

## Quick Install

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# Quick Install

- Place CD in CD-Rom and choose install from the menu.
- Or use My Computer to browse to your CD-Rom drive and double-click on Setup.exe.
- In the PlanetSide directory (default C:\Program Files \Sony \PlanetSide) is a readme file that contains updated information about the game. You are highly encouraged to read this file as it contains any changes to PlanetSide after the manual was written.

# 1. Getting Started

Double-click on the PlanetSide icon or select PlanetSide Launcher from Start ->Programs ->PlanetSide.

## 1.1. Welcome to PlanetSide

You will be presented with the license agreement for **PlanetSide**. Please read it to understand the terms of use and click "I agree." Following this you will be presented with the **Login Screen**. See the section below for more information about the Login Screen.

Your **Station Username** is used to manage any subscriptions to the various products that **Sony Online Entertainment** offers, such as **PlanetSide** or **EverQuest**. If you already have a Station Username, click **Continue**. If you don't, you must click **Register** at this time to create one. Your account may be accessed at any time by visiting the web at <http://www.station.sony.com> and clicking the **My Account** link in the upper right.

- Register
  - For new Station members who need to create a Station Username
- Continue
  - For those that already have a Station Username

## 1.2. Station Registration

Enter your information in the appropriate fields. Note that your **Station Username** has nothing to do with the name that you wish to give to your character in PlanetSide. The Station Username is only used to manage your Station Account.

When creating a new account, choose a password that NO ONE will know. Account security is the responsibility of the account holder.

Please note that PlanetSide accounts are not to be shared. Each family member is to have their own account. The exception to this is that a parent may purchase an account for a child's use (age 13 or older), in which case the parent may not use that account.

Please refer to the **End User License Agreement (EULA)** for a detailed description of policies regarding account sharing. Please be sure to let us know if your email address changes in the future by changing your account information at [www.station.sony.com](http://www.station.sony.com).

## 1.3. Enter Account Key and Subscription Info

When you log into PlanetSide for the very first time, you will be prompted to enter the **Account Key** that is printed on the CD sleeve.

After successfully entering the Account Key, you will then be presented with the various subscription methods that you may use to play PlanetSide.

PlanetSide requires a monthly fee to play, so you will need to enter a valid credit card number or use a prepaid Game Card to play PlanetSide. After any initial subscription period included with the game, your credit card will be charged or your Game Card debited following the end of this period.

\*Screenshots depicted in this manual may vary from the actual in-game screens. Please review the readme file in the PlanetSide directory for updated information.

## 1.4. Login Screen

Station Username: Enter your Station Username. Station Usernames are used to manage your subscriptions to the other various products Sony Online Entertainment offers, such as PlanetSide or EverQuest. If you do not yet have a UserName, see the New Account button below. Station Password: Enter your Station Password here. News: You can find the latest news about PlanetSide by clicking this button. My Account: This is where you can manage your Station Username account. New Account: Used to create a new Station Username and register your PlanetSide if you have not already done so. Sign-in: Click this or hit Enter after entering your Station UserName and Password to continue the login process.

## 1.5. Auto Patch Screen

This screen will contain many of the same options as the **Login Screen**, with extra options available only after you have signed in.

**News:** You can find the latest news about PlanetSide by clicking this button.

**Chat:** Chat with other players in the Official PlanetSide IRC channel.

**My Account:** This is where you can manage your Station Username account.

**Edit Subscription:** Used to manage your Subscription and payment methods for PlanetSide.

**Quick Planet (Server) Select pulldown:** Use this to quickly access any server (World) that you may already have characters on. Then use the Quick Character select pull-down menu (described below) to quickly access a particular character from the selected server\*.

**Quick Character Select pulldown\*:** Use this to quick-launch the game with the selected character.

**Play button:** Click this after auto patch procedure finishes to launch the game.

**Training button:** Clicking this will start the offline training portions of PlanetSide. These modules will teach you much of the knowledge you'll need in order to be successful in the game.

Note that that the first time you connect to the game, you will not be able to use either of the Quick Launch Pull Down menus because you haven't created a character yet.

## 2. New Player Guide

### 2.1. World Select

**Server List:** This lists the names of the PlanetSide world servers. Each server runs its own version of the planet Auraxis. When you create a character on any server, it will remain on that server throughout its life.

**Location:** General geographic location of the server. Although you can select any server regardless of its location, you will usually have a better connection to servers closer to you.

**Status:** Whether the status of the server is Available or Down for patching reasons.

**Ping:** The time it takes for a packet of information to travel from the server to you and back again. Lower is better. This is influenced by many factors including your connection to the Internet, your ISP, etc.

**Empire Needed:** If a certain Empire could use your help on this server, their logo will be here.

**Options button:** Click this button in the lower, right of the screen to access the Game Options.

- Keymappings - To remap the default key commands
- Video - To adjust Video settings.
- Audio - Used to adjust Audio settings
- Miscellaneous - Miscellaneous options are modifiable here.

**Play button:** Goes to the Empire Select Screen if you don't have a character on that selected server or Character Select Screen if one or more characters already exist on that server.

After you've selected a server to play on, click the **Play Button** on the bottom right of the screen to continue.

## 2.2. Empire Selection Screen & Background Story

- Each of the logos represents one of the three empires available in PlanetSide.

The Gold & Blue represent the **New Conglomerate**.

The Black & Red represent the **Terran Republic**.

The Purple & Teal represent the **Vanu Sovereignty**.

In existence for over a thousand years, the **Terran Republic** was the sole governing power with an intergalactic reign. Largely militant in its rule, the Terran Republic nonetheless maintained absolute authority until recently when an expeditionary force was sent into a wormhole to colonize a newly discovered world named **Auraxis**.

During the course of colonizing Auraxis, three Main Bases were established at different locations on the planet's surface to expedite the colonization. In the following years numerous outposts were constructed across Auraxis' continents.

Remnants of an ancient alien race were also unearthed, and this race became known as the **Vanu**. No traces of what happened to the Vanu could ever be found, but elements of their technology were discovered during the colonization stages, most notably - rebirthing' technology. Utilizing a hybrid of man-made and Vanu technology, humans were able to store their genetic pattern. Whenever someone died, the person would be able to come back to life via the rebirthing technology.

Near the end of the colonization period, the wormhole collapsed, stranding the Terran Republic expedition from the main Empire. Tensions grew and escalated. Emboldened now that the main body of the Empire was cut off, the Terran Republic was ultimately divided into three Empires: those still allied with Terran Republic, and two new empires - the **New Conglomerate** and **Vanu Sovereignty**.

Now the three Empires are engaged in a world-wide war for control of Auraxis. A war without permanent death.

- **Terran Republic:** Loyalty until Death! Strength in Unity! Order requires law. Law is enforced through deterrence. Deterrence is based on the fear of consequences, and fear is the most powerful motivating force. The separatist groups, the Vanu Sovereignty and the New Conglomerate, will be dismantled through the exercise of forceful deterrence. Dissidents will fear the consequences of their disloyalty. Unity and order will be restored.
  - Though usually not as powerful as NC equipment in a shot-for-shot basis, the Terran Republic's equipment exemplifies the "more is better" attitude especially when the 'more' is lead. Therefore their weapons generally fire faster which is exemplified in both their Medium Assault weapon, the Cyclor, and their Heavy Assault Weapon, the Chaingun. Furthermore, their vehicles such as the Marauder (Heavy Assault Buggy) and the Prowler (Heavy Assault Tank) can carry two independent gunners vs. the equivalent Vanu Sovereignty or New Conglomerate vehicles that only have one gunner.
- **New Conglomerate:** Tear down the Threat that is Tyranny! Burn it all down and Start Again! We call all able-bodied soldiers to The Frontlines to take up arms against those who would deprive us of our basic freedoms. Do not forgive! Do not forget the History of Oppression that we have endured at the hands of the Terran brutes and the Vanu maniacs! Volunteer Now!
  - The New Conglomerate's equipment generally can deliver the most punch up in a single but slower firing shot. This is typified by the NC's Assault Tank, the Vanguard, that packs the largest cannon available but with the slowest rate of fire. Further illustrating the NC's love for pure punch is their Jackhammer, a Tri-Barreled Auto shotgun that can tear up enemy

soldiers and vehicles at short range but quickly loses effectiveness as distance to the target increases.

- **Vanu Sovereignty:** The destiny of the human species tilts toward ruin. Thousands of years of shortsightedness and provincial thinking have hampered its proper evolution. We plunge toward oblivion. Those able to comprehend the promise and potential of humanity will advance. They will usher the less gifted through the gateway of understanding and cleanse the taint of blindness, ignorance and mulishness from the species. We are the shepherds of evolution, the harbingers of progress. We lead toward the light.
  - Flexibility and mobility are what the Vanu Sovereignty is about. Their equipment may lack the sheer power or rate of fire that their enemies enjoy but their built-in Armor Piercing mode for their weapons gives them the flexibility in combat that can't be matched. Likewise, though their vehicles may not have quite the top speed of other vehicles, the ability to move across water allows them to strike from unexpected angles and thus shift the tide of battle easier than a conventional attack upon an entrenched opponent.

**Empire Incentives or Disincentives:** Here you can see the current incentives or disincentives in effect for a given empire. These bonuses/penalties are constantly in flux in relation to the number of hours played by each Empire in the last 24 hours. As more players from an Empire log on and play over time, their incentives/disincentives will be altered accordingly. The ebb and flow of incentives is fairly slow, but helps to balance the gameplay if the population of one Empire gets too far out of balance in relation with the others.

- **Back Button:** Back to Server Select Screen
- **Next Button:** Continue onto Character Creation after you have selected the Logo of the Empire you wish to join.

## 2.3. Character Creation

- Name - Names may be any combination of Letters & Numbers up to 31 characters long. No spaces or extended ASCII characters are permitted, however.
- Male/Female
- Character Face selection
- Character Voice selection - the voice your character will use when using Voice Macros. See the Voice Macro Appendix for more information about this.
- **Options** button - Click this button to access Game Options.
- **Back** button - Goes to Empire Select screen (if no characters have been created) or Character Select screen (if one or more characters already exist)
- **Next** button - After you're satisfied with the choices for your character, hit this button to register your character with the server.

After your character is registered with the server, you will have the choice to either enter the game at your Sanctuary, a safe haven for your empire, or you can choose to enter the game via the Instant Action mode. For all but the most experienced First Person Shooter fans, it is recommended that they choose to start at the Sanctuary. Though PlanetSide may share many similarities with other FPS games, there are just as many dissimilar traits that should be learned before attempting to conquer the planet of Auraxis.

Choosing to start at the Sanctuary will give you the chance to familiarize yourself with some basic yet critical information such as movement controls and recognition of friendly forces. In addition you will be able to enter the Virtual Training Zones to learn about the many types of equipment such as the different weapons, support equipment, armor, & vehicles that can be acquired in the game. Additionally you'll be able to choose some of your starting Certifications to help begin your career as a soldier for your Empire.

