



OOLITE Reference Sheet

Oolite created by Giles Williams and contributors © 2003-09

Oolite Website: <http://oolite.org>

Oolite is inspired by the *Elite* computer game series, originally created by Ian Bell and David Braben

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Oolite Wik: <http://wiki.alioth.net/index.php/oolite>

Oolite BBS: <http://www.aegidian.org/bb>

Reference Sheet by KZ9999

Flight Controls

F1 / 1	Forward (front) view	V	External views ¹
F2 / 2	Aft (rear) view	Z	Cycle IFF scanner zoom ²
F3 / 3	Port (left) view	Shift Z	Reset IFF scanner zoom
F4 / 4	Starboard (right) view	\	Cycle space compass target ³
↑ ↓	Pitch down / up	Shift L	Contact Station Traffic Control ⁴
← →	Roll clockwise / anticlockwise	C	Activate docking computer [†]
, .	Yaw left / right	Shift D	Dock without the sequence [†]
W S	Speed increase / decrease	Shift C	Dock with the active target [†]
I	Witchspace fuel injectors [†]	S	Turn of the music while docking [†]
J	Hyperspeed jump	D	Dump one cargo canister ⁶
H	Hyperspace jump	Shift R	Rotate through the ships manifests
G	Galactic hyperspace jump ^{5 †}	`	Show the communications log

Combat Controls

A	Fire laser	+ -	Cycle to next / previous target [†]
T	Missile target seek	R	Activate ID recognition
M	Fire target locked missile	E	Activate ECM system [†]
U	Unarm missile	O	Activate cloaking system ^{† 7}
Y	Cycle through available missiles [†]	Esc	Launch the escape capsule [†]
Tab	Fire energy bomb [†]		

Ship, Systems & Status Screens

F1 / 1	Launch the ship [†]	F2 / 2	Game Menu [†]
F3 / 3	Ship Outfitting [†]	F3 F3 / 3 3	Ships For Sale [†]
F5 / 5	Commander's Profile	F5 F5 / 5 5	Ship's Manifest
↑ ↓	Cursor moves up / down the list [†]	Enter	Select the highlighted entry [†]

Navigation Controls

F6 F6 / 6 6	Galactic Chart	↑ ↓	Move the cursor around the charts
F6 / 6	Short Range Chart	← →	
F7 / 7	Data on Planet	Home	Return the cursor to the current system
I	System Information in the Short Range Chart only	^	Advanced Navigation Array [†]
?	Toggle to the Carrier Market Screen [‡]		

Note: typing the planet's name while in the Galactic Chart will automatically move the cursor to that world.

Commodities Market Controls

F8 / 8	Commodities Market	↑ ↓	Move the cursor up / down the list [‡]
Enter	Buy / sell maximum amount of goods [‡]	← →	Buy / sell one unit of commodities [‡]

Carrier Market Controls [‡]

F8 F8 / 8 8	Carrier Market [‡]	↑ ↓	Move the cursor up / down the list [‡]
Enter	Agree to the contract [‡]	F5	Display current contracts
?	Display the contract's destination on the Galactic Chart [‡]		

Other Controls – All Systems

P	Pause the game	O / N	Turn the HUD off / on while paused
Shift F	Show the game frame rate	*	Capture a screen shot
Shift M	Toggle mouse flight control in full screen mode		

Other Controls – Mac Specific

⌘ F	Toggle window / full screen mode	⌘ Q	Quit the game
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Other Controls – PC & Linux Specific

F12	Toggle window / full screen mode	F11	Resize full screen mode
Shift Q	Quit the game		

Notes

X X	Tap this key twice.
F1	Function key
⌘	Mac <i>Command</i> key

[†] This function is only available when the appropriate equipment is installed

[‡] This function is only available while docked at a GCW station. Other habitats and ships that can be docked with may not support it.

1) The key cycles through the available external views of your craft. Ships featured in OXPs may not have external views available.

