1 Title Page

Privateer Manual v1.2

Current for Privateer Remake Version 1.2

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3 IMPORTANT!

We offer our thanks to the authors of the original Privateer for their inspirational game that drove us to remake it so that it works on our computers once again. We know their hard work and effort has not gone to waste with the obsolescence of the old game, but instead provided the seeds for and has fed and watered and allowed this remake to grow.

We would like to remind users that while the source code to the Vega Strike engine is GPL'd, the engine data used in this remake is for personal use only, not to be involved with anything promotional or commercial. We would like to credit the authors of Privateer and for their ideas and images that allow the remake to be what it is today. Some game and file references will refer to Vega Strike, the engine that the Privateer Remake uses. Where possible, references have been altered.

4 Introduction

"Privateer takes you to the seamy side of the Wing Commander universe. In the far reaches of space, you live by no man's rules but your own. The fringes are populated by a volatile mix of pirates, miners, mercs and Kilrathi, all struggling to make a quick buck. With advanced technology pioneered by Wing Commander and Strike Commander, Privateer gives you the excitement of head-to-head space combat and the challenge of survival in cutthroat trading circles on the frontiers of civilization." **(Back of the Official Game Box)**

Considered by many as one of the grandfathers of Space Simulation games, Privateer was released as part of the Wing Commander$^{©}$ series in 1993. Based within the Wing Commander$^{©}$ universe, it allowed the player freedom to play the game in a completely non-linear manner. Of course, there was always the fixer mission for Sandoval…

Sadly, the original game is difficult to run on modern computer systems. For those not inclined to maintain a second computer to run older games, the Privateer Remake re-introduces the world of Privateer$^{©}$ using the Vega Strike engine.

If you enjoy this mod, feel free to contact us with any recommendations or alterations you think could improve the game play. For further information on the Wing Commander$^{©}$ universe, please refer to the Vega Strike Wing Commander Universe forums, the Wing Commander Universe website and the Wing Commander CIC (locations at chapter 12). Maybe even drop a line to people who disbanded , encouraging them to produce another game in this highly appreciated series.

4.1   Credits

Orignal Privateer Team

Executive Producer	Chris Roberts
Producer	R. Scott Russo
Associate Producer	Erin Roberts
Lead Programmer	Ed Maurer
Programming	Charles Cafrelli, Reinaldo Castro, Arthur DBianca, Edwin Herrell, Alex Jen, Richard Dean Johnson, Jeff Wilson
Lead Designer	Joel Manners
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Original Design	Joel Manners, Chris Roberts
Artwork	Chris Douglas, Bob Frye, Beverly Garland, Danny Garrett, Craig Halverson, Jake Roders, Brian Smith
Screenplay	G.P. Austin
Music	Nenad Vugrinec
Percussion Arrangements	Laura Barrat
Sound Effects	Randy Buck, John Tipton
Sound Blaster Conversion	Nenad Vugrinec, Mark Schaefgen
Quality Assurance	Jerrold Harrington, Bill LaCoste, Starr Long, Dan Orzulak, Toby Shelton, Dee Starns, Perry Stokes, Todd Wachhaus
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Document Editing	David Ladyman
Document Design	Al Carnley, Trey Hermann, Jennifer Davis
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Cover Art	Chris Douglas
Package Design	Jennifer Davis
Special Thanks To	Whitney Ayres, Bill Baldwin, Paul Isaac, David Lawell, Jesse Mark, Aaron Martin, Suzanne Taylor, Alan Perez, Jeff Wand, Kirk Winterrowd, Jason Yenawine, John Miles, Kevin Potter, Zack Simpson

Original Privateer: Righteous Fire Team

Producer	Warren Spector
Project Leader, Programing	Arthur DiBianca
Game Concept	Phil Wattenbarger
Conversations	Arthur DiBianca, Phil Wattenbarger
Design	Phil Wattenbarger, Tom Kassebaum
Art	Alan Perez, Brian Smith, Melinda Bordelon
Music	Barry Leitch
Graphic Design	Trey Hermann
Quality Assurance Lead	Dan Orzulak
Quality Assurance	Charles Angel, Jerrold Harrington, Kevin Kushner
Documentation	Arthur DiBianca, Tuesday Frase, Melissa Tyler
Special Thanks To	Ed Maurer

Privateer Playtesters' Guide

Authors	Beth Loubet, Anthony Nichols, Kirsten Vaughan
Editors	David Ladyman, Beth Loubet
Playtesters	Bill LaCoste, Jerrold Harrington, Edwin Herell, Tom Kassebaum, Starr Long, Joel Manners, Dan Orzulak, Toby Shelton, Dee Starns, Todd Wachhaus, Phil Wattenbarger
Cover Art	Chris Douglas
Graphic Design and Maps	Trey Hermann

Privateer Remake Team

Project Lead:	Jason "MamiyaOtaru" Winzenried
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Music Editing	Roger "Zaarin" Holten
Economic Model	Gwendolynne "Wendy" Rocchi-Creasy, Simon Smith
Quality Assurance	John "JohnC" Cordell (v1.0)
Playtesting	Ryan "Sphynx" Anderson, Peter "PeteyG" Griffin, Johnathan "Iceman16" Heyden, Daniel "Hellcatv" Horn, Joe "JKeefe" Keefe, Matthew "MKruer" Kruer, Robert "Ridgerunner" Morris, Thomas I "TlRex" Richter, Gwendolynne "Wendy" Rocchi-Creasy, Jason "MamiyaOtaru" Winzenried, "Chemus", "Crumb", "Dumpshock", "Floater", "Ghost", "hoovsbin", "Hurleybird", "ilricca", "incubator", "kilolima", "KnightLight", "Lazy Panda", "Lone Wolf", "LordUther", "Moonsword", "Mirage", "powel99", "Rushifell", ScAvenger001", "spiritplumber", "tcat92", "Vengeance", "zergnerd"
Documentation	Joe "JKeefe" Keefe, Kim "Silverain" Scutts
SVN Source Support	Matthew "MKruer" Kruer
Website Development	John "JohnC" Cordell
Universe Implementation	John Guentzel, Ben "Bandit LOAF" Lesnick, Matthew "MKruer" Kruer
With Thanks To:	Origin Systems Inc, creators of Wing Commander; The Vega Strike engine development team; the CIC community and Freelancer modeling community.

(ED: This list may be incomplete. If you notice a name missing please contact me with the details.)

5 GETTING STARTED

5.1 Acquiring the Program

To begin playing Privateer Remake, you will first need the program. You can obtain the program by downloading the appropriate release file for your system from the Wing Commander Universe website, http://priv.solsector.net. Access the Downloads page, and select the latest version for your computer.

5.2 Installing the Program

This manual is written for the Windows version of Privateer Remake. The concepts and commands used herein, however, should be generally applicable to all platforms. Where there are differences, or points that have not been addressed, please forward that information to the editor or report on the Privateer Remake Wing Commander Universe forum for inclusion in future manual updates.

5.2.1 Windows Installation
1. Privateer Remake is packaged in a self-installable, executable program;
2. Double click on the program self-installer file. It will begin verifying the installer (be patient, this will take a short while);
3. Read the License Agreement (a copy can be accessed in the program directories);
4. Select which components to install. Note that the Privateer Remake files are required to play Privateer Remake, and the Shortcuts are provided for ease of play access;
5. Select the directory to which you want to install Privateer Remake;
6. Click Install. You will see the installer program extracting and installing all the necessary files and accessory programs to launch, configure and run Privateer Remake.
7. You can either install a full version of 1.1 or install a much smaller patch that will update the version 1.0 install.

5.2.2 GNU/Linux Installation
Install as a user:
1. sh privateer-1.1.bz2.run; (or sh privateer-1.1patch.bz2.run if you are only patching)
2. Enter directory to locate the files (default is /home/username/privateer);
3. Enter directory to put symlinks to binaries. If you do not have a location for binaries in your $path, uncheck the "install symlinks to binaries" option, then note that the symlink is to the binary in privateer/bin/vegastrike.sh.

Install as root:
1. su;
2. sh privateer-1.1.bz2.run; (or sh privateer-1.1patch.bz2.run if you are only patching)
3. Select path to install files;
4. Install symlinks

Running Privateer Remake:

5. To run type "privateer"
6. If you have not installed symlinks: cd /path/to/vegastrike/bin, then ./vegastrike.sh
7. To setup later, type privateer --setup

5.2.3 Mac Installation

1. Double-click on the dmg image and you will see Vega Strike, Vega Strike Setup and Vega Strike Setup OS X 10.2;
2. Double-click on the setup icon;
3. Select Options.
4. Double-click on Vega Strike

Note: under mac you will notice significant performance improvements from running it directly out of the dmg file, but you can copy the Vega Strike application and setup into /Applications with no adverse effects aside from a slightly slower startup time.

5.3   Configuring Privateer Remake

5.3.1 Windows Configuration

To configure Privateer Remake for your system, you need to access the configuration settings:

1. Run the Privateer Setup program from the Start Menu;
2. Directly open the program file setup.exe in the /bin folder;
3. Directly editing the vegastrike.config file (recommended only for advanced use only).

5.3.2 Linux Configuration

To configure Privateer Remake for your system, you need to access the configuration settings:

1. First time only - run vegastrike to start the setup tool and then launch the game;
2. In the future – to change options run vegastrike --setup;
3. Directly editing the vegastrike.config file (recommended for advanced use only).

5.3.3 Mac Configuration

1. Double-click on the setup icon to modify your personal preferences saved in your home directory.
2. Directly editing the vegastrike.config file (recommended for advanced use only).

5.3.4 Configuration Settings

Computer

This selection specifies the available RAM on your system for use by Privateer Remake. Determines:

- o maximum number of sounds possible at any one time
- o number of systems' data (objects, names, etc.) cached in RAM and background simulated
- o number of systems' data (objects, names, etc.) stored to hard drive for reuse
- o speed of physics rounds from which frame rates are interpolated
- o play weapon sound as: single or multiple weapons; and looped sound or sound per blast

"<256 Mb RAM"

Low number of available sounds; limited systems caching for simulation in RAM and storage of systems data to the hard drive; simulated frame speed is very low; only plays a single looped weapon sound.

"256 Mb RAM"

Similar to above but simulated frame speed is slightly faster.

"512 Mb RAM"

Reasonable number of available sounds; more systems data is saved to the hard drive; simulated frame speed dramatically improved; plays multiple weapons sounds on a sound per blast basis.

"640 Mb RAM"

High number of available sounds, increased systems caching in RAM for simulation and more systems data saved to the hard drive; Slight increase in simulated frame speed.

"1024 Mb RAM"
Large number of systems data now saved to the hard drive for reuse and slightly faster simulated frame speed.

Optimized

This option determines how Privateer Remake draws objects.

- ➢ "Vertex Buffer Objects (VBO)" - Provides best performance but can be unstable on some systems.
- ➢ "Display Lists"   - Select when stability is preferred over performance.
- ➢ "Compiled Vertex Arrays"   - Select if you suffer video card crashes under Display Lists.
- ➢ "Vertex Arrays"   - Select when you experience problems with all other settings.

Difficulty

This option determines the degree of in game difficulty.

"Easier Game play"

Opponents are slow to react, not given to using their ship's full combat capabilities, have compensatory flight AI, are not very aggressive in weapon usage, and only rarely use projectile weapons. Player can dock when near a base. Radar targeting is unrestricted.

"Easy Game play"

Opponents are profligate in their weapon usage, spraying shots everywhere, but do not employ their ship's capabilities to any degree. They only rarely use projectile weapons. Player can dock when near a base. Radar targeting is unrestricted.

"Medium Game play"

This is the usual level of game play. Opponents are reasonably aggressive with average reaction times and make full use of their ship's maneuvering capabilities. Projectile weapons are employed, but not to a high degree. Player can dock when near a base. Limited radar targeting cones are used.

"Hard Game play"

Opponents are not extravagant in their weapon usage, but have lightning quick reflexes – they wait for the perfect shot before firing, but their skill means they don't have to wait long.   They extract every point of performance from their ship, and are quite prepared to pummel you with multiple projectile weapons before finishing you off with their guns. Player must enter the actual docking bays before being able to dock. Limited radar targeting cones are used.

"Insane Game play"

Opponents are not extravagant in their weapon usage, but have lightning quick reflexes – they wait for the perfect shot before firing, but their skill means they don't have to wait long.   They extract every point of

performance from their ship, and are quite prepared to pummel you with multiple projectile weapons before finishing you off with their guns. Player must enter the actual docking bays before being able to dock. Limited radar targeting cones are used.

"Impossible Game play"

Opponents are not extravagant in their weapon usage, but have lightning quick reflexes – they wait for the perfect shot before firing, but their skill means they don't have to wait long. They extract every point of performance from their ship, and are quite prepared to pummel you with multiple projectile weapons before finishing you off with their guns. Player must enter the actual docking bays before being able to dock. Limited radar targeting cones are used.

Sound

This option determines your audio settings for sound effects and music.

- ➢ "No Sound"   - No sound or music files played. Recommended on slow machines.
- ➢ "Music Only"   - Play music only. All sound effects disabled.
- ➢ "Effects Only"   - Play sound effects only. Music is disabled.
- ➢ "Sound & Music"   - Play all sound effects and music files.
- ➢ "My Effects Only"   - Player sound effects only. Music and AI sound effects disabled.
- ➢ "My Effects & Music"   - Player sound effects and music files. AI sound effects disabled.

Bases

- ➢ "Sharp Bases"   - All in-game bases are rendered at 640x400 pixels without smoothing.
- ➢ "Sharp Filtered Bases"   - All in-game bases are rendered at 640x400 pixels with smoothing.
- ➢ "Big Bases"   - All in-game bases are stretched to fill the screen with no interpolation.
- ➢ "Blurry Bases"   - All in-game bases are stretched to fill the screen with bilinear interpolation to appear smoother.
- ➢ "Big Base Hardware"   -As per Big Bases, but the cursor is run by your hardware. Use only if you have problems with the cursor not appearing.
- ➢ "Blurry Base Hardware"   - As per Blurry Bases, but the cursor is run by your hardware. Use only if you have problems with the cursor not appearing.

Video

This selection determines the level of visual detail Privateer Remake projects to your monitor. These settings affect smoothness and rounding of objects, font style and anti-aliasing, sun halos, maximum texture size capability and whether reflection capability is available.

- ➢ "Extreme Detail"   – Highest detailing available including full smoothing, halo, texturing and reflection capability available. Cockpits can be activated. Only high end video cards can operate at this setting without affecting performance.
- ➢ "Very High Detail"   – The main difference is a large reduction in the level of visual detail.
- ➢ "High Detail"   – Further reduction in visual detail, and reduced lighting capability.
- ➢ "Medium Detail"   – Visual detail reduced with nebula fog disabled.

➢ "Low Detail"   – Reduced visual detail with no background detailing (black only) and cockpits no longer available. All script is in reduced font size with no color differentiation. Light reflection is disabled with no haloing effects.

➢ "Retro Detail"   – Lowest detail with no texture usage (wireframe only).

Resolution

This selection sets the video resolution at which Privateer Remake runs. Please note that the higher the resolution, the greater the video processing power is needed.

Per Pixel Lighting

Determines the visual lighting effects used by Privateer Remake. Going down the list increases visual effects, but requires better hardware.

- "No Specular Lighting" - This option is suggested when game performance is slow.

    o separate specular color: no
    o per pixel lighting: no
    o reflection: no

- "Specular Lighting" -

    o separate specular color: yes
    o per pixel lighting: no
    o reflection: no

- "Specular Per Pixel Lighting" – Requires pixel shader support.

    o separate specular color: no
    o per pixel lighting: yes
    o reflection: no

- "Reflective Lighting" -

    o separate specular color: yes
    o per pixel lighting: no
    o reflection: yes

- "Reflective Per Pixel Lighting" - Recommend high end graphics card with pixel shader support.

    o separate specular color: yes
    o per pixel lighting: yes
    o reflection: yes

Color

This selection determines whether the game uses full 32 bit color or the more limited 16 bit color range. It also determines whether the game runs in full screen mode (uses your whole screen limited by your resolution setting) or is windowed (appears as a window in your monitor allowing access to other programs).

- ➢ "32 bit Fullscreen" – 32 bit color viewed in a full screen. Note that eMac users might not be able to use this setting.
- ➢ "16 bit Fullscreen" – Reduced 16 bit color viewed in a full screen. Note that eMac users might not be able to use this setting.
- ➢ "32 bit Windowed" – 32 bit color with the game viewed in a window.
- ➢ "16 bit Windowed" – Reduced 16 bit color with the game viewed in a window.

Mouse

This selection determines your mouse control during flight operations.

- ➢ "Drag to Steer" – Your craft turns in the direction of the mouse movement, but the turn only continues while your mouse moves. To continue a turn, you need to continue scrolling your mouse in the desired direction.
- ➢ "Inv Drag to Steer" – inverts the direction of "Drag to Steer".
- ➢ "Mouse Control" – Provides a 'ghost' targeting reticule that is movable around the screen. When moved away from the center, your ship will turn in the direction of the reticule. Re-centering the reticule to cease turning. This option does not require continually moving the mouse to continue a turn.
- ➢ "Inv Mouse Control" – inverts the up/down direction of "Mouse Control"
- ➢ "No Mouse" – No mouse flight.

Mouse Default Button Settings

- ➢ button 0 = Fire Weapon
- ➢ button 1 = Fire Missile
- ➢ button 2 = Afterburner
- ➢ button 3 = Target (cycle all available targets)
- ➢ button 4 = Target (target nearest targeting reticule)
- ➢ button 5 = Deceleration (decrease speed)
- ➢ button 6 = Perform a Shelton Slide
- ➢ button 7 = Acceleration (increase speed)
- ➢ button 8 = Cycle through guns
- ➢ button 9 = Cycle through missiles

Font

This option determines the text display options for the in-flight HUD and base communications.

- ➢ "Arial" - Use Arial font on the HUD and on the base.
- ➢ "Times" - Use Times font on the HUD and on the base.
- ➢ "Times HUD" - Use Times font on the HUD and Arial font on the base.
- ➢ "Arial HUD" - Use Arial font on the HUD and Times font on the base.

Joystick

This selection configures your joystick for flight control. Joysticks can also be programmed by directly editing the vegastrike.config file – recommended for advanced use only. Joysticks with multiple buttons default to the button selection below.

- ➢ "No Joystick" – No joystick flight enabled.
- ➢ "2 Axis Joystick" – Enables standard 2 axis (x,y) joystick, two buttons (0,1).
- ➢ "2 Axis Joystick And Throttle" – Enables movement in the x,y directions only. Throttle control over your set velocity. Two buttons (0,1).
- ➢ "3 Axis Joystick" – Enables movement in all three directions.
- ➢ "3 Axis Joystick and Throttle" – Enables movement in all three directions, plus the use of throttle control over set velocity.
- ➢ "Backwards 3 Axis Joystick and Throttle" – Reverses the setting of third axis and uses the throttle.

Joystick Default Button Settings

- ➢ x axis = changes direction of pitch. Imagine holding your arms out sideways from your body and your hands holding on to something. You then swing your feet up and down. You are rotating on your arms (x axis).
- ➢ y axis = changes direction of yaw. Imagine standing upright, then turning in place to the left or right.
- ➢ z axis = changes direction of roll. Imagine standing upright, holding on to a pole above you running from forwards to backwards. You then swing from left to right. You are 'rolling' around the pole.
- ➢ button 0 = Fire Weapon
- ➢ button 1 = Afterburner
- ➢ button 2 = Fire Missile
- ➢ button 3 = Target (cycle all available targets)
- ➢ button 4 = Target (target nearest targeting reticule)
- ➢ button 5 = Deceleration (decrease speed)
- ➢ button 6 = Perform a Shelton Slide
- ➢ button 7 = Acceleration (increase speed)
- ➢ button 8 = Cycle through guns
- ➢ button 9 = Cycle through missiles

5.4   Launching Privateer Remake

5.4.1 Launching Privateer Remake in Windows
1. From the Start Menu, run the Privateer executable to launch the game;
2. Directly open the program file vegastrike.exe from the \bin folder.

5.4.2 Launching Privateer Remake in Linux
1. Run "privateer" from your command line to launch the game.

5.4.3 Launching Privateer Remake for Mac
1. Double click on the vegastrike icon to launch the game.

6 ON THE BASE

As you read through this manual, you will note references to various keys. These key references appear within brackets e.g. **[w]** refers to the w key; **[W]** refers to the capitalized letter W. **[CTRL+w]** refers to pressing both the Control and w key simultaneously. References to **[KP]** refer to using the buttons on the keypad. Buttons appearing onscreen are noted in a similar fashion.

6.1   The Concourse

6.1.1   Landing Pad

When starting Privateer Remake for the first time, the Landing Pad is the in-game screen you encounter first.

On first landing at a base, the Landing Pad will usually be your first view of the base. Note the ship located in the foreground. This is your current ship. At the beginning of play, this ship is the Tarsus, a gift to you from your deceased grandfather.

The Landing Pad serves two functions:

> ➢ It is the player's portal into the base. Moving the cursor around the screen will cause the exits to become highlighted. Clicking on the Concourse exit, for instance, will take you to the Concourse Screen.

> ➢ It is your departure point when launching a ship back into space. The Landing Pad displays your current ship. To launch into space, click on your ship.

6.1.2   Concourse

Upon arrival at a base, station or planet, most pilots will want to perform a series of tasks, including browsing for new missions, replacing or upgrading weapons and ships, trading any cargo they happen to be carrying in their holds, or just having some rest and recreation. The Concourse serves as the primary interface to all of these other base functions.

The usual locations are:

> ➢ **Mission Computer** (p24) - to select missions and view the latest news.

> ➢ **Commodities Exchange** (p27) - to buy and sell cargo.

> ➢ **Ship Dealer** (p30) - to upgrade your ship, purchase a new ship and view character information.

> ➢ **Merchants Guild** (p35) – obtain better cargo missions after joining the guild.

> ➢ **Mercenaries Guild** (p35) – obtain better mercenary missions after joining the guild.

> ➢ **The Bar** (p37) - have a drink, chat with the locals and view the latest news.

You may also find uncommon and rare locations; viewable just for the scenery or which may have a bearing on a mission you might be undertaking…

6.2 Common Menus

The following menus may be accessed from multiple screens, so descriptions of these menus are located here for convenience.

6.2.1 News Screen

No civilization operates in a silent void. Whether passed on as gossip, town crier, old fashioned print or the most modern of holo-vid casts, notice of what's happening around the universe is always welcomed.

Most holo-vid casts provide the most basic of information, and are normally not of that much use to a pilot on the make. Keeping an eye on the news can, however, result in gains when a pilot stays well informed. Knowing of trade opportunities as soon as they occur, local hotspots and the overall status of any wars may well influence just what you choose to do next.

News articles come in three different categories:

> **War Reports** - blockades, battles, fleet battles, ships destroyed, etc. are reported here.
> **Trade Information** - these articles contain information influencing the prices and availability of cargo for a short period of time. Whether buying cheaply or selling at an inflated price, this news only has a short lifespan before someone, somewhere takes advantage of it.
> **General News** - general articles about the universe around you, politics, the environment, and other subjects that may interest you. Sometimes, precious nuggets of information are available.

Upon accessing the News Screen, two boxes will appear, one above the other. The upper box contains the article title for each item of news produced. All news produced since the current game was started is accessible from this box.

To read a news article, highlight the relevant title. The body of the news article will now appear in the lower box. The Broadcast Date and Time will follow the body of the article.

6.2.2 Player Information Screen
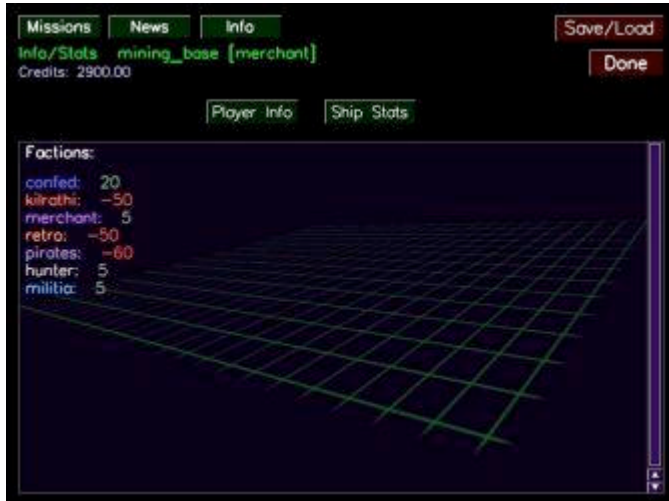
This screen provides information relating to the player. On display at the top of the screen are two buttons, **[Player Info]** and **[Ship Stats]**. Pressing either button brings up a view-screen containing information on factional relationships and current ship statistics, respectively.

Player Info

This view-screen lists all of the factions that may be encountered in Privateer Remake. Each faction listing has a reputation rating ranging from positive (green, allied) down to negative numbers (red, enemies), with several other ratings in between. The second number recorded is the number of faction ships destroyed by the player. Lastly, a tally of Total Kills is recorded at the bottom of the view-screen.

This information can also be accessed in space via the Map Screen.