By choosing Instant Action, however, you'll start at a location near a Hotspot. Hotspots are locations where your empire has detected combat to have occurred very recently. Depending on the location of the Hotspot, you may spawn at a friendly Tower or Facility. Note that you will not be able to choose which Hotspot you wish to be near as your empire will have prioritized this already. Additionally if you spawn at a tower you will likely not have the chance to equip yourself to your satisfaction and nor will you have the chance to spend any certification points unless you are near a friendly controlled Bio Lab. That said, choosing Instant Action is a quick and easy way to get into the thick of battle.

If you do find the action too intense, you can always choose to go back to your Sanctuary by either choosing to respawn at it when you die, or by hitting ESC and choosing the Recall to Sanctuary option. See the next section for more information regarding this menu.

## 2.4. Interface Basics

### ESC Menu Options

Hitting the ESC key brings up this menu. Below are the options available from it.

- **Recall to Sanctuary:** Choosing this option will take your character back to the Sanctuary. This is useful if you find yourself far from friendly forces or just wish for a quick trip back home.
- **Video Options:** Allows you to adjust your Video settings. These changes will be reflected the next time you start PlanetSide
- **Audio Options:** Allows you to adjust your Audio settings.
- **KeyMappings:** Allows you to change your control scheme.
- **Instant Action:** When selecting this item, your character will be deployed to a location near a Hotspot.

### Mouse Mode via Tab Key (default)

Many times in PlanetSide your Mouse Pointer will become activated automatically when



necessary (e.g. accessing a terminal) so that you can easily select and move items. You can, however, manually toggle Mouse Mode by hitting the Tab key on your Keyboard. Note that while in Mouse Mode, moving your Mouse will move your Mouse Pointer, not your character's view.

### **Mouse Rollover Tips**

By briefly hovering your Mouse Pointer over interface buttons you'll receive Mouse Rollover Tips that describe the button's function.

### **'?', 'X'**

Oftentimes the title bar of pop-up windows will have a '?' and an 'X' in the upper left and right corners. Clicking on the '?' with the Left Mouse button will bring up text help about the window (as well as granting you access to the Overview Help feature) and left clicking on the 'X' will close the window.

### **PlanetSide Logo**

There are many objects of interest that your character may interact with. To help acquaint you with objects that are new to your character, you will see the PlanetSide logo floating above it. By approaching the object you will receive a pop-up text box informing you of the object and its function in PlanetSide.

### **Action Key**

You may access objects in PlanetSide by hitting the Action Key which is the 'G' key by default. This will allow your character to access terminals, board vehicles, and perform other important tasks.

### **Chat**

By default, the Enter key will open up the Chat bar and enable you to compose a message. Hitting Enter once more will send the message out on the particular Chat Channel you've selected.

### **Soldier Management Bar**

- **Inventory Button** ('I' by default)
  - Used to access your current inventory
- **Character Button** ('O' by default)
  - Used to View your current statistics or Implants
- **Squad Button** ('P' by default)
  - Provides Squad Information and other group functions such as Friends List or Player Finding
- **Map** ('M' by default)
  - Accessed via the Map Button or 'M' key (default) to open or close the Map Screen. An incredibly useful reference tool. See the Map Appendix for more information about the Map Screen and its functions.
- **Vehicle Pane** ('Y' by default)

- Used to Control Access Settings or manage who is allowed in your vehicle
- **Outfit Pane** ('U' by default)
  - Used to form an outfit or perform management functions

### **Grief System Feedback**

From time to time you may see your Empire's logo with a number next to it pop up. This is to inform you that you've just caused damage to a friendly soldier or object. As you accumulate points you will receive progressively harsher punishments from simple warnings to equipment failure or worse. Grief points will automatically dissipate over time though. See the **Grief System section** for more information.

## **2.5. Game Objectives**

**PlanetSide** is a first person action game in which three empires are fighting for control over 10 **Battle Continents**. These continents range in climate from lush temperate to arid desert and from frigid arctic to blazing volcanic. In addition, each empire has its own **Sanctuary** and **Main Base** where their soldiers can plan, regroup and reequip if necessary. Your goal as a soldier is to help conquer and control the Battle Continents for your empire.

Each Battle Continent has several facilities that can be captured and controlled. Capturing a base requires hacking into the **Control Console** with a **Remote Electronics Kit (REK)**. This initiates a countdown sequence that if successfully completed, aligns the base to the empire the hacker belongs to.

After a Control Console has been hacked, but before it transfers control over to the new Empire, the Empire that used to control the facility loses all of the above abilities as the facility becomes inactive during that time.

Note that if someone from the facility's controlling Empire manages to hack into the Control Console before the countdown sequence has finished, that Empire will immediately resecure their control of the facility.

For a facility to be successfully captured, the Facility's Silo must NOT be devoid of NTU's at the end of the 15-minute Hack period, otherwise the capture process will fail. See the sub-section on **Resources** for more information about this.

Once the base successfully transfers allegiance, the base is now controlled by that empire and all benefits it provides are now available to the controlling empire. See the sub-section on **Facility Features** for more information about these benefits.

Facilities must be captured in the order mandated by the **Continental Lattice**. The Lattice is a network of interconnections between bases, linking their benefits to each other and dictating the facilities that are available for capture by each Empire.

- In order to capture a facility, an Empire must control a base that is directly linked to it.
- If an Empire does not control any facilities on a continent, and thus has no links, it must control a facility linked to one of the warpgates that connects from another continent.
- The first base linked to an Empire's Sanctuary warpgate may always be hacked and captured by that Empire.
- For facilities to share benefits, they must be linked on the Lattice. If a facility's links to the rest of those on the Lattice is severed, they will not share benefits.
- If a facility is hacked, the controlling Empire may not hack enemy bases linked to it until they have secured their own facility.

## 2.6. Facility Features

Successfully capturing a facility will give you access to its equipment and the benefits that those offer. Certain doors will now remain locked to opponents unless they manage to unlock it with a REK. In addition, friendly soldiers may:

- Use the facility's **Respawn Tubes** to reappear there if they are killed.
- Access **Equipment Terminals** for Weapons, Armor, & other miscellaneous equipment.
- Utilize **Vehicle Terminals** to create ground or air vehicles if available.
- Heal themselves at **Medical Terminals**.
- Hop into a **Wall Turret** and blast away at opponents or let it defend your facility in automated mode.

Extending beyond the defensive walls of each facility is an invisible **Sphere of Influence (SOI)**. This SOI powers certain types of deployable objects that defenders may place to aid them against enemies. The SOI also prevents the **High Altitude Rapid Transport (HART) Shuttle** from deploying drop pods within it. (SOIs are visible on the map interface for ease of reference.)

Each facility provides its own unique set of benefits to the side that can maintain control over it. These benefits are shared among facilities on the same continent when connected to each other through the Continental Lattice. Facilities do not need to be directly linked in order to share benefits, so benefits will be shared as long as there is an unbroken chain of Lattice Links between the facilities. On the continental map, icons over each facility will represent the benefits that it can access.

- **AMP Station (Shielded Vehicle icon):** Charges the shield generators of vehicles while they are in a friendly Sphere of Influence.
- **Bio-Lab (Respawn Tube icon):** Reduces respawn times at friendly linked facilities.
- **Dropship Center (Wrench Icon):** Enables Vehicle Repair and Rearm Stations.

- **Interlink Facility (RADAR Display icon):** Enhanced RADAR abilities.
- **Technology Plant (Tank icon):** Provides Access to Advanced Assault vehicles - Reaver, Medium Assault Buggy, Medium Tank and Sunderer.

## BENEFIT DESCRIPTIONS

**Shield Generators:** Each vehicle has a shield generator installed in it. When they enter an Amp Station's SOI or the SOI of a facility linked to an Amp Station, the shield will begin charging to its maximum strength, which is a percentage of the vehicle's base armor. After the shield takes damage, it can recharge again if it is within a friendly SOI though any armor damage done to the vehicle will remain until it is repaired by an Engineer or at a Repair Panel. If a driver takes a shielded vehicle outside of the friendly SOI, the shield will remain, though it will not recharge if it takes any damage until the driver returned to an Amp Station's SOI or any SOI linked to an Amp Station.

**Vehicle Repair and Rearm Stations:** Rearm and Repair pads provide a quick and easy way for vehicles to repair damage and to replenish their ammunition supplies. Each facility is equipped with a several aircraft landing pads and ground panels that will perform these functions. When a player is in control of a vehicle, they can approach either the pad or panel, depending on whether they are controlling an aircraft or a ground vehicle, and remain stationary to begin the repair process. Aircraft do not need to land on the pad, but they must remain near the pad to be repaired. Similarly, ground vehicles will be repaired automatically if they remain stationary near the Repair and Rearm Panel. Multiple vehicles can use the pads or panels at once.

To replenish a vehicle's ammunition, the player in control of the vehicle must be stationary near the repair pad or panel and will get a message that they may hit the "G" key to access the vehicle inventory menu. Players may store inventory loadouts in a favorites menu for quick access, similar to the Favorites Menu of an Equipment Terminal.

**Enhanced RADAR Abilities:** Facilities linked to an Interlink Facility will gain certain enhancements to their RADAR systems. All enemy vehicles will appear on RADAR, except for cloaked vehicles moving at 50% throttle or less and deployed Advanced Mobile Stations. All running enemy infantry, including cloaked Infiltrators, will appear on the RADAR. Enemy infantry, including cloaked Infiltrators, will appear on RADAR if they are within a Spitfire Turret or Motion Sensor's detection radius, regardless of whether they are moving or not.

## 2.7. Resources

The **Facility's Power Generator** is the heart of any facility's operations. In order for any Facility Features to function, the Power Generator must be fully functional. Since it is a common tactic for enemies to try and destroy the Generator when they are invading a base, all friendly soldiers inside of the facility's SOI will receive a warning whenever the generator is under attack. When a generator is first destroyed, players would be wise to

exit the generator room quickly, as it will explode. The generator will begin to automatically repair itself, but this is a slow process that consumes base resources.

Operational Facilities will consume resources known as **Nanite Technology Units (NTU's)**. Facilities will consume NTU's whenever they are required to automatically repair damaged to damaged equipment, such as Vehicle Terminals, Phalanx Wall Turrets and the Facility Power Generator.

The NTU Silo, located within the courtyard of the facility shows how much NTU's are left.

If a facility ever runs out of NTU's, the facility will turn neutral. As mentioned previously above, if the Silo within a Facility is empty, any Capture Process WILL fail unless the Silo is re-supplied before the 15-minute Capture Process is complete.

You can re-supply Facilities by using an **Advanced Nanite Transport (ANT)** to gather some of the energy at Warp Gates. The ANT can then haul the harnessed energy to Facilities where it will be can be reprocessed into NTU's for the Facility to use.

Once you purchase ANY vehicle Certification, you will then also be certified to purchase and drive the ANT. You can obtain ANTs at any Ground Vehicle Terminal, including those at your Sanctuary.

Filling up an ANT with Warp energy requires you to drive to a Warp Gate and deploy the ANT within the Warp Gate bubble. Once the ANT is filled, it will automatically undeploy.

Simply drive the ANT near a Silo and deploy it. The Warp energy will then be transferred into the Silo for the Facility to process into NTU's. Note that you can re-supply Friendly or Neutral Facilities but not Enemy controlled ones.

