X-tension

EGOSOFT

THQ

.:.::.::: CONTENTS

*X*tension

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Operating System: Windows 95/98
Computer: 100% Windows 95/98 DirectX compatible computer required
CPU: Pentium 200 MHz or faster
Working memory: 32 MB RAM (64 MB recommended)
CD-ROM: 2 x CD-ROM drive required
Video: 3D Graphic Card required
Sound: 16-bit Soundcard or better
Input devices: Mouse and keyboard, other input devices optional

DirectX: DirectX 7 is included on the CD and needs to be installed before playing.
Windows Media Player. Windows Media Player is included on the CD and will have to be installed before playing.
IMPORTANT: even if you have already installed a version of Media Player you must ensure that you have installed a version with ALL Codecs (including MP3 Music codec!)

Note: your system may require the latest Windows 95/98 drivers for your hardware.

SECTION 1:::.::.
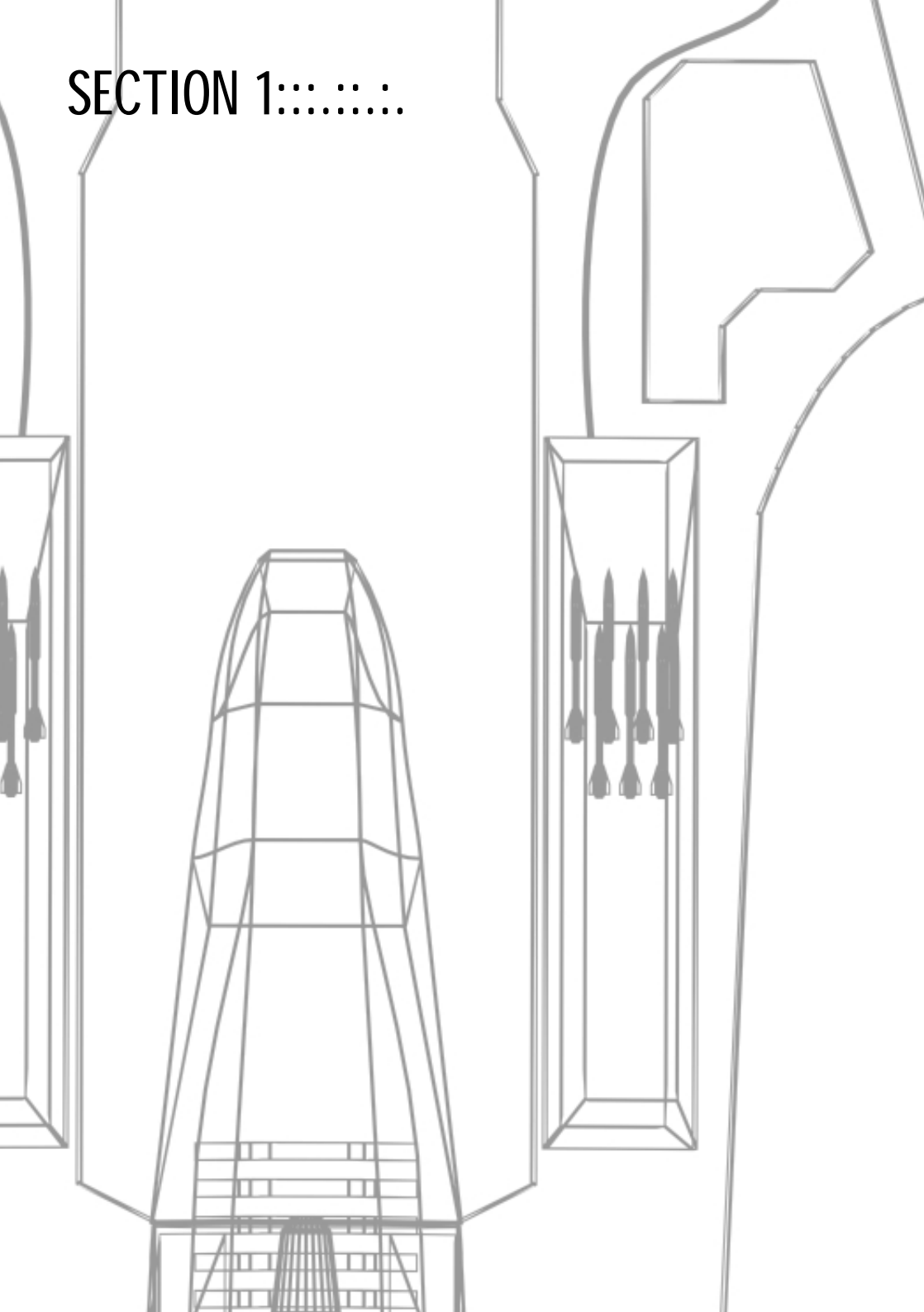
1. Start your operating system (Windows 95/98) and insert the X-tension CD into your CD-ROM drive.

2. The installation screen should now appear automatically. If this is not the case double-click on the "**My Computer**" symbol on your desktop and then double-click on your CD-ROM drive to start the installation. You can also start the installation manually by clicking on **Start** on the Taskbar (bottom left corner of the screen) and then on Run. Now enter **D:\Setup** (if your CD-ROM drive is assigned to a letter other than D:\, please enter this in place of D:\) and click on **OK**

3. Once the installation program has been started, click on **Install** and follow the instructions on the screen. Select the installation type according to your system. Although a more comprehensive installation requires more hard disk space, it does accelerate the game.

4. **Not**e: this game requires DirectX7.0. The installation program Checks whether you have the correct DirectX version. It will install Version 7.0 if necessary.

5. Once the installation has been completed, click on **X start** to begin the game. Alternatively you can start it at any time from the Start menu.

SECTION 2:::.::.
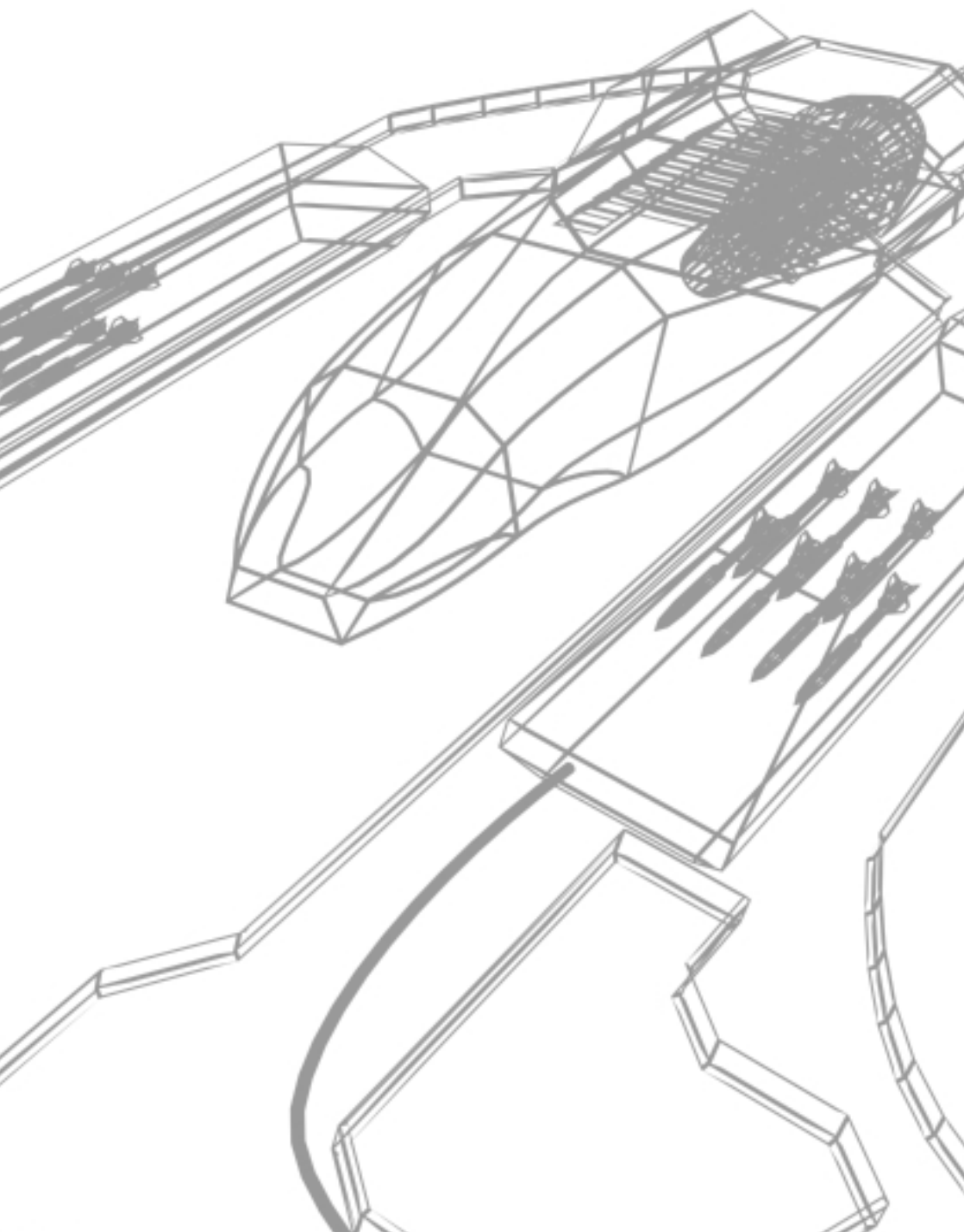
Start the game from the Start menu: click on **Start -> Programs**. If you have kept the default settings during the installation, click on the X-tension sub-menu and start the game from there. If you have installed your own program group during the installation, you will need to launch the game from there.