Ships Stats

This view-screen outlines the statistics of your current ship. Information pertaining to armor, shields, weapons and maneuverability is listed for your review.

6.2.3 In Game Menu
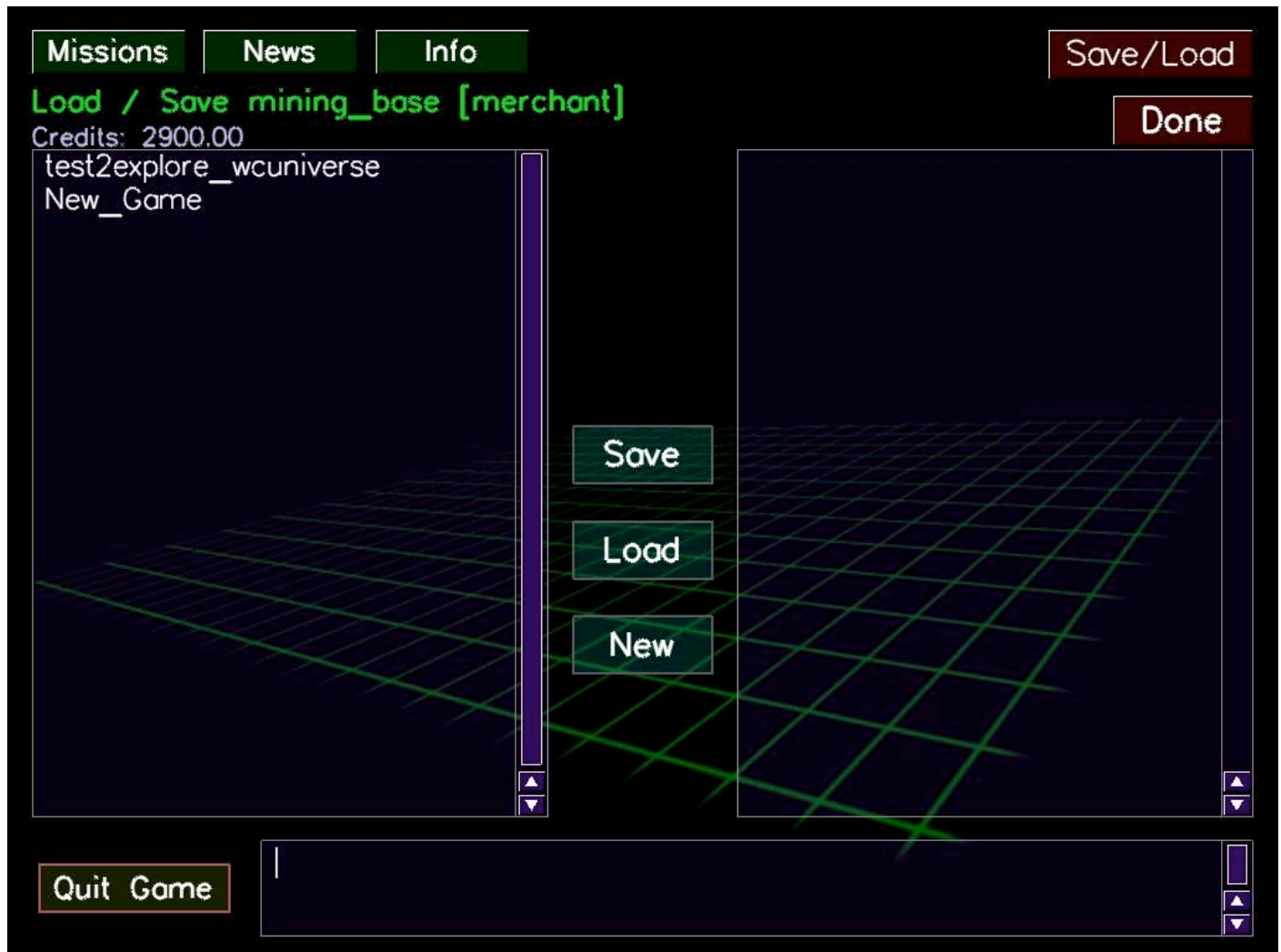
This menu function allows the player to save his or her game at the current location, load a previously saved pilot, start a new game, or exit Privateer Remake completely. To access this menu you must be docked at a base. This menu can be accessed at the Commodities Exchange (p27), Mission Computer (p24) or Upgrades Computer (p30), all of which have a **[Save/Load]** button located at the upper right of the screen.

Buttons

- ➢ **Save** – Select the save destination in the left box, or click in the text box next to **[Quit Game]** and enter a name. Click on the **[Save]** button to save the game with that name.
- ➢ **Load** – Select the game to load from the left box. Click on the **[Load]** button to load this game.
- ➢ **New** – Select **[New]** to begin a new pilot's career.
- ➢ **Quit Game** – Quit the game and return to your operating system.

6.3   Mission Computer

We focus here on the Mission Computer. To review any available missions or get an update on the news, you must have access to a Mission Computer. Locate the Mission Computer by moving your mouse cursor around the Concourse until it is highlighted and the name appears at the bottom of your screen (you may not find one, as not all bases have the access required). Once this displays, click to activate the computer.

The Mission Computer will have the following across the upper viewing area: in the top left will be three buttons marked **[Missions]**, **[News]** and **[Info]**. If they don't appear, that means the base where you are located does not have access to that function at that time. These buttons provide access to the Missions Screen, News Screen (p21) and Player Info Screen (p22) respectively. By default, the Missions Screen will appear when the Mission Computer is accessed.

Below these buttons is the Missions banner. Beside the banner is the name of your current base location, with the owner's name in brackets beside it.

In the top right corner are the **[Save/Load]** and **[Done]** buttons. **[Done]** exits the Mission Computer.

6.3.1   In Game Missions

One of the main aims of a Privateer Remake pilot is to make a profit. While there are several different ways in which to do so, we consider here the ability to accept missions that require the Privateer Remake pilot to perform a mercenary duty for reward.

In the Privateer Remake dynamic universe, mercenaries with a good ship - and better upgrades! – can make a living from being better than their opponents. If a merchant's milk run is not for you, your place is here! Whether you're interested in tracking down criminals for bounty, defending or attacking a nominated target, performing escort duties or patrolling the local systems, we have the job for you. If the job's too tough, hire wingmen! The merchants aren't forgotten either. Take a cargo mission to a distant base for a premium, and then fill your cargo bay with more cargo for delivery. Even a mercenary may want to take a cargo mission once in a while, just to deliver a cargo near your target, and use the credit for that last upgrade before you do battle.

Privateer Remake has the ability to provide a pilot with missions in two ways: first, by accessing the Mission Computer and selecting a mission, and second, by talking to fixers in the Bar (p37).

The Mission Computer posts standard missions with a comparatively low level of reward. Multiple missions can be accepted, but don't take too many. If a pilot doesn't fulfill a mission within a reasonable timeframe, you'll lose the mission, and your reputation with the faction will suffer too.

The rarer, more profitable missions can be obtained from fixers located in bars across the known universe. Any type of person - off-duty military personnel, merchants, smugglers, pirates – may offer you a mission. Remember, in the Gemini Sector, someone, somewhere, has a job for you. Fixer missions are more dangerous, more intense and - more to the point – more rewarding than what the mission computer offers. You'd better be careful though, some missions may lead you where you didn't plan to go, and you may have bitten off more than you can chew...

Lastly, pay attention to the news. Those broadcasts aren't just eye candy. You want to know where the hottest spots are; you want to know how you can make a difference in the war (for a modest fee); or you're engines are shot, weapons are down and you just want to be left alone to heal; well, TCN does have some usefulness.

Mission Types

> ➢ Cargo missions require you to deliver cargo to another destination.
> ➢ Bounty missions ask you to hunt down and kill a target.
> ➢ Escort missions want you to escort a ship from you present location to somewhere else, defending it from any and all attacks.
> ➢ Defend missions pay you to defend target.
> ➢ Patrol missions have you patrol or scout locations in a system.
> ➢ Wingman missions allow you to hire wingman.
> ➢ There are sometimes other missions, which you will need to review closely to determine what is required.

If you fly a Tarsus, your mission objectives will automatically appear below your Multi Function Display (MFD) when in flight. If you purchase another ship, you may view your mission objectives in an MFD by pressing **[o]**. As you complete an objective, the color will change: Red is incomplete or impossible to complete; Yellow is partly completed; Green is complete. Once you have completed a mission, a communiqué will usually appear notifying that credits have been added to your account. Sometimes it may be necessary to use the **[PGUP]** and **[PGDN]** keys to view all of your objectives.

A total of three (3) missions may be accepted via the Mission Computer or from fixers and the total number is recorded near the top of the screen as Active Missions. These missions also appear in the left screen as a new category called Active Missions. You may review your active missions by highlighting each active mission. Notice that the **[Accept]** button changes to **[Abort]**. If you do not want the mission, or cannot complete it, clicking on this button removes the highlighted active mission.

Mission cargo remains in your cargo hold until the mission is completed. If you need to remove the cargo, return to space. Select your cargo manifest using **[m]**, and use **[PGUP]** or **[PGDN]** to ensure the mission

cargo appears topmost. Use **[CTRL+x]** to eject the topmost cargo. If you have a Tractor Beam, you may then tractor the mission cargo back into your hold as standard, sellable cargo.

Missions Screen

It is recommended that you save your game before accepting missions, as this will then allow you to reload a game, canceling any missions previously accepted.

If you are interested in flying missions for reward, you need to access the Mission Computer to see what's on offer. To do so, you must be docked at a base. That base will need to have a Mission Computer available.

To review and select missions, follow these steps:

1. Click on the **[Missions]** button. This takes you to the Missions Screen and displays a list of available mission categories.
2. Click on the category name to expand and list specific missions of that type.
3. Highlight a specific mission to read the details in the box to the right.
4. Select the highlighted mission by clicking on the **[Accept]** button at the bottom of the screen. You will note that your Active Missions will have increased by one.
5. Once you have selected you missions, exit the screen via the **[Done]** button.

Fixers
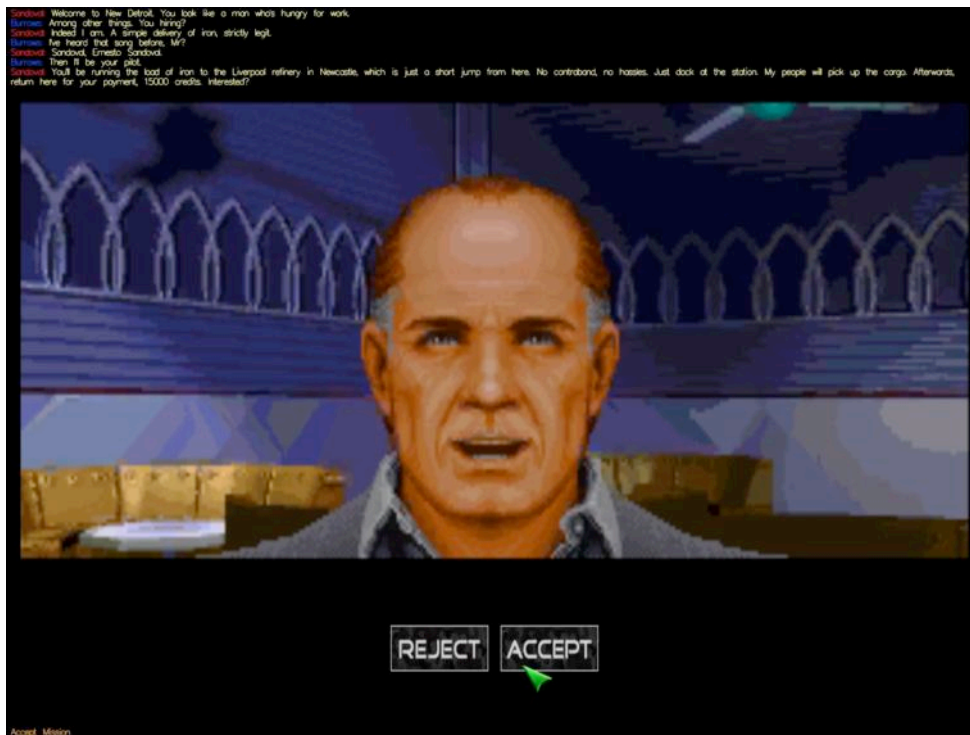
If the base has a bar, head on in and treat yourself to some rest and recreation. While you're there, check out who's seated at the tables. People of all walks of life may want to talk to you.

Fixers are representatives of the various factions present in the Privateer Remake with whom it may be profitable for you to converse. If you're interested, click on them to hear what they say. After they have finished talking, a **[Reject] / [Accept]** choice box pops up. If you're interested in what they have proposed, indicate your decision by clicking the appropriate response.

6.4 Trading Cargo

One of the main aims of a Privateer is to make a profit. While there are several different ways in which to do so, we consider here the ability to make a profit from buying and selling cargo that you transport.

In the Privateer Remake dynamic universe, a single merchant pilot with a small amount of credits and a good ship can try to make money trading cargo. This is usually accomplished by buying from your current location, and then delivering it to a destination that is far away, has a demand for it, or preferably both. The secret is to learn where a commodity is produced at a low cost, and where it can then be delivered for a high price. A common trade run is to buy raw materials (gems, metals, etc.) from mining locations (such as asteroids) and deliver them to places that utilize them (refineries, factories and industrial planets). Note, that different planets or bases will have different prices and quantities for groups of items. For example, Mining Bases will have cheaper minerals.

Another way to make money as a merchant is to accept Cargo Missions (p24), which pay a premium for delivering specific cargoes to specific destinations (these missions are covered elsewhere).

The key is to determine what trade routes and what cargoes provide the most profit - and the only way to work this out is by actually transporting cargo. When you are looking at the various cargo items at a base, have a look at the prices listed for other items. You may discover a new trade route if you're careful!

Lastly, pay attention to the news broadcasts. While the news is often full of battles, the occasional nugget of information will eventually surface. These news reports often report shortages of goods in specific locations, or surpluses of goods in other locations. As you would expect, surpluses will result in a lower price and high availability of the cargo, and shortages in the reverse. Of course, making the actual delivery may be a problem…

Just imagine the profit you could make if you discovered a good trade route, and the news reports had a surplus of cargo where you need to buy, and shortage where you need to sell!

6.4.1 Commodities Exchange

To trade cargo, you must have access to a Commodities Exchange. Locate the Commodities Exchange by moving your mouse cursor around the Concourse until it is highlighted and the name appears at the bottom of your screen (you may not find one, as not all bases have the access required. The Cargo Screen may be accessible from the Mission Computer (p24) in this case). Once this occurs, click to activate the computer. Your view will change to the Cargo Screen.

6.4.2 Cargo Screen

At the top of the screen are three buttons marked **[Cargo], [News]** and **[Info]**. If they don't appear, that means the base where you are located does not have access to that function at that time. These buttons provide access to the Cargo Screen, News Screen (p21) and Player Info Screen (p22) respectively. By default, the Cargo Screen will appear when the Exchange is accessed.

Below these are the screen title (e.g. *Cargo Dealer*), the current base's type, and the base owner's name (in brackets). Below that are your total available credits and a record of your cargo hold. The record of your cargo hold shows the total cargo volume, as well as the remaining (or, available) cargo volume.

In the top, right-hand corner are the **[Save/Load]** and **[Done]** buttons. The **[Save/Load]** button saves or loads the game. The **[Done]** button exits the Cargo Screen.

In the middle of the screen are two large boxes, labeled *Seller* and *Inventory*. The *Seller* box lists items in the merchant's inventory that are available for you to purchase. The *Inventory* box lists items in your own inventory that you can turn around and sell back to the merchant. Three buttons separate the Seller and Inventory boxes. If in **Buy Mode**, the buttons read: **[Buy], [Buy 10]** and **[Buy 1]**. If in **Sell Mode**, they read: **[Sell], [Sell 10]** and **[Sell 1]**. You are in Buy Mode if you have highlighted items in the *Seller* box. You are in Sell Mode if you have highlighted items in the *Inventory* box.

To make a purchase, select (highlight) a category of cargo in the *Seller* box (the category will then expand into a list of cargo). Continue selecting until the cargo you wish to purchase is highlighted. Select either **[Buy]**, **[Buy 10]** or **[Buy 1]**, depending on the amount you wish to buy. The **[Buy/Sell 1]** button transfers one (1) unit of the highlighted cargo per transaction. **[Buy/Sell 10]** transfers 10 units per transaction. **[Buy/Sell]** transfers the maximum possible highlighted cargo depending on credits and space available.

Each transaction moves the transacted cargo from one box to the other. The **Total** field displays the total *price* of your purchase or sale. The **Max** field displays the maximum number of *units* of an item that you can buy or sell, limited by your remaining funds or the remaining space in your cargo hold. Therefore, the **Total** price equals the **Max** number of units you can buy, multiplied by the price *per unit*.

Note that not all cargo takes up the same amount of space in the cargo hold.

The box at the bottom of the screen displays cargo-specific information. On the left-hand side is a picture of the cargo. On the right-hand side are the name, price, mass, volume and description of the cargo. When selling cargo, the description lists both the purchase and sale prices. This allows a quick determination of profit on the trade.

IMPORTANT: Do NOT purchase from the "upgrades" or "star ships" categories, if you intend to buy a ship for piloting, or want to upgrade your current ship. Any trading done from this screen will place items in your cargo hold, instead of installing them onto (or replacing) your current ship.

ALSO: Do not be alarmed if no cargo appears in your inventory, even though the reported available cargo space appears to be less than your total cargo capacity. If you have failed a cargo mission, the cargo may still actually be in your hold; but, since it is mission cargo, it is not available for resale. For information on how to clear "failed mission" cargo, see page 24.

Slavery

The ongoing war with the Kilrathi has resulted in the unfortunate breakdown of civilization, including law and order in many sectors. This has led to the rise in trade of illegal practices including piracy and the trade and transport of contraband. Perhaps the worst, though, is the enslavement of sentient creatures, combining the worst of all practices.

Being a passenger on an interstellar transport, or indeed just a pilot in your own ship, can be fraught with danger. All passengers, colonists and pilots run the risk of being forced into slave pods (except hitchhikers, who know how to avoid this). The only saving grace is the fact that there are good souls out there, seeking to stamp out this vile practice, and attempting to free all slaves so that they may become hitchhikers and regain their life.

To enslave any being (except hitchhikers), you must be in flight and have your cargo manifest **[m]** selected in your MFD. Using the key **[ALT+s]**, you may capture any passengers or captured pilots and convert them to cargo slaves. Similarly, you may free slaves using the key **[ALT+f]**.

6.5   Ship Dealer

Welcome to the Ship Dealer. To access upgrades or ships available for purchase, you must have access to a Ship Dealer. Locate the Ship Dealer by moving your mouse cursor around the Concourse until it is highlighted and the name appears at the bottom of your screen (you may not find one, as not all bases have the access required).   Click to enter. From here, you stand in the Showroom (p30) and can purchase one of the displayed ships by clicking on the appropriate model. Access the Upgrades Booth (p32) by clicking on the hallway. Return to the Concourse by clicking on the archways beside the hallway.

6.5.1   Showroom
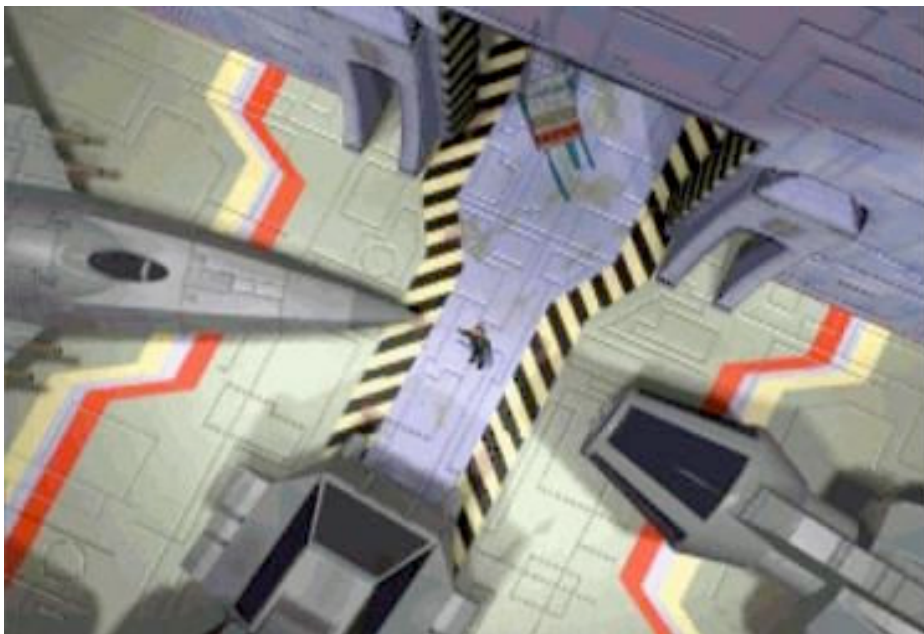
In Privateer Remake, not every ship (and not every pilot) is the same. Whether you're a rookie pilot just starting out; a merchant in need of a large cargo vessel; or a bounty hunter after a high performance fighter, everyone at some point wants to replace their current ship with something better suited to particular needs.

The Ships Screen allows the player to access to the original ships found in Privateer. Buying a ship from this screen will automatically sell your current ship and its upgrades and contribute the cost to your new ship. You may access addition ships by using the upgrades screen (described below) and keep your original ship.

Not all dealers stock all available ships. Some ships are only available in certain locations (military ships at military bases are a good example). Also, your reputation with both the manufacturer and the base you are docked with may influence availability.

Purchasing Ships Through the Upgrades Screen
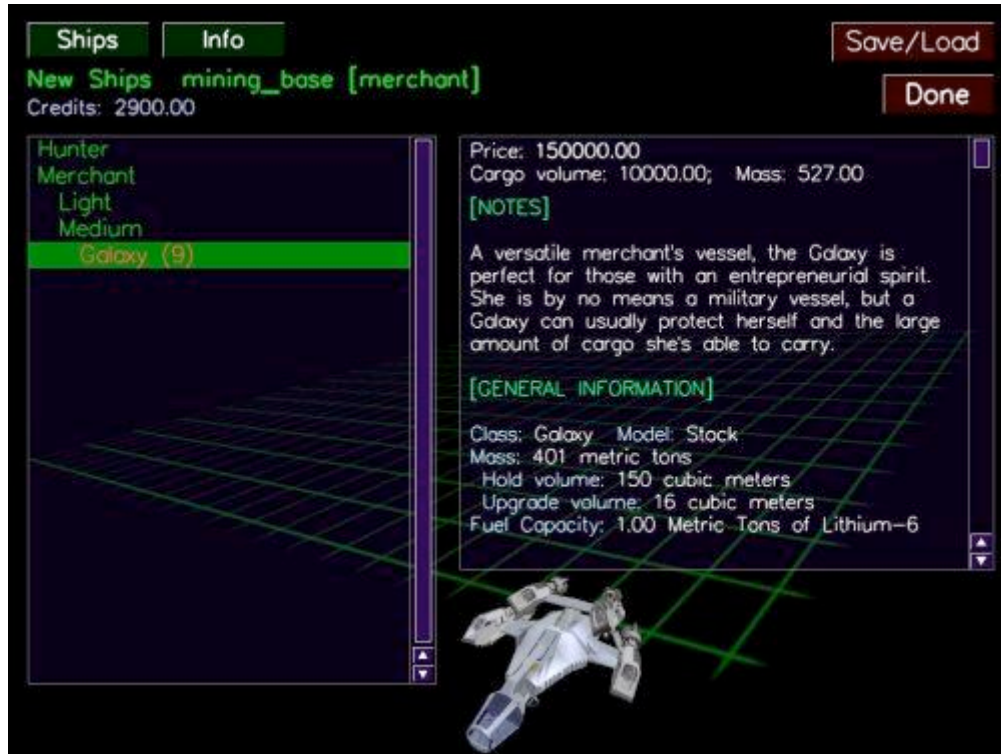
The Ships Screen display shows two view-screens. The left view-screen is the Ship Selection view-screen. Ships are organized in categories, based on factions that produce ships. They are then sub-categorized as light, medium or heavy classed. The right view-screen is the information screen, displaying information on the highlighted ship.

To select a ship, click on a category then click on a subcategory to bring up a list of ships of that type. Ships marked in red are either unavailable or out of the players credit limit. To purchase a ship, highlight it and click on the **[Buy]** button at the bottom of the Ships Screen. This replaces your previous ship with your new acquisition. Your new ship will appear on the Landing Pad and can be outfitted at the Upgrades Screen.