## 2.8. Recap

- The objective of your empire is to capture and control as many facilities as it can across the ten Battle Continents.
- Hacking into the Control Console is how a facility changes hands from one empire to another.
- Hacking into a Control Console begins the transference process of the facility.
- Hacking requires a Remote Electronics Kit (REK).
- Facilities impart a variety of benefits to the side that control them.
- Each empire has a Sanctuary that is a safe haven from enemies.
- As facilities operate, they consume resources in the form of Nanite Technology Units (NTU's).
- The NTU silo next to the building shows the current amount of NTU's the facility has at its disposal.

- If the NTU level at a facility drops to zero, the facility will turn neutral, negating any ownership aspect.
- Advanced Nanite Transport (ANT) vehicles can be used to re-supply facilities.
- Certification for ANTs is automatically granted once any other vehicle certification is chosen.
- ANTs harness the energy of Warp Gates once they are deployed within the dome of a Warp Gate.
- To re-supply a facility NTU Silo, deploy a charged ANT nearby in the courtyard.

## 3. Gameplay

### 3.1. Experience Points

Experience points can be earned via Battle Experience or Command Experience.

### 3.2. Battle Experience Points (BEPs)

Capturing bases, killing enemies, & destroying their equipment will give your character Battle Experience Points (BEP). As you accumulate these BEPs your character will go up in Battle Rank. As your character goes up in Battle Rank, you will earn Certification Points and Implant Slots.

- Certification points can be spent at Certification Terminals at the Sanctuary or at friendly Bio Labs to unlock access to various types of equipment, such as the Medical Applicator which allows you to heal injuries you or your friends may have suffered. Certifications also unlock access to vehicles such as the Basilisk or AMS (Advanced Mobile Station).
  - By spending your Certification points, this is how you will begin to specialize your character. You could choose to go Heavy Assault and grab the tougher armors and bigger guns but then you might be dependent upon getting transported to the battle by others that have chosen to specialize in Piloting Vehicles. Or you could choose to be an Advanced Combat Medic with the ability to revive fallen comrades on the field or an Advanced Hacker with the ability to quickly hack your way into an enemy base. Or perhaps a smattering of all of the above? In any case, the choices you make are not permanent as you may unlearn certifications and choose others in their place via the "Unlearn" feature in the certification terminal.
- Implant Slots are where cybernetic devices known as Implants are surgically implanted within your character. These devices can endow you with super human abilities such as Surge, which allows for a brief but explosive burst of running speed or the Personal Shield implant, which when activated gives your character a temporary force field to protect them from damage. Your character can earn up to

a maximum amount of three Implant Slots but beware, Implants when activated, can quickly use up your stamina leaving you drained and unable to run. Implants may be installed via Implant Terminals at the Sanctuary or friendly Bio Labs on any of the Battle Continents.

### 3.3. Command Experience Points (CEPs)

Successfully capturing a facility earns a Squad Leader Command Experience Points (CEPs) *instead of* Battle Experience Points. As a character accumulates CEPs, they earn Command Ranks which, in turn, earn the character certain Command Benefits such as the ability to communicate on higher levels of Command Chat or the ability to lay waypoints for his squad in order to highlight areas of interest.

### 3.4. Cone of Fire Combat System

PlanetSide uses a Cone of Fire (COF) system where a cone is projected out of your view with the 'tip' of the cone facing you. Thus from your perspective, the Cone resembles a Circle because you're seeing it from that tapered end-point of the cone. This circle is where your shots will fall. Thus the bigger the cone, the bigger the circle and the more weapon divergence there will be.

Factors that affect the size of the Cone (and thus accuracy), include:

- Mobility (as moving faster makes you more inaccurate)
- Being hit or taking damage (also decreases accuracy)
- Weapon recoil and base weapon accuracy (COF is affected as some weapons are inherently more accurate or inaccurate than others)

### 3.5. Boarding Vehicles

To Pilot a Vehicle, you first must have the required Certification for it. Without the proper Certification you may only be a passenger if an open spot exists. Sprinkled around friendly vehicles will be Boarding circles that designate the position in the Vehicle.

- Pilot positions use a circle that resembles a steering wheel.
- Passenger positions use a circle that resembles a Seat.
- Gunner positions use a circle that resembles a Gun.

You can board a Vehicle by approaching the Boarding Circle and hitting your Action Key ("G" by default).

Note that certain positions have restrictions on the types of Armor that may board it. MAX armors most notably are restricted to particular spots on the Galaxy (DropShip) &

Sunder (APC) and that players in Reinforced Armor can not pilot Vehicles that have enclosed Cockpits such as Tanks or the more heavily armored Aircraft.

### **3.6. Friend or Foe Recognition**

Your HUD will aid you in determining between friendly or enemy forces by using a color scheme above the soldiers in your view. Friendly forces will have their names in gold or green. Gold names are used for the members of your squad whereas green names are used for friendly soldiers that are not in your squad. Red names, however, are used for soldiers that belong to opposing empires.

### **3.7. Hacking Terminals**

As a defensive measure, enemy bases will have many of their doors locked to prevent intruders from casually strolling in and shooting up the place. You can tell which doors have Friend or Foe identification on them if you see a Door Terminal on the door frame.

To bypass locked doors they must be hacked via a Remote Electronics Kit (REK), the same item that is used to hack a Control Console. Equip a REK then aim at the Door Terminal and click the left mouse button until the hacking process begins. You do not need to keep the mouse button held down, but if you perform any other activity, you will break the hack and need to start over. The door will no longer distinguish between Friend and Foe and will now open for anyone for a period of time.

### **3.8. Grief System**

As PlanetSide allows for Friendly Fire to occur, there is a Grief system in place that tracks the amount of damage inflicted by a friendly injuring another friendly player or friendly object. As more Grief Points are accumulated, progressively worse punishments will be handed out, from initial Warnings to eventually reducing access to equipment if necessary or even preventing your weapons from firing for a time. Grief Points will dissipate automatically overtime as it is understood that a certain amount of Friendly Fire will occur regardless of intentions. Your current Grief Point level may be viewed by accessing your Character Screen (O by default). Note that you cannot accumulate Grief points for harming members of your own Squad.

### **3.9. Squads**

- Squads in PlanetSide are groups of up to 10 players working as a unit toward a common goal such as capturing a facility, defending a facility, or perhaps just doing general harassment to the enemy. Some of the benefits of being in a Squad are that not only do you have more firepower on your side and better communication but most importantly you have teammates who are specialized in



- their abilities and are thus able to perform critical tasks far more efficiently than a jack-of-all-trades player would.
- Additionally when a member of a Squad earns experience, other members nearby also earn the same amount. A 20% bonus is also added to each share of the experience by being part of a Squad.
  - Squads are formed by opening up the chat bar and hitting Enter (default) then typing, /invite NAME, then hitting Enter once again. This will send an invitation to the player to join your squad if they aren't part of one already.
  - Another method of inviting people into your squad is by approaching and targeting the player and then hitting your Action Key (G by default). Then follow the on screen prompt to send an invitation to them.
  - Players can accept an invitation to join a squad by using the mouse and clicking on the pop-up window or by typing /yes.


Note that when you join or create a squad, you will see the members of it listed at the top. This list will show you the number assigned to the Squad Member in addition to their Health. The numbers assigned to the squad members will also be the same numbers seen on your Proximity map and your map screen. These are extremely useful for finding out where members of your squad are.

### 3.10. Platoons

- A Platoon is the union of three different Squads that join together for more extensive team operations.
- Platoons are formed by opening up the chat bar and hitting Enter (default) then typing, /pinvoke <Squad Leader's name>, then hitting Enter once again. This will send an invitation to the player to join your Platoon if they aren't part of one already.
- Another method of inviting people into your Squad is by approaching and targeting the Squad Leader and then hitting your Action Key (G by default). Then follow the on screen prompt to send an invitation to them.
- A Squad Leader can accept or decline an invitation to join a Squad by using the mouse and clicking on "Yes" or "No" the pop-up window or by typing /paccept to accept the invitation or /pdecline to decline it.
- Once a Platoon has been formed, the Squad Leader who invited the other into the Platoon becomes the Platoon Leader. The Platoon Leader may invite one more Squad Leader to join.
- Platoon members will join a new chat channel called Platoon chat. They can chat on this channel by starting their messages with the /p command.
- The Platoon Squad Leaders also get a chat channel and may chat among themselves by starting their messages with /pl command.
- Squads within the Platoon will be designated as the Primary, Secondary and Tertiary Squad. Each wing will be marked with a different color for names and map positions. Chat colors will also be color-coded to indicate which wing a speaker is in.
  - **Primary Squad:** Gold

- **Secondary Squad:** Indigo
  - **Tertiary Squad:** Orange
- Secondary and Tertiary Squads are designated as such for organizational purposes. Aside from the Promotion rules listed below, there is no difference in ability between them.
- A Squad Leader may leave a Platoon by typing /pleave. All Platoon members will receive a message to alert them that the Squad has left.
- A Platoon Leader may remove a Squad from the Platoon by typing /pkick <Squad Leader's name>. All members of the Platoon will be notified that the Squad has been removed.
- A Platoon Leader may disband their Platoon by typing /pdisband.
- Only the Platoon Leader may draw battle plans, assuming the Platoon Leader is of a high enough Command Rank to use this ability.
- All Squad Leaders within the Platoon may place Waypoints if they are Command Rank 1 or higher.
- Waypoints will be color-coded to indicate which Squad placed which.
- Experience will continue to be divided between members of each Squad, but not across the Platoon.
- If a Platoon Leader leaves, the next person in their Squad will assume Leadership. If there is only one person in the Primary Squad when the Platoon Leader leaves, that Squad will be disbanded and the Secondary Squad will assume the Primary slot (see below for more details).
- If the Leader of any other Squad leaves, standard Squad Promotion will be in effect.
- If the Platoon Leader's Squad leaves the Platoon, the Secondary Squad will be promoted to the Primary slot and that Squad's Leader will become the Platoon Leader. If there is only one Squad left after the Primary Squad leaves, the Platoon will be disbanded.
- If the Secondary Squad leaves the Platoon, the Tertiary Squad will not be promoted. Any Squad invited to the Platoon after the Secondary has left will become the Secondary Squad.
- All members of the Platoon will be notified that the Platoon has been disbanded under any circumstance. The individual Squads that make up the Platoon will remain intact as long as they have two or more members.

## 3.11. Outfits

- An Outfit in PlanetSide is a collection of players that exists even after the players have logged out of the game. Forming an Outfit requires the formation of a 10-player Squad where each player does not already belong to an Outfit. The Squad Leader clicks on the Outfit Button  and everyone else is then presented with a dialog box asking them if they want to join the Outfit. If they all say yes, then the Outfit is formed and the Squad Leader, who is now also the Outfit leader may choose an Outfit Logo that will now appear on the armor and vehicles of members in the Outfit.

- Joining an Outfit is advantageous because it will make finding and forming Squads easier and additionally add organization to multi-Squad strikes against facilities or even against entire continents!