The Start screen will now be displayed on your monitor. Click on **X-start**.

Note: When starting the game for the first time, it determines the optimum configuration for your system and enters this in the Windows registry file. Any changes to your hardware configuration may mean that X-tension might not start. If this happens deactivate the checkmark in the "Keep settings" box before launching X-tension.

The Title screen will be displayed after the loading screen. There are several options available here:

Start Game: Select **Start Game** using the arrow keys and confirm using **[ENTER]** or press **[S]** to start a new game. After another intro, you enter the game automatically and begin with the training sequence.

Load Game: Select **load game** using the arrow keys and confirm using **[ENTER]** or press **[L]** to load a previously saved game.

Exit: Select **Exit** using the arrow keys and confirm using **[ENTER]** or press **[Shift + Q]** to return to Windows.

Intro: Select **Intro** using the arrow keys and confirm using **[ENTER]** or press **[I]** to see the Intro again.

Options: Select **Options** using the arrow keys and confirm using **[ENTER]** or press **[F8]** to enter the Options menu. The Options menu will be explained in more detail later.

Credits: Select **Credits** using the arrow keys and confirm using **[ENTER]** or press **[C]** to see the credits for X-tension.
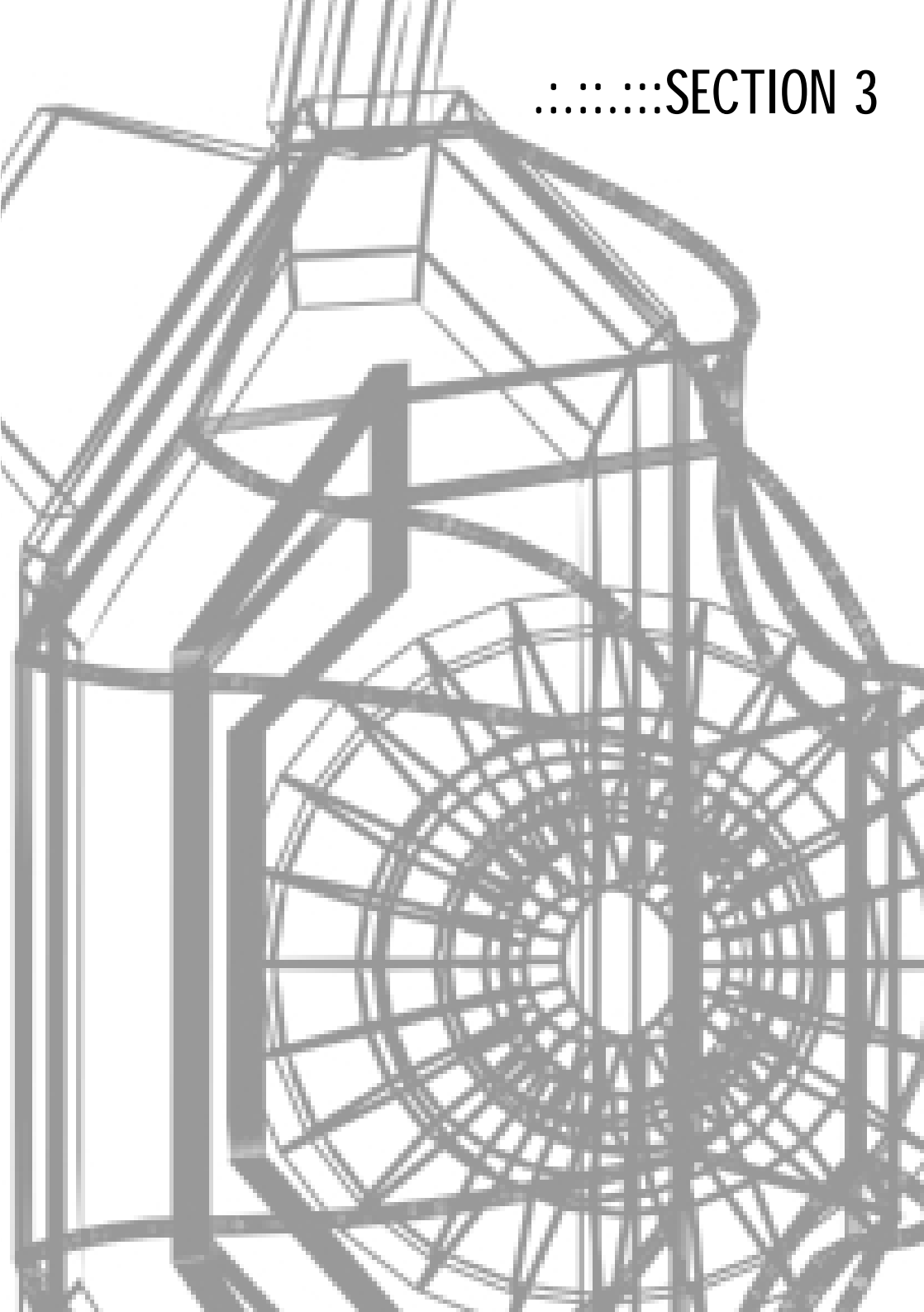
THE OPTIONS MENU:::.::.

You can access the Options Menu from the Title Screen as well as pressing
[F8] at any time during the game]. You can access the Graphics Settings
directly by means of [F11], and [F12] calls up the Sound Settings. The Options
Menu   provides you with several settings you can modify. You can even
choose your own logo for the texture of your spaceship. If your settings cause
the game to crash on starting or they cause other problems, or if you want to
cancel changes you have made but no longer remember earlier previous
settings, Deactivate the option keep options on the **Start Screen**. The default
values will then be recorded in the registration file again so that the game
should start without problems.
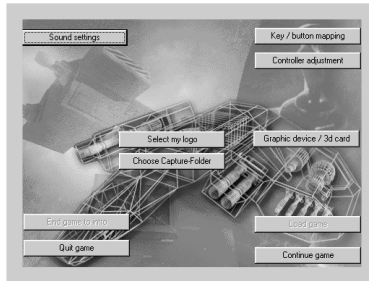
The various menus in detail:

SOUND SETTINGS:::.::.

Music volume/effect volume/language:
Move the slide bar to the right in order to increase the volume and to the left to
decrease it.

The ship computer can provide extended information:
Deactivate this option if you do not want to access additional explanations and
information.
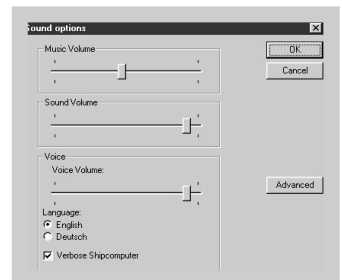
Click on this button to open a sub-menu where you can modify the sound
options for your system.

