



1337

QUICK START GUIDE

HOW TO PLAY

So you want to start playing right now and avoid reading the Flight Training Manual? Fine. You can always get to it when you need more information. Here you will find a quick reference about the game's controls and basic ideas, so you can start immediately.

GAME BASICS

1337 is a space combat game. Well, not really, it is a simulator... No, it is, in fact a game about getting rich in a Galactic economy... Well it is indeed all of those. According to Wikipedia it *is a seminal space trading computer game*.

It is based in the original Elite (Ian Bell and David Braben), although many things are different. You will discover them soon, if you played the original game. If we look in Wikipedia for a description of Elite we will find something like this:

The space trading genre combines space-borne combat with a "buy low, sell high" freight transport system and the ability to use the profits to purchase ship upgrades.

The player, initially "Commander Jameson", starts at Lave Station with 100 credits and a lightly armed trading ship, a Cobra Mark III. Most of the ships that the player encounters are similarly named after snakes, or other reptiles. Credits can be accumulated through a number of means. These include piracy, trade, military missions, bounty hunting and asteroid mining. The money generated by these enterprises allows players to upgrade their ships with such enhancements as better weapons, more speed, increased cargo capacity, and more.

Instead of planetary systems, there are single planets separated by interstellar distances. Travel between planets is constrained to those within range of the ship's limited fuel capacity (7 light years) and fuel can be replenished after docking. Players can upgrade their equipment with a scoop, which can be used to collect free-floating cargo canisters and escape capsules liberated after the destruction of other ships.

An extremely expensive one-shot galactic hyperspace upgrade permits travel between the eight galaxies of the game universe.

And that is it, basically. On planets you will find goods to trade with. Depending on the planet's economy, inhabitants, technical level and government, these items will be cheaper or very expensive. Buy at low prices, travel to another system, sell at high prices, and you will make a profit. It is a good idea to buy things as food in poor agricultural planets, and sell them in rich industrial ones, for instance.

Command your Cobra space ship in a fantastic voyage of discovery and adventure, a supreme test of your combat, navigational and entrepreneurial skills.

Trade between countless planets, using the proceeds to equip your ship with heat-seeking missiles, beam lasers and other weapons-corporate states can be approached without risk, but unruly anarchies may be swarming with space pirates.

Black market trading can be lucrative but could result in skirmishes with local police and a price on your head!

However you make your money, by fair means or foul, you must blast onwards through space annihilating pirate ships and hostile aliens as you strive to earn your reputation as one of the Elite!

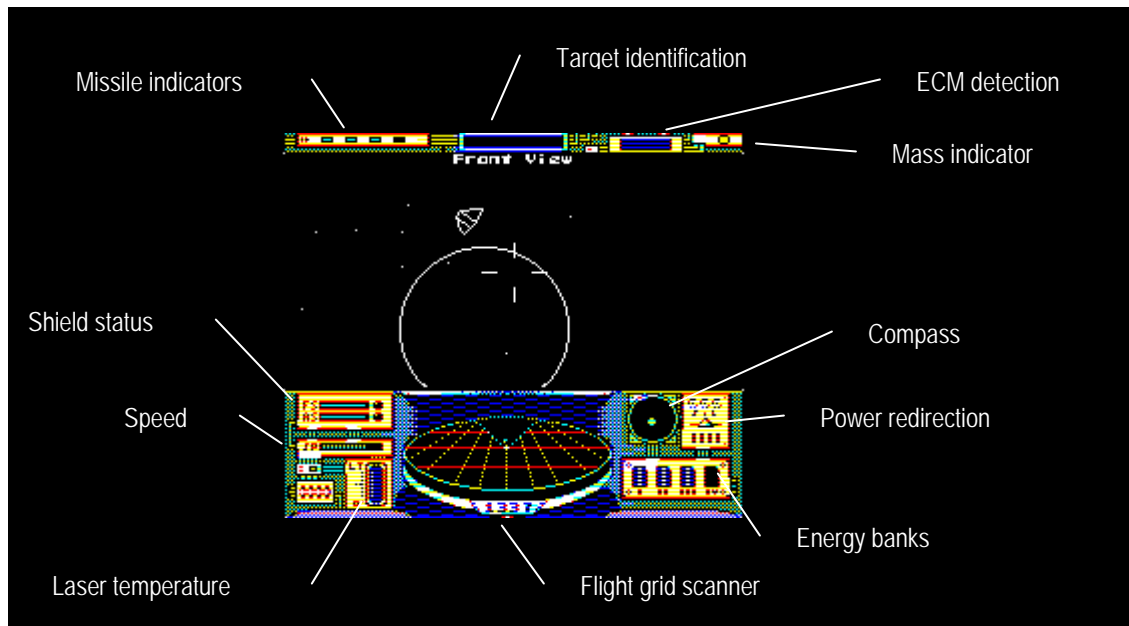
YOUR RATING AS A COMBATEER

To become an elite combateer requires great skill and great patience, because expert trading is essential before the necessary more powerful armaments and equipment available to the Cobra ship can be bought: beam lasers, more missiles, energy bombs, a docking computer, galactic hyperdrive, etc.

