PLAYER'S MANUAL

November 1st, 2010

TABLE OF CONTENTS

Introduction 2
Game Overview 2

Flying in Space
Controls and displays 3
Communication 3
Landing 4
The nav computer 4
Ejected cargo and pilots 4
Docking and boarding 5

Walking Around
Interacting with your surroundings 5
Equipping your character 5
Character combat 5
Getting banned 6
Skills 6
Health, injuries and critical wounds 7
Stunned, blinded, drunk and poisoned 7
Walking on your ship 7

Ship Stats 8

Ship Upgrades
Guns 9
Weapons 9
Scanners 9
Other upgrades 9

Character Equipment
Ranged weapons 10
Melee weapons 10
Vests and helmets 10
Miscellaneous 11

Game Controls
Flying in space 11
Walking around 12
Keyboard shortcuts 12

Quests 13
Troubleshooting / F.A.Q. 13
System Requirements 13
Legalities 14
Credits 16

Appendix A: Sector map 17
Appendix B: List of all bases and planets 18

INTRODUCTION

Growing up on the agricultural planet of Basin in the Loye system, you always dreamed of leaving your home planet and exploring the universe. Working to realize that dream, you saved every penny you earned and finally managed to buy your own ship after seven years of hard labor in the crop fields. It's an old, worn and battered ship, but it's yours and it's your ticket off the planet.

Standing next to your newly bought Tarsus, all that's left for you to decide is where to go and what to do...

GAME OVERVIEW

Privateer: Ascii Sector allows you to freely roam the game universe, which currently consists of 32 systems and 45 bases and planets. (This number will increase in the next versions of the game. Visit www.asciisector.net for progress updates on the next version.)

As you travel in the game universe, you will be able to engage in dogfights with other spaceships and land on planets and bases. Here you can interact with the populace, upgrade and repair your ship – or buy a new ship – and get missions to complete in order to earn more money (called *credits* in the game).

There are three ways to get missions in the game: the *Merchants' Guild*, the *Mercenaries' Guild*, and *fixers*. Both the Merchants' and Mercenaries' Guild cost credits to join, but the fee is a small investment compared to the credits you'll be able to earn by completing Guild missions. Most bases and planets have a Guild office with a mission terminal for you to use. When you log on to a mission terminal, the computer will connect to the Guild network and display the missions available to pilots of your rating. When you accept a mission, you'll have a set time to do it within. The mission's *expiry date* is the deadline. Completing missions will increase your rating and give you access to a greater amount and variety of missions, while failing to complete a mission, or not completing it before the deadline, will decrease your rating.

Fixers are people on bases and planets that have missions for you to do. They are usually found in bars, waiting for privateers to offer their services. Just like with Guild missions, you will have a set time frame within which to complete the mission. Successfully completing fixer missions will improve your reputation and more fixers will offer their missions to you, while failing missions will reduce your reputation.

You can always check your missions on your personal handheld computer (called a *Quine*) when on a base or planet, or in the *nav computer* when flying in space. Your Quine can store up to 15 missions at any time (not counting quest missions). When you have completed a mission, clear it from your Quine to free up space for new missions (if you have to return to your contact to collect your pay after completing a fixer mission, don't clear it from your Quine until after you've been paid!).

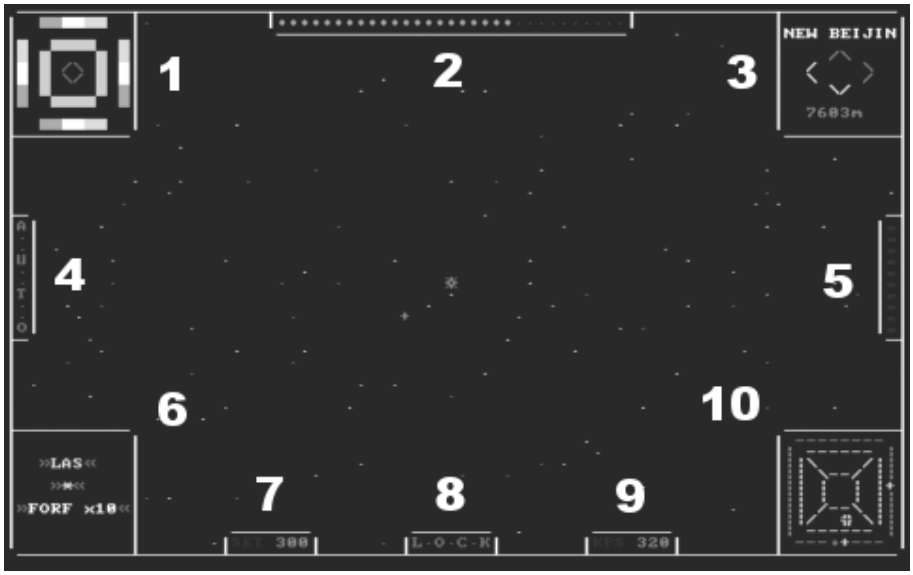
The Quine is also where you save your game. Thus, you can only save your game while on a base or planet (but not while engaged in combat).

Taking on missions isn't the only way to earn credits in the game. If your ship has a large enough cargo hold, you can earn a good deal of credits by buying commodities on one base or planet and selling them on another. This is done using the computer terminals in the Commodity Exchange.

