Linux version by Linux Game Publishing LTD
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    http://www.egosoft.com

CONTENTS

SETUP & INSTALLATION

System Requirements

Linux Kernel 2.2.x or later
Glibc 2.1.x or later
Pentium 1.2 GHz or better processor
256 MB RAM
3D Graphics Card with 64MB memory
XFree86 version 3.3.x or later
OSS Compatible sound card
DVD Rom
1.4GB Hard disc space

Installation

Insert the DVD, mount and run the *setup.sh* script on the mounted DVD. This is accomplished with the following commands typed into a terminal window.

    mount /mnt/cdrom
    sh /mnt/cdrom/setup.sh

You will then be prompted for install options.
If you have not previously installed the LGP update tool, this will be installed before the initial game installation. This will automate the process of finding and applying patches. You may wish to run it occasionally to check for updates to X2.

Sometimes the DVD-Rom is not located in /mnt/cdrom, you should consult your Linux documentation if it is not.

Uninstalling

To uninstall x2, simply select the LGP Uninstall tool from your Program Menu, or type

    lgp_uninstall

from the command line.

Starting X2: The Threat

Once you have installed X2, you may play it by selecting your Program Menu button on your toolbar, and choosing X2: The Threat from the Games menu.
To start the game from the command line, simply type

    x2

from the command line.

Startup Hints

If you would prefer to play X2 in a window instead of full-screen, simply use -w on the command line. For example: **x2 -w** . If you wish to switch between windowed and fullscreen during the game, use **Alt-Enter**.
When windowed, **Ctrl-G** will keep your pointer within the window so you can play x2 more easily. To release your pointer press **Ctrl-G** again.

Starting The Game

At the initial start up screen, you may change some basic settings, such as Screen Resolution and other graphics settings. You will also get the chance to alter some of these from within the game.

Most of the settings are easy to understand, but some of the graphics options may be unfamiliar to you.

• Automatic Quality Control: AQC is a system that attempts to keep the frame rate of the game above a certain minimum by reducing visual quality gradually. Leave AQC turned on unless you have a very high-end system and think X2 is running smoothly no matter what is being displayed on the screen.
• Antialiasing: This is a technology to smoothen the edges of 3d objects in a higher resolution than the one the picture is drawn in, but beware, as this can significantly slow down the game while not improving the visual quality much in resolutions above 800x600.
• Bumpmaps: X2 uses multiple layers of high quality bumpmaps to significantly improve the visual appearance of all objects. Without bumpmaps the game will look far less detailed. Turn this feature off only on low-end graphic cards as a last resort to improve performance!
• Shadows: X2 can render shadows for objects dynamically. This means a spaceship for example casts a shadow away from the starlight and even rotating objects project shadows across other objects. This feature requires a very high performance from your graphics card and should only be turned on if you feel your graphics card is of a high enough quality.
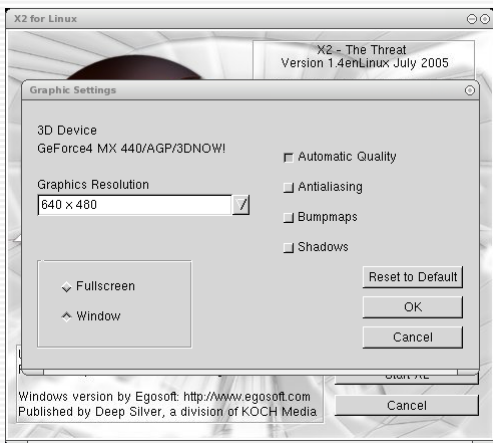
Getting Started

It is recommended that you at least play through the first tutorial whether you are new to the X-Universe or not before progressing into the game proper. There is a step-by-step guide to the first tutorial in the flight manual section.

Otherwise pressing **START** will start a new game from the beginning. If you have a save game, then you should select **LOAD** instead.

From here, you will be taken through the first parts of the story line in X2 – The Threat. You will meet one of the main characters and they will help you to get started. Once you've finished your introduction to the plot, you'll be flying your new ship in no time at all. After launch, you'll also be given further help and information from TerraCorp along with instructions on what to do next, and where to go.

From this point on, it's all up to you. You can follow your instructions or go off and do your own thing.

TERRACORP SPACE-FLEET PILOTS MANUAL

Introduction

Welcome, space pilot, to TerraCorp. You are now a member of the largest space fleet in the whole of the Argon controlled territories. TerraCorp is a family. Every ship you meet will greet you with the warmth and companionship that only our beloved Corporation can give you. Be sure to act in accordance with company policy and be courteous to your fellow travellers as I am sure they will be to you.

Your ship (unless you have documents stating otherwise) belongs to the Corporation. Any damage is to be paid for from your credits. Please keep your vessel, both inside and out, in the condition you received it.

You will find in these pages the basic flight controls of your craft that are based upon the "unified flight control" systems of your very own TerraCorp. This enables pilots to easily move from one ship class to another retaining some familiarity with the control mechanisms.

There are various technical sections detailing weapon systems, flight control, race history and more to help you in your employment.

Read and learn these well for knowledge of the Universe is of great importance, especially if your travels take you outside of Argon controlled space.

Good profit to you and in the words of our founder "Never travel empty. A journey without profit is a journey with no purpose."

Ship Controls

Most important keys

ESC Previous Menu   SHIFT C Command Console

Ship controls

↑ ↓ ← → Ship rotation   Q W Ship Rolling

A Z Ship Speed Control   J Activate SETA if installed

← Brake to zero speed   ⇆ Boost speed to max

O Open/Close Bay Door   U Autopilot

ALT Strafe Movement if installed   SHIFT P Pause

SHIFT D Dock at Target

Weapon Controls

CTRL Fire Lasers

L Launch Missile   M Select Missile Type

K Change Targeting Mode

Target Management

T Target to object under cursor

E Toggle Enemy Mode - Target keys now only cycle enemies

SHIFT L Target to enemy under cursor

PG UP PG DN Cycle target to next/previous ship

HOME END Cycle target to next/previous station

INS DEL Cycle target to next/previous enemy

View Controls

F1 Switch active monitor to next cockpit

F2 Switch active monitor to external view

`F3` Switch active monitor to target view	
`F4` Activate next monitor	`F5` Toggle all monitors
Numberpad Look around cockpit or external view Control cursor in sector map.	
`0` Cycle through camera modes	
`5` Switch external camera to rear view	
`G` Toggle grid projector, if installed	
`ALT` Zoom with video enhancement goggles if installed	
`SHIFT` `M` Change radar mode	

Menu Hotkeys (optional). Also available through main menu

`.` Sector Map	`,` Universe Map
`S` Ship info menu	`I` Target info menu
`F` Freight Menu	`C` Comm Menu
`P` Pilot information	`SHIFT` `I` Task List / Log
`R` Property Menu	
`1` `2` `3` `4` Change laser in bay 1-4 of active turret or cockpit	
`SHIFT` `1` `2` Command wingmen group	
`SHIFT` `3` `4` Command drone group	
`SHIFT` `Q` Quit Program	
`SHIFT` `O` Options Menu	
`SHIFT` `S` Save Game	`SHIFT` `L` Load Game
`SHIFT` `E` Eject/Re-enter ship	
`SHIFT` `R` Recording on/off	
`H` Help Window	`SHIFT` `M` Cycle Radar Modes
`PRTSC` Save Screenshot	

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Ship Control (Joystick/Mouse)

The Mouse operates in two modes, Normal mode and Menu mode. You can enter the Menu mode by clicking the RMB (right mouse button). Use the Wheel to navigate the menus and the LMB to select. Press the RMB again to exit the current menu and return to the previous menu or, if you wish to exit the menu system altogether, press and HOLD the RMB.

While navigating your on-board systems via the menu interfaces, please be aware that your ship is still under your control, either manually or via the AI interface (command console). TerraCorp HQ frowns upon the loss of equipment due to careless piloting.

Main Menu

Start
Starts a new game of X2 – The Threat
from the beginning.

Load
Loads one of your previously saved
games. Note: You do have a limited
number of save game slots.

Simulator
The tutorials enable you to 'jump
ahead' and experience some of the
different features of X2 – The Threat
as well as try out some different ships
and get used to flying, trading, building and all of the unique features available
within the game. The first tutorial is described in detail further on.

Intro
Replays the introduction that you view the first time you play the game.

Options
This will allow you to adjust several settings within the game. Video will allow
you to change some of the in-game features such as Bump mapping and
Shadows. Sound enables different surround sound and stereo options. Controls
enable different control set up options.

IMPORTANT NOTE: The screen resolution cannot be changed from within the
game. If you wish to change the resolution, it should be done at the X2 – The
Threat start up menu as described in the Starting The Game For The First Time
section.

Movies
Here, you can playback movie sequences that you recorded during the game.
This is the place to re-live your best capture, or prove to your friends that you
really did destroy 20 Khaak ships in 5 minutes!

Credits
This shows a video sequence showing all those who helped bring X2 to you.

Exit
Quits X2 – The Threat and takes you back to your desktop.

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Cockpit

Although the controls of each ship may be positioned in different places to suit the layout of that particular vessel, you will find that the readouts and displays of all Argon vessels to be of a similar design. This may or may not apply to any other ships you may encounter on your travels. The cockpit and associated briefings below are taken from the Argon Discoverer M5 class Scout ship.

You are advised to familiarise yourself with the layout of other ships you may acquire before piloting them into hostile situations.

Main cockpit view

The image above is the whole of the cockpit in view. Below you will see different parts of this explained in more detail. There are a number of information screens showing various readouts. These have been summarised into the Overlay for ease of reading. You can look around your cockpit using your chosen view method (i.e. num-pad keys or joystick hat switch).

Overlay

The overlay will also appear on the screen when in any external view as well as in-cockpit. It can be disabled in the options menu. The overlay can be split down into three distinct areas of data.

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1. Communication feed. Situated on the left this is where you will see a textual readout of incoming dialogue. Your on-board systems automatically translate all known species languages.

2. Ship Status. To the right of the communication feed. Shows your ship ID, hull integrity (green), shield strength (blue), speed (yellow) and laser bank energy (red). A red indicator on the (yellow) speed bar shows the speed your ship is trying to attain. You may see a gap between this red indicator and the yellow speed bar while your ship accelerates/decelerates to the selected speed. Laser energy will deplete when the energy-based weapons systems are activated. It will slowly replenish from the main energy core. You will receive an audible warning when your laser energy is low.

3. On the right is the Gravidar/Video feed Orb. This shows the real-time 3-dimensional radar. The Gravidar can be set to varying scan distances as depicted by the five blocked indicators to the top left of the Orb and also to automatic which will change the scan range to suit localised targets. Any incoming video feed will temporarily replace the Gravidar display. The Gravidar will return automatically once the video feed is completed.

Target Illumination blank

At the very top of your screen is the target information readout. This shows the current status of your selected target and is similar to your ship status display. Quick reading of this display can be critical in combat. The above image shows a blank target and the one below shows a target selected. Notice the distance from you and ship ID of the selected target along with the speed, energy weapons, shield strength bars and hull are all shown.
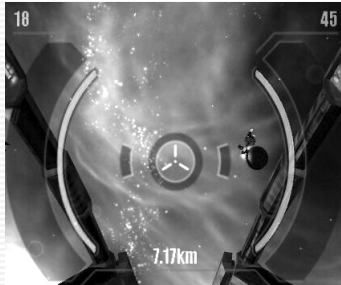
Target Illumination active

HUD

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The "head up display" is situated in the middle of your view and has various functions to aid your navigation and combat. The two numbers on the top left are your current speed and selected target speed.

Across is an image of an active HUD.

The HUD is "active" when you have a target selected. The left bar (green) shows the hull integrity of the target and the right bar (blue) shows the shield strength. The number in the top right is the targets current speed and at the bottom is its current distance away from you.