### 3.12. Outfit Base Ownership

Outfits may claim ownership of friendly facilities and gain Ownership Benefits. Facilities must meet certain conditions to be claimed for Ownership:

- The facility must belong to the Outfit's Empire
- The facility may not be owned by another Outfit.
- The Outfit may not already own another facility.
- An Outfit that claims Ownership of a facility must have at least ten members.
- The Outfit member who claims ownership of the facility must be Command Rank 5 and be one of the top four ranks in the Outfit.

To claim Ownership of a facility, an Outfit member (who meets the requirements to claim facilities) will approach the facility's Main Terminal, located in the facility's Entry Room, and press the **"G"** key. This will bring up the option to claim Ownership of the Facility. Once this is done, a global broadcast will announce that the Outfit has assumed ownership of the base.

Other soldiers will be informed of the Facility's Ownership when they enter its SOI, either with a warning to enemy troops or welcoming message to friendly troops. If the facility is captured by another Empire, the Outfit will lose its ownership of that facility. An Outfit from the Empire that now controls the facility may then assume Ownership if they wish to and meet the above requirements.

Provided the owned base is operational (secure and powered), there are two benefits to owning a Facility.

- Outfit members can press the escape key and select "Recall to Outfit Base". This will then recall the player to the Outfit's facility, similar to recalling to Sanctuary. Outfit members can do this from anywhere on the planet.
- Outfit members can choose the owned base as a Respawn location if they are killed on the same continent as the facility.

If an Outfit chooses to forfeit their Ownership of a particular base (for example, so they may claim a different one), an Outfit member who is Command Rank 5 and one of the top four ranks in the Outfit may access the Main Terminal and select the **'Cancel Ownership'** option. A global broadcast will announce that the Outfit has cancelled their ownership of the base.

### 3.13. The Lattice Logic Unit

Certain facilities on each continent will require that an object called the **Lattice Logic Unit (LLU)** be retrieved and delivered to a nearby friendly facility. In these facilities, attackers will hack the Control Console and the Lattice Logic Unit will appear randomly in one of the Lattice Logic Unit sockets that are spread out within the facility. An icon will appear on the overhead proximity map, indicating the general location of the LLU. The carrier will have fifteen minutes to deliver the LLU to a randomly determined friendly facility that is only one lattice link away.

Once the LLU appears, an attacker retrieves the LLU from the socket by being the first to approach and touch it. The player will then be marked as the LLU carrier - the LLU does not take up inventory space. MAXes may not pick up the LLU. Likewise a player carrying the LLU may not switch to MAX armor from an order terminal. Though a cloaked soldier may pick up and carry the LLU, his cloaking will not work while it is in his inventory. If the LLU carrier is killed, the LLU will drop to the ground and another friendly character may pick it up by running over it. Note that defenders may not pick up the LLU once it is in the field. However, they can defend it from the attackers, thereby expiring its fifteen minute timer.

The LLU carrier will glow and will be marked on the proximity map. Since the LLU is not a physical inventory item, it may not be stored in lockers or vehicle trunks. The carrier cannot drive any vehicle, but can ride as a passenger or gunner in any land vehicle (but not aircraft). A dropped LLU will be marked by a pulsating sphere on the continental map.

## **ATTACKERS**

The carrier has to take the LLU back to a friendly facility that one lattice link away and secure at the time. All players will be notified of the destination facility through messages on the HUD and chat window. If there is no valid destination facility at the time of the hack (i.e. there are no linked friendly facilities - for example, a facility that is only linked through a warp gate), then the facility will use the original Hack and Hold gameplay mode. Once the carrier has reached the destination they will approach its Control Console and hit the action key. If the destination facility is valid, then the hacked facility is immediately captured. Those who are in the Sphere of Influence (SOI) of either the facility that spawned the LLU or the destination facility will receive capture experience. There is also a mobile SOI surrounding the LLU that counts toward capture experience.

## **DEFENDERS**

The defenders will have two options for re-securing the facility. Either stop the carrier from reaching the destination Control Console or make their way into their own CC room to resecure, just like the current model.

The facilities that will use the LLU capture model will be:

**Solsar:** Bastet, Mont, Thoth  
**Hossin:** Acan, Chac, Voltan, Zotz  
**Cyssor:** Aja, Chuku, Gunuku, Pamba, Tore  
**Ishundar:** Enkidu, Irkalla, Neti  
**Forseral:** Caer, Neit, Ogmia  
**Ceryshen:** Nerrivik, Sedna, Tootega  
**Esamir:** Mani, Vidar, Ymir  
**Oshur:** Rashnu, Yazata, Zal  
**Searhus:** Laka, Ngaru, Sina  
**Amerish:** Cetan, Mekala, Sungrey

### **Locations of LLU Sockets**

**Amp Station:** On the catwalk that crosses over the main room.

**Bio-Lab:** In the blue room beneath the barracks.

**Dropship Center:** Inside the air vehicle creation terminal room.

**Interlink Facility:** Beneath the rooftop Radar Dish in the room that houses equipment terminals.

**Tech Plant:** Below the stairs near the front door.

## **3.14. Recap**

- Battle Experience Points (BEPs) are earned by killing enemies, destroying their equipment, and capturing their facilities.
- 
- As you gain BEPs, you will go up in Battle Rank.
- As you go up in Battle Rank, you will earn Certification Points and Implant Slots.
- Certification Points can be spent to gain access to weapons, armor, support equipment, and vehicles.
- You can also unlearn Certifications to free up Certification points that you may wish to spend on other equipment.
- Command Experience Points (CEPs) instead of Battle Experience Points are earned by Squad Leaders when their squad successfully captures a facility.
- As you gain CEPs, you will go up in Command Rank.
- As you go up in Command Rank you will earn Command Abilities.
- Squads are temporary groups of up to 10 players.
- /invite will invite that player into your squad.
- Using the Action Key while looking at a player is another method to invite them into your squad.
- You can accept or decline an invitation to join a squad by clicking on the pop-up window or by entering /yes or /no in your chat bar.
- Outfits are akin to clans or guilds, groups of players that persist outside of the game.
- An outfit can be created by the squad leader when he has 10 players in his squad.
- To begin the outfit creation process, the squad leader hits the outfit button.

## 4. Venture Out

### 4.1. Your First Step

If you choose the 'Go to the Sanctuary' option after creating your character, you will appear in one of the respawning facilities at your Empire's Sanctuary. Here at the Sanctuary you may regroup, reequip, plan your attacks, and get extra comrades to join you. In addition, just around the corner from the Respawning facilities are entrances to the Virtual Training Centers, where you can learn all about the equipment you'll be earning certifications for.

Within the Virtual Training Center are two programs, a Virtual Shooting Range and a Virtual Driving Zone. At the Virtual Shooting Range, you may test out any weapon and armor free from the restrictions of having to certify in them. This way, before you spend your hard earned Certification Points, you can test out what you're considering to learn.

The Virtual Driving Range is where you'll be able to test out any of the various vehicles that your empire offers in PlanetSide. Once again, you may freely pilot a vehicle to see how it performs before spending your Certification points on it.

*See the Appendix on Certifications for more information regarding Certifications and their corresponding equipment.*

When you're ready to head off to war, one of the first things you should do is figure out where you want to go. Pull up your Map Screen by hitting the 'M' key or by using the Mouse Pointer and clicking on the Map Button. You'll first be presented with a Global View of the planet Auraxis where you can see all of the continents that form the planet. Left clicking once on a Battle Continent will show you how many facilities each Empire currently controls on it. Also notice the Warp Gate connections that connect the Continent to other Continents. This is important if you're planning on bringing vehicles over from one continent to the other. See the section on Leaving the Sanctuary for more information about this.

By either double-clicking on a continent or by using the Tactical View button in the Map Toolbar, you can get a more detailed view of the selected continent. Here you can pan the map around to see the layout of the terrain as well as the facilities and their color-coded Spheres of Influence designating ownership. New players to PlanetSide may want to concentrate their efforts on helping to defend a facility on one of three continents that are connected to their Sanctuary. You can easily see which three Battle Continents are attached to your Sanctuary via Warp Gates by selecting your own Sanctuary in the Global View of the Map.

After you've selected one of these connecting Battle Continents, either Double-Click on it or Click on the Tactical Button in the Map Toolbar. Then look for a Friendly colored

Sphere of Influence. Terran Republic SOI's are colored red, New Conglomerate SOI's are Blue, and Vanu Sovereignty SOIs are Purple.

As you look around the map you may notice Enemy SOI's for facilities that are near your Friendly facilities. This is not good as it is likely that there are enemies there and they may be attacking your friendly facility even as you are reading this! You should help defend it once you decide how you want to get there.

It is **HIGHLY** recommended that you first join or form a Squad before heading off to do battle against the enemy though. Your chances for survival will increase dramatically and you will actually gain experience points much faster! See the section on Squads & Outfits for more information about them.

## 4.2. Leaving the Sanctuary

After you've equipped yourself at one of the nearby Equipment Terminals and have picked out your intended objective you need to think about how to get there. One way to leave the Sanctuary is via a Warp Gate, a massive structure that can transport you to other continents instantly.

There are two types of Warp Gates, those on Battle Continents and those on Sanctuaries. The Warp Gates on Battle Continents operate in pairs. Enter a Warp Gate on a Battle continent and you'll appear at the other linked Warp Gate on another Battle Continent. The Warp Gates on Sanctuaries, however, allow you to travel to *any* Warp Gate on *any* Battle Continent thus making the Warp Gates on Sanctuaries much more flexible.

Use the Map to find nearby Warp Gates and notice which continents they connect.

The other method to get to a Battle Continent is by taking the High Altitude Rapid Transport (HART) shuttle.

This shuttle flies into orbit and allows you to take a Drop Pod down to the surface. As Drop Pods from the HART shuttle allow you to touch down on any Battle Continent *outside* of a Sphere of Influence (SOI), insertions via this manner are extremely quick and flexible as you needn't bother with Warp Gate connections. Note that Drop Pods can only accommodate soldiers in Armor, including MAX armor, but vehicles can only travel to and from the Sanctuary via Warp Gates.


If you're taking a Vehicle and leaving the Sanctuary via the Warp Gate, be sure to use the Map in conjunction with the Compass periodically to help you find your way.

If you've decided to leave the Sanctuary via the HART, then head over to one of the HART buildings. Inside are doorways that gain you access to the HART Shuttle.

The next shuttle has arrived when the timer above the door reaches zero and the green light begins to flash. Board the shuttle by simply walking through the door and

continuing down the hallway. After the HART lifts off you will be presented with the Drop Pod Menu that is very similar to the Map Menu. Here you'll initially see the Global view of the Planet Auraxis, the Warp Gate connections that connect the continents, and the status of each empire on those continents. Choose the Battle Continent you wish to take a Drop Pod to by double clicking on it or by selecting it and then selecting the Tactical View tab at the top of the screen.

Now choose your destination where you want the drop pod to land. Note that SOI's interfere with Drop Pods so you must choose a location *outside* of one. Click on an area just outside of the SOI of a friendly facility. Then click on the Drop button to the lower

right  and hang on for the ride of your life!

For more information about the other Buildings at the Sanctuary see the appropriate Appendix.