Sound Driver:
Here you can set a different sound driver or a different sound quality. Simply
click on the arrow pointing to the right next to the text box and select   the
desired setting.

Play Mode:
Here you can specify whether you are using, for example, a stereo speakers or
headset for the sound output. Click on the arrow next to the text box and select
the desired option. In addition, you can activate or de-activate the 3D sound
effects by changing this option by clicking on it. With the 3D sounds activated,
the maximum number of 3D sounds can be set. But remember that too many 3D
sounds may slow down the game.

Click on **OK** to confirm your changes and close the menu or click on **Cancel** to
reject the changes made.
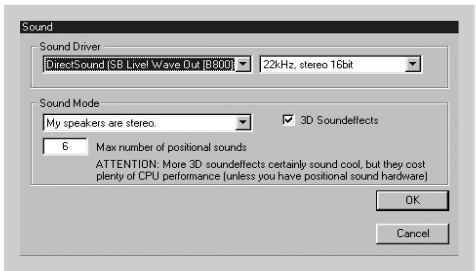
.:::.:::INPUT DEVICES

Select your preferred input device here.

Joystick Selection.
Click on the arrow next to the text box and select the desired input device.

Force Feedback Strength:
If you are using a force feedback joystick, set the desired strength of the force
feedback effect here. Click on the arrow next to the text box and select the
effect strength required.

Deadzone
Here you can set the Deadzone for your joystick. Move the slide bar to the right in order to increase the value and to the left to decrease it.

Swap rudder/ steering:
If you are using rudder pedals or a joystick with rudder control, activating this option you can move your ship to the left and right using the rudder. The roll movements of the ship are controlled by the X-axis (left/right) of your joystick or mouse.

Use Throttle.
Activate this option if you have and wish to use an input device with speed control (throttle)

Use rudder:
If you are using rudder pedals or a joystick with a rudder control, activating this option will enable you to use the rudder function. Read also the section **Swap rudder/steering.**

Use POV-panorama view:
If your joystick has a POV (coolie-hat), you can use it to control your view from the cockpit (keyboard: numpad) Activate this option for this purpose.

Click on **OK** to confirm your changes and leave the menu or click **cancel** to reject the changes made.
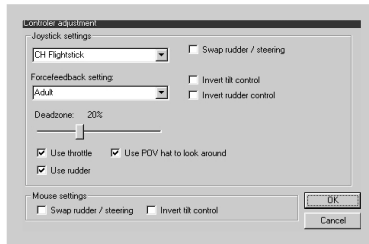
Here you can adapt settings in accordance with your graphic card or 3D-card.
Most settings will be adapted to your hardware during the game using the
Automatic Quality Control (AQC) to ensure an optimum frame rate.
Furthermore, you can change the following settings:

Graphics Card
If you have more than one graphics card or a separate 3D-accelerator-card, here
you can set which graphics card the game is to use. Click on the arrow next to
the text box and select the desired graphics card.

3D-accelerator: Use this to choose a 3D-acceleration method. The default is
Direct3D HAL. Do not change this setting!

Note: X-tension requires a 3D HAL (hardware acceleration through Direct 3D).
It is not possible to play X-tension with one of the software emulation packages.

Texture format/extended (transparent) texture format:
Here you can determine the format of the textures for objects in the game. The
default is 16 bit RGB, R:5, G:6, B:5, A:0, whereby 16-bit represents the colour
resolution of the textures and the other figures indicate the division of the 16 bit
(red, green, blue, alpha-channel). If you have a fast computer or a fast graphics
card, you should try setting the texture format to 32-bit colour resolution.
Choose the setting 32 bit RGB, R:8, G:8, B:8, A:0 or similar. Please note that
these settings require a lot more graphics memory and for this reason will not
function on all systems! 32 or 24-Bit textures will only bring optimum quality in
conjunction with 32 or 24-bit screen resolution (see below).

Resolution:
Use this to set the desired screen resolution for the game. Click on the arrow
next to the text box and select your desired resolution. If the game slows down
too much, decrease the resolution again.

Window/Full Screen:
Stipulate here whether the game is to run in a window or in full-screen mode.
Not all graphic cards support window mode.
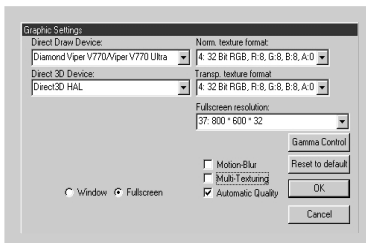
SELECT LOGO:::.::.

With this menu you can choose the logo for your spaceships, factories and gun turrets . With the slide bar, choose one of the logos etc, or import your own Image in JPG format with the **Logo** function. The logo size needs to be 128 x 128 pixels.
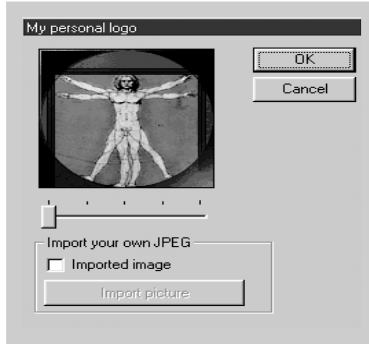
LOAD SCORE:::.::.

With this screen you can keep your terminated salvage insurance   in the game or in other words: load a score.   For this purpose select, with the arrow keys, one of the maximum of ten saved scores and confirm with [INPUT] to load it. You can find the following information in the status line of a saved score (from left to right):
a) Name of the sector in which the save took place,
b) X/Y co-ordinates of the sector in which save took place,
c) Version number of the game, with which the score was saved (or asterisk if with the same as current game version),
d) Note of the time elapsed in the game in hours, minutes and seconds.

By selecting this point you can choose an index, in which X tension stores screen photos by pressing the F9 key! Caution, large quantities of data are written onto your hard drive when this feature is used. Ensure that you have sufficient space!

.:::.:::END GAME TO INTRO

The game is ended and the intro is started again.

.:::.:::END PROGRAM

Click on this button to quit the game and return to Windows.

.:::.:::CONTINUE GAME

Click on this button to get back to the point of the game, where you accessed the options menu.

.:::.:::KEYBOARD CONFIGURATION

Here you can change the default keyboard and/or joystick settings to your own preferences. Click on the key you want to change and press the new key, mouse button or joystick button. Click on OK to confirm your changes and leave the menu or click on cancel to reject the changes made. NOTE: The configuration of your keyboard can be changed only to a limited Extent. Only special keys can be redefined, the keys specified in the instructions are fixed!
The following functions can be reconfigured:

Control left	[FIRE LASER]	page 58
Control right	[FIRE MISSILES]	page 61
T	[AUTOMATIC TARGET]	page 28
A	[ACCELERATION]	page 23

V	[BRAKING]	Page 23
F	[CARGO SELECTION]	Page 23
O	[OPEN CARGO BAY]	Page 23
C	[HAIL TARGET]	Page 36
Shift + J	[TURBO BOOST]	Page 66
	[CAMERA FORWARD]	Page 30
	[CAMERA BACK]	Page 30
Alt left	[ZOOM]	Page 63
J	[SINZA]	Page 63
I	[TARGET INFO]	Page 40
Alt right	[SIDEWARDS MOVEMENT]	Page 64
INPUT	[MAIN MENU]	Page 34
N	[NAVIGATION MAP]	Page 29
P	[PLAYER INFO]	Page 42
S	[PLAYER'S SHIP INFO]	Page 40
SHIFT + N	[GALAXY MAP]	Page 37
F1, F2	[CHANGE VIEW]	Page 29

Controls

	Mouse	Keyboard	Joystick	
Fire Laser	Left	LCtrl	Button 1	Only special keyboard keys like shift, ctrl and alt can be remapped using this matrix!
Rocket (Fire / Sel.)			Button 3	
Auto Target		Space	Button 2	
Accel. Break				
Select Freight			Button 9	
Open Freight Bay			Button 5	
Comm with target				
Turbo Boost			Button 6	
Camera on Next				
Camera on Prev.				
Zoom	Mid	LAlt	Button 10	
S.E.T.A			Button 8	
Info about target				
Strafe drive	Right	RAlt	Button 4	
Mainmenu		Return	Button 7	
Navigation map				
Info about player				
Info about your ship				OK
Galaxy map				
Toggle viewmode				Cancel

RETURN TO THE SECTORS,
WHICH INDICATE THE WORLD:::::.