To interact with your surroundings on a base, just walk into them (i.e. to talk to characters, use computer terminals, board your ship, or use a bed, just walk into it/them).

FLYING IN SPACE

Controls and displays



When you're flying in space (and in control of your ship) the edges of the screen will be populated by various displays providing you with important information. **(1)** shows the status of your ship's shields and armor. The outer green, yellow and red bars represent the four directional shields, while the gray bars is your armor. Your shields will regenerate when hit, but your armor won't. Your shields and guns use energy to work. Your current energy level is displayed at the top of the screen **(2)**. The display in the upper right corner **(3)** has two functions: show destination or examine target. Switch between these two functions using the 'D' and 'E' keys. The AUTO sign **(4)** will turn on when you can engage the autopilot by pressing 'A'. If the sign is off, you can press 'A' to get an explanation as to why the autopilot can't be engaged. **(5)** displays the amount of jump fuel left. Without jump fuel, you can't use jump points. **(6)** is another display with two functions: show weapons and guns, or show damage report. Switch between these functions using 'W'/'G' and 'R'. **(7)** shows the speed your ship is set to travel at, while **(9)** shows your ship's actual current speed. The LOCK indicator **(8)** will flash red when a ship has acquired a lock on you, or a missile has locked on to you. Finally, the radar display **(10)** shows all ships and bases/planets within range of your scanner. Contacts that are within range of your scanner, but more than 5000m away will be shown in the outer dark green border, while contacts within 5000m will show up inside the light green area.

Controlling your ship is fairly simple. The up and down arrow keys will increase and decrease your speed, while the right and left arrow keys will rotate your ship clockwise and counter-clockwise. Fire your gun by pressing SPACE and shoot a missile by pressing ENTER. For a complete list of keys and commands, you can press 'H' during play, or consult the Game Controls section of this manual.

HINT: To leave your ship controls and walk around on your ship, press ESCAPE and select "Leave ship controls".

Communication

You can communicate with the contacts within your view by pressing 'C'. A list of all available contacts will pop up (unless there is only one contact to communicate with) and you can then select who you want to talk to and what to say by using the up and down arrow keys. If you want to communicate with your current target, you can use the shortcut SHIFT + 'C', which will open a communications channel even if your target is outside your field of view. To communicate with your wingman, you can use the shortcut SHIFT + 'W'.

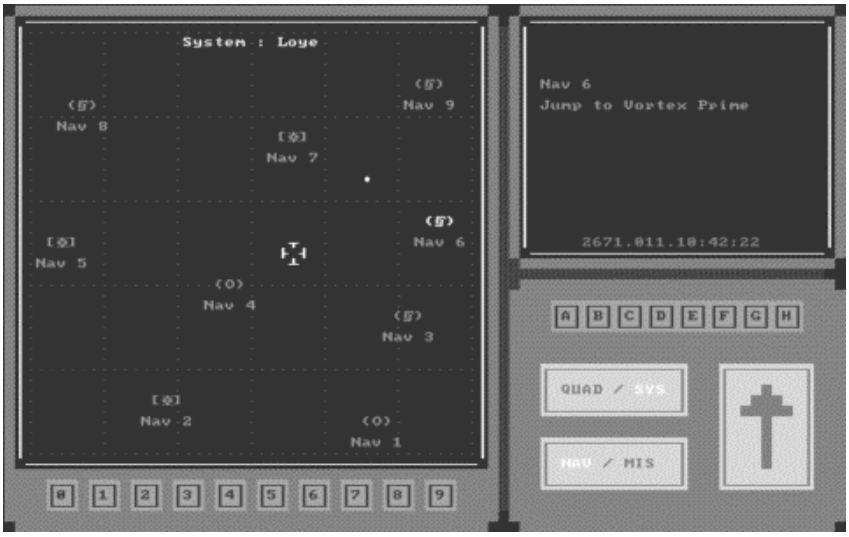
Some messages will have an appeasing effect on the receiver, while others will enrage them. This means that you can provoke another ship to attack you simply by sending annoying messages, but you can also deter an enemy from attacking you by sending friendly or pleading messages (unless they're *very* hostile towards you!).

Landing

When you want to land on a planet or base, simply fly towards it until you receive a message stating that they are "standing by for automatic landing request". You can then send a message requesting an automatic landing by pressing 'C' as you would normally do. If you can't select the planet or base from your communication list, you've probably just flown outside the automatic landing area. Just fly towards the planet or base until they send you the message again.

The nav computer

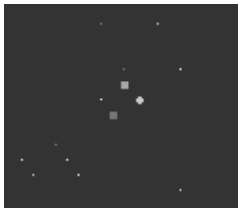
Pressing 'N' while in flight will bring up the nav computer. Here you can select a destination for the autopilot by clicking on a nav point in the system map, or you can check your current location in the entire sector by switching to the quadrant map. When you accept a mission, whether it is a Guild mission or a fixer mission, it will automatically be added to your nav computer and all nav points that mission require you to visit will show up in red on the system map. By switching to the mission view, mission details will be shown in the upper right display. Cycle through all your missions by clicking the arrow.



When you engage the autopilot by pressing 'A', the game will automatically switch to the nav computer where you will be able to track your progress towards your destination. Whenever a new contact gets within range of your radar, the autopilot will automatically disengage.