My Fleet

Privateer Remake allows the player to own more than one ship at a time, sell unwanted ships and arrange transport of another ship to their current location.
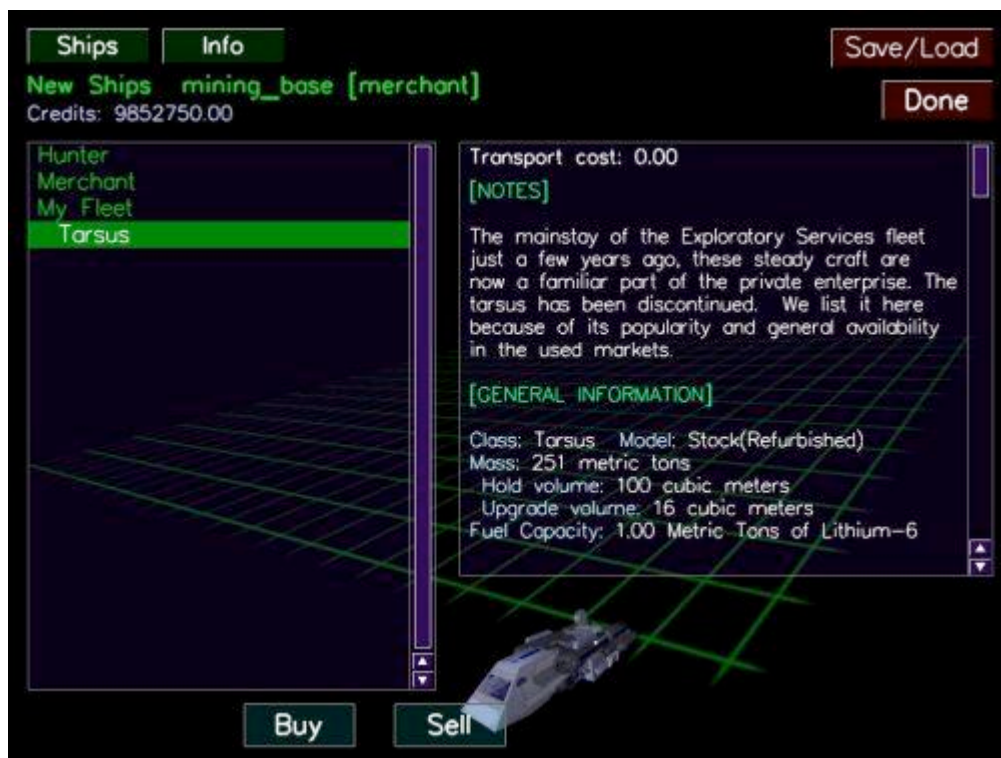
After purchase, a new ship will appear on the Landing Pad. If you used the upgrades screen to purchase you new ship, your old ship placed into storage at your current location. The player then continues with the new ship. The player may request that a previous ship be transported to the player's current location – typically when the player has lost their latest ship in battle. The previous ship is delivered to the current location, and the player changes to the delivered ship. The transport cost is displayed when a ship is highlighted. Lastly, if any old ship is unwanted, it may be sold to the open market.

Where a player owns multiple ships, the Ships Screen displays a final category, My Fleet. Clicking on this category brings up a list of all non-active ships owned by the player. When requesting that a ship be transported to the player's current location, highlight the required ship and press the **[Buy]** button at the bottom of the screen. The ship is transported to the current location, the player changes to it, and is charged the transport cost. To sell unwanted ships, highlight the ship and press the **[Sell]** button. This disposes of the ship for its current value including upgrades.

6.5.2   Upgrades Booth

In Privateer Remake, not every ship (and not every pilot) is the same. Whether you're a rookie pilot looking for an afterburner; a merchant with a large cargo vessel; or a bounty hunter with a highly customized fighter, everyone at some point seeks to modify their ship - looking for that extra edge.

The Upgrades Booth allows the player to access, view, buy and sell any and all upgrades capable of being placed on a ship. From attaching extra navigational aids such as afterburners, maneuvering jets and thrusters, to more powerful power plants, shields and weapons, if you have the credit, the dealer (may) have the upgrade.

Not all dealers stock the same types or amounts of upgrades. Some upgrades are only available in certain locations (military upgrades for military ships is a good example). Also, your ship type may restrict the amount or type of upgrade that can be acquired. A light ship may be restricted to small reactors and light weapons only.

Click on the display unit to access the Upgrades Screen.

Using the Upgrades Screen

The Upgrades Screen will have the following across the upper viewing area: two buttons marked **[Upgrades]** and **[Info]**. If either of them do not appear, that means the base where you are located does not have access to that function at that time. These buttons provide access to the **Upgrades Screen** (p30) and **Player Information Screen** (p22) respectively. By default, the Upgrades Screen will appear.

Below these buttons is the screen title, followed by the name of your current base location, with the owner's name in brackets beside it. Below that your total available credits is recorded. Beside your credit record is your cargo hold showing total cargo volume of the hold and cargo volume remaining.

In appearance, the Upgrades Screen has three view-screens, two placed side by side in the center of the holo-vid, with the third view-screen at the bottom. Note that the view-screens have scrollbars where the information displayed is greater than can be viewed in the space provided.

The left view-screen is titled Available Upgrades. This view-screen lists all upgrades currently available for purchase and installation onto your current ship. Upgrades are arranged in categories, some of which are then divided into sub-categories - for instance, the Shields category divides into Light, Medium and Heavy Shield sub-categories, within which are located individual shield models.

Upgrades marked in red cannot be installed to your current ship. This will either be due to the fact that your ship already has a similar upgrade installed, your ship cannot mount that sized model upgrade, or your do not have the funds available. When marked white, the upgrade may be installed. Note that upgrades marked *Add* (e.g. Add Cargo Volume) allow you to add to your current amount of something, as opposed to most upgrades that supercede and replace items.

The right view-screen is titled Improvements to Sell. This view-screen operates similar to the Available Upgrades view-screen with respect to category selection; it lists all upgrades currently installed on your ship. You may choose to sell any and all undamaged upgrades – a necessary function where you replace an upgrade with a more powerful model.

To make a selection, click on the category and/or subcategory in the respective screen. Then, highlight the model you wish to buy or sell. Note that when you highlight an upgrade, a **[Buy]** or **[Sell]** button appears between the two view-screens. Click this button to enact the transaction.

The third view-screen provides statistical data, pricing and a description of the current upgrade highlighted. If the upgrade highlighted is one for sale, the price of purchase as well as sale price is displayed.

In the top right corner of the Mission Computer are the **[Save/Load]** and **[Done]** buttons. The **[Done]** button

exits screen and returns you to the Upgrades Booth.

Repairing your Ship

Where your ship has sustained damage, you cannot sell any upgrade components until all damage has been repaired. Highlight an upgrade in the right view-screen. Its color represents the amount of damage to the component: white is undamaged; yellow slightly damaged; and red severely damaged. If damaged, the **[Sell]** button is replaced by **[Fix]**. Clicking on **[Fix]** repairs the component in full, and the repair charge is deducted from your remaining credits.

To repair cockpit damage and static, purchase **[Basic Repair]** from the left view-screen.

6.5.3   Software Booth

The other useful department in a dealership is the Software Booth. This is where you acquire such essential equipment as maps and scanners. Both are imperative. It seems that space navigation is one of the areas that was too rapidly deregulated. Without a map you may as well be flying blind. In over seven hundred years of space travel this is only the second time we have allowed pilots to fly about with no navigational software. While the manufacture of scanners is competitive (there are three brands each with their own high and low end models), maps are not. Scanners are important, maps are essential. Spend your money wisely.

This listing should give you some sense of the recovery Gemini is making since the lifting of martial law. We are on the economic upswing. This is a sector of opportunity, a frontier for the risk takers of the Confederation. Your contribution is an important part of making us an immovable fortress on the Kilrathi border and a growth-oriented, prosperous community. **Excerpt from the original Privateer Manual copyright** **ORIGIN 1993.**

Access the Software Booth from the Upgrades Booth, clicking on the shop located above your ship. Once in the booth, you can click on the display unit to access the Upgrades Screen. Clicking on one of the first four

maps along the top of the screen will purchase one of the four quadrant maps. Clicking on the fifth map will purchase all four maps at once at a discount.

6.6   The Guilds

The guilds have been a political force since medieval times, originally formed to provide societies of like minded individuals with mutual fellowship, protection from undue influence, wielding of political clout and above all the enforcement of certain levels of performance by members. The guilds of today still follow these same basic tenets, and there are two guilds that are of particular interest to all pilots: the Mercenaries and Merchants Guilds. **Guild descriptions are from the original Privateer Manual copyright ORIGIN 1993.**

6.6.1   Mercenaries Guild

For a reasonable membership fee, pilots are able to take a variety of jobs cleared by the Guild. This means no missions are illegal and payment is guaranteed. They also guarantee their clients that all guildsmen are registered and can therefore be tracked and penalized for indiscretions. Any one individual may not have more than three missions accepted at any one time in order to prevent racketeering or simply over-committing out of ambition. All members have access to mission listings at any Guild office and are paid as soon as mission requirements are fulfilled. Reporting to an office is not necessary.

6.6.2   Merchants Guild
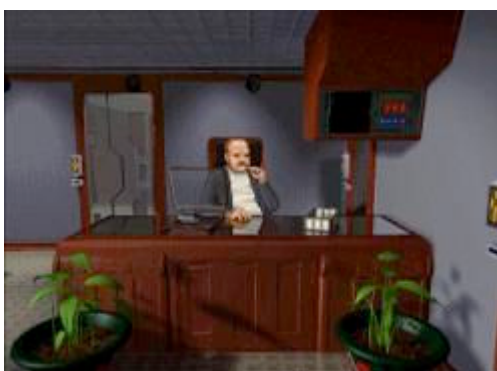
The Merchants' Guild has, in the last decade, established good relations with the Mercenaries' Guild. They realized that there is really no competition between them. In fact, each depends upon the other. This is especially true as the supply of pilots increases. With the war effort and the heavy campaign to advertise Gemini's opportunities abroad, there has been an upsurge in prospectors panning for golden opportunities. This has led to more small businesses depending on the lone pilot to transport their wares and protect their flight paths. Not surprisingly, the guild has managed to keep its share of the moneys involved and

has almost too nice offices.

6.6.3 Accessing the Guilds

Accessing the guilds is a matter of highlighting their respective offices on the Concourse and clicking on them. Please note the guilds are honorable societies and do not allow maintenance of offices on pirate bases.

Once inside the office, clicking on the person at the desk results in a spiel about the relevant office and the services provided. Should you be interested, they then request a joining fee to be paid by you to access their computer for missions. Click on **[Accept]/[Reject]** as appropriate.

While you are a member of the guild, you may access their computer repository. Click on the computer located on top the front desk. This accesses the Computer Screen. A series of computer disks represent various missions on offer by the guild. Information on the mission, including objectives and reward are shown on the screen itself. To accept a mission, click on the screen, otherwise you may click on another disk to select another mission, or leave the screen by clicking on anywhere on the edge.

6.7   The Bar

A greater hive of villainy, danger and iniquity you will never find than the local bar. Whether gambling den, tavern, fest hall or respectable dining establishment, most characters in Privateer Remake will at one stage or another be found, having a drink and soaking up the ambience.

Maybe they're watching to see who else walks through the door... maybe watching you. Are they just acknowledging a fellow denizen of the universe, wanting to have a general conversation with you, hire you for a 'special' mission ... or are they watching for a reason more sinister?

In Privateer Remake, the Bar, found in most bases in the known universe, represents such establishments. While stepping in here to have a drink, you can chat with the bar attendant, catch up on the latest news, and look into accepting specialized missions from fixers.

6.7.1   Bartender

Chatting with the local bartender allows the player to obtain knowledge of local news, flying tips and occasional bits of valuable knowledge. While most conversation is designed to draw you into staying longer (and drinking more), there are the rare conversations where the bartender will let slip some important knowledge about goings on, potential money sources and similar valuable information. Don't discount talking while in your cups!

Click on the bartender to have a chat.

6.7.2   Fixers

While you're in the bar, check out who's seated at the tables. People of all walks of life may want to talk to you. Click on them to hear what they say. If you're interested in what they propose, indicate your decision by clicking the appropriate response.

Fixers are representatives of the various Privateer Remake factions with whom it may be profitable for you to converse. For more information on fixers, refer to the heading **In Game Missions** on page 24.

7 IN FLIGHT STATUS CHECK
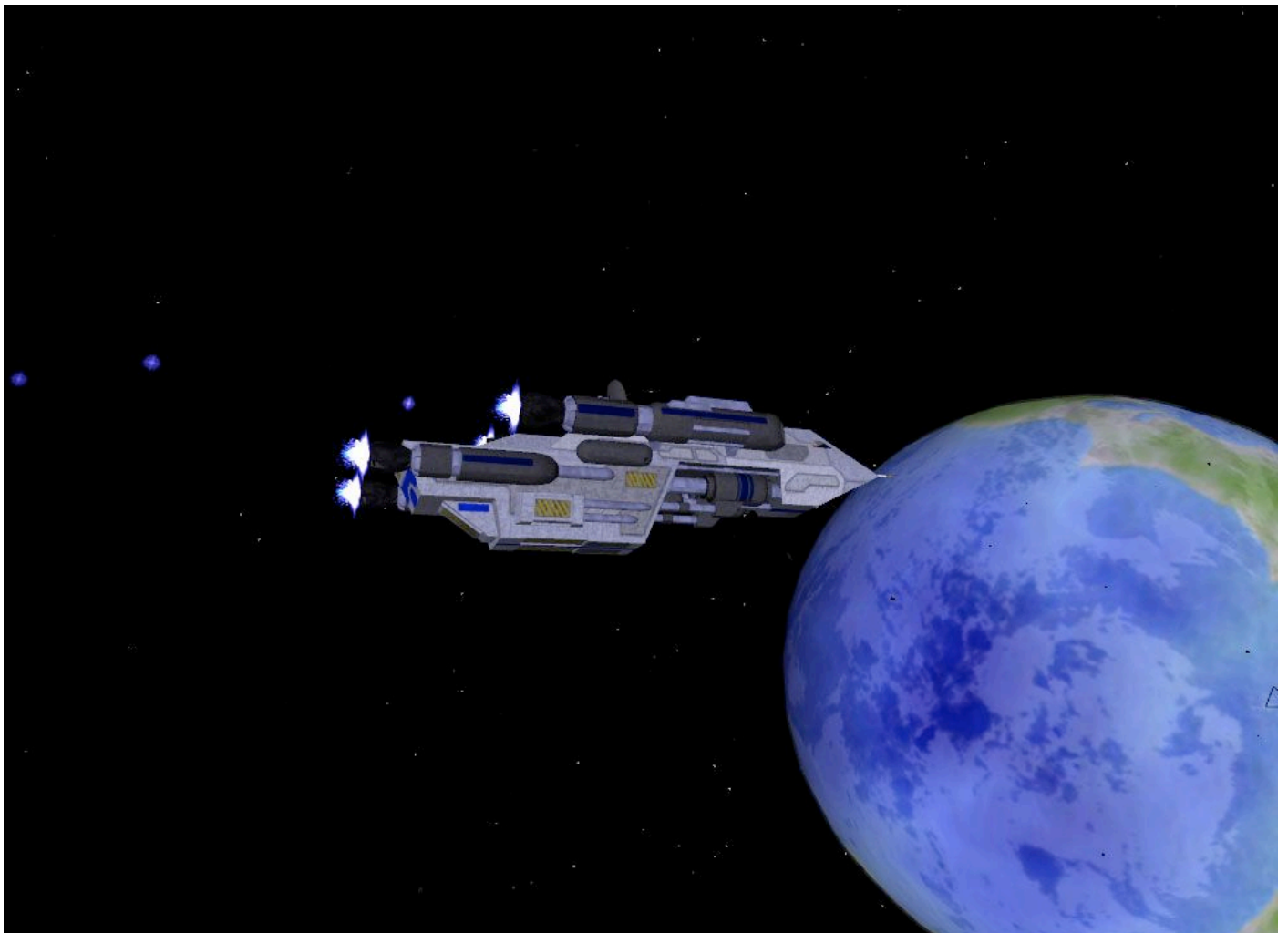
7.1   Basic Flight Training

... In training with Lieutenant Mark Thornton...

(Background, low volume) "What makes you think that these wet behind the ears can learn anything? Do you really think they have the b-" *(sounds of interference erupt from your PAD)* "to be able to pilot a craft ... what? We're live?"

(Full volume speech) "Greetings, pilots! I've been requested by the control authority to provide some pointers for rookie pilots on how to fly their brand spanking new spacecraft. The good thing is that no matter what craft you're flying - whether a Tarsus, Orion, Galaxy, Centurion or whatever - your interaction with the flight controls is the same. Now, many rookies love to jump in, start moving, and figure out the controls as they go. That's fine, and I'll listen to your space debris hitting my shields when I pass your frozen corpse. The smarter pilots learn their controls beforehand, as that half-second difference in flight control manipulation could mean becoming a smear on the side of a station, or a twisted hulk after tangling with the Kilrathi.

"Now, first things first. How do you move? If you want to change your direction of movement, you need some sort of flight instrument to relay your commands. Let's refer to your instrument documentation -" *(low volume mutter, as though to someone beside him)* "they DID get that didn't they?" *(Full volume)* "There are three forms of flight control: joystick; mouse and keyboard. The joystick is pretty self-explanatory. Push the joystick forward, and your ship's nose points 'down'. Pull back and you point up. What? Yes, yes you can invert the controls if you want. Push the joystick from side to side, and your craft will turn on the vertical axis. Some advanced joysticks will even let you roll if you can configure your ship correctly. Now, your mouse does the same job in two ways. First, we have mouse warping. That's where moving your mouse in a direction, moves your ship in that direction. Keep moving your mouse - yep, that's right - and your ship keeps turning. Mouse gliding, on the other hand, means that moving your mouse pointer away from the center moves your ship in the direction of the pointer." *(Low mutter)* "Me, if I don't have my joystick in my hand, I prefer to glide." *(Full voice)* "Lastly, you have the keyboard. Both the joystick and mouse imitate the keyboard. Use your **[cursor keys]** to move up, down, and sideways, **[Insert]** and **[Delete]** keys to roll left and right. You can also use the keypad to do the same thing: **[KP8, KP2, KP4, KP6]** and **[KP/, KP*]** to roll.

"OK, so now we're spinning around, going nowhere. What we need is thrust - can the laughter you lot up the back! To move anywhere, we need to have velocity. Velocity is determined as relative to the current system's sun. Use the equal **[=] or [KP+]** and minus **[-] or [KP-]** keys to alter your velocity respectively. To obtain maximum combat velocity, use the backslash **[\]** key, and the **[BACKSPACE]** key reduces velocity to zero. Essentially, these commands provide a **Requested Velocity Vector**, otherwise called a 'set' velocity or speed that your craft will always try to move at. At times, such as turning, your velocity may go up or down, but your ship will always attempt to return to this Requested Velocity Vector. The other modes will be discussed in a later lecture.

"That's enough for now. You've probably heard enough of this old f- I know, I know, no swearing. Have a think about what I've just said - it just might mean that I'm NOT hearing your space dust on my shields."

7.2   Advanced Flight Techniques

... Fade in on Lieutenant Mark Thornton...

(Low volume) "... and these nuts want to know more about how to kill themse-" *(full volume)* "Will someone please tell me when we're on?

"Welcome back pilots! Since I see you're all here, I'd say everyone survived their first piloting experience? Fine, so let's learn about some more advanced flight techniques.

"In the last lecture we learned about setting your velocity. Now there are a few ways that let us get around the set velocity limit. For those of us lucky enough" *(sotto voice)* "- rich enough -" *(full voice)* "to have an afterburner, you can use the **[TAB]** key to activate it. Afterburner gives your craft a greater velocity than your maximum combat velocity alone. The downside is that you have to hold the key down to maintain your afterburner, and it is usable only while there is surplus energy available. Where you don't have an afterburner, you can still use the **[TAB]** key to accelerate to your maximum set velocity, just like the **[=]** key. In this case, though, releasing the **[TAB]** will then reduce your velocity back to the 'set' original.

"Now, all these flight commands deal with inertial movement. Most small craft can pull 10-20 gravities (G's) of acceleration or deceleration, and have a flight system designed to account for inertia. At combat velocities, your craft won't be going fast enough that you really notice the effects of inertia. Larger craft are not designed with large G's in mind, and the effects of inertia mean that changing direction or velocity requires a longer timeframe.

"Inertial drift, however, can be a benefit. Using inertia to slide actually works quite well in battle. This requires you to approach you target at high speed, and a little off center (i.e. not head on). When level with your target, quickly turn to face it while reducing you velocity. Your ship will continue in its prior direction until your computerized flight control can compensate for the change in direction. That brief period allows you to strafe the side of your opponent, often hitting the weaker side or rear armor.

"The next point I want to raise is Matching Velocity. This function also requires knowledge of targeting (p52); so I'll only touch on it briefly. Our calculation of velocity in space is determined relative to a single point in space, usually based on the local sun. You may want to match the velocity of cargo floating in space; top do this press the **[F9]** key will match your velocity with your target. Your set velocity becomes zero relative to your target. Using the **[F10]** key resets velocity against the local sun. Don't get cute and try to match another ship's velocity – it won't work.

"What we've talked about so far are the settings you would have when flying around a base, station, planet, or when you're in combat - yes, I've heard you all boasting. We'll just see who turns up for your reunion, right?

"Want to leave local space for another destination? Well, target your destination, and orient your ship to face it, then accelerate to your maximum velocity. Most pilots, however, get bored very quickly when nothing's happening nearby. So your ship is equipped with an automatic pilot. So long as there are no hazards or enemies nearby, your ship will fly itself and you can occupy yourself with other things. You only

need to return to the cockpit when you arrive at your destination, or a hazard or enemy appears. This saves a lot of time. You can activate your autopilot when the Autopilot light is on by hitting the **[a]** or **[A]** key.

"Well, that's it. You should also note that your instrument documentation has information on other key uses, but they're more specific and outside of the scope of my talk here. I hope at least some of you listened, it may well save your life someday.

(Sigh) "Someone give that fool up the back a kick to wake him up."

7.2.1 Matching Velocity

As the Lieutenant states above, a ship's velocity is relative to a point in space and measuring it in relation to the local sun has long since been accepted as standard. When matching against another object, however, the result is that the object you match velocity with essentially becomes the stationary pivot around which your own viewpoint will move. This function also assumes that the new object does not change velocity or direction. Understand too, that your velocity in relation to the local sun may well be quite high - this is the result of inertia and a changed point of view. As such, this function effectively modifies flight control.

To match velocity with a target, you must first lock onto it. You must then use the **[F9]** key to match velocity with your target. Your set velocity then becomes zero relative to that target, i.e. your '0' set velocity becomes the velocity of that ship. Use **[F10]** key to reset velocity against the local sun.

[BACKSPACE] (Set velocity to '0') will assure that your ship is stationary relative to the other star ship (unless it accelerates faster than you and is accelerating).

7.2.2 Docking Procedures

Docking is an integral function of playing Privateer Remake. Without knowing how to dock, you can never interact with another base in the universe. There are several steps to be followed in order to dock with a station.

In order to dock at a location, you must first get there. How to target a base or planet, and how to fly there using normal navigation and autopilot are discussed elsewhere.

Docking at easy difficulty

Simply fly close to the base or planet and press **[d]**.

Docking at medium and hard difficulties

Continue traveling towards your destination. As you close, request docking clearance by pressing **[0]**. Green and red docking indicators will appear, indicating docking clamps. Green indicators are usable docking clamps. Red indicators indicate that the docking area is either on the far side of a base or ship's superstructure, or damaged; and as such, you cannot dock with that docking clamp.
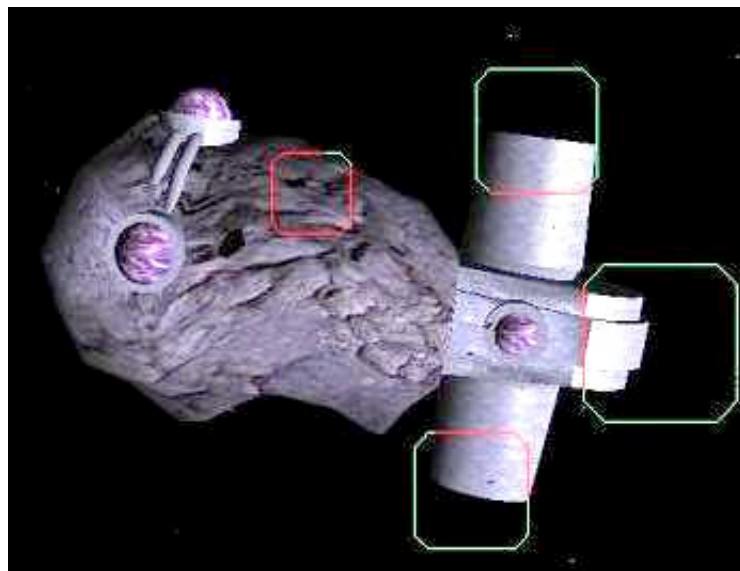
Approach the green docking clamps at low speed. When the green indicator fills your screen, you are close enough to dock. To initiate the automated docking sequence, press **[d]** and your ship will dock.

Once docked, your screen will then change from the in-flight HUD (p45), to the Landing Pad (p20) interactive screen.

7.2.3 Autopilot

Autopilot shortens the transition time between two areas of interest when there are no identifiable hazards nearby, such as the presence of enemies and obstacles (asteroid fields).