2) The key cycles through the five magnification setting of the IFF scanner.

3) See the Space Compass section on the next page for more information.

4) The key requests a docking window from station launch control. Use the same key to cancel or renew a request.

5) Galactic hyperdrives are one time use only. To jump again another drive must be bought.

6) Unless the cargo is selected by the commander, the ship's computer will dump one unit from the first commodity listed in your manifest.

7) The cloak is only available after completing a mission for the GCW.

Throughout this sheet there will be references to OXPs. Oolite eXpansion Packs can add extra missions, equipment, ships or change the game mechanics. These packs are not part of the standard game and will not be covered by this sheet. For more information on them and how to install them, visit the Oolite Wiki.

Attention non-US keyboard users.

Some keys may vary from the ones listed here. If you are having issues, check both Oolite Wiki and Oolite BBS for information and advice.



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Shields



The front (FWD) and rear (AFT) shields where the bar length equals the shield strength. As the shields weaken, the risk of weapons fire penetrating the shield increase. Any penetration will result in energy drain, along with the risk of equipment damage and the destruction of cargo.

Fuel



A gauge displaying how much witchspace fuel is available. If a destination has been selected for a hyperspace jump, a marker line will show how much you need to be able to activate the drive.

Cabin Temperature



This gauge shows the ships life support temperature. Exposure to excessive amounts of heat will overload the life support resulting in the crews' death.

Laser Temperature



Displays the heat level of the active laser. Continuous fire raises the laser temperature. An overheated laser will shut down, requiring a cool down period before it will fire again.

Altitude

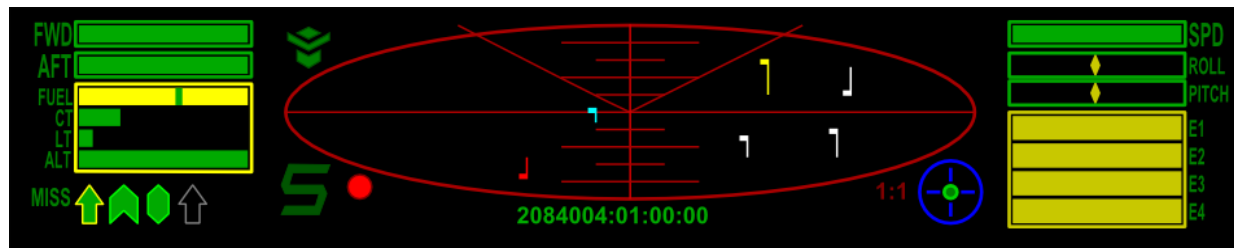


Shows the proximity of a nearby planet or sun. Exposure to excessive atmospheric and gravitational pressures of such bodies will destroy the ship.

Station Aegis



Station Aegis is the area of space around a GCW station where its vipers will provide protection to your ship.



Missiles



The number and type of munitions your craft can carry is shown by the missile icons. The colours and shapes of the icons show each missile type and its operational state.

- Empty pylon
- Active standard missile
- Target seeking ECM hardened missile
- Quirium cascade mine target locked

Should you see a yellow/red square replacing the missile information, this means that you have used ID Recognition without a missile being active. Installing additional equipment will allow you to keep a target lock with one missile while target seeking with another.

OXPs may add additional pylon based equipment for purchase. See the OXP documentation for more information.

Fuel Scoop



The Fuel Scoop icon will be added to the HUD when one is fitted to the ship. When the fuel scoop is active, the icon strobes. If the tail of the icon becomes red, then your cargo bay is full and any new object scooped will be destroyed.

Date & Time

2084004:01:00:00

The current date and time set to Galactic Cooperative of Worlds Mean Time.

Threat Indicator



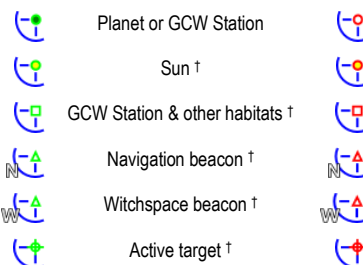
This is an indicator showing the current level of risk to your ship. When green, there are no other ships within scanner range. If ships are detected then the indicator is yellow colour. When the indicator turns red, other ships have targeted you.