To travel from one system to another, you will have to use the *jump point* leading to that other system. Find the jump point in your current system, autopilot to it, and then place yourself in the middle of the jump point and press 'J' to jump. If you have no jump fuel left, you won't be able to jump. Whenever you land, your jump fuel is automatically replenished.

Ejected cargo and pilots



A destroyed ship often leaves behind cargo containers and one or more ejected pilots floating in space. If you have a cargo scoop installed on your ship (and have enough free cargo space available), you can pick up this cargo and sell it on a base, or pick up an ejected pilot and transport him to safety. Rescuing ejected pilots will increase your standing with the faction that pilot belongs to. You can only rescue friendly pilots – hostile pilots are likely to attack you when scooped so be prepared!

To pick up a cargo container or an ejected pilot with your cargo scoop, simply fly into it in a straight line. The faster you fly, however, the higher the risk of the cargo or pilot bumping against your ship and exploding. Flying at your minimum speed of 10 KPS will ensure that the cargo or pilot isn't destroyed. If your cargo scoop is damaged, the risk of destroying the cargo or pilot will increase.

You can identify the contents of a cargo container or the faction of an ejected pilot by targeting it (SHIFT + 'T').

Docking and boarding

You can dock with a disabled ship (or the casino ship at nav 2 in Adavene) by selecting the ship as your target and coming to a full stop right next to it (either directly above it or directly next to it). After a couple of seconds, the game will ask if you want to dock with your target. If the ship was hostile towards you, the game will automatically change to Combat Mode when you set foot on the ship. You will only be able to exit Combat Mode again by killing everybody on board or withdrawing back to your own ship (the defending crew won't follow you back onto your ship).

WALKING AROUND

Interacting with your surroundings

You control your little green blinking dot of a character with the arrow keys. To do anything, just walk into the person or object you want to interact with (i.e. to talk to characters, just walk into them; to use a computer terminal, walk into it; to board your ship, walk into it). On the image to the right, the player is standing inside the shipyard. There are three different kinds of objects, with which the player can interact here: talk to the other character, use the two shipyard terminals, or buy the ship. This is simply accomplished by walking into the desired object.

HINT: You can hold down the 'S' key while walking around on a base if you don't to want to talk to anybody. This will cause you to switch positions with the characters you accidentally walk into, instead of engaging in conversations with them (unless if they're sitting on a chair or you're currently engaged in combat).

HINT: If you need to find a specific character, you can press 'L' and quickly check the names of the characters in view. You can also use this to look at characters to check their health status and see what's in their hands.

Equipping your character

Pressing 'E' will bring up your equipment screen. Here you can pick up stuff from the ground, or rearrange the stuff you're already carrying. You can also check your character's health and status from this screen. To purchase new equipment and weapons, go to an Equipment Shop and use the computer terminal found within. This will allow you to buy new stuff or sell the stuff you're currently carrying. The more stuff you're carrying, the slower you'll walk. Anything below 20 kilos won't slow you down, though.

To load a weapon with ammunition, just click on the ammunition clip and then click on the weapon. Make sure that the ammunition is of the correct type and that there isn't currently an ammunition clip in the weapon. The number in the parenthetical following the name of the weapon or ammunition clip indicates how many shots are left. Laser weapons don't use ammunition. To unload an ammunition clip from a weapon, just click on the weapon and then on the 'Unload' button.

Character combat

To engage in combat with other characters, just press SPACE or ENTER. This will switch the game from real-time to semi turn-based, meaning that nothing will happen until you do something. The screen borders will also turn red to indicate that you're in Combat Mode.

To fire a ranged weapon (or throw a grenade), just press SPACE or ENTER again. If you have a ranged weapon in both hands, you will be able to select which weapon to fire. Otherwise, you will go straight to target selection. This will show an X that you can move with the mouse or arrow keys. A line of +'s will stretch from your character to this X,

representing the line of fire. If your line of fire is broken, it will turn red. When you have selected a target within your line of fire, just press SPACE or ENTER again to enter the target screen. Here you can aim the crosshairs and press SPACE or ENTER one final time to fire. The further away your target is, the harder it is to aim. Also, your Shooting skills will have an effect on the difficulty.

HINT: If you're firing a rifle, you shouldn't have anything in your other hand, as all rifles are two-handed weapons. If you have something in your other hand, aiming will be a lot harder.

If you want to melee attack another character, simply walk into that character while in combat mode. From the target screen you can then select how you want to attack (hit, kick, use a weapon) and which body part on your opponent you want to target. The game will then automatically decide whether or not you hit. The higher your skill with either unarmed or armed fighting is, the higher the chance of a successful hit. Your opponent's speed is also a factor in this. Faster opponents will be harder to hit. You can see how fast your opponent is simply by observing how fast he/she walks around.

The semi turn-based nature of the combat mode means that all actions take a specific amount of time. After you've done something, all other characters get to do actions that take an equal amount of time, or 'save up' time for an action that takes more time. Hitting takes less time than kicking. Using a weapon takes even more time. Firing a rifle takes more time than firing a gun, and so on.