Where autopilot is available, the AUTOPILOT light in the cockpit activates. To use it, however, you must first select a destination. Use the targeting keys or map screen to browse and through the available nav points and select a destination. Once a destination has been chosen, hitting **[a] or [A]** activates autopilot. Your cockpit viewpoint is replaced by a camera view panning around your ship, reverting back on arrival at your destination. Generally autopilot delivers you to within 15,000 meters of your destination, at which point you must manually fly the remaining distance. Pressing **[a]** multiple times with the same target merely re-centers that target and will not transition any closer than 15,000 meters.

Autopilot may not activate as a result of the following:

    a)   You are within 15,000 meters of a destination;
    b)   a potentially hostile target (use **[h]** to browse units targeting you) is nearby; or
    c)   you are near or within a hazard (use **[n]** to browse for hazards).

If none of these scenarios applies, it may be that a hostile just died and your sensors are verifying the debris is inactive—wait around 10-20 seconds for the autopilot light to appear.

7.2.4 Jumping

For the history and theory of interstellar travel, jump drives and wormholes, please refer to scientific literature. Here, we discuss the basics and mechanics of how to travel between the stars.

To initiate interstellar travel, a ship must have a jump drive installed. Use your targeting keys or map screen to select a jump point and approach it as normal. Jump points appear as blue balls in space, indicating the sphere within which a jump drive may be activated. Once within the sphere, activate your jump drive by
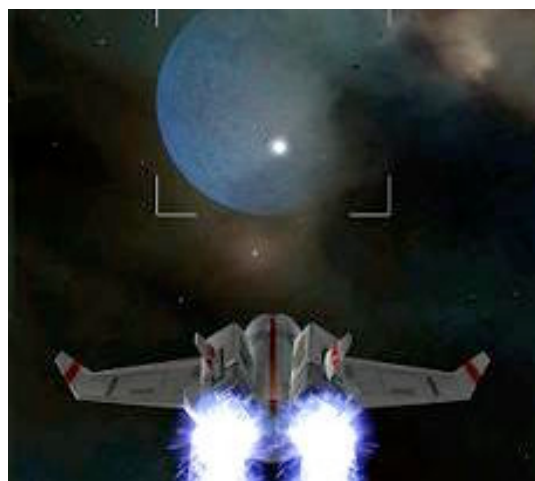
pressing **[j]**. A jump animation appears, which clears to reveal the new system.

Note: your starting ship is not equipped with a jump drive at start of play. As such, you are only capable of in-system travel. You will need to acquire a jump drive to travel between the stars.

7.3   Take a Look Around

Privateer Remake allows you to look around your ship, and your local space. It does this in two ways: by providing a cockpit view and an outside camera position view. You may move from one view directly to another by pressing the appropriate key.

7.3.1   Cockpit View

Cockpit views are just that: from the pilot's seat, this is what you would see. These views represent looking through the front and side cockpit view-ports, and a looking over your shoulder.

Name	Key	Description
View Forward	**[F1]**	This view is what appears initially in flight and is otherwise known as the cockpit view. This view contains all the necessary information and displays to fly. While in view forward, pressing **[F1]** will change from the cockpit view (with cockpit struts) to the Heads Up Display (HUD (p45)). The HUD provides the same information as the forward view but removes the cockpit surround. Press the key once more to return to cockpit view.
View Left	**[F2]**	This view is looking through the cockpit glass over your left shoulder.
View Right	**[F3]**	This view is looking through the cockpit glass over your right shoulder.
View Reverse	**[F4]**	The pilot is looking over a shoulder to the rear of the cabin.

7.3.2   Camera View

A camera view is best described as a single viewpoint or eye located in one position in space. The Panning Camera's (**[F6]** and **[F8]**) position is moveable. While in these views, use these keys **[HOME, END, INSERT, DELETE]** to move the camera position in the appropriate direction.

Chase Camera	[F5]	This view seats is from behind and above your ship's engines, looking forward. This position is static no matter the ship's movements.
Panning Camera	[F6]	This view positions a camera at a single point in space, facing your ship. You may rotate the camera about your ship using the panning keys.
Target Camera	[F7]	This view places the camera at a location looking past your ship towards your current target.
Target Panning Camera	[F8]	This view positions a camera at a single point in space, facing your target. You may rotate the camera about your target using the panning keys.
Zoom View In	[F11]	While in one of the camera views, this function will move the viewpoint towards the object viewed.
Zoom View Out	[F12]	While in one of the camera views, this function will move the viewpoint towards the object viewed.
Target Camera	[v]	Display a 3rd-person view of your targeted object in a Multi Function Display.
Screenshot	[i]	Takes a screenshot in PNG format of your current view, removing any targeting brackets, docking clamps, or crosshairs from the image.

7.4 The Heads-Up Display

The Cockpit View and Heads-Up Display (HUD) are the primary interfaces with Privateer Remake while in flight. The individual areas of the Heads-Up Display are discussed below in clockwise order from the top left.
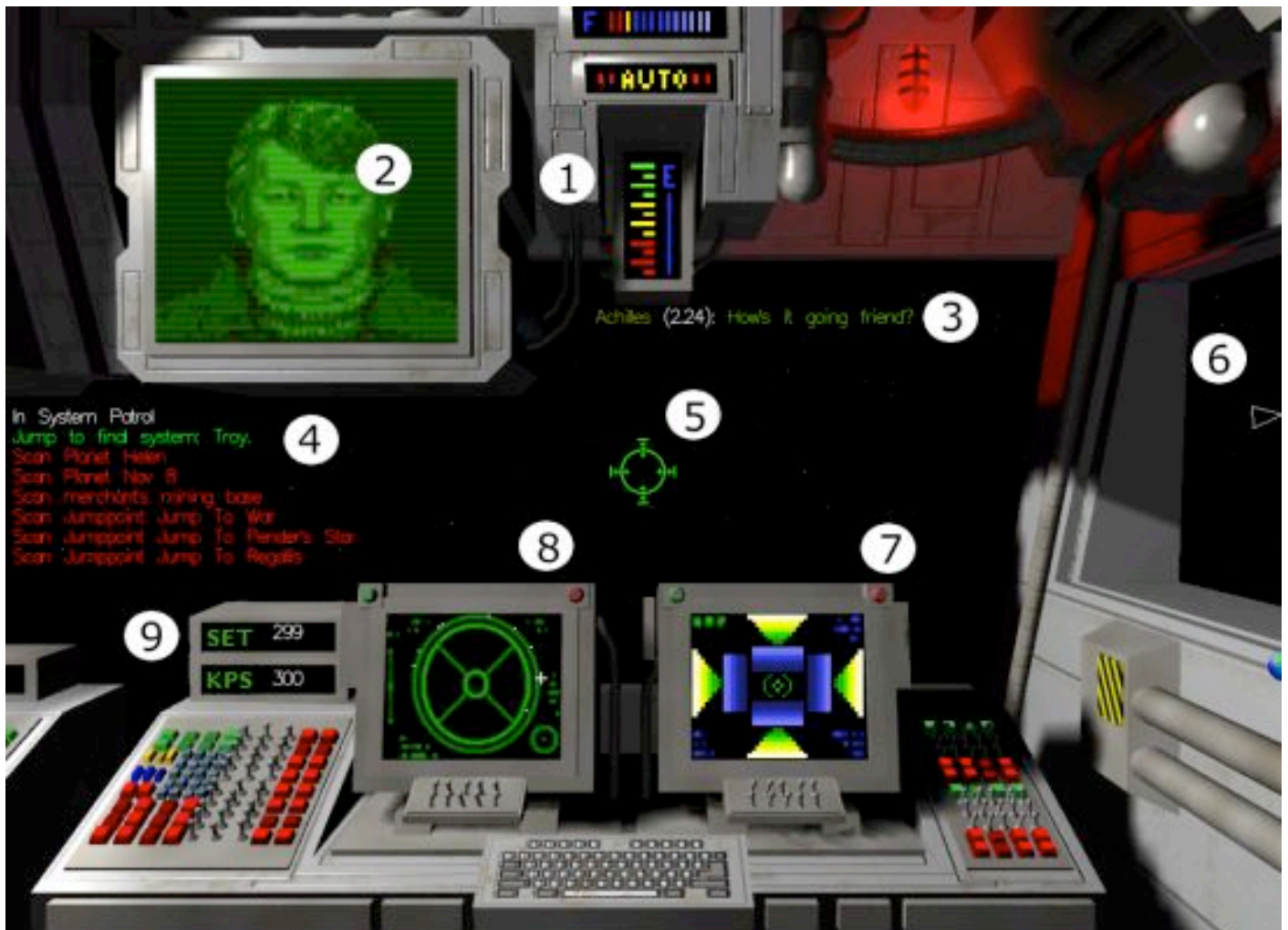
1. Indicator Lights

Located at the Center Top are four indicator lights:

- ➢ The **FUEL** light indicates how much fuel remains for system jumps. A ship carries enough fuel for six (6) jumps before it must land and refuel. Refer to page 42 for more information.
- ➢ The **AUTOPILOT** light indicates whether autopilot can be activated. Refer to page 42 for more information.
- ➢ The **ENERGY BAR** indicates currently available reactor power for weapons, afterburner and ECM.
- ➢ The **OVERLOAD** light (not indicated) indicates that your reactor is going critical, and your ship is about to explode.

2. Multi-Function Display(s) (MFD)

The MFDs in each cockpit provide a wide range of information essential to flying successful missions. Some ships have only one MFD, but where there are multiple MFDs, different functions are displayed on alternating displays. Use **[PGUP]** or **[PGDN]** to scroll a selected screen.

- ➢ **Target Display [e]**: displays name or flight group, distance to and a 2D wireframe representation of your targeted object. If the object is a ship, quadrants display red coloration as the target takes damage, and shield strength is indicated by bars that reduce as shields collapse.
- ➢ **Camera [v]**: toggles between four displays in the MFD (see p43 for explanation):
  1. Target Panning Camera;
  2. Target Camera;
  3. Chase Camera;
  4. Target Display (above).
- ➢ **Communications [c]**: displays a list of potential communiqués you may make to your targeted object.
- ➢ **Objectives [o]**: displays a list of current mission objectives (not used in the Tarsus).
- ➢ **Gun Display [g/G]**: displays your ship's currently installed weapons. Repeated use of **[g]** while in this display activates/deactivates selected weapons (**[G]** toggles in reverse order).
- ➢ **Missile Display [w/W]**: displays your ship's currently installed missiles. Repeated use of **[w]** while in this display activates/deactivates selected missiles (**[W]** toggles in reverse order).
- ➢ **Damage Display [r]**: displays your ship's components and color codes them to reflect damage severity at a glance. Also displays ECM systems when activated. Colors are listed below:
  - ○ Green: indicates an intact component
  - ○ Yellow: indicates slight damage to the affected component
  - ○ Orange: indicates considerable damage to the affected component
  - ○ Red: indicates extreme damage to the affected component
  - ○ Gray: indicates that the affected component has been destroyed
- ➢ **Cargo Manifest [m]**: displays your current cargo, any mission cargo, and upgrades that are stored in your cargo bay. You must be in this to control your ejected cargo, to enslave and to free slaves.

3. Communications

The first indicator is the originating source of the communiqué, whether a flight group, station or base. This is followed by the time stamp, being the time showing on the counter when the communiqué originated, followed by the actual lines of the conversation. Conversations are color coded reflecting your current reputation with the object communicating. Refer to page 53 for further information.

4. Missions

Where you have accepted missions, those mission objectives will appear on the HUD or may be accessed via the Objectives Screen **[o]** or in the Navigation Screen. Missions may be viewed by scrolling using the **[PGDN]** & **[PGUP]** keys. Refer to page 24. Color indicates mission status: Red is incomplete or impossible to complete; Yellow is partly completed; Green is complete.

Upon completion (or failure) of a mission objective, you will receive a communiqué (see communications above) informing you of the result.

5. Targeting Reticule

In the center of the HUD is a crosshair. This indicates where your weapons are zeroed (i.e. focused to cross and cause the most damage). During combat, you will usually attempt to 'lead' your target, by aiming in front of their ship so that your shots arrive in the same location as your target will be.

When you have a targeted object in your front view-screen, that object will appear with an open square bracket surrounding it. Where you lock onto your target, the square will be solid. If you have missile lock on your target, a diamond will appear around the square. Lastly, where your ship is fitted with ITTS (p60), a small diamond will appear in front of your targeted object.

6. Directional Pointer

When you have locked onto a target, but the target is not currently in your forward view (e.g. target is to the side or behind you), a directional pointer will appear on the edge of the HUD. This pointer provides an indication of the direction you must turn to face your current target.

7. Shields Display

This display is a representation of your ship's armor and shields.

➢ Shield strength is indicated by the outer set of indicators; it regenerates, and strength level may be set by the keys **[s]**/**[S]** to two and one third strength respectively.
➢ Armor strength is indicated by the inner set of indicators; it is finite and must be repaired at a base.

Should your ship take enough fire to reduce shields, your internal ship components will take damage, reflected in the damage MFD.

8. Scanner

All detectable objects (ships, bases etc) are represented by dots on this display. Your currently targeted object will appear as a cross. On obtaining scanner upgrades, these dots may be color coded to reflect your reputation with the object. If the object is:

➢ directly ahead of you, the corresponding dot will appear in the center of the display;
➢ ahead but above or to the side, the dot will appear in the inner circle, in the four quadrants relating to the position of the target in relation to your ship; or
➢ to the rear, the dot appears in the outer rim of the display.

Lock: This indicator (not shown) indicates that an opponent has target and locked onto your ship.

9. Velocity

> **SET Velocity Indicator**: This indicates the velocity your ship will travel without player intervention.
> **KPS Velocity Indicator**: This indicates the current velocity of your ship, taking into account afterburner use and changes in direction.

7.5 Navigation

Just as in ancient times, the ability to navigate required more than just seeing what was around you. Navigation also required accurate maps depicting locations over the horizon and dangers hidden away out of view. In spatial navigation, the importance of maps is magnified greatly, as sight alone is all too limited (one cannot usually see an orbital station from a planet's surface, let alone another planet).

Further still, while it is possible to navigate around a solar system using targeting data only, traveling from system to system in Privateer Remake would be aimless wandering without adequate maps to provide navigational data. Finding a single system would be near impossible, without reference to a map of the stars.

The Nav Screen may only be activated while in-flight. The player should note that activation of the map screen does **NOT** pause the game. Flight controls still operate, opponents will continue to attack, and the game otherwise continues while viewing the Nav Screen.
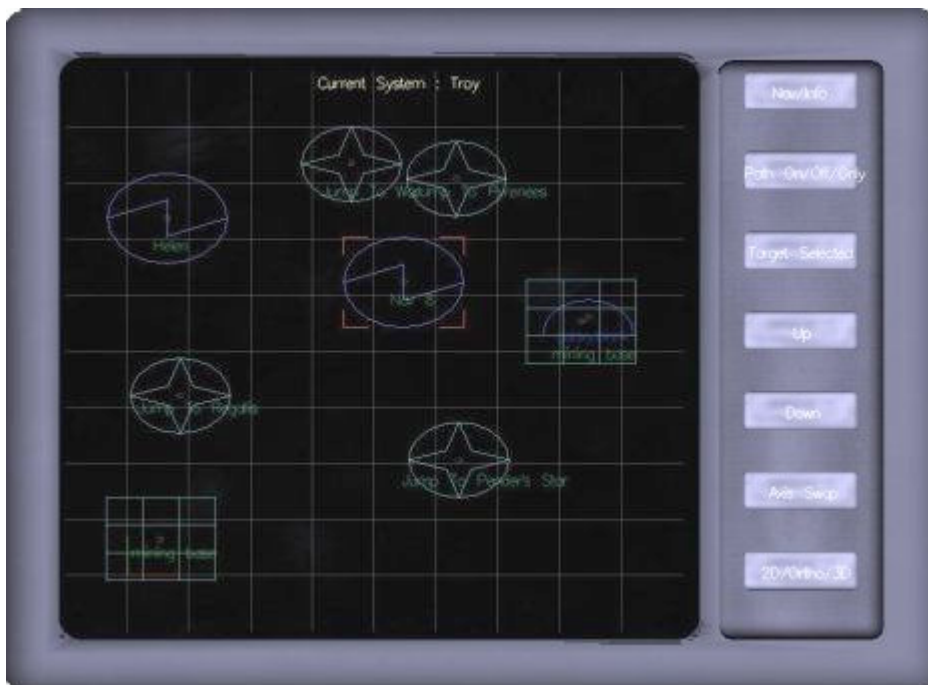
The Nav Screen is activated/deactivated by pressing **[M] or [CTRL+n]**. It appears superimposed over the cockpit view or HUD. It consists of a view-screen located on the left, and a series of activation buttons to the right. Clicking on the buttons toggles between the two modes described below, and activates functions in each mode.

When activated, this function defaults to the Information Mode. This is the screen that initially appeared when loading Privateer Remake. This screen provides the basic information required to play the game. It is a condensed form of the more common functions mentioned in this manual. Note that on re-activating the Nav Screen, whichever mode was last viewed is the one that appears.

To Select Object   = Click on object with **[LMB]** to select object or system.
To Rotate Map   = Click **[LMB]** & hold to rotate through x,y,z axes.
To Zoom   = Click and drag Middle Mouse Button
                   = Scroll Wheel

7.5.1 Information Screen

The Information mode is the default that first appears when the Nav Screen is activated. This mode provides various types of information for Privateer Remake.

➢ Nav/Info: Toggle between Information and Navigation mode.
➢ Sectors: Displays a list of all explored systems and sectors. A system highlighted in red is your source or starting system – usually the system you are located in. Clicking on any other system will highlight it in green - your currently selected system. Clicking a second time will highlight it red, making it the source system, and removing the red highlight from any other system. You may click on a sector to view the systems of that sector.
➢ Target Selected: Used while in the Sectors screen. After selecting a system (green) this function locks it in as your destination system, highlighting it yellow.
➢ Ship: Display information on your current ship's physical statistics. It records the current value ratings for your ship's armor, shields, weapons, maneuverability statistics, radar detection capability, propulsion systems and so forth.
➢ Mission: Display reputation ratings ranging from positive (green, allied) down to negative numbers (red, enemies), with several other ratings in between. The second number recorded is the number of that faction's ships destroyed by the player. At the bottom of the list is a record of Total Kills made. This screen also displays help information, providing a basic guide on how to play Privateer Remake.
➢ Nav Comp: Refer to Navigation Computer below.
➢ Viewpoints: Function not available under information.

Factional relationships and ship information may also be accessed on a base via the Player Information Screen (p22).

7.5.2 Navigation Screen

The Navigation mode displays sector and system maps providing information on and locations of all planetary bodies, artificial satellites, bases, jump routes as well as known spacecraft, color coded by faction. Note that jump route lines between factions will reflect a half/half color from each faction.

➢ Nav/Info: Toggle between Navigation and Information mode.
➢ Path: Used in the Sector Map, this function highlights the quickest flightpath between your source and destination systems. You have the option to display the flightpath superimposed onto the Sector Map, the flightpath only or Sector Map only. Note: you may select source and destinations in Information\Sectors, and display the results here.
➢ Target Selected: You may select a destination system on the Sector Map and lock it in with this function key.

➢ Up: Displays the Sector Map. You may zoom in or out and use the other navigation functions noted here.
➢ Down: Displays the System Map. You may zoom in or out and use the other navigation functions noted here.
➢ Axis Swap: Rotates the viewed map around its axis.
➢ Viewpoints: Select viewpoint representations as two or three dimensional and orthogonal.

7.5.3   Navigation Computer

The Navigational Computer provides two advanced functions. "List Mode" will allow you to add, rename and delete paths, toggle path visibility and access the "Edit Mode", to edit the specifics of a created path. Note that all newly created paths will have to be edited before they are useable.

List Mode

➢ **Add**: Add a new path to be edited.
➢ **Edit:** Access Edit Mode to edit a highlighted path.
➢ **Show:** Display highlighted path in the Sector Map.
➢ **Show All:** Display all listed paths in the Sector Map.
➢ **Show None:** Do not display any paths in the Sector Map.
➢ **Rename:** Rename highlighted path (enter new name).
➢ **Remove:** Remove highlighted path from list.
➢ **Up/Down:** Scrolls listed paths *(ED: currently disabled)*.
➢ **Left Box:** List of existing paths.
➢ **Right Box:** Information pertaining to the current path such as visibility, source & destination systems.
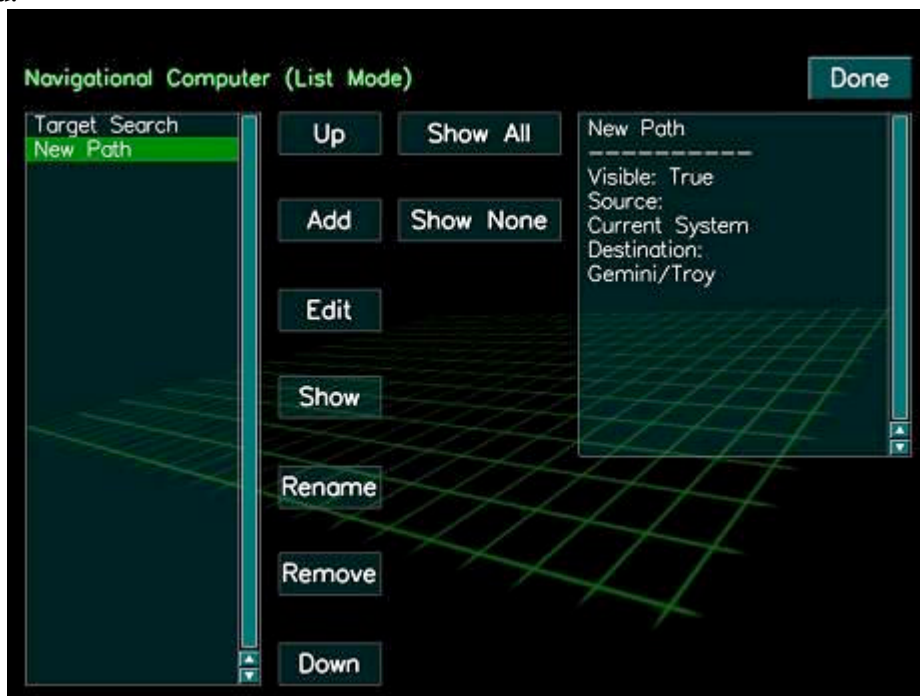
Edit Mode

To edit a path:

A source node and a destination node define each path the player creates. (Note: another way to think of nodes is points; any trip has a starting point and a finishing point). In most cases, the default source node (your current system) should be sufficient, but more complex searches with varying starting points are possible. Notice the box in the bottom right. That contains the node that you are currently building. When you are finished building the node (below), you can apply it to the path, either as a source node by pressing the **[Source]** button, or as a destination node by pressing the **[Destination]** button – with two exceptions discussed below.

To edit a node:

The node you are creating appears in the bottom right box. There are three different types of nodes you can build:

System nodes: These nodes correspond directly to specific systems. Press the **[Current]** button to use the current system (the current system always refers to the system your ship is in). The target system always refers to whatever system you have targeted in the Sector Map. The last option will always refer to the system named on the button. You can change the system named on the button by selecting a different system on the map. On the map, the system you are in has a red box around it, while the targeted system has a yellow box and the selected system a green one.
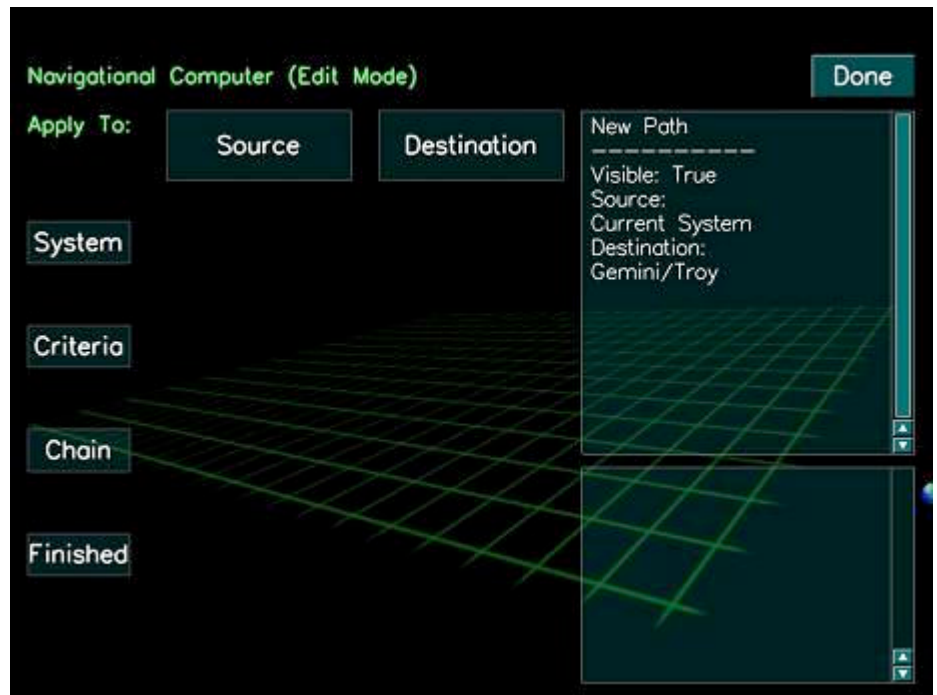
Criteria nodes: These nodes do not refer to a specific system, but rather they will match up to any system meeting a certain criteria. The different criteria types are **[Owned By]**, **[Contains]** and **[Sector]**. To add a criterion to the list, simply select a criteria type and then type in a value in the box. For example, if the node should match systems with a Refinery, select **[Contains]** and type Refinery in the box. Press **[And]** to add it to the list. Remove criteria by highlighting and pressing the **[Remove]** button.