A great deal has happened since an unexpected accident slammed you into a distant and unexplored corner of the universe – that particular region which is known on Earth as the "X-universe". An incomparable, interstellar civilisation has developed here, covering countless space sectors, made up of many different intelligent species who trade and are more or less on good terms with one another, and whose prosperity spreads life and activity to the sectors of the "X-universe" – like nowhere else in the universe.

In X – beyond the frontier you have made a crucial contribution to combating and restraining the greatest danger, which threatened all life, the fear-inducing xenon, also known as terraformers. In your long search for a way to earth you have built your own growing and flourishing commercial empire. You have made friends with many strange creatures, including the Goners, the descendants of earth people, You could just relax and enjoy you new life.

If it were not for just one problem: at sometimeyou would need to file a report with your superiors . Despite all the fantastic equipment, which the experimental shuttle has acquired, the jump-drive, the only way back to earth, remains damaged and inoperable. With a heavy heart you decide to ask your friends, the Goner and Argons, for help.

Whilst, on Argon Prime, the experimental shuttle is taken apart piece by piece to find the secret of the jump-drive and perhaps to have it repaired. A small spaceship is loaned to you so you seize the opportunity to seek new friends, to find new trade routes and experience new adventures!

YOUR SHIP:::::.

The government of Argon Prime makes available to you an M4 class Argon Buster . The ship is a modern all-rounder suitable For both small scale trading and for limited space combat. Since the Argon military were commissioned with the equipping of your new ship, they, in gratitude for your contribution in defeating the Xenon, have enhanced your Argon Buster with a whole range of extras which will help you in your return to the universe:

- Singularity time distortion drive (SINZA)
- 32 units hold capacity (17 extensions and 15 unit basic installation)
- 2 alpha-impulse ray-emitters
- Tactical navigation system
- 1 x 1 MW shield
- 8x drive tuning
- 15 rudder optimisations
- Turbo-boost

SECTION 5:::.::.:.
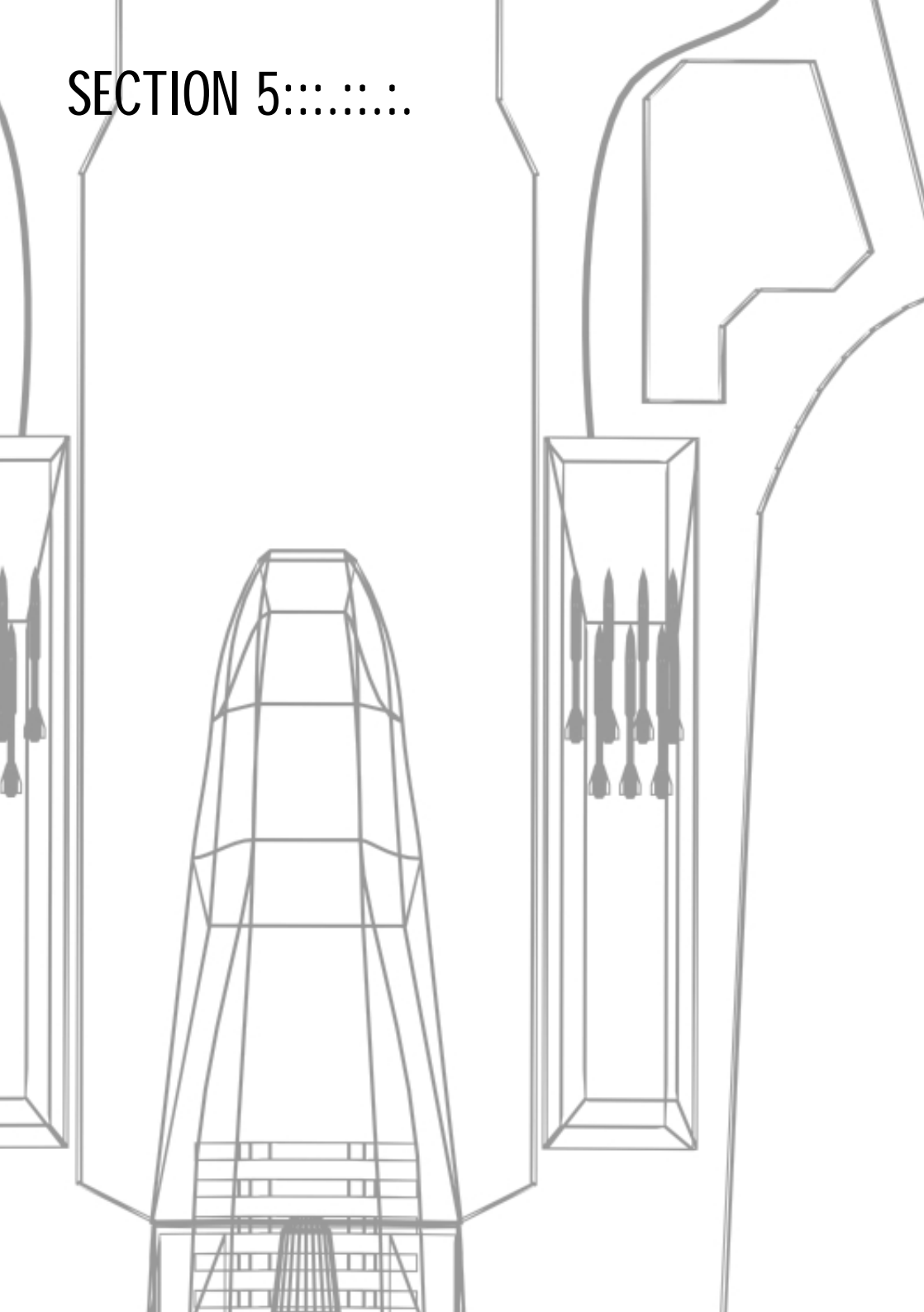
Flight and location control:

Although, in X-tension, there are many different types of ship with different Flight properties and you can control them yourselves, there are a few basic principles of control and display that all ships have in common:

With the [ACCELERATION] and [BRAKING] buttons on your joystick or the keys [A] or [Y] on your keyboard, you can change the thrust of your ship; the automatic thrust begins to react immediately and brings the ship to the speed set by you. Naturally each individual ship responds at a different rate and attains a different final speed; you will find exact information on this in the ship log, which you can call up with the [INFO ABOUT TARGET] button or via the menus. Obviously it is also possible to control the drives of your ships! With the [TAB] key you specify maximum thrust, with [BACKSPACE] you return your drives to zero thrust. You roll of your ship in a clockwise or anticlockwise direction by the [Q] and [W] keys on your keyboard. Although this is not immediately apparent, this is a function essential for navigation and battle.

Automatic and manual cargo control

The cargo control of modern spaceships is largely automatic. Should you dock with a station, everything is now automatic. Cargo is loaded and unloaded automatically. You only have to select the desired item with the arrow keys (up and down) and state the quantity to be loaded and unloaded by moving the arrow keys to the right and left. Confirm your action with [ENTER] or cancel your action with [ESC].

However, if you want to load cargo manually in space, you must first open the bay by initiating the [OPEN BAY] function on the joystick or pressing the [0] key. Note: if your bay is open, your shields are deactivated. You now must fly over a cargo container the cargo will then be drawn into the cargo lock. After a few seconds the cargo is automatically transported into the hold and the bay is closed.

If you want to discard cargo manually, load the cargo lock with the [F] key. With the arrow keys select the desired item in the cargo menu [page 37].

Open the cargo bay with [OPEN CARGO BAY] or [O]. The cargo is then ejected.

Leave and enter ship.