### 4.3. Binding and Respawning

Scattered within Facilities are Matrixing Terminals.

Hitting the Action Key when facing one will embed your DNA within the Matrix Storage of the Facility. That way, if you do fall in battle, you have the chance to reappear there rather than traveling all the way from the Sanctuary. An Advanced Mobile Station (AMS) is a vehicle that allows players to respawn out in

the field rather than only being able to respawn from facilities. These too have Matrixing Terminals to bind at so you can respawn from that specific AMS.

To bind yourself to a Facility or AMS find a Matrixing Terminal, approach it until you receive a pop-up message inviting you to bind there and then hit the Action Key. Once successfully bound, you will have the chance to respawn there if your character dies. Note that you can only Bind to a Friendly Facility that is completely under your Empire's control (e.g., it has an operational Generator and has not been Hacked by the enemy). In addition you can only bind at one Facility at a time *and* one AMS at a time. Therefore you can choose to bind yourself to both a Facility and an AMS at the same time to maximize your Respawning choices.

If you do fall in battle, you will be presented with a choice to begin the respawning process immediately or you can choose to wait until the timer has counted down. Keep in mind that once the respawn process starts you may no longer be Revived by a friendly, thus when operating in a Squad with capable Medics you may wish to postpone the respawning process to allow your medics time to revive you.

You can choose to begin the Respawning process immediately by selecting on any of your valid Respawning locales. These may include:



- The Facility at which you are manually bound to. The facility must be completely under your Empire's control with both the Generator and Respawn tubes operational. Additionally, the Control Console must not be hacked.
- The Advanced Mobile Station (AMS) at which you are manually bound to. The AMS at the time must be operational and deployed.
- As a contingency plan, your Empire also allows you to respawn at the nearest Friendly facility, AMS, or Tower for the continent you are on, as long as they meet the above criteria as well.
- Finally your Sanctuary is always available as a Respawn point.

Thus it is possible to have up to six respawn choices: 1) A facility to which you manually bound yourself to; 2) An AMS to which you manually bound yourself to; 3) A backup respawn point at the nearest friendly facility on your continent; 4) Another backup Respawn point at the nearest deployed and friendly AMS on your continent, 5) The third backup Respawn point at the nearest Tower on your continent, and; 6) Your Sanctuary.

Choose carefully as you may end up in a location you weren't expecting and thus inconvenience yourself needlessly.

## 4.4. Recap

If you've selected the 'Go to the Sanctuary' option, then your character will appear at one of the Respawning Facilities on your empire's Sanctuary.

- Near the exit of the Respawning Facility are entrances to the Virtual Training Centers where you can test out equipment free from the restrictions of Certifications.
- Pull up the map via the 'M' Key or by hitting the map button on your HUD.
- Global view shows all of the continents and their Warp Gate connections.
- Tactical view shows a more detailed view of a particular continent.
- Find a friendly SOI on one of the three continents attached to your Sanctuary via Warp Gates.
- Equip yourself at an Equipment Terminal.
- Use the map to figure out where you want to go to.
- Decide whether you will take Warp Gate or HART Shuttle.
- If leaving the Sanctuary via a Warp Gate, use the map and compass periodically to stay on course.
- If taking the HART, board the Shuttle at one of the HART Buildings.
- Choose the continent you wish to Drop Pod down upon.
- Left-click on the area you want to land near as long as it is outside of a Sphere of Influence (SOI).
- Click on the Drop button to launch your Drop Pod after designating a legal drop zone.

Manually binding at a facility or AMS will allow you to respawn there if you die.

- Use the Action Key when targeting a Matrix Terminal to manually bind there.
- You can manually bind yourself to one facility and one AMS at any given time.
- You may also have additional fallback respawn points at the nearest AMS, friendly facility, or tower.

After you die, you may begin the respawn process immediately or choose to wait for a medic to revive you.

You can choose which location to respawn at by clicking on it in when the Respawn Map comes up.


## 5. Tips and Strategies

### 5.1. General

- Try to plan a few ranks ahead on what you want your character to spend his Certification Points on so you don't end up lacking a Certification you really wanted. Fortunately you can always unlearn your certifications but preparing ahead of time prevents you from having to wait for the cert points to be released after "Unlearning".
- If you're unsure as to what to spend your Certification Points on, give the VR Training centers a whirl where you'll be able to try everything before actually committing Certification Points to it.
- You want to consider spending some Certification Points on multi-personal vehicles. This is extremely helpful in a Squad situation.
- Take a few moments to plan out your play session. Even if you're just jumping in for a few minutes, figure out where you will respawn. Better yet bind yourself at your desired Respawn point *just in case*.
- The Map and compass can prevent you from getting lost; it's an awfully big world out there. Take a moment to understand them and reference the overhead map option often so you can quickly orient yourself.
- Learn from your losses, what went wrong, what could have prevented it, etc.
- Discover what you are best at...it may not be frontline combat. Success of the Empires in PlanetSide will depend upon the strength of their side as a whole, not just who can fire the most accurately.
- It may not be to your advantage to open up upon an enemy at the first opportunity as you might be able to stack the odds further in your favor by waiting for a better prospect or firing opportunity.
- Learn when to run and hide instead of just firing back.
- Use both the Global and Tactical Views of the Map to plan out where you want to go. This planning should include a quick trip to the friendly facility that is closest to your objective so you can manually bind yourself to it.
- Double-check to see that you're properly equipped. Make sure you have all the equipment necessary to use with your certifications, including the REK, if desired.

- Maximum efficiency with most weapons requires firing in short, controlled bursts to reduce the recoil penalty.
- Crouching makes you a smaller target and increases your overall accuracy.

## 5.2. Squad

- Whenever possible, try to form or join a squad, you'll learn to appreciate the extra help when you need it.
- Make sure that your Squad is balanced in terms of capabilities. If everyone is a weapons expert, who is going to transport your group or revive fallen comrades?
- Switch to Squad Chat immediately  because the communication range is unlimited.
- As a squad leader, or even if you just want to join a Squad, take time to become familiar with the "Looking for Squad" option. Using this feature makes it easy to find people with Certs you need for your squad, or makes it easy to advertise that you *have* the Certs needed for other squads, thus making it more probably you will receive an invitation.
- Use the Map often as it will show the position of your Squadmates.
- Facilities are fairly large; therefore diversions are wonderful tools of war.
- Squadmates in Infiltration Suits make great Medics, Hackers, or Recon units.
- Plan for a fallback point for your squad to regroup if necessary.
- Learn to use the Chat Macros (See the Appendix on Chat Macros for more information) as they are great ways of communicating with just a few keystrokes. Also create your own text macros in order to have quick, customized macros available for specialty commands.
- Spend a bit of time gathering intelligence about the target, it may pay off later.
- If defending a facility, make sure a few of you are carrying REKs just in case you need to re-hack the Control Console.
- Having someone defending a facility with the Repair Certification and a Nano Dispenser could prove to be the difference between successfully warding off an attack or finding yourself forcibly evicted from a Facility.
- An Advanced Mobile Station (AMS) is probably the most important vehicle you could bring to a siege.
- Capturing a Facility via Hacking a Control Console outright can be a very daunting task. Sometimes you need to soften up the defense by disabling their Generator or their Respawn Tubes. Either of these will slow the defense down because they will not be able to Respawn there until they are repaired.
- Before you decide to destroy an enemy ANT, consider letting the Enemy refill the Silo *before* you try to capture it. That way if you are successful in your capture attempt, you won't need to worry about re-supplying your facility for sometime.
- If you spot an enemy driving around in an AMS and you don't have the means to quickly kill it off, consider following it to see where the driver will try to hide it. Then try to kill the driver as he steps out but *before* he can deploy it. That way you will have completely stopped the AMS from being used against you.

## 5.3. Outfit

- Promote players in your Outfit that have proven to be leaders in both Tactics and Morale.
- Use the Alliance Chat Channel to set up Alliances with other Outfits in your Empire.

## 6. Appendices

### 6.1. Default Keyboard and Mouse Commands: General/Soldier Controls

General & Soldier Controls		
Action	Key Binding 1	Key Binding 2
Forward	W	Num Pad 8
Backward	S	Num Pad 2
Autorun	Q	
Strafe Left	A	Left Arrow
Strafe Right	D	Right Arrow
Turn Left		
Turn Right		
Crouch	Ctrl	
Crouch Toggle	C	
Jump	Space Bar	
Use Right Back Holster	2	
Use Right Hip Holster	1	
Use Left Back Holster	4	
Use Left Hip Holster	3	
Use Knife	5	
Fire Weapon	Left Mouse	
Change Fire Mode	Right Mouse	
Change Ammunition Type	X	
Reload	R	
Use or Interact with Object	G	
Drop Item	F	
Clear HUD	ESC	
Toggle Third Person Camera	Tab	
Zoom	Z	
Prox. Map Increase Range	]	
Prox. Map Decrease Range	[	

Toggle Mouse Look	Tab
Toggle Character Pane	O
Toggle Inventory	I
Toggle Squad Pane	P
Toggle Overhead Map	M
Toggle Vehicle Pane	Y
Toggle Outfit Pane	U
Toggle Help	Shift + P
Cycle Character Names	N
Toggle Infiltration Suit On/Off	K
Use Hotkey Slot 1	F1
Use Hotkey Slot 2	F2
Use Hotkey Slot 3	F3
Use Hotkey Slot 4	F4
Use Hotkey Slot 5	F5
Use Hotkey Slot 6	F6
Use Hotkey Slot 7	F7
Use Hotkey Slot 8	F8

## 6.2. Default Keyboard and Mouse commands: Ground Vehicles

Action	Ground Vehicles	
	Key Binding 1	Key Binding 2
Forward	W	
Backward	S	
Turn Left	A	Left Arrow
Turn Right	D	Right Arrow
Brake	Space Bar	
Cruise 10 Percent Power	1	Num Pad 1
Cruise 20 Percent Power	2	Num Pad 2
Cruise 30 Percent Power	3	Num Pad 3
Cruise 40 Percent Power	4	Num Pad 4
Cruise 50 Percent Power	5	Num Pad 5
Cruise 60 Percent Power	6	Num Pad 6
Cruise 70 Percent Power	7	Num Pad 7
Cruise 80 Percent Power	8	Num Pad 8
Cruise 90 Percent Power	9	Num Pad 9
Cruise 100 Percent Power	0	Num Pad 0

## 6.3. Default Keyboard and Mouse commands: Air Vehicles

Air & Hover Vehicles		
Action	Key Binding 1	Key Binding 2
Flight Elevate / Take Off	E	
Flight Lower / Land	C	
Forward	W	
Backward	S	
Strafe Left	A	Left Arrow
Strafe Right	D	Right Arrow
Afterburners	Space Bar	
Cruise 10 Percent Power	1	Num Pad 1
Cruise 20 Percent Power	2	Num Pad 2
Cruise 30 Percent Power	3	Num Pad 3
Cruise 40 Percent Power	4	Num Pad 4
Cruise 50 Percent Power	5	Num Pad 5
Cruise 60 Percent Power	6	Num Pad 6
Cruise 70 Percent Power	7	Num Pad 7
Cruise 80 Percent Power	8	Num Pad 8
Cruise 90 Percent Power	9	Num Pad 9
Cruise 100 Percent Power	0	Num Pad 0
Bail from Vehicle	Alt + G	

## 6.4. Default Keyboard and Mouse commands: Chat

Chat		
Action	Key Binding 1	Key Binding 2
Open Chat	Enter	Num Pad /
Open Chat Slash	/	
Open Chat Reply	Backspace	
Chat Window PgUp	Page Up	
Chat Window PgDn	Page Down	
Status Window PgUp	Shift + Page Up	
Status Window PgDn	Shift + Page Dn	
Open Voice Macros	V	

## 6.5. HUD Details

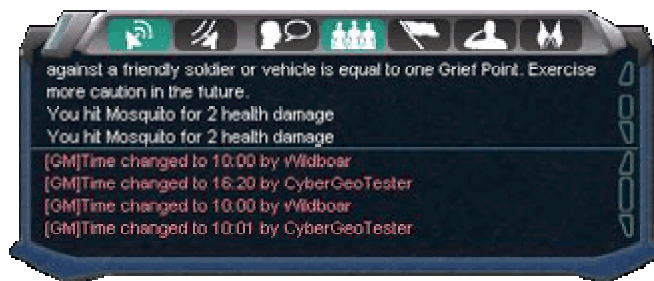
1> Squad Bar - Lists the current members of your Squad with the first name on the list representing the Squad Leader. These same numbers appear on your Proximity, Tactical, and Global Maps to help you track their location. Additionally the bars also show their health level.