Below is an active HUD tracking an enemy.

When an enemy is targeted the same data appears on the HUD, but this time in red. Also notice that a series of red, decreasing size markers point in the direction of the enemy vessel to aid target acquisition. The target ship is surrounded by the laser-targeting computer indicator (two circles) that calculate where you should fire to hit your foe. This is referred to as leading target acquisition. If you fire where your foe is then your shots will miss, as the enemy will have moved by the time your shots get there. So you need to fire ahead of the target where it will be when your shots arrive. This is what the laser target computer achieves. It can be disabled in the options menu and like most equipment, upgraded.

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All enemy objects will appear as red in the Gravidar.

You can also open multiple "mini-monitor" views and target them via the function keys (see keyboard section) that enable you to track and control many objects and/or targets at once.

Tutorial

As a member of TerraCorp you have unlimited access to the Simulation Chamber where you can practice and hone your skills in a variety of combat and non-combat scenarios without risking yourself or your ship for real. You can use these programs as many times as you like although some of the more advanced tutorials will not become available until you have completed the simpler ones.

Basic Tutorial – A Walkthrough

Welcome to the tutorial section of X2. Here you will be able to practice the most basic of ship controls and progress to managing a large battle fleet and supplying your own factories, as well as trying out some of the ship types available in the X Universe.

You will however have to complete the tutorials in sequence if you wish to see some of the more advanced features available within the game. A true pilot would of course find them out while playing the game for real though, so for now we'll just talk you through the first tutorial, get you flying and shooting, and let you choose how to progress from there.

Players new to the X Universe may find it useful to keep the control and keyboard map close at hand for this. Don't be over-awed by all the controls at this point though – we'll just be using some of the most basic ones at this stage.

The tutorial we are attempting is the very first one. From the MAIN MENU use the cursor keys to highlight **SIMULATOR** and hit [ENTER] . Then select **TRAINING SIMULATOR LEVEL 1** and finally highlight **TRAINING OF BASIC STEERING** (it should already be selected by default). Pressing [ENTER] will take you to the first tutorial.

Training of Basic Steering

This tutorial allows to you become accustomed to the basic flight and weapon controls of your vessel. The ship you will be flying for this exercise is the Boron Mako. The tutorial will start to guide you with both voice and text, and we will follow it here as well.

Firstly, let's have another look at the cockpit display and see what the different displays there will tell us about our ship. Note that there are quite a few displays in the cockpit but we'll just look for the relevant ones for now.

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The cockpit is quite a busy place, but then again it has to be as you'll spend most of your time here when not managing your other ships and factories.

As listed above, the key indicators are you Shield (Blue) and Hull (Green) strength (top left frame of the cockpit) and the speed and laser energy cars (top left frame of the cockpit). Both of these are also repeated at the bottom of the cockpit, just to the left of the radar. We'll come back to the radar later.

In the centre of the screen, you can see your laser sight. Surrounding this on the left is the shield strength of your current target, and on the right the current hull strength of your target. Just above this in the screenshot, you can see your target, in this instance an Argon Discoverer. The small circle just in front of it shows you where you should aim your lasers to hit it – this is called deflection shooting, although some ships may have more advanced laser capabilities!

Anyway, back to the tutorial. When asked, enter the **MAIN MENU** by pressing the ⌨ENTER key. You will see your main ship console menu as below.


Next, you will be asked to exit the menu and go back to the cockpit view. Do so by pressing the Back button, ⌨ESC.

A short navigation exercise has been set up for you – the Kessler Rings. You must guide your ship safely through them and this is a nice easy first exercise. Steering your ship is easy. The keys ⌨Q and ⌨W will roll your ship left and right, whilst the cursor keys will move your ship up, down, left and right. Pressing ⌨A will accelerate your ship and ⌨Z will decrease the throttle. Once you get used to the speed of your ship relative to the objects in the X Universe, you may wish to use the Turbo button, ⌨⇧, to accelerate to maximum speed faster. Press ⌨A now. The ship will judder slightly and accelerate towards the gates. If you check your speed indicator bar, then you will see a thick line showing the speed you are accelerating to.

Carefully guide your ship, slowing down if necessary using the ⌨Z button, through the Kessler Rings and then stop your ship after passing through the last gate. If you press ⌨Z too far, you will see that your ship goes into reverse. At

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any time, you may stop your ship completely by pressing the [←] key – do this now to remain stationary. If you missed any rings, turn your ship around and try again. Well done! You have just completed your first small step into the X-Universe!

Now for the next part of the tutorial – you get to use your weapons for the first time. Again, listen and read carefully, and you will see that several cargo canisters have been scattered around. You now have to destroy them all. If you are relatively inexperienced, then you may wish to try this either with the ship stationary or moving at a slow speed. You will now have to use your radar (or Gravidar) to locate these canisters and line them up in your sights.
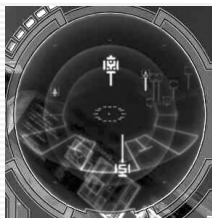
If you look at the Gravidar, there are several objects in view. The object that has been selected as a target appears brighter than the others do. It also has a line below it. That means that the object is above your current location. There is another object further down and behind the centre, with a line coming out of the top, so this object is both below and behind you.

Try playing with the roll keys ([Q] and [W]) as well as the cursor keys, and see how the Gravidar reacts as your ship moves. You should find it easy to move your ship to get an object near to your sights. Now, we want to select that object as a target. Press [T] to target an object near to your sights. Once targeted, you will hear confirmation from the ship computer, and it will also identify what you have targeted. Your target will be a cargo container of some description. If we were playing in a game now, we would normally let rip and give a full blast of the laser – you can do that in a moment. However, this time once you are sure you have the object in your sights, just fire once. You fire your lasers with the [CTRL] key.

If you have hit the target, you will see and hear an explosion. If you missed, line up again and try once more. Now, although cargo containers do not have shields, they are still pretty tough. One shot from your current type of laser won't destroy it. But if you remember our cockpit display guide, you will recall that around your laser sight are indicators showing the strength of your target's shield and hull strength. Check this now, and you will see that the cargo canister's hull has reduced to virtually nothing. Fire another shot and….BOOM! Congratulations – you have just made your first kill! Just be warned, it won't be so easy attacking a fast moving enemy that fires back and has shields…

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Now, you have the chance to try another laser that is slightly more powerful that the ones you are using now. We'll use this laser on the remaining cargo containers. Press [ENTER] to go into the Main Menu. There are a variety of choices here, but the one we are looking for is WEAPONS. Either press [G] or highlight it using the cursor keys and hit [ENTER] . This takes us to the weapons menu. You can see that you have 2 Alpha Impulse Ray Emitters installed at the moment, but there is also 1 more powerful Beta Impulse Ray Emitter sitting there not currently in use. Highlight either one of the Alpha Impulse Ray Emitters and press [→] on the cursor keys. The Alpha laser has now been replaced by the

Beta laser. Press ENTER to confirm the change. If you had pressed the ← key instead, you would have removed the Alpha laser and left an empty laser bay – not much use in a dogfight!

Now you have your new laser installed, press back ESC until you get back to the cockpit. Now target and destroy the remaining cargo containers. You will see that your new laser has a different colour than before.

Well done – now on to the next part. When you're in the X Universe for real, you won't be shooting valuable cargo. You will instead want to collect it and then sell it on to make money. Piracy, or just collecting cargo left over from another dogfight can be lucrative to the fledgling pilot. So now we're going to pick up some cargo instead of destroying it. More cargo canisters have been deployed around you, and one of these has automatically been targeted for you – this is the one we are going to pick up. Manoeuvre your ship until it is in your sights and accelerate towards it. If we do nothing now, the cargo will just impact on our shields and be destroyed. So we need to lower our shields and open our cargo bay doors. We do this by pressing the O key just before the cargo is about to hit us. As the cargo bay is opened, you will hear a warning saying that your shields are now down. This is important, as when picking up cargo you are at your most vulnerable. However don't worry about that for now – there are no enemies here...yet! You will receive immediate confirmation of the cargo that you have picked up and your shields are now raised again automatically.

OK then, if you think you've mastered this ship, we'll try another one. Another ship has been prepared for you to fly – this one is a more powerful Argon Nova. Look for it on your Gravidar – it will show up as your own property as a bright green object, unlike the blue asteroids. Fly to within a few hundred metres of this ship and then stop. We now need to get out of our current Boron Mako and get into the Argon Nova.

As you progress through the game, you will find that there is some nice equipment you can buy to make this easy (as well as some nice big ships!), but for now as you will find as the game starts, we don't have any of those to use yet. So our solution is to go for a little space walk. To exit your ship, press SHIFT E . You have now left your ship, and the new Argon Nova has automatically been targeted for you. The controls for your space suit are exactly the same as your ship, so fly up to the new ship. The space suit has limited oxygen, but as we are only travelling a short distance, we don't need to worry about that for the time being. Once you are within about 30 or 40 metres of the new ship again press SHIFT E together. You will now enter the Argon Nova.

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Congratulations! You have completed the first basic tutorial. The choice is now yours. Will you gain more experience in the other tutorials, or learn as you go along and get stuck into the X Universe for real? Good luck, pilot!

Navigation

There are two very important functions of your ships systems that you will not be able to get too far without. These are the Sector map and the Universe map accessed by the comma and full stop (period) keys respectively. Please be aware that while using the navigation aids, your ship is still fully operational. The displays are overlaid onto your main view and you are advised to keep half your eyes focussed on your trajectory (difficult for a three eyed Paranid I know). Some pilots find it beneficial to stop their engines while accessing the navigation aids or indeed they do this from the comfort and security of a docking berth aboard a larger ship or station.

Sector map – .
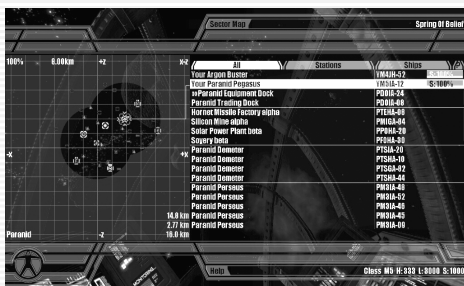
The sector map is divided into two main sections. The left part is the real time "top down" view of the sector and is always orientated in the same direction. I.e. The North is top and the South is bottom. After extensive testing with Argon Navy pilots it was found that using this system gave the quickest response times in combat and as such, the ship builders adopted the same system for their commercial vessels. This makes sense as most (but not all) jump gates are located on this plane and they are displayed in the sector view with a large N, E, S or W to depict which gate they are. There are no North and East's in space of course, but Argon pilots like to think there are!

There is an overview of the gates, their function and their history later in this manual.

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Fog of War

Your basic ship is equipped with a scanner as all vessels that traverse the space lanes are. Your on-board systems continually scan and map your surrounding area for you. They also store this information on-board the data banks and this data is automatically transferred between all ships you own when convenient. The pilot is not involved for this transfer to take place and it requires no interaction.

There are three main points to remember about the scanners and the sector maps.

1. All of your owned property will appear on any sector map as all ships and stations have scanners installed by default.
2. All scanners have a range. Generally the larger the object, the larger the range. You can place navigation satellites into sectors for remote monitoring with a larger radius. Advanced satellites have a greater radius and on-board real-time cameras.
3. Any static objects (stations, asteroids) that have been scanned previously and exist in your database will always appear showing the state they were in the last time you scanned them.

The fog of war is depicted graphically in the sector scan by darker coloured "circles" that surround your objects.

Object Menus

The right hand side of the sector display has "ALL", "STATIONS" and "SHIPS". "ALL" shows both stations and ships. A busy sector can contain hundreds of objects so the "STATIONS" and "SHIPS" tabs are filtered respectively.