Getting banned

Engaging in combat and killing characters on a base or planet is not without consequences – you risk getting banned from landing there for a while. The length of your banning depends on what kind of planet or base you fought on, as well as what you actually did. Engaging in combat on a Pirate Base will not have much of an effect, while doing so on a Naval Base will have dire consequences. Also, just hitting a character won't do much, but killing a character or shooting at multiple characters, for example, will get you banned for a substantial period. To get banned, someone needs to witness what you did (except if you attack a Police Officer). Killing a witness won't keep you from getting banned – the moment a witness cries out, you've already received the penalty. You can see in the nav computer or in your Quine5000 if you're banned from a place and for how many days.

Skills

When firing a weapon or melee attacking an opponent, your 'skills' will have a crucial effect on whether or not you're successful. You have four skills: Gun Shooting, Rifle Shooting, Armed Fighting and Unarmed Fighting. Each of these skills will increase the more you use them successfully (i.e. hitting a character with a shot from a rifle will increase your Rifle Shooting skill, just like kicking a character will increase your Unarmed Fighting skill). You can check your current skill levels under 'stats' in your Quine5000.

NOTE: Only using actual melee weapons for a melee attack will increase the Armed Fighting skill. If, for example, you melee attack a character with a gun, the Unarmed Fighting skill will be used, and it is also that skill that will be increased if the attack is successful, as the gun is not a melee weapon.

While the Armed and Unarmed Fighting skills can only be increased by successfully attacking a character, you can increase your Shooting skills by practicing in the shooting range on Manurhin in the Vichy system. Just fire at the shooting targets as you would fire at a character. The more points you score, the more your skill will increase, and the easier it will become. However, you can only increase your Shooting skills to a certain extent by practicing in the shooting range. Shooting at the closest target will only increase your skills until they're at Basic – the far target until you're Experienced. To become an Expert, you'll have to engage in real combat. You'll also increase your skills quicker by engaging in real combat – but it's of course much safer to fire in a shooting range than at other characters!

Health, injuries and critical wounds

There are two indicators, which describe a character's health. There's the health bar, which describes the character's overall health, and then there's the color coding of body parts. A character dies if the overall health drops to zero, or if the head or torso is completely destroyed.

When engaged in combat, characters can receive 'injuries' and 'critical wounds'. These affect you in different ways: When a body part has received an injury, that body part will heal at a slower rate until the injury has completely healed or been treated. While an injury will only cause you to heal slower, a critical wound will gradually decrease your health, which means that you can die from a critical wound, or lose a body part to a critical wound. During combat, a critical hit leaving a critical wound will be marked by `(!)` after the hit description, for example `Shot in the throat (!)` or `Stabbed in the arm (!)`.
You can see that a character has one or more critical wounds if they bleed on the floor. Also, if *you* have an injury, your health bar will turn yellow, and if you have a critical wound, it will turn red. If you're completely stunned, it will be light blue. You can check exactly how many injuries and critical wounds you have on your equipment screen.

You can treat your injuries and wounds in the AutoDoc booths found on most planets and bases. Just click on a wound to treat it. Critical wounds will be flashing. Please note that even though you treat all your injuries and wounds, your total health might not be at 100% immediately afterwards, since your body still needs to heal itself over time.

Stunned, blinded, drunk and poisoned

Besides their health, characters can be affected by four attributes. These are presented on the top of the screen, to the left and right of the character's health bar, when looking at other characters. In your own equipment screen, they're written to the right of your character. All four attributes are displayed in a similar manner: When written in all dark gray letters, the character is unaffected. The more letters that are colored, the more affected the character is.

Using a Stunrod, you will be able to stun a character (and other characters will be able to stun you). A character that is only partly stunned will use more time to do everything, while a completely stunned character will be unable to do anything at all until the effect has worn off. If you walk into a stunned character, instead of talking to them or attacking them, you'll be able to take their equipment. Likewise, if you're completely stunned, other characters will be able to take your equipment.

To blind a character, hit them in the face with Pepper Spray. A partially blinded character will have a harder time firing weapons accurately and attacking you in melee combat. If you're blinded, the viewable area of the base will be smaller – and if you're completely blinded, you won't be able to see anything other than yourself.

The 'drunk' and 'poisoned' attributes haven't yet been implemented in the game. They will be added in some future version.

Walking on your ship

You can walk around your own ship while landed at a base or flying in space. To walk around your ship while flying in space, just press ESCAPE and select "Leave ship controls". While walking around on your ship, you can use the exact same controls as when walking on a base. This also includes character combat. You will thus be able to talk to characters that you are transporting or have rescued in space – or attack them.

Each ship has an empty room. This is your own personal closet where you can keep your stuff safe from passengers, as the door to your closet will only open for you. You can keep as much stuff in here as you'd like.

NOTE: When walking around your ship in space, things still happen outside your ship, so it is not advisable to casually stroll about your ship while under attack, as you would then be a sitting duck.