2> Proximity Map - Friendly units show up in Teal. Enemy Units show up in Red. Depending on certain variables such as Motion Sensors or control of an Interlink Facility, some Enemy units may or may not show up in your Radar. It is recommended that when you are outdoors, your Proximity Map be set to either 200m or 100m. When you are indoors, however, the 50m setting will show Icons denoting the various rooms that can be found on your current floor making the navigation within facilities much easier.

3> You can toggle the range of the Radar from 50m, 100m or 200m by using the '[' and ']' keys by default. You can also switch to a Compass-only setting by clicking on the little arrow to the right of the range indicator.

4> Reticule - Your Cone of Fire used to target objects or other players.





5> Status & Chat Pane - This pane combines your incoming chat along with any relevant status messages. The top row of buttons allows you to select which channel you currently are broadcasting your chat to and also allows you to select which channels of *incoming* chat you want to receive.



To select which channel you wish to broadcast to, select the Outgoing Chat Button




and then select which of the channels you wish to broadcast to. These are:

- a. Local Chat  to anyone within 100m of you.
- b. Squad chat  to any current member of your Squad wherever they might be located in the world.
- c. Outfit chat  to any member of your Outfit online wherever they might be located in the world.
- d. Command chat  used by players with Command Ranks to communicate to other Commanders to coordinate, warn, or just apprise each other of current situations.

- e. Alliance chat  used by members of Outfits that have formed an Alliance.

Note that you may only broadcast to a single channel at a time but may receive incoming messages from as many channels as you desire.


6> Soldier Management Bar - This toolbar allows access to the following screens via the Mouse:

- a.  Inventory - Your available Inventory space consists of Holsters, from which Weapons and certain Items can be quickly retrieved, and general Backpack space, where other items of interest may be kept. Holsters come in two sizes, a small 3 x 3 grid size where Pistols or small Items are placed, and a larger 9 x 3 Holster slot, where Rifles or Items of that sized are held. The amount of Holsters and Backpack space available is wholly dependent upon the type of Armor you are currently using.


- i. Infiltration Suit: One pistol slot, smallest inventory
- ii. Standard Armor: One pistol slot, one rifle slot, smaller inventory
- iii. Agile Armor: Two pistol slots, one rifle slot, medium inventory
- iv. Reinforced Armor: Two pistol slots, two rifle slots, large inventory
- v. MAX Armor: Weapons are all pre-determined (no holsters), largest inventory


Buttons in the inventory area include:


- vi. Use - To Use or Consume an Item such as a Medkit.
- vii. Drop - To Drop an Item onto the ground.
- viii. Destroy - To permanently Destroy an Item
- ix. Deconstruct All - To completely clear out your Inventory.


- b.  Character - The Character Screen shows you your current Battle and Command Rank with respective Experience Point totals and rough estimates till reaching the next ranks. Your current number of Implant Slots is also shown along with any Implants you may have installed at the time. Finally access to your Personal Statistics is through here. NOTE: You can select your Implant icons here and drag them to your Hotkey Bar for quick and easy access when turning the implants on/off.



c.  Squad - The Squad button grants access to Squad Management functions in addition to a Player Finding mechanism. This mechanism can be used to locate Squad leaders that wish to add members to their squad or for players that wish to be added to a squad. Additionally your Friends List may be managed here.

d.  Map - Two view levels are available within the Map; Global - which shows all of the continents in PlanetSide at one time, and Tactical, which allows a more detailed view of a particular continent. The Global View is useful for plotting out Warp Gate connections and the general flow of forces. The Tactical View allows you to use the various zoom levels to help in your navigation while on a continent. Additionally the Tactical View will also show the current state of Facilities and which Empire currently controls them.

e.  Vehicle - Allows you to set permissions for boarding and accessing the trunk of your vehicle. Settings available are: Locked - No one but you may board your vehicle or use the trunk; Squad - only those members of your Squad may board the vehicle or use the trunk, or; Open - anyone in your empire may board your vehicle or use the trunk. Additionally a passenger list is shown along with the ability to kick anyone out of your vehicle if you so choose and the ability to deconstruct your vehicle to prevent it from falling into enemy hands.

f.  Outfit - Access to Outfit Functions including the creation of an Outfit, as well as the management functions available to Outfit leaders.

7> Toggles Proximity Map On/Off

8> Toggles Status & Chat Pane On/Off

9> Bio Pane - Shows the current levels of your Health, Stamina, and Armor. If your Health reaches zero, you will die. If your Stamina reaches zero, you can no longer run or power Implants till it first reaches 20 by resting (standing still). And if your Armor reaches zero it will no longer provide any protection until it is repaired.

10> Hotkey Bar - Here you can macro Medkits, Implants, & Text Messages for easy access to their functions. To macro a Medkit, open your inventory, left-click once on a Medkit, move the Medkit over to the Hotkey Slot you wish it to occupy and left-click once more. Now when you tap the appropriate function key, a Medkit will be consumed. To macro an Implant, open your Character Pane ('O' by default) and click on an Implant Slot. Then move the Icon over to the Hotkey Slot you wish it to occupy and left-click once more. Note that some Implants work automatically and thus can not be Macro'ed. To Macro a text message use the following outline. /macro Name /Channel Message. Then place the Text Macro icon into the desired Hotkey slot. You can clear Hotkey Slots by right-clicking on them.

11> Holster Icons - This shows you the weapons or items that are currently in your holsters. You will see the amount of ammunition beneath the respective Weapon icon. The number on the left represents the number of shots within the clip of the weapon while the number on the right represents the number of total shots left in your backpack. The Ammo Icon in between represents the type of ammo currently within your weapon; Standard or Armor Piercing. The little yellow indicators to the left of the Holster Icon represent the Firing Mode of the weapon. Likewise, Items that have multiple function modes will also display their current function mode by the same yellow indicators.

12> Toggles Soldier Management Bar On/Off

## 6.6. Certification Listing

Certification	Allows Access to
Standard	Allows a soldier to utilize the AMP and Suppressor. Empire-specific weaponry available through this certification includes the Beamer (VS), Repeater (TR), and Scatter-Pistol (NC)
Medium Assault	The Sweeper and Punisher are available through this certification. Empire-specific weaponry available includes the Pulsar (VS), Cyclor (TR), and Gauss Rifle (NC)
Heavy Assault	Heavy assault weapons for each empire are the Lasher (VS), Mini-Chaingun (TR), and Jackhammer (NC)
Anti-Vehicular	Empire-specific weaponry includes the Lancer (VS), Striker (TR), and Phoenix (NC). The Lancer fires a highly energized projectile that travels at lethally quick speeds. This coupled with the direct-fire nature of the VS Lancer gives it the ability to tear through vehicles efficiently at all ranges. The TR Striker anti-vehicular missile system has a dual-natured firing system. In dumb fire mode it is capable of firing its 3 warheads in fairly quick succession. When the operator is using its 'lazing' mode, he can paint a target and the warheads will travel to the terminus of the beam. The NC Phoenix has a camera-guided delivery system allowing the skillful operator to waste no time in trying to achieve a lock on. The operator can also choose to detonate the warhead in-flight in situations where he misses the intended target.
Sniping	This certification allows a soldier to use the Bolt Driver sniper rifle. Equipped with an 8x Zoom and the most stopping power behind each bullet, the Bolt Driver has the ability to wage war over great distances.
Special Assault	These weapons include the Decimator, Rocklet Gun, and Thumper (all common pool). The Decimator is a disposable, 3-shot dumb-fire rocket launcher that packs significant anti-vehicular damage behind each warhead. The Rocklet Gun is a mini-rocket gun that is versatile against soldier and vehicles alike. The Thumper is a grenade launcher capable of using Plasma, Frag and Jammer Grenades thus making it very

	versatile in its own right.
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## Armor

Certification	Allows Access to
Standard ExoSuit	This is your standard Empire Body Armor. This certification cannot be removed. When you are respawned after death, this is the armor you'll be wearing.
Agile ExoSuit	The Agile Armor Certification allows a soldier to wear Agile Body Armor. Agile Body Armor provides a balance of agility with reasonable defensive protection. It has:1 Back Holster, 2 Side Holsters, and a 9x9 Inventory Grid in the backpack.
Reinforced ExoSuit	The hardened exo-shell on Reinforced Body Armor offers increased protection over Agile Body Armor but with a slight decrease in mobility speed. Reinforced Armor supports: 2 Backholsters, 2 Side holsters, and a 12 x 9 Inventory Grid in the backpack.
Infiltration Suit	The cloaking ability of the Infiltration Suit allows you to stand still and be basically invisible. However, the faster you move, the less your stealth effect will help you.
MAX Armor Description	This heaviest of armor entombs a soldier beneath layers and layers of hardened armor and its weapons are built into the arms of the suit, making them very stable firing platforms. Slow in reaction speed, but powerful in almost every other way, the mech assault suits are lynchpins of most military actions.
NC ScatterCannon MAX	This powerful exo-suit has a built-in tri-barrelled auto shotgun. With its incredibly high rate of fire, it can shred the hardiest of opponents in mere moments. A defensive energy shield rounds out its defensive capability. This NC MAX generally works best against soldiers.
NC Falcon MAX	This MAX has the Falcon dumb-fire missile system built-in. Capable of quickly peppering a target with Falcon missiles, this MAX generally works best against Vehicles or other MAX'es As with other NC MAX'es, this too sports a built-in defensive shield.
NC Sparrow MAX	This heaviest of man-portable exo-armor is configured with radar and thermal imaging hardware to recognize aircraft and acquire them as targets. Utilizing the Fire-and-forget Sparrow Missile system, this MAX can quickly take down most air vehicles. The built-in defensive shield helps to round out its capability.
TR Dual Cyclor MAX	This MAX is built upon the Dual Cyclor weapons platform. Capable of spitting out lead at a very high rate, this MAX is quite versatile against Vehicles and Soldiers alike. As with all of the TR MAX'es, this MAX can deploy an anchoring system that greatly reduces recoil and allows