From any menu you can highlight the object and select it. This will open that objects properties screen from which all further options will become available that are dependent on the object type and ownership. All player owned objects appear in green in the sector maps and menus and the shield strength of owned property is updated dynamically.

Universe Map - [.]
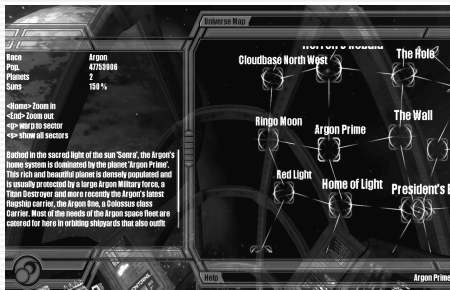
This is a visual impression of all the systems in the Universe that you have visited so far. Like the system display, the Universe map is updated automatically for all areas you have visited so far. You can use the cursor keys to move the map view from system to system or press the first letter of a system name to jump straight there. Information on the selected system is displayed on the left.

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Command Console

This is one of the most powerful functions within X2 – The Threat. Here you will find many features that will allow you to manage your parts of your game. You can choose to default which races are your enemy. The Command Console is accessed from the Main Menu and then pressing C or by pressing SHIFT C while outside of the menus.

Just to get you started though, we're just going to look at the Command section. If you've made your way through the first tutorial yet with the help of the manual, you'll know that flying your ship is pretty easy to get the hang of. After all, space is a big place and there's not much you can bump into.

However, you will of course have to dock at a station, and especially early on in the game, you'll have to do this frequently. It might take you a while to get the hang of it, and even find the station-docking bay! So, by using the Command, Navigation function, you can ask your ship to dock automatically. By selecting Navigation, you will then be presented with a series of options:

1	Dock at my target	[Dock at]
2	Dock at...	[Dock at]
3	Fly to sector...	[FlySector]
4	Standby	[Standby]
5	Idle	[Idling]
6	Return home	[FlyHome]

You can now give your ship a command. If you have selected a target, then option 1 will tell your ship to dock with it. Otherwise, option 2 will allow you to pick a station from the map.

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After this selection, your ship will now start its docking procedure, leaving you free to do other things in the other menus if you need to, such as control other ships and manage factories.

By default every ship you acquire (legally or illegally) will have the basic command console software installed that allows you to navigate your vessels. However, there are various upgrades that can be purchased that will enhance the functionality of the console and enable the automation of your fleet.

The following graphics show a ship with the "Trade", "Special" and "Combat" software extensions installed individually. Of course, these upgrades can be all installed together too.

Command: None	[None]
1 »» Navigation...	
2 »» Trade...	
3 None	[None]

Command: None	[None]
1 »» Navigation...	
2 »» Special...	
3 None	[None]

Command: None	[None]
1 »» Navigation...	
2 »» Combat...	
3 None	[None]

Once an upgrade has been purchased, that vessel will have a collection of sub-commands available as the following examples show. There are two different (I and II) upgrades that can be acquired for your ships that add functionality in each section. For example there is Combat I and Combat II.

1 Attack my target	[Attack.T.]
2 Attack nearest enemy	[Attack.N.E.]
3 Attack...	[Attack]
4 Kill all enemies	[Kill.E.]

Once a combat upgrade has been acquired you can set the intelligence of each weapon point, including missile fire probability, on the ship. Since the larger ships can have many turrets it is entirely possible to establish a mix between missile defence and offensive stature around your vessel. Bear this in mind when you are "shopping" for weapons to mount into your turrets. High powered, slow firing lasers are no match for small nimble fighters and missiles.

1 Protect...	[Protect]
2 Attack enemy and land ...	[Attack.E.L.]
3 Kill all enemies, land	[Kill.E.L.]

You will need to seek out the various upgrades, as not all are necessarily available at the same place.

Trading

Trading is one of the most important features in the X Universe and essentially there are two different levels to it. The first level is the easiest and most straightforward, that is buying, transporting and then selling goods at the various stations (at a profit of course!). The next level is buying and managing your own factories, keeping them supplied with their required resources and then selling the finished product to other stations which need it. You may also decide to command other ships in your fleet to go out and trade automatically for you. For now though, we will stick with basic trading.

The X Universe Economy

The economy in the X Universe is unique in that it is dynamically priced. What this means literally is that the prices of goods are affected by supply and demand. As an example, if a Solar Power Plant is well stocked with Energy Cells then the selling price will be low – this is the principle of supply. However, if an Ore Mine is low on the Energy Cells that it needs to continue mining and producing Ore, then that factory will pay a premium price for any Energy Cells delivered to it, as the demand is high.

If you spot two stations that match this criteria, then congratulations – you have just discovered a profitable trading opportunity. You may find that some sectors have what can be classed as 'milk runs', that is where there is (nearly) always a profit to be made. Trade routes such as this will be very important to you early in the game as you strive to gain more credits. Later, as you gain more credits, you will find methods and upgrades that will make trading even more profitable and easier. In addition to factories, you will also find Trading Stations scattered around the X universe which will buy and sell a limited amount of products at fixed prices.

Each race has a hierarchy of goods it manufactures. Some are common across the races and others specific to a race. At the bottom of the pyramid are the widely available raw materials. At the top, the luxury goods and technological systems including weapons with various products in-between.

Space is littered with factories producing these goods. Each factory requires one or more resources and they will send their own freight ships to acquire them, at the best possible price/distance/quantity calculated. This means that a factory may send its ships to one supplying factory one trip and another factory on its next trip, even spanning dozens of sectors if required.

If the local availability of a product is low, its price will increase and likewise decrease when the quantities are increased through the manufacturing process of each factory, which takes time.

As stated, simple monitoring of this dynamic economy can open up profitable trade routes and gaps in the market can be found. However, if you really want to become that business mogul, then you can acquire your very own factories (no limit on number) and deploy these wherever you see fit. These will then automatically fetch resource and manufacture goods using ships you assign to the task and within parameters you set on distance, prices and so forth. With

the correct technology you can monitor these factories from afar and communicate with them to alter their settings.

This is an extremely good way to make high long-term profits, although it is not a required route to take and being a successful mogul will bring its own attention from others. So with success you will need to protect your assets accordingly.

Choosing, buying and deploying your first factory is an extremely satisfying goal. You will have to decide on what cargo ships to equip it with, fighters, mines, laser towers for defence and set its buying and selling thresholds intelligently so you do not operate at a loss. Of course, all of this requires paying for too, but when setup correctly you will find that your factories can manage themselves leaving you to scoop up the profits to fund your next objective.

A Beginner's Guide to Trading

You will soon find that there are ships better suited than others to trading (see Vessels section). Some ships cannot trade certain goods due to the size of the cargo. You can discover these within the game – for now we'll just concentrate on how to trade. We're going to buy some Energy Cells from a Solar Power Plant in The Wall and sell them to the Ore Mine in the same sector. Once docked at our chosen Solar Power Plant, the price of the Energy Cells will be revealed to us. We have selected The Wall as there are many Solar Power Plants located there to choose from, it is very close to the start point of the game and it is normally easy to find a well-stocked station filled with cheap Energy Cells.

You will soon learn to recognise a specific station from its appearance, and also how it is shown on your Gravidar (a Solar Power Plant shows up there as a large 'E'). You could also find it useful to look for the rotating station logos advertising their wares. A Solar Power Plant logo looks something like this:
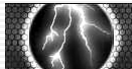
Your ship's computer will tell you once you've targeted and locked on to a Solar Power Plant – you now need to dock there. Once docked, you can select D to trade with the station. This will reveal the trade screen as below:

You will now be able to see the status of the factory, in terms of how much stock it holds, the selling price, how many units of resources it has, and the buying price of these resources. Without giving too much away, as a guide a good price for purchasing Energy Cells is 9 – 12 credits per unit. To buy the product, highlight it and then you have several options on how to tell the computer how much you want to buy:

Enter the number of units and hit ENTER . If you have sufficient credits, the cargo is bought and transferred to your cargo hold.

Press END and then ENTER . If you have sufficient credits, and the station has enough of that product, this will fill up your cargo hold to the maximum available.

Use the ← and → keys to increase or decrease the amount required, and then hit ENTER once you have decided.

On each option, you will be able to see how your credits are affected. If you refer back to the previous picture, you will see how many credits we have at the start. Now, after our transaction of buying 35 units of Energy Cells, you will see the difference below:

NOTE: It is important to remember that you can only buy products, and not resources in any factory. Similarly, you can only sell resources and not products to any factory.

24 You can also see from the status bar near the bottom that there is no space left in our cargo bay now. So we need to sell the Energy Cells as soon as possible and make some money on our trade. You will remember that we had planned to sell this cargo in the Ore Mine in the same sector. This now is a key part of trading. On the one hand, you may spot a trade opportunity and act accordingly to fill the need (you have to be quick though – someone else might get there first!). On the other hand, you may simply spot a great buying opportunity at a price that is too good to resist, and then start looking around for somewhere to sell your goods afterwards.

Arriving at the Ore Mine, we again enter the Trade Menu, but this time we wish to sell our goods instead of buy. Again, the commands to sell the goods are very similar to those used to buy:

Enter the number of units and hit [ENTER] . The cargo is sold and transferred from your cargo hold. The credits are transferred to your account

Press [HOME] and then [ENTER] . This will transfer all (if the factory is able to take this many) of your cargo of that product. The credits are transferred to your account

Use the [←] and [→] to increase or decrease the amount you wish to sell, and then hit [ENTER] once you have decided. The credits will be transferred to your account.
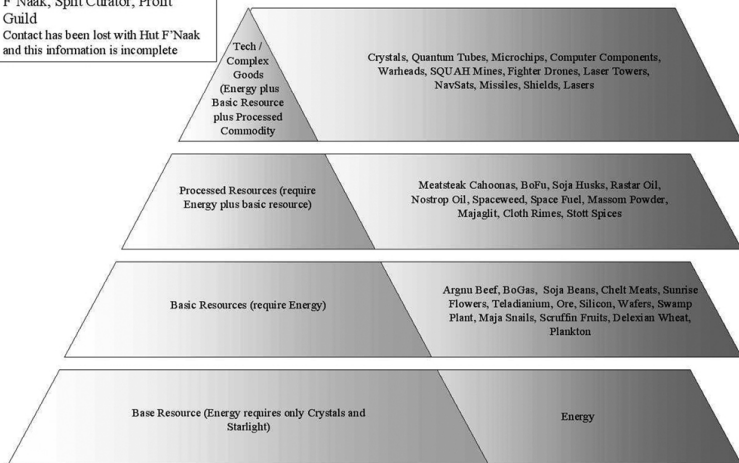

Looking at the picture above, after our trade shows our new account balance of 1,514 credits. We bought 37 units of Energy Cells at 6 credits and then sold them all for 18 credits. That short trade run gave us a profit of 444 credits, and we only started the game with 1,070! If only we had found somewhere to buy the Energy Cells from us for even more…

Larger, specific transport ships can carry far more and also more varieties of cargo so you may find that huge profits can be made once you can afford one of these ships.