Space Compass



The Space Compass shows the direction of the target relative to the direction of the ship.

Ahead Target position relative to the ship Behind



† Only available when the Advanced Space Compass is installed. Not all targets are available in every system.

Additional compass targets may become available with the installation of OXPs. Refer to the individual OXPs documentation for more information.

Scanner Zoom

1 : 1

The zoom ratio displays the current magnification setting of the IFF scanner.

Speed



This is a percentage gauge showing how fast the ship is travelling relative to its maximum speed.

Roll & Pitch



The diamonds show how much the ship is anti/clockwise rolling and climbing/diving.

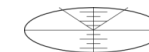
Energy Banks



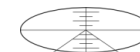
The multiple meters of the Energy Banks display how much energy you have available for ship systems. Recharging your shields, firing your lasers or ECM and direct hits to the ship's hull will drain the banks. If completely drained, the collapse of the energy banks destroys the ship. The number and size of energy banks installed is dependent on the model of ship being flown.

IFF Scanner Grid

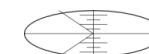
The IFF Scanner Grid shows the relative positions of all objects within scanner range of the ship. The V lines show which direction you are currently viewing. The rule lines show the scale the scanner is working in.



Forward (front) View



Aft (rear) View



Port (left) View



Starboard (right) View

Each object is represented by a colour-coded flag and pole. The length and position of the flag pole represents the objects direction and distance from your ship. The flags position on the pole indicates whether the object is above or below your ship.

- Non-powered objects ¹
- Civilian craft
- Hostile craft
- Police/Government craft
- Missile ²
- Space stations and other habitats
- Navigation & witchpoint beacons
- Witchspace cloud
- Police/Government craft on intercept
- Mine about to detonate ²
- Thargoid craft

The twin colour flags are the colours that those IFF flags cycle through.

- Non-powered objects include asteroids, cargo pods, escape pods, and abandoned craft.
- Certain OXPs will add extra types of munitions to Oolite. The game will use the missile or mine IFF flag to show them.



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Commodities Guide

Commodities	Price			
	Min	Avg	Max	Unit
Food	2.0	5.0	8.0	t
Textiles	5.2	7.2	9.2	t
Radioactives	17.6	23.2	28.8	t
Slaves †	2.0	15.2	28.4	t
Liquor/Wines	19.2	29.2	39.2	t
Luxuries	78.0	90.2	102.0	t
Narcotics †	0.4	51.0	101.6	t
Computers	61.6	81.8	102.0	t
Machinery	46.8	56.6	66.4	t
Alloys	31.2	38.8	46.4	t
Firearms †	49.6	69.2	88.8	t
Furs	45.2	70.4	95.6	t
Minerals	10.0	12.0	14.0	t
Gold	36.0	38.8	41.6	kg
Platinum	62.8	71.8	80.8	kg
Gem-stones	15.2	19.6	24.0	g
Alien Items	21.2	43.6	66.0	t

† Trafficking in these commodities is illegal in all GCW member system. Doing so will result in changes to your legal status.

Legal Status

Clean	Free travel and access to GCW stations. Full support from GalCOP vipers.
▼	
Offender	Free travel and access to GCW stations. Limited support from GalCOP vipers. Small bounty on the commander.
▼	
Fugitive	Limited travel and access to GCW stations. Will be actively targeted by GalCOP vipers. Large bounty on the commander.