If you want to leave your ship, press [SHIFT+E]. Your space suit is not only fitted with a life-support system but also with a jetpack. Control with the normal functions [ACCELERATE], [BRAKE] as well as [Q] and [W] but be careful: you are now reliant on your own resources and highly vulnerable since your space suit has only minimum shields and no weapons! As soon as you are underway in your space suit, you can enter a locked ship, in your direct vicinity, by pressing [SHIFT + E] – either one of your own ships or one whose pilot has previously agreed to take you onboard. With a separately available "transporter" upgrade [page 65] you can bypass this procedure.

Other control elements and hotkey list.

As a space pilot you know how important it is to be physically and mentally ready for action. For this reason it is essential you keep to the breaks prescribed by the union by, activating [Shift + P] or leaving X-tension for longer breaks with [Shift + Q].

With [Shift + L] you can redeem an insurance contract during game play; this brings the state of your ship as well as your personal belongings back to the state of the previous insurance (load score).

hotkey summary:

A/Y	speed
Q/W	roll
TAB	Maximum thrust
BACKSPACE	Zero thrust
J	SINZA
T	Lock on target
E	Lock on next opponent
PAGE UP	next target
PAGE DOWN	Last target
O	Open/close cargo bay
F	Load/eject cargo

STRG	Fire laser	
M	Select missiles	
L	Launch missiles	
I	Target information	
C	Hail target	
S	Ship status	
P	Pilot status	
D	Docking computer	
U	ZIPER	
SHIFT + E	leave ship/enter locked ship	
ENTER	on-board computer main menu	
N	Navigation map	
SHIFT + N	Galaxy Map	
SHIFT + L	Redeem insurance policy	
SHIFT + S	Close recovery safety (save score), insofar as this upgrade has been previously purchased from Goner-pel **NOTE**: it is possible, at any time, to save in a station. Simply select the corresponding menu there!	
SHIFT + P	Pause	
SHIFT + Q	End game	
ESC	Close menu	
ENTF	Close all menus	
HOME	Select maximum value	
END	Select minimum value	
F1	Cockpit view	
F2	External view	
F3	Release camera	
F4	Rear view	
V	Change view	
F5	Eliptic projector	
F9	store screen photo (previously an index Path for this must be defined in the options!)	

X tension

SHIFT + 1	your wingmen attack your next target
SHIFT + 2	you defend your wingmen
SHIFT + 3	your battle drones attack your next target
SHIFT + 4	you defend your battle drones

NOTE: These keys are only to help you order your wingmen more quickly. More complex orders are given through the dialog menu [C]!

COCKPIT INSTRUMENTS IN DETAIL:::.::.:.

Target acquisition and battle control station:

In order to direct the attention of your computer effectively to objects in immediate space, you use the automatic target system: Lock onto next opponent [E], lock target [T], next target [PAGE UP] and previous target [PAGE DOWN]. After you have marked a target, you can, for example, fire off a rocket but, in X-tension, the selected target has far more significance than that: you can flash the selected target (key [C] or dialog menu)   obtain more information about it (key [I] or info menu) and carry out many other actions these are available to you through the context menu (see main menu).

However, you must note that the range of target detection is limited! In battle various possibilities are available to you for defense or starting an attack. Fire your laser with the [FIRE LASER] key on the joystick or [Strg] on the keyboard. With the [M] key select from the different types of rocket the most suitable for your purpose and fire this with [L] at the marked target. In the weapons menu you can find more information and options to change the battle behaviour of your ship by, for example, fitting the laser bays with other weapons.

Gravidar Functions

Many spaceships are fitted with a modern location system based on gravitational shafts also known as a Gravidar (gravitational radar). The Gravidar is coupled with an extensive database so that it can generally and clearly classify objects in range by means of their signature. The identification number of a object in range is shown in your cockpit. Should you be involved in a battle, the ship computer updates your target database so that all the enemy's ships are marked accordingly. The target location system marks enemy ships in red as soon as they are locked onto. You can also press [E] to automatically target the next enemy ship.

In addition to your short-range scanner which makes it possible to identify locked objects, you have a long-range scanner, the results of which are shown on your Gravidar (The Gravidar may be in different places for different spaceships) Objects that have already been scanned, have a symbol allocated depending on their type. A standard marker represents unknown objects; the point in the middle of the Gravidar represents your own position. All other objects are shown relative to your position. If an object is above you, a line is shown from the object down to your plane.   The longer the line, the higher the object is above you. Similarly, for objects below you, a line is drawn from the symbol of the object up to your plane. All lines end on your plane. If an object is on your plane, no line is drawn. Objects in the direction of flight are shown on the Gravidar above the point that marks your position.   Similarly, objects that appear to the left of you on the radar, are to the left of you, objects that appear

to the right of you on the radar, to the right of you and objects that appear under you on the Gravidar, are behind you. If you change the target, the symbol for the new target flashes briefly on the Gravidar and is brighter.

Galaxy Map, sector review and navigation map

The sophisticated on-board computer of your ship scans and automatically stores all sectors that you visit during your flight through the X-universe. In addition to the names of the sectors, further, important information is also stored, such as the population density of a galaxy, to which species the sector belongs and to what other sectors the individual jump gates lead. Call up the Galaxy Map with [Shift + N]. By means of the arrow keys you can now select a sector already visited by you and change it with [ENTER] in respect of the sector outline. In the sector outline your on-board computer lists all objects present in this sector. With the arrow keys select an object and press ENTER] again to get more extensive information about it. If no further information is stored about an object, it is marked as unknown.   The navigation map, which can be call up with the function [NAVIGATION MAP] on your input device or the key [N], is, in principle, a simplified two-dimensional version of the Gravidar. With this you can obtain an approximate overview of the situation in a sector. However caution: it is better to use the Gravidar since this provides you with both extended and vital information!

Camera control and all-round view

As a trained test pilot you are obviously able to navigate your   spaceship only by means of instruments. However, particularly in battle situations in which fractions of a second are vital, it is often necessary to obtain an exact, visual confirmation of all events

apart from the fact that you naturally want to enjoy the beauty of space (If you don't then why did you become a space pilot?) In order to see every detail, there are a series of options:

Activate the cockpit view with [F1]. In this view you can look in different directions using either the number keys on the numpad or the coolie hat on your joystick. e.g. look out of the side windows. With [F2] you get an outside view and with [F3] you start an external camera, which then tracks the current target. The target can be changed whilst in both the external and camera views by locking onto a Different target with the [PAGE UP] and [PAGE DOWN] keys. With the numpad [4] and [6] keys you can rotate a camera around the object; with the numpad keys [8] and [2] you can zoom the object in and out. .

Information and communication

The following controls are a supplement to target detection. You can use the [S] key to get information about your own ship. Among other things, you learn about your present location, the nature and state of your lasers and screens, the ship's stock of missiles, installed ship extensions as well as what cargo you have on board.

Use the [P] key to inquire about pilot status, i.e. your own personal data. Here you get details of your flight time, your account status etc. The computer also holds the automatic logbook registrations for later reference.

Press [TARGET INFO] or [I] to get to the information screen, this shows information about the sighted target. Here you can obtain information about both the locked ships and locked stations. The ship's information contains data such as class and ID of the ship, name of the pilot, shield and laser equipment, missile armaments and cargo load. The information screen for space stations contains corresponding important data. In order to hail the locked target, press [C]. You then get the Communication Screen, where you can communicate with the target. Use the arrow keys up and down to select a message and send it by pressing [ENTER].

.:.::.:::DISPLAYS IN COMPARISON
ARGON BUSTER / BORON EEL

When you enter the cockpit of another ship for the first time, you will find out
that alien species may have very different ideas about aesthetics and design.
Since, however, space travel makes, in essence, the same demands on every pilot
– irrespective of whether he belongs to the Argons, Borons, Teladi, Paranids or
Split – you will quickly find out that the basic control and navigation instruments
are present and recognisable in every cockpit.