Other Useful Trading Tools

As we mentioned, the economy in the X universe is dynamic and inter-dependant. A shortage of one specific resource can have knock-on effects throughout the whole universe, especially if it is a base product that all stations require, such as Energy Cells. There have been many efforts to find a successful formula for un-managed profitable trading, all resulting in little or no success. The Teladi are a race driven almost solely by profit and their trading secrets are well guarded. The Split curator of the Profit Guild, Hut F'Naak did however commence work on a valuable resource known as the Trading Pyramid, but he has since vanished. Rumours that the Teladi assassinated him cannot be substantiated, however the early parts of his work still exist as shown on the next page:

Trading Pyramid produced by Hut F'Naak, Split Curator, Profit Guild
Contact has been lost with Hut F'Naak and this information is incomplete

Tech / Complex Goods (Energy plus Basic Resource plus Processed Commodity)	Crystals, Quantum Tubes, Microchips, Computer Components, Warheads, SQUAH Mines, Fighter Drones, Laser Towers, NavSats, Missiles, Shields, Lasers
Processed Resources (require Energy plus basic resource)	Meatsteak Cahoonas, BoFu, Soja Husks, Rastar Oil, Nostrop Oil, Spaceweed, Space Fuel, Massom Powder, Majaglit, Cloth Rimes, Stott Spices
Basic Resources (require Energy)	Argnu Beef, BoGas, Soja Beans, Chelt Meats, Sunrise Flowers, Teladianium, Ore, Silicon, Wafers, Swamp Plant, Maja Snails, Scruffin Fruits, Delexian Wheat, Plankton
Base Resource (Energy requires only Crystals and Starlight)	Energy

Note: Primary and Secondary goods. Primary goods are required for a factory to produce it's goods, secondary goods are optional and will be used if they are available at reasonable costs / quantity / distance

You are reminded that this information may not be entirely complete or accurate…

Finally, be aware that when you are carrying goods you are subject to random scans from the local system police. These inspectors usually travel in scout class, high performance ships which are difficult (but not impossible) to outrun. As various products (particularly Space Weed and Space Fuel) are illegal in some systems, trading in them is done at your own risk.

Using the excuse that you just "found it there, floating around" will not convince the system police. They have heard it all before.

Combat

"Ah…the clash of shield energy converging as two ships collide and the unmistakeable metallic crunch as the metal bites and you hesitate with your hand over the eject lever. Hoping the engineers remembered to top up your suits oxygen supplies before you launched and the feeling of utter terror when exiting a gate into a combat zone."

"No-one hears you scream up here in the void eh? Swamp Feed! I've heard way too many of my friends scream until the vacuum sucks out their breath and the explosion disengages the communication device. Space is a cold and calculating killer. She creeps up on you when you are least aware and bites you hard. A silent, stealthy adversary that is your companion and in the blink of an eye, your enemy."

"Then you have the real enemy to contend with too! Ha-ha. Practice makes perfect and never be afraid to run. It's better to talk about your escape than to have others talk about your death."

"But always remember this my friend, a word of advice from those that have been before you. Never arrive with two ships if it's enough to do the job. Bring ten."

Steel

****

Wherever you go on your travels and adventures you will almost certainly come up against others that want you either dead or at the very least, out of your ship. The further away from the relative safety of the Argon home world and surrounding systems you go, the more dangerous (and lucrative) it becomes.

Combat is about reflexes, the reading of the enemy and most of all - knowledge. If you attack a ship that has ten times the shielding and twenty times the firepower, you are likely to lose. Not always it has to be said, but mostly, sure.

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Five small ships can easily overcome one single ship with five times their force if you do it right and the reverse is also very true. Probably the main decision to be made if you are attacked is whether to defend yourself or run!

A quick decision is usually required and for this you need to know your adversary well. Can you outrun them? What shields and hull strength are you up against? What weapons do they have? Do they have missiles and if so, what kind?

An Alpha HEPT equipped laser turret on the side of a Corvette can obliterate the shields on a scout ship in two hits. Not enough time to grab the eject lever, just enough time to die. But can a Corvette out turn your small, nimble scout? Never. Find a blind spot and if you can remain in it, you can unload as much energy into its shields as you can muster. But you can't stay blind if the larger ship has an accompanying escort.
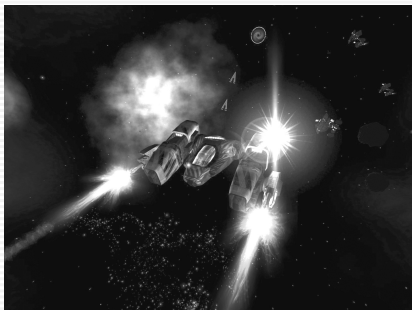
See? Knowledge and quick decisions are the difference and ultimately decide where the spoils of the battle will go. If you have the appropriate upgrades for your ship, you can instruct it to fight for you and a good job it does, if a little single-minded sometimes. However, there is no substitute for good old Argon reactions and the ability to spot an advantage and press it home. When head to head with an enemy who has superior weapons and shielding I will launch a number of missiles at them as we close on one another. This will achieve two things. First, they will be more worried about the missiles than they will be about you which leaves you free to obtain a good attack stance and secondly, there is every chance that the missiles will strike home, lowering their shield strength and giving you the possibility of a quick kill or a quick escape.

Combat is also very expensive and you shouldn't embark upon any route that your credits can ill afford to stand. Laser energy is replenished from the core ship power plant, effectively free once you have the ship and weapons. Missiles however, are not and the large missiles can be extremely expensive.

You do, during any combat, run the risk of damaging any items on your ship, including shields, weapons and upgrades. These are not free and you will have to dig deep into your funds to replace them. Plus the fact that some items can be difficult to obtain and wealthy pilots have an old habit of buying more than they need of a particular item when they come across them.

If this sounds like bad news well it isn't. Combat can be a credit hole with no bottom, but the possible gains can outweigh the risks. I guess it's your choice to make that decision. Sometimes a pilot will bail from their ship. If they do this, the ship and any items still left intact on-board are yours! Also, when ships disintegrate, any cargo canisters held within may survive the explosion and are left for you (and others) to retrieve.

Be careful though where you choose to fight. There are some systems where no one will bat an eyelid or three if you take something for your own. The home systems of any races are usually heavily patrolled and getting into combat within full view will not earn you any friends. Conversely, keeping within these relative safe havens will give you the same protection and asking passing ships or stations to assist may yield a positive response if your standing with them is good.

If you decide to develop your own fleet of combat ships and maybe even one or more of the capital ships you will have some serious firepower at your disposal and an M2 or M1 class destroyer or carrier with support ships is capable of standing on its own against all but the greatest of enemies. With the correct weapons and shielding installed of course!

You are strongly advised as a member of TerraCorp to make extensive use of the simulators at your disposal to learn and fine tune the skills required for whatever path you choose to tread. Mines, drones, laser towers, even shields can all be used as successful offensive weapons if applied in the right way.

Use your pilot log to make manual entries that you can refer to at a later date about your triumphs and near misses along with your on-ship recording system for future analysis.

Alert: Missile closing

Keep those laser banks charged and missile racks full, your wits about you and always one eye on the scanner.

Good hunting and good profit!

Building

There is a very worthwhile "Economic Simulation" available to try at any time in the simulator. This has no effect on any save games so you can play through it as many times as you like. Although building a trading empire is not a pre-requisite to complete the main story line, many players will find it a worthwhile investment of their time and credits as a little time spent building can reap high rewards and a steady income. Particularly later in the game when your rate of losses may be high and you will need constant re-supply to bankroll your plans, whatever those plans may be!

We won't tell you what keys to press, as the simulator will teach you all you need to know to get you started. Instead we will discuss what we can do, where and how. A FAQ (frequently asked questions) list should assist you as follows.

Q: Can I own my own factories?
A: Of course. The majority of the factories in the X-Universe produce a single, quality product although they may use many resources in order to do this. There are some exceptions, for example the Shipyards and Trading stations, which sell many different products. Generally, if the factory (aka station) produces a single, quality product, then you can build your own.

Q: How do I build a factory?
A: Firstly, factories can only be purchased from shipyards and the types sold can be unique to that particular race and/or shipyard. So you may have to search until you find a supplier of the factory you require.

Q: Are they expensive?
A: The price varies greatly dependent upon the technology level of that factory, e.g. Food factories are much cheaper than Laser Tower factories and the profit possible also increases. Remember again that the price of a factory may vary between races, even if it is of the same type.

Q: How do I place them?
A: You can only purchase a factory if you have the capability to transport it. Shipyard managers are not pleased with using their expensive storage space for your wares, especially the Teladi. Therefore you must own or hire a TL class transporter ship. You can usually find these looking for business in the systems where the shipyards are. Communicate with one and hire them and then proceed to the shipyard where your (hired) TL can then dock on the external loading areas. Any factory you then purchase will be automatically loaded into your transport.

A hired transport will follow you automatically whereas you will have to command or pilot your own vessel. A word of caution! Transportation of factories isn't free. The TL pilots will charge you for every gate they pass and the price of this varies widely.

To actually choose the position you simply navigate your current craft to the sector and position within the sector you wish it to be placed. When the TL ship carrying your factory catches up with you (which may be some time if you have travelled a long distance and your ship is a fast one) you can communicate with it and ask it to drop your factory there. It will do so.

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Q: Can I place my own factories anywhere?
A: Just about, yes. A few words of advice though before you place a factory as moving them after is a different proposition altogether. Location, location, location! There is no point in placing a factory producing goods in an area where there is an over-supply already of those goods as you are immediately against the competition (unless this is what you intended of course).

Conversely, there is no gain to be made in positioning your factory in an area that does not require what you sell.

The stations in the systems you visit will be placed relatively close to each other. There is nothing stopping you placing your factories anywhere in the 3d world. Please bear in mind that your ships need to fetch resources and your customers need to travel to you. This is why most companies place their factories within the confines of the gate grid. It is not however necessary to do so.

Be careful of placing your buildings too close to another building as the ships will need to navigate into your landing bay and some of the larger trading vessels can require quite large turning circles.

Q: So I purchased and deployed my own factory and I'm on my way to "Mogul" status. But my factory isn't making any money and it flashes yellow in the system map. Help?
A: The yellow flashing is warning you that the factory in question is in need of some attention. It does not signify what, only that something is stopping the factory from operating (note: your property will flash red when under attack).

This could be a lack of resources, a lack of credits to purchase resource, a lack of ships to go and fetch/purchase the resource(s) or a combination of any coupled with the fact that the settings you have applied to the factory, for example how many systems you will allow the ships to go searching for resource is one such option, are restraining it.

Q: I have transport ships and credits. How do I get my factory to get what it needs?
A: Firstly, transfer credits to the factory from your account. Every factory requires a little working capital to buy its resources. You must then assign your transport ship(s) to that factory. This is known as their "home base" and once you have assigned a ship its home base, a whole set of further options will become available in the command console.

You can then set each ship to go and fetch the required resources. More than one if you feel the need.

Important: Your buildings and ships are under your management and protection.

You can purchase fighter craft and "home" them to a base where they will automatically protect it once they arrive there, laser towers and mines for area defence and also assign fighters to protect your trading vessels. What level of protection you supply is dependent on the amount of credits you have available and the location of your assets. Plus of course, up to you.

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Q: Any help for a budding trader just starting out?
A: Sure, try a Wheat farm in the Wall or Crystal Fabrication Plant in Argon Prime. Both of these sectors have the protection of capital patrol ships and have access to a good supply of cheap energy cells. A factory here should be able to trade unmolested (although there is no guarantee that the pirates won't come) and if you stay in close proximity early in its life, you can personally protect it until such a time as you can afford laser towers and fighter patrols.

Appendix i. Ranks

There are various ranks that can be achieved for proving yourself both in combat and trading. There are also insignia that can be worn on your uniform to show your rank to your fellow combatants/traders. Although the various races have had and still have to a degree, disputes with one another, they all agree on one thing. Profit. This gave rise to the Foundation and Profit guilds of which the races are a member of one or another.

These Guilds meet on a regular basis and set minimum and maximum price thresholds on products that all systems are required to adhere to. In the past, each race utilised its own different rating systems for its pilots and business moguls and one subject that was finally agreed upon by the Guilds was the adoption of a system similar to that of the Argon.

Although there are many ranks available and some insignia may cover more than one rank, the insignia adorned will show others what level of ability they have achieved. The Argon preferred way is to wear the Trade insignia on the left arm and the Combat insignia on the right. Easy to remember as "Right for Fight" you will find that certain jobs available at stations will only be available to pilots with the appropriate skill level.