Two commands add additional criteria: **[And]** and **[Or]**. Select your new criteria type and enter the value. Then select your pre-existing criteria, and press the appropriate function. You may also exclude criteria by selecting a pre-existing criteria and pressing **[Not]**. This method allows you to select a destination as follows: **CONTAINS (Refinery) AND NOT OWNEDBY (Kilrathi)**. There's a lot of potential in these types of nodes. Note: Since these nodes do not refer to a specific system, they cannot be applied as source nodes.

Chain nodes: These nodes refer to the solutions of other path searches. This is best explained through example: you have one search path (GreatSearch) - which takes you from system A to system B, but you then want to continue the path to system C. Chaining will create the route from A to B to C. This is done by using the destination of the first search as the starting point of the second search. First create and highlight your original path (GreatSearch), then select whether you want to copy the point from **[Source]**,

[Destination] or [All Points]. In this case you would select [Destination]. Then press [Chain] to create the node.

The [All Points] option might seem confusing at first, but imagine you have an existing route named (GoodPath), going from A to B. You also need to stop at an agricultural planet along the way. Create a new path (NewPath) and make the source node a Chain Node by selecting (GoodPath) and [All Points] option, clicking [Chain] to create the chain, and then [Source] to apply it to (NewPath). Then use a regular Criteria Node to supply the destination. Now you have a second path that represents the route to the closest agricultural planet along the way. It is similar to finding the closest hotel from the highway when you are planning a long road trip.

The second exception with applying nodes to paths is that the Navigation Computer checks Chain Nodes to ensure there are no cycles before applying a node. By way of example, you cannot create the following: Path A refers to Path B, which refers to Path C, which refers back to Path A; this would imply a cycle. If a cycle would be created, the navigation computer will simply refuse to apply the node to the path.

7.6   Targeting

Targeting Keys

Name	Key	Description
Ship Targets	**[t]**	Switches through all ships in radar range.
Significant Targets	**[n]**	Switches through all significant/neutral targets in the current system.
Non-natural Targets	**[u]**	Switches through all Non-planetary/non-natural units (such as capships and fighters) in radar range.
Hostile Targets	**[h]**	Switches through all hostile (to you) targets in radar range.
Subunit Select	**[b]**	Switches through the sub-units of the ship you have currently selected.
Lock On Target	**[l]**	By pressing this key you can lock your selection on the currently selected target.
Front Target	**[y]**	Pressing this key will pick the target closest to your crosshair. Use this to target ships and planets in front of you.
Target Display	**[e]**	Display current targeted object in the MFD in a 2D wireframe, including damage and shield status.

| Save Targets | [ALT+1-0] | Stores currently selected target to the chosen number. |
| Recall Target | [CTRL+1-0] | Recalls chosen target to the targeting screen (MFD). |

Please note the **[t,n,u and h]** targeting features also work in reverse by using **[SHIFT+key]**.

One of the most useful shipboard abilities in Privateer Remake is Targeting. While most pilots consider targeting as only useful in combat, in truth it is required to perform nearly all in-flight functions.

The ability to navigate, both in and out-system, requires a pilot to lock onto a navigation point (base, planet, sun, wormhole, ship etc). Communication requires you to lock onto a target, before selecting which communiqué you will give. Wingmen require you to target them before giving orders.

As such, learning how to target is an important skill, possibly making the difference between targeting and shooting your opponent before he does you, or, making an escape with your cargo intact and not becoming space debris.

Various keys allow the pilot to target different points of interest within a system. You can cycle through all available targets within a system. This is usually when you want to see what's out there. Unfortunately, cycling through all targets is a long process. As such, other targeting keys are more specific. You can cycle through all significant and/or neutral targets such as bases, planets and points of interest. You can narrow this further and only cycle through non-natural targets such as stations and ships. The most important for battle is the ability to cycle through targets hostile to you. You can also cycle through targets in reverse.

When targeted on large ships or stations, you can also cycle through their sub-units. Lastly, you can point your ship at an object and target it that way.

Once you have a target marked, you can lock your target indicator to that target. Wherever you are facing, or your target is, you can find them without having to hunt through all other targets in the system. This locking capability also allows any missiles or torpedoes carried to also lock onto your target.

 When playing Privateer Remake on easy difficulty, radars have the capability to target objects anywhere in a 360 field. On medium and hard difficulties, radar targeting limitations are implemented, and you can only target an object if it is near the front of your ship. Once you lock on to a target, though, it will remain targeted even if it passes out of a scanner's targeting cone.

You may store up to ten (10) selected targets in memory for later recall.

7.7 Communication

Pilots don't just travel through a void in space. They must interact with a variety of ships, bases, stations and planets. While they can certainly interact with all weapons blazing at all times, such a career is not likely to last long.

The ability to communicate with others in space opens up many options. You can say hello, engage in psychological battle with an opponent by using taunts, appeasing factions to repair reputations (by begging for mercy), or give a blood-curdling scream as your ship disintegrates around you.

The reactions of various factions may be influenced depending on your comms. If you choose particularly menacing taunts, your target may attack you instead of its current target. Likewise you can restore relationships with hostile people with friendly comms. Specific comms messages will be derived from your reputation with your target, as well as any previous conversations you have already had with them.

You can request permission to dock at bases. Doing this before actually docking may improve your reputation with that faction, and will trigger the docking clamps earlier on your approach.

A word from the wise: when being scanned by militia, they will request that you not deviate from current course and speed. Should you do so, they may assume you are carrying contraband and act accordingly.

To communicate with others, you first need to target them. Once targeted, you may then choose what dialogue you will have. To see the types of dialogue, open your MFD to comms mode by cycling with the **[c]** key. This brings up a list of numbers corresponding to actual dialogue. Pressing the appropriate numbered key will transmit that message to your target. Your message and any replies will appear in the communication VDU at the top of the HUD. You may also use the numbered keys as hotkeys for immediate sending, but you will not see your dialogue beforehand. Viewing the comm screen also allows you to determine the faction of the ship you are targeting.

To request docking permission, press the key **[0]** (refer page 41).

7.8   Wingmen

As a pilot, you will find that many a time, attempting a mission or flying a cargo through dangerous space is impossible by yourself. When this situation occurs, having another pilot on your wing (or several) may be enough to shift the odds.

Wingmen give you the ability to have multiple ships engaged on a mission, not just your own. As leader of your own personal flight group, you can order your wingmen to perform most of the actions you are capable of in your own ship. More specifically, you can order them to attack the target you are currently locked onto, come rescue you if you're taking fire (brilliant for the larger merchant vessels), and form them up on your wing.

7.8.1 Commanding Wingmen

Following is a list of available commands:

➤ Press **[CTRL+f]** to have them form on your wing. This command places your wingmen in formation with you. They will fly defensively, but attempt to remain in their position. This command is commonly used to have wingmen follow you through a wormhole.

➤ Press **[CTRL+b]** to release them. This command releases them from the above order. Essentially, they are weapons and flight free.

➤ Press **[CTRL+h]** to help you out. As noted above, where your ship is under fire, using this command will cause your wingmen to attack whoever it is firing on you. Hopefully they will destroy your opponent, but the key is to draw your opponent's fire away from you.

➤ Press **[CTRL+a]** to have them attack your target. Where you specifically want your wingmen to attack a target, whether for defensive purposes, or a mission objective, use this command.

Be warned however, that wingmen tend to be fickle and may not always obey your commands. They will inform you whether they will or not.

Just a final word: when flying escort missions, your own escorts will follow wherever you lead, and escort you to your destination. To travel through a jump point, enter it, wait until your escorts get near, and then press **[j]**. They will follow you through the jump point and appear on the other side. Continue to the next destination. Getting escorts right is essential to completing many of the plot missions.

7.8.2 Hiring Wingmen

To hire wingmen, you need to have access to a Mission Computer (p24). From the mission screen, highlight the wingmen category. You will then see a list of available wingmen, providing a description of the pilot, flying ability, statistics on what type of ship they pilot, and a price for hire.

Wingmen are aware that they are typically hired for dangerous jobs. As such, they demand payment up front before accepting your commission. Clicking **[Accept]** will hire the highlighted wingman and reduces your total credits by the hire cost. Your new wingman will fly on your wing until you next dock.

See also Mission Types (p24).

7.8.3 Cargo Wingmen

Larger cargo transports can carry fighters as cargo (a miniature carrier). Fighter cargo can be jettisoned and commanded just as hired wingmen. When battle ceases, your ship can then tractor these cargo fighters back in.

You will need a Tractor Beam to fully use this feature. Select your cargo manifest **[m]** in a MFD, and **[PGUP]** or **[PGDN]** to position the wingman in top position. Press **[CTRL+x]** to eject your escort.

A further ability you have with cargo wingmen, is the use of the Control Switch **[[ ]** key. First, target a specific wingman, then press the Control Switch key. Your own control has now shifted from your primary
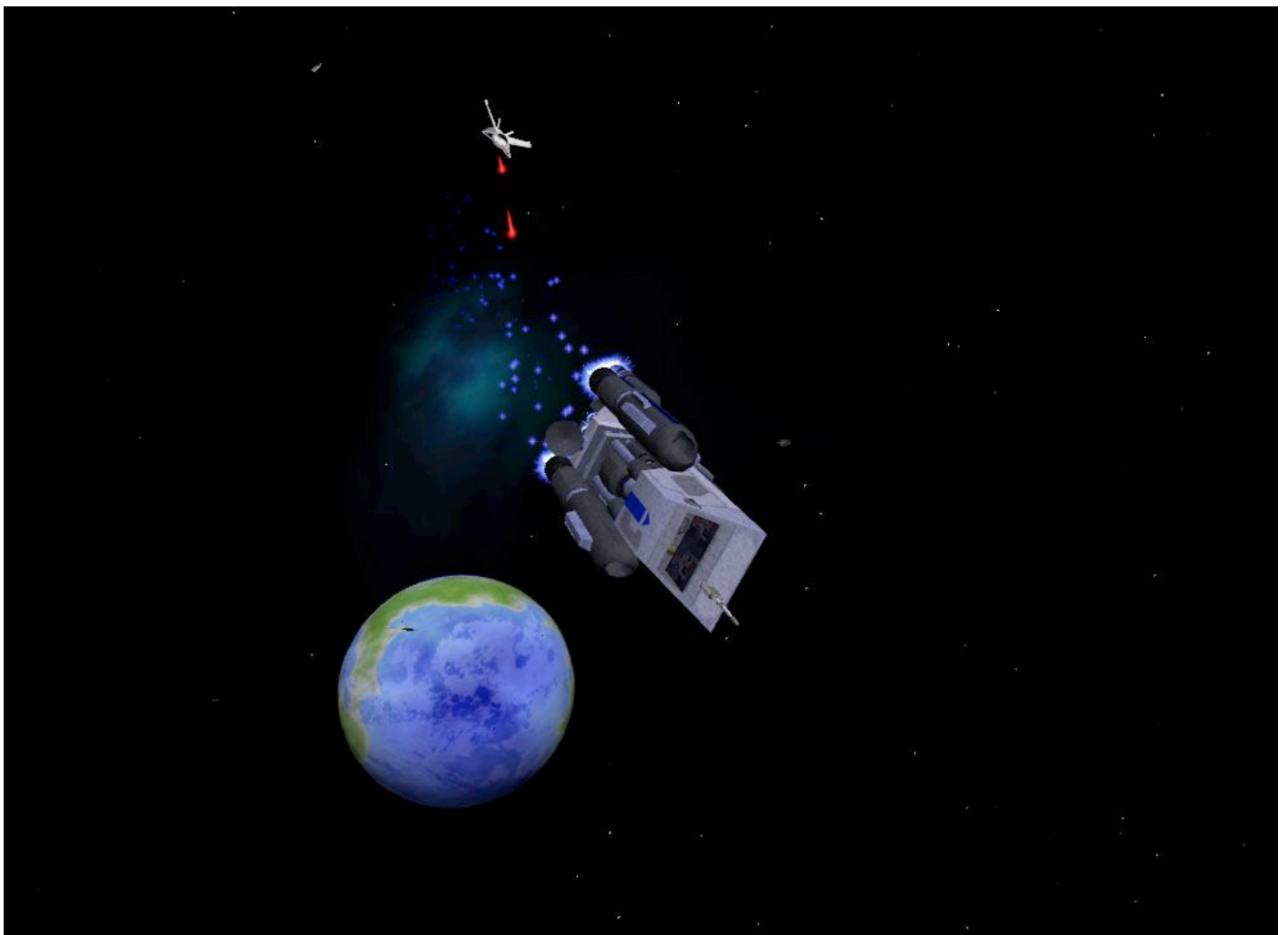
ship to control over your wingman's ship. You can now pilot your fighter wingman in direct battle against your opponents.

After battle has ceased, return control using the same key back to your primary ship. From there, activate and use your Tractor Beam on your fighters, hauling them back into your cargo bay.

Then, just continue on your merry way!

8 COMBAT

8.1 Engaging in Combat with an Opponent

The Privateer Remake universe is, by its very nature, a dangerous place. You are confronted with the danger of navigating into a star; your ship's drive malfunctioning, turning it into a floating coffin; the hull being holed, losing atmosphere; even a lack of supplies to last a journey. The greatest danger by far, though, lies with other sentient beings.

Privateer Remake is set against a backdrop of interstellar war between humanity and the Kilrathi[©]. A pilot could easily be caught up in this war, and must defend against all types of assailants. Further still, you must also deal with dangers from your own kind. Pirates, merchants, even the militia may be after you, your ship or your cargo.

Survival requires more than heavy shields, high afterburner velocity or a nearby jump point. Combat skills - the ability to bring down your opponent and halt their attacks on you - are highly valued in Privateer Remake. So, do you have what it takes?

Combat involves several functions already covered in other sections of the manual. These include Flight Techniques, Targeting, and Communication to name only a few. What we are concerned with here are the absolute basics required to engage in successful combat.

Usually, the first warning that you are engaged in combat will be either a communiqué from your opponent, seeing them fire, your missile lock indicator, or worst of all, hearing their weapon's impact and seeing your shield levels falling.

The first thing to do is locate, target and lock onto your opponent. It is recommended that you remain focused on that one opponent. This ensures that they do not have time to recharge their shields, while yours continue to take a battering.

In the center of your flight screen (the HUD), is your targeting bracket. Your initial vessel (the Tarsus) comes equipped with a forward mounted weapon that fires a burst of energy centered on this bracket. When engaging in battle, you will need to keep your opponent located within this bracket, giving a better chance of hitting your opponent with your weapon.

Your Multi-Function Display (MFD) shows a three dimensional (3D) representation of your opponent. As you hit your opponent, you will note that their shields reduce to nil. At this stage, any further hits begin damaging armor, followed by internal components. As damage accumulates, portions of the ship representation will become a deeper red. Once enough damage has accumulated, you opponent's ship will explode.

At this stage, use your targeting keys to focus on your next opponent. If all opponents are destroyed or have fled, you have succeeded - Congratulations!

8.1.1 Guns

Available guns come in several different designs with varying damage, range and energy consumption. They are all powered by the spare capacity of the ship's reactor, represented by an energy bar located in the HUD. Firing a weapon reduces the surplus energy available. Where the ship has spare capacity, and energy weapons are not firing, the energy bar will slowly increase back to full.

Ships with multiple gun mounts may have several different types of guns available. These are displayed in a Weapons Display in the MFD. The player may cycle between the various available guns, selecting the required gun for firing. The final selection will highlight all available weapons. This selection is called full guns and enables all available guns to fire.

To cycle through available guns, use the key **[g]** (**[G]** to reverse). To fire a selected gun, use the **[SPACE]** bar (joystick trigger (button **[0]**) or left mouse button).

8.1.2 Auto-tracking

Weapons mounted on gimbals are capable of minor movement. This allows the weapon to track a target outside of the targeting reticule, allowing you to attack even when not directly over the target. You must purchase auto-tracking capability individually for each weapon mount on your ship. Auto-tracking is only active if the target is locked with the [l] key. Only radars that support the locking feature allow auto-tracking.

8.1.3 Missiles and Torpedoes

Privateer Remake has a large selection of missiles and torpedoes available. While their effects vary, their operation in combat is the same. These weapons may only be replaced at a Ship Dealer.

These weapons consist of primarily a solid tube with a propulsion system, guidance system (most models) and a warhead of some type. They are mounted in dedicated weapon racks on your ship, and launched at your opponent. Acting as a miniature ship, your missile or torpedo will approach its target, and when within range will activate its warhead (causing explosive damage or various other effects).

In order to use a missile or torpedo you must first target and lock onto your opponent. This activates the locking mechanism (if any) of your weapon. You will see a diamond appear around your opponent once the weapon has its own lock. To fire, press the **[ENTER]** key or **[KEYPAD ENTER]**. As with guns, you may have a selection of different missiles and torpedoes. Where this is the case, you may cycle through them using the **[w]** key (**[W]** to reverse).

8.1.4 Inertial Target Tracking System (ITTS)

Certain upgradeable scanner systems have the ability to track and record your opponent's speed and trajectory. Using this data, plus your ship's speed, trajectory and weapon velocity, the ITTS calculates a lead point located in front of your opponent's ship. This lead point is the aiming location that gives the greatest chance of hitting your opponent. Your lead point appears as a small diamond located at a varying distance in front of the nose of your opponent's ship.

8.1.5 Electronic Counter Measures (E.C.M.)

Electronic Counter Measures are designed to foil missile and torpedo attacks on the craft to which they are installed. Activation of E.C.M. lets loose a barrage of electromagnetic noise, focused false scanner images, infrared beams, and altered signatures intended to confuse missile targeting systems into misjudging the size, location, and direction of the E.C.M. user (Be aware that E.C.M. does not prevent a missile from flying straight and hitting you). While not necessarily 100% successful, such measures do reduce the number of successful attacks with such weapons. In testing, each level of upgrade appears to provide an additional 25% chance of success.

Once E.C.M. is installed onto your ship, it activates on launch. It can also be activated and de-activated using the **[ALT+e]** key. You can confirm that E.C.M. is active from the damage MFD **[r]**. 'ECM Active' will appear below the list of ship components.

8.1.6 Tractor Beam

A tractor beam utilizes gravitic technology to attach an ionized energy beam to a target. Once activated, the beam will increase gravitic power, thereby drawing the targeted object closer to the tractoring ship. Once close enough, and if the object is sufficiently small, it will be stored away in the ship's cargo bay.

Where your ship is not equipped with a tractor beam, but is capable of being equipped with one, go to the Ship Dealer if you want to acquire one. If your ship isn't capable of equipping a tractor beam you may want to buy "tractor capability" beforehand.

A tractor beam is commonly used to capture loose cargo pods and miscellaneous debris; thus, it is typically used after a battle. A favorite with pirates, it is also used by merchant fleets to transfer cargo between ships and on mining ships extracting raw materials from asteroid fields.

An interesting usage of the tractor beam is when a sufficiently large ship (such as the Drayman) employs a tractor beam to capture whole ships (typically fighter craft). Once rendered inoperative, the craft are tractored into the cargo bay and transported for sale at the next point of call.

A derivation of the above is the use of pre-purchased cargo ships as wingmen - refer to (p55).

A tractor beam is installed to a mount in the same manner as any other weapon. To use a tractor beam, cycle through your guns using **[g]** to select the tractor beam alone. Target and lock onto your object of interest, use **[F9]** to match speed if you are targeting cargo, **[TAB]** to after burn close to the object and fire the tractor beam using **[SPACE BAR]** to capture the object.

8.1.7 Turrets

While most ships have forward firing weaponry mounted, many ships, including large fighters, cargo haulers and capital ships, also mount turrets located in various positions around the hull. As these ships are generally unable to engage in a dogfight requiring high maneuverability, these turrets form the main line of offense and defense.

While turrets vary in design, they all operate in a similar manner. Press **[ ]] or [CTRL+F1]** to enter a turret. Press this key to return to the cockpit, then cycle between any additional turrets and the cockpit.

Name	Key	Description
AI On	**[CTRL+t]**	Activate Turret(s) AI and request attack on current target.
AI Off	**[CTRL+r]**	Deactivate Turret(s) AI.
Weapons Free	**[CTRL+w]**	Turret(s) will fire at will on all ships belonging to hostile factions.
Attack Target	**[ALT+t]**	Request attack on current target.

8.2   Death

8.2.1   Ejection

When your craft is disintegrating around you, you must make a split second decision: do I die, or eject from the remains to fight again another day? Ejecting from your ship places you in an ejection seat. This seat is fully enclosed and self-contained, with limited shields, and its own propulsion. Ejected pilots are then able to make their way back to a friendly base, as though they were piloting a normal craft. While the pilot is now missing both a ship and any cargo carried, all funds are retained. Thus, a new ship can be outfitted, or where the pilot maintains a fleet of ships, one can be called under My Fleet.

Activate the ejection sequence via the key **[CTRL+e]**. You may then maneuver the ejection seat as a ship.

8.2.2   Self-Destruct

Frequently used to rid a player of a pilot character to which they hold no further interest, a player may self-destruct the current game. Pressing self-destruct will destroy your ship, and place your pilot in an ejection seat. Pressing a second time will kill the pilot. You may then begin a new game.

Activation of the self-destruct is via the key **[CTRL+d]**.

8.2.3 Respawning

It is the nature of the Privateer Remake universe that any travel a pilot makes is done so at his or her own risk. Sadly, in spite of the skills of the pilot, the ship type, and the upgrades on board, it may well be that your character will die - nobly in battle, or ignobly as a smear against the side of a station or capship.

Death in Privateer Remake is not finite. While you may, if you wish, start right from the beginning in a new game, with a refurbished Tarsus, no jump drive and 2,900 credits, most players use the option to respawn. Respawning returns the pilot to the last saved game. You lose any missions or mission cargo you were carrying, but at least you have your health and your ship.

To respawn a character, press the semi-colon key **[;]**.

8.3   Miscellaneous Gameplay Functions

8.3.1   Quitting

Quitting and exiting the game may be accomplished in two ways. While in flight, press **[ESC] or [ALT+x]**. This brings up the quit function in the background operation of Privateer Remake. Pressing **[q]** will then quit the game. Otherwise, press **[ESC] or [ALT+x]** again to return to normal flight. To quit from a base, enter a base computer screen, select **[Save/Load]**, then **[Quit Game]**.

8.3.2   Pause

Use the **[p]** key to pause the game during play. Press again to resume play.

8.3.3   Music

Both music and sound are an integral feature of Privateer Remake, providing the right mood and atmosphere, whether on a base, in the middle of space or in a major battle. Initial settings for volume are determined at configuration; but can be adjusted in game. You can also skip any music tracks.