SHIP STATS

	Tarsus	*Demon*	*Orion*	*Galaxy*	*Centurion*	*Ulysses*
Max. Engine Level	1	2	5	3	3	3
Max. Shield Level	2	3	5	3	3	4
Armor Thickness (centimeters)	Front: 10 Rear: 10 Left: 8 Right: 8	Front: 14 Rear: 12 Left: 9 Right: 9	Front: 48 Rear: 50 Left: 35 Right: 35	Front: 25 Rear: 20 Left: 17.5 Right: 17.5	Front: 20 Rear: 15 Left: 15 Right: 15	Front: 27.5 Rear: 30 Left: 20 Right: 20
Level 1 Shield Strength (cm armor equivalent)	10	15	40	20	30	35
Max. Speed / Afterburner	300 / 600	450 / 900	350 / 800	300 / 750	450 / 900	300 / 500
Acceleration* (from 0 to 200 KPS)	Good (5s)	Excellent (3.5s)	Good (5s)	Average (6.5s)	Excellent (3.5s)	Average (6.5s)
Maneuverability* (seconds per full rotation)	Good (3s)	Good (3s)	Average (3.5s)	Average (3.5s)	Excellent (2.5s)	Average (4.5s)
Jump Fuel (jumps on a full tank)	4	3	4	5	5	6
Turret Slots	None	None	Rear	Rear	None	Rear
Cargo Space / Expanded	100 / 150	50 / -	50 / 75	150 / 225	50 / -	250 / 375
Passenger Space	1	1	2	3	1	3
Price	30.000	60.000	75.000	150.000	200.000	250.000

	Drayman	*Nexus*	*Pegasus*
Max. Engine Level	6	10	8
Max. Shield Level	4	6	4
Armor Thickness (centimeters)	Front: 35 Rear: 35 Left: 28 Right: 28	Front: 45 Rear: 45 Left: 45 Right: 45	Front: 30 Rear: 30 Left: 30 Right: 30
Level 1 Shield Strength (cm armor equivalent)	50	60	60
Max. Speed / Afterburner	250 / -	400 / 700	600 / 900
Acceleration* (from 0 to 200 KPS)	Bad (26s)	Bad (26s)	Poor (12s)
Maneuverability* (seconds per full rotation)	Bad (17s)	Average (4.5s)	Good (3s)
Jump Fuel (jumps on a full tank)	10	7	6
Gun Slots	1	3	3
Launcher Slots	2	2	2
Turret Slots	All	All	Rear
Cargo Space / Expanded	1350 / 2025	150 / 225	100 / 150
Passenger Space	10	5	3
Price	1.200.000	1.800.000	2.000.000

** After Joan's Fighting Spacecraft (Vega Sector Supplement for 2654.092): Excellent, Good, Average, Poor, Bad*

SHIP UPGRADES

Guns	Energy usage (GJ)	Armor penetration (cm)	Refire delay (ms)	Maximum range (m)
Laser	2	2	300	2400
Mass Driver	2.5	2.6	350	1850
Meson Blaster	4	3.2	400	2200
Neutron Gun	8	6.2	650	1650
Particle Cannon	5.5	4.3	500	1700
Ionic Pulse Cannon	7.5	5.4	600	2050
Tachyon Cannon	8	5	400	2100
Plasma Gun	14	7.2	720	1600
Fusion Cannon	16	6.6	500	2300

Weapons	Armor penetration (cm)
Proton Torpedo	20
EMP Torpedo	3.5
Dumb-Fire Missile	13
Heat-Seeking Missile	16
Friend or Foe Missile	17
Disabler Missile	2

Scanners	Maximum range (m)	Color code	Identification chance
Iris Mk I	15000	None	15% each second
Iris Mk II	25000	None	30% each second
Iris Mk III	50000	None	55% each second
Hunter AW 6	15000	Friend or foe	15% each second
Hunter AW 9i	25000	Friend or foe	30% each second
Hunter AW Infinity	50000	Friend or foe	55% each second
B&S Tripwire	15000	Faction	30% each second
B&S E.Y.E.	25000	Faction	55% each second
B&S Omni	50000	Faction	80% each second

Other upgrades

Plasteel Armor	Base armor protection of ship
Tungsten Armor	Doubles armor protection of ship
Isometal Armor	Triples armor protection of ship
Cargo Expansion	Increases your ship's cargo hold by 50% (not available for the Demon or Centurion)
Cargo Scoop	Allows you to pick up floating cargo or ejected pilots in space
Turret	Allows you to place a gun on the rear, or on the right or left side, of some ships
Turret AI	Automatic aiming and shooting of the gun on a turret
Turret Energy Capacitor	Separate power source for a turret that is charged by the ship’s main engines
Jump Drive	Required to use jump points
Repair Droid	Repairs damaged components
Engine Upgrades	Gives your ship more energy
Shield Levels	Each shield level above 1 adds 10 cm armor equivalent, but also uses more energy.

ECM Mk I	25% chance each second of breaking a missile lock
ECM Mk II	50% chance each second of breaking a missile lock
ECM Mk III	75% chance each second of breaking a missile lock
Gun Cooler Mk I	Decreases gun's refire delay by 20%
Gun Cooler Mk II	Decreases gun's refire delay by 30%
Gun Cooler Mk III	Decreases gun's refire delay by 40%
Gun Boost Mk I	Increases gun's range with 30%
Gun Boost Mk II	Increases gun's range with 60%
Gun Boost Mk III	Increases gun's range with 100%
Hidden Compartment	Converts one unit of your cargo space into an illegal hidden compartment, where you can hide contraband cargo from Militia and Confed ships. The more cargo space that is converted to hidden compartments, the greater the risk of Militia or Confed ships discovering that you have these illegal compartments. Having less than 10% of your cargo space converted to hidden compartments should be safe, though. You can only buy and sell hidden compartments on pirate bases.