	the MAX to increase its rate of fire even further.
TR Dual Pounder MAX	This MAX carries the Dual Pounder weapons system. Akin to mortars, the Pounder is versatile against Soldiers and Vehicles alike. Though it may lack the range of its TR Dual Cyclor brother, the Dual Pounder config can bring more firepower to shorter ranged fights. Deploying the anchors increases accuracy and firing rate.
TR Dual Burster MAX	This MAX uses the Dual Burster Configuration that has projectiles that explode near aircraft, shredding them with shrapnel. As with the other TR MAX'es, it too can deploy its anchors and increase its rate of fire and accuracy.
VS Quasar MAX	The VS Quasar MAX equipped with the rapid fire Quasar platform is able to cut through groups of Soldiers very quickly. Switching to the built-in AP mode, however, allows the VS Quasar MAX to do appreciable damage to Vehicles and other MAX'es as well. VS MAX'es also have an anti-gravitic propulsion system that allows them to 'jump' great distances.
VS Comet MAX	The VS Comet MAX uses 'Comet' projectiles that have an explosive charge. Any object caught in this blast will continue to take damage from the incendiary nature of the projectile. This VS MAX also has the same anti-gravitic drive system allowing it to perform great leaps.
VS Starfire MAX	The Starfire weapons platform on the VS Starfire MAX can home in on Aircraft as long as the operator can maintain targeting the craft in his reticule. Combined with the same type of aggravated 'burning' damage as the VS Comet projectile gives the Starfire MAX the ability to quickly take down enemy aircraft. As with the other VS MAX'es, the anti-gravitic jump system allows the VS Starfire MAX to move to locations with startling speed.

## Vehicles

<b>Certification</b>	<b>Allows Access to</b>
AMS	The tactical vehicle, Advanced Mobile Station (AMS) is available to all with this certification. The AMS is often the lynchpin of a successful assault upon a facility due to its ability to become a Respawning station out in the field. A handy equipment terminal in the back allows soldiers to quickly outfit themselves for battle once again. Defensively the AMS relies on a 'cloaking bubble' to hide its location from enemy eyes.
Advanced Nanite Transport	The Advanced Nanite Transport (ANT) is the vehicle used to collect energy at warp gates and transport it to a Silo for use as an energy source for the facility. The ANT itself is a machine designed to generate billions of nanites (of a pattern extrapolated from old Vanu records). Those nanites are able to extract energy from the dimensional flux

	<p>inside a warp bubble and act like tiny batteries. When an ANT deploys near a Silo, the carrier beam from the ANT forces the nanites to move to the Silo. The Silo closely, but not exactly, emulates the environment found in the warp bubbles. (Silos are human tech and Humanity isn't close to understading all the inter-dimensional physics techniques.) Because the Silo is imperfect, the nanites can't generate new power from the faux-warp environment and eventually die out, requiring them to be resupplied. In the act of dissolution, the nanite's expiration releases the stored energy within them to the collectors within the Silo. The Silo harnesses that energy for use by the facilities and the ANT makes another round trip to keep the facility supplied.</p>
Assault Basilisk	Allows access to the Assault Basilisk, a fast four-wheel cycle with weaponry. Incredibly nimble the Basilisk is capable of traversing great distances over rough terrain.
Deliverer	The Deliverer transport vehicle is available to all with this certification. This vehicle is capable of carrying a total of 5 soldiers (2 Gunners, 2 Passengers, and the Driver) across a variety of terrain, including shallow bodies of water, at high speeds.
Galaxy	The giant airborne Galaxy transport ship becomes available with this certification. Sporting room for 3 gunners, 6 Passengers, 2 MAX'es, and a single vehicle up to the size of an Assault Buggy, means the Galaxy can insert a sizeable attack force into just about any locale.
Harasser	Allows access to the Harasser, a two-man buggy with a formidable machine gun on the passenger side.
Lightning	The one-man light tank, the Lightning, is available to all with this certification. It supports a single 75mm Light Tank Cannon in addition to a 20mm Recoiless light Anti-Vehicular machine gun.
Assault Buggy	Empire Specific Assault Buggies include the Marauder (TR), Enforcer (NC), and Thresher (VS). The TR Marauder supports a driver, a primary gunner using a 360 degree capable Pounder, and a secondary gunner using a rotary chaingun for light anti-personnel support. The NC Enforcer has the 360 degree capable Phoenix Missile system capable of ripping apart enemy vehicles or MAX'es. The VS Thresher differs radically from other Assault Buggies in that the propulsion system is based on an anti-gravitic drive. This allows the Thresher to hover over the terrain and gives it a limited ability to cross shallow bodies of water. Additionally the Thresher is able to 'strafe' side to side giving it unparallel maneuvering flexibility. The weapon system controlled by the gunner is the Flux Cannon, a fast firing beam weapon.
Mosquito	The scout craft, Mosquito, is available to all with this certification. When cruising at slower speeds, the Mosquito can 'uncover' enemy troops and vehicles for friendlies in the nearby vicinity.

Assault Tank	<p>Empire Specific Assault Tanks include the Prowler (TR), Vanguard (NC), and MagRider (VS). The TR Prowler supports a pilot, a primary gunner that operates the dual 100mm Tank Cannon, and a secondary gunner that controls the dual rotary chaingun for light anti-personnel support. The NC Vanguard brings the largest single bore cannon onto the Battlefield. Quickly capable of demolishing enemy vehicles, the 150mm Tank Cannon can pummel MAX'es with just a few direct hits. For light anti-personnel support, the gunner can switch to firing the dual 20mm recoilless cannons. The VS MagRider sports the same anti-gravitic drive system that propels their Assault buggy, the Thresher. Thus the MagRider is much more maneuverable than its competitors, the Prowler or Vanguard, as it too can strafe and travel a limited distance over water. The MagRider's gunner operates the Heavy Rail beam, a direct fire weapon that can easily pierce the toughest of armor. For secondary light anti-personnel support, the Pilot has access to a fixed forward, Light Pulsed Particle Accelerator.</p>
Reaver	<p>The gunship, Reaver, is available to all with this certification. The Reaver is armed with Dual 20mm Recoiless Cannons in addition to dual Rocket Pods mounted underneath the wings.</p>
Sunderer	<p>The Sunderer armored personnel transport is available with this certification. It can carry, 2 MAX'es, 4 passengers, 1 driver, and two gunners who each operate a single 75mm Light Tank Cannon.</p>
Wraith	<p>The Wraith is a four-wheeled cycle with stealth capabilities *IF* you are wearing an Infiltration Suit. Otherwise, it acts as a normal four-wheeled cycle</p>

## Equipment

Certification	Allows Access to
Hacking	Allows faster disabling of the IFF locks on facility doors, faster capture of control consoles, and the ability to hack enemy-held medical and advanced medical terminals so that friendly units can use them.
Advanced Hacking	Increases the speed of all hacking functions (beyond normal Hacking levels).
Medical	Allows use of the medical applicator for healing other soldiers and yourself.
Advanced Medical	Enhances your knowledge of the medical applicator to allow total revival of soldiers presumed dead.
Engineering	Allows use of the BANK and Nano Dispenser, letting you repair body armor on other soldiers as well as yourself, and letting you repair the damage done to vehicles. This is also the prerequisite for Combat Engineering.

Combat Engineering	Allows use of the ACE combat device. The ACE is used to generate Nanite construction of the following objects: Proximity Mine, Motion Alarm Sensor, Spitfire deployable turret, and the Boomer HE.
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## 6.7. Voice Macro Tree

Start with	Press	Press	For
V then	A for, "Attack ..."	C	hack their Control console!
		D	destroy their Deployables!
		E	destroy their Equipment terminals!
		G	disable their Generator!
		M	disable their Medical terminals!
		R	Destroy their Respawn Room
		T	destroy their Turrets!
		V	disable their Vehicle facilities!
S then A for, "I will Attack ..."		C	I will hack their Control console!
		D	I will destroy their Deployables!
		E	I will destroy their Equipment terminals!
		G	I will disable their Generator!
		M	I will disable their Medical terminals!
		R	I will destroy their Respawn tubes!
		T	I will destroy their Turrets!
		V	I will disable their Vehicle facilities!
	D for, "Defend ..."	C	defend our Control console!
		D	defend our Deployables!
		E	defend our Equipment terminals!
		G	defend our Generator!
		M	defend our Medical terminals!
		R	defend our Respawn Room
		T	defend our Turrets!
		V	defend our Vehicle facilities!
S then D for, "I will Defend ..."		C	I will defend the Control console!
		D	I will defend our Deployables!
		E	I will defend our Equipment terminals!
		G	I will defend our Generator!
		M	I will defend our Medical terminals!
		R	I will defend our Respawn tubes!
		T	I will defend our Turrets!

		<b>V</b>	I will defend our Vehicle facilities!
	<b>N</b> for, "We Need ..."	<b>A</b>	We need Air Cover!
		<b>C</b>	We need Cover Fire!
		<b>D</b>	We need a Driver!
		<b>E</b>	We need an Escort!
		<b>G</b>	We need a Gunner!
		<b>H</b>	We need a Hacker!
		<b>M</b>	We need a Medic!
		<b>P</b>	We need Passengers!
		<b>R</b>	We need Repairs!
		<b>T</b>	We need Transportation!
		<b>V</b>	We need Anti-Vehicular Support!
<b>Start with</b>	<b>Press</b>	<b>Press</b>	<b>For</b>
<b>V</b> then	<b>R</b> for, "Repair our ..."	<b>C</b>	Re-secure our Control console!
		<b>E</b>	Repair our Equipment Terminals!
		<b>G</b>	Repair the Generator!
		<b>M</b>	Repair our Medical Terminal!
		<b>R</b>	Repair our Respawn Tubes
		<b>T</b>	repair our Turrets!
		<b>V</b>	Repair our Vehicle Facilities
	<b>S</b> then <b>R</b> for I am Repairing ..."	<b>C</b>	I will re-secure our Control console!
		<b>E</b>	I will repair our Equipment terminals!
		<b>G</b>	I will repair our Generator!
		<b>M</b>	I will repair our Medical terminals!
		<b>R</b>	I will repair our Respawn tubes!
		<b>T</b>	I will repair our Turrets!
		<b>V</b>	I will repair our Vehicle facilities!
	<b>T</b> for Tactical phrases	<b>A</b>	Requesting Assignment
		<b>B</b>	Base Perimeter is Secure!
		<b>C</b>	Command Completed
		<b>D</b>	Deploy defenses
		<b>E</b>	Enemy has Breached Perimeter!
		<b>F</b>	Follow Me!
		<b>G</b>	Form Up (Gather)
		<b>Q</b>	Quiet!
		<b>R</b>	I am Requesting Assignment
		<b>S</b>	Spread Out!
		<b>W</b>	Head to Waypoint!
		<b>T</b>	Man a Turret



	<b>X</b> Command Declined
<b>V</b> for Very Quick phrases	<b>A</b> Anytime <b>B</b> Best you can do? <b>C</b> Cease fire! <b>D</b> i Don't know <b>E</b> Excellent! <b>F</b> Fantastic! <b>G</b> Great shot! <b>H</b> Hail (Salute) <b>M</b> Move! <b>N</b> No <b>Q</b> Quiet! <b>R</b> need Reconstruction <b>S</b> Sorry <b>T</b> Thanks <b>V</b> Help! <b>W</b> Wave <b>X</b> Stop! <b>Y</b> Yes <b>Z</b> Zero chance against me
<b>W</b> for Warnings	<b>A</b> Incoming Aircraft! <b>C</b> Cloaked Enemy detected! <b>M</b> Incoming MAX units <b>S</b> Warning! Sniper! <b>T</b> Incoming Troops <b>V</b> Incoming Vehicles <b>X</b> All Clear

## 6.8. Sanctuary Map and Building Legend

- A = Central Meeting Hall - Where you can gather your forces, recruit others, or just take a breather from the action.
- B = VR Training Buildings - Here you can test out the weapons, armor, equipment, & vehicles that can be utilized in PlanetSide
- C = Respawnng Facilities - Where you will respawn from if you choose the Sanctuary. In addition Equipment Terminals line the walls making it easy to get geared up again.
- D = HART Shuttle Buildings - This is where one boards the HART shuttle that provides access to Drop Pods.
- E = Vehicle Creation pads - Every vehicle may be created here except for the enormous Galaxy Dropship.