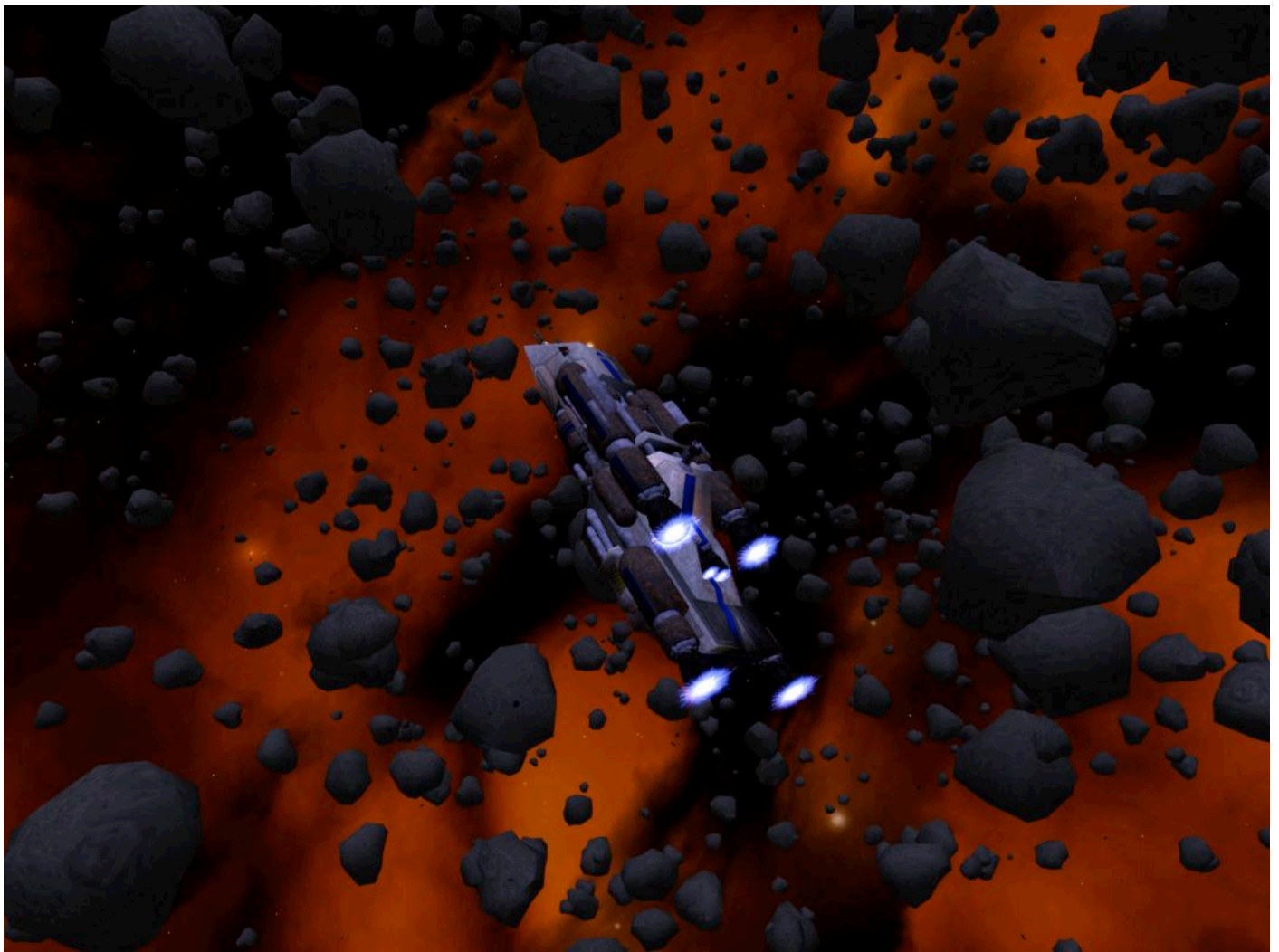| Name	Key	Description
Skip Music Track	**[CTRL+s]**	Skip Music Track
Sound Volume Up	**[.]**	Sound Volume Up
Sound Volume Down	**[,]**	Sound Volume Down
Music Volume Up	**[>]**	Music Volume Up
Music Volume Down	**[<]**	Music Volume Down

9

GEMINI SECTOR

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9.1   The Frontiersman: Interview with a Privateer

As told to Chandra Karr

For the fourth installment of our ongoing series on the young pilots who make a killing prospecting the open space lanes of Gemini, I went to find out what motivates a hotshot pilot to risk it all, to seek out new challenges in our little corner of the war. I was curious what these young people were leaving behind and what they hoped to achieve, knowing the odds against them. I chose Helen, a small agricultural planet in Troy System, to find my subject. Helen doesn't have much to recommend it, but at least there's a bar. Out in this part of the Confederation there are only three kinds of people in a bar: those looking for the kind of work that doesn't get publicly advertised, those offering that kind of work, or anyone looking to blow a paycheck on some Mjolnarian Stout. I was hoping to attract one of the former by posing as a fixer, and it worked.

I was sitting at a small table near the door, listening to the bartender give advice, when I spotted my target. A young but weathered man walked in with an air of confidence that advertised for him. He lifted his personal computer from his belt with the ease of someone who had performed this gesture a million times. As he checked his mission roster I was drawn to the vertical scar through his left eyebrow. He looked hungry for work so I threw him a morsel.

"You looking for work or just to get drunk?" I asked, winking from my table.

"Both, if that's an option. But I'll settle for either." He smiled, laid his computer on the table, straddled the chair across from me, and asked, "What can I do for you, Ma'am?"

I explained I was writing an article and wanted to hear what had brought him here. He was interested, eager even. What follows is his story as he told it to me over too many drinks in the cheap bar of a nowhere agricultural planet.

[All names have been changed to prevent this from becoming a vehicle for self-promotion. To the best of our knowledge, all the events described actually took place. Ed.]

Six weeks ago I was first mate on the *Scarab*, a bucket of bolts merchant ship held together by bootlaces and luck. We were jumping out to Sheol, a deep space science station. It was a good contract running supplies, food and equipment. We'd made the run before and I was looking forward to spending some quality time with Jo. She was heading an investigation of unstable jump points in the area and we had found each other, well, compatible. I was on the bridge thinking about the phase ball rematch I owed her, not watching the consoles at my station. The heavy sound of Geof Kane's boots clanking on the metal deck brought me to attention.

Kane was a big man who was most comfortable wearing the mantle of command. He was a bull of a man, always moving forward, unable to form the concept of retreat. That's why he went freelance —too many rules of engagement in the military. Kane only obeyed the laws of expediency and profit. He had trained all nineteen of us, forming pilots, gunners and mechanics from the soft clay of street urchins and stowaways.

We depended on him for leadership and each of us owed him our life. Kane came in and stood heavily by a large bay window, turning his Academy ring deliberately.

"We'll be arriving soon," he said slowly, "and I want you on your toes. I don't feel good about this run."

"Why so nervous, boss?" I asked. "You know something or just got a feeling?"

"I don't know yet. Maybe it's nothing. I know the captains of the last *Draymans* to make this run. We were supposed to meet back on Baroda for a drink. I still haven't heard from either one of them. They're old pals from my Navy days — I really should've heard something by now."

"Maybe they just stood you up, boss."

"I hope you're right but, just in case, I want you on your toes and ready to get us the hell out of any trouble along the way. I don't think my friends stood me up. There haven't been any distress calls from the base. Could be business as usual, but we should probably expect the worst." He fidgeted with the console next to him, glanced nervously at the windows, and left. Images of Jolene attacked by a faceless enemy that I wasn't even sure existed plagued me for the remainder of the journey.

The trip out was uneventful except for Kane's nervousness. After several days we jumped out to Sheol's system. I was on the bridge. As the streamers of light settled into a more familiar starfield two gray *Talons* raced towards us. I was edgy and damn near fired on them before realizing they were our escort. The huge and ungainly *Scarab* made her way to Sheol's main hangar, the *Talons* moving beside her like remoras on a shark.

The science outpost was made up of a series of hangars off a central hub that housed personal quarters and open office areas for data analysis. They primarily sent out probes or small vessels in search of new jump points and asteroids rich in mineral deposits, as well as the smaller, more esoteric astrophysics work with no exploitable payoff for another generation or two. Because of their isolation there was no one except the researchers - no service personnel. The dingy Apocalypse Bar was staffed by whoever was available, usually someone waiting for a probe to reach its target system or for an automated analysis to finish. Administration, repairs, and distribution of food, clothing and equipment worked the same way. The only full-time position belonged to Lars Furstenburg, who was base captain. He was held accountable for anything that might go wrong and ignored when significant progress was made. Furstenburg was new. He had arrived less than four months ago, well after our last run, and seemed to be still in the midst of finding his footing among the staff and crew.

Furstenburg greeted us in the sparse, unfinished hangar.

"I have regret that I did not find you," he said, "to warn you of our uncomfortable situation. The last two supply ships were destroyed. First one got blown up when leaving, second before it left the jump sphere on its way in-system. But you had pleasant trip, no? We will unload and then have a drink, yes? Thank you."

Geof Kane was livid. "How can you be so flippant? Who destroyed them?" He didn't wait for an answer, "Those were my friends, sir. I'm sorry, but it seems to me that you could have made a little more effort to

reach us. Our itinerary was forwarded to you over a month ago and we never deviated from it. You had a responsibility to warn us."

"I will not argue with you. I, too, mourn loss of your colleagues but my responsibility is to the people of this base. It could not be allowed that you not come from fear of being attacked. We have been too long without fresh provisions. We have much work to do. Meet in my office in five minutes, yes? We can use your know-how to analyze base security. We do not know who these brigands are, but we need protect ourselves and find out if possible." He started to head up to his office, turned and said, "I sorry to gamble with your life, but is only way to get you here." I don't believe Kane was any more satisfied with that answer than I was.

The inhabitants of Sheol moved swiftly and efficiently to unload the supplies we'd brought. I'd assigned a few of our men to security to keep an eye on our goods as they were unloaded, but I now saw that that was unnecessary. The men and women unloading the cargo were careful, organized and visibly relieved that we had arrived. Only one of my security men was having any problem at all - he was being badgered by a woman whose voice echoed throughout the hangar.

"What's your name, sir?" she asked. It was Jo who was beating up my security detail. I crossed under the *Scarab*'s still-cooling engines toward her.

"Uh, Hank," the man stammered, "Hank Slater..." Security personnel weren't used to answering questions.

"And, Mr. Slater, just why in the Sam Hell are you standing around, carrying nothing but that stupid sidearm, when we've got work to do?"

"Well, Ma'am, I uh… my boss says there might be looting, and he says…"

"Hank, be a good grunt and go tell your friggin' boss that there may be violence if he doesn't get you guys into a few waiting cargo loaders." She motioned toward a line of machines standing idle along the hangar wall.

By now, I was standing right behind Jo and figured it was time I announced my arrival.

"What seems to be the problem?" I asked.

Jo answered without turning to face me, her voice filled with contempt. "The problem," she said, "is that this big ape's boss won't let him do an ounce of real work."

"You must mean me."

She turned, looked me square in the eyes and said, "Well, if it isn't Mr. Precaution back from the hinterlands to save our starving village from itself." She smiled. "Will you make these men useful or do you plan on spending your time here alone?" A wink softened the remark but I got the point.

"It's all right, Hank, do as she says. Collect Al and Frank and the others and report to Captain Furstenburg for unloading assignments." I turned my attention to Jo. "Here's a proposal for you, Doctor - you promise to quit harassing my men and I'll buy you the best dinner this tin can has to offer. How about it?"

"How about I make no such promise and we skip dinner for healthier activities?"

"Deal. Oh, and I expect a rematch if you guys still have a phase ball court."

"We do and you're on."

She turned to go settle a dispute that was developing over fuel storage. I watched her cross the hangar, and hoped she was as pleased at our arrival as I was to be here. A kind of awkward tension had fallen over the crew before our arrival, none of us sure whether we would have to fight or if it was all just a false alarm. Jo had pulled me out of my depression. Hustling to unload the ship seemed to be helping everyone else. Finally we had a task with a clear, achievable goal, getting the supplies unloaded and looking into who might be behind these recent attacks - a welcome change of pace.

Kane was taking the whole unloading and base defense operation very seriously. No surprise, given that he thought there was a force out there preparing to assault the base. I figured that if he was right, then it must be a small force - anyone with the firepower to destroy a couple of *Draymans* had the firepower to destroy an outpost like Sheol unless, of course, they didn't have the fuel or munitions to do both.

Once we had arranged for the unloading and distribution of cargo, I headed off to discuss security concerns with Furstenburg and Kane. Furstenburg's office looked out over the hangar and into the void. We could clearly see our staffs cooperating to unload the *Scarab*. I moved into the room, expecting something a little more commanding but pleased to see that Furstenburg was a busy man, definitely not a delegator. He had both a desk and a small conference table, the latter cluttered with chits and tablets that made it clear he only used his desk occasionally - probably not enough surface area to hold the clutter of "current" projects and files.

The two captains were already deep in discussion when I arrived, a small hologram of the base flickering between them. As I entered, Furstenburg began shuffling through the mountains of correspondence on the conference table.

"There is, on this table, a message that did come for you, couple of days ago," he said.

I was surprised to hear this. Who would send me a message? Everyone I knew was here: Jo, Kane, the *Scarab*'s crew. Unless it was some kind of a recruiting message from the Confederation Militia ... Finally, Furstenburg found what he was looking for.

"Ah ha!" he said. "Here is your message sent from the Gemini sector. I see you have frontiersmen friends, yes?" He handed me the disk. "Use the monitor on my desk should you want to take it now."

"That's all right, we've got business to attend to."

I pocketed the disk and joined them at the conference table. I only knew one person in Gemini, my grandfather, and I didn't figure he'd be sending me anything more important than a birthday card, not that I'd ever gotten one from him. The security analysis was top priority. I was hoping that there would be some sort of clue in the transmissions from the probes that Sheol regularly sends out for scientific reasons. Knowing our enemy would be the first step in defeating them.

We all agreed that violence in the system could only imply an impending threat to the base. There were several things we could do in order to seek out the people who destroyed the ships and to protect the base. We divided up these tasks amongst ourselves. Furstenburg took charge of readying the base's launchers and shields, as well as preparing a schedule for the volunteer security team. Kane would coordinate with both Sheol's and the *Scarab*'s pilots to develop a more effective patrol pattern. Analysis of data sent by the probes and missing cargo ships fell to me. I was to work with Jo and Blake Sorensen, an older researcher who would be able to spot anomalies in the transmissions. Furstenburg pulled a monitor over to his seat, nearly knocking over a cup of coffee in the process, to inform the members of our teams of their new assignments and that they had only three hours to report for their first meeting. My group was to meet in Blue Deck, Lab 37, close to my quarters. I had just enough time to eat, shower and read my junk mail from the edge of nowhere.

With the team notified, I headed for my room in Green Deck. There was no intra-base transportation except walking. I passed through halls filled with blue jumpsuits carrying crates of newly arrived supplies. I stopped to help a young man move a too-heavy box into one of the smaller dining areas that were spread throughout the base. With this delay, it took nearly twenty minutes to reach my quarters, but I didn't mind. It was a nice opportunity to reacquaint myself with Sheol's color-coded corridors and windowless workspaces.

My room's dull grayness stood in stark contrast to the bright green of the hallway. The bed, night stand and desk, with its small communication console, all reflected a unified Spartan vision. Comfort was not a priority in the design. All the same, I felt relaxed by the very austerity of the room. As I emptied my pockets of I.D., personal computer and a few loose coins from Baroda, I dropped the disk Furstenburg had given me. It was time I read my mail. I switched on the comm unit, put the disk in and sat back, expecting propaganda or a postcard from Grandpa Mack.

The screen filled with the typical sender information. It was from Mack all right, and had apparently been forwarded six or seven times before someone knew where I'd be. It had been sent nearly a month and a half ago, marked priority one. Better late than never, I thought. I hit the key to proceed. Mack's face appeared on the screen. He took a drink of something that wasn't water and began his message.

"Look, kid, you know I'm not much of a talker so I'll get straight to the point. I'm dead. This is my last will and testament and whatever. You're all I got in the way of family and your mother made me promise to see that you were taken care of. So, here goes …" He paused to take another drink, winced and continued. "I, Mack Christiensen, being an old man and of ill health do leave whatever hasn't been repossessed to you, my only daughter's only kid. Right now I've got a *Tarsus* class ship that I bought from an Exploratory Services officer with too many debts, and a little cash that I plan on spending before you get this. Sorry, but you know how it is. Whatever's left is yours. It may not sound like much, but what I'm trying to give you is an excuse to come see Gemini. I was charting new jump points and getting in bar brawls out here when you were born. There's been a lot of development since then but it's still the best place to make a quick buck. I may not have given you much over the years - now that I'm dead I figure you could benefit from a little frontier action. I guess I better go before I get all sentimental and …" he looked down at his glass and the screen went blank. A small green light indicated that there was a second message waiting.

I went over to the sink, washed my face, took a long hard look at myself as the only heir of an old lush. I guess I needed a minute to take in the fact that Mack was dead. I was sure that the second message was the

executor telling me what had happened and how to contact him - details that could wait. It wasn't the first time I'd gotten a message like this. There were still a couple of hours before I had to meet with the investigative team and I was planning on spending them figuring out whether or not Mack's bequest was worth dropping everything to go out and deal with. There was a lot of work coming up for the *Scarab*, and getting to Gemini wasn't exactly a day trip. We had contracts to fulfill. I had a career with Kane, who treated me as a first officer and a son. This was a terrible time to take an extended vacation.

I was pacing, looking over at the faint green light on the communications console, when my reverie was interrupted. It was Jo opening the door.

"What happened to you? You look more confused than a Firrekan hatchling."

"Have a seat, Jo. It's nothing, really. Just that I got this message that my grandfather died and they want me to go out to Gemini, of all places, to take care of the estate," I said, pointing to the console.

"Oooh, an estate? Really? I thought you said Mack was an old drunk, spent his time remembering his glory days for anyone who'd listen and a few that wouldn't." She was shaking her hair, as if its tangles took priority over my dilemma.

"Turns out he had a ship. A *Tarsus*. Maybe even a little cash. Who knows?"

"I think you should quit the *Scarab*. Go out there and get that ship," she said, with more than a trace of sarcasm in her voice. She started to pace. "I think you should drop everything - me, Kane, the *Scarab* - and run away to where you'll be poor and a nobody." She stopped pacing, squared her shoulders and glared at me. "Look, seriously, I don't think you should do it. If you decide to leave the *Scarab*, come here and work with us, but don't go taking risks if the only up side is an out-of-date ship. The *Tarsus* hasn't even been manufactured for ten years!"

I didn't answer. I didn't have an answer - not yet - and we had business to attend to. The silence quickly got awkward, but I didn't know what to say. Still in silence, we headed over to our meeting.

We were a good team. We got along well and understood what needed to be done. With all the equipment at our disposal it was easy to set up a detector for non-standard emissions. There was a nearby asteroid field, and that's where we focused our search. We were poring over the data transmitted by a probe that entered the asteroids a handful of hours ago, just before our arrival in system. Though frustrated that we hadn't discovered anything immediately, we resolved to be patient and thorough. It wasn't too long before the slow and steady approach paid off.

Jo spotted it first. There was a small peak in X-ray emissions, as if a short burst had hit the probe. Blake said that he had noticed a similar anomaly a few days ago but it had been dismissed because they were actively searching for something else. He put his tea down to rifle through his notes from the last week and announced that the previous Xray peak was also recorded by a probe sent to the asteroids. We put the computer to work looking through the last month's probe transmissions for other X-ray spikes. We had to be sure it wasn't a false reading or a natural occurrence. As Blake fired search parameters and commands into

the computer, Jo and I set to work breaking down the Xray peak to see if we could determine whether it was a man-made transmission or not.

Almost simultaneously, Sorensen announced that there had been several X-ray peaks, all from probes to the asteroid field and all within the last three months, and we discovered that it was indeed a man-made emission. The next step was to see if any information could be gleaned about where this message had been sent from. This turned out to be the easy part. The probes automatically report the direction from which they receive any input. Confirming with all positive reports we were able to triangulate on the source. It was us. All the anomalous X-ray peaks had originated from Sheol.

"Can we pinpoint where the messages were sent to?" I wanted to know.

"I don't think so. It was really sort of an accident we caught the transmission at all. Whoever these guys are, they're definitely using the asteroids for cover," said Blake.

I was curious as to who might have access to equipment on the base that could send such a signal. Jolene and Blake agreed that there was no convenient means available and that whoever was sending these messages must have their own device. It was time to bring the others in on our discovery.

We sent the base captain a report via computer. After we decided to meet again after dinner to devise a way to search the base for an X-ray emitting device, I headed off to inform Kane of our discovery and to get his input on ways to search for the emitting device with maximum efficacy.

Running up to Kane's quarters, I nearly smashed into a harried-looking Furstenburg, who said he wanted to get the *Scarab* fired up and into space to fill a gap in the patrol schedule as soon as I was ready. He wanted to come along. I thought this was a strange request; I could think of no reason he should want to be on a patrol run. Furstenburg didn't seem himself. Still, I agreed.

When I burst into Geof Kane's quarters, he was pacing the room like a caged lion, muttering something about the two other ships that had been attacked as they neared the base. Scratching his once black, now white, crew cut, he mumbled, "Why wasn't the *Scarab* attacked?"

Reluctantly, I interrupted his pacing and filled him in on the message beamed from the base to the asteroid field. His face became even more somber than it had been to start with. I also told him about Furstenburg's request. Kane asked if we had determined when the messages first began. I gave him the three-month figure and he frowned. It all came together.

"It looks to me," Kane said, "like Lars Furstenburg is out to sabotage the base and he needs to ensure safe passage out of the system. He expects us to be that ticket. Let's go …"

Kane rushed from his quarters and toward the *Scarab*'s hangar, towing me along in his wake. Furstenburg was there waiting for us. Kane wasn't one to let talking get in the way of action. He moved toward Furstenburg with the ferocious look of a predator closing for the kill. Furstenburg stood his ground, only his eyes revealing a kind of nervous fear. Kane backed Furstenburg up the ramp and into the *Scarab*'s hold. I was close behind.

"When is it coming?" Kane roared. "When are your people gonna attack the base?"

Furstenburg answered by pulling a blaster from beneath his coat with faster reflexes than I'd given him credit for. He spoke slowly, steadying his nerves, "It does not matter. There is no way this evil font of technology can survive our onslaught. You will pilot me off base. Now! Your lives may be spared despite your high tech alliances."

Despite the obvious danger, Kane hadn't stopped moving toward him. Behind my captain's advancing bulk I was able to draw my gun, an old-fashioned laser that worked well on flesh without damaging a bulkhead. I dove to the side, firing past Kane on my way to the ground. A burst of brilliant red light sliced into the base commander-turned-Retro. Kane looked down on me.

"I'd have decked him, son. No need to get dramatic."

We had no idea how much time we had remaining before the assault. All we could do was get out and try to stop the attackers before they reached the base. I headed for the bridge as Kane went to assemble a skeleton crew. I had all engines ready for launch when I heard the hatch close and the pounding of gunners' feet on the metal floors as they headed for battle stations. I didn't wait for clearance to launch. The *Scarab* was ready and we were likely the base's only defense. It seemed that Furstenburg had disabled the base's automatic defense systems.

Out in the void we turned toward the asteroids. White *Talons*, Retro ships for sure, emerged from their hiding places and headed to intercept. The Church of Man was continuing its campaign against all things technological and we were its next target. Kane took the helm as I headed for a vacant turret. It wasn't long before we were in amongst them, the all-seeing eye of their agrarian deity emblazoned on their fighters. These were maniacs, unafraid of death, willing to ram you, destroying your ship even if it cost them theirs. From the turret I could see flames erupt from our hull, a quick burst of plasma destroying an enemy. That reduced the odds to five against one.

Then my radar went red. I thought it was a glitch. There was a swarm headed past us straight for the base. We'd been suckered into a trap, separated from the base the way wolves separate a calf from its mother. Before I could get a lock on any of the ships I was slammed against the inside of the turret. We were out of control, spinning without purpose. I unstrapped myself, clambered from the turret and headed for the bridge.

When I got there, I stopped short. The bridge was filled with smoke and debris, red warning lights flashing in the half light, cables hanging lifelessly from the ceiling where a panel had fallen and crushed Kane. There was nothing we could do for him. There wasn't much we could do at all but fight for our lives. I assumed command, sent most of the crew back to their guns and the rest to restoring our maneuverability. This was too big a job for our one repair droid.

Outside, three *Talons* still circled us, two of them damaged. I knew that, given our condition, we couldn't do much to them but there had to be something. Switching power from guns to shields, I resolved to use the ship's bulk as her defense. It didn't take long for a Retro to make the mistake of flying directly in front of us. I engaged afterburners and sent the *Scarab*'s weighty prow through the tiny ship. I had the comm lines open and shouted orders into the air.

"I'm taking the shields down. Hank and Johansen use the extra power to blast those freaks. Everyone else hold your fire. On my mark … NOW!"

Johansen destroyed his target, but Hank only managed to clip his. Its shields were down but there was no hull damage. The quick *Talon* turned to approach us from behind. Textbook, I thought. I hit dead stop, freezing our position. He blew past and Hank nailed him with a torpedo. We were in the clear for now, but Sheol was dying. Lights blinked out all along its hull as power was cut. We could see they had been boarded - white *Talons* stood out against Sheol's dark hull and the guns protecting the main hangars sat lifelessly by as enemy ships were docked. All I could think of was Jo fighting for her life against those bark-eating, anti-urban, anti-stellar, neo-pagan, hypocritical, knowledge-destroying fanatics. I went red trying to turn the *Scarab* to her rescue. They had to pry me from the controls. Sheol was a loss and we weren't doing much better.

By the time we had jumped back to a civilized world I was numb with grief. Jo was certainly dead, we had buried Kane in space during the trip, and the *Scarab* had received much more damage than we had the finances to repair. We sold the ship for scrap and divided the cash. Some of the crew stayed together, hoping to find financial backing. Some went back to far-away families left waiting months ago. I had no choice. I exchanged work for passage on a small merchant ship, the *Sword of Damocles*, and headed for Troy in Gemini. There I knew I'd find a new beginning, a chance to be the explorer I had admired in Mack Christiensen and the master of his own fate I had admired in Geof Kane.

Mack's bequest had the unfortunate side effect of actually costing me money. The *Tarsus* he left was no longer in working order and I sunk most of my money and what little he left me into repairs and hangar fees. It's been nearly two months since that day I last saw Jo, and I'm ready to move on. I have my own ship and a new destiny as Gemini's newest privateer.

9.2   Gemini Sector: An Overview

By Lieutenant Gabriel Quentin, Exploratory Services

Gemini is still a newborn sector struggling to find her feet. It has only been 30 years since the military set out to contain Kilrathi expansion by entrenching along the border. It was during this early entrenching period that the Exploratory Services (ES) were first called in to map out available resources, including habitable planets, mineral-rich asteroids and jump tunnels.