CHARACTER EQUIPMENT

Ranged weapons

M-47 SemiAuto Laser Gun	The weakest of all firearms. Fires three shots at a time. Doesn't use ammunition.
M-39 Laser Rifle	Two-handed rifle that's more precise than the M-47. Also doesn't use ammunition.
C-244 Pistol	Simple handgun. Its ammo clips contain 10 bullets.
M-42 Machine Pistol	Fires three shots at a time. Clips contain 12 bullets.
C-47 Assault Rifle	Precision rifle. Clips contain 6 bullets.
MPR-27 Pulse Gun	Powerful gun that fires a burst of energy. Clips contain energy for 8 shots.
MPR-481 Pulse Rifle	The most powerful firearm. Clips contain energy for 4 shots.

Melee weapons

Knife	Simple knife. Fast to use, but only marginally better than going unarmed.
Stunrod	Used to stun a target.
Vibroblade	Like a knife, but the vibrating blade will cause more critical wounds.
Pepper Spray	Sprayed in the eyes it will cause temporary blindness.

Vest and helmets

Kevlar Vest	Protects against firearms and melee attacks.
Titanium Vest	Better protection than the Kevlar Vest.
NanoComp Vest	The best, but also most expensive, protection you can get.
Plasteel Helmet	Protective helmet.

Miscellaneous

Hand Grenade	Powerful fragmentation grenade.
Smoke Grenade	Creates a protective smoke cover.

GAME CONTROLS

You can press 'H' or F10 during play to view the below lists of keys and commands available to you:

Flying in space

Up arrow	Increase speed
Down arrow	Decrease speed
Right arrow	Rotate ship clockwise
Left arrow	Rotate ship counter-clockwise
Home	Full speed
End	Full stop
SPACE	Fire guns
ENTER	Fire missiles
TAB	Afterburner
1	Toggle gun 1 on/off
2	Toggle gun 2 on/off
3	Toggle gun 3 on/off
F1	All turret AIs on/off
F2	Rear turret AI on/off
F3	Starboard turret AI on/off
F4	Port turret AI on/off
F5	Message log
F6	Start/stop recording movie
A	Autopilot
J	Jump
S	Increase shield level
SHIFT+S	Decrease shield level
G	Cycle guns
W	Cycle launchers
C	Communications
SHIFT+C	Communicate with target
SHIFT+M	Match speed with target
SHIFT+W	Send order to wingman
T	Cycle targets (spaceships)
SHIFT+T	Cycle targets (cargo containers and ejected pilots)
L	Lock target
E	Examine target
D	Destination
R	Damage report
SHIFT+R	Select component to repair
M	Cargo and passenger manifest
N	Nav computer
P	Pause game
F12	Toggle window/fullscreen mode
SHIFT+O	Options
SHIFT+Q	Quit game

Walking around

Up arrow	Walk up
Down arrow	Walk down
Right arrow	Walk right
Left arrow	Walk left
TAB	Run
SPACE/ENTER	Switch to combat mode (or fire weapon if already in combat mode)
C	Personal computer (Quine5000)
E or I	Equipment/Inventory
L	Look for character
M	Holding down M and pressing any direction key will move the viewable area
Q	Quest menu
S	Holding down S will make you switch position with characters instead of talking to them when you walk into them (except if they're sitting on a chair or you're in combat mode)
F5	Message log
F6	Start/stop recording movie
P	Pause game
F12	Toggle window/fullscreen mode
SHIFT+O	Options
SHIFT+Q	Quit game

Keyboard shortcuts

Nav computer

TAB	Switch between quadrant and system map
M	Toggle mission display on/off
Page up	Next quadrant/nav point
Page down	Previous quadrant/nav point
Home	Next mission
End	Previous mission

Commodity Exchange

Page up	Previous commodity on base
Page down	Next commodity on base
Home	Previous commodity on ship
End	Next commodity on ship
1	Buy 1
2	Buy 10
3	Buy 100
SHIFT+1	Sell 1
SHIFT+2	Sell 10
SHIFT+3	Sell 100
F1	List
F2	Local graph
F3	Index graph

AutoDoc

TAB	Select next wound

QUESTS

Quests are stories created by other players that you can play in the game. To play a quest, first download the quest file from www.asciisector.net/quests and place it in the "quests" folder of your Privateer: Ascii Sector game directory. When you're on a planet in the game, you can then press 'Q' to enter the quests menu. Just select the quest you want to play and start playing.

If you want to create your own quests, please take a look at the Quest Maker's Manual in the "quests" folder, as well as the example quests there.

TROUBLESHOOTING / F.A.Q.

Q: The game isn't running smoothly!
A: Try to run the game in fullscreen mode (F12). Also, if you're resolution is set higher than 640x400, try lowering it. If this doesn't help, I'm afraid there isn't much else to do than get a faster computer.

Q: The game runs too slow!
A: Increase the Game Speed in the Options menu, or try the solutions in the previous question.

Q: How do I get music?
A: Download the music files from www.asciisector.net and place them in the "music" folder of your game directory. Then make sure that the music volume isn't set to zero. You should now have music in the game.

Q: Where do I get the cargo for Merchants' Guild missions?
A: You always have to buy the cargo for these missions yourself (if you haven't already got it in your cargo hold). The credits you earn for Merchants' Guild missions include the expenses you've had for buying the cargo, so the cheaper you buy this cargo, the more profit you'll have. For "Transport" missions, you must buy the cargo at the specified base.