You can easily recognise the same basic principles in the following comparison:
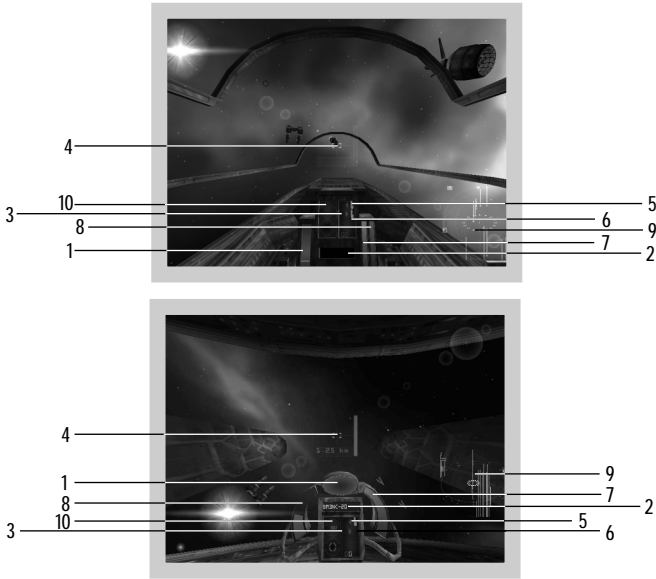
1. **THRUST CONTROL:** This is a graphical display of your current and preset
   speed. During docking the maximum docking speed is shown by a green
   bar.
2. **TARGET-ID:** the identification number of the current target is displayed here.
3. **LOADING BAY:** this shows whether your loading bay is open or closed.
   Note: if the loading bay is open, your shields are deactivated!
4. **CROSSHAIR:** with the crosshair aim at your selected targets. Selected targets
   are either marked on the Gravidar or you will see an arrow pointing in the
   direction of your current target.
5. **LASER:** depending on the type of construction, your ship can be fitted with
   two or more laser canons. Here the laser canons are shown by symbols.
6. **MISSILES:** if you have missiles on board, a symbol for the selected missile
   type is shown. Also the number of available missiles can be seen.

7. **LASER ENERGY:** This is a graphical display of the laser energy. As soon as you fire your lasers, the energy level goes down and the bar gets shorter. Laser energy charges automatically when you stop firing.
8. **SHIELD ENERGY:** here the shield energy is shown visually.   Like the laser energy, the shield energy is also charged up automatically here.
Caution: if you activate your turbo drives, you discharge your shields slowly as a result!
9. **GRAVIDAR:** here you find information from your long-distance radar.
10. **SINZA:** this field shows you the stage of activation of any installed SINZA drive. [page 63]
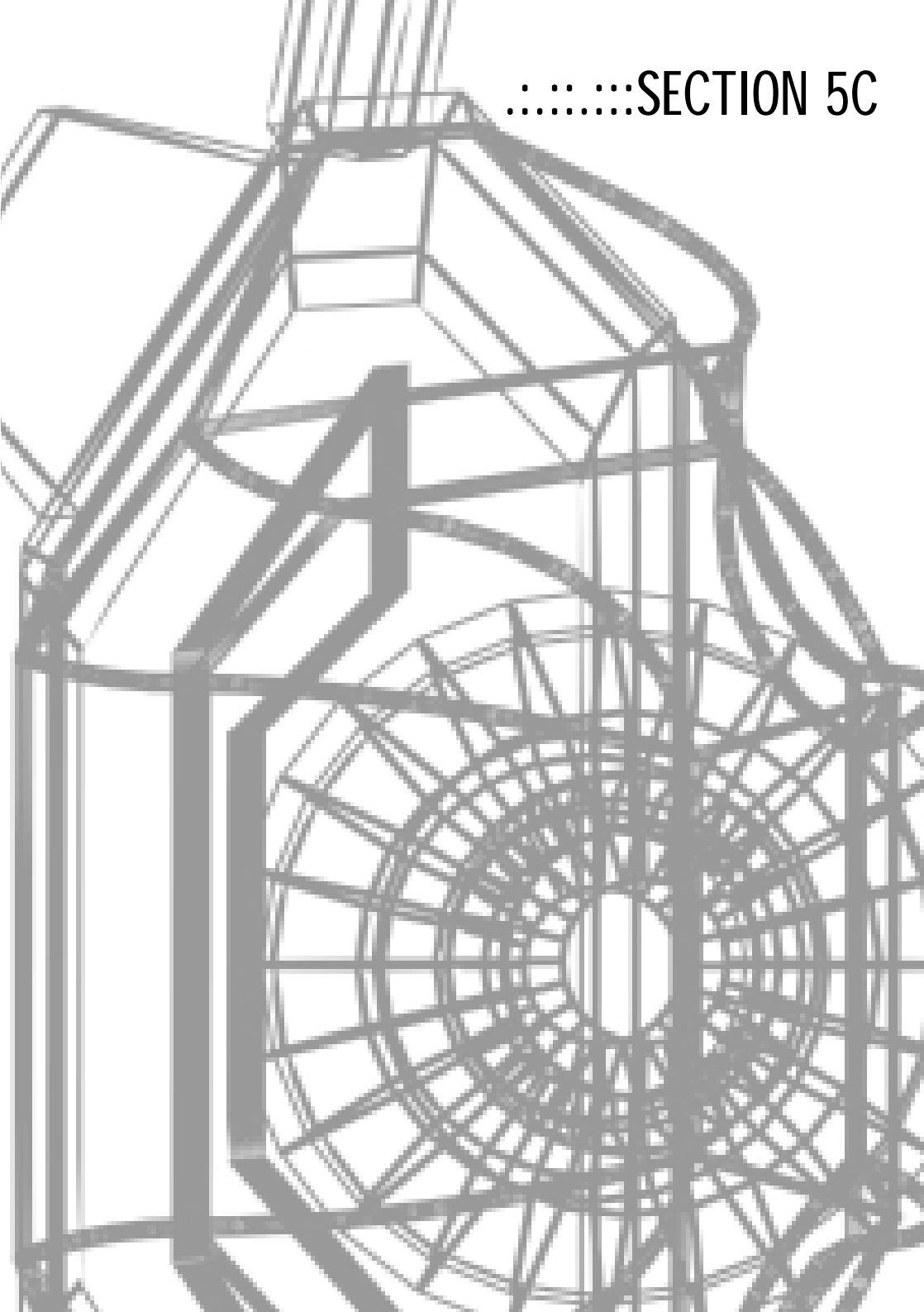
ON-BOARD COMPUTER AND MENUS:::.::.::.

The operation of all menus in X-tension follows the same, simple principle: with the arrow keys you control a highlight in the menu in question, the key [ENTER] selects the highlighted item and this either takes you to a further sub-menu or immediately initiates a function. With [ESC] you close the opened menu and return to the previous menu or to the cockpit of your ship.

Tip: with the [ENTF] key you close all open menus at once!

 If a menu, a list or any other information screen contains more pages than can be shown on the monitor simultaneously, you may scrolling forwards and backwards through them with the [PAGE UP] and [PAGE DOWN] keys.

Many menu items can be controlled directly by a hotkey [page 24] without first having to access the Main Menu. In addition, the items accessed by hotkeys are marked in blue in your on-board computer.

MAIN MENU:::.::.::.

You always reach the Main Menu of your on-board computer through the [ENTER] key on your keyboard. It is the central control for all your actions. From here you can access all available information and all higher functions, such as unload cargo, activate Turbo boost and much more. Leave the Main Menu with the [ESC] key.
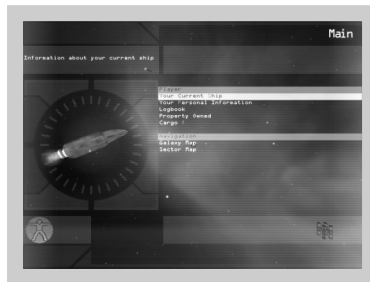
After you have collected a salvage insurance package in the Goner temple, you can at any time save the game with [SHIFT + S] or with the corresponding menu item in your on-board computer. Select a free line with the arrow keys and press [ENTER]. The name of the sector, the galactic co-ordinates, the game version number and the elapsed game time are also stored. NOTE: It is further possible, at any time, to store in a station free-of-charge. Simply select the corresponding menu there!

:.::.:::BEST PURCHASE/SELLING PRICE

You reach these very useful extensions [page 54] through the Main Menu of your on-board computer.

Goods are listed in a clear table (from left to right): type of goods – number of units in your hold – most favourable price per unit in credits – place where this price is paid – normal price in credits.