Within the first five years of exploration two major factors contributed to the opening of Gemini to public enterprise. The first was the rapid entrenchment of military forces far from established supply lines and support services - they needed access to local resources. The second factor was the tremendous wealth of resources discovered by the ES in Gemini. This was essential in boosting the Confederation's gross worth. As developers and entrepreneurs moved in to exploit the discoveries made by the ES, several standard base types evolved (see below). As the populations grew, Gemini was divided into four political/cartographic quadrants — Potter, Humboldt, Fariss and Clarke, clockwise from bottom right on a standard Gunther projection.

9.2.1 Quadrants

Clarke

Clarke is the fortress, the heart of the military entrenchment begun 30 years ago. Today, the seat of all Gemini's naval forces, Perry Naval Base, is in Clarke. This is the front line, dotted with jump points into Kilrathi territory. In this area, ships must constantly be ready to engage in border skirmishes. However, because of our strength, there has not been a full-scale battle in Gemini for 11 years. The whole sector owes its existence to the strength of our naval forces, forces that have blossomed under Admiral Terrell's capable leadership.

Fariss

Asteroids. That one word sums up any traveler's experience of Fariss. Here are more mining bases than in the surrounding five sectors combined. There are agricultural planets and refineries, to be sure, but the most prevalent industry is the extraction of minerals from the many large asteroids that clutter Fariss' attractive vistas.

Humboldt

Humboldt is the sparsest of the quadrants. The central hub of Humboldt is Junction, a system with three habitable planets and six jump points. The quadrant is limited in natural resources, but Junction earns its name as one of the most essential nodes in Gemini's web of jump-ways. Aside from Junction, Humboldt offers few mining and refining opportunities and a lot of empty space.

Potter

Potter is the heart of what little civilization Gemini has. The capital, New Constantinople, is located here, as are many other large population centers. The most important of these, New Detroit, is renowned for the wealth of work and opportunity to be had there, not to mention the high quality of alcohol imported from Centauri and Ceti Prime. Potter is the only quadrant that has more than one Pleasure planet, built entirely on rabid consumerism and providing R&R for the military types. Reports of Kilrathi and pirate attacks in Potter have dropped to the lowest rate of any border sector.

9.2.2 Base Types

As mankind has settled the stars, several types of bases appear wherever we go. As you travel throughout the quadrants you will certainly encounter each of these. Below, you will find a thumbnail sketch of each base type to help you set your expectations and goals before landing at any given locale. Also listed are four of Gemini's most significant places: Perry, Oxford, New Constantinople and New Detroit. Be advised that not every base will buy what you have to sell - for example, it is obviously futile to try to sell unrefined plutonium to an agricultural planet. Trade can be very lucrative if you don't get discouraged and keep your wits about you. Enjoy your stay - may it be full of adventure and profit!

Mining

General Notes. Mining bases are affixed to and carved into large asteroids. This means that flying through an asteroid field is usually mandatory for getting there. Mines are most prevalent in Fariss Quadrant, though they are also found, less frequently, throughout the sector. The bars are generally Spartan and all drinks have been imported (and are therefore expensive).

Trading Tips. Mining bases need food. They have plenty of minerals and not much interest in luxury goods. Mining bases also seek ways to distract their lonely workers. Issues of *Plaything*, games or other entertainment are in high demand.

Agricultural
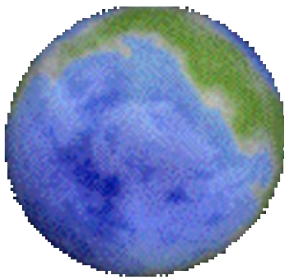
General Notes. These are planets whose primary industry is farming. They are usually large, with a high land-to ocean ratio. Terraforming is in progress on most of these worlds, but domed cities are still the rule. Life here is a lot of work, and Gemini is trying to encourage colonists to have more children and settle down.

Trading Tips. Furs, lumber, pets, grain and foodstuffs are available here. They have a great need for more equipment and workers, as well as housing for their growing population.

Pirate

General Notes. With the population boom has come a piracy boom. At times, entire bases have been taken over. These hostile takeovers have been mostly limited to Fariss Quadrant and, therefore, to backwater mining bases, especially those left abandoned due to depleted resources. Pirate bases are a hazard to aboveboard shippers and a boon to unscrupulous dealers in illicit goods. Due to the nature of this type of base, no guild offices are ever available here.

Trading Tips. While I would rather say that it is not possible to trade with pirates, that is not the case. These bases need food and trade in weapons. They deal in drugs such as Brilliance, and continue to trade slaves as if we were living in the 23rd century. Please note that persons known to attack merchants and trade in contraband are considered saboteurs of the war effort and are attacked on sight by Confederation forces.

Pleasure

General Notes. Pleasure planets are the result of high demand, a sudden population explosion and a few lucky prospectors coming into too much wealth too soon in their lives. These are places of hedonistic games, a *tromp l'oeil* of culture. They are also important pressure valves during these tense times.

Trading Tips. Pleasure planets are hotbeds of consumerism. The population is interested in buying drugs, art, furs, games and anything fun or exciting. Unfortunately, they produce little besides movies.

Refinery

General Notes. Refineries are platform-based space stations whose primary purpose is to turn the natural resources of Gemini's asteroids and planets into advanced fuels, durable goods, etc. They are a major employer of skilled labor and are found throughout all four quadrants.

Trading Tips. Like mining bases, refineries have a great need for food and entertainment. They also need natural resources shipped in for processing.

New Constantinople

General Notes. New Constantinople is the capital of Gemini Sector. It is a major population center, with representatives of every major industry. It is located in central Potter and receives fairly heavy traffic. Confederation and militia patrols have a high chance of being around the base to protect it and to police the merchants, preventing the movement of contraband on or off base.

Trading Tips. Almost all art to be found in the area is produced here. New Constantinople is the hub of all political and cultural events. Due to its importance, people come from all over to buy and sell nearly everything. It is a good place to do business.

New Detroit

General Notes. New Detroit is one of the most fascinating of Gemini's urban centers. It is our industrial heart and it beats with the rhythms of heavy machinery. Even from orbit, the pervasive gray of buildings and smog are visible. Before there were refineries in Gemini's space, there was New Detroit. For three decades the central metropolis has been expanding to cover the planet's enormous land masses. Its bars and other businesses sit at the bottom of skyscrapers like the little hunched prophets at the bottom of Hadrian's Gorge. Definitely a place to visit and an even better place to do business.

Trading Tips. Competition is stiff here. There is a glut of manufactured goods. If it's manmade, you can bet New Detroit's got it. They need natural resources and are willing to pay the price to get them. New Detroit's mixture of highbrow and sleaze industry means that there's a nook, out of the incessant drizzle, for any goods you wish to buy or sell.

Oxford

General Notes. The intellectual seat of the sector, Oxford is a university planet, well known for its research facilities. It has been built out to resemble Old Earth, specifically the old English college town. This makes the place a fantastic draw for tourism. It is located far from the front in Potter Quadrant and was one of the first planets terraformed in Gemini. Its library is renowned beyond Gemini's horizons, drawing scholars from distant suns to visit its hardwood halls and well-tended quadrangles.

Trading Tips. They will definitely sell books and other intellectual properties. Aside from that they have the same trading needs as any heavily populated agricultural planet.

Perry

General Notes. Perry, the military center of Gemini, is located in Clarke, not far from the Kilrathi border. Many military patrols originate here and you have a high chance of encountering these forces. Admiral Terrell runs his corner of the war from here. Perry is a model of efficiency and does a lively business in all industries. It is a fine example of starbase architecture as well.

Trading Tips. As the core of all local military operations, many supply lines come into Perry. They need food, medical supplies and the like. They sell lots of out-of-date weaponry here - a good start for a gun-runner. With so many merchants coming here, there is always a chance to pick up whatever you're looking to buy.

9.3 Survival Tips

by Lieutenant Travis Sanford

When I recently attended a convention on Oxford, I was fortunate enough to make the acquaintance of a young pilot working at the fighter base. Mark Thornton's boundless enthusiasm for his job impressed me so much that I decided to interview him for publication here. What I have compiled is condensation of our conversations about his training at the TCSN Academy. Here are the high points of his advice for rookie pilots.
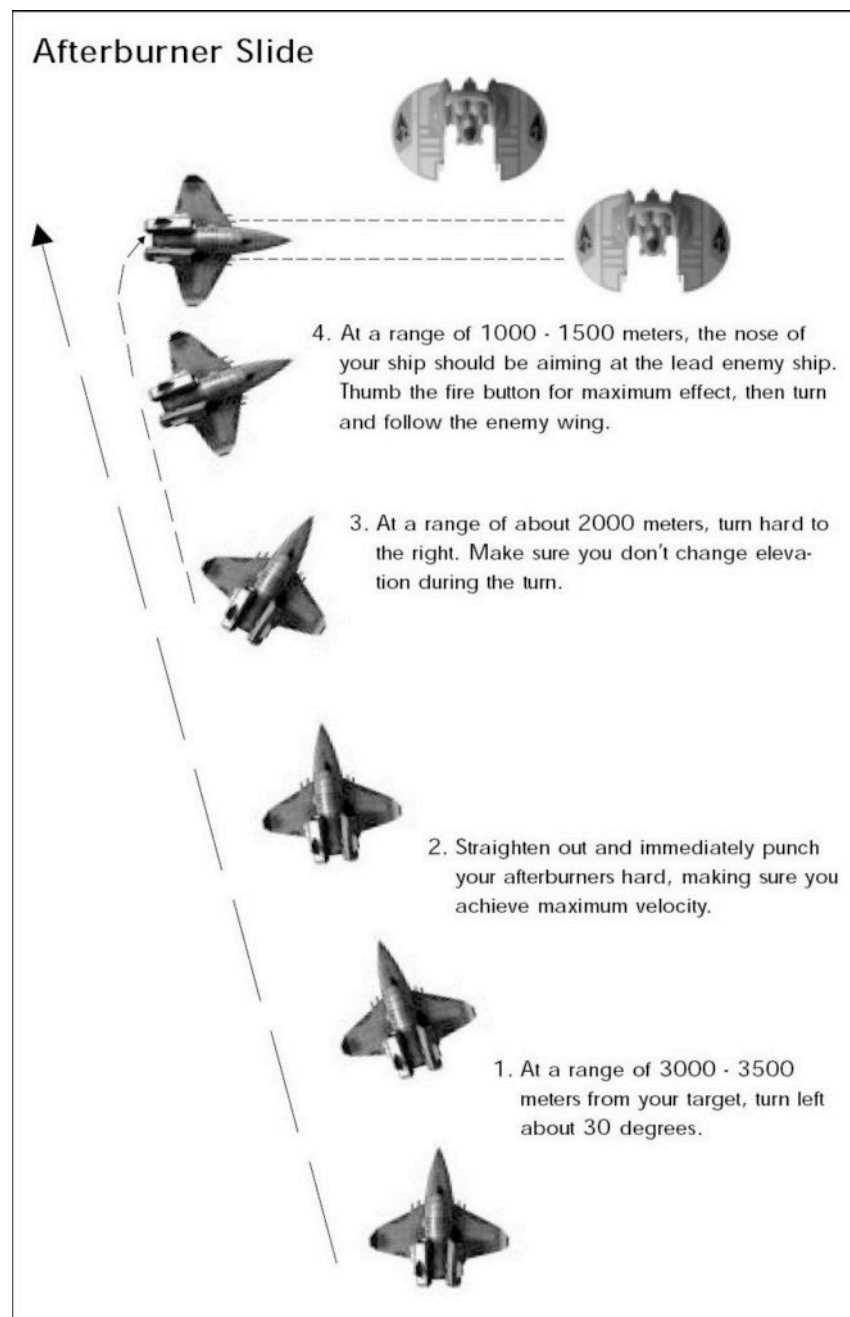
Use your weapons and blasters wisely. When you are attacking hostile fighters with a combination of different weapons, you should follow a few very basic rules. For example if you open fire too quickly after firing a missile, you might hit the missile while it is still on its way and explode it harmlessly, leaving your enemy unscathed.

In crowded dogfights, it is always advisable to keep one target locked and systematically weaken its shields with gunfire. Once you have damaged the shield protection, you can easily finish the job with a well-placed missile.

In general, it is crucial to maximize your energy levels at all times. Avoid opening fire randomly and at long ranges, since this wastes valuable energy and can weaken your shields at the same time. If there is no immediate threat in the area, you should probably cut down on your shield protection levels and save the energy in case of a sudden attack. A few well-placed shots at close range with full blaster power are often more effective than a whole barrage of long-range shots with diminished energy resources. You may overtake an enemy ship with superior afterburners, but take care not to use up so much energy that you do not have any resources left for your blasters. Balancing your energy is always a priority.

Target selection. The Examine Target MFD indicates how much damage has been inflicted on the hostile ship. Since you can evaluate shield damage at all times, you know when to launch an effective missile attack on your target. With the View Object MFD option, you can see exactly where your fire is hitting the target.

Afterburner Slide

4. At a range of 1000 - 1500 meters, the nose of your ship should be aiming at the lead enemy ship. Thumb the fire button for maximum effect, then turn and follow the enemy wing.

3. At a range of about 2000 meters, turn hard to the right. Make sure you don't change elevation during the turn.

2. Straighten out and immediately punch your afterburners hard, making sure you achieve maximum velocity.

1. At a range of 3000 - 3500 meters from your target, turn left about 30 degrees.

Afterburner slide. The afterburner slide is one of the most effective space combat strategies. If you are maneuvering at constant speeds, enemy tracking systems have no trouble honing in on you. Even velocity changes are not always enough to escape a deadly missile. If you punch the afterburners, however, and then turn hard to the right or the left, your ship will begin to slide. Since tracking systems have no way of anticipating a movement of this kind, an afterburner slide is one of the most successful defensive tactics. Slides also remove you from the line of fire and place you in a perfect position for a side attack on enemy ships. Most fighters carry weaker port and starboard armor, making a side approach the most obvious choice. When a hostile fighter is at a range of approximately 3500m, begin turning to the right at an angle of 30°. As soon as the enemy craft is barely visible on your viewscreen, hit the afterburners and accelerate to your maximum speed. Then turn hard to the left. Maintaining your current elevation during the slide is absolutely essential. Otherwise you are no longer able to open fire on your target from a side position.

Vary your speed. The most basic evasive strategy in combat is to vary your speed. Spin and turn maneuvers are not al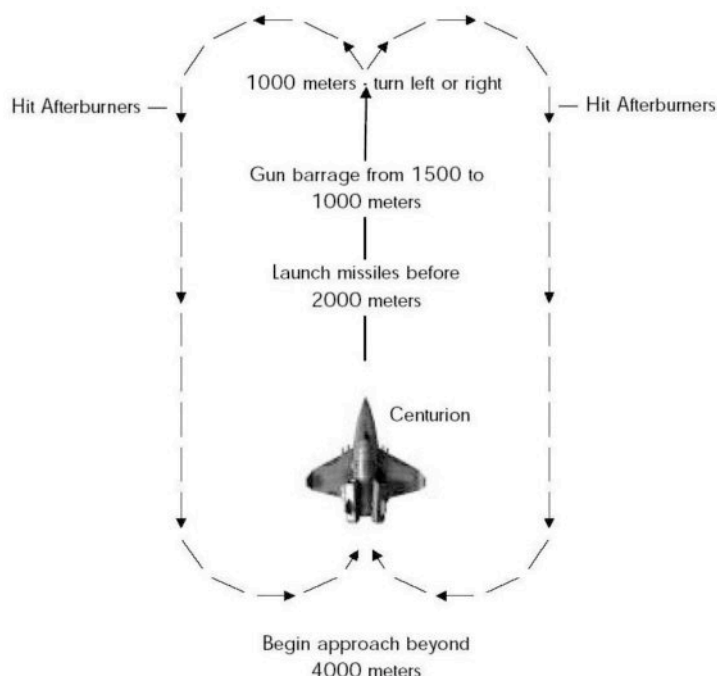ways sufficient to shake off a Church of Man terrorist. Using your afterburners for short, unexpected bursts of speed add an element of unpredictability to your projected flight path that make it hard for an enemy to zero in on your vessel. Keep in mind, though, that afterburners expend tremendous amounts of generator power. Similarly, decreasing

your speed to zero can mislead even the most experienced opponent. However, you must immediately increase your speed again or you become an easy target for any aggressor.

Communications. Communications are an important part of any combat strategy. If you wish to fight a neutral pilot, you can turn him hostile by sending insulting messages over your communications system. On the other hand, you may also successfully appease an incensed opponent by communicating your friendly intentions to him.

Attacking A Capital Ship

Kilrathi Kamekh-class Destroyer

Hit Afterburners —

1000 meters, turn left or right

— Hit Afterburners

Gun barrage from 1500 to 1000 meters

Launch missiles before 2000 meters

Centurion

Begin approach beyond 4000 meters

Concentrate on one enemy. The ITTS and other targeting features make it easy to keep one ship locked into your sights at all times. Shield generators can regenerate damaged defenses fairly quickly, making it essential to follow up each hit quickly. If you wait too long, you waste your shots. Instead, select one enemy and focus on it. Then try to take it out with quick, successive hits.

Attacking capital ships. Most capital ships are equipped with a formidable array of deadly weapons, which making attacks against them extremely dangerous. In addition, most capital ships are escorted by a contingent of fighters which must be taken out first. Once you have defeated the escorts, you approach the capital ship itself. The strong armor and shields on these vessels effectively counteract almost any damage inflicted upon them. Due to the blaster power on capital ships, a side attack is close to suicidal. In general, the best strategy for a capital ship attack is a maximum velocity rear attack. There is less blaster fire to the rear and the rear armor is usually the weakest. Make sure you have full blaster power before you start your maximum velocity approach from a distance of 4000m. You should begin firing missiles at a distance of about 1500m. At 1000m, break hard to the left or right and circle back before you begin another approach. This gives you some time to regenerate your blaster power. If you stick with this form of rear attack, you will soon record your first capital ship kill.

10 Glossary

"Vertex Arrays" - Vertex (drawing) data is stored in an array (record). OpenGL needs only call on the array, rather than execute every command in the array. In effect, OpenGL draws a star ship each time one is needed - need five, draw five times.

"Compiled Vertex Arrays" - Vertex data in an array can be locked down when it is expected to be used multiple times. In effect, OpenGL does not recompute the locked array data until all surfaces using that data have been drawn. OpenGL copies a starship only when the vertex array is compiled ... if more than one ship is on screen then it will only need to download it the first time to the card.

"Display Lists" - This setting takes vertex commands and stores them for later execution; it defines a drawing for multiple execution later. While vertex arrays can do this with a lesser amount of memory, display lists can operate faster. Graphics hardware may store display lists in dedicated memory, therefore increasing speed and efficiency, as well as offsetting the need for extra memory. Recommend do not use this setting if you do not have a high powered graphics hardware card.

"Separate Specular Color Vertex Lighting" - This setting identifies the bright specular highlights that occur when light hits an object's surface and projects onto your ship's reflectivity analysis of the surface. In effect, you get a shine effect on an object that changes depending on where both the viewer and the sun are.

"Per Pixel Lighting" - Per-pixel lighting offers the ability to calculate lighting effects at the pixel level, greatly increasing precision and realism in a scene. This setting makes the lighting effect sharper and more defined. Per pixel specular lighting is designed for a graphics card that supports pixel shaders – a DirectX8 or higher compliant card. Cards that will meet this criteria are nVidia GeForce3 and ATI 9000 series or above Selecting per-pixel lighting with an older card will result in sub-par performance as the pixel shading is done via software rendering (i.e. by using your CPU).

"Reflection" – Selecting reflections calculates an environment map based on the background surrounding a ship. This map is used where the visual mesh is declared to be specular and is projected onto your reflectivity analysis of the surface (your view). One result is that objects become capable of reflecting light and can act like a mirror surface.

11 History

Year	Title	New Author	Publisher
2004	Privateer Manual v1.0	Kim Scutts	(unpublished)
2005	Privateer Manual v1.0.3	Kim Scutts	(unpublished)
2005	Privateer Manual v1.1	ed. Joe Keefe	(unpublished)

12 Resources

Privateer Remake Homepage

Find the latest news, files and all other Wing Commander[©] Universe: Privateer[©] Remake related information at this website:
http://priv.solsector.net

Privateer Remake Forums

Follow the latest conversations amongst the Wing Commander[©] Universe community here:
http://vegastrike.sourceforge.net/forums

Privateer Remake Files

Find the latest stable releases for all platforms here:
http://priv.solsector.net/downloads.html

Wing Commander CIC

All the latest news, file repositories and other Wing Commander[©] related information at this website:
http://www.wcnews.com

13 Appendix 1: Tutorials

Wherever you see letters in bold and bracketed (for example: **[d]**), please press that key.

13.1 Tutorial 1: First Arrival

*"Mack's bequest had the unfortunate side effect of actually costing me money. The **Tarsus** he left was no longer in working order and I sunk most of my money and what little he left me into repairs and hangar fees."* **Extract from original Privateer Manual copyright** ORIGIN **1993.**

With a sigh of relief, your next thought was to go in search of some rest and recreation, and then you'd see what the universe had to offer!

It is suggested that you read **Chapter 6** before continuing.

After loading Privateer Remake, the first screen to appear in front of you is the Concourse for the Mining Base Achilles. Notice in the center view is your ship, currently located on the Landing Pad. Located around your ship are various access points to the remainder of the base. Use your mouse and scroll around your screen. At certain locations, you will notice writing appear at the base of the screen. This writing informs you of an access point, and what location on the base it will lead you to. Alternatively, right click, which takes you immediately to each point in sequence.

The Bar (p37)

Locate 'the Bar' since we're after a bit of R&R. When the access point is highlighted and the name appears, click. This activates the location, and 'The Bar' will appear as a new interactive screen. Here at the bar, you can always chat to the bartender to get the latest information, game play hints and gossip. Click on the bartender and his or her conversation will appear at the top of screen. Repeated clicking will trigger various conversations.

Occasionally, fixers will appear in the foreground of the screen, usually seated at a table of some sort. Fixers make available various missions, equipment or knowledge for playing Privateer Remake. Refer to page 37, on how to interact with the fixers.

Locate the bar exit point, and click. We arrive back at the **Concourse**.

Mission Computer (p24)

Well, I've had a drink, so what's a pilot do for fun around here?

From the Concourse, locate and enter the Mission Computer using the same process used to enter the Bar. Accessing the Mission Computer takes us to the Missions Screen. You will notice, however, the top of the screen shows three buttons, **[Missions], [News]** and **[Info]**. The **[News]** button accesses the News Screen in the Mission Computer. The **[Info]** button accesses the Player Information Screens. The **[Missions]** button returns you to the Mission Screen. Clikc on the **[Missions]** button.

We are now in the Missions Screen. From here, you can review what basic missions are available. While fixers offer more dangerous, more interesting (and more lucrative) missions, they are often few and far between. The missions here are more standard in nature (but not necessarily less dangerous!). Click on one of the green categories. The category expands to show the available missions of that type. Highlight one and click. Notice that the details of the mission appear in the right hand screen. If you wanted to accept the mission, you would click **[Accept]** at the bottom of the screen. We're not quite ready for missions, so leave the Mission Computer and return to the Concourse using the **[Done]** button.

Commodities Exchange (p27)

If I want to get anywhere in this universe, it's going to take money, and lots of it!

The simplest way to make money is to trade cargo. Buy where it's low priced, and sell high. To do this, you need to access the Commodities Exchange. Within the Commodities Exchange, click on the computer screen – this takes you to the Cargo Screen. Notice at the top of the screen, the type of base you are on (Achilles is a Mining Base). Underneath, you may note that you have 2,600 credits to spend, and 100 cargo spaces to fill. Your aim here is to obtain as much lowly priced cargo as you can afford and that your cargo space can take. The types of cargoes available are classified by category with many having subcategories.

A Mining Base is big on producing raw materials such as Iron, Tungsten, Uranium and Plutonium. As such, select the Raw Materials category. You will see a drop down of subcategories: Gems and Metals. Don't be worried if one or more don't appear, not all places produce the same goods all of the time.

Lets look at what Metals are produced by Achilles. The Metals subcategory opens into further subcategories, which in turn open out to show various types of cargo, colored white. This means that we have both the room in our cargo bay to fit the cargo, and the credits to buy them. If we didn't, they would be red in color, and we wouldn't be able to buy them. Highlight a cargo. Notice that three buttons appear in the center of the screen, **[Buy]**, **[Buy 10]** and **[Buy 1]**. These buttons let you buy (respectively) all the cargo available, ten (10) of the cargo, or one (1) of the cargo. Press **[Buy]**. Notice how the cargo disappears from the left, and appears in the right screen? Similarly, your credits and cargo space have reduced. You have now bought the cargo. If you wanted to sell the cargo, you would highlight it in the right screen, and click the **[Sell]** button that appears.

We want cargo to trade, though, so stay in the left screen. Repeat the above sequence to purchase as much cargo under Raw Materials as you can. Most likely, you will have credits and room in the cargo bay to spare. If so, move on to the next subcategory and purchase what you can from there.

