theft. For 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 because the demand is high. If you spot two station's 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 improve your financial situation. Later, as you gain more Credits, you will find methods and ship 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 buy and sell a limited amount of products at fixed prices.

Each race has a range of goods it manufactures. Some products can be purchased from all races and others are specific to a particular 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 systems, including weapons, with a variety of products in-between.

Remember that when the local availability of a product is low, its price will be high. Conversely, prices will decrease as quantities are increased through the manufacturing processes of each factory.

"If you can imagine it, you can achieve it. If you can dream it, you can become it."

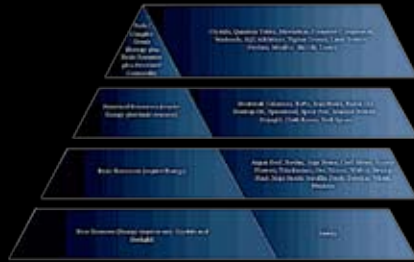
William Arthur Ward 30 31

USEFUL TRADING TOOLS

The Teladi are a race driven almost solely by profit and their trading secrets are well guarded. A 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:

TRADING PYRAMID PRODUCED BY HUT F'NAAK, SPLIT CURATO PROFIT GUILD

Contact has been lost with Hut F'Naak and this information is incomplete



Note:

Primary and Secondary goods. Primary goods are required for a factory to produce it's goods, secondary goods are optional and will be used if they are available at reasonable costs / quantity / distance

Hut F'Naak's notes, that formed the basis of the above, are detailed below. Please keep in mind that this information may not be entirely complete or accurate. 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 a good profit margin is understanding stock levels; the more wares a factory has stocked, the cheaper the selling price will be, 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 as well as the Trading System Extension are essential for trading. 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 quickly learn that some ships are better suited for trading than others. Some ships cannot trade certain goods due to the size of the cargo. You will learn about these limitations later. For now we'll just concentrate on how to trade.

Start a new game as Humble Merchant. This will provide you with an Argon Mercury (TS class) freighter and enough credits to buy some goods. You also have an Argon Discoverer (MS) but we'll ignore that for now. Open the sector map [I] and select Rimes Fact L Alpha as your target [I]. Exit the sector map [ESC] and turn on your autopilot [Shift + A] which will take you to your destination. When you are docked select Station | Trade. The Trade window, displayed on the left, opens. You will see the status of the factory; how much stock it has, the selling price, how many units of resources it has and the buying price for those resources. Cloth Rimes is the only product this factory sells so it is automatically selected. There are several ways you can tell the trade computer how much you want to buy:



1. Enter the number of units you wish to buy. Then, hit the right arrow key followed by [Enter]. If you have sufficient credits, the cargo is bought and transferred to your cargo bay.
2. Use the right and left arrow keys to increase or decrease the amount you wish to buy. Hit [Enter] when the desired amount is indicated.
3. Press [End] followed by [Enter]. If you have enough credits and the factory has enough products, your cargo bay will be filled with the maximum possible.

Note: It is important to remember that factories only sell products, never resources. Conversely, factories only buy resources, never their own products.

Returning to our trade; press the right arrow on your keyboard and you will see a blue bar move to the right at the bottom centre. It won't move very far because at 255 credits each, you can't buy very many Cloth Rimes. Press [Enter] and your purchase is transferred to your cargo bay. That's all there is to it.

You may notice that after you have completed your purchase, the selling price has increased. This is because the factory now has fewer Cloth Rimes to sell. You will also see (bottom right) how many credits you have available after the purchase is completed.

Now we want sell those goods (at a profit, of course). Undock from the Rimes Fact. Target and fly to the High Yield Production Complex Alpha. Once landed, select Station | Trade again and a new Trade window opens. This time you have to scroll down until you highlight Cloth Rimes in the Secondary Resources section. Notice that this factory will buy Cloth Rimes for 313 credits each. Move your freight from your cargo bay to the factory by pressing the left arrow on your keyboard or press [Home] and then hit [Enter]. The sale is complete and you have made a profit of 2,016 credits. Not bad for a first trade but you will need a lot more.

A BEGINNER'S GUIDE TO A TRADING RUN

Try it by yourself. Fly through the East gate to The Hole, then South to The Wall. Use your SETA (j) to speed up the voyage. Yes, you will have to find the South gate (Hint: it's in the SE quadrant). Dock at the Solar Power Plant M Alpha and buy Energy Cells. (They should sell for 12 cr. each) When you are done there, fly through the West gate to Argon Prime and sell the Energy Cells at the Light Weapons Complex Alpha (for 19 cr. each). Your bank account is starting to look a lot better. Keep buying and selling until you can afford to buy some ship extensions.

You will soon learn to recognize a specific station by its appearance and how it is depicted on your Gravidar display (Solar Power Plants have very unique icons). Your ship's computer will tell you once you've targeted and locked onto a station.

Larger, dedicated transport ships can carry far more and also a larger variety of cargo. You will find that huge profits can be made once you can afford one of these ships.

We are now going to do a trading run to increase your credits to something a bit more respectable. Keep in mind that the X-Universe economy is dynamic and therefore your numbers may not match exactly with those shown in the table below. If you followed the previous steps you should have your Mercury transporter and about 18,216 credits. We start in Argon Prime and do the following trading:

Sector	Station	Buy/Sell	Product	Qty	Price	Profit	Total
Argon Prime	Trading Station	Buy	Cahoonas	253	72	n/a	
Argon Prime	Quantum Tube Fab	Sell	Cahoonas	253	98	6,594	24,810
Herrons' Nebula	Ore Mine alpha	Buy	Ore	269	92	n/a	
Argon Prime	Light Weapon Complex.	Sell	Ore	269	127	34,15	34,225
Home of Light	Trading Station	Buy	Cahoonas	475	72	n/a	
Red Light	Crystal Fab M alpha	Sell	Cahoonas	475	102	14,250	48,475
The Wall	Solar Power Plant M alpha	Buy	Energy Cells	2,997	15	n/a	
Argon Prime	Quantum Tube Fab	Sell	Energy Cells	2,997	19	11,988	60,463
Argon Prime	Image Recognition ...	Buy	Mosquito Missiles	395	153	n/a	
Argon Prime	Argon Equipment Dock	Sell	Mosquito Missiles	395	168	5,925	66,388
The Wall	Solar Power Plant L beta	Buy	Energy Cells	2,997	15	n/a	
Home of Light	Quantum Tube Fab	Sell	Energy Cells	2,997	20	14,985	81,373
The Wall	Solar Power Plant M alpha	Buy	Energy Cells	2,997	12	n/a	
Herron's Nebula	High Yield Prod. Complex	Sell	Energy Cells	2,997	19	20,979	102,352

As you can see, in just seven trades you increased your wealth by 84,136 credits. You can now afford to buy some of those essential extensions, like the Trading Extension, Trade Command Software and Engine Tuning. Then you go out and do the same thing again to rebuild your purse. Also notice that you have gained reputation and rank during these trades. You continue this process, along with a little fighting and buying bigger or better ships, until you control the universe.

*"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".*

Werner von Braun

THE POCKET GUIDE TO TRADING

The radical Teladi economic guru, Hilbis Yalos Trosulis IV, broke with Teladi tradition by publishing the UEG; the manual that Teladi hatchlings use during their first trading exercises. A summary of the guide contains an overview of the differences encountered when you trade with the different races.

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

ARGON

A free market with healthy competition.

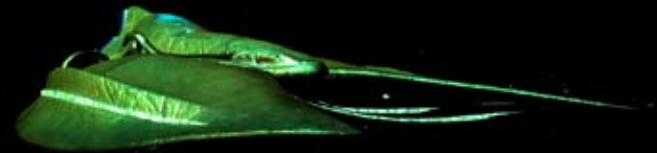
The Argon have an above-average price variation in bio and food. This means that tech factories may give good profit margins and performance. There are good profits to be had from well-run Argon tech factories, despite the effort needed to transport the required quantities of Meatsteaks.

Factory Prices: Average across the board, with some specialities.
 Basic materials: Average. Solar Power Plant and mine cost.
 High tech commodities: Average: with some specialities.
 Weapons and shields: Well Rounded: The Argon have recently focused on improving existing weapons technology by producing several new innovative weapon systems that are a marked improvement over their predecessors.

BORON

They have intense government regulation; a culture with strong aversions to taking risks. The Boron have a low price variation in bio and food. This means that tech factories will have tighter profit margins and performance. Trading profits, though safer, are lower in Boron sectors. This provides a steady and low risk market. The Boron are not very adept at digging. Their mines, therefore, tend to be expensive but they do have great energy technology.

Factory Prices: Excellent defensive and non-combat technology.
 Basic materials: Average: Cheap Solar Power Plants but expensive Mines
 High tech commodities: Excellent: The Boron concentrate on non-aggressive high-tech items like crystals, microchips and computer components.
 Weapons and shields: Ion Technology: The Boron specialize in high-tech, ion energy weapons designed to disrupt shields and other ship systems. Since their initial breakthrough with the Ion Disrupter, the technology has been further improved with several new Ion weapons.



THE POCKET GUIDE TO TRADING

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:	The Paranid excel in what they can keep to themselves.
Basic materials:	Poor: Above average priced Solar Power Plants and Mines (Paranid prefer lesser beings to handle trivial commodities)
High tech commodities:	Average. The Paranid are not very good at some of the more common items (except the warheads that go into their missile complexes), but they excel at the technology that others do not pursue, like Advanced Satellites.
Weaponry and shields:	Secretive. Technology that was developed by the Paranid, like FBLs, PSGs, and many rockets, is very cheap for the Paranid and very expensive for other races due to the lack of free-flowing information.

SPLIT

Little government interference in the economy. Average price variation in bio and food. Tech factories have average margins on profit and performance.

Factory Prices:	Research is fed by the war machine.
Basic materials:	Fair. Expensive Solar Power Plants, but cheaper Mines due to the use of forced labour.
High tech commodities:	Low: The Split do not use much non-combat technology.
Weaponry and shields:	Excellent: The Split are generally poor at missile construction, preferring to get up close and personal. They are above average in shield construction and excel at producing most forms of lasers. Split weapons tend to be fast and deadly, just like their ships.

TELADI

The ultimate marketplace, where anything goes. Extremely high price variation in bio and food. Tech factories have a very wide range on margins and profitability. It's extremely easy to make money in Teladi sectors but just as easy to lose it. The Teladi are not very inventive, preferring to buy tech from other races, but they are excellent in exploiting what they get. They are the masters of producing and trading all base commodities.

Factory Prices:	The Teladi squeeze every last drop of profit out of common items.
Basic materials:	Excellent: Cheaper than average Solar Plants and Mines.
High tech commodities:	Good: Again, the Teladi are above average in many types of common technical commodities.
Weaponry and shields:	Budget gurus: The Teladi excel in manufacturing low priced, "lower tech" technology that has been around forever. They don't do cutting edge technology.



THE WAY TO BETTER TRADING

Free Traders (NPC freighters) are actively seeking the same opportunities that you are. They are very competitive and will often have an advantage with their large cargo bays and super freighters. Here are some things that may help:

:: Place Advanced Satellites in sectors that you plan to trade in often. Place them in the middle and well above (at least 25 km) the largest concentration of stations. Satellites, in conjunction with the Trading System Extension, Best Buy and Best Selling software installed, will allow you to check each sector for the best deals without actually having to go there first.

:: Bartering spare goods is an effective way to sell cargo for which you don't have an immediate market.

:: Buy the largest transporter that you can afford. For example, a basic Mercury with 4,000 cargo space full of goods that you can sell at a 20 credit profit each will get you 80,000 credits. But a freighter with 11,000 cargo bay will earn 220,000 credits. These Super Freighters will provide a faster return on their purchase price.

:: Be sure to get the Engine Tuning upgrade to optimize your ship's speed and deliver faster. Time is money and delay is lost opportunity. Sometimes you will have to race a Free Trader to get your freight delivered first.

:: Make use of your Trading Extensions. Check before you dock at a factory in case a Free Trader has wiped out the profit margin by delivering to the factory just before you got there. If they did, use your Best Sell extension to find the next best place to unload your cargo bay. Do this in your current sector as well as nearby ones.

:: Some factories can hold very large stocks. The larger your cargo bay the greater your profit per trip. Ore, for example, can be bought very cheaply and be sold for very large profits, especially in Boron sectors. You will need a very large cargo bay (4,000+) to buy all the Ore stock from an Ore Mine and deliver it in one trip. Remember that Ore takes up a lot more space than some other wares.

:: Employ your slower freighters in the smaller sectors for quick profit and use your faster freighters in the large sectors.

:: Explore new trading routes for food items like BoFu for the Boron. This is true for other races as well. Good profits can be made by transporting Delaxian Wheat from Argon sectors to the Boron. They love it.

:: Good profits can be made by trading in Food and Bio. Trading in Minerals such as Ore, Silicon, Teladianium or even the much sought after Nividium can produce high profits. High tech and some illegal wares have been known to bring very high profits but buyers aren't always readily available. You will also need a high reputation before you can buy certain types of High Tech.

:: Factory Complexes have the additional benefit of being able to sell multiple products. They're a one stop shop for delivering large volumes of diverse resources.

"No profit grows where there is no pleasure taken."

William Shakespeare

BUILDING FACTORIES

Most of the factories that produce end-products like missiles, shields or other weapons require 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 when the primary resources are in short supply. As all 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 profit margin.

So, in practice, building factories based on an initial winning formula will prove not to be as profitable when their quantity increases. Captains of Teladi industry all agree that the building and locating of factories requires careful examination of the supply and demand in a potential sector. For instance, finding factories that are continually running low on primary and secondary resources will provide you with opportunity 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. All traders, whether a profit liability or successful company directors, 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 steady supply of goods can lead to high, long-term profits for those with a wise head and a strong arm.

The Kha'ak threat has produced a whole range of innovative design and new building techniques for constructing stations and factories. These high-tech advances have resulted in larger and more powerful stations. The new, integrated factory complexes are designed to rely less on transporters which are subject to attack and therefore loss of goods. The new stations are now equipped with the powerful 10 giga joule shields that are capable of not only protecting them but also the ships that are docked there. This recent change in technology and attitude has inspired ever larger and more extraordinary station designs.

Deciding to build the first of many factories is a moment of great pride. You may be ready to build a group of factories that supply each other and produce an end product. You may even go further by connecting your factories into a complex. Whatever you intend to do, big or small, your first step to empire building will be a lasting memory.

WHERE TO BUILD YOUR FACTORIES

Location, Location, Location!

Factory placement is all about finding the most profitable place to market your product. It is better to find a need and then fulfil it than having a product and trying to find someone who wants to buy it.

You should set up factories that manufacture products that are needed in that sector. If there are no Solar Power Plants to supply the energy needs of a sector or not enough Crystal Fabs to supply the power plants then you might consider building several factories to fill this resource void.

It is best to check what is being produced in neighbouring sectors before you start building. You should also consider your product selling price and



A Crystal Fab

the needed resource buying price as well as how far you have to travel to get needed resources. Another major point to consider is the local demand for your product.

You have to decide whether your factories should only buy resources from your own sources or if they can be supplemented by local suppliers. A very effective way to depend less on others and at the same time increase profits is to set up a factory loop.

Large factories produce 2.5 times the amount of goods that a standard size factory will. It will also require 2.5 times the resources. A large mine will produce 2.5 times the amount of ore of a small mine.

Low priced food equals average profit.

A good first factory might be a Delexian Wheat Farm in an Argon sector that has some Cahoona Bakeries in it and is close to a Boron sector. Of course, there should be no other Delexian Wheat Farms in the neighbourhood but a Solar Power Plant would be desirable. Other possible starting factories might be a BoFu plant in Kingdom's End or a BoGas factory in Ocean of Fantasy which has several poorly supplied BoFu plants nearby.

HOW TO HIRE A TL-CLASS TRANSPORT SHIP

The first thing you will need to do in order to construct your new factory is hire a Large Transport (TL) ship. This class of ship is required to carry the construction kit, materials and drones from the shipyard to its final destination. It is an amazing sight when they haul three or more stations at a time. It is wise to keep out of

their path. They are slow to stop or turn and will plough right through you if you get in their way. Building a factory is a costly affair. Make sure that you have enough credits for the following:

- :: Buy the factory
- :: Pay the TL captain for each jump gate he travels through (up to 10,000 cr. Each). Be advised that if you don't have enough credits to pay for the whole journey, the TL captain will sell your factory and you will lose your investment.
- :: Buy one or more TS class transporters to supply resources to your new factory.
- :: Buy the resources that your factory needs to produce its product.
- :: Have a 200,000 credit start-up fund to pay for the continued flow of resources.

Mid priced Minerals equal good profit.

High-tech production areas such as Argon Prime always have a demand for Silicon. The bad news is that Argon Prime doesn't have any asteroids. The good news is that there are plenty of asteroids in nearby Ore Belt. There are also Solar Power Plants to be found here. When factory stocks of Silicon run low and they are willing to pay 700+ credits per unit, you can make a tidy profit.

High priced high-tech equals very good profit.

The 1 giga joule and 10 giga joule Shield Production Facilities are best placed in sectors with nearby Equipment Docks. A very good place would be Home of Light since there are three nearby sector that have Equipment Docks: Argon Prime, Red Light and Cloudbase Southeast.

In many Argon sectors there is a shortage of Cahoona Bakeries. Most races are in need of Solar Power Plants, Silicon and Ore Mines and Crystal Fabs. If you are really audacious, try building a factory near one that sells the same product. This will allow you to entice some or all of your neighbour's customers to your factory, especially if you are selling for less.

Factories cost between 400,000 and 20 million credits. If you decide to start with one of the cheaper varieties you can estimate an initial investment of about one million credits.