Use the keys [PAGE UP] and [PAGE DOWN] to get to the previous or next page.

:.::.:::DIALOG MENU

For locked objects, you get to the dialog menu either by [C] through the "communication" menu item on the info screen or directly from the Main Menu. You can also communicate with objects present in other sectors by the galaxy and sector map – of course only when you have previously placed a relay satellite there [page 62].

Depending on the situation, the dialog menu contains a selection of different communication options: from a simple request for authorisation to land at stations, to a request for another pilot to give up his ship and to detailed instructions for the remote control of your own fleet of ships, battled drones, gun turrets etc. Use the arrows keys [UP], [DOWN] and [ENTER] on your keyboard or the corresponding controls on your input device key to select the desired option.

PROPERTY:::.::.:.

You get to this – very important – menu through the corresponding item in your on-board computer. It lists the ships, factories, stations and satellites belonging to you, provides information about names, present location, the order currently being carried out and, in the case of factories, also the quantity of the product in question located on Halde , its money available to the factory.

Use the arrow keys and [ENTER] to select an object. Now you can remote-control factories in all ways [trading menu, page 38] and also remote-order your ships [dialog menu, page 36]. Objects in other sectors can also be remote-controlled – insofar as you have previously stationed a relay satellite [page 62].

.:.::.:::CARGO MENU

You get to this menu through the Main Menu of your on-board computer or with [F] on your keyboard.

From the list of goods currently loaded in your hold, you can select goods with the arrow keys [UP] and [DOWN]. With the arrow keys [LEFT] and [RIGHT] you establish how many units are being transported in the loading bay. By activating the [ENTER] key you get the stipulated number of units in your discharge bay. They remain there for a few seconds. During this period you can discharge the objects by opening the loading bay with the [o] key!. This procedure is particularly important for the installation of relay satellites, mines and gun turrets. [pages 57 and 59]

.:.::.:::GALAXY MAP

Open this map with the corresponding menu item in your on-board computer or with [shift + N].

The Galaxy Map contains only galaxies that you have already visited. Move the arrow keys with the four arrow keys along the star gate routes in order to select a specific sector.

On the information bar on the left-hand side, your on-board computer informs you of general data relating to the selected sector.

With the keys [HOME] and [END] you can zoom in and out of the map. in order to obtain a better view. Press [ENTER] to alternate in the sector map [page 41] of the marked sector.

TRADING MENU:::.::.

Apart from the Main Menu of your on-board computer, the trading menu is one of the most important control elements in X-tension. From here you can control your factories, provide them with cash for the purchase of resources, make decisions about selling and the purchase prices of products and undertake financial transactions.

There are various ways of calling up the trading menu:

1. With external factories and stations you arrive at the trading menu only after you have landed on the station's network . Obviously you do not have the extended possibilities made available to you by using your own factories.
2. With your own factories in your current sector, you can also access the menu after landing – or, more conveniently, by remote-control through your on-board computer. For this purpose open the Main Menu with [ENTER], select the "property" menu item [page 36] and then the station or factory, whose trading menu you would like to access. As an option, you can also select the station through the sector map [page 41].
3. The trading menus of your own factories in other sectors can also be accessed. Obviously it is necessary for you to have first stationed a relay satellite [page 62] in the sector in question. If this is present, proceed in the manner described under point 2.

As with all menus in X-tension, the trading menu is operated on the basis of simple well-conceived principles:

Use the arrow keys [UP] and [DOWN] to position the highlight. With the arrow keys [LEFT] and [RIGHT] you can increase or reduce the values by one unit in each instance, the keys [HOME] and [END] have the effect of immediately of taking the units to the maximum or minimum possible values. When you keep the arrow key pressed down, the change of the value accelerates. The value of units increases automatically.   In cases where you immediately want to use a large quantity simply tap the figure in with the number keys. If, for example, you tap in 100, you change the quantity bar every time you press the arrow keys by 100 units (whether cargo or, for example, credits).

Under the **product-selling price**, you change the price that your factory is to demand for a certain product. To the right of the value you see the normal average price of the product.

With the **resource price limit** you change the maximum price, at which your factory is to purchase the production materials required. Indirectly this amount also influences the number of jumps a commercial ship must make in order to obtain the desired resource at the required price.

Tip: the lower the resource price limit, the more jumps must generally be taken and the longer it takes for the factory to renew its resources in order to continue production. This obviously only applies when the resources can be obtained by a ship working for you. If you should bring the resources to the factory yourself, these settings have no significance!

With the **money transfer** item you transfer money to the factory for the purchase of resources or transfer credits from the factory to your account. IMPORTANT: The factory must have sufficient credits so that freighters working for you can automatically purchase resources. If your factory runs out of money, it will, sooner or later, stop production!

INFO-MENÜ:::.::.:.

This menu is normally accessed by selecting an object on the sector map or directly using the [INFO] key on your input device, [I] on your keyboard, or using the relevant menu option in the on-board computer.

The Info menu contains all available information on an selected object and offers - depending on the object type – different and more advanced selection options.

In addition to information on the location, class, identification, pilot name and shield strength for ships, you will also find specifications for products, resources, goods in storage and factory prices, as well as on docked ships and the ships owning the factory in question. The Dialogue menu can also be accessed from here [page 36] to open a communications channel.

LOGBOOK:::.::.:.

The log book can be viewed using the Main Menu on your main computer and provides information on all the important events.

SHIP INFORMATION:::.::.:.

This menu provides you with an overview and control of the important aspects of your current ship, including the weapons in your weapon and rocket bays. You can also give your ship a special name.

Access the menu either using the [S] key on your keyboard or using the Main Menu on your on-board computer [page 34].
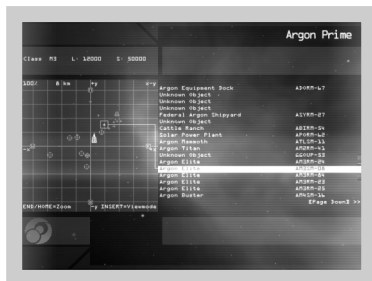
You can either access this map directly from the Main Menu of your on-board computer or from the Galaxy Map [page 37].
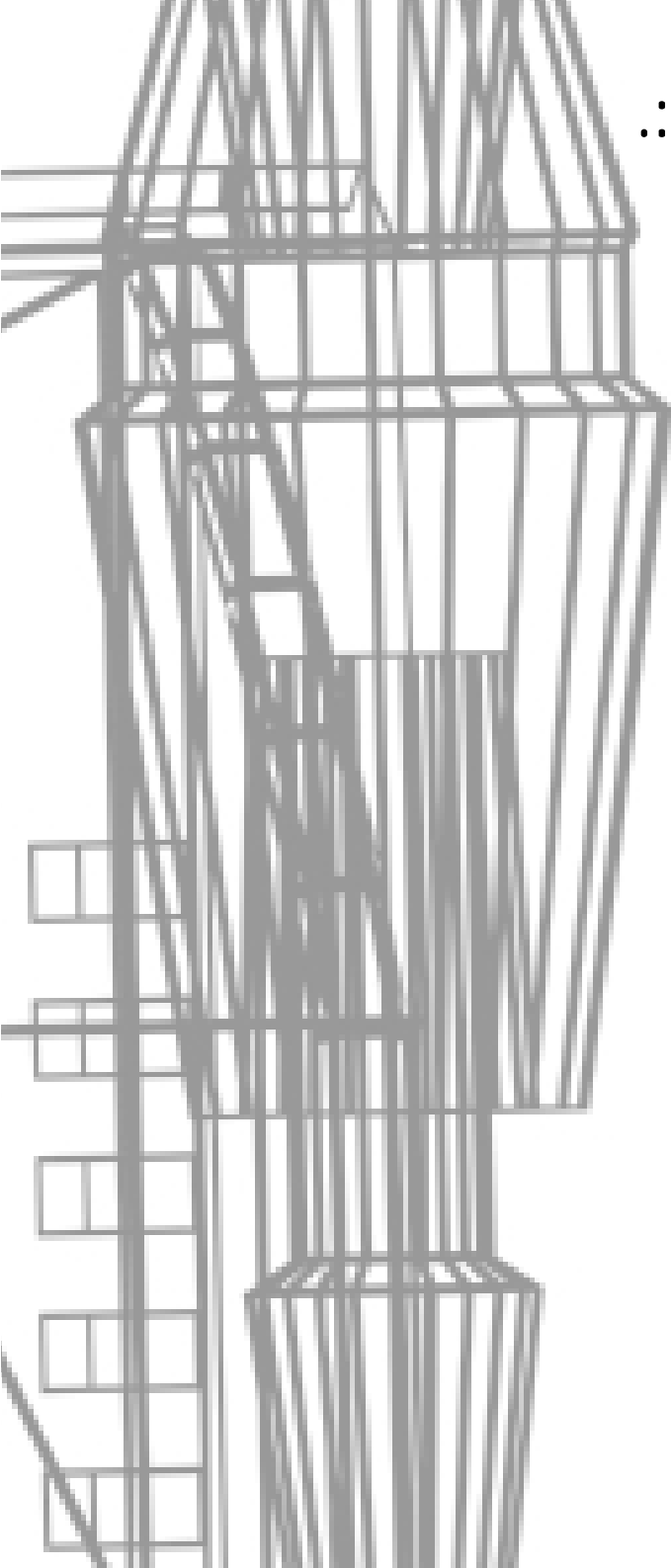
The two-dimensional review map of the sector, in which you are currently located, is shown on the left-hand side in the information area. On the right-hand side there is the list of all objects present in this system. With the arrow keys [UP] and [DOWN] you move the highlight over the object of interest to you; the on-board computer draws a line from the targets in question to the corresponding point in the review map. If your computer knows the object, its designation is given and you can obtain extended information with [ENTER]. If it is unknown, it is listed as an "unknown object" and further details are not available.