Ship Equipment Guide

Item	TL	Cost
Advanced Navigational Array	7	2250
Advanced Space Compass	8	650
Beam Laser	5	1000
Docking Computers	10	1500
ECM Hardened Missile	10	350
ECM System	3	600
Energy Bomb	8	900
Escape Pod	7	1000
External Heat Shielding	5	1500
Extra Energy Unit	9	1500
Fuel	All	Varies
Fuel Scoop	6	525
Galactic Hyperdrive	11	5000
Large Cargo Bay	2	400
Maintenance Overhaul	7	Varies
Military Laser	11	6000
Military Shield Enhancement	14	47550
Mining Laser	11	800
Missile	2	30
Multi-Targeting System	6	325
Passenger Berth	6	825
Pulse Laser	4	400
Quirium Cascade Mine	7	2500
Remove Passenger Berth	2	100
Scanner Targeting Enhancement	12	450
Shield Boosters	11	14750
Target System Memory Expansion	9	1250
Unmount and sell all pylon mounted weapons	2	20
Witchdrive Fuel Injectors	11	600

Note: Should any equipment become damaged during your activities, it can only be repaired in systems where it is sold.

Installing OXPs may add additional equipment for purchase. See the OXPs documentation for more information.

Combat Rank

Rank	Kills
Harmless	0
Mostly Harmless	8
Poor	16
Average	32
Above Average	64
Competent	128
Dangerous	512
Deadly	2560
Elite	6400

Planetary Government Guide

Low		Corporate State
▲		Democracy
Pracy Threat		Confederacy
▼		Communist State
		Dictatorship
		Multi-Government
		Feudal World
High		Anarchy

Planetary Economy Guide

Tech		Rich Industrial
▲		Average Industrial
		Poor Industrial
Produces		Mainly Industrial
		Mainly Agricultural
		Rich Agricultural
▼		Average Agricultural
Food		Poor Agricultural

Career Choices

Trading

Buy low-priced commodities on one world and sell at a higher price on another.

No additional equipment required. Recommend a Cargo Bay Expansion to be fitted.

Mining

Blast asteroids, scoop up the fragments and sell the minerals on the commodities market.

Requires a Fuel Scoop and Mining Laser.

Recommend a Cargo Bay Expansion to be fitted.

Passenger Service

With a passenger berth fitted, you take a traveller from point A to point B for profit. Contracts are available through the Carrier Market screen.

Requires a Passenger Berth. Recommend an Advanced Navigation Array to be fitted.

Carrier Service

With a big enough ship you can get paid for moving some else's bulk goods from A to B. Contracts are available through the Carrier Market screen.

Requires a ship with larger cargo bays.

Recommend an Advanced Navigation Array to be fitted.

Bounty Hunting

Collect bounties for pirate/fugitive craft destroyed. Bounties are also paid if you capture/rescue the escape pods of the criminals/victims.

No additional equipment required. Recommend minimum of: Beam Laser, ECM, Fuel Scoop and Shield Booster to be equip before attempting this profession.

Trading In Illegal Goods

Illegal goods can be traded for massive profit. Doing so will eventually make you a fugitive and limit the systems you can trade in.

No additional equipment required. Recommend a Cargo Bay Expansion and upgraded combat systems to be fitted.

Piracy

Attack other ships and steal their cargo, which will make you a fugitive very quickly. You will then have GalCOP, bounty hunters and opportunist commanders after you.

Requires a Fuel Scoop and upgraded combat systems. Recommend fitting an Escape Pod.

Game Settings

AutoSave – on / off

Automatically saves your game as 'autosave' before you leave a GCW station.

Music – off / on / iTunes

Turns the in-game music on and off. The iTunes option is Mac only and will play your current iTunes playlist.

Volume – sliding scale

Volume slider controls both in-game music and sound effects.

Show Growl Messages Mac only

Selects which events will show growl messages.

Spoken Messages – off / on

Makes the computer read all messages. This feature is currently only available for the mac.

Play in Strict Mode

For the duration of the current game session, all game features and items not part of the original *Elite* will be unavailable. Any OXP-based equipment and ships you have purchased will be unavailable.

Full Screen Mode width x height

Rotate through screen resolutions choices for full screen mode.