Each race has a TL class. They are as follows:

- :: Argon Mammoth
- :: Teladi Albatross
- :: Split Elephant
- :: Paranid Hercules
- :: Boron Orca
- :: Terran Atmospheric Lifter

To start, you need to hire the transporter. You do this by contacting its captain, say that you want to hire him and then tell the captain to follow you. Fly to the shipyard and comm. the TL captain again and tell him to move to the shipyard and then select the desired shipyard from the map. Dock at the shipyard and wait for the TL to arrive.

You will notice that when you scroll through the list of stations they are highlighted in red. This changes when the TL has docked. Purchase the factory you want and comm. the TL captain (via Landed Ships) to either follow you or to move to the sector where you want set up your factory. While you are at the shipyard you might as well buy the TS freighter that you will need to supply your factory with resources.

Remember that you have to be in the same sector as the TL in order for the captain to drop your factory. When the TL is in the vicinity of where you want to place your factory, comm. the TL captain and ask him to drop your freight. Use the Factory Positioning keys (see Command Keys - Factory Positioning) to position your factory exactly where you want it.

If you are constructing a mine, you have to ask the captain to move to position and then selecting the asteroid you want to mine. When the TL gets within 4 km of the asteroid ask the captain to drop your freight and select the asteroid again.

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

- :: Transfer about 200,000 cr to the factory so that your transporters can buy supplies.
- :: Assign one or more 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. The transporters must have the Trading Software installed.
- :: Set the buying price for resources and the selling price for products.
- :: Define the jump settings. This defines the maximum number of gates a transporter is allowed to go through to buy or sell goods. If you increase the buying price for resources, the jump distance to available factories will decrease. Note: if ships are allowed to travel too great a distance you may frequently run out of resources. If they have to travel across too many hostile sectors they may get destroyed.
- :: Set Auto Money Transfer in the command Console| Additional Commands. This sets the player account funds limit for the factory.



*"If you can imagine it, you can achieve it.
If you can dream it, you can become it."*

William Arthur Ward(40 4)

MOVING FACTORIES WITH A TRACTOR BEAM

There are many reasons you may want to reposition our factory, for instance changing its position for better complex joining, deciding to organize their locations according for grouping by manufactured goods or you simply change your mind where you wanted it to be. The Tractor Beam can be used to pull objects that you own from one place to another. Attempting to tow away someone else's property may earn you some unwelcome company. First, you'll need to have a ship capable of mounting this device, either a TL or an M6, and 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 from 3.75km. When sufficiently close, fire the TB at the object. Bear in mind that some objects may not appear to be in range of the beam due to the weapons systems not being optimized 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 and 10 m/s (forward and reverse). Due to inertia, travelling at speeds greater than 10 m/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 lock-on break, you can simply slow down and allow the towed object to catch up. The beam's integrity will then 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, which involves trial and error.

SETTING UP FACTORY LOOPS

A factory loop is where you have an end product, like Energy, for which all its required resources are supplied by your own factories. This can solve many local supply problems. The universe can often have an economic downturn and if you want to have your factories working efficiently, 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:

- :: Closed loops, where only your factories supply each other.
- :: Mixed loops, where some factories are open to trade with local traders.
- :: Open loops, where all of your factories are open to local traders.

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

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

The last two are food resources that will be different for the Crystal Fabs of each race. The Solar Power Plant may not use all of its output for factory resources, which could allow it to sell the surplus 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 a factory complex where all of the factories have supply tunnels interconnecting them. This configuration almost completely avoids the need for TS Transporters.

HOW TO BUILD A FACTORY COMPLEX

Using a Boron Dolphin as an example and using rounded up figures to make it easier to work with, a BoGas and BoFu factory would require 3 freighters to work. The cheapest T5 transporter costs about 600,000 Credits. A Complex Construction Kit costs 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 1 kit + 1 freighter = 860,000

That makes the Construction Kits a cost effective solution for making food. If you total the costs for other factories that you build, you can work out a similar 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. Should you choose to increase their range, they may well take too long to deliver much needed resources. The end result will be that your factories run out of supplies to keep producing. You can find more information on this and factories elsewhere in this Manual.

HOW TO CONNECT FACTORIES

Connecting factories is actually quite straight forward. If, for instance, you hired an Argon Mammoth to carry a Cattle Ranch and a Cahoona Bakery, you would also be able to load one Complex Construction Kit for connecting the two into it. The construction kit will allow you to join two or more stations together to form a station complex. It is comprised of a Complex Hub that controls power distribution, a central command and control centre, the commodity exchange and central docking clamps for 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 the positioning 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 the second factory and the Complex Construction Kit will build the tunnels between them. The Complex Hub transports supplies between the stations, so you can create a loop of factories that supply each other without the need for lots of transporters delivering resources between them. Complex Hubs cost a lot less than the use of transporters, but they have a weakness. You have to protect these complexes from attack. If they are destroyed, the factories will not be able to get the resources they need until you buy another complex builder or assign transports to them. When you select the command console for the Complex Hub, it will show you the stations and the production cycles that are currently running. All the factories in the complex use a single pool of Credits. You can still set factory prices and change the maximum distance that transporter ships can jump across sectors for resources just as you did for a single factory. 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 applies. You can save a lot of resource effort for your complexes by choosing your location based on the needs of your new factories, so even if resources in the factories run low, there will be local resources to supplement them. As mentioned before, 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' at the complex can be assigned to buy at best prices from a list of resources for all the factories in the complex. When you add a factory to a complex all ships with Best Buy software will stop and restart this command, but "owned" ships lose their original command. You will have to re-issue commands to them with their new instructions.

TRANSPORTER SHIPS

The T5 class transporter ships are the backbone of the economy and have a wide range of specifications. Some have large cargo bays but may be slower. These would be best assigned to buy large volumes of resources from nearby factories. Other ships have smaller cargo bays but are much faster. They would best be assigned to buy resources, like Crystals, that are a few sector jumps away.

T5 class ships can be bought individually or in quantity. It is important that you not only have the Credits to pay for the ship but also to purchase all the desired shields and upgrades. If you press [I] while in the Shipyard trade menu you will see the full details of the selected ship, including any pre-installed upgrades. Selling up transport ships can be easier if you buy them in bulk; allowing you to select the upgrades for all the ships at the same time. Ships are available in S, M, and L specifications. The S ships have minimal equipment; M ships have medium level equipment; L ships have high grade shielding and weapons. If you do not want your transporters to engage enemies (freighters are only equipped with low class defensive weapons), don't equip them with fighting upgrades or weapons. Ships travelling across dangerous sectors can (and usually do) have fighter escorts in addition to defensive weaponry.

A typical transporter configuration might look like this:

5 or 25MJ Shields:	They are important when travelling across dangerous sectors.
Engine Tunings:	Time is money; speed supply of resources is good.
Rudders:	Good turning will reduce accidents and aid in evasive manoeuvres.
Cargo extensions:	To suit the cargo. The standard configuration will work for most.
Duplex or Triplex Scanners:	Duplex will suffice for most.

To assign a transporter to a Station you will need to make sure the transporter has either or both of the Trade MK1 or MK2 software installed (available at all good Equipment Docks). To make that station the ship's home base select the ship's Command Console, scroll down to the configuration section and select Home Base, then select the sector and the station that you want to assign as that ship's home base.



Argon Vulture Super Freighter

BUILD AND TRADE Q & A

We were offered a rare chance to gain some insights from the best factory and system traders in the universe at the annual convention of the Guild of System Merchants. The famous Argon, Tidi Onetree, who has defined the current understanding of energy in his famed guide for Solar Power Profits, was the first speaker to take the floor. After his lengthy but very interesting lecture, he opened the floor to questions.

FACTORIES

Q: Are Factories expensive?

A: The prices of factories vary greatly dependent upon the technology level of that factory. For example, 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 increasingly more expensive the higher you climb the tech ladder.

Q: Can I place my 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 in an area where there is already an oversupply of the goods that your factory will produce. You will immediately be butting heads with 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 from placing your factories anywhere in a sector. Please bear in mind that your ships need to get 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. Why?

A: The yellow flashing is warning you that the factory in question is in need of attention and is probably too low on resources or credits to produce its product. It does not specify what the problem is, only that something is stopping the factory from operating normally (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 out and purchase the resources or a combination of these. It could also be that the settings you have applied to the factory are stopping it from working correctly. For example, the number of systems in which your ships are allowed to go, searching for resources.

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

A: First, 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 "home base". Once you have assigned a ship its home base, a whole new set of command options will become available.

You can also "home base" fighter craft at a station. They will automatically protect it once they arrive there. The same home base settings apply to laser towers and mines for area defence. You may want to assign some fighters to protect your trading vessels as escorts.

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

A: Sure, try a Wheat Farm in The Wall or a Crystal Fab in Argon Prime. Both of these sectors have the protection of capital ship patrols and they 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 try). If you stay in close proximity early in your factory's life, you can personally protect it until such a time when 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's Command Console | Station Commands, select "Auto money transfer to player account". Then enter an amount, such as 200,000. Any funds the station generates 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 escalate into a dispute that can only be settled by fleets of warships from opposing sides which will inevitably result in some traders losing their stations. Other traders may take advantage of your misfortune by setting up their own factories.

TRADING

Tidi Onetree's talk was followed by a highly praised lecture by Iyes Di, the famed Gunn'r who, after many years of dedicated cartography of the universe, became a strong advocate of the harmonization of factory economic cycles and the leading 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 profit making. The more you make the higher your rank will go. Additionally, if you come across assorted artefacts or enemy technology and sell them to friendly races, you will also improve your notoriety. If other races buy your products and you've successfully completed trading missions, you will increase your trading rank. The last two will also increase your reputation with those races.

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

A: You can mine precious metals and minerals from asteroids once they have been broken up into small enough pieces for freighters to pick up and put into their hold. Only some ships can be equipped with a Mobile Drilling System, such as the TS class, using the turret mount, like the Demeter Miner from Paranid Prime, the Vulture Miner from Ianamus Zura or the Caiman Tanker from Family Tkr. Entrepreneurs with a healthy credit balance and a desire to do it in style can use an M6 class ship with a Super Freighter in tow for extra storage, then using the Goner cargo Transporter device, transfer collected minerals from the former to the latter. There are several upgrades that you will need for successful mobile mining. You will need a Mineral Scanner and an Ore Collector. Helpful extras are, if your TS doesn't already have them installed, the Triplex Scanner for easily locating asteroids and the Best Selling Price extension to quickly turn the rock into hard credits.

Mobile mining usually follows these steps: after you target an asteroid and come within a 10 kilometre range you can identify its yield by using the Mineral Scanner by pressing the [i] Key. An asteroid's yield indicates how rich the asteroid is in a particular mineral (Ore/Silicon/Nividium). Generally, the higher the yield the more material you can get from the asteroid. Asteroids with a yield of 20 or more are good; those with 40 and up are very rich in minerals. Approach the asteroid and fire your Laser or a Hornet Missile within five kilometres. After the asteroid has been fragmented you will need to break the larger and medium sized rocks with either the mining laser or other laser weaponry into small rocks.

BUILD AND TRADE Q & A

To tell them apart from the ones that need further fragmentation, target them and press the [i] key. Be aware that small rocks will vaporize if fired upon again. Eventually you will be able to scoop up the rocks that are small enough to be refined. To operate the Ore Collector you will need to collect the rock as you would with other floating cargo crates. Be sure to check the fragment first with the [i] key or the fragments may damage your hull or equipment if it is too big. Nividium asteroids, which can be found in remote sectors, are highly prized because the mineral can be sold for very high prices in Parand sectors.

Like the command to collect wares in sector, the command Collect Rocks 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 optimized for this task.

Q: How do I sell a ship that I own?

A: Click on the ship while in flight mode or, from the Sector map, click on its green icon or from the right panel, click on its name. From the context menu that opens, select commands [c]. When the command window opens select "Navigation" and then select "Dock at ...". The universe map will open; select a sector that has a shipyard in it such as Omicron Lyrae, Iannamus Zura or Argon Prime. Click on the shipyard name and your onboard computer will confirm the order and your ship will be on its way to dock with the selected shipyard. If you have set "Notify me when order complete", you will receive a message when your ship docks at the shipyard. In that message, click twice on "open ship menu" and then "Trade with station". This opens the Trade menu. Select the ship you want to sell. If there is only one ship, it will be already highlighted. Use the left arrow key or hit [Home] followed by [Enter] and the transaction is complete.

Q: How can I transfer cargo between ships?

A: You can get a Transporter Device from the Goner temple which will allow you to beam goods into your cargo bay. If you do not have one of these, you can order your ship to drop its cargo and you can then collect it. 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: To put it simply, the better your trading rank, the higher the payments. A good tactic is to have a range of ships with a Jumpdrive. Many missions require an M4, M5 or T5 class ship. Having your other ships accessible on short notice allows you to switch ships and take that lucrative contract. To find these missions, look for ships and stations with a small icon at the top right corner of their marker angles. The icon displayed will tell you what kind of mission is being offered. Comm the ship or station and talk with the person offering the mission to find out the details.

Q: How do I capture Spaceflies?

A: You need to purchase a Spacefly Collector from a Split Equipment Dock and an Ion Disruptor, found at Baron Equipment Docks. To capture them simply fire the Ion Disruptor, which 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 because they will wake up after a short while and fly away. Don't forget that Spaceflies are an endangered species and collecting them is outlawed by most races.

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

A: The Trade Command Software MK3 is a software upgrade that allows you to 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. That is, on the job training. When the pilot's experience has reached a high enough level (Level 6) they will be skilled enough to become so-called Universe Traders. You will have to issue new commands 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 Zero 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 recognize a profitable opportunity if the selling price is above the buying price. 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. From level six 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 because 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 ship can support and that Fight Software MK1 and MK2, a Triplex scanner and Jumpdrive are installed from the beginning. If you have not installed the Fight extensions, Jumpdrive and 25MJ Shield, the pilot may not get around to ordering them until he reaches level twelve where 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. 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 optimizations except MK3 or any Fight Software installed) 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 and he'll be off again.

BUILD AND TRADE Q & A

Q: Is there any good advice for a new trader starting out?

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

:: The Economy: The economy changes dynamically in response to over/under production, wars and theft. In various sectors of the universe this will produce shortages or surpluses on an ever-changing basis, giving those wise traders who keep up to date with the latest 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 when local supplies may not be able to keep up with the demand.

:: Various merchants and station traders will be looking for mutually satisfactory trading opportunities. These may be in 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 bag of tricks. There are many tales of traders who wandered off the main commercial lanes to stumble upon great riches in the misty voids by finding containers full of credits and weapons that were lost in skirmishes with dangerous enemies. If you buy 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 then press the [Enter] key. Your ship will fly to that location.

:: It is always good to develop and improve your status with various races. This will make additional, more advanced, equipment and ships available to you. Their improved trust in you will result in them giving you better 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 police. These inspectors usually travel in scout class, high performance ships which are difficult (but not impossible) to outrun. Certain products (particularly Spaceweed, 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. Hit the [j] key to activate it and you will speed through the universe 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.

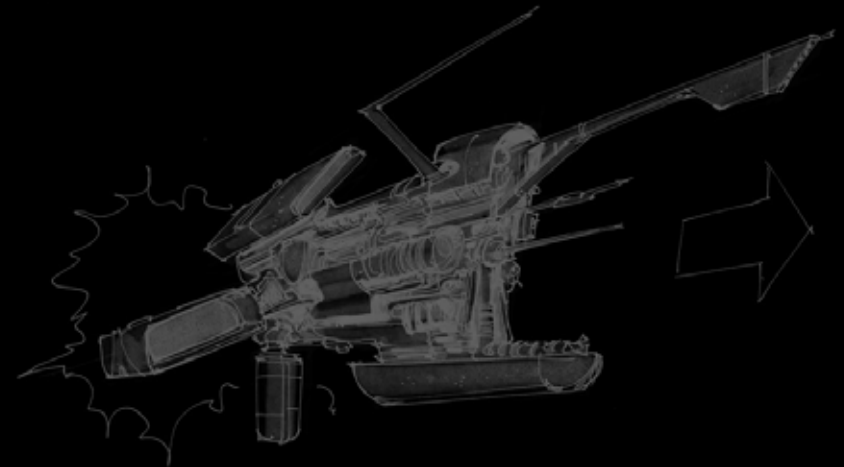
:: Being able to remotely trade with distant sectors will produce opportunities for profit, which can be missed by travel alone. You can remotely trade with a sector if you have an Advanced Satellite or a ship with a Trading System Extension in the sector where you wish to trade.

:: Tour bus missions can provide good bonuses if you take tourists to exciting places within nebulae, and very, very short trips into enemy sectors.

:: Fitting the Special Command software to a TS cargo bay will allow you to command it to pick up and salvage cargo floating in space

Q: Are there any good strategies to use?

A: In two words: "higher rank". You need higher rank 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. Your trading or fighting status will also affect some purchases you may wish to make. Additionally, the higher your rank the higher the payments will be for missions because dealers will then know that they can rely on your skills.



HOW TO FIGHT, CAPTURE AND BOARD

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

HOW TO FIGHT, CAPTURE AND BOARD

One of your first goals will probably be to obtain a decent M3 Class fighter with 25MJ shields. Powerful shields are one of the first survival must-haves but an M3 equipped with them can cost two million credits or more. Besides, 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. Fighting and Capturing Pirates equals credits, ships, rank and notoriety. This method works to produce fast financial gains and other benefits, but at a risk - damage to your ship, which costs credits to repair, and possibly your life. This is a more perilous choice but with potentially quick and profitable returns. You might start with an Argon Buster with four Beta Particle Accelerators Cannons (PACs) and three 5 Mega Joule (MJ) Shields. With the Buster you can take out Pirate M5's, M4's and M3's with 5 MJ shields. If you are lucky, the pirate ships may be equipped with missiles and cannons. You might even capture an M3 with 25MJ Shields intact. When you capture that M3 class fighter you can repair and outfit it with the profits from selling other ships and equipment from your smaller captures.