When you cannot buy more Raw Materials (due to lack of credits, lack of cargo room or no more cargo available), click on the **[Save/Load]** button. This takes you to the In Game Menu. From here you can exit the game, save your game or reload a previous save. Highlight your pilot's name or create a new name, and click **[Save]** and confirm to save your game. If anything happens later, we can always reload.

Click **[Done]**, and exit back to the Concourse.

Ship Dealer (p30)

Fireworks! Lots and lots of fireworks!

Our last point of call before leaving is the Ship Dealer. If you want to repair, upgrade or change your ship, this is the place to do it. From the Ship Dealer, locate and access the Upgrades Booth, then click on the Computer Screen. This screen is operated in a similar manner to the Commodities Exchange. Feel free to have a look at the available upgrades at Achilles. Since you used your credits to buy your cargo, you probably can't afford anything here. After a cargo run or two, you will hopefully have enough credits available to be able to afford something from here. For now, just note that the right screen shows the upgrades currently on your ship. If you get into trouble, at least you have something to fight back with!

13.2 Tutorial 2: Your First Cargo Run

Well, that was a nice, peaceful interlude. Achilles isn't so bad, but I'm not the type of person who's happy, covered in dirt and dust unless it's from a spaceport. I've got wanderlust, and a whole universe to indulge it with!

It is suggested that the player read **Chapter 6** before continuing.

Well, that's the whole point isn't it? You're the type of person who sees life as a journey to the grave, not with the intention of arriving safely in a pretty and well preserved body, but rather to skid in broadside, thoroughly used up, totally worn out, and loudly proclaiming 'Wow! What a ride!' But if you want the stars, there are a couple of guidelines worthwhile following.

Return to the Concourse and locate your ship. Sometimes, the Concourse may have access to a Landing Pad, but either way, you want to find your ship and highlight it. Click on your ship to initiate the launch sequences.

After lift-off, your screen will be replaced with a Cockpit View. Overlaying that will be a large box, your Nav Map. Use **[CTRL+n]** to hide the Nav Screen, since you are following this tutorial. Later, you will use the Nav Screen to find your way around the known systems. Right now, though, you should be looking into space.

Press **[n]**. This cycles your targeting system (p52). Notice the multi function display unit (MFD) changes its name and picture. On screen, a cross may appear around some feature in the distance, and your scanner will show a '+'. This is your current target. Press **[n]** repeatedly until the Agricultural Planet Helen is targeted. Press **[l]**. This locks onto the targeted base. Using your mouse, keyboard or joystick, re-orient your ship until the white navigation cross (representing the location of the base) is in the center of your screen.

Now that we're pointed in the right direction, we want to get there. Press **[=], [+]** or **[KP+]**. You will see a couple of indicators above the detection array increase from zero (0). These represent your set velocity and current velocity. Repeatedly pressing (or holding down) these keys will increase this number to a maximum point. Alternatively, **[\]** will set your maximum velocity, to which your current velocity will eventually match.

Under normal playing conditions, you could take hours to travel around a system. Privateer Remake, however, incorporates an Autopilot function that shortens the transition time between locations when there's nothing happening along the way.

You may notice the 'Autopilot' light in your cockpit. This indicates you can use the autopilot function. Press **[a]**. Your cockpit view changes to a camera panning around your ship, then reverts back again. You will notice you are now 15,000 meters away from your destination.

As you approach Helen, the closer you get, the bigger it gets. Common courtesy when you want to dock to a base or land at a planet, is to hail it and request permission to land. If you are playing on hard difficulty, press **[0]** while the base is targeted. As you approach, a green or red box will appear around Helen. These are the docking clamps. Carefully approach the green clamp. As you get close, press **[d]** to activate docking procedures. You may not be close enough to dock, so continue your approach and press **[d]** until docking initiates. If you are playing at a lesser difficulty, simply pressing **[d]** while close to Helen will initiate a dock.

Once docked, your HUD will be replaced with the Landing Pad at the Agricultural Planet Helen. Using the skills from Tutorial 1, access the Commodities Exchange, and sell your cargo. Don't forget to save! Your cargo bay should be empty, and you should have more credits than you started with.

Congratulations! You have made your first cargo run!

13.3 Tutorial 3: Making Some More Money

Well, that wasn't so hard was it? Used my head, bought some cargo, moved it to where it's needed and sold it, making some money out of the deal. I'm going to need more though. I've got lots of cargo space, and I don't want pirates getting their hands on anything in MY hold!

Obviously, you're going to need more money than what you made from your first cargo run. Repeat the process in tutorial 2, buying cargo at low prices, traveling to another base and selling high. The key is to find out what cargoes will make the most money, depending on the base you're buying from, and planning to sell to. This comes from experience, and landing at different bases.

As a hint, we recommend buying Food and transporting it for your second run to the other Mining Base, Hector. Don't go back to Achilles until your forth run, to give it time to generate more Raw Materials. From Hector, take Raw Materials back to Helen, picking up Food to take to Achilles. This is a pretty good circuit to begin with, building up some credits.

Along the way, don't forget to upgrade your ship! Adding more weapons, shields, armor, reactor power and various other upgrades will improve your ship over and above what you started with. It is a balancing act, spending credits on upgrades, as opposed to buying more cargo to make even more credits with, but eventually, someone is going to notice you, moving around the system and making money. Eventually, you will have to face a hostile opponent, and engage in combat.

13.4 Tutorial 4: Combat

It had to happen. Some nosy pirate, interfering Retro or worse, a Kilrathi force had to muscle in on my moneymaking. What's a pilot to do?

It is suggested that the player read **Chapter 8** before continuing.

The Wing Commander Universe is a dangerous place. Somewhere, sometime, a pilot has to be prepared to kill or be killed.

So, are you going to panic, or go in, guns blazing? Usually you realize you are about to have a battle because of a change in the music tempo. Another indicator is the lock light flickering in your HUD. Either way, something's got to give.

Once you are aware of hostile opponents, you can target them by pressing **[h].** Remember that if you are playing at medium or hard difficulty, you must turn to face a ship before you can target it. While doing this, switch your Multi Function Display unit (MFD) to guns and missiles using **[g]**. Cycle through your gun selection using **[g]** until you are happy with your gun load out. Similarly, use **[w]** to select your missile load out.

Your personal preferences will eventually suggest an attack velocity, but for now, have your Tarsus set velocity at full. Your aiming reticule (the circle and cross in the center of the HUD), should be directly over your opponent if you are head to head or on their tail. Otherwise, you want to aim slightly in front of their direction of travel, as your weaponry takes a small amount of time to travel between your respective positions (this is called leading your target). Once within range of your various weapons, trigger your fire control (press **[SPACE]** or click and hold for guns; **[ENTER]** or right click for missiles; or your appropriate joystick buttons). Expect your opponent to try to evade your fire, so make sure you keep your weapons on your target.

Note the MFD. This shows your opponent surrounded by its shields. As you fire upon your opponent, these shields will steadily reduce to nothing. Further hits on your opponent will then damage armor, and finally any critical ship components. Portions of the ship's wireframe will redden as your opponent takes damage. Meanwhile, keep an eye on your shields in the bottom left of the HUD. Your opponent is trying to do the same to you. Combat, therefore, involves your attempting to reduce your opponent's shields and armor, while evading your opponent's returning fire.

Eventually, one ship (whether through luck, skill or superior hardware) will defeat and destroy the other. You want it to be you, since the alternative doesn't bear thinking about. A suitably large explosion will reward you as your opponent comes apart at the seams. At this point, press **[h]** again to cycle to your next closest opponent, keeping in mind your possible targeting restrictions. If you find more hostiles, follow the above process and destroy them, ship by ship. It is highly recommended that you destroy your first opponent before attacking another. This ensures the first opponent does not have time to regenerate their shields, which you have just spent time and energy removing. Remember, ALL of your opponents will be attacking you, so your ship is losing shields and armor, and time is of the essence.

If no opponents remain, then congratulations! You have survived your first battle! Now, assess your damage. It may be that you now need to seek repairs to your ship. If so, dock at the closest habitable base or planet. Proceed to the Upgrades Screen (p30) and select **Basic Repair**. You may need to replace various ships' components too. While you are here, replace any missiles used, you never know when you'll need them next.

13.5 Tutorial 5: What Next?

When you have enough credits to spare, buy a jump drive. When back in space, select a jump point as a destination and autopilot to it. Fly into the blue sphere, then press **[j]** to activate your jump drive. You will watch a short animation, at the end of which you will note that you are now in a new system. Now its just a matter of learning your way around Gemini sector!

This ends this series of tutorials. You should now have the basics on how to move about on a base, navigate the stars and defend yourself against danger. Make some more credits, upgrade or even change your ship.

Then, feel free to journey to the stars!
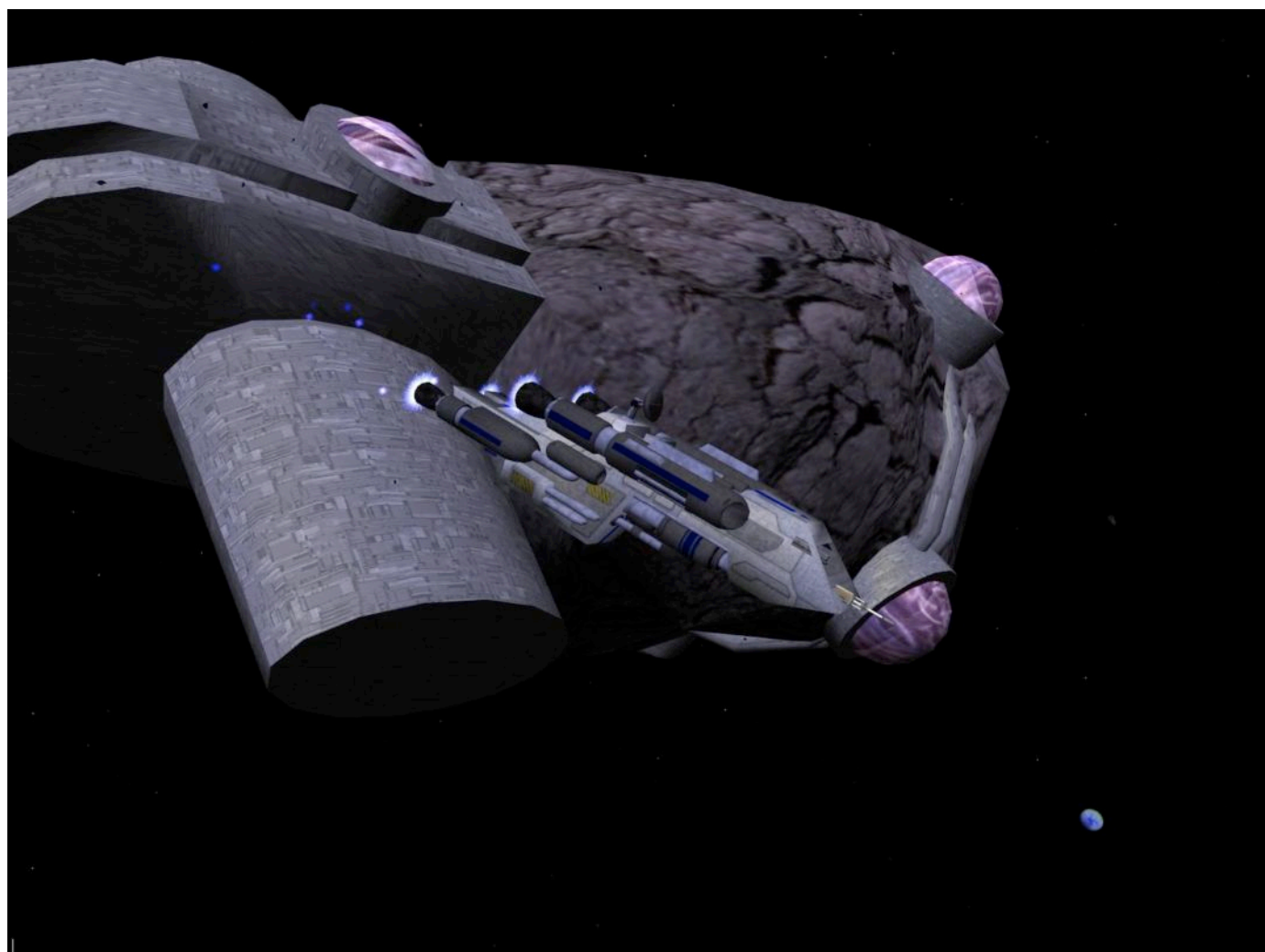
14 Mods

At heart, Vega Strike is a separate space flight engine, with a set of data files attached to create its own universe. As such, the Vega Strike engine lends itself easily for use in other universes. Listed below are some of the current mods. Included are details of any changes to the main manual to reflect the specific mod's requirements, or notes on existing manuals.

A full listing of current mods and associated information is located at http://vegastrike.sourceforge.net/phpwiki/index.php/VegastrikeMods

Below is a non-exhaustive list of the current mods, containing brief information on the mod, and changes to the manual for play purposes.

14.1 Vega Trek

14.1.1 What is it?

The first mod for Vega Strike, Vega Trek introduces the universe of **STAR TREK**© to the concept of wheeling and dealing. Ever wanted to beat the Ferengi© at their own game? Prey on the Cardassians© as they prey on others? Every wanted to replay one of the historic battle scenarios, to see if YOU could have made a difference? Then this is the game for you.

14.1.2 Manual Changes

Under development, so currently Vega Strike default commands.

14.2 Wing Commander© Universe: Privateer© Remake

14.2.1 What is it?

Refer to this manual.

14.2.2 Manual Changes

Refer to this manual.

14.3 Babylon 5©

14.3.1 What is it?

TBA

14.3.2 Manual Changes

TBA

14.4 Vega Wars

14.4.1 What is it?

George Lucas's **STAR WARS**© retold the classic swords and sorcery tale of a hero seeking to rescue the princess, running afoul of an evil empire, with death and glory along the way. Vega Wars will be based in the **STAR WARS**© universe, including a series of missions in campaign format, and incorporating Privateer Remake's bounty hunter style of play.

14.4.2 Manual Changes

Under development, so currently Vega Strike default commands.

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16 Quick Key Guide

16.1.1 Navigation-Direction Keys

Name	Key(s)	Command	Description
Up	[CURSOR-UP] [KP-8]	*UpKey*	Align thrusters up, moving nose of your ship down.
Down	[CURSOR-DOWN] [KP-2] [KP-5]	*DownKey*	Align thrusters down, moving nose of your ship up.
Right	[CURSOR-LEFT] [KP-4]	*RightKey*	Turns your ship to the right.
Left	[CURSOR-RIGHT] [KP-6]	*LeftKey*	Turns your ship to the left.
Roll Right	[DEL] [*] [KP-*]	*RollRightKey*	Rolls your ship to the right.
Roll Left	[INS] [/] [KP-/]	*RollLeftKey*	Rolls your ship to the left.
Jump Drive	[j]	*JumpKey*	Press this to jump to another system. You must be within the blue jump sphere to activate.
Autopilot	[a]/[A]	*AutoKey*	Activate the autopilot when there are no enemies or hazards near.

16.1.2 Navigation-Speed/Velocity

Name	Key(s)	Command	Description
Decelerate	[-] [KP-]	*DecelKey*	Decrease the set velocity of your ship.
Accelerate	[KP+] [=] [+]	*AccelKey*	Increase the set velocity of your ship.
Afterburner	[TAB]	*ABKey*	Will accelerate your ship past set velocity. Afterburner velocity is not constant, and must be maintained by holding down the TAB button. Velocity will decrease to set velocity when released.
Match Velocity	[F9]	*SetVelocityRefKey*	Sets your zero velocity to your target's current velocity if you are targeting cargo.
Reset Velocity	[F10]	*SetVelocityNullKey*	Reset your zero velocity relative to the system's sun.
Stop	[BACK SPACE]	*StopKey*	Set current velocity to zero.
Full Throttle	[\]	*StartKey*	Set your velocity to maximum ship capable velocity.

16.1.3 Target-Select

Name	Key(s)	Command	Description
Target Display	**[e]**	*TargetMode*	Display 2D target wireframe including damage and shield status in MFD.
All Ships	**Forward:[t]** **Backward:[T]**	*TargetKey* *ReverseTargetKey*	Switches through all ships in radar range.
Significant/Neutral Units/Targets	**Forward:[n]** **Backward:[N]**	*SigTargetKey* *ReverseSigTargetKey*	Switches through all significant/neutral targets in current system.
Non-planetary/Non-natural Units	**Forward:[u]** **Backward:[U]**	*UnitTargetKey* *ReverseUnitTargetKey*	Switches through all Non-planetary/non-natural units (such as capships and fighters) in radar range.
Hostile Units/Targets	**Forward:[h]** **Backward:[H]**	*NearestTargetKey* *ReverseNearestTargetKey*	Switches through all targets currently targeting you.
Subunit Select	**[b]**	*SubUnitTargetKey*	Switches through the subunits of the ship you have currently selected.
Lock Unit/Target	**[l]**	*LockTargetKey*	By pressing this key you can 'lock' your selection on the selected target.
Front Targets	**[y]**	*PickTargetKey*	Pressing this key will pick Units in front of you (near the crosshair). Use to target ships or planets in front of you.
Save Target	**[ALT+1-0]**	*SaveTarget1-0*	Save up to ten targets to memory.
Restore Target	**[CTRL+1-0]**	*RestoreTarget1-0*	Recalls previous saved targets.

16.1.4 Combat

Name	Key(s)	Command	Description
Fire Weapon/Guns	**[SPACE]**	*FireKey*	Fires your selected guns.
Select Weapon/Gun	**Forward:[g]** **Backward:[G]**	*GunMode* *ReverseGunMode*	Cycles through your main weapons.
Fire Missiles/Torpedoes	**[RETURN]** **[KP-ENTER]**	*MissileKey*	Fires your missiles/torpedoes if your ship has some of them equipped.
Switch Missiles/Torpedoes	**Forward:[w]** **Backward:[W]**	*MissileMode* *ReverseMissileMode*	Cycles through your main missiles/torpedoes.
Auto-Tracking	**[k]**	*ToggleAutotracking*	Toggles auto-tracking capability if installed.
Report Damage	**[r]**	*DamageMode*	Display vital ship components and their status.
ECM Device	**[ALT+e]**	*ECMKey*	This key toggles your ECM Device (if you own one) causing incoming missiles to be confused.
Shield Power 2/3	**[s]**	*SetShieldsTwoThird*	Toggle shield power to two thirds.
Shield Power 1/3	**[S]**	*SetShieldOneThird*	Toggle shield power to one third.

16.1.5 Communication (General/Wingmen)

Name	Key	Command	Description
Comms VDU	**[c]**	*CommMode*	Activate communications MFD. Communication is with targeted object.
Form Up Wingmen	**[CTRL+f]**	*CommFormUp*	Tell your wingmen to form up.
Break Wingmen	**[CTRL+b]**	*CommBreakForm*	Tell your wingmen to stop forming up.

Formation			
Help Me	**[CTRL+h]**	*CommHelpMeOut*	Tell your wingmen to help you. They will attack the ship(s) attacking you.
Wingman Attack Target	**[CTRL+a]**	*CommAttackTarget*	Tell your wingmen to attack your selected target.
Talking to other ships/stations	**[1]-[9]**	*Comm1Key->Comm9Key*	Send selected message to targeted object by pressing one of this buttons.
Request Docking Clearance	**[0]**	*RequestClearenceKey*	Select a target (station/capship) you want to dock with and press this key. Additionally this brings up the docking clamp indicators. Requesting docking clearance is only useful if playing at hard difficulty.

16.1.6 Camera-Control

Name	**Key**	**Command**	**Description**
Toggle Cockpit	**[F1]**	*Cockpit::Inside*	Cycle between cockpit and HUD view.
Look Left	**[F2]**	*Cockpit::InsideLeft*	View to your left.
Look Right	**[F3]**	*Cockpit::InsideRight*	View to your right.
Look Back	**[F4]**	*Cockpit::InsideBack*	View looking to the rear.
Chase Camera	**[F5]**	*Cockpit::Behind*	View from above and behind your ship.
Panning Camera	**[F6]**	*Cockpit::Pan*	Provides a panning camera view of your ship. Move the camera by using the panning keys.
Target Camera	**[F7]**	*Cockpit::OutsideTarget*	Full screen 3rd-person view of your selected target.
Target Panning Camera	**[F8]**	*Cockpit::PanTarget*	Full screen panning camera view of your target. Move the camera by using the panning keys.
Pan Up	**[HOME]**	*Cockpit::PitchDown*	When panning, moves the camera up
Pan Down	**[END]**	*Cockpit::PitchUp*	When panning, moves the camera down
Pan Left	**[INSERT]**	*Cockpit::YawLeft*	When panning, moves the camera left
Pan Right	**[DELETE]**	*Cockpit::YawRight*	When panning, moves the camera right
Zoom View In	**[F11]**	*Cockpit::ZoomIn*	Zoom in on target.
Zoom View Out	**[F12]**	*Cockpit::ZoomOut*	Zoom out on target.
Target Camera	**[v]**	*Cockpit::ViewMode*	3rd-person view of target in a MFD.
Screenshot	**[i]**	*Screenshot*	Takes a PNG screenshot without targeting brackets or docking clamps.

16.1.7 Game-Commands

Name	**Key(s)**	**Command**	**Description**
Toggle Quit Mode	**[ESC]** **[ALT+x]**	*Cockpit::Quit*	Brings up Quit function. Press **[q]** to quit.
Pause	**[p]** **[PAUSE]**	*PauseKey*	Pause the game.

16.1.8 Turret(s)

Name	**Key**	**Command**	**Description**
Switch Turret Control	**[]]** **[CTRL+F1]**	*TurretControl*	By pressing this button you can switch to the manual control of your turret(s) (if you have one/some equipped) and switch back to cockpit control.

AI On	**[CTRL+t]**	*TurretAIOn*	Activate Turret(s) AI and request attack on current target.
AI Off	**[CTRL+r]**	*TurretAIOff*	Deactivate Turret(s) AI.
Weapons Free	**[CTRL+w]**	*TurretAIFireAtWill*	Turret(s) will fire at will on all ships belonging to hostile factions.
Attack Target	**[ALT+t]**	*TurretTargetKey*	Request attack on current target.

16.1.9 Info/Mission/Cargo

Name	**Key**	**Command**	**Description**
Nav Screen	**[M]** **[CTRL+n]**	*Cockpit::NavScreen*	Activate/Deactivate Map screen during flight.
Manifest Display	**[m]**	*Cockpit::ManifestMode*	Activate your Cargo Manifest.
Scroll Text Up	**[PGUP]** **[KP-9]**	*Cockpit::ScrollUp*	Scroll selected MFD up
Scroll Text Down	**[PGDN]** **[KP-3]**	*Cockpit::ScrollDown*	Scroll selected MFD down
Eject Cargo	**[X]**	*EjectCargoKey*	Ejects the selected (topmost) cargo in your cargo bay into space. Use the scroll text keys to move the appropriate cargo to the top.
Eject Non-Mission Cargo	**[CTRL+x]**	*EjectNonMissionCargoKey*	Similar to Eject Cargo, but will only eject non-mission cargo.
Enslave	**[ALT+s]**	*Enslave*	Enslave all passengers and captured pilots (except hitchhikers).
Free Slaves	**[ALT-f]**	*FreeSlaves*	Free all slaves (become hitchhikers).
Objectives Display	**[o]**	*ObjectiveMode*	Display current mission objectives MFD.

16.1.10   Sound and Music

Name	**Key**	**Command**	**Description**
Skip Music Track	**[CTRL+s]**	*Cockpit::SkipMusicTrack*	Skip Music Track
Sound Volume Up	**[.]**	*VolumeInc*	Sound Volume Up
Sound Volume Down	**[,]**	*VolumeDec*	Sound Volume Down
Music Volume Up	**[>]**	*MusicVolumeInc*	Music Volume Up
Music Volume Down	**[<]**	*MusicVolumeDec*	Music Volume Down

16.1.11   Miscellaneous

Name	**Key**	**Command**	**Description**
Ejection	**[CTRL+e]**	*EjectKey*	Press this key to eject yourself out of your ship sitting in an eject pod. It has weak guns/shields and will not help you against enemy ships, but it will bring you to the next save and friendly station/ship.
Respawn after death	**[;]**	*Respawn*	Restores play to last saved position.
Self Destruct	**[CTRL+d]**	*SuicideKey*	Self destruct ship; press again for pilot death.
Ship Control	**[[]**	*SwitchControl*	Switch control from current to targeted ship.
Activate Dock	**[d]**	*DockKey*	When sufficiently close to planets/bases (or green

| Procedure | | | docking indicators if playing on hard difficulty), this key will activate docking procedures. |

16.1.12   Multi Function Display

These commands may have been listed previously, but are placed here as reference for the MFD.

Name	Key	Command	Description
Comms VDU	**[c]**	*CommMode*	Activate communications MFD. Communication is with targeted object.
Talking to other ships/stations	**[1]->[9]**	*Comm1Key->Comm9Key*	Send selected message to targeted object by pressing one of this buttons.
Manifest Display	**[m]**	*Cockpit::ManifestMode*	Activate your Cargo Manifest.