Q: How do I land on a base/planet?
A: When you get close enough to the base/planet, you'll receive a message from them. Then just send them a landing request using 'C'. You'll then land automatically.

Q: How do I refuel?
A: Your jump fuel is automatically refilled whenever you land on a base or planet.

Q: How do I save the game?
A: Press 'C' when walking around to bring up your Quine5000. You can save the game from here (not while in space, though).

Q: How do I move diagonally?
A: Pressing 1, 3, 7 or 9 will move you diagonally when walking around.

SYSTEM REQUIREMENTS

This game should run on most Windows, Mac OS X and Linux systems. For the Linux version, you must have SDL and SDL_mixer installed.

LEGALITIES

This game is Freeware with a few limitations. You may only download it from the official website at www.asciisector.net and any sort of distribution (cd-magazines, other websites, etc.) is prohibited without prior written consent from the author, who can be reached at webmaster@asciisector.net.

THERE IS NO WARRANTY OF ANY KIND. I TAKE NO RESPONSIBILTY FOR ANY DAMAGE CAUSED BY THIS SOFTWARE. USE IT AT YOUR OWN RISK.

Wing Commander™ and Privateer™ are trademarks of Origin Systems and EA Games. Some of the names, music, samples and features in this game may be registered trademarks or copyrighted material. Using them in this free production is not supposed to challenge the rights of the owners. This also applies to any additional copyrighted music used in this free production.

This game uses the standard Simple DirectMedia Layer library from www.libsdl.org under the terms of the LGPL license:

GNU LESSER GENERAL PUBLIC LICENSE

Version 3, 29 June 2007

Copyright (C) 2007 Free Software Foundation, Inc. <http://fsf.org/>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

This version of the GNU Lesser General Public License incorporates the terms and conditions of version 3 of the GNU General Public License, supplemented by the additional permissions listed below.

0. Additional Definitions.

As used herein, “this License” refers to version 3 of the GNU Lesser General Public License, and the “GNU GPL” refers to version 3 of the GNU General Public License.

“The Library” refers to a covered work governed by this License, other than an Application or a Combined Work as defined below.

An “Application” is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.

A “Combined Work” is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the “Linked Version”.

The “Minimal Corresponding Source” for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

The “Corresponding Application Code” for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

1. Exception to Section 3 of the GNU GPL.

You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

a) under this License, provided that you make a good faith effort to ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or

b) under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

a) Give prominent notice with each copy of the object code that the Library is used in it and that the Library and its use are covered by this License.

b) Accompany the object code with a copy of the GNU GPL and this license document.

4. Combined Works.

You may convey a Combined Work under terms of your choice that, taken together, effectively do not restrict modification of the portions of the Library contained in the Combined Work and reverse engineering for debugging such modifications, if you also do each of the following:

a) Give prominent notice with each copy of the Combined Work that the Library is used in it and that the Library and its use are covered by this License.

b) Accompany the Combined Work with a copy of the GNU GPL and this license document.

c) For a Combined Work that displays copyright notices during execution, include the copyright notice for the Library among these notices, as well as a reference directing the user to the copies of the GNU GPL and this license document.

d) Do one of the following:

0) Convey the Minimal Corresponding Source under the terms of this License, and the Corresponding Application Code in a form suitable for, and under terms that permit, the user to recombine or relink the Application with a modified version of the Linked Version to produce a modified Combined Work, in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.

1) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.

e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

5. Combined Libraries.

You may place library facilities that are a work based on the Library side by side in a single library together with other library facilities that are not Applications and are not covered by this License, and convey such a combined library under terms of your choice, if you do both of the following:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities, conveyed under the terms of this License.

b) Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

6. Revised Versions of the GNU Lesser General Public License.

The Free Software Foundation may publish revised and/or new versions of the GNU Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library as you received it specifies that a certain numbered version of the GNU Lesser General Public License “or any later version” applies to it, you have the option of following the terms and conditions either of that published version or of any later version published by the Free Software Foundation. If the Library as you received it does not specify a version number of the GNU Lesser General Public License, you may choose any version of the GNU Lesser General Public License ever published by the Free Software Foundation.

If the Library as you received it specifies that a proxy can decide whether future versions of the GNU Lesser General Public License shall apply, that proxy's public statement of acceptance of any version is permanent authorization for you to choose that version for the Library.