TARGETING

In order to target anything, move your mouse pointer over the object and click on it. Other ways to select a target are: [Shift + T] targets the nearest enemy ship; [Home] and [End] cycle through all enemy ships; [Page Up] and [Page Down] cycle through other objects.

Before you engage your target in combat make sure that your auto-targeting system (lower left of the screen) is switched on. Possible settings are: Off, Semi and On. You can cycle through these settings by repeatedly hitting the [k] key. It is recommended that you buy and install Fight Software MK I and MK II in order to make the extinction of your enemies easier. Fight Software MK I provides basic targeting and the MK II software offers more advanced features. The distinction between the two versions will become clearer once you install and use them. As you approach an enemy, whether he is targeted or not, you will hear a warning beep indicating that you are coming into the proximity of an enemy ship. Once you are within firing range your onboard computer will inform you of this fact and the targeting reticule will change colour from red to blue. The reticule will also compensate for your target's direction of flight and speed. Now all you have to do is aim for the reticule and fire. Good luck!



LASER CANNON GROUPS

Your laser cannons can be grouped in any way you like. A display in the lower left of the screen, above the targeting indicator and missile display, shows your laser groups. There will be different icons for different laser types but the selection and grouping process of the lasers is the same for all types. Which lasers are in which group is indicated by a colour code to the right of each laser. You can have up to four groups and each laser can be in more than one group. Each group has a colour code: group 1 is yellow, group 2 is green, Group 3 is blue and group 4 is purple. To assign a laser to a group, left click on the laser icon and a context menu appears. Here you can add to or remove the laser from the group you want. If the laser slot is empty, as at the bottom of the screenshot on the left, left click the empty slot, then on "Equip Laser" and a second context menu opens listing all installable weapons. In this case we will install the Phased Repeater Gun and it will be part of group one because that is pre-selected. Now, press the number keys [1, 2, 3, or 4] to activate a laser group. Note: do not use the keys on the number pad, they have a different function.

The best way to use your weapons is to keep one of your selections of lasers for a couple of powerful ones, like the Phased Repeater Gun, and a couple of basic lasers, like the Particle Accelerator Cannons, in another group. If you also have some Ion Disruptors in a group (Note: Ions can hit locals, and damage your reputation, if you are not up close and in line of sight with the intended target) you can use these to make short work of enemy shields. With your different groupings you can quickly change to your weapons of choice in mid-combat.



Laser Control and Options Menu

SELECTING AND FIRING MISSILES

If you have missiles in your cargo bay then you can install them in your launcher. Click on the missile control display (lower left corner, below the lasers) a context menu opens with the options equip missile. This opens a second context menu that show which missiles (that are compatible with your ship) are available. In the screen shot there is one other missile type available. In this example we have three Firefly Missiles available. The information below the missile name tells us that this missile does 1.5 K of damage, it flies at 576 m/s (meters per second) and has a range of 24.9 km before it self-destructs. The first context menu also lets you uninstall a missile. It also shows which missile and how many are currently installed. This same action can be accomplished by hitting the [m] key to install/uninstall/cycle missiles. Pressing the joystick button # 2 will also cycle through installed missiles. Missiles are fired by using the [I] key or by pressing and holding, then releasing the joystick button # 2.



Missile Control and Options Menu

BOARDING PODS

Boarding Pods are designed to transport boarding parties short distances to enemy ships. The only ships that can launch boarding pods are the OTAS Sirokos and M7M class ships. Marines will go into the pod by themselves (up to five marines per pod) just before you fire it from your missile bay. There are certain conditions that must be met before boarding pods will fire:

1. Your ship must be able to launch Boarding Pods.
2. Your target ship must be boardable.
3. There must be room on your target ship for at least one marine.
4. You must have at least one marine on your ship
5. The target ship's shields must be down

When the pod hits the target ship, the boarding process begins.

MARINES

A Marine is a simple creature. Feed it, clothe it and tell it what to do and many things become possible. The Marine's primary function is for combat boarding operations. For this reason, as well as being proficient soldiers, marines are well versed in either computer technology or engineering. Marines can be hired (bought) at military stations.

Marines can be trained. Dock at any military dock and you will find a training option in the Trade menu. Use the left and right key to select the kind of training desired. There are three training choices: Engineering, Mechanical and Hacking. The length of time it takes to train your marines depends on their current levels of expertise. The higher the levels become, the longer and more expensive it will be to train them. You can keep an eye on your troops by going to the station's Details screen to see a list of the marines that are training and their current progress. When they have completed their training you will receive a message to that effect. If you have a ship docked at the training centre that can carry them, the newly trained marines will embark automatically. If not, they will wait until an appropriate ship arrives. This means that you don't have to hang around while your marines go to school. You will be notified to either pick them up or which ship they boarded. You can also make marines out of slaves but they will have to spend some time at a Rehabilitation Facility before you can send them to boot camp.

MERCENARIES

Mercenaries are like Marines. They are trained in a variety of combat skills and technical specializations. Mercenaries are developed for a wide range of tasks and are usually hired by the pirate clans and guilds.



BOARDING A SHIP

In order for you to even consider boarding a ship you must have the Fight Command MK1 software installed. You must also be on a ship that supports marines such as a class TP, M6 or the HCF (Heavy Capture Frigate). However, when using the Boarding Ship (the OTAS Sirokos), the Fight Command software is not necessary because you launch the boarding pod from a missile launcher. When you do, the Marines are automatically assigned to the pod. Also note that the Argon Sirokos and M7M class ships are the only ships capable of launching boarding pods. Finally, your target ship must be boardable; these include M6, M7, M8, M1, M2, TL and TM class ships. You can't board a TS class ship, for example.

There are three stages to the boarding process and possibly a fourth, if your luck runs out before the target ship is yours.

Stage 1: Get your marines to the target ship and breach the hull. This should be the easiest part and can be accomplished in two ways: either send them over in spacesuits, in which case each marine has to breach the hull individually or send them over in boarding pods with up to five marines per pod. Warning: during this stage the target ship's shields must be down or you will lose your boarding party. Your marines' mechanical skill will determine the speed and success of entering the ship. Did we mention that the target ship's shields must be down during this stage?

Stage 2: The Marines fight their way through the ship. This stage begins when the first marine enters the ship. It is the most dangerous part of the entire boarding process and you will, most likely, lose some marines here because they will meet resistance. They will have to fight their way from deck to deck through the entire ship in order to reach the ship's central computer. How many decks they have to fight through depends on the ship class. M6 class ships have two decks and M1 class ships have five. The target ship may also have marines on board which have to be vanquished. The speed with which your boys reach their objective depends entirely on their skill level. You will receive progress reports as they move from one deck to the next.

Stage 3: Hacking into the ship's computer. This stage starts when the marines arrive at the ship's central computer. The top two hackers will apply their skills and try to break into the computer to turn ownership of the ship over to you. If they succeed, the ship is yours. If they didn't pay close enough attention during training and can't hack into the computer then the mission is a failure and they have to try to evacuate from the ship.

Stage 4: Where's the nearest exit? If the boarding process fails, the remaining marines will evacuate the ship. This may also happen if the ship's hull integrity drops too low to be safe. Your marines may try to get back to the boarding pods or they may simply dive out the nearest airlock and you can pick them up as they drift in space. You can also force an evacuation if, for example, during the boarding process you all of a sudden have unwelcome company, with lasers blazing.

You are not exempt from being boarded (if you own the appropriate ship) and the above process may be applied to you. There are, thankfully, some things you can do to make the boarder's job more difficult. To improve the defence of your ship, you might consider installing the following upgrades:

- :: Hull Polarization Device: Increase protection against boarders trying to breach the hull.
- :: Internal Sentries: Weapons that will kill any unauthorized persons on board your ship, such as boarding parties.
- :: Core Firewall Software: Increases the protection of your computer and makes hacking much more difficult.

FLIGHT WINGS

Flight wings allow you to control groups of ships as a single unit. When you give commands to a wing, all ships in that wing carry out your order. For example, if you were to order the Blue wing to attack a target and there are five ships in Blue wing, all five ships would attack. There are two menus available for the management and control of flight wings: The Wings Management menu is used to add to and remove ships from the different wings. The Wing Command Console is used to give your wings orders the way you give other, non wing, ships orders. Flight wings come in eight delicious colours: Blue, Gold, Green, Orange, Purple, Red, Silver and White.

THE WING MANAGEMENT MENU

You access this menu through the side bar Personal | My Wings option. You then have the following options available: The filter options allow you to display only certain types of ships. Select Display only ships in this wing, and then the desired wing colour (default is any) and only ships in that wing will be displayed. Display only ships of this class and then a ship class (default is any) and only ships of that class are displayed. The sorting options let you sort the display by Sector, Ship Class and Current Wing (default is none). Below that is the list of all your owned ships and their current wings. You can move any ship to another wing. Ships that are not in any wing can be added to a wing or you can remove a ship from a wing.



The Flight Wing Management Menu

THE WING COMMAND CONSOLE

Similar to a ship's command console, the wing command console allows you to issue commands to your wings and to adjusting various wing settings. To access this console, select the ship's command menu (Shift + C) and if the ship is in a wing, the Wing Command Console opens. Alternately, you can select a particular wing by selecting it (click on the wing's name) from the right panel of the sector map (,). The Wing Command Console is divided into seven sections.



The Wing Command Menu

:: Command Section: This is where you issue commands to your wing. Commands are divided into sub-menus depending on the type of command to be given. They may include Navigation, Combat, Trade, Piracy, Special, etc. Not all sub-menus are available at all times. It depends on what software and other upgrades the ships have installed. For example, the command Move to Position requires that every ship in that wing has the Navigation Software MK 1 installed before it can be executed. Other commands require only that at least one ship has a particular upgrade. The Jump commands will work if only some ships have a Jumpdrive. But, only the ships with a Jumpdrive installed will actually jump.

:: Wing Configuration: Here you can set options for your wing, including the Wing Notify command which will send you a message when the wing finishes a task. Note that this is separate from the ship's notify command. If that is enabled then all ships in the wing will send a separate message upon completing a command.

:: Default Configuration for all Ships: This section allows you set up the defaults for all ships in the wing. When a ship is added to the wing, their settings will be adjusted to match the wing's defaults. These settings are also available separately on all ships.

:: Formation Control: You can set up different formations within a wing. The settings are similar to the ones given above but instead of applying them to all ships in a wing, only the ships in this formation are affected. Formations can be manually created within a wing and then the lead ship will be displayed as well as its available settings. Some commands will automatically create formations, such as some Navigation commands.

:: Ships Currently in Wing: This section displays a list of all ships in a wing and what command they are currently running. Selecting a ship will open a menu with various options for that ship, such as putting the ship on temporary leave or removing it permanently from the wing.

:: Add ships to Wing (sector name): This is a list of non-wing ships that you own and that are in the wing's current sector. You can add a ship to the wing by simply clicking on its name. No fuss, no bother.

:: Adjust Friend - Foe: As with individual ships, you can set the friend/foe settings per wing. Notice that only known races are listed.



"If two ships are enough to do the job, bring ten."

Steel

COMBAT Q & A

SHIP MANAGEMENT

Q: What is the "Missile fire probability" that is set to 5%?

A: The missile fire probability is how often the ship will use its missiles in combat. So for 5%, it will use a missile every once in a while. 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, Energy Cells and navigation software. In the command console [Shift + C], Navigation, Jump, you can order all your ships to jump with you. The amount of energy required for a ship to jump is based on the number of sectors and the class of the ship, the bigger they are the more energy is 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. TL class ships can dock there too, to buy factories.

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

A: There are several ways to do this.

- (a) Request one of your ships to drop their freight in space and then retrieve the freight.
- (b) Use the Goner Transporter Device to beam the freight over to your ship from a freighter 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 I should have?

A: The Goner Temple sells the top three upgrades, which are a little expensive, but make 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 allows to save your assets no matter where you are, in case your luck has not been so good.

Q: What if my kills leave more containers in space than I can put in my cargo bay?

A: You can instruct one of your larger ships to collect wares in this sector. The ship will have to have the Special Command Software MK1 upgrade installed and be able to load S, M, L or XL classed goods.

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

A: In order to use the patrol commands you must have the Patrol Command Software installed. There are three types of patrols available. The first is "Scout For Enemies". This command is available to M5 class fighters. The M5 will move throughout the current sector and look for enemies. When one is found you will receive a message to that effect. Then it will be up to you to decide what to do about it. The second type of patrol command is "Patrol Sector". This one is available to all fighters that are larger than an M5. The primary difference between patrol and scout is that if your patrolling ship finds an enemy, it will attack it. The third command is "Patrol Sectors". This command is available to the large ships, M6 or bigger. When selected, a menu opens to specify the patrol route. The patrolling ship will fly from one sector to the next, as you designated, and look for enemies.

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

A: If your ship is not going as fast as it should be, it may have hull damage. The ship becomes slower as this damage increases. To remedy this situation, go to any 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 point of damage, to repair.

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

A: This is an opportunity to equip your ship with items you need or to improve your financial situation. There are two ways to pick up drifting cargo containers, manually or by using your onboard computer to calculate approach and speed. There are also two ways to target the desired container. If you see it floating in space you can click on it. If you can't see it, open the sector map [I] and scroll the right panel all the way to the bottom. All available drifting cargo is listed here. Select the item that you're interested in and then go after it. When you come within about 200 meters of the container, slow your ship to 10 m/s. The onboard computer will confirm the successful pickup of the wares. To do the same thing automatically you have to have the Special Command Software MK1 installed. Target the object of your desires as described above. Then, open your ship's command console [Shift + C] and select "Special". You can then select either "Collect wares in sector ..." or "Collect ware". The first choice will collect all available wares in the sector that you select from the sector map which opens automatically. The second choice lets you designate one particular container to collect. One word of caution: if you try to pick up a container that is too large for your cargo bay or if your hold is already full, you may experience hull damage.

Q: Why can't I buy some ships?

A: Your ability to buy certain ships and high tech wares depends on your reputation with the race that sells them and on your fighting rank. If you find you cannot buy a particular ship like an M2 class destroyer, then your combat rank isn't high enough and you don't deserve one yet.

Q: How do I move from one ship to another?

A: There are three ways to move from one ship to another. The most fundamental but somewhat risky way is to eject from your current ship [Shift + E], target your destination ship and press [Shift + E] again. The risk lies in the fact that your space suit is fragile. Should you collide with another object, it will rupture and your career in space will end abruptly.

The second method requires that you have the Goner Transporter Device installed on your ship of departure. Target your destination ship. When you click on the icon a second time, a context menu opens. Select "Advanced" and a submenu opens. Once you are within 5 kilometres of the destination ship, new options become available in the submenu ("Change Ships" and "Transfer Freight"). Select "Change Ships" [X]. You will see the teleporter glitter and before you know it, you will find yourself in the other ship. If you intend on moving back and forth between ships, both ships must have the Transporter Device installed. For the third method, both ships must be docked at a station. Select Change Ships [X] from the Station menu and then click on the docked ship to which you want to move. You can only move to your own ships. The well known author of Survival in the Universe, Los 'Soul, has given permission to quote extracts from his work 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 pilots' experiences.

COMBAT Q & A

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

A: Press the [F2] key for the external camera and then use the numeric keyboard keys to rotate it. If you press the zero [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 and press [i] to bring up the info screen of the Squash Mine. Select the command menu and then 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 defensive weapon that can save your pilot's seat from getting toasted. You can release them and sick 'em on your enemy, which will do a several things for you. First, it will totally distract your enemy into spending time fighting them off and, second, 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 trading in a TS ship. To launch them, go to your Freight menu [f], highlight your drones and with the [Right Arrow] key select the number you want to use, then press [Enter] to eject them. Go to your sector menu, select a drone, then the Command Console, then "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 keys [Shift + 8] to command the drones to Attack Target or [Shift + 9] 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?

A: There is an option to have ships contact you once they have completed their current command. In the command console [c] for the vessel in question locate the "Configuration" section. The first setting is "Notify me when order completed". Enabling the option by selecting "Yes" tells that ship's computer to send you a message when it has completed the task it has been assigned. This will ensure that none of your ships are left idle for extended periods, losing you potential profit.



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. Also, the bigger your opponent the bigger the increase. If you 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. No, because as your rank increase you will be allowed to buy bigger and better ships and Tech wares.

Q: How do you use the 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 and d] keys.

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

A: To control turrets you have to have Fight Command Software MK1 installed. Access your Command Console [Shift + C] and go to Turret Control. Select either "Command for all Turrets" or an individual turret and hit [Enter]. This opens the Select Command window where you highlight one of the following commands, followed by [Enter]: "None", "Turret Attack Enemies", "Turret Protect Ship", "Turret Attack My Target" or "Turret Missile Defence".

Q: Which turret commands should I use for defence?

A: "Missile Defence" will prioritize missiles coming towards your ship and then the nearest ship. "Protect Ship" will target the nearest attacking ship or missile. "Attack My Target" will only attack your target and "Attack Enemies" will attack the nearest enemy ship.

Q: How do I set up Wingmen?

A: To make a particular ship your wingman, go into that ship's Command Console and then the wingman settings. Set "Wingman: Yes/No". By setting this to "Yes" the ship will show a [W] in the sector Window. You can give orders to your wingman with the [Shift + 6] key ("Protect me") and the [Shift + 7] key ("Attack my Target"). Your wingmen should also be equipped with a Jumpdrive and energy cells if you plan to jump to different sectors so that they can follow you. Otherwise they will have to travel through the individual sectors to catch up with you

Q: If I 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 range and tell them you are under attack. They will then send you assistance if they have fighters available.