It is illegal in all known space to advertise and actively supply jobs to a lower rank as the localised Guild representative rates jobs before they go on view. It is also highly illegal to wear the insignia or impersonate another pilots higher or lower rank.

Left to right below are the insignia where Rank 1 is the first ranking you will achieve and Rank X is the highest. There are very few pilots who have attained this rank in either discipline and any who wear it deserve (and receive) the utmost respect.

Individual race ranks

Rank 1

Rank X
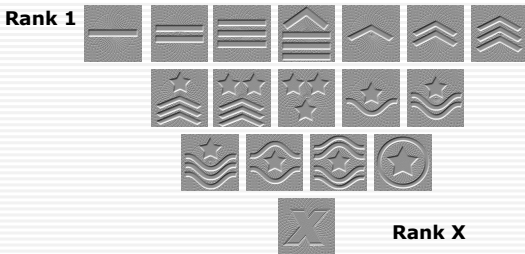
You need to please a race to increase your rank with them and certain jobs or equipment only become available at certain ranks. A bad or low rating means you cannot dock at any of their stations in the whole universe and a really bad rating means that race may attack you on sight. These race rankings are not related in any way to the trading and combat ranks that apply across the whole Universe, instead of per individual race.

Appendix ii. Vessels

There are many vessels that you may encounter, each designed for a specific purpose, although most can be used for any purpose with varying levels of success. Most races designate their ships as belonging to a particular class and all have their own unique versions.

A word of advice: The Captains of the larger ships do not see you as something they should avoid. If you get in their way, there is every possibility you will be crushed without a second thought. It depends upon the mood of the Captain at the time and what mission they are currently undertaking. Collisions can also occur if you linger by gates and docking bays. There is steady traffic in many of the Universes systems and they all have business to attend to, just like you!

A few words about each race you may encounter and their ship designs.

Argon

The Argon create the most balanced ships and you can see the Boron influence that mirrors their joint development. When you buy an Argon ship you have a good all-round versatile ship. But as the Argon do not share the peaceful Boron nature they also use, together with the Split, the Gattling gun. The Argon developed this weapon according to old documents and the Split were so impressed they paid immense licence fees for their own manufacture.
With the development of the Nova, the successor to the ageing Elite, the Argon were the first race to install a rear turret into a heavy fighter. All other races except the Split followed this new design in due course.
The use of technologically advanced shipyards enabled them to strengthen and increase shield capacity, together with engine performance. When in the past you may have laughed about the old Elite, it is a different story now. She is still one of the slowest heavy fighters but her firepower will quickly silence any critics. Similar changes also took place with the Buster and a new type of ship, the Corvette, was also introduced.

The Boron

The Boron have cooperated in the past very closely with the Argon design engineers even though their aggressive nature was never fully understood by them. Recently they have built a new propulsion system to keep up with the fast Split patrol ships. Parallel to this they developed with their Argon allies, a new laser weapon which simply disables ships systems. Any Split being hit with this new weapon will suffer unspeakable shame, as they will have to be rescued. Hence the history of frequent attacks by the young Split pilots has stopped abruptly.
In contrast to Argon ships, the new Boron ships are fast, fairly average armed and weaker shielded.

The Paranid

The Paranid have always known how to construct good combat ships and they have the most balanced fighting capabilities of all the fleets. But their designers have little imagination and only the required functionality is added to their ships, discarding comfort for more practical means. But if you are looking for a ship to still be intact after a heavy battle, a Paranid ship would make an excellent choice.

They also developed the new Wide Laser type that has a larger area of fire. Their engineers had to sell the designs of the Wide Laser to other races during the recent recession caused, some have sneered, by the small cargo bays in their ships. Only the resale of the design plans for their heavy Wide Lasers was prohibited by their Secret Service and are still exclusively only used by Paranid battle ships.

The Split

The Split are typical warriors who if unable to eliminate an enemy with the first shot, call straight away for a bigger weapon or more support. They are impatient and have to be the first in any combat. In their ship construction therefore, shields take a back seat. In a particular construction proposal shields were fitted retrospectively as they were simply forgotten.

Their engineers today still complain of the missed opportunity to fit 2 Gamma HEPT instead of 2 Beta HEPT into their design. Nevertheless, Split ships are some of the best combat ships if you are prepared to live with weak shielding but have the strongest and deadliest weapons instead.

It was with extreme reluctance that a few Split traders had Ion lasers fitted into their cargo transporters. But then they discovered that they can use them to hunt Space Flies. That is why the Split personnel transporter, the most luxurious and lavishly fitted out ship for Split hunting parties, can be fitted with the Ion lasers.

The Split M6 is the only M6 class ship that can use the heavy, capital lasers of the battle ships.

The Teladi

The skill of the Teladi is not the ability to sell water to a boron swamp runner, as is said by some, but rather to adapt to anything they can lay their claws on. They have mainly older technology and since they trade rather than develop they can use most anything in their ships.

34 Consequently when looking at their fleet they have the broadest spectrum of upgrades, weapons and shields. They move rather slowly in comparison to others but with lots of cargo space and large shields you should not underestimate them. Their combat ships are usually late on the scene but when they do, they are usually efficient in their job.

As the Teladi have friendly trade relations with all organic races including the Pirates, they can rely on their help if attacked. There is currently a rumour of a new Teladi M6 prototype, which is said to be better equipped than anything seen so far. At a secret trial run the Split, when supposedly trying to attack the ship with two of their own M6 class ships were so impressed by it to even forgo their intended and usual ridicule of its snail like speed.

Pirates

The Pirates decided to forgo several different freighter types in favour of only one type of freighter, which encompasses all the advantages of the old types plus further enhancements and was also easier to build.
You must not underestimate these ships as the Pirates recently obtained the plans for the Paranid Wide Lasers and the Boron Ion Lasers to integrate these into their own ships and transform them into formidable ships ideal for capturing. Recent reports of Pirate ambushes have increased where both types of lasers have been used.

Xenon

The Xenon also developed further and still unnoticed by all the other races. Recently you can notice more and more new ships appearing where the Argon design is missing and they seem to be better shielded and faster too.
The Xenon, if the robot psychologists are to be believed, seem to be developing more of their own self awareness, consciousness and their own understanding. Whether this development is a step in the right direction is still unsure as the Xenon continue to attack first and don't bother asking questions before or after.
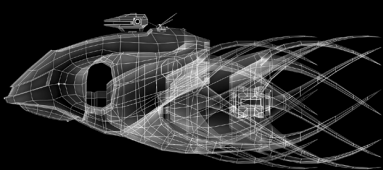
The Ship Classes

Class: M0 Battleship. It is not known if any of these ships remain after the Xenon war.

[No images available]

Class: M1 Carriers are large ships with formidable shielding, point defences and a large capacity for carrying a number of different smaller ships within their hangars. Crewed by highly trained personnel and Captains chosen for their skill and aggression. Carriers rarely change their direction to avoid smaller ships.

Example: Boron Shark

Speed:	117.11 (199.09
Acceleration:	13
Steering:	0.99 (2.99)
Cargo:	2,900 (2,900) Station Sized Containers
Dock Capacity:	100 Ships
Power:	10,000 MW Generator
Missiles:	Hornet Class
Shields:	6x125 MW
Turrets:	6 (1 laser mount on each)

Class: M2 Destroyer. A large heavily armed attack ship usually with many turreted laser banks, missiles and high speed. A formidable foe when alone but sometimes found escorting a Carrier class ship. M2's are used by some races for patrol and protection duties in both inner systems and may also be found in some outer, less secure places keeping the peace.

Example: Argon Titan.

Speed:	135.13 (175.67)
Acceleration:	6
Steering:	0.99 (3.99)
Cargo:	3,500 (3,500) Station Sized Containers
Dock Capacity:	1 Ship
Power:	10,000 MW Generator
Missiles:	Hornet Class
Shields:	5x125 MW
Turrets:	6 (3 laser mounts on each)
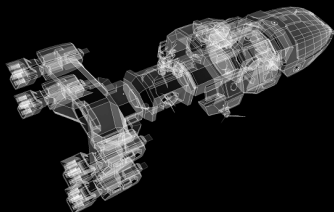
Class: M3 Heavy Fighter. Normally only deployed by the military or the larger corporations these ships pack a powerful punch with impressive shielding, lasers and missile capability. Some are large enough to have rear turret mounted weapons that fire independently from the main weapon systems. An M3 is a deadly foe in any of its guises and deserves respect.

Example: Argon Nova.

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Speed:	65.31 (168.28)
Acceleration:	12
Steering:	19.99 (99.99)
Cargo:	86 (263) Large Sized Containers
Power:	150 MW Generator
Missiles:	Hornet Class
Shields:	3x25 MW
Turrets:	2
	(2 laser mounts in cockpit, 1 in Back)
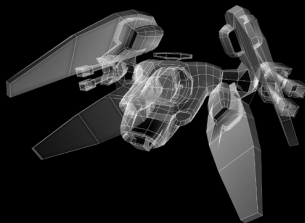
Class: M4 Medium fighter. Medium shielding and weapons make most M4's a good all-round choice for the trader or bounty hunter. Many stations also hold small fleets of M4's for defence.

Example: Teladi Buzzard

Speed:	69.81 (181.53)
Acceleration:	45
Steering:	44.49 (116.99)
Cargo:	35 (140) Medium Sized Containers
Power:	150 MW Generator
Missiles:	Dragonfly Class
Shields:	3x5 MW
Turrets:	1 (2 laser mounts in cockpit)
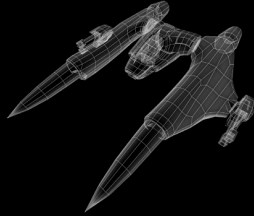
Class: M5 Scout. Fast and very manoeuvrable, the M5's make up for their lack of shielding and offensive weapons with their agility and speed. Used as a patrol ship in many sectors and many system police favour them for their ability to catch would be smugglers. They also make an excellent ship for small passenger cargos.

Example: Argon Discoverer

Speed:	81.71 (490.27)
Acceleration:	11
Steering:	25.00 (150.00)
Cargo:	10 (50) Small Sized Containers
Power:	100 MW Generator
Missiles:	Wasp Class
Shields:	3x1 MW
Turrets:	3 (2 laser mount in cockpit)

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Class: M6 Corvette. A ship designed for the wealthy business mogul and used by some military for their special operations divisions. Reasonably fast with good cargo bays, multiple turreted lasers and the ability to hold a single Scout ship make them a very versatile and sought after platform for most professions, both legal and illegal. Due to their large size they lack any great manoeuvring ability.

Example: Split Dragon

Speed:	135.13 (324.32)
Acceleration:	24
Steering:	6.49 (17.54)
Cargo:	475 (875) Extra Large Sized Containers
Power:	1000 MW Generator
Dock Capacity:	1 Ship
Missiles:	Hornet Class
Shields:	1x125MW
Turrets:	3 (1 laser mount in cockpit, 1 in Upper, 2 in Lower)
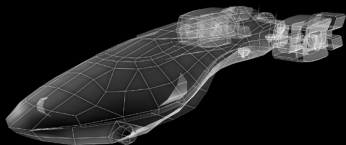
Class: TL Transport Large. These enormous ships are required to carry the factories and stations around the systems. They are mostly hired for a particular job and only the wealthiest can afford to maintain one for their own uses. Like the Carriers, Destroyers and Corvettes, the TL class ships cannot enter the relatively small docking bays of stations and ships. They are required to dock at stations that have external docking facilities, like the shipyards.