Play in Window PC & Linux

Toggle between playing the game in the full screen or a window.

Reduce Detail – on / off

Switching on this setting will improve the game performance.

Wireframe Graphics – on / off

Play *Oolite* with visuals reminiscent of the original *Elite*. This visual style does not alter the game speed.

Detailed Planets – off / on

Enables procedurally generated textures for the planets. Use *off* to improve game speed.

Shader Effects – off / simple / full

Changes the methods used to produce shading on in-game objects. Use *simple* or *off* to improve game performance.

Joystick Configuration PC & Linux

Assign many of the game actions to your joystick.



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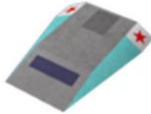
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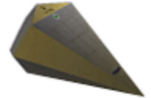
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Adder	34w x 8h x 35l m		
	Speed-Thrust (ls)	0.24 - 0.03	Banks-Charging C - 20
	Pitch-Roll	2.0 - 2.8	Pylons 1
	Cargo Space (t)	2	Hyperspace yes
	Sold at Tech Level	4	Base Price (cr) 65000
	Base Equipment	Pulse Laser, 1 Missile	


Anaconda	75w x 54h x 170l m		
	Speed-Thrust (ls)	0.14 - 0.014	Banks-Charging P - 30
	Pitch-Roll	0.4 - 0.75	Pylons 7
	Cargo Space (t)	750	Hyperspace yes
	Sold at Tech Level	8	Base Price (cr) 650000
	Base Equipment	Pulse Laser, 3 Missiles	

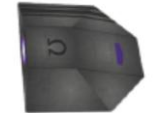
Asp MkII	82w x 19h x 70l m		
	Speed-Thrust (ls)	0.4 - 0.05	Banks-Charging F - 40
	Pitch-Roll	1.0 - 2.0	Pylons 1
	Cargo Space (t)	0	Hyperspace yes
	Sold at Tech Level	10	Base Price (cr) 375000
	Base Equipment	Pulse Laser, 1 Missile, MTS, STE	

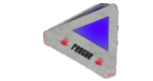
Boa	71w x 60h x 115l m		
	Speed-Thrust (ls)	0.24 - 0.036	Banks-Charging N - 30
	Pitch-Roll	1.0 - 2.8	Pylons 4
	Cargo Space (t)	125	Hyperspace yes
	Sold at Tech Level	6	Base Price (cr) 450000
	Base Equipment	Pulse Laser, 3 Missiles	


Boa II (Cruiser Class)	92w x 92h x 228l m		
	Speed-Thrust (ls)	0.312 - 0.04	Banks-Charging P - 32
	Pitch-Roll	1.0 - 2.5	Pylons 5
	Cargo Space (t)	175	Hyperspace yes
	Sold at Tech Level	7	Base Price (cr) 495000
	Base Equipment	Pulse Laser, 5 Missiles	

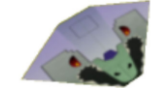
Cobra Mk I	70w x 13h x 47l m		
	Speed-Thrust (ls)	0.26 - 0.025	Banks-Charging E - 25
	Pitch-Roll	1.2 - 2.0	Pylons 1
	Cargo Space (t)	10	Hyperspace yes
	Sold at Tech Level	4	Base Price (cr) 100000
	Base Equipment	Pulse Laser, 1 Missile	


Cobra Mk III	131w x 26h x 59l m		
	Speed-Thrust (ls)	0.35 - 0.032	Banks-Charging H - 40
	Pitch-Roll	1.0 - 2.0	Pylons 4
	Cargo Space (t)	20	Hyperspace yes
	Sold at Tech Level	6	Base Price (cr) 150000
	Base Equipment	Pulse Laser, 3 Missiles	

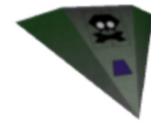
Constrictor †	108w x 20h x 120l m		
	Speed-Thrust (ls)	0.60 - 0.05	Banks-Charging Unknown
	Pitch-Roll	1.75 - 2.5	Pylons 3
	Cargo Space (t)	Unknown	Hyperspace yes
	Sold at Tech Level	N/A	Base Price (cr) N/A
	Base Equipment	Unknown	