Q: How do I command my ships to follow or protect me?

A: To get your ships to follow you, you need to install the Navigation Command Software MK1 in it. Fight Command Software MK1 is required if you want your ship to protect you or if you want to command it to attack.

Go to the ship's Command Console; select either Navigation or Combat and then the appropriate order.

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

A: Click on or hover over the Personal icon on the Sidebar (the top button). Select "My Status". This opens the Pilot window where you can scroll down to "Statistics". Here is where you see a list of all your accomplishments.

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, or carry out not-so-legal missions for dealers at Pirate stations and steal from innocent freighters. You may pay a heavy price with your reputation and ranking of the races you prey on or whose sectors you try to take illegal goods through. You will 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: Race rank is increased by proving your skills to the different races by 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 possible for you to buy a Police license so that you get paid for your kills. You will then have an [L] after the race rankings in your pilot info for each race from whom you have obtained a license.

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

A: If you manage to upset a station manager, you need to find a pirate station within three sectors and look 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. Will 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 races' 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 Paravid ship, for example, the other ships with this setting will attack Paravid 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 apologize 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 to any punishment.

SHIPS

There is a very large variety of ship designs in the X-Universe. This is primarily due to the fact that different races think differently about what is and what is not important when designing a ship. The interesting thing is, they are all right, from their point of view. All ships are in a class, which serves to indicate what type of ship it is, its function, size and capabilities. The ship types are as follows:

- :: TL, TM, TS and TP are transport ships. They are lightly armed (if at all) and travel at a slow, steady pace.
- :: The TL is the largest transporter and is the only ship capable of carrying Stations.
- :: The TP is primarily intended for carrying passengers.
- :: The TM is designed to carry several docked fighters instead of cargo.
- :: All M class ships are designed for combat.
- :: M1 is a Carrier. It can carry many smaller fighters within its bowels.
- :: M2 is a Destroyer. You don't want to get on the wrong side of these big fellows.
- :: M3, M4 and M5 are small fighters, decreasing in size. The M3 are the largest, best armed fighters and the M5 are the smallest but fastest of the fighters. The M4 are somewhere in between.
- :: M3+ and M4+ are newly developed fighters that are marked improvements over their predecessors.
- :: M6 are Corvettes, larger than an M3 but smaller than an M7.
- :: M7 are Frigates, larger than the M6 but smaller than the M2.
- :: M7M are Missile Frigates, substituting missile batteries for guns.
- :: M8 are Bombers, they are somewhat smaller than the M7.

To help you decide which ship, or ships, is right for you we have compiled the following list of the most common vessels and their types that you may encounter as you traverse the various sectors in search of fame and fortune.

Note that sub types, such as Hauler, Raider, Vanguard, Sentinel, etc. are not listed separately because they are merely variations of the base type.

ARGON SHIPS

Arrow	M5	The Arrow is a new vessel designed to participate in the space vessel racing leagues.
Buster	M4	The Argon Buster was once the pride of the Argon fleet and was instrumental in gaining the Argon victory in the Xenon Conflict. However during the Boron campaign it was superseded by the Argon Elite. Over the intervening years the design of the Argon Buster has been modified and new, more powerful engines have been fitted. Now updated, the Buster is again a firm favourite of the Argon Fighter Command.
Centaur	M6	The Centaur was developed by Argon Shipwrights in Omicron Lyrae. It is larger than a fighter or small transporter but is much smaller than a frigate. A corvette-class craft, armed with turrets and strong frontal weapons, the Centaur fills the gap between fighters and capital ships.
Cerberus	M7	The Cerberus was designed in the face of the increasing threat of Xenon and Pirate raiders. It boasts impressive weapons arrays, mainly intended to engage fighters and corvettes, although it can also hold its own against larger threats.
Colossus	M1	The Colossus is the main carrier of the Argon military. As new technology has been developed in recent years, the design has undergone several major overhauls. With a large hangar capacity for fighters, strong shielding and numerous turret batteries, the Colossus is one of the most powerful vessels in the Argon fleet. Argon One, the flagship of the Argon fleet, maintains a dominant presence in Argon Prime.
Discoverer	M5	The Argon Discoverer, as compared to other ships in the Argon fleet, is relatively young. It is armed with two lasers, is light, versatile and very manoeuvrable.
Eclipse	M3+	The Federal Argon Government commissioned Bala Gi Research Inc. to develop a heavy fighter, larger than the current Nova, to fulfil a wider range of roles. The result, the Eclipse, enjoys a larger cargo bay than the Nova, at the expense of some speed and manoeuvrability. The Argon military are happy to welcome this craft into their arsenal.
Elite	M4+	Drawing on design clues from the popular Nova, this familiar name more than adequately bridges the performance gap between the Buster and the Nova.
Eurus	M4	The Eurus medium fighter complements heavy fighters in the protection of OTAS facilities, providing a rapid-response intercept capability.
Express	TP	The purpose of the Express is to act as a passenger transporter for civilians wanting to travel between systems and stations.
Gladiator	M8	Roughly twice the size of a Nova, the Gladiator bomber poses a credible threat to hostile capital ships and stations alike.
Magnetar	TM	The Argon military transport, Magnetar, was designed to be able to quickly deploy and retrieve a small number of fighters. This adds considerable flexibility to Argon fleet operations, providing fighter cover wherever it is needed most.

Mammoth	TL	The Argon Mammoth is a heavy transporter ship, usually found in Argon Federation Territory. It is so large that it cannot dock at any space station. Instead, it is loaded and unloaded while docking some distance from a station and having its freight ferried back and forth by a fleet of smaller transporters. These big TLs are owned by successful private entrepreneurs who have made great investments in purchasing them and therefore are more than eager to hire out their services.
Mercury	TS	The Mercury is the latest addition to the Argon merchant fleet and it is a worthy successor to the Argon Lifter. Armed with an aft turret for defensive purposes and increased shield space, the Mercury is more than capable of defending itself.
Minotaur	M7M	Sporting a large array of missile launchers, the Minotaur is a swift and powerful ship, excelling in "hit and run" tactics.
Nova	M3	When the long serving Argon Elite was originally retired, the Argon military was left without an M3 fighter. That was until a group of Shipwrights in Omicron Lyrae put forward plans for a new type of ship. The Nova was born shortly afterwards. After two years of testing, virtually all of the older Elite class ship had been replaced by this new craft. Capable of carrying powerful weapons and armed with an aft turret, the Nova is bound to serve the Argon military for many years to come.
Titan	M2	Until the building of Argon One, the Titan-class destroyers were the biggest ship in the Argon fleet. Although heavy and difficult to manoeuvre, in the hands of a capable Argon captain, this ship is a powerful weapon with a noble heritage. Its predecessors fought and won many major battles in both the Xenon Conflict and the Boron Campaign. Since then the ship has been regularly updated and redesigned and it remains the heaviest-armed and best shielded vessel in the Argon fleet.

BORON SHIPS

Angel	TP	A purpose-built transport for the Boron Lar and other members of the royal family and senior dignitaries. With enhanced defensive capabilities and long-range communications, the Boron royal family can travel in relative security.
Barracuda	M3	The Barracuda is a new innovation to replace the Eel. When the plans for the Barracuda were drawn up it became clear that the Eel was outdated. The Boron improved on the design with a new power generator. This allowed for the weaponry to be upgraded, leaving room for slightly increased cargo space and improved acceleration.
Dolphin	TS	The Boron Dolphin is a cost-effective transporter ship. Its unique Boron technology has been developed and combined with Argon innovation to produce a transporter that can carry great loads while moving gracefully.

BORON SHIPS

Hydra	M6	The Boron Hydra is a corvette class ship developed originally to give extra protection to convoys of freighters. The Hydra now sees widespread service both as part of regular sector patrols and as an escort for capital ships. Although many consider the Boron to be pacifists, this ship has been increasingly upgraded to pose a greater offensive threat to the enemies of the Boron Kingdom.
Kraken	M7M	The Kraken is nearly as large as an Argon Titan. This larger than average missile frigate gives the Royal Boron Navy an excellent heavy strike capability.
Mako	M4	A major design flaw in the Piranha led it to be decommissioned. Left with nothing in the light fighter class, the Boron Navy commissioned the Mako. It has more cargo space and higher speed as compared to the Piranha but with similar weapon capacity.
Manta	TP	The Manta used to be for royal service only, transporting very important people from sector to sector. Now, the ship has been downgraded to carry any passengers to where they want to go.
Octopus	M5	The Octopus was developed to be the Boron version of the Argon Discoverer. Its design was revolutionary when it first saw service. Today the Octopus is obsolete.
Orca	TL	The Boron Orca is a heavy duty transport craft fractionally bigger than the Argon Mammoth. It is too large to dock at any station. Instead, it has a small fleet of transporters ferry its cargo back and forth.
Pike	M4	Adding the Pike to the Royal Boron Navy's inventory was an inspired move. The Pike's agility, speed and improved weapons make it a fine interceptor.
Pleco	TM	One of the most recent ships to be commissioned from Kingdom End's shipyard, the Pleco military transport offers increased flexibility and capability in convoy protection and post-combat recovery operations.
Ray	M2	This Boron destroyer is fast, manoeuvrable and, despite the Boron's peaceful nature, very deadly. It is heavily armed and the weapons are complimented with powerful shield generators. Its design and technology is revolutionary. It is manned by the highly trained pilots of the Boron space fleet.
Shark	M1	The Boron Shark is a fast carrier class battleship and replaces the much older and outdated Boron Cuttlefish. It is believed that this new ship was designed and constructed in light of rumours about the Xenon BMS and, together with the Argon One, represents a formidable opposition to any enemy. It is well known that Argon technology was traded with the Boron to enable them to produce such a ship. The two ships were designed to complement each other.
Skate	M3+	The Royal Boron Navy wisely waited to see how Bala Gi's M3 Plus offerings were accepted before developing its own version. The Skate is the result and is an extremely capable heavy fighter.
Thresher	M7	The realities of the threats that exist urged the Boron Navy to adopt a more robust doctrine. The Thresher heavy frigate is the result; currently one of the most potent warships available.

GONER SHIPS

Goner Ranger	M4	The Goner Ranger is one of few ships known to be in use by the Goners. Due to the peaceful nature of the Goners this ship is totally unarmed. The Ranger is quite fast and is also considered to be a good short range freighter due to its large cargo space. It is also capable of powering 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.
Ozias	TL	Since the settlement of Elysium of Light by the Goner, the TL Ozias, a gift from the Federal Argon Government, has been the key to Goner station development.

KHA'AK SHIPS

Carrier	M1	When the first systems were attacked, this was one of two heavy ships observed. It is armed with six weapons that are visible. There have been reports of smaller craft docking with this ship. Its function leads us to believe that it is equivalent to a carrier class ship.
Cluster	M3	This ship first appeared with an assault party. It is made up of an M3 fighter and several (up to ten) smaller M5 scout craft. One theory is that the gateless Jumpdrive that this species operate needs multiple power generators to form a stable wormhole to allow them to jump into known sectors. Once there, they split into fighter wings.
Corvette	M6	Paranid long-range reconnaissance pilots recently discovered this ship in a Kha'ak sector. It was reported to be of M6-class size and configuration. Little else is known about this warship.
Destroyer	M2	This ship is extremely dangerous. It is advised to keep your distance. A scout reported seeing at least eighteen weapons, three mounted on six turrets. It has not yet been confirmed that this is true. It is known that this ship was present at the first encounter and single-handedly destroyed two stations. It appears to be approximately equal to a destroyer class ship.
Fighter	M3	This ship first appeared with an assault party. It is the heaviest fighter class of this race. It is speculated that it's an M3 class.
Hive Queen	M1	Thought to be the very centre of a Kha'ak collective, the Kha'ak Hive is inhabited by the so-called Hive Queen which coordinates Kha'ak activity throughout the entire collective.
Interceptor	M4	This ship was first sighted at a recent skirmish. It appears to be equivalent to an M4 class ship. Weapons and shield strength is currently unknown.
Scout	M5	This was the first ship of this race to be encountered. It is thought to be a scout ship due to its speed and armament.

PARANID SHIPS

Agamemnon	M7	Regrettably, mass production of the Agamemnon class fell afoul of the same budget diversion which claimed the Hyperion hybrid M6. This unique prototype was commandeered for use by the Priest Duke and is now stationed in Duke's Domain.
Ares	M7M	The Ares missile frigate is a fearsome addition to the Paranid Fleet. Boasting a large array of launchers, the Ares packs a powerful punch.
Deimos	M7	The Deimos strikes a good balance between armament, speed and shielding. This frigate is a good all rounder but is particularly effective when escorting task groups.
Demeter	T5	The Demeter has been used for some years now, replacing the old Paranid Ganymede model and improving on all of its predecessor's systems. This ship was first brought into service to serve only the Paranid Fleet but later slowly replaced the Ganymede because of its speed to bring the Paranid Economy back to levels of the Argon and Boron.
Hades	M8	The lustrous lines of the Hades belie the steel beneath. The best of Paranid technology make this bomber a class leader.
Helios	TM	The Paranid Helios military transport, having the ability to carry fighter protection, ensures the Paranid Navy can respond rapidly to emerging threats.
Hercules	TL	This ship is the largest ship in the Paranid fleet. It is too large to land on stations and uses a fleet of shuttle craft to load and unload its cargo.
Hermes	TP	The Hermes design is based on the original plans for the old Ganymede but the designs were reworked to accommodate passengers. Like most Paranid ships, it can carry a certain amount of weaponry, primarily for defence purposes.
Hyperion	M6	Once owned by the Pontifex Maximus Parandia and sailed under the name "Trinity", this unique vessel was a prototype for a new M6 class of ship. The contract for the serial production of the ship was cancelled for financial reasons when the Paranid Defense Directorate decided to divert funds to its secret jump gate project. The ship's awesome capabilities place it between an M6 and an M7-class vessel, its astounding design is the ultimate in Paranid innovation.
Medusa	M3+	The Paranid government, after learning that Bala Gi Research Inc. was to develop enhanced heavy fighters for other races, asked the company to investigate new design options for a heavy fighter to provide load carrying capacity enhancements over the Perseus. The Medusa was the result. This new design fills a number of capability gaps that exist within the Paranid Fleet.
Nemesis	M6	The Nemesis is a compact but deadly corvette, the ship packs firepower comparable to a carrier. It has powerful shields and can carry Hornet missiles. Its speed compares well with that of fighters, which makes it a very capable escort ship.
Odysseus	M2	This destroyer is the pride of the Paranid fleet. It was developed from an earlier model used by the Paranid in alliance with the Split during the Boron campaign.
Pegasus	M5	This ship is the main fighter craft of the Paranid fleet and the most common. It has good speed and is armed with one front mounted laser.

Pericles	M4	The Pericles was developed to replace the aging Poseidon. The Paranid improvised on the earlier model by increasing shield capacity and speed while maintaining the weapons compliment.
Perseus	M3	The Perseus is the successor to the Prometheus. Its first test run was an embarrassment for the Paranid when the Perseus was stolen by pirates. The Paranid had to request external help to recover it.
Theseus	M4+	The Theseus medium fighter, while slightly slower than the conventional M4, packs a bigger punch in dogfights and enjoys better shielding and enhanced hull plating.
Zeus	M1	The Zeus is the primary carrier of the Paranid fleet. Information about this ship has not yet been released, aside from the fact that new weapons technology makes it very deadly.

PIRATE SHIPS

Blastclaw	M3	The product of rare collaboration between two pirate clans, the Blastclaw is a distinctive and destructive ship which should be kept at a safe distance.
Brigantine	M2	The worst fears of shipping and trading companies were recently realized when the existence of a pirate destroyer was confirmed. Military forces have increased their vigilance in the face of this new threat.
Caravel	TM	With its ability to quickly deploy and recover fighters, the advent of the Caravel has added to the aggressiveness and organization of pirate raiding activity.
Carrack	M7	Recent good relations and cooperation between pirate factions led to the construction of the rare Carrack light frigate. In typical pirate fashion it was built using mainly old or stolen ship parts.
Galleon	M1	The Galleon carrier represents many years of secluded development and reverse engineering by a cooperative of Pirate shipbuilders. Pirates can now deploy a fighter capability where it is most needed.

SPLIT SHIPS

Asp	M4+	The Asp is a highly manoeuvrable medium fighter which can hold its own against most similar sized opponents.
Boa	TM	There are not many transport ships that you'd want to avoid but the Boa is one of them. Split designers tried to optimize every aspect of this military transport's design, especially its ability to launch fighters.
Caiman	T5	The Caiman is the prototype replacement of the Mule. It was almost destroyed in the Dragon incident but managed to save one hundred people who were nearly killed when the docking crew tried to escape. The Caiman project continued in Cho's Defeat where it was eventually completed. It then went into service delivering supplies to rebuild the shipyard in Family Pride.
Chimera	M3-	The Split Chimera was developed by Bala Gi Research, Inc. following a successful tender to produce a ship that gave better long range performance than the Mamba. Split defence experts view the Chimera as a logical step to delivering a heavy fighter with enhanced load carrying capability and endurance.
Cobra	M7M	The Cobra missile frigate is an awe-inspiring and potent warship giving an outstanding heavy strike capability to any fleet.
Dragon	M6	The Dragon is the Split's main corvette which, despite early development problems, has matured into a deadly warship, becoming a firm favourite of Split pilots and many privateers. It is generally considered to be one of most potent craft in its class.
Elephant	TL	This huge transporter is too large to dock at any stations. It carries a fleet of smaller ships to load and unload its goods.
Iguana	TP	This fast transport ship has been in service for many Jazuras now. This ship was originally intended to be a slave transporter which takes slaves from where they are captured to the factories where they spend the rest of their Tazuras.
Jaguar	M5	This ship is the successful replacement for the aging Wolf that has been in service since the Split first started building ships. The Jaguar is capable of increased speed and increased fire power at the expense of cargo space.
Mamba	M3	A long serving and deadly fighter developed by the Split military. It is only in recent Jazuras that the existence of this ship has been made public.
Panther	M7	The Panther is the result of a failed bid by the Family Whi Shipyard to win a contract to mass-produce a new frigate class. With some modification to install hangar decks, it was eventually pressed into service as a light carrier instead.
Python	M2	The Python is one of the most successful destroyers in the Split sectors. It is well armed and lethal. It is also one of the most aggressive ships in the universe. Its captains are under orders to shoot first and ask questions later.
Raptor	M1	The Raptor is the Split's carrier ship. It first made an appearance in the war against the Boron when it proved to be effective but vulnerable to attack from beneath. It is believed that, over the intervening years, the Split have redesigned the ship to eliminate this weakness. Normally these ships are commanded by high ranking Split officers related by kin to the ruling family clan. Generally they are even more abrasive and arrogant than the other members of their race.