Example: Split Elephant

|	
Speed:	57.29 (303.67)
Acceleration:	7
Steering:	0.32 (1.70)
Cargo:	11,000 (11,000) Station Sized Containers
Power:	1000 MW Generator
Dock Capacity:	30 Ship
Missiles:	Hornet Class
Shields:	5x125 MW
Turrets:	2 (1 laser mount in cockpit, 1 in Back)
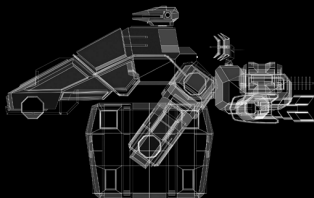
Class: TP Transport Personnel/Passenger. These shuttlecraft can be found all over the Universe ferrying passengers from one place to another. Their development was necessary as the use of the cargo compression technique caused unexpected long-term physical damage. Hence the construction of all passenger transports without the internal compression system.

Nevertheless they are still technically superb as the cabins can be changed and merged so they become cargo space instead of passenger cabins. You can now transport passengers and utilise any unused space for the transport of goods. Only the space used for goods will be compressed with cargo compression.

The respective equipment differs from race to race. While the Boron like relaxing travel in plush surroundings with bars, projection rooms and discussion forums, Paranid and Argon prefer a more mundane style, whereby Paranid travel in groups of three. In Teladi ships price is important, hence their interiors are very sparse and cramped. VIPs should not be transported in Teladi TP's. The most luxurious ships are from the Split, who sometimes organise extended hunting parties in them. Everything is installed in the Split vessels and the owners continually show off their new modifications to their friends.

Example: Paranid Hermes

Speed:	67.56 (250.00)
Acceleration:	19
Steering:	17.99 (66.59)
Cargo:	697 (697) Large Sized Containers
Power:	250 MW Generator
Missiles:	Mosquito Class
Shields:	3x25 MW
Turrets:	1 (1 laser mount in Back)
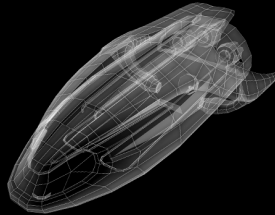
Class: TS Transport ship. Designed solely for the hauling of large quantities of goods. Slow and un-wieldy these ships are the backbone of all space trading markets. Some recent additions have mounted laser turrets to defend against attack.

Example: Paranid Demeter

Speed:	58.55 (117.11)
Acceleration:	3
Steering:	5.99 (17.99)
Cargo:	666 (1500) Extra Large Sized Containers
Power:	200 MW Generator
Missiles:	Mosquito Class
Shields:	3x25 MW
Turrets:	2
	(1 laser mount in cockpit, 1 in Back)
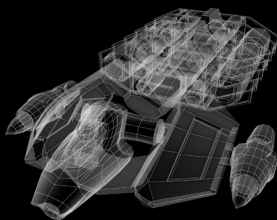
Other: UIO's. Unidentified objects are any objects/vessels that are not held in the TerraCorp data banks. There are also other ships that do not fall into a particular class. One such ship is the Goner transport shown below. This ship has no weapons and is the vessel used by the religious Goner to transport their people and "spread the word" across the Universe.

You will also encounter Pirate vessels of all types as the pirates use other races ships, modified for there own ends and the wealthy pirate groups even have their own ship designs.

40 Plus the Xenon can still be found in the remotest systems in small numbers.
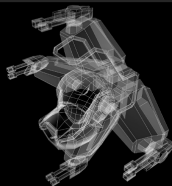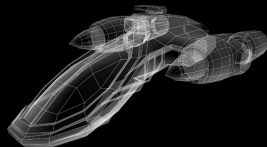
Appendix iii. Inhabitants

The various races that make up the X-Universe's inhabitants come from many areas of space normally linked by jump gates and have varied and detailed backgrounds.

Boron

Throughout the X Universe the Borons are famous for their wisdom, wealth and for the sophistication of their space ships. These ships are a shimmering green colour with powerful engines that show a white light and are among the fastest and most manoeuvrable ships in the universe. They are also armed with very sophisticated weapons and defensive shields and, with the exception of the Argon, are the best spacecraft in the universe.

Despite being members of the Foundation Guild and holding a strong alliance with the Argon, because of their peaceful nature the Boron are friends to all races in the X Universe. They currently hold trading agreements with the both the Teladi and the Paranid, however they are still very wary of the Split and relationships between the two races are very strained.

The Boron have no direct contact with the Xenon, however, as allies of the Argon, they are very much aware of them and of the dangers they present.

Despite being called the Kingdom of Boron the Boron race are actually ruled by an elected government. They do however have a royal family who act as figureheads of the Kingdom State. The current head of this Royal Family is the 50-year-old Queen Atreus. Her husband, King Rolk, was killed in a space cruiser when it crash landed on a nearby space station, leaving her daughter, the Princess Menelaus, as the heir apparent.

Paranid

Despite their many historic disagreements The Paranid are still allied to the Split and, through their membership of the Profit Guild, the Teladi. In addition to being members of the Profit Guild the Paranid allow all other races to trade openly throughout their sectors of space, however relations between the Paranid and the Argon are still very strained, and trade is the only contact the two races have with each other.

Even to this day their strange rites and religious beliefs are a mystery to other races and it is virtually impossible to befriend or even understand them. These rites also forbid any member of another race settling or living on a Paranid colony, not that many ever want to due to the fact that the Paranid prefer to settle on planets that are too hot for other races.

Split

Even now the Split still control large areas that used to be territories owned by The Kingdom of Boron. They continue to use the rare Markus space fly as a propulsive system and continue to successfully trade within the Profit Foundation. Whilst relationships between the Foundation Guild and The Profit Guild remain on the surface cordial, relationships between the Split and the other races are constantly degenerating and now border on the edge of war. This is due to both the natural aggression of the Split and their continued exploitation of the Markus Space Fly.

Despite being peaceful by nature The Boron are always eager to reclaim their lost territories back and await any opportunity to attack the split. The Argon are suspicious of the Split's supposed friendship with the Xenon. The Split and the Xenon tolerate each other. They have already had one slight war, but at the time as neither of them could see an easy victory or any territorial advantages they came to terms. However this treaty is very shaky and war is expected if their relationship deteriorates any further. The Split maintain a frosty friendship with the Paranid but will never forgive them for not joining with them in the fight against the Xenon.

Teladi

Most of the races in the X Universe don't like the Teladi and refer to them as greedy and lazy. Sometimes they are even referred to as stupid, but that is only by those that have never traded with them. The Teladi drive some of the hardest bargains in the X Universe, and always come out of a situation with a profit. This is the reason why certain races have banned the Teladi from trading in their territories or sectors. Hence the Teladi are always on the look out for trading partners. It is believed that they finance many of the pirate operations that operate throughout the X Universe. Indeed many races think it is no coincidence that their ships have been captured and their high-tech equipment looted by pirates after refusing to trade with the Teladi.

Their own technology tends to lag behind the rest of the occupants of the X Universe but, being Teladi, they would rather buy and trade what they need rather then spend their money in research and development. Hence the Teladi have access to all the high-tech equipment, engines and weapon technology of almost all the other races.

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Argon

Today the Argon Federation is wealthy and encompasses a large number of very different types of planets. Some are hot deserts while others are ice wastes. The planet Argon Prime is heart of the Federation and is the residence of the government and all administration. It is also one of the most exciting planets in the X Universe. As well as being the home of culture, science and learning, it is also home to the finest entertainments. As well as housing the finest geodesic holiday homes it also has thousands of bars, restaurants, theatres, casinos, hologramic cinemas, holiday villas, everything in fact that makes it the finest rest and recreation center in any known universe.

The Argon Federation is governed by an elected parliament, with each city colony and space station represented by senators elected by their own people. The leader of the Argon Parliament is called President. Currently this position is held by a male Argon called Frann Herron.

Xenon

Today throughout the X Universe there is no contact between the Xenon and any other race. The Xenon are not allied to any trading organisation, or to either of the Guilds. The do not use the Credit, nor is it known what currency they use. They appear to have no interest in either the technology or the trade of any other race.

Despite many attempts to discover it, the location of the Xenon home planet is still unknown, so is the size of the territory that the Xenon control. Hence on most star maps possible Xenon sectors are indicated only by question marks. Not many ships dare venture into this territory and unfortunately those brave enough to do so have never returned.

Xenon pilots are very aggressive, their only directive is the policy - "If it moves shoot it". Their ships are fast, well protected and heavily armed, and their engines give off a distinctive blue after-glow.

A special undercover department based at the Argon Federation Space Academy on Argon Prime, has researched the Xenon for many years and are currently engaged in cross referencing and documenting all positive Xenon ship sightings. There is some talk that, sometime in the future, they are planning to finance an undercover expedition, deep into Xenon territory in an attempt to locate the Xenon home planet.

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Khaak

Currently unknown.

Pirates

Not a race themselves, but groups of like-minded criminals who specialise in various illegal activities. They have their own bases, usually hidden from view and well defended and most pirate bases have large fleets of ships that will send out raiding patrols on a regular basis.

Appendix iv. Equipment and Ordnance

There are many items that can be acquired to enhance your fleet and defend your property. Many of these come in different configurations of the same type. For instance there are various levels of each laser weapon type increasing in destructive power with the associated cost and energy drain.

Be aware that some technologies are only available from certain areas of space or indeed certain races and you may need to search hard to find the most coveted upgrades. Also remember that you can only dock with races where your standing with them allows it. Being an enemy of a race is not a good thing to do if you need equipment that only they can supply.

Equipment

Advanced Satellite: This satellite is the next generation of advanced communications. It allows for video capture technology, a new feature that was developed to keep an eye on stations and ships. This Satellite still has the old features that allow for navigation and information relay transfer.

Best Buys Locator: The best buys locator can help you find the one location in your current system where you can buy each available product for the lowest price. Very helpful for advanced traders!

Best Selling Price Locator: This Upgrade can help you find that one location inside your current sector where you can sell each of your trading items for the highest price. Very useful for advanced traders!

Boost Extension: The boost extension allows your ship to accelerate with three times its normal acceleration. This extension is essential in some combat situations.

Cargo bay extension: Your cargo bay will be extended by a certain amount of cargo units using sub space compression technology. This extension will be more expensive every time you use it because of the increasing complexity of the used technology.

Cargo Life-support System: This life-support system allows you to transport living creatures, passengers and even slaves in your cargo bay.

Command Software (various): This is a software extension for any ship computer. New commands are added to the shipboard computer's command console.

Docking computer: This device enables ships to lock on to and decode a space station's guidance beacon. The beacon transmits signals to the ship's docking computer to adjust speed and direction needed to aid the automatic docking process.

Duplex Scanner: Research and development of the Gravidar technology has resulted in the Duplex Scanner, which increases the scanners range by a factor of 2. This enables targets to be acquired at much greater range.

Fight Command Software: This is a software extension for any ship computer and includes a laser targeting support system. New commands are added to the shipboard computer's command console.

Freight scanner: Pilots whose spaceships are equipped with a freight scanner can see exactly what is inside other ships they scan. Often pirates abuse this scanner before they attack and rob peaceful pilots.

Jump drive: The jump drive is a new development. This ultimate upgrade allows your ship to jump to far distant sectors immediately. To focus on a distant jump gate through many different sectors and through many other gates, it requires additional energy containers for every sector it has to cross.

Mineral Scanner: The mineral scanner is an important add-on for every pilot who plans to exploit asteroids for mining. Mounted to a spaceship it adds valuable information to the scan results of Asteroids.

Mobile Drilling System: The Mobile Drilling System accelerates and emits small fast rotating helical particles that drill into rock and use supersonic resonance to break up the rock. Its effectiveness against other materials is very low.

Navigation Relay Satellite: These satellites transmit all navigational data of the system they are installed in, to your ship computer to allow your universe map to display online information of all ships and stations. Installing such a satellite is mandatory to control distant systems remotely.

Ore Collector: After Ore has been broken up by a mobile drilling system; the smaller rocks can be brought into the cargo bay using this new device. It works by targeting the smaller rocks with a low powered gravity beam, bringing the ore into the bay ready to be sold.

