**TECHNICAL REQUIREMENTS**

Widescreen HUD configured for FullHD resolution. If you have some problems with HUD – contact with developer.

Mod uses big textures. If you have problems with disappeared ships, you need to increase video memory of your PC.

**INSTALLATION**

Just copy MOD files to your Freelancer folder. Run **EXE\Freelancer.exe** to start Freelancer.

On the first start you must set your resolution. Just find last item in resolutions list – this must be your desktop resolution. Better to restart your Freelancer after changing of resolution.

You need to install fonts. Find file **Agency FB.TTF** in root folder of MOD files and install it (run and click Install on left-top side of the window).

**ENGLISH SUBTITLES IN CUTSCENES**

Open **EXE** folder of your installed Freelancer. Run **Converter.exe**. Restart Freelancer.

Possible bug: Subtitles did appear in wrong location? That’s causing when you changed screen resolution. Try to restart Freelancer.

**ALREADY PLAYED THIS MOD?**

**HOW TO UPGRADE**. Just unpack new files over FL with previous version of mod. Just try to play next mission.

**IMPORTANT!** Directory with saves was moved in version “Demo with 5 mission”. Now it’s inside Freelancer folder: **<Freelancer>/SAVE**. Did you miss your saves? Find old saves in **<My Documents>/My Games/FLNLegacy0** and move it manually to the new location.

**POSSIBLE IMCOMPATIBLES**. Better to start the game from scratch with clean saves. At least you must remove Restart.fl in your saves folder. Still have problems, crashes and bugs? Contact with the developer.

**HOW MAKE GRAPHICS BETTER**

Solution 1: Reshade is included in mod, but disabled. You can enable it: just rename d3d8\_reshade.dll to d3d8.dll. But important – you must remove existing d3d8.dll with subtitles. Reshade and subtitles can’t work together.

Solution 2: Have NVIDIA videocard? You can enable texture filtering and smoothing by NVIDIA control panel.

You can mix all of these solutions at your own duty.

**GAME RESTRICTIONS**

This is **EARLY ACCESS VERSION** of the mod. **DO NOT PLAY IN STORYLINE AFTER MISSION 6**.

Sorry, mod in development, many of infocards is outdated or completely removed. That is not so nice, but it wouldn't broke the main gameplay progress.

Your Starflier has many restrictions. You can mount most of powerful weapons. So, if you want better guns, you need to buy Dagger or Stiletto.

**ADDITIONAL MISSIONS**

You can find extra saves in your save games list. There is custom mission.

**MegaCannon Mission** –mission about recharging of “MegaCannon”. Follow the mission objectives, charge the full power of the “Death Star” and destroy the enemy planet. This is prototype of “side quest”, this mission will be appeared in universe. This version of mission isn’t perfect, but still playable and will be improved later.

Survival Mission 1 – mission about… survival? Your base is under attack. Defend it from enemy attackers and keep your battleships alive. Your battleships can spawn friendly fighters. You have weak fighter at the start, without Kill Engine, but don’t worry – your possibilities will be restored back later. Check appeared trains with containers. Those containers contain advanced weapons and bombs for you. Hint: battleship have weak control tower. Destroy the control tower to disable all turrets on enemy battleship.

**CURRENT DEVELOPMENT STATUS**

Full completed missions: 6  
Additional missions: 2  
Full completed systems: Sigma-13, Berlin, Sigma-8, Bizmark, Omega-15, Stuttgart, Munchen, California, Forbes, Sigma-17, Manhattan.  
You can fly everywhere, but only these systems have a maximum of features, patrols, etc.  
Additional activities (improved mining, trading missions) for Rheinland is completed, but haven’t descriptions on English. You can try it.

**HAVE ANY QUESTIONS?**

Find link to discord on this site: <https://freelancer2.space/en/>

I’ll help fast as I can.