Scorpion	M4	A forerunner of this ship fought in the Boron campaign and proved to be a very powerful opponent. Like most of the other Split ships, its new design focused more on high speed engines and weapon power than on great shield strength.
Tiger	M7	The Tiger frigate is a brand new Split design. It is a fearsome vessel designed for only one purpose: the waging of war.
Viper	M8	The Split, naturally, were among the first to develop a specialized bomber. The Viper epitomizes the best of Split ship design and combat effectiveness.

TELADI SHIPS

Albatross	TL	This huge transporter is too large to dock at stations and carries its own fleet of smaller transporter ships to load and unload its cargo.
Buzzard	M4	The Buzzard was developed to replace the Teladi's most successful fighter, the Hawk. The Buzzard improved on virtually all aspects of its predecessor. The main feature of this ship is the third shield slot and much improved acceleration.
Condor	M1	The Condor is the carrier class of the Teladi company space fleet. It is a powerful battle ship based on technology supplied by the Split combined with that of the older Argon prime ships.
Falcon	M3	The Falcon fighter is a hybrid of the old Argon Elite and the Boron Piranha with some Split technology thrown in for good measure. It is fast, well armed and can be found operating in most sectors.
Gannet	M7M	The Teladi Gannet adds a heavy strike capability to the Teladi Company's fleet with a considerable array of offensive armament.
Harrier	M5	Because the Teladi Bat was the slowest M5 of its class, it was retired and replaced by the Harrier. Although the Harrier is more profitable, it has not improved on its speed very much.
Kea	M3	Originally turning up their noses at Bala Gi's multi-race rollout of M3 Plus designs, Teladi designers have finally admitted that there is a place for this class in their fleet. The Kea is the result.
Kestrel	M5	A departure from conventional Teladi design, the Kestrel is now arguably the fastest production ship in the known universe. It may boast phenomenal acceleration but it suffers from poor manoeuvrability.
Kite	M4+	In an effort to keep up with the other races' combat ship development, the Teladi developed the Kite to provide a quick but more heavily armed interceptor than the Buzzard.
Osprey	M6	The Osprey has undergone a significant redesign in recent years in response to pilots' complaints about its lack of speed. Originally developed as a heavy corvette with a large cargo bay, recent updates have sought to redress the lack of balance between size, speed and firepower.
Pelican	TM	The Pelican was developed primarily for convoy protection after growing numbers of Teladi Company transports had been lost to hostile action.
Peregrine	M8	Confronted with an ever-rising threat of enemy capital ships, the Peregrine was specifically designed to help eliminate these dangers in the most cost-effective manner possible.

TELADI SHIPS

Phoenix	M2	The Phoenix is the destroyer operated by the Teladi company space fleet. Its technology is based on the Paradid Odysseus and the Boron Ray. It is well armed and shielded but rarely used in combat.
Shrike	M7	In a bid to catch up with other races, the Shrike was the last M7 to be fielded. Borrowing heavily from previous Teladi capital ship designs, it should not be trifled with.
Toucan	TP	The Toucan is a mid-range luxury passenger transporter craft equipped with entertainment facilities to keep its passengers comfortable on their journey. This includes computerized gambling and state of the art visual entertainment all for the price of a luxury seat.
Vulture	T5	The Vulture is the trading vessel most commonly used by the Teladi in all sectors of the universe and can always be found where there is a profit to be made no matter whose sector it might be.

TERRAN SHIPS

*deca	M1	(Pronounced Dekka) This appears to be one of the huge CPU ships originally dispatched from Earth to terraform planets and has since been modified for a defensive role.
*deca.cefa	M3	(Pronounced Dekka Keffa) Originally terraforming drones deployed from the *deca CPU ship, these ships appear to have been modified along with *deca to perform a defensive role.
*deca.deaf	M4	Originally a terraforming drone from the *deca CPU ship, these ships appear to have been modified to perform a defensive role.
*deca.fade	M5	(Pronounced Dekka-Fade) Originally terraforming drones deployed from the *deca CPU ship, these ships appear to have been modified along with *deca to perform a defensive role.
Atmospheric Lifter	TL	The Atmospheric Lifter is a specially equipped TL-class vessel that is able to efficiently lift heavy freight and infrastructure from a planet's surface to orbital and extra-orbital facilities.
Baldric	T5	The Baldric is the backbone of the USC's logistics support capability, transporting wares, food and components to USC facilities to ensure ongoing operational capability.
Claymore	M8	The Claymore bomber provides the United Space Command with an easily deployable and flexible strike capability.
Cutlass	M3-	Being larger and slightly slower than conventional heavy fighters, the Cutlass can normally be found escorting capital and large transport ships.
Katana	M6	The Katana represents the ultimate in USC combat vessel capability. The Katana-Class corvette is equally at home supporting battle groups as on long-range patrol.
Keris	M5	The USC fighter drone was named after a small twisting dagger, very apt, since it is able to annoy even the most agile ships.
Mobile Mining Base-ship	TL	This ship serves as a base-ship for nearby mining vessels which break up asteroids in the sector, retrieve any valuable resources and then unload them at this ship.
Osaka	M2	The Osaka-class destroyer boasts considerable firepower and enhances the USC's ability to project its power throughout the Solar System and beyond.

TERRAN SHIPS

Rapier	M5	The USC's ability to patrol remote areas of the Solar System and to reconnoitre hostile territory is due in no small part to the Rapier's agility and speed.
Sabre	M4	The Sabre is a capable medium fighter that is optimized for interceptor duties.
Scabbard	TP	The Scabbard transport is mainly used in the transfer of personnel between USC facilities and ships.
Scimitar	M3	The Scimitar heavy fighter is the mainstay of Earth's tactical defence capability. This multi-role ship gives the USC an enviable degree of flexibility in mission planning.
Spitfire	M3	Heavily modified from older Terran fighter designs, the Spitfire appears to still fulfil the same role as its predecessors.
Spring-blossom	M6	The Springblossom class was originally a derivation of the Winterblossom design that was used to first explore the jump gate network. This version appears to be modified for other uses besides exploration.
Tokyo	M1	The Tokyo-class carrier, with its capacious hangars, is the USC's premier force multiplier.
Yokohama	M7	The Yokohama frigate excels at providing stand-off support and protection to a carrier task force.

XENON SHIPS

J	M1	The Xenon carrier is a slow yet powerful beast. Armed with numerous turret batteries and with a large number of fighters stored in its large hangar bay, a Xenon J is considered a major threat to any civilized sector it happens to be near. Some ships are able to escape a direct attack from a J class ship because J is slow but these carriers normally carry numerous faster craft to chase down any fleeing quarry.
K	M2	This destroyer was one of the most powerful ships the Argon faced in the Xenon conflict and its memory deserves the greatest of respect.
L	M3	Until recently the L was the most powerful Xenon fighter developed, it is armed with multiple lasers, and powerful shields. These ships are often seen attacking passing ships trying to take shortcuts through their sectors. Like the other Xenon ships, the L has been updated in the last few years.
LX	M3-	Pilots brave enough to traverse Xenon space in recent months have reported sighting a strange ship, larger than the Xenon L. Defence experts have named it the LX. The ship is assumed to have a larger cargo capacity, while being only marginally less swift and agile.
M	M4	The M is a fighter craft that first fought in the Xenon conflict. It is fast and lethal.
N	M5	The N is the short range scout of the Xenon. It is only lightly armed but very fast.
P	M6	The P is reported to be a corvette class vessel capable of defending the large, slow and bulky Xenon capital ships.
PX	M6	Recently spotted in incursions from Xenon sectors, this heavily modified variant of the P represents a considerable step forward in Xenon manufacturing capability.
Q	M7	The Xenon Q, only seen recently by ships transiting Xenon sectors, appears to be a frigate that increases the Xenon ability to react quickly to incursions into their space.

YAKI SHIPS

Akuma	M2	The recently-introduced Akuma destroyer, as its name suggests, is considered a demon among the innocent pilots trying to get safely to their destination. Little is known about the capabilities of this ship.
Chokaro	TM	Leading the development of TM-class vessels among non-aligned races, the Yaki use this ship mainly to support their raiding activities and also to protect against counter-attacks.
Fujin	M5	The Yaki developed this small, fast and manoeuvrable scout to keep an eye on the outer reaches of their sectors and to accompany raiding parties venturing into other sectors.
Hoshi	M1	Hoshi, meaning star, is the Yaki's response to increasing incursions into their space by Argon and Paranid patrols. Able to jump in, deploy fighters and retire to a safe distance, Hoshi now makes Argon and Paranid mission planners think twice.
Rajin	M4	The Rajin is the interceptor class of the pirate faction, the Yaki.
Ryu	TL	As the Yaki seek to expand their sphere of influence so their infrastructure must increase. The Ryu is a key part of enabling Yaki station building and heavy transport activities.
Shuri	M1	Using the Shuri as a command centre and base of operations, the Yaki are now in a position to project their burgeoning power well beyond their own frontiers.
Susanowa	M3	The Susanowa is the heavy fighter of the Yaki. Its full capabilities have not yet been determined.
Tenjin	M3	Seeing some of the shortcomings in the Susanowa's overall combat capabilities, the Yaki have developed the Tenjin, which trades a little agility for stronger shields and firepower.
Tonbo	M4	Considering the need to provide a quick but strong medium fighter to better protect transports and to bolster raiding parties, the Yaki have developed the Tonbo.

AGI TASK FORCE

Aegir	M7	Although only a recent addition to the counter-AGI effort, the Aegir heavy frigate has already established itself as an essential part of the ATF's order of battle.
Fenrir	M3	Not satisfied with the all-round capabilities of the Thor heavy fighter, the AGI Task Force came up with the bigger, stronger and more dangerous Fenrir.
Mjolnir	M4	Mjolnir is the interceptor class of the Earth fleet forces. The ship is armed and equipped with highly advanced technology.
Odin	M1	The AGI Task Force maintains a significant number of these ships. With the firepower of a destroyer and the capacity to launch fighters, the Odin-class carrier causes even the most resolute invader to think twice.
Skirnir	M7	The Skirnir is a formidable war ship with the capability to launch a large number of different weapons at installations and capital ships.
Thor	M3	Thor is the heavy fighter class of the Earth fleet forces. The ship is armed and equipped with highly advanced forms of modern technology.

AGI TASK FORCE

Tyr	M2	The AGI Task Force maintains a considerable number of these heavy battleships, which provide excellent defensive and offensive options for the Earth fleet.
Valhalla	M2	The Valhalla is the AGI Task Force's flagship and mobile command centre. Nothing moves in Terran space without the Valhalla knowing about it and nothing strikes more fear into the hearts of Earth's enemies than the possibility of having the Valhalla appear on their doorstep.
Vali	M6	Superseding the previous corvette, the Vali's heavier shielding and weaponry mean that when on patrol or escorting a task group, the enemy will maintain a respectful distance.
Valkyrie	M5	The Valkyrie is of the reconnaissance class in the Earth fleet forces. The ship is armed and equipped with advanced technology.
Vidar	M6	The Vidar is a powerful Terran corvette. Quick, agile and strong, it is a hugely formidable opponent and comes with a health warning for any pilot not on good terms with the Earth authorities.
Woden	M1	Designed originally as a possible replacement for the AGI Task Force's Odin-class Carrier, the new Woden-class is designed to be even more flexible in its role, causing many to say it is not even a proper carrier. It was eventually decided that the Woden-class would be produced in small numbers and be deployed in less conventional carrier roles, while the Odin class remains the mainstay carrier of the fleet.

OTAS CORPORATION

Aquilo	M7M	The OTAS Aquilo missile frigate is, unsurprisingly, the inspiration for other races' forays into the heavy strike arena.
Boreas	M2	With some sacrifices of shielding and armament for speed, this OTAS-developed light destroyer can react quickly to developing situations.
Eurus	M4	The Eurus medium fighter complements heavy fighters in the protection of OTAS facilities, providing a rapid response and intercept capability.
Mistral	T5	The Mistral freighter provides essential logistical support to the OTAS fleet and all of its activities.
Notus	M3+	The Notus heavy fighter has been developed to provide OTAS with a long-range escort and strike support capability.
Sirokos	M7	Specifically designed for boarding and capturing enemy craft, the Sirokos heavy capture frigate is in a class of its own when it comes to seizing ships.
Skiron	M6	The Skiron represents a significant step forward in OTAS corvette design, with most areas of its potential having been enhanced.
Solano	M4+	The Solano is an advanced interceptor, optimized for rapid advance on hostile intruders. It has the ability to destroy similar sized ships or pin down larger ones until reinforcements arrive.
Venti	M3	The Venti heavy fighter can largely be found guarding OTAS Headquarters. Its powerful armament makes it more than suitable for this task.
Zephyrus	TM	The Zephyrus military transport, with its ability to carry a small number of fighters, provides important tactical flexibility to the OTAS fleet.

WEAPONS

There is a pattern to which weapons are used by what race. It reflects the various alliances and treaties in force. The following is a quick list of what weapons you can expect to see in the various races' arsenals:

- :: Argon weapons are used by the Argon and the Boron.
- :: Boron manufactured weapons are used by the Boron and the Argon.
- :: Paranid armament is used primarily by the Paranid and the Split.
- :: Split weapons can be found in Split and Paranid ships.
- :: Teladi weapons are sold to anyone who can adapt them to their ships. The Teladi are very handy at making other races' weapons fit into their ships.
- :: Terrans are very particular about their weapons and will only use Terran built armament.
- :: Pirates sell a wide variety of weapons but it is wise not to ask about their origin. Any law abiding and self respecting citizen of the X-Universe would refrain from purchasing one of these.
- :: Xenon don't sell anything. They are, however, very good at assimilating whatever they can find, which accounts for the wide variety of everyone else's weapons they use.

LASER WEAPONS

CLUSTER FLAK ARRAY

Based on the Teladi-developed Flak Artillery Array, the recently developed Argon Cluster Array makes several compromises in exchange for using deadly cluster ammunition which explodes at its maximum range into multiple smaller projectiles, covering a greater area with devastating shrapnel.

CONCUSSION IMPULSE GENERATOR

The Concussion Impulse Generator uses advanced technology to create powerful ripples in subspace. These bursts are strong enough to physically move objects. The high energy levels can drain shields and cause moderate structural damage.

ELECTRO-MAGNETIC PLASMA CANNON

The Earth Fleet's powerful and highly advanced Electro-Magnetic Plasma Cannon is the most common weapon found on Terran fighters. It uses powerful EM field generators to propel concentrated plasma bolts at enemies.

ENERGY BOLT CHAINGUN

The Energy Bolt Chaingun was developed by the Teladi to be an ammunition based alternative to the energy-hungry HEPT and PBE. It fires "bolts" of stored energy designed to damage enemy ships as efficiently as any other plasma based weapon while putting less strain on the ship's generators. This weapon requires special ammunition.

FLAK ARTILLERY ARRAY

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

FRAGMENTATION BOMB LAUNCHER

The Fragmentation Bomb Launcher was created by the Paranid as an anti-fighter weapon that causes more damage with fewer shots. It fires an unstable projectile that, after reaching a certain distance from the firing ship, explodes into multiple fragments that rip into any nearby ship.

GAUSS CANNON

The Teladi designed this ammunition base, low tech solution in a bid to save credits on expensive capital ship generators. The Gauss Cannon uses magnetic coils to accelerate large ionized metal slugs that, while too big to pass through them, will disrupt enemy shields. This weapon requires specially made ammunition in order for it to fire.

HIGH ENERGY PLASMA THROWERS

The radiation from this weapon is so dangerous that it had to go through many Jazuras of research and development until it could be placed on the market. This problem was resolved 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. It does not require much power to fire and has quite a rapid rate of fire. No one actually knows when the weapon was first developed.

INCENDIARY BOMB LAUNCHER

A deadly weapon found on frigates, destroyers and carriers. Unable to easily gain possession of high-tech capital ship weapons, pirates designed this as an alternative. The Incendiary Bomb Launcher produces a large ball of fiery plasma, which it hurls at the target.

ION CANNON

Upscaling IPG technology and taking advantage of the massive energy available on capital ships, the Ion Cannon is the pinnacle of Boron ion weaponry. A huge amount of ion energy is concentrated into a single projectile and will disrupt a target ship's systems, such as the engines and weapons, in addition to severely damaging the shields.

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 damages the ship's systems and shields while leaving the hull relatively intact. Although this weapon is relatively new, it has undergone extensive testing to make sure it maintains high Boron safety standards.

ION PULSE GENERATOR

In addition to being effective against shields, the Ion Pulse Generator's projectiles give off a violent ion burst upon reaching maximum range. This has a negative effect on engines, often causing a reduction in speed.