As you sail through space between the stars, and as you trade, you will live with your combat rating. You will begin as HARMLESS. If you survive your first skirmish you may be reclassified as MOSTLY HARMLESS. But on the slow climb to a status level that reflects a growing talent for combat you will have to engage many different ships, in many different skirmishes, in the System Space of many different worlds. You will then be classified as POOR, then AVERAGE, then ABOVE AVERAGE, then COMPETENT. Then you will become DANGEROUS, then LETHAL. And at last a few will become ELITE.

Fly your Cobra craft wisely and carefully. Remember: other pilots may be attempting to increase their own combat rating by attacking either innocent traders, or police Vipers (the ships of the GalCop Police Force). If you resort to such tactics (or if you adopt the fast-credit routine and trade in illegal goods) then your combat rating may rise, but your legal status: CLEAN -> OFFENDER -> FUGITIVE, will make you Public Enemy Number One with the Federation Crime Monitoring Authority and you will not be left alone.

MAIN COCKPIT



Missile indicators. This indicators show the status of the missiles and the targeting system. When lit they indicate that you have that missile equipped. If the indicators are green, missiles are unarmed. If yellow, they are armed and their targeting system is searching for a target. If red they are ready to be launched.

Target identification. This text panel displays either the planet's name or the type of the ship currently targeted by the compass.

ECM detection. This indicator will lit whenever Electronic Counter Measures are detected in the ship's surroundings.

Mass indicator. This indicator shows the presence of a big mass, generally planets, nearby the ship. When near the planet's space, this light flashes in magenta. If the planet is near enough as to prevent hyperspace jumps (according to GalCop new regulations), it will flash in yellow. When hyperspacing is safe, it will turn green and may turn red if you get too far from the planet, as the spaceport's beacon may be lost.

Shield status. Indicate the level of charge of your fore (FS) and aft (AS) shields.

Speed. Forward velocity of your ship.

Laser temperature. Temperature of your weapon system. Such powerful laser weapons need active cooling, fed by the ship's energy banks. If temperature goes too high, firing is prevented.

Flight grid scanner. This sophisticated instrument displays a three- dimensional view of space in the immediate vicinity of your ship, seen from a point behind and above it. The precise position of any ship within its range can be pinpointed.

Compass. This instrument first picks up the planet as target by default, but pressing **SPACE** will iteratively change between nearby objects. When the dot is hollow, the object is behind you; when filled and in the center of the compass circle; it should be visible through your front viewfinder.

Power redirection. Your ship is equipped with a power redirection system, which makes it possible to decide how the energy produced by the ship fusion engines is derived to other components. Most of this energy is dedicated to feed the impulsors and recharge the energy banks. All this energy cannot be redirected. The rest can be used to recharge the shields, to cool the laser weapons or both, although in this case half of this energy is used for each system.

Energy banks. Your ship is equipped with three energy banks to feed all the systems and refilled in a timely manner by the ship's fusion engines. There is a facility that permits the installation of a fourth bank. Watch out these indicators, as if you lose all your energy your ship will be destroyed.

GAME CONTROLS

Information and navigation screens:

1	Launch to space (only when docked)
2	Status page
3	Data on system
4	Local chart
5	Galactic chart
6	Market (only when docked)
7	Equip ship (only when docked)
0	Save/Load game
R	Search for a planet (in galactic chart)
M,N,X,S	Right/Left/Down/Up (use right/left for buy/sell, cursor arrows may be used)
A	Buy equip/snap to closest planet (galactic and local charts). ENTER can also be used for buying equipment

Flying:

Q	Anticlockwise roll
W	Clockwise roll
N	Left yaw
M	Right yaw
X	Pitch up
S	Pitch down
O	Increase speed
L	Decrease speed
A	Fire laser
SPACE	Change compass target

V	Toggle front/rear views
T	Target missile
P	Power redirection
M	Fire missile
U	Unarm missile
E	Operate ECM
B	Launch energy bomb
ESC	Launch escape capsule
J	Hyperspace jump
H	Inter-galactic hyperdrive