Police license: After buying this license pilots are accepted as police force by all space stations and factories in the given Races' territory. They are automatically paid for the elimination of outlawed ships.

Rudder Optimisation: Specialists in rudder control will hand tune your ship's manoeuvrability to make it easier to control allowing for complicated manoeuvres and advanced tactics.

Singularity Engine Time Accelerator (SETA): This product is based on the phenomenon of time and space anomaly observed in the presence of singularity. The SETA is an attachment to the ship's normal operational engine, which can, when activated, compress time up to ten fold. Due to the constrains of the space warp it is not possible to alter one's course and velocity due to time compression and the device will be deactivated as soon as any interference to the ship's controls are detected. The invention was clearly made to shorten travel across fast distances. No known side effects exist but they cannot be ruled out.

Spacefly Collector: Although illegal, Spacefly collecting has become the most highly paid career in the universe. These small creatures are captured by a high resonance wave of the device, attracting them inside the hold. These space flies are then sold to anyone who will take them, automatically making a profit. This activity is illegal but within pirate communities it has become a way of life.

Strafe Drive Extension: This extension allows a ship to steer sidewise without turning, making some advanced steering manoeuvres possible.

Trading system extension: Using the trading system extension a pilot can request detailed price information for all goods without actually docking to a factory or space station. This can be very useful for frequent traders

Transporter Device: The transporter device is a development based on the remains of the jump drive first introduced with the Xperimental ship and reverse engineered by the best scientists of all races. Using this device you can get from one ship into another ship within a range of 5km without using your spacesuit.

Triplex Scanner: The Triplex scanner increases the Gravidar scanner range by a factor of 3. The technology used detects greater variations in the gravitational anomalies that are generated by stations. This information is then processed and fed directly to both the sector map and the Gravidar display.

Video Enhancement Goggles: Invented by the Argon during the Boron Campaign it allowed their fighter pilots an advantage by being able to spot fighter craft from long distances. Since then the product has been adapted by the commercial sector and is now widely available, with its shape being fitted specifically to the various races.

Ordnance

Dragonfly Missile: The dragonfly class missile is a medium power missile typically used for attacks on medium to large fighter targets.

Fighter Drone: A unmanned drone that can be launched against an enemy ship and attacks the target autonomously.

High Energy Plasma Throwers: The radiation created by the High Energy Plasma Thrower is so dangerous that the weapon had to go through many jazuras of research and development until it could be placed on the market. This was worked around by adding a radiation sink into the weapons main design. Purging the weapon of all excess radiation between shots.

Hornet Missile: The Hornet Class Missile is the most powerful weapon known today. The gigantic resources needed to produce this monster also make it extremely expensive. The missile works by setting off a small nuclear charge causing a reaction between three differing elements that are then combined on impact to create a large explosion powerful enough to disrupt even the largest shields. The hornet is however the slowest of the known missiles, and is best used against immobile or slow moving targets.

Impulse Ray Emitters: The Impulse Ray Emitter is one of the oldest energy based weapons around. They require little power to fire and they usually have quite a rapid-fire rate. No one actually knows when the weapon was first developed and they are available in several versions

Ion Disruptor: This weapon is unlike any other weapon encountered. Developed by Boron Scientists, this weapon fires a steady stream of ion particles in the direction of a ship. Then the stream is ignited. The result is a lightning effect that affects ship systems and shields, while leaving the hull relatively untouched. Although this weapon is new, it has undergone extensive testing to make sure it conforms to Boron standards.

Laser tower: A defence installation typically found around stations or factories to help them against invaders. Its main energy systems make this weapon incompatible with large ships for the time being, although scientists are trying to find a way to remedy this situation. Argon scientists first developed this weapon by accident when using a photon enhanced Gamma radiation, which created a beam laser.

Mass Driver: This weapon is unique in that it is the only type of non-energy based projectile weapon available. It consists of a rapid feed multi barrelled cannon, which is capable of delivering a large number of small projectiles to its target in a short period of time. It inflicts damage not due to the power of individual projectiles but because of the large numbers of projectiles delivered. Due to the unique nature of this weapon's ammunition it has almost no effect on a ship's shields but instead delivers heavy damage directly to the target's hull. It also causes very little power drain due to the fact that its ammunition supplies all energy requirements. Currently the weapon can only be fitted to Argon and split ships, as they are the only ships that can accommodate the ammunition feed system. The true power of this weapon comes from its ammunition.

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Mass Driver Ammunition: This is special ammunition for use in the Mass Driver. Each projectile is a self contained unit consisting of the projectile itself and a small armour piercing shell which is then encased in a unique crystalline matrix, which allows the shells to pass through ship shields unhindered, by producing a tiny spatial distortion using the shields own energy. Each pack contains 200 rounds.

Mosquito Missile: The Mosquito Missile is the most commonly used light missile in space fight. The main purpose of this weapon is missile defence for craft without a rear gun turret. Excellent for destroying war drones. Because of this, most ships can use this missile.

Particle Accelerator Cannons: The Paranid and Argon developed the first of its class. The Particles are accelerated to a speed faster than most currently known spacecraft. When they are then polarised and focused into a tight energy pulse. They have been around since the Xenon conflict.

Phased Shockwave Generators: These weapons were developed in collaboration between the Teladi and Paranid. They work by sending out a phased package, which reacts and expands, creating a shockwave of phased energy. They have many uses including excellent missile defence.

Photon Pulse Cannons: First developed by Professor Jo Bydnah of the Argon, the Photon Pulse Cannon became a favourite of the argon Military, who then sold the original design on to the other races. This type of weapon is extremely powerful, and can only be fitted on the larger Capital craft. It works by sending highly charged photon radiation through a series of coils that multiply the charge, creating a very deadly pulse of radiation.

Shields: Shields are vital for survival in space. They protect the ship from small impacting objects like mini asteroids as well as during fights and are available in 1 MW, 5 MW, 25 MW and 125 MW configurations. Stations, corvettes, destroyers, battleships carriers and the heavy transporter ships use the largest most powerful shields. The 125 MW Shield is the most powerful protection known, and is typically used onboard big installations and carriers.

Silkworm Missile: The Silkworm Missile combines the quantum technology with a warhead able to destroy even heavily protected targets. This missile will be typically used for attacks on large fighters or transports.

SQUASH Mine: A very destructive proximity device typically used to protect important strategic locations. Beware: This mine does not have friend/foe recognition!

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Wasp Missile: The Wasp Class Missile is a very powerful but still light missile. The Wasp missile is the first choice of small fighter craft. It is fast accurate and very deadly. Its lethal reputation has even led it to be fitted to some destroyers. If fired in masses, the high speed makes it nearly impossible for a weapon system to defend against all incoming missiles.
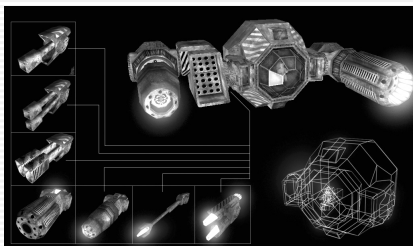
Appendix v. The Options Menu

The Options Menu is accessed within the game by pressing [SHIFT] [O]. This enables you to change some features of the game as well as basic management, such as load, save and quit the game.

Game:

Quit Game [SHIFT] [Q] stops the current game and resets back to the main menu.

Load Game [SHIFT] [L] opens the load game dialog box.

Save Game [SHIFT] [S] opens the save game dialog box.

Start Video Recorder [SHIFT] [R] starts the in-game video recorder, so you can capture your favorite moments from the game and share them with friends. Please note that X2 must be installed to playback your movies.

Monitor Settings:
Monitor Layout enables you to position your in-game monitor on your screen.
Show Monitor toggles the default on and off.
Active Monitor enables you to pick which monitor view you desire.
Default External View Mode allows you to toggle between Auto and Manual. The Manual setting will allow you to rotate the view around your ship using the keypad numbers.

Monitor Mapping:
This option allows you to select exactly what appears on your monitors when you bring them up.

Ship Preferences:
SETA Factor allows the increase or decrease of how much SETA actually speeds up relative time. The default setting is 6x and it can be increased to 10x. For players with systems relatively close to the minimum specification, if the game slows whilst SETA is engaged, try reducing the value here.

Gravidar View Range changes the scale of the radar in the cockpit. The default setting of Auto will adjust the view according to how close objects are to you. Players managing a large fleet in the same sector or players stuck in very close combat may find changing the values to a fixed range very helpful.
Verbose Ship Computer can be toggled to turn off the cockpit voice
Menu Shade adjusts the appearance of the menu in game.

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Appendix vi. Gates

The gates in the X-Universe are the "current" means of traversing the universe. They allow great distances between star systems to be travelled at a fraction (seconds) of the time it would take to do this using conventional means.

Nobody knows for sure why they are there or more importantly, who put them there. They seem to have been left by some ancient civilisation. There are literally hundreds (if not thousands) of gates and only part of these have so far been found and mapped by the current known races.

A gate acts as a portal to another gate at another destination. These are not necessarily "close" to each other. For example when viewed in the two dimensional plane a sector may appear next to another with adjoining gates, but in reality there could be many star systems in-between.

Entering a gate has to be done at a speed that bears an exact calculable equation with the mass of the object. For example a large cargo ship or carrier class military ship has to enter at a very low speed, whereas a small ship can enter faster. Missiles or rockets can enter at full speed if such an event was to happen. Message drones that are minute, near light speed objects are small enough to enter at their full speed.

Physically the gates themselves are made up of an unknown material. Many attempts have been made by all races to understand this material but so far it has proven to be impenetrable. The gates "appear" to be indestructible. The races themselves have attached the navigation lights that adorn the gates and these draw power from self-contained solar energy devices.

With the creation of the self-contained "jump drive" technology first discovered in the X-Shuttle from Earth it is possible to create a temporary "gate" or "jump tunnel" anywhere in space. However, this device is still required to "lock" on to another gate for the jump to be successful. The ability to create a second temporary jump tunnel at the receiving end has so far proven to be impossible.

After years of study (specifically be the Boron Mi Ton) it has been found that the gates emit an amount of negative energy in the opposite direction to the one they are linked to when they are used. This negative energy is countered by the positive energy of the object using the gate (i.e. the ship). All of this energy can be measured and this has been used by various military organisations for a number of years.

With the possibility that the gates present (i.e. being able to travel to another sector) it is quite feasible to not only track what "is" happening but also to look back at a system from afar and see what "has" happened in the past. Much like we do today on Earth. We only have the ability to see the universe how it was but in the X-Universe they have not only that ability, but the ability to be there as well.

By looking at the same point in space from many different directions and therefore points in time, it is possible to "paint" a picture of what has happened. This is exactly what Mi Ton achieved and his findings showed an increase in negative energy in certain areas that coincided with the gate shift approximately 600 years ago.

By studying the current position he comes to the conclusion that another gate shift is imminent and is partially convinced that Earth may once again come within the "loop" that is the X-Universe.

Whether any of this will happen or not remains to be seen…

Appendix vii. Zuran time

Zuran Time: The time system of the community of planets

The standardized Zuran time (zt) has only been introduced to the Federation recently by the Teladi, in order to make inter-species, mercantile time comparisons easier.

Many regard zt as a total mess and that it was only a political move for the Federation to let the Teladi have their way regarding zt. On the other hand, others argue, that a common time system was overdue for a long time already, and that zt, albeit being "typical Teladian" does that job very well and is precise.

Many, if not all, Argon planets still use the 24h universal time internally. Zt, however, is commonly accepted when dealing with other species. Space farers, merchants and the military always use zt.

Zt is officially measured and synchronised by Pulsar correlation, and guaranteed to be precise to a billionth of a Sezura.