ION SHARD RAILGUN

Developed by reverse engineering Boron ion weapon technology, the Ion Shard Railgun fires ionized "shards" of superheated plasma which are then accelerated to very high speeds by powerful

magnets. This combination will wreak havoc on weapons systems.

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.

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 to the power of individual projectiles but because of the large numbers of projectiles delivered. Because of 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 causes very little power drain since its ammunition supplies all energy requirements. Currently the weapon can only be fitted to Argon and Split ships because those are the only ships that can accommodate the ammunition feed system. The true power of this weapon comes from its ammunition.

MATTER/ANTI-MATTER LAUNCHER

A weapon usually found equipped on corvettes or frigate sized ships. The Matter/Anti-Matter Launcher fires a bomb-like projectile which contains a small amount of anti-matter suspended in an energy field.

When the energy field is disrupted by impact or when it fails after a specific period of time, the anti-matter mixes with surrounding matter, resulting in a huge explosion. This weapon only fires Matter/Anti-Matter Warheads.

LASER WEAPONS

PARTICLE ACCELERATOR CANNON

The Paranid and Argon developed the first of its class. The particles are accelerated to a speed faster than most currently known spacecraft. They are then polarized and focused into a tight energy pulse. They have been in use since the Xenon conflict.

PHASED REPEATER GUN

Designed for M3 class fighters, it is lighter and faster than the HEPT. It can also serve as a heavier weapon for the M4 class. The Phased Repeater Gun fires in rapid bursts of three rounds and is ideal for taking out fast and hard to hit fighters.

PHASED SHOCKWAVE GENERATOR

This weapon was developed jointly by the Teladi and Paranid. It works by sending out a phased package which reads 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 later sold the original designs to the other races. This slow-firing weapon is extremely powerful and can only be fitted on the large 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.

PLASMA BURST GENERATOR

While expensive for privateers, the better equipped members of organized pirate gangs are known to use this weapon regularly. It borrows heavily from fighter engine designs and essentially throws a large, fiery stream of plasma outward which rapidly dissipates into space.

POINT SINGULARITY PROJECTOR

Recently developed by Terran scientists, the Point Singularity Projector generates a tiny "jump event" and, using a tremendous amount of energy, accelerates it through space. The singularity eventually destabilizes, collapses and releases an

enormous amount of rapidly outward expanding energy causing massive damage to nearby ships and stations.

PULSED BEAM EMITTER

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

STARBURST SHOCKWAVE CANNON

This cannon is commonly used by the United Space Command's capital ships. The Starburst Shockwave Cannon is an advanced energy based version of the rather basic flak weapons used by other races. A projectile is fired. When it reaches its maximum range it activates and propels powerful energy waves outward which damage any nearby ships.

MISSILES

AURORA MISSILE

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

BANSHEE MISSILE

This is 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 high yield and strong acquisition capability allow it to be used in a wide range of combat scenarios against medium to heavy fighters.

BLIZZARD MISSILE

The Blizzard Missile offers combatants the ability to effectively deal with multiple targets using only 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.

CYCLONE MISSILE

Similar to the Blizzard, the Cyclone Missile offers the same ability to deal with multiple targets with one shot. 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.

DISRUPTOR MISSILE

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.

DRAGONFLY MISSILE

Before developing the Firefly missile the Argon Military refitted the Dragonfly missile with dumb fire protocols to greatly reduce the cost of manufacturing. The new Dragonfly replaces the now obsolete

original. It continues in service to this day.

FIREFLY MISSILE

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 missiles. 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.

FIRESTORM TORPEDO

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, can even destroy it. Its success against large combat craft can be equally devastating when employed at close range attack runs. This missile has even some hull protection, so it can survive a few hits before it is destroyed. Needless to say, big bangs require big Credits.

FLAIL BARRAGE MISSILE

Early missile frigate prototypes proved vulnerable to fighter attacks. The Flail missile was therefore designed to counter this vulnerability by taking advantage of both multiple warheads and advanced target acquisition technology. Being caught in a Flail barrage is extremely dangerous (deadly) for any nearby enemy fighters.

GHOUL MISSILE

Using similar technology as in the Poltergeist Missile, this missile features both multiple warheads and advanced target acquisition technology. It is equipped with a proximity fuse. The Ghoul is designed to be fired in salvos from specially equipped ships.

MISSILES

HAMMER HEAVY TORPEDO

Designed as a large, anti-capital ship torpedo which can be fired in salvos, particularly by missile frigates, the Hammer combines a large warhead with greater speed and manoeuvrability; which is made possible by the use of a larger, more powerful launching system.

HORNET MISSILE

The Hornet Class Missile is one of the most powerful weapons 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 hand, the slowest of the known missiles and is best used against immobile or slow moving targets.

HURRICANE MISSILE

After some concern that this armament would be nothing more than a continuation of the SQUASH Mine's unethical use, 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.

KHA'AK STING, NEEDLE AND THORN MISSILES

These are fast missiles that will explode in the proximity of the target ship. They are deadly against all fighter ships.

MOSQUITO MISSILE

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

PHANTOM MISSILE

This missile uses an antimatter warhead similar to that used by the weaponized Matter/Antimatter Launcher. It combines this technology with a proximity fuse and relatively powerful engines to help Terran ships to quickly eliminate any other

capital ships that threaten their territory.

POLTERGEIST MISSILE

The Poltergeist, a missile that can be used by most USC ships, fires in swarms and acquires targets automatically.

RAPIER MISSILE

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

SHADOW MISSILE

This is the Terran equivalent of the Hammer Heavy Torpedo. This missile is specifically designed for salvo fire from capital ships against enemy capital ships. It is equipped with a proximity fuse. This means that the warhead will detonate on near misses.

SILKWORM MISSILE

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

SPECTRE MISSILE

The Spectre is a heat seeking missile with proximity fusing. It is used by MB and larger class USC ships against medium sized opponents.

TEMPEST MISSILE

Depending on the IFF settings of the ship's 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 onto the secondary, and so on, until it either runs out of fuel, or makes contact.

THUNDERBOLT MISSILE

The Thunderbolt heat seeker Missile uses a built-in guidance system to lock onto heat signatures in both the visible and infrared spectrums. This allows it to track targets in areas where doing so would otherwise be impossible. Classically used when engaging targets at a distance, although pilots have since found other more ingenious uses for them.

TOMAHAWK HEAVY MISSILE

This heavy missile was specifically designed for use by the new bomber class ships. The missile is generally fired in salvos by one or more bombers at relatively close enemy capital ships.

TORNADO MISSILE

The Tornado Missile improves on the one-shot one-chance performance of the Firefly by overwhelming the target with a hail of missiles. Using multiple projectiles, the Tornado is launched either individually or in swift succession, allowing the pilot to strafe the target with a barrage of missiles.

TYPHOON MISSILE

Packing a bigger punch than the Wasp, the Typhoon Missile also 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.

WASP MISSILE

The Wasp Missile was remodelled for use against the Kha'ak and was the prototype for 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.

WILDFIRE MISSILE

The Wildfire Missile is a prototype developed by the IndustriTech Corporation before the Kha'ak attacks. However a production stage has not yet been reached. Some missiles have reportedly disappeared, but official sources have denied that claim.

WINDSTALKER MISSILE

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 scanners are required, the Windstalker is unsurpassed.

WRAITH MISSILE

The Wraith is a multiple warhead, heat seeking missile armed with a proximity fuse. It is used by USC medium and large ships against capital ships.

MINES

MATTER/ANTI-MATTER MINE

Matter/Anti-Matter Mines are made and used by the Terran USC. It is considered illegal for anyone else to deploy or have possession of them without proper authorization.

SQUASH MINE

This is a very destructive mine. It is typically used to protect strategic locations. Beware: This mine does not have friend-foe recognition!

DRONES

FIGHTER DRONE

The Fighter Drone can be launched against an enemy ship and attacks the target autonomously.

FIGHTER DRONE MKII

The MkII Fighter Drone offers an increase in both manoeuvrability and firepower over the previous version while also having the benefit of an extended range of operation.

MESSAGE DRONE

Message Drones travel at very high speeds to deliver data and messages quickly across the universe, passing through gates and quietly zipping past all sector traffic.

FREIGHT DRONE

The Freight Drone was designed to partially automate the process of transferring cargo. The Freight Drone has an advantage over the freight beamer in that its operating range is far greater.

KERIS

The USC fighter drone was very aptly named after a small twisting dagger since it is able to annoy even the most agile ships.

RECON DRONE

Recon Drones are equipped with specialized wide spectrum cameras and sensing equipment. They are able to infiltrate and monitor enemy sectors and installations. They send telemetry back to the observer in near real time.

AMMUNITION

ENERGY BOLT CHAINGUN AMMUNITION

The Energy Bolt Chaingun uses "bolts", which are pods of stored energy fired as projectiles. On impact the pods break and the stored energy is released.

GAUSS CANNON AMMUNITION

Gauss Cannon Ammunition consists of large metal slugs coated with an ionizing polymer which are accelerated to high speeds by magnetic coils.

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 encased in a unique crystalline matrix.

This allows the shells to pass through a ship's shields unhindered. The projectile produces a tiny spatial distortion using the shields own energy. One ammunition pack contains 200 rounds.

MATTER/ANTI-MATTER WARHEAD

Matter/Anti-Matter Warheads contain an equal amount of matter and anti-matter separated by an energy field. When this field is compromised, by impact or failure, the two mix with devastating results.

STATIONARY DEFENCES

SMALL ORBITAL WEAPONS PLATFORM

The Argon Small Orbital Weapons Platform provides orbital defence capabilities above and beyond that provided by a single weapon Lasertower. It is most effective against small ships, especially fighters.

MEDIUM ORBITAL WEAPONS PLATFORM

The medium-sized Orbital Weapons Platform provides moderate levels of protection to space in close proximity. These weapons platforms are perfect for deployment along trade routes to cover the maximum amount of space at a minimum cost.

LARGE ORBITAL WEAPONS PLATFORM

The Large Orbital Weapons Platform boasts a large number of weapons and heavy shields, which makes it the most powerful option available in support of orbital security for stations and entire sectors.

LASER TOWER

This defensive weapon is typically found around stations and factories to help them defend against invaders. Laser towers are normally equipped with a 25 MJ shield

SPECIAL (NON) WEAPONS

These are things that don't go boom and don't fit in anywhere else.

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.

REPAIR LASER

This (non) weapon is installed on repair drones to assist in the welding of new Teladanium panelling to stations when they need to be repaired. Most spacesuits are equipped with a Repair Laser.

TRACTOR BEAM

The Tractor Beam is a new invention designed primarily to move stations without the need for large and clumsy grappling systems. The beam uses a series of projected gravitic fields which, in effect, reduce the mass of the object making it easier to move.

WEAPONS UNDER DEVELOPMENT

Our sources in the intelligence community (who asked to remain anonymous) have reported that there is much activity in the secret weapons laboratories throughout the X-Universe. They have not been able to get a good look at what's on the drawing boards but they have discreetly talked with some of the technicians who work there. The following is what they believe to be in the works. None of these weapons have been seen outside the laboratory (nor inside, for that matter) and their very existence is questionable.

FUSION BEAM CANNON

The fusion Beam Cannon will be able to take advantage of the enormously powerful generators on Terran capital ships. The beam is said to superheat target materials to the point of fusion, releasing all the energy associated with that process to cause wider damage.

Race: Argon
Usage: Formerly the Laser Tower beam weapon, the Plasma Beam Cannon has now been strengthened and made compatible with regular capital ship weapon systems. While still as powerful as the heaviest projectile weapons, it fires at and hits at the speed of light, providing advantages in accuracy and first strike capabilities. It may look more high-tech than the original simple white beam, possibly something similar to the gauss cannon.

PHASED ARRAY LASER CANNON

Race: Split
Usage: A quick, burst firing beam weapon with a rapid turret speed. That will make this weapon ideal for taking out fighters and other light craft. Alternatively, it may end up with a slower turret speed but gain the ability to reduce the speed of targets by using some parts of tractor beam technology.

TRI-BEAM LASER CANNON

Race: Paravid
Usage: Slower firing, slower aiming, and more energy consuming than the Split or Argon beam weapons, the Paravid Tri-Beam will do more damage. This would make it the first true heavy anti-capital ship beam weapon made by any of the races. It would feel bigger and more powerful than the Plasma Beam Cannon, putting three beams together, possibly with some sort of rings or "sheath" holding them together.

General Description: A quick, thin beam, which doesn't appear too powerful. It resembles the monochrome beam of the Kyon Emitters.

PLASMA BEAM CANNON

EQUIPMENT AND UPGRADES

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

SHIELDS

Shields come in various strengths and are measured in Joules which is a unit of energy. The smallest is a 1 MJ (Mega Joule) shield followed by 5 MJ, 25 MJ, 200 MJ, 1 GJ (1 giga Joule = 1,000 Mega Joules) and 2 GJ. Shields require a large amount of energy. Therefore, small ships can only power small shields. As a ship's size increases so do its power generators and can, consequently, support larger shields. Thus the 1, 5 and 25 MJ shields are used most commonly in fighters. The 200 Mega Joule shield is a medium protection shield. It is typically used by corvettes and some large transports. The 2 Giga Joule shield is the most powerful protection known. It is typically used by large installations and capital ships.

ADVANCED FIREWALL SOFTWARE

The Advanced Firewall Software package can be added to the ship's central computer core of large ships to protect against remote or direct malicious access attempts (hacking).

ADVANCED SATELLITE

This satellite is the next generation of advanced communications, providing live information of ship traffic and commodity prices which are relayed to your ship's 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 and adds the ability to get a three dimensional view (k) of the current sector.

BEST BUYS LOCATOR

The Best Buys Locator will 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 will help you find the one location inside your current sector where you can sell each of your trading items for the highest price. It will also let you know if nobody is interested in what you are carrying. Very useful for advanced traders!

BIOSCANNER

Bioscanners were developed specifically to detect signs of life aboard ships. The broad spectrum sensitivity of the scanner makes it particularly effective at receiving neural and biological life signs.

BOARDING POD

Boarding pods are designed to transport boarding parties short distances to enemy ships.

BOOST EXTENSION

The Boost Extension allows your ship to accelerate with three times its normal acceleration speed. This extension is essential in combat situations.

CAMOUFLAGE DEVICE

This is a specialized device originally developed for spy missions by the Paravid. 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 prompted by the fear 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's military has a covert operations squadron equipped with 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.

EQUIPMENT AND UPGRADES

CARGO BAY SHIELDING (ILLEGAL)

Much sought after by pirates on the black market, cargo bay shielding was originally devised to mask the emissions of sensitive military cargo and prevent the discovery of it from prying scanners.

CARGO LIFE SUPPORT SYSTEM

The Life Support system allows you to transport living creatures, passengers, marines and slaves in your cargo bay.

CRATE

Crates, also known as Containers, 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 the speed and direction needed to safely complete the automatic docking process.

DUPLEX SCANNER

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

ENGINE TUNING

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

ESCAPE PODS

Escape pods are fitted to many medium to large vessels to provide a safe escape for passengers in the event of an emergency. Most escape pods have decent life support systems and ration supplies for extended periods drifting in space. These devices are intended for use by passengers and crew. The captain is expected to follow naval tradition and go down with his ship.

EXPLORER COMMAND SOFTWARE

The Explorer software was designed by Teladi deep space researchers to enable remote entry and exploration of potentially hostile sectors without risking a pilot's life. Manned research vessels usually follow after the sector has proved to be safe.

FIGHT COMMAND SOFTWARE

This is a software extension for any shipboard computer and includes a laser targeting support system. It comes in versions MK 1 and MK 2. 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's inside the 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. It is illegal to use a freight scanner without a Police license.

HULL PLATING

The production of this advanced hull plating material, made from a mixture of traditional metals and advanced polymers, has been ramped up significantly in recent Jazura due to increased shipbuilding activity by USC and the AGI Task Force for defence of the Solar System.

HULL POLARIZING DEVICE

The Hull Polarizing Device produces a high powered, sustained magnetic field on a ship's hull which can seriously inhibit even the most efficient plasma cutters thereby protecting against forced hull entry.

INTERNAL SENTRY LASERS

Infrared and IFF guided Internal Sentry Lasers can be fitted in strategic locations on large ships to provide enhanced internal security in the event of intrusion or boarding.

JUMPDRIIVE

The Jumpdrive is a relatively new development. This ultimate upgrade allows your ship to jump to far distant sectors. It permits you to focus on a distant jump gate, in a sector far, far away. Using the Jumpdrive requires additional energy cells for every sector you want to cross. The amount of energy required 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 in a spaceship, it provides valuable information about the mineral content of an asteroid.

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 obtain distant system information remotely.

NAVIGATION COMMAND SOFTWARE MK1

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

NAVIGATIONAL BEACON

Hazard Warning Beacons are placed by civilian militias to mark 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 for 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 rocks with a low powered gravity beam, bringing the ore into the bay ready to be sold.

PATROL COMMAND SOFTWARE

The Patrol Command Software is a standalone version of the patrol commands originally bundled

with the Fight Command software package. This new version features a streamlined interface and works with a larger range of formations and wing configurations.

POLICE LICENSE

After buying this license you are accepted as a Police authority by all space stations and factories in the given race's territory. You will automatically be paid for the elimination of any 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 License. Be advised that if you get caught with illegal goods on board, you will lose your license.

RUDDER OPTIMIZATION

This service is a time-limited special. 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.

SINGULARITY ENGINE TIME ACCELERATOR (SETA)

This extension 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 engines, 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 or velocity. The device will be deactivated as soon as any interference to the ship's controls is detected. The device was invented to shorten travel time 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 first stunned by an ion weapon and then collected by this device for secure storage in the ship's hold. The 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.⁸⁴ 85

EQUIPMENT AND UPGRADES

SPACE SUIT

The technologically advanced space suit keeps the wearer warm and shielded from radiation. It offers some manoeuvrability but gives little protection against laser weapons. On the up side, space suits have a built-in repair laser that allows you to repair a ship's hull damage.