- F = Galaxy Creation pads - These only create the Galaxy Dropship.

## 6.8. Command List

Command	Shortcut	Function	Parameters
Chat Specific			
/broadcast	/b	Broadcast chat, only in Friendly SOI	/b <message>
/com		Global Chat. CR5	/com[ all    Sanc    <first two letters of cont>] <message>
/command	/c	Command Chat. CR2 or higher	/c <message>
/ignore		Ignore specified players	/I [ add    remove ] <player name>
/local	/l	Chat with people in nearby	/l <message>
/macro		Creates a hot key assignment	/macro <name> <value>
/outfit	/o	Chat with Outfit members	/o <message>
/report	/rep	Send a message to Higher commanders	/report <message>
/squad	/s	Chat with Squad mates	/s <message>
/tell	/t	Send a direct message to another player	/t <player name> <message>
Backspace		Reply to last person who sent a tell	[Hit backspace]
Squad			
/accept	/yes	Accept an invite to a squad	/[yes    accept ]
/cancel		Cancel an invite to a squad	/cancel

/decline	/no	Decline an invite to a squad	/[no    decline]
/disband		Disband a squad	/disband
/invite		Invite a player to a squad	/invite <player name>
/kick		Kick a player from a squad	/kick <player name>
/leave		Leave a squad	/leave
/promote		Promote a player to squad leader	/promote <player name>
/voice_amplifyin		Enable amplification coming in	/voice_amplifyin <level>
/voice_amplifyout		Enable amplification coming out	/voice_amplifyout <level>
/voice_connect		Connect to a voice session	/voice_connect
/voice_disconnect		Disconnect from voice session	/voice_disconnect
/voice_enableloopback		Enable Loop back	/voice_enableloopback [ True    False ]
/voice_enablevox		Enable Voice activation	/voice_enablevox [ True    False ]
/voice_host		Start Voice hosting	/voice_host
/voice_isconnected		Check if connected to a voice host	/voice_isconnected
/voice_kill		Stop Voice hosting	/voice_kill
/voice_remotehost			
/voice_setcodec			
/voice_setvoxdelay		Set delay for voice activation	/voice_setvoxdelay <level>
/voice_setvoxlevel		Set Voice activation level	/voice_setvoxlevel <level>
/voice_who		See who is connected to Voice	/voice_who
	ALT+<squad number>	Tell to a member in a squad	ALT+<squad number>

## Outfit

/outfitaccept	Accepts an outfit invite	/outfitaccept
/outfitcancel		
/outfitcreate	Create an outfit	/outfitcreate <outfit name>
/outfitdecline	Declines an outfit invite	/outfitdecline
/outfitform	Form an outfit from squad (must of 10 members)	/outfitform <outfitname name>
/outfitinvite	Invite a player to the outfit	/outfitinvite <player name>
/outfitkick	Kick a player from the outfit	/outfitkick <player name>

## Misc

/alarm	Set an alarm	/alarm
/appeal	Make a request to the GM	/appeal
/bug	Report a bug in game	/bug
/emp	Sets off EMP if CUD is in hand	/emp
/filter	Turns Profanity Filter on/off	/filter
/friend	Add or remove players to friends list	/friend [ add    remove ] <player> <player> <player> ...
/help	H	
/loc	Displays current location	/loc [<player name>]
/quiet	Quiet Betty	/quiet
/quit	Quit PS (why would you do that???)	/quit
/recall	Recall back to Sanctuary	/recall

/save	Save Character information	/save
/showenemy	Shows enemy players on map if CUD is in hand	/show enemy
/showfriendly	Shows friendly players on map if CUD is in hand	/showfriendly
/shutup	Quiet the announcer	/shutup
/sync	Checks if client is in sync with server	/sync
/time	Displays current real and game time	/time
/who	Check if a player is online or team sizes	/who [ <player name>    teams ]

Command	Shortcut	Function	Parameters
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## Keyboard

[	Zoom in on radar
]	Zoom out on radar
ALT+N	Toggle Names above characters
I	Brings up inventory icon
M	Brings up m
O	Brings up Character info menu
P	Brings up Player menu for Squad, Friend, and find squad
Shift+C	Toggles Chat pane on/off
Shift+M	Toggles Player Management menu
Shift+O	Brings up outfit menu
Shift+P	Toggles help Star pop up
Shift+R	Toggles Radar on/off
shift+V	Brings up vehicle menu

Shift+Z Toggles Smooth Zoom on/off

## Map Screen

### Toggles

B	Toggles Battleplans on/off on map
E	Toggles Equipment on/off on map
F	Toggles Facility warnings on/off on map
O	Toggles Hotspots on/off on map
Q	Toggles Squad on/off on map
R	Toggles NTU resource levels on/off on map
S	Toggles SOI on/off on map
T	Toggles Text on/off on map view
W	Toggles Weather on/off on map

### Actions

C	Centers camera on current position
G	Brings up Global view from map screen
X	Zooms out
Z	Zooms in

## 6.10. Using the Map

**The Map Legend** gives a general overview of what certain symbols on the map mean.

- **Instant Action Hot Spots** represent areas that have seen recent combat. Hot Spots are a good indication of where you might find some action. They are also used to choose a spawn location when players use Instant Action.
- **Respawn at Facility** represents a location where a player may respawn upon death. This icon may be found over the nearest friendly base, the nearest friendly tower or any base that the players has manually bound their matrix to.
- **Respawn at AMS** represents an Advanced Mobile Unit that the player may respawn to after being killed. This icon may be found over the nearest friendly AMS or any AMS that the player has manually bound their matrix to.
- **New Conglomerate SOI** represents the sphere of influence surrounding any base controlled by the New Conglomerate.
- **Terran Republic SOI** represents the sphere of influence surrounding any base controlled by the Terran Republic.
- **Warpgate** represents a warpgate that will transport players and their vehicles to another continent.
- **Warpgate Destination**
- **Vanu Sovereignty SOI** represents the sphere of influence surrounding any base controlled by the Vanu Sovereignty.

In addition to the symbols defined in the legend, the following are also important:

- If a facility has a **flag** symbol over it, it has been hacked by an opposing Empire, which can be identified by the color of the icon.
- If the facility has a **lightning bolt** symbol over it, its generator has been destroyed and the facility is not being powered.
- If a facility has a **yellow circle** over it, instead of an Empire SOI symbol, then it is neutral and not under any Empire's control.
- The **percentages** printed over each SOI indicate the amount of NTU's currently available to power the base.
- A **vertical rectangle** over a base indicates that the spawn tubes there have been destroyed and players may not spawn there.

The **Actions Toolbar** allows you to adjust your view of the map in various ways.

- **Global View** changes the map view from the continental view to view of the entire planet.
- **Zoom In** will zoom in on the map, revealing finer detail and tower locations. You may also use a Wheel Mouse to zoom in by scrolling up with it.
- **Zoom Out** will zoom out on the map. You may also use a Wheel Mouse to zoom out by scrolling down with it.
- **Center** will focus your view on the center of the map if you have panned away in any direction.

The **Command Toolbar** triggers the use of Command Abilities as long as the player has the requisite Command Rank to use those abilities.

- **Toggle Friendlies** triggers the use of the "See All Friendlies" Command Ability.
- **Toggles Enemies** triggers the use of the "See Enemies" Command Ability.
- **Add Waypoint** allows a Squad Commander to set waypoints for their Squad.

#### Toggles Toolbar

- **Text** toggles the Text Display over bases, warpgates and towers.
- **NTU Levels** toggles the NTU Display over bases.
- **Equipment** is not used and functionality for it may be implemented in the future.
- **SOI** toggles the Sphere of Influence indicator over bases and towers.
- **Facility Warnings** toggles the display of the facility warnings, including hacked facilities, destroyed generators and destroyed spawn tubes.
- **Squad** toggles the display of your squadmates' positions.
- **Hotspots** toggles the display of Hotspots.
- **Weather** toggles the display of Weather Fronts.
- **Battleplans** toggles the display of Battleplans drawn by a squad Commander.

## 6.10. Trouble Shooting

For the latest Trouble Shooting Information, please visit the PlanetSide web site at <http://planetside.station.sony.com/> for all FAQ and additional information.

## 6.11. End User License Agreement

Please remember to review the current terms and conditions of the User Agreement and Software License.

End User License Agreement (EULA)

## 6.12. PlanetSide Customer Support Contact Information

If you have questions regarding technical issues or your account and/or billing (i.e. Registration, Password Recovery, Subscribing, Cancellation, and/or any other General Account and Billing problems), please contact Sony Online Entertainment Customer Service at (858) 537-0898, 9am to 6pm PST, Monday through Friday. Our help Customer Support staff will be happy to answer all you questions.

Technical, Account and billing inquiries can also be handled through email and our Live Chat service.



- For technical, account and billing and general issues Live Chat service, please visit <http://www.station.sony.com/en/services/help/help.jsp> under "Chat Live with Customer Support". Live Chat hours are 9am to 9pm PST, Monday through Friday.
- For technical, account, billing, and general issues email support at: [planetsidesupport@soe.sony.com](mailto:planetsidesupport@soe.sony.com)
- For general PlanetSide and FAQ information go to the PlanetSide web site at <http://planetside.station.sony.com/>
- In addition, visit our Knowledge Base at <http://www.station.sony.com/en/services/help/help.jsp> for a comprehensive auto-self-help system that is up to date with the latest information and issues. It can also be found under the help link at the top right hand side of PlanetSide website <http://planetside.station.sony.com/> and click "search the station knowledge base" link.

Thank you,

Sony Online Entertainment Customer Support