LEGEND: s/m/h/d/y as in Earth seconds/minutes/hours/days/years

Sezura	the smallest, mercantile time unit; it equals roughly 1.7 s
Mizura	96 Sezuras = 163.2 s = 2.72 m
Stazura	96 Mizuras = 15667.2 s = 261.12 m = 4.352 h
Tazura	7 Stazuras = 109670.4 s = 1827.84 m = 30.464 h = 1.27 d
Wozura	7 Tazuras = 8.89 d
Mazura	7 Wozuras = 62.23 d
Jazura	8 Mazuras = 56 Wozuras = 392 Tazuras = 497.84 d = 1.36 y

Furthermore, there are various terms used almost exclusively by the Teladi:

Quazura	22 Mizuras = 3590.4 s = 59.84 m = curiously enough, this is almost ONE EARTH HOUR.
Inzura	8 Mizuras = 1305.6 s = 21.76 m
Sun	1 Jazura

Tales From The Cosmos

A Trader's log

"You should listen to what people tell you. Especially out here in the void. Advice usually costs and if you get it for free, take it. As long as it is free of course. Bars and entertainment rigs, pleasure domes and the many cramped living quarters aboard the manufacturing stations, or "facts" as we call 'em, are the places to keep your wits about you. Take that seat in the corner my friend and keep your back to the wall. With your eyes on the entrance and mind on the exit, your ears alive for information…".

The man prodded with his finger. "Hey, you listenin' hotshot?" He stared, one eye half closed and the hand with a fingerless glove retreated back inside his battered grey flight jacket.

He laughed and his head jerked backwards in time to his chuckles. "Hehe, yeah sure. I can see that glint in your eye my friend. I had that glint once…" he pointed to his half closed eye "…but too many radiation nebulas and space walks takes it toll eh?"

"I've done the LooManckStrat run see." It was a statement. "Not many have run that system, death stalks that place I tell 'ya, death. It sits out there waiting in the tumbling rocks and cover of the nebs, waiting to snatch your cargo friend, waiting to steal your ship and leave you to take your last breath in a suit." His hand was back out and the index finger was wagging up and down in time to his words.

I looked him straight in the one and a half eyes. "But you made it back uh?" I enquired, growing slightly weary of this old man who had invited himself to my table. The truth be told, I was trembling slightly inside. My first foray into the open space lanes was fast approaching and I'd figured that a time spent in the "Travellers Rest" would ease my apprehension. I was wrong.

The man leaned forward slightly and gestured me towards him. His voice dropped to a whisper "Keep lean see?" he said. "Don't get greedy. A small ship with tuned engines and a love of being alive. Don't fight when you can run friend." He tapped his nose with the end of the same half gloved finger. "Don't fight when you can run." He repeated and sat back up straight.

Sure, I thought. Drop your profits out of the cargo bay and run. Yeah, a long life indeed, I smiled. The old man took that as an agreement with his advice. It wasn't, but it didn't matter. I had no intention of ending up like this old fossil before me, offering advice to some other new recruit in exchange for a drink. No way, I'd dreamed of the stars all right, the nebulae and the twin systems, requesting docking rights in far away outposts. Yeah, I'd dreamed and my dream didn't include a dark stinking bar like this full of cast offs and the search for a few measly credits. I wanted ships. Big ships, lots of ships and I intended to stand on the bridge of my Titan class cruiser and survey those before me.

Dreams though eh? Yes, only dreams so far but if you didn't have dreams, something to yearn after and aspire to, what was the point? You may as well go back gravity side and wait for your time. Not me, I had a destiny and I intended to fulfil it. I pressed my credit bank into the chest pin of the man and transferred

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enough credits to keep him happy for a while. He nodded and smiled as I stood and brushed past him.

"Keep lean…" He was saying as I walked away and headed for the exit to the bar. Outside the metal flooring of the corridor clanged as people walked back and forth trying to avoid each other in the narrow strip. I gave a glance backwards into the bar and the man had already changed tables to seek out his next payment. I laughed. Not for me old man, not for me. I walked down the corridor and joined in the zigzagging routine that accompanied moving around on the station. The music and background noise of the bar beginning to recede as I got farther away until it had gone completely.

I recalled the main advice I had gleaned in the bar. Go to "The Wall" and trade energy cells. Always needed, always profit to be made. If you can risk having no weapons then sell what you can and buy another ship. A trading ship, like an Argon Mercury and use both ships to haul freight. Steady profit they said, steady and safe. Must be advice from a Teladi company member. Steady and safe.

Maybe going a little further out and looking for escort missions and person transports would suit me better. Go from station to station and scan the boards for lucrative jobs. I had a fast ship and I was a good pilot. I could do that right? The decisions tumbled around in my mind as I made my way to the hangar bay and my ship.

[Log from Bret Serra Prisoner Gamma 76142, Argon Security Establishment, Artur.]

A Pirates log

"Know your enemy. No better advice I can give than that. Oh, perhaps know your systems too!" The women sat, dressed in the non-conforming uniform of a space traveller. The clothes bearing the marks of a worn existence clung tightly and her half shaven scalp glistened in the star light that made its was through the darkened space screen behind her.

Her eyes hidden behind the narrow band of her data feed, she continued the paid for advice. "No point in taking out any ship in the inner systems, where the large capital ships and security patrols roam. A quick rush of blood is usually followed by a quick death. Get out into the lawless worlds; the pirate systems are where the credits can be found. If you can take the heat."

"You can take the heat can't you?" She enquired as she leaned sideways and grasped her drink before returning back to her original position. I didn't answer. She continued anyway. "It used to be easy see. Scan a ship and find its cargo was worth a small fortune. You'd always get a cargo ship risking the shortcuts, they never learned. Guess they were just looking for a quick credit like you and I huh?"

"Come in fast, from above and behind…" she gestured with her hands to show the manoeuvre, "…and then give them a full energy bank. Or if it was one of those well-shielded company ships, hit it with a few missiles first. Some pilots would jump immediately, risking a short walk in space to the nearest station rather than be around for an explosion and then that's it, your ship, all yours. Sure, maybe some of its systems got a little fried during the fight, but empty hulls still command large credits at the shipyards."

She leaned backwards, rocking slightly in the chair. "But then the guilds got smart. Those lone, enticing cargo ships employ more defensive measures now. Rear turrets, missiles and fighter drones." She shook her head slowly. "It isn't like it used to be, that's for sure."

"Still a life can be made and a good one too! Some pilots will drop some of their freight and run for the nearest gate while you stop to pick it up. Easy credits. Look at me." She raised her arms into the air and stood, swirling around as she did so. "All the comforts that you see before you can be yours."

"Pick your targets carefully, do it out of sight and where the scanners can't see." She winked. "Yeah…" she paused "…the best advice? Get the right ship for the job. Yes, that's the best advice I can give. Get your own collection and hide them away somewhere discreet. Want to smuggle? Take that fast scout ship, fancy a spot of looting? Heavy fighter. Someone wants to pick a fight?"

She laughed out loud before answering her own question. "Take the whole fleet!" The laughter continued. "Get a fleet and a system can be yours, blockade the gates, starve the factories…" the voice had risen in tone and volume, "…good luck pirate!" She added as she walked away. I guessed my time was up and I rose from my own seat. I heard her last words as she disappeared out of sight.

"You'll need it."

Farnham's Legend - Prologue

The first century of space exploration had closed with nothing more inspiring than a rock cataloguing robot clambering over the surface of Mars and an obsolete space station plunging to a fiery death in the Pacific Ocean. Even the stunning vistas of the Hubble Telescope and its successors inspired nothing more than glossy, coffee table books and exotic screen savers.

A controversial but promising experiment in a Finnish lab reducing the apparent weight of an object by 0.2 percent failed to lead to a propulsion breakthrough despite the vast funds spent on further research. Disappointed, the world turned inward to address its mounting environmental problems, entering the final quarter of 21st century bereft of the spirit that had originally driven it onto the pathway to the stars.

And there the focus remained until a young genius emerged from the University of Tokyo to rewrite the laws of physics and once again direct the eyes of the species outwards. His name was Ashizana Kazuko, the creator of the first artificial wormhole. The technique used massive amounts of energy and outraged respectable physicists but it worked.

Once the breakthrough was made, advance crowded on the heels of advance. First he created a second of the holes in space. Then he linked them to form a gate through the fabric of space/time. Next he transported small objects across the lab. Finally, after carefully moving one gate to Sydney he successfully teleported a rabbit. It emerged shocked but alive to find itself the most famous animal on the planet.

Galvanised, humanity returned to the Moon with what was now literally a very small step and this time they did not turn back. A larger gate was shuttled to the orbit of Mars and building on that success the whole solar system was explored.

But still the stars lay beyond reach, as a jumpgate was required at each end of a journey. It would take 70 years to deploy one in the next nearest solar system but one was launched towards Alpha Centauri by a world now impatient to open new frontiers.

56 Fortunately the human race did not have to chafe for 3 generations while the new gate sailed towards the nearby star. Informed by the new physics, astronomers discovered many of the objects they had previously classified as black holes displayed all the characteristics of artificial wormholes. Astoundingly, a whole network of jump-gates existed and humanity could tune into it!

At last, the way was open to the stars and an exploration mission was hastily assembled.

The planetary research vessel Winterblossom, with a 12-person crew of pilots and scientists led by Captain Farnham, set out into the unknown and in two years mapped an extensive system of jumpgates spanning the entire galaxy. They recorded many strange and wonderful sights but the most astounding

discovery was the absence of intelligent life, even on planets well suited for its evolution. It appeared that the unknown builders of the network had deliberately constructed jumpgates only in uninhabited solar systems.

A new age was born and having conquered want and disease humanity emerged from its childhood united and inspired by one goal - Expansion.

Huge automated ships, equipped with leading edge AI and gifted with the ability to replicate were sent out. Their objective? To prepare this vast reservoir of habitable planets for the arrival of humanity.

For many years the Terraformer fleet implemented this directive and colonies grew in their wake.

Until disaster struck.

It began as a minor software error but as the Terraformers continued to adapt to meet new circumstances and build more of themselves it propagated like a virus, cascading through their systems and threatening them with extinction. They fought back but in the process of adjusting their neural nets and software to cope with this threat the unimaginable happened.

The Terraformers overwrote their primary directive and purged their memory cores.

Now motivated only to survive and expand their creators were now alien and aliens were a threat and an obstacle. Threats must be destroyed and obstacles removed. So began the great and terrible Terraformer War, which caught Humanity unprepared and almost defenceless. Colony after colony were destroyed until the Earth itself lay prostrate and in ruins, its rag tag defences no match for the destructive power of the former servants.

The complete destruction of the species was averted only by the inspired actions of a former pirate and smuggler, Nathan R. Gunn. Rallying the small and ill-equipped remnants of the Earth fleet around his own flagship, the Dragonfire, he lured the Terraformers through the jumpgate out of the Sol system in pursuit of his retreating vessels. The remaining survivors destroyed the gate to prevent the Terraformers returning and in doing so slammed the door again on the stars.

The fate of those 400 human ships and the 150 strong Terraformer armada remained a mystery.

It took five long dark centuries for a traumatised humanity to recover and thrive anew and in the healing process it forgot much. Even the name of the inventor of the jumpgate was lost, along with the other billions who died. Memory and pain, repressed and buried deep in the collective psyche.

However, the names of the following people will remain vivid for all time:

* Neil Armstrong, the one who opened the door to space;
* Cpt. Farnham, who presented the stars to mankind;
* Nathan R. Gunn, who took them away again.

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You may also launch lgp_update as the user who installed the game to check for product updates, while connected to the Internet.

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Complete product title and version number (found by typing **x2 -v**)

Exact error message (if any)

Linux distribution

Linux version (found by typing **uname -a**)

Computer processor type and speed (e.g. Athlon64 - 1.5GHz)

Video and sound card make and model

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