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.

SUPPLY COMMAND SOFTWARE

Supply Software is the culmination of work by several Argon corporations. The suite of commands that it provides is ideal for maintaining both military and civilian fleets alike.

SYSTEM OVERRIDE SOFTWARE (ILLEGAL)

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 at a factory or space station. This is very useful for frequent traders.

TRADE COMMAND SOFTWARE

Trade software MK 1 is included in the standard build of all T5 Class ships. The newer, more extensive MK 2 version is also available.

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 within a range of 5km without using your spacesuit. It works equally well for transporting cargo between ships.

TRIPLEX SCANNER

The Triplex scanner increases the Radar 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 to both the sector map and the Gravidar 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 form, shape-fitted specifically to meet the needs of the various races.

WARES AND 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-ton pressed blocks known as Meatsteak Cahoonas.

ARTEFACTS

Relics of ancient civilizations 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 Agricultural Council has decided that it is unsafe to use fertilizer from the Argnu Cattle. The artificial fertilizer 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 Staff spices among other races, the taste of BoFu is of no joy to anybody but them.

BOGAS

BoGas is the unusual natural resource found within the planet Boron. This means that the planet is really a huge chemical factory. From these many chemicals the Boron manufacture a unique gas that is used throughout the universe as the ultimate painkiller and anaesthetic. After the Boron government stopped commercial use of the natural

resources of its planet, BoGas is now artificially produced in Bio Gas factories throughout the Boron Kingdom.

CARBO CAKE

Carbo Cake is a compound consisting of complex carbohydrates vital for the provision of energy. The USC uses this extensively in the production of combat rations and ready-to-eat meals.

C-RATIONS

C-Rations, short for Combat Rations, consist of a small array of dry but highly nutritious food blocks. The "rat packs", as USC marines like to call them, can be prepared for eating using water and a special plasma heater carried by soldiers.

CARTOGRAPHY CHIPS

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

CHELT MEAT

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

ARTEFACTS

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 Delaxian 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 use this material for all kinds of packaging. Argon Cloth is also 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 Fabbs from Silicon wafers.

DELAXIAN WHEAT

Delaxian wheat is grown on the plains of Argon. Argon settlers have taken this plant wherever they have colonized 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 basis of all Argon foodstuffs.

ENERGY CELLS

Energy Cells are the unified energy storage device 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 used in modern spacecraft. It makes use of a high-energy ionized plasma stream from a fusion core to propel the ship. These drives are very stable and simple to construct. They require little maintenance.

ENTERTAINMENT CHIPS

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

FLAVOUR PACKS

Flavour Packs contain herbs, spices and other flavouring agents both natural and artificial. There are a large number of different Flavour Packs available and it is the variety of flavours provided which makes them so popular.

FOOD RATIONS

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

HAND WEAPONS

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

HACKER CHIPS

A new and expensive computer chip created by an unknown pirate faction. 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 into station computers.

ICE

Found deep inside asteroids in the far reaches of the Solar System, this mineral-rich ice is harvested, melted and treated and provides a useful supply of water to USC ships and outposts deployed throughout the system. It is particularly useful since access to Earth is strictly controlled by the AGI Taskforce.

LOW YIELD SIDE ARMS (ILLEGAL)

All Low Yield Side Arms are illegal to own, transport or warehouse. These include phase pistols, stun guns, laser pistols and plasma blasters. They can only be used by law enforcement agencies and the military.

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 jewelleries capable of processing Majaglit are famous for their high quality artworks.

MAJA SNAILS

Maja snails are found in the 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.

MARINES

A Marine is a simple creature. Feed it, clothe it and tell it what to do and many things become possible. The Marine's primary role now is in combat boarding operations. For this reason, as well as being a proficient soldier, marines are also well versed in either engineering or computer technology.

MERCENARY

Trained in a variety of combat skills and technical specializations, Mercenaries are used for a broad range of tasks and are primarily employed by pirate clans and guilds.

MASSOM POWDER

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

MEATSTEAK CAHOONAS

Argon Meatsteaks are traded throughout the universe. They provide a nutritious meal-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 half ton blocks known as Cahoonas.

MEDICAL EQUIPMENT

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

MICROCHIPS

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

MILITARY PERSONNEL

The military always has 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 can range from a standard mining drill to advanced laser equipment.

ARTEFACTS

NARCOTICS

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

NIVIDIUM

Nividium is a rare mineral that is found in some large asteroid field. 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 Teladi sun oil is the main Teladi food product. It is manufactured from Teladi sunflowers. It is usually mixed with various spices and sold in different flavours. The Teladi produce and mix it in so-called Sun Oil Refineries.

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 people to space stations or to other systems and planets.

PIRATE SIDE ARMS

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

PLANKTON

Boron plankton is found as scum-like algae that float on the surface of the swamps on the planet Boron. It is produced naturally from certain chemical reactions that are found in the swamps, 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 tasty and nutritious spices. Since the Boron seas are now completely protected from any industrial usage, Plankton is mainly produced in space on huge Plankton Farms.

PROTEIN PASTE

Protein Paste is a concentrated blend of meat and vegetable proteins used to produce specialized food products.

QUANTUM TUBES

Quantum Tubes, also called Planck Tubes, are used inside the engines and controls of many of the large 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 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 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 Gretls.

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

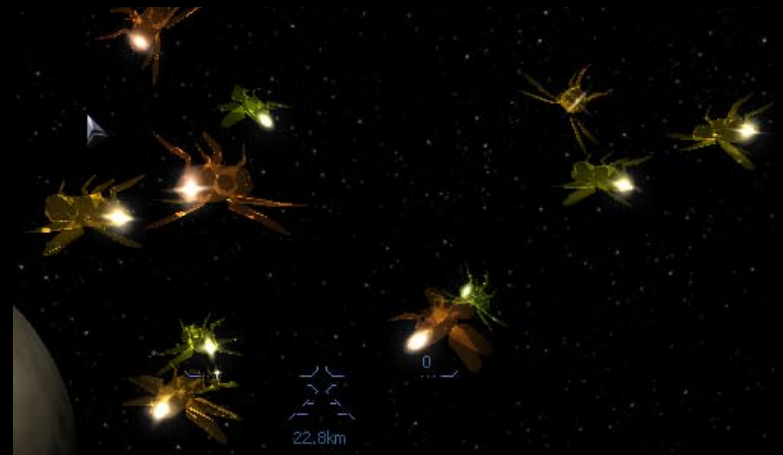
Silicon is the main mineral resource that all modern technology goods are based on. It is usually found just below the surface of asteroids and mined in huge Silicon mines.

SLAVES

Pilots who have to eject from their ships and are captured by pirates often end up being sold as slaves on illegal markets. Slaves can also be trained into Marines at Rehabilitation centres.

SPACEFLIES

This creature, officially known as the Markus Spacefly is a small, unintelligent flying creature that lives in the vast emptiness of deep space. They are the size of a small bird and appear to be made out of delicate shining gossamer that reacts to light and shimmers in a multitude of colours. The Markus Spacefly lives in vast, complex hives in hollowed out parts of asteroids and performs a valuable function by collecting space junk and other debris which they use in the construction of their hives. They travel 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 races delight in seeing them. Pilots will stop to watch a swarm fly past. Men 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 Split, who capture and use the small spacefly to power their spaceships. Currently the Foundation Guild is pressing for the Markus to be made a protected species and pressure is being put on the Split to change their system of powering 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.



ARTEFACTS

SPACE FUEL

Members of the Argon race never trade Argon Whiskey openly. It is known as Space Fuel and is smuggled in containers known as Fuel Tanks. Only a few stations have a production and trading license. A cheap imitation of Argon whiskey, also called space fuel, is produced in whiskey producing stills, and smuggled into all other sectors.

SPACEWEED

Spaceweed is a plant that can be smoked or ingested. 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. Because 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 foodstuff used as the base for many of the different Paranid 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 products 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. They are traded in containers known as Stott Jaggos. It is not known to outsiders how the chefs working inside Stott mixeries archive those delicate products out of plain Boron Plankton and only a few other ingredients.

SUNRISE FLOWERS

Teladi sunrise flowers are large plants with blue leaves, blue stems and large white flowers that originally grew in the vast open swamplands found on the Teladi home planet. Sunrise Flowers are also 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 healing 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 source of Nostrop and other Teladi food products.

TELADIANIUM

Teladi mud is a very silty type of sediment found at the bottom of rivers and swamps on the Teladi home world. This mud, when dried, becomes a hard mineral known as Teladianium. This mineral, when mixed with certain chemicals and processed can 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 all races to construct buildings and the interior of spaceships and space stations.

TELADIANIUM PANELING

Teladianium panelling is produced in rolling mills at shipyards. When added to a ship's hull it provides extra protection against micro asteroids.

TERRAN EMP RIFLES (ILLEGAL)

Terran EMP Rifles were initially designed by the AGI Taskforce for use by their secretive marine units. It is now more widely used by all Terran forces. Some exemplars of this illegal weapon might be found in black markets.

TERRAN MRE

The MRE or Meal Ready to Eat (Marines also call them Meals Refused by Ethiopians) was first invented on Earth in the 20th century. Since that time, the food that comprises it has developed and is more nutritious. These pre-hydrated food packages require no preparation and are self-heating when opened.

VERY IMPORTANT PASSENGERS

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

VITA KAI

Vita Kai is a block of concentrated vitamins providing all of the daily requirements for humans. Vita Kai is an essential part of the USC's military food rations production.

WARHEADS

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

WATER

Since the transport of water from Earth to outlying settlements was severely hampered by increased security imposed on the Earth by the AGI Taskforce, the extrapolation of water from remote asteroids has become vital to the Terran fleet and outposts

"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

RACE RANKS FOR FIGHT AND TRADE

There is a hierarchy of ranks that can be achieved by proving yourself in both combat and trading. There are insignia that can be worn on your uniform to show your rank to your fellow combatants and traders. Although there are many ranks and some insignia cover more than one rank, the insignia that adorn your uniform will show others what level of proficiency you have achieved.

The Argon's preference is to wear the trade insignia on the left arm and the combat insignia on the right. It's easy to remember which goes where if you remember the phrase "Right for Fight".

Certain missions will only be available to pilots who have achieved certain skill levels.

THE TRADING HIERARCHY OF RANK

- ▲ 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

THE FIGHTING HIERARCHY OF RANK

- ▲ 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

Legal Notice:

It is illegal in all known sectors to advertise, employ or actively supply jobs to a lower rank as the local Guild representative rates jobs before they are offered. It is also highly illegal to wear the insignia of or impersonate another pilot's higher or lower rank. As you increase your fighting rank you will be accepted for higher-paid missions. Your trading rank will also affect the amount you are paid for trading missions. Additionally, your rank, as it increases, will allow you to buy better equipment and ships.

INHABITANTS OF THE X-UNIVERSE

The X-Universe is inhabited by a collection of diverse races with varied and unique histories. They reside in many areas of deep space and are linked by a series of jump gates.

THE TERRANS

THE TERRAN RACE RANKS

- Hero of Sol
- Solar Sentinel
- Guardian of Earth
- Planetary Senator
- Servant of Terra
- Warrior of Io
- Marshall of Mars
- Senatorial Advisor
- Regional Representative
- Local Councillor
- Citizen
- Revolutionary
- Renegade
- Insurgent
- Terrorist

Several years after that, the Xenon attacked the Earth and tried to destroy their creators and everything they stood for. This was the Xenon invasion. In a brave tactical manoeuvre, Nathan R. Gunne led the Xenon fleet through a jump gate to what is now known as Brennan's Triumph. He then destroyed the gate that led back to Earth. He would never see his home planet again.

The Terrans are the inhabitants of Earth. They are a technologically advanced race, but their suspicion of other races, including their lost cousins, the Argon, motivated them to be protective of their territory. To shield Earth from alien races, they moved their only jump gate to a secluded location and a substantial military presence now buffers the void between the Solar System and the Commonwealth. The Terrans built only two jump gates, all other gates were built by a mysterious people only known as "The Ancients". In the year 2066 (Earth date) the Terrans started to send terraforming ships into the depths of space. These were later followed by self-replicating machines. After several years the terraforming project was discontinued but their attempts to cancel the terraforming process failed because the terraformers had become sentient and the machines became known as the Xenon.

Hero of the Federation

Several years after that, the Xenon attacked the Earth and tried to destroy their creators and everything they stood for. This was the Xenon invasion. In a brave tactical manoeuvre, Nathan R. Gunne led the Xenon fleet through a jump gate to what is now known as Brennan's Triumph. He then destroyed the gate that led back to Earth. He would never see his home planet again.



THE ARGON

THE ARGON RACE RANKS

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 the heart of the Federation and is the seat of the government and all other administration. It is also one of the most exciting planets in the X Universe. Not only is it the home of culture, science and learning, one can also find the finest entertainment. In addition to the finest Geodesic Holiday homes it also offers thousands of bars, restaurants, theatres, casinos, holosuites, 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. Each city, colony and space station represented by senators elected by their electorate. The leader of the Argon Parliament is called President. Currently, a male Argon called Frann Herron holds this position.

ARGON SHIPS

The Argon build the most balanced ships in the X-Universe. One can see the Boron influence that mirrors their joint development. When you buy an Argon ship you get a good all-around, versatile vessel. In addition, since the Argon do not share the peaceful nature of the Boron, you may be able to install the Mass Driver Galling gun. This weapon was developed according to specifications found in some old documents. The Split were so impressed by this weapon that they paid enormous licensing fees so that they could manufacture it as well.

With the development of the Nova, an M3 class fighter and successor of the aging Elite, the Argon were the first race to install a rear turret in a heavy fighter. Technologically advanced shipyards enable the Argon to build better ships by increasing shield capacity and improving engine performance. Whereas, in the past, you may have laughed about the old Elite, it is a different story today. Although the Nova is still one of the slowest heavy fighters, her fire power will quickly silence any critics. Similar upgrades were installed in the Buster, an M4 fighter, and the newly introduced Argon Centaur Corvette, while the Elite has since been redesigned and brought back into service



THE BORON

THE BORON RACE RANKS

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

The Boron are famous for their wisdom, wealth and the sophistication of their space ships throughout the X Universe. Boron ships have a shimmering green tint to them. They are equipped with powerful engines 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 among the best spacecraft you can buy.

Because of their peaceful nature the Boron are friends to all races in the X Universe despite their membership in the Foundation Guild and their strong alliance with the Argon. They currently hold trading agreements with both the Teladi and the Paranid, however, they are still very wary of the Split and relationships between the two races are strained.

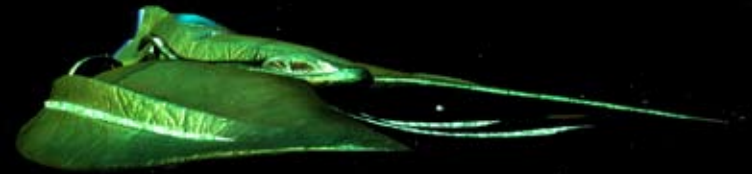
The Boron have no direct contact with the Xenon, however, because of their relationship with the Argon, they are very much aware of them and of the threat they represent.

Despite being called the Kingdom of Boron, they 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 Atrous. Her husband, King Rolk, was killed in a space cruiser when it crash-landed on a nearby space station, leaving their daughter, Princess Menelaus, as the heir apparent.

BORON SHIPS

In the past, the Boron have cooperated very closely with the Argon design engineers even though their aggressive nature was never fully understood by the Boron. The constant threat of assault from the over aggressive Split has pushed more recent Boron ship designs to move away from their peaceful nature. Advanced Ion weaponry and unique propulsion systems have led to a drastic reduction in raids by Split pilots. When compared to Argon ships, the new Boron ships are just as fast and with equivalent armament but with weaker shields.



THE PARANID

THE PARANID RACE RANKS

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

The Paranid are allied with the Split even though there have been many disagreements between them. They are also allied with the Teladi because both races are members of the Profit Guild. For this reason the Paranid allow all other races to trade freely throughout their territory. However, because of strained relations between the Paranid and the Argon, trade is the only contact these two races have with each other. They adhere strictly to their ancient and strange rites and religious beliefs which are a mystery to other races. It is virtually impossible to befriend or even understand them. Their religion also forbids non Paranid to settle or live in a Paranid colony. This law is really of little consequence because very few outsiders are interested in settling in Paranid colonies. This is due to the fact that the Paranid prefer to settle on planets that are much too hot and humid for other races.

THE PARANID SHIPS

The Paranid have always understood how to construct good combat ships. They have the best fighting capabilities of all the fleets in the X-Universe. Unfortunately, their designers have little imagination and only required functionality is added to their ships. Comfort is discarded for more practical amenities. But, if you are looking for a ship that will still be in tact after a heavy skirmish, a Paranid ship would make an excellent choice.

It was Paranid engineers who developed the Phased Shockwave Generator and the Fragmentation Bomb Launcher. Both of these weapons are designed to have a wider area of fire than your standard issue laser.

The Paranid were forced to sell the designs of the Particle Accelerator Cannon to the other races during their recent recession which some have said, with much sneering, was caused because of the small cargo bays in their ships. The sale of plans for any future weapons was prohibited by the Paranid secret service.



THE SPLIT

THE SPLIT RACE RANKS

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

To this day the Split continue to control large territories that used to belong to the kingdom of Boron. They continue to exploit the rare Markus Spacefly as a propellant in their ships but they also continue to effectively trade with the Profit Guild. While the relationship between the Foundation Guild and the Profit Guild remains cordial, on the surface anyway, the relationship between the Split and the other races is continually degenerating and now borders on the edge of war. This due equally to the natural aggressiveness of the Split and the continued abuse of the Markus Spacefly.