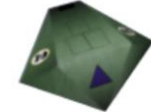
Escape Capsule	6w x 6h x 7l m		
	Speed-Thrust (ls)	0.50 - 0.05	Banks-Charging B - 20
	Pitch-Roll	0.5 - 0.5	Pylons N/A
	Cargo Space (t)	N/A	Hyperspace no
	Sold at Tech Level	6	Base Price (cr) 1000
	Base Equipment	N/A	


Fer-de-Lance	40w x 16h x 80l m		
	Speed-Thrust (ls)	0.30 - 0.025	Banks-Charging H - 45
	Pitch-Roll	1.0-3.6	Pylons 2
	Cargo Space (t)	12	Hyperspace yes
	Sold at Tech Level	4	Base Price (cr) 485000
	Base Equipment	Beam Laser, 2 Missiles, MTS, STE	

Gecko †	70w x 12h x 37l m		
	Speed-Thrust (ls)	0.30 - 0.045	Banks-Charging H - 40
	Pitch-Roll	1.5 - 3.0	Pylons 1
	Cargo Space (t)	3	Hyperspace no
	Sold at Tech Level	N/A	Base Price (cr) N/A
	Base Equipment	Beam Laser, 1 Missile	

Krait †	90w x 18h x 73l m		
	Speed-Thrust (ls)	0.30 - 0.035	Banks-Charging H - 25
	Pitch-Roll	1.5 - 1.75	Pylons 0
	Cargo Space (t)	2	Hyperspace no
	Sold at Tech Level	N/A	Base Price (cr) N/A
	Base Equipment	Beam Laser	

Mamba †	64w x 8h x 48l m		
	Speed-Thrust (ls)	0.32 - 0.032	Banks-Charging H-30
	Pitch-Roll	1.4-2.1	Pylons 0
	Cargo Space (t)	4	Hyperspace no
	Sold at Tech Level	N/A	Base Price (cr) N/A
	Base Equipment	Beam Laser	

Moray Starboat	40w x 23h x 53l m		
	Speed-Thrust (ls)	0.30 - 0.032	Banks-Charging H - 30
	Pitch-Roll	1.5 - 2.5	Pylons 2
	Cargo Space (t)	7	Hyperspace yes
	Sold at Tech Level	5	Base Price (cr) 126000
	Base Equipment	Pulse Laser, 2 missiles	

Python	74w x 37h x 130l m		
	Speed-Thrust (ls)	0.20 - 0.02	Banks-Charging N - 25
	Pitch-Roll	0.8 - 2.0	Pylons 2
	Cargo Space (t)	100	Hyperspace yes
	Sold at Tech Level	4	Base Price (cr) 200000
	Base Equipment	Pulse Laser, 1 Missile	



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Shuttle †

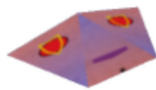
20w x 20h x 31l m



Speed-Thrust (ls)	0.08 - 0.016	Banks-Charging	D - 10
Pitch-Roll	0.9 - 2.0	Pylons	0
Cargo Space (t)	30	Hyperspace	no
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	N/A		

Sidewinder †

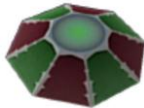
64w x 13h x 32l m



Speed-Thrust (ls)	0.37 - 0.037	Banks-Charging	H - 25
Pitch-Roll	1.6 - 2.8	Pylons	0
Cargo Space (t)	2	Hyperspace	no
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	Beam Laser		

Thargoid Warship †

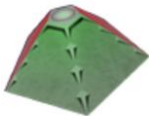
328w x 56h x 328l m



Speed-Thrust (ls)	0.50 - 0.05	Banks-Charging	S - 40
Pitch-Roll	1.0 - 2.0	Pylons	5
Cargo Space (t)	N/A	Hyperspace	yes
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	Thargoid Laser, ECM, 5 Robotic fighters		