CREDITS

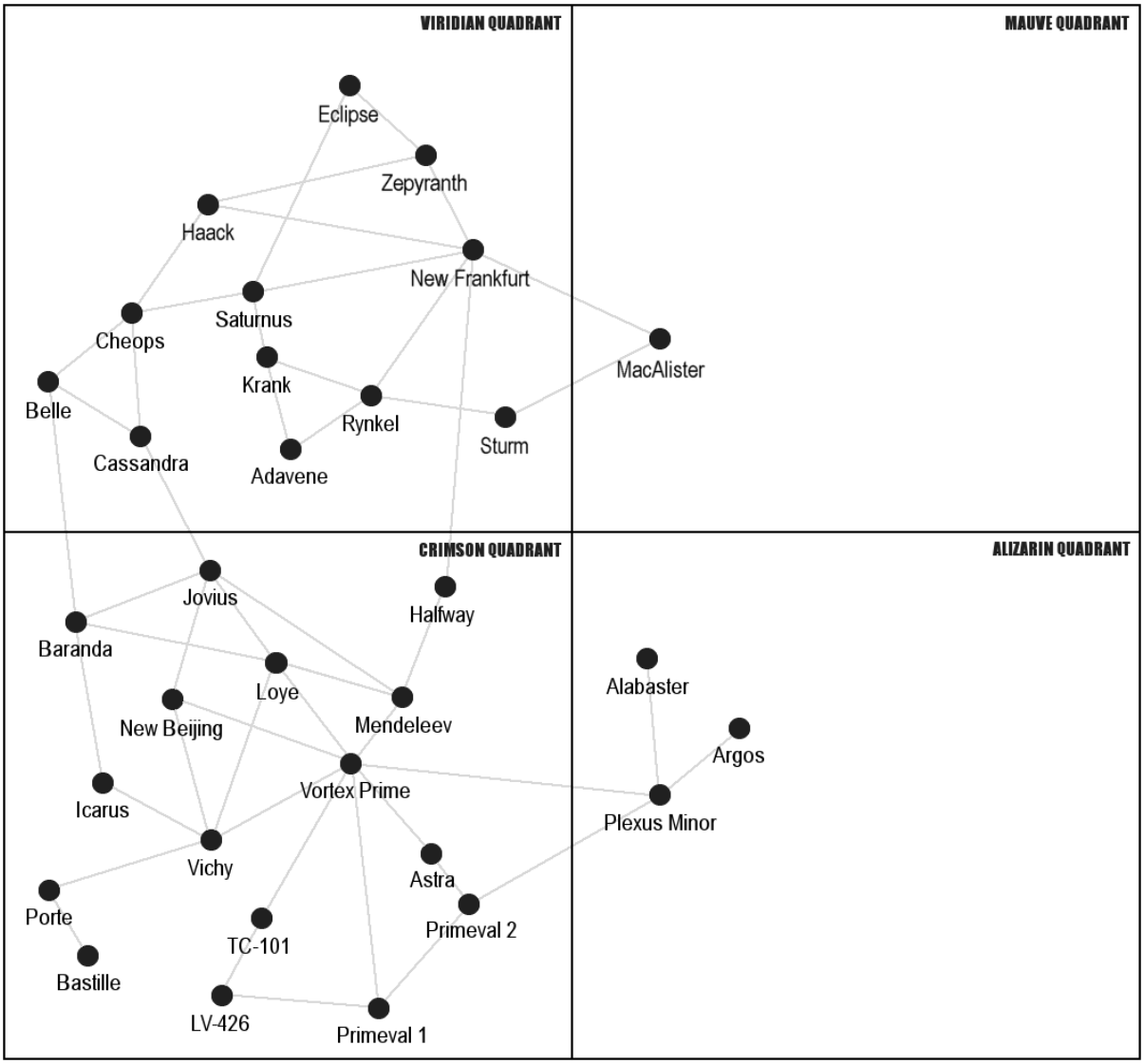
Ascii Sector
Version 0.7.0.1
Released November 1st, 2010
Designed and Programmed by Christian Knudsen

Based on the computer game Wing Commander: Privateer
Copyright © 1993 by Origin Systems

This game is neither supported nor endorsed by Origin Systems or EA Games

Visit the official website at www.asciisector.net

APPENDIX A: SECTOR MAP



APPENDIX B: LIST OF ALL BASES AND PLANETS

Adavene

Alabaster
- Acorn (Research Facility)

Argos
- Bloom (Agricultural)

Astra

Baranda
- Chi-Chi One (Pleasure)
- Chi-Chi Two (Pleasure)

Bastille
- Trou (Prison Base)

Belle
- BPD-89 (Refuelling Depot)

Cassandra
- Hecuba (Agricultural)
- Priam (Mining)

Cheops
- Sneferu (Mining)

Eclipse

Haack
- Haack Naval Base
- Nuk’s End (Mining)
- Trichinas (Refinery)

Halfway
- XNN-26 (Refuelling Depot)

Icarus
- Minos (Mining)
- Daedalus (Refinery)

Jovius
- Callis (Mining)
- Ganim
- Euris (Agricultural)

Krank

Loye
- Loye Naval Base
- Pyrdion (Pleasure)
- Basin (Agricultural)

LV-426
- Bounty (Pirate Base)

MacAlister
- Alasdair Mor (Agricultural)

Mendeleev
- Novy Norilsk (Mining)
- Ragozin (Refinery)
- Slavneft (Refinery)

New Beijing
- Guamo (Mining)
- Andingmen (Mining)
- New Beijing
- Xidan (Refinery)

New Frankfurt
- New Frankfurt
- Planck (Refinery)

Plexus Minor
- Totem (Refinery)

Porte

Primeval 1
- Sisyphus (Mining)

Primeval 2
- Aeolus (Refinery)

Rynkel
- Bellamy (Pirate Base)

Saturnus
- Dione (Refinery)
- Mimas (Mining)

Sturm
- Stille

TC-101
- Munroe (Pirate Base)

Vichy
- Manurhin (Agricultural)
- Sediver (Agricultural)

Vortex Prime
- Hooper's Hope (Mining)

Zepyranth
- Iridion (Pleasure)
- Tranton (Agricultural)