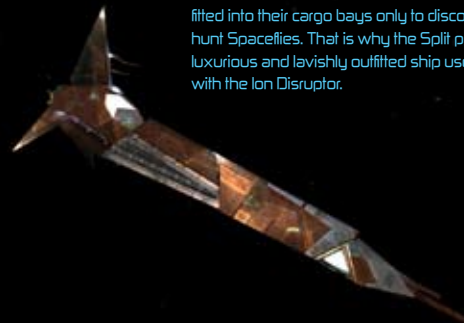
Even though the Boron are a peaceful race, they are always eager to reclaim their lost territories and don't miss any opportunity to attack the Split. The Argon are suspicious of the Split's alleged friendship with the Xenon even though the Split and Xenon barely tolerate each other. They were at war at one time but when neither side could see an easy victory or any territory to be gained, they came to terms. However, this treaty is very shaky and a new war is expected if their association deteriorates much further. The Split maintain a frosty friendship with the Paranid but will never forgive them for not engaging in the fight against the Xenon when the Split needed them.

THE SPLIT SHIPS

The Split firmly believe in the axiom that if you can't eliminate your enemy with the first shot, get a bigger gun or get more support. They are impatient and have an insatiable need to be the first to join any conflict. In ship construction, therefore, shields take a backseat. In one particular construction project, shields were retrofitted because they were left out in the design. Their engineers still complain about it today, citing a missed opportunity to fit the ship with more weapons.

Nevertheless, Split ships are some of the best combat ships built. If you are willing to live with weaker shields then you trade that for the strongest and deadliest weapons.

It was with extreme reluctance that a few Split traders had Ion Disruptors fitted into their cargo bays only to discover that they could use them to hunt Spaceflies. That is why the Split personnel transporters, the most luxurious and lavishly outfitted ship used for hunting parties, can be fitted with the Ion Disruptor.



THE TELADI

THE TELADI RACE RANKS

Company Director
Venture Capitalist
Venture Profiteer
Company Owner
Company Manager
Majority Shareholder
Shareholder
Company Trader
Company Helper
Profit Opportunity
Profit Initiative
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 done business 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 primary reason why certain races have banned the Teladi from trading in their territories or sectors. Consequently, the Teladi are always on the lookout for new trading partners. It is believed that they finance many of the pirate factions that operate throughout the X Universe. Indeed, many races believe that 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 for what they need than spend their money in research and development. Hence, the Teladi have access to all the high-tech equipment, engines and weapons technology of practically all the other races.

THE TELADI SHIPS

The skill of the Teladi is not the ability to sell water to a Baron swamp runner, as is claimed by some, but rather the ability to adapt anything they can lay their claws on. Their own technology is pretty much outdated and since they prefer to trade rather than develop, they manage to use most anything in their ships. Consequently, when looking at their fleet, they have the broadest spectrum of upgrades, weapons and shields. Their ships move rather slowly in comparison to others but with lots of cargo space and strong shields. You should not underestimate them.

Their combat ships are usually late on the scene but when they do get there they are usually efficient in their job.

Since the Teladi have friendly trade relations with all organic races, including the Pirates, they can usually rely on their help if attacked. There is currently a rumour about a new Teladi M6 prototype which is said to be better equipped than anything seen so far. At a secret trial run the Split, supposedly trying to attack the ship with two of their own M6 class ships, were so impressed by it that they decided to forego their usual ridicule of its snail-like speed.



THE GONERS

THE GONER RACE RANKS

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
Defier of the Truth

Seven hundred years in the past, Earth colonists were trapped in the X-Universe. They made a new home on the planet now known as Argon Prime. At the same time, the terraforming Xenon machines took over the sectors east of President's End. Most of these became Pirate sectors after the Xenon war.

The Argon called the colonists Gunners, naming them after their leader, Nathan R. Gunne who explored the universe in an effort to find a way back to Earth. The details of their story became obscured in the centuries that followed and became known as The Truth. Even their name became distorted and they became known as the Goners. The Goners worked in harmony with the Argon and spread the "good news" about the existence of a glorious planet called Earth to other races.

THE GONER SHIPS

While the Goner Ranger was the only ship known to be in use by the Goners, with their growing needs and numbers following the recent "rediscovery" of Earth, there are rumours of larger Goner ships. Due to their extremely peaceful nature, Goners ships are totally unarmed. The Ranger is quite fast and is also considered to be a good short range freighter due to its large cargo space. It is also capable of carrying shields compatible with some M3 fighters. You will probably see this ship roaming all sectors spreading the word of the Goners and Nathan R. Gunne. Goners use the "Book of Truth" as their spiritual and philosophical guide and in their temple they have "Beholders of the Truth". Their leader is Noah Gaffelt, an old man with a white beard. Norma Gardna, a noted female Beholder of the Truth and second in command, died on Argon Prime due to a sickness and was replaced by Lynda North. The "Book of Truth" is said to contain extensive knowledge about Earth, which has found itself in high demand due to recent events.



THE XENON

Today, the Xenon are somewhat of an enigma. There is no known contact between the Xenon and any other race. They do not belong to any of the guilds. They do not use Credits nor is it known what, if any, currency they use. They appear to have no interest in the technology of or to trade with other races. The location of the Xenon home planet, if there is one, has never been discovered in spite of many attempts to do so. Nor does anyone know the exact size of the territory that the Xenon control. Hence, on most star maps, possible Xenon sectors are only marked with a question mark and a warning to be cautious. Not many ships dare venture into these regions of space and, regrettably, many ships brave enough to do so have never been heard from again. The Xenon, if the robot psychologists are to be believed, seem to be ever increasing in self awareness, consciousness and understanding of themselves. Whether this development is a step in the right direction is still undecided since the Xenon continue to attack first and don't bother asking questions afterwards.

A special covert operations department of the Argon Federation Space Academy based on Argon Prime has researched the Xenon for many years and is currently engaged in documenting and cross referencing all confirmed Xenon ship sightings. Unnamed sources inside the department suggest that there are plans to finance an undercover expedition deep into the Xenon territory in an attempt to locate the Xenon home world.

XENON SHIPS

Xenon ships are very aggressive. Their only directive is "if it moves, shoot it down". They are fast, heavily armed and well protected.

THE KHA'AK

The Kha'ak is a hive race in which the individual only exists to serve the hive. A Kha'ak will sacrifice himself to that end without question. The Kha'aks goal appears to be the destruction of the universe. They employ a cluster configuration in which their interceptors, scouts and fighters group together and break apart at will in order to better engage the enemy. Despite their increasing presence in the universe there is still very little known about them; their origin, how many of them there are or what their true intentions are, although there are rumours linking them with Nividium.

It is interesting to observe how Kha'ak ships behave. If you have ever seen a flock of birds suddenly change direction you might agree that it's an amazing sight. Kha'ak fighters emulate this behaviour when they chase a patrol ship. Once their target is destroyed they will turn as one and take on their next victim. You may see this yourself one day and your reaction will change very quickly from fascinated amazement to gut-wrenching horror when you realize that you are their next chosen victim. The Kha'ak turn everyone and everything they encounter into space debris. They take no prisoners.

Their ships are of an unusual pyramid shape and resemble crystalline structures.

THE PIRATES

Pirates are not a race in themselves but groups of like-minded criminals who specialize in all sorts of illegal activities. They have their own bases, usually hidden from view and well defended. Most pirate bases have large fleets of ships and 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 encounter pirates, you can report them after you have scanned a pirate ship for illegal goods with your freight scanner. Note: you can't see what's in the cargo hold without first scanning the ship and that scanning is illegal if you don't have a local police license.

PIRATE SHIPS

You will encounter pirate vessels of all types since pirates use other races' ships, modified for their own ends. The wealthy pirate groups even have their own custom ship designs, often including non-standard ship colours.

Do not confuse pirates with smugglers who are much cleverer by using normal ships to conceal their activities.

THE YAKI

The ruthless Yaki pirates have taken advantage of the weakened Argon fleet to carry out raids on Argon facilities and many other sectors in the X-Universe. The Yaki Pirates are becoming a real force to be reckoned with. Their activities have all the hallmarks of deliberate creation of chaos and confusion in order to undermine law and order throughout the universe. They are known for their frequent attacks on isolated traders because they are easy targets, often without fighter escorts.

THE X-UNIVERSE ENCYCLOPAEDIA

If you want to see all the details about an object that you encountered in your travels, the Encyclopaedia is the place to go. It is located on the Sidebar | Personal | Advanced menu. Most of the sections are self explanatory. They are broken down by category as follows:

WEAPONS

- :: Lasers
- :: Missiles
- :: Shields

WARES

- :: Ship Equipment
- :: Ship Upgrades

OBJECTS

- :: Docks
- :: Factories
- :: Special Objects



On the right you see how many of a type you already know about.

Let's look at one of these categories in detail. So, scroll down to Objects and select Ships. The next window displays the different race names that you know about with a [-] to the left of each name, indicating that the name will expand when you click on it. You can also use the [right arrow] key, which will expand all sub categories at once. Click on Argon.

The window that opens displays a list of ship classes. Click the [-] next to a class (click on the M4) to see all the ships in that class that you know about. Now, click on a ship name, the Argon Buster, for example.

We now see a detailed description of that ship, including Technical Data, Weapons Systems, Compatible Missiles and maximum Shield capacity.

Keep in mind that only the Weapons, Wares and Objects that you already know about (this means having seen it in your Gravidar or traded) will be shown in the above lists. As you progress and become a veteran in the X-UNIVERSE, these lists will get longer and longer and longer ...

IT'S ABOUT TIME

The standard time units, as described here, were only recently introduced to the Federation by the Teladi. On the whole, it is based on the rotational period of the Teladi Home planet Ianamus Zura. The Terrans have not adopted this standard and retain their old solar time units.

- Sezura: The smallest unit of time - it corresponds to approximately 1.7 Earth seconds.
Mizura: 96 Sezuras (163.2 Seconds = 2.72 Minutes)
Stazura: 96 Mizuras (156672 Seconds = 261.12 Minutes = 4.352 Hours)
Tazura: 7 Stazuras (109670.4 Seconds = 1827.84 Minutes = 30.464 Hours = 1.27 Days)
Wozura: 7 Tazuras (= 8.89 Days)
Mazura: 7 Wozuras (= 62.23 Days)
Jazura: 8 Mazuras = 56 Wozuras = 392 Tazuras (= 497.84 Days = 1.36 Years)
Quazura: 22 Mizuras, A time unit that is only used by the Teladi. (35904 Seconds = 59.84 Minutes)
Inzura: 8 Mizuras, A time unit that is only used by the Teladi. (1305.6 Seconds = 21.76 Minutes)
Sonne: Same as Jazura and used only by the Teladi.

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

KEYBOARD, JOYSTICK, MOUSE AND GAMEPAD COMMAND KEYS

CONTROLLER PROFILE CONFIGURATION

It is possible to map the controller buttons and keyboard keys to a range of actions while in-game. You can reuse the same keys in different modes such as Fight, Docked or Map movement.

You can create different profiles and switch between them for different types of game play. The profiles can be saved, renamed and/or made the default profile. Profiles can be accessed by going to the Sidebar and selecting Options | Controls.



The Options Menu

COPY CURRENT PROFILE

This option allows you to copy your current profile by giving it a name and then editing the Controls, Game and Interface tabs.

These 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 the previous assignment. It is therefore 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 control settings, they can be saved to a new profile. Additionally, the profiles themselves can be organized by selecting **Switch Current Profile**, **Save Profile**, **Rename a Profile** or **Select Default Profile**.



The Options/Controls/Controls Menu



The Options/Controls Menu

JOYSTICK CONTROL

You are free to use any combination of flight control methods that best suit your style. The following diagram shows the joystick default settings. These may be further configured or adjusted depending on the model of your joystick. Please consult your manufacturer's documentation for configuring your input device. Note that



the POV "hat", if you have one, can be used to navigate the menus.

MOUSE CONTROL

The mouse is by far the most powerful device for playing X3: Terran Conflict. The mouse cursor operates in three modes: normal mouse pointer, mouse-follow steering and the classic steering Mode [Shift+N]. Classic steering is the only mode which disables the mouse cursor and hides the sidebar. The other two modes always allow you to use the mouse cursor in the sidebar and the HUD. Pressing the [Space] bar will switch mouse follow steering on and off or press the Left Mouse Button to temporarily active it. Mouse follow works in free space only.

Clicking the Right Mouse Button will fire your lasers. This is true whether you are in mouse follow mode or not.

The mouse cursor will be modified when hovering over a selectable object by showing a small blue target reticule on its lower right. Left clicking on an object selects it as a target, clicking on it again opens a context menu.

Use the wheel to navigate menus and the Left Mouse Button to select menu items.

GAMEPAD CONTROL

You can change the gamepad controls to your preferences by using the Controller profile

Left (hidden at front of GP)

- :: Top: Accelerate
- :: Bottom: Decelerate

Right (hidden at front of GP)

- :: Top: Fire
- :: Bottom: Next Enemy

Middle Right: Zoom

Middle Left: Open Cargo

Left Rocker Arm: Strafe Ship



Right Rocker Arm:

- :: Rotate Ship

Right NEWS:

- :: N: Target
- :: E: Dock At Target
- :: W: Select Missile
- :: S: Launch Missile

"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 Tannhäuser 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

TROUBLESHOOTING

TECHNICAL SUPPORT

We have put this product through rigorous tests and you shouldn't experience any problems. However, if's impossible to test every configuration and should you experience any problems regarding this product, please contact us at www.igs-games.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. 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 recommended 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 the limits.

2. Make sure that your PC is configured for best performance.

- :: Processor speed, graphics card and available memory are all very 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 driver up to date but don't automatically assume that newer is better or faster. If you find that a driver version is slow and unstable, remove it and reinstall one that you know is good.
- :: Do not run any programs in the background. In particular, switch off applications that access the internet. These often check to see if the connection is still there, causing pauses.
- :: Make sure your PC is clear of viruses and spyware. They 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 configuration.

- :: 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 work better at specific resolutions. So try different resolutions and see what works best for you.

- :: Anti-Aliasing (AA) provides smoother edges on objects so that they do not appear jagged. However, anti-aliasing is demanding on 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 that tries to prevent frame rates from dropping too low. It 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 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 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 or Low

(default is High, not available for Medium or Low if your video card doesn't support it).

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 simply may have been corrupted.
- Jagged lines or triangles across the screen or random blocks of colour are signs of overheating. Make sure the fans on your graphics card are free of dust and working properly.
- If you are running Windows Vista and use the Sidebar, it is recommended that you close the sidebar before starting X3: Terran Conflict. This will prevent the screen from jiggling when you move your mouse over the far right part of the screen.

2. Sound Errors

- The most common causes are audio codecs. Try removing, adding or adjusting their priorities in the Windows control panel.
- Sound errors can also be caused by a corrupt game installation, particularly where the wrong updates or patches have been installed.
- It is recommended to have a separate sound card (other than onboard) and drivers. This can make a big difference. Many problems occur because of poor sound hardware, poor drivers or an incorrect audio codec.

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, which may cause problems for the copy protection system. Make sure that the installation CD or DVD is clean. Update any drivers if necessary.
- If you are overclocking any part of your system throttle it back to normal speed.
- Check all other hardware. Component problems such as graphic cards and system memory can show up in one game and be fine in another.
- Check for viruses as well as other software interfering with the game. A wide range of software can do this including anti-virus software, utilities such as drive emulators, instant messaging software and file sharing tools.
- Update your drivers. If they are already up-to-date then try older ones. If you are having problems with third party drivers then use the original drivers supplied with the hardware.
- Try reinstalling the default Microsoft® codecs. One of the most common causes of game crashes is the installation of third party codec packs.

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 to make sure that you installed the correct version for your copy of the game and that you have installed it in the correct location.
- It is possible for saved games to become corrupted by either 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.
- 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 reinstallation, try starting a new game first, before trying to load a saved game.
- A frequent cause of in-game problems is the installation of third party scripts or mods. If reinstalling the game but not 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 or fault.
- Details of programs running at the time of the fault including anti-virus and firewall applications.
- Most importantly, e-mail a DXDiag report. Follow the instructions below:



Click the **START** button on your Windows task bar. Click **RUN** and type "dxdiag" in the dialog box that opens. If you are using Windows® Vista™, click on the round icon on the bottom, left of the screen and type "dxdiag" in the "Start Search" text box. The DirectX diagnostic toolbox should automatically run. This tool details your whole system. The details can be saved to a log file by clicking on the "Save All Information" button at the bottom of the screen. This will save a text file called "DXDiag" which you can attach to any correspondence. This information will greatly assist us in resolving your query as quickly as possible.

You can obtain additional support at Egosoft's official X3: Terran Conflict website:

www.egosoft.com/games/x3_tc/info_en.php

You can also find the official forums here and read questions sent by other X3: Terran Conflict 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.

WEBSITE AND CUSTOMER SUPPORT

www.igs-games.com

www.egosoft.com

BOOKS BASED ON 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, is a new chapter 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' ... Terabyte Available from 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 (90188_49)
X-universe: v. 1	(English) by Darren Astles (ISBN: 1412019559)
Traders Tale	(English) by Stephen Haworth
NOPILED5	(German) by Helge T Kautz (ISBN: 3833210419)
Farnhams Legende	(German) by Helge T Kautz (ISBN: 3833212047)

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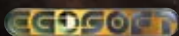


NOTES



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www.egosoft.com
www.ferranconflict.com



Please register your game online at <http://www.egosoft.com/x3tc/register/US> to receive updates, further news and exclusive content about the X-Universe.

CD KEY