Thargoid Robotic Fighter †

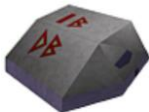
19w x 5h x 18l m



Speed-Thrust (ls)	0.45 - 0.04	Banks-Charging	E - 30
Pitch-Roll	1.0 - 2.0	Pylons	0
Cargo Space (t)	N/A	Hyperspace	no
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	Pulse Laser		

Transporter †

30w x 8h x 25l m



Speed-Thrust (ls)	0.10 - 0.02	Banks-Charging	E - 30
Pitch-Roll	1.0 - 2.0	Pylons	0
Cargo Space (t)	12	Hyperspace	no
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	Pulse Laser		

Viper †

96w x 32h x 96l m



Speed-Thrust (ls)	0.32 - 0.032	Banks-Charging	F - 40
Pitch-Roll	1.8 - 2.8	Pylons	1
Cargo Space (t)	0	Hyperspace	no
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	Beam Laser, ECM, 1 Missile		

Viper Interceptor †

96w x 32h x 96l m



Speed-Thrust (ls)	0.52 - 0.05	Banks-Charging	I - 60
Pitch-Roll	1.8 - 2.8	Pylons	3
Cargo Space (t)	12	Hyperspace	yes
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	Military Laser, ECM, 3 Missiles		

Worm †

26w x 12h x 30l m

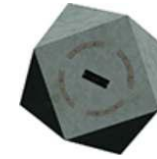


Speed-Thrust (ls)	0.11 - 0.012	Banks-Charging	C - 20
Pitch-Roll	1.0 - 2.0	Pylons	0
Cargo Space (t)	2	Hyperspace	no
Sold at Tech Level	N/A	Base Price (cr)	N/A
Base Equipment	N/A		

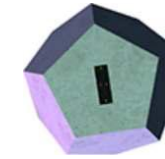
Notes †

- Ships which are unavailable for purchase at the GCW station shipyards for the following reasons:
 - GCW shipyards specialise in currently manufactured models fitted with hyperspace drives.
 - GCW shipyards will not deal in craft from unlicensed manufactures.
 - It is illegal for civilians to own Local Government, Galactic Navy and GalCOP ships. It is also illegal for civilians to be in possession of craft constructed by races and cultures from outside of the Galactic Cooperative of Worlds.
- MTS stands for Multi-Target System. ETS stands for Enhanced Targeting Scanner.
- Ships' speed is measured as a percentage of Light Standard, the maximum speed that any GCW ship can travel. *0.5-0.06* means that the craft's top speed is half Light Standard and can accelerate at the rate of 6% of Light Standard.
- The ships' banks and charge rate are graded on the KeZecky scale. A has the smallest energy banks, ZZ the biggest. The higher the charging number, the faster the recharging rate.
- The cargo space is measured in GCW standardised 1 ton cargo canisters.
- The base price is calculated for craft with the base equipment fitted. Ships available for sale may be fitted with extra equipment, with a corresponding increase in price.
- Images shown here are not to scale.

Other Objects



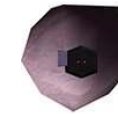
Coriolis Station



Dodo Station



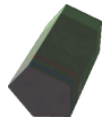
Ico Station



Rock Hermit



Beacon



Cargo Canister



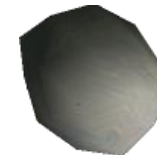
Missile



Quirium Cascade Mine



Metal Fragment



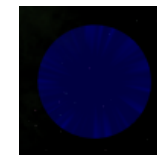
Asteroid



Boulder



Splinter



Witchspace Cloud



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Oolite Wik: <http://wiki.alioth.net/index.php/oolite>

Oolite is inspired by the *Elite* computer game series, originally created by Ian Bell and David Braben

Reference Sheet by KZ9999

[illegible]