If you access the sector map from the Galaxy Map, you also obtain information about distant sectors –as long as you have first stationed a relay satellite there [page 62].

With the [END] key you can zoom further into the sector map. The selected object automatically moves to the centre and all other objects are positioned relative to this. The zoom factor selected with [END] can be changed in several stages from 1x to 8x (this is can be seen at the top left of the map). With the [HOME] key you can change from the top view to the side view of the sector. Some of the most important information about ships and factories, which otherwise can be seen only in the following sub-menus, can also be seen here. Thus, in your own ships for example, you can see their current command mode at the top left, and at the right edge of the screen you can see the current shield strength of the ship (This is important for monitoring and controlling battles your ships may be involved in, in distant sectors thanks to relay satellites!)

PILOT INFO:::.::.

This overview can be accessed either using the Main Menu on your on-board computer [page 34] or using the [P] key on your keyboard.

This will provide you with detailed information on your title for the different races, your hit statistics, access to the log book and other important facts.

WARP DRIVE:::.::.

The Warp Drive allows you to go to between sectors using the most direct route, without having to cross the solar systems between the start and end gates. [page 64].

To use the Warp Drive access the Main Menu on your on-board computer or use [ENTER] [page 34] and selecting the "Warp Drive " option in the "Navigation" section. The list of sectors known to you will be displayed. Select your destination sector and press [ENTER] again. The choice of target warp gates will be displayed. Select your target warp gate and confirm with [ENTER]. The Warp Drive will then activate and the space jump initiated. NOTE: A few seconds may pass before the jump. Also, the drive consumes a great deal of energy so an adequate supply of energy cells in the cargo hold is essential for a successful warp jump.

STEP-BY-STEP INSTRUCTIONS
FOR BUDDING TRADERS:::.::.:.

At the beginning of the game you will find yourself on board an Argon Buster that has been given to you by the Argon government as a temporary replacement for the X-Shuttle while it undergoes testing. The Argon Buster is a class M4 ship that has been fitted with some of the most desirable upgrades by the Argon military - very much to your surprise and delight. [Page 21]

With this equipment you are no longer at the bottom of the food chain, but it would be a good idea to avoid heavy fighting. It would be a far better idea to do a bit of trading first and use your profits to equip your ship further.

There are many items available to you for trading and almost an incomprehensible number of trade routes to explore. However, due to having no more than 1000 Credits as starting capital, your first priority is to concentrate on the most reasonably priced goods.

Tip: Trading cheaper goods produces a higher profit level in percent per unit - trading more expensive goods, on the other hand, produces a higher profit level in Credits per unit.

One of the best goods to trade for an up-and-coming space trader is energy. Energy is required as a raw material (resource) by all factories, which is why you won't need to look very far to find a buyer. The exceptions to this rule are docking stations and trading posts of course. They aren't factories so do not need to buy in any energy.

With this basic information at the back of your mind, you really should get going and make your first task finding a place where you can buy energy at a good price. Energy is manufactured by solar power stations, and you will find at least one of these stations in almost every sector. In the Argon Prime sector, where you find yourself at the start of the game, there are actually two power stations to be found.
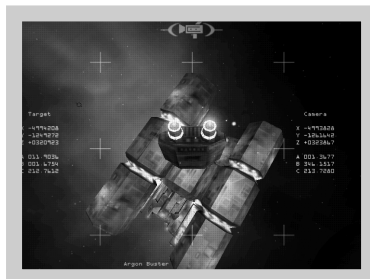
To get a feel for the difference of prices for "Energy", try flying over to a few power plants first of all. Find out how many full energy units are in storage and compare how this influences the price.
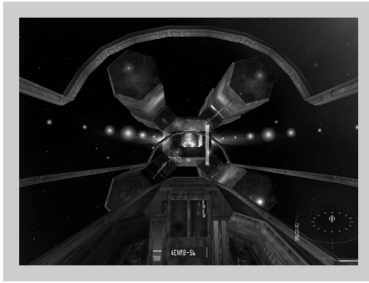
Now take a look out of the cockpit window; you may see a few small, moving dots a long way off - these are other ships, but don't worry too much about them just yet; if you like, you could just wave at the other pilots. You will also notice a few larger, motionless installations, normally also a long way away - these are factories or stations.

Use your input device (your joystick, cursor keys or mouse) to move the ship in the direction of one of these installations now and press the [ACCELERATE] key to start the journey, on your keyboard this is assigned to the letter [A] by default. If the flight is taking too long, you can also activate the singularity time distortion drive using the [SINZA] key on your input device or [J] on the keyboard. The flight is accelerated by the time compression by a factor of 10, so take care and switch the SINZA off again before you collide with your destination! To do this, press the [SINZA] key or [J]. Also, don't forget to switch the normal drive down to zero thrust: this is done using [BRAKE] or [Y] or [BACKSPACE] on your keyboard.

Now manoeuvre your ship so that the station you are heading for is positioned under your target mark . Once you are close enough, press the [AUTOTARGET] key or [T] to select the object as a destination. When you have locked onto the object in this way, it is immediately recognised and classified by your on-board computer. Your cockpit will then identify it using its ID number. The Gravidar and the Galaxy Map [N] will no longer show it as "unidentified objects", but as the relevant symbol assigned to the object.

If the ID for an object is new to the computer you can get more information about it by accessing the Info menu [page 40], which can either be opened using the [INFO ON DEST] or [I] on the keyboard. You can also use the Main Menu on your on-board computer ([ENTER] key, select the "Target object", "Info menu" menu option).

Xtension

Starting from this menu you can now access the current trading data on the station or factory in your sights.

Once you have familiarised yourself with the menu mentioned, take a look at other stations or factories. In the destination approach, use the [AUTOTARGET] key or [T] again until the required object is in your sights. Use this process to identify various different factories and stations in a sector. When you have identified a solar power station, you should dock there to compare the quantity visible from outside with the sales price. Now open a communications channel by either using the [C] key or using [ENTER], "Target object" section, "Menu" option in the Communications menu on your on-board computer [page 36]. Request permission to dock using menu option number 1.

Shortly after the station has granted permission to dock, a green series of flashing lights will come on to mark the docking corridor in the direction of the gate , and the giant gates will slowly begin to open. Control your ship carefully. Approach on the centre line between the landing lights. Make sure that when coming in to land in the dock you don't fly any faster than the green marking line on your cockpit's speed indicator [page 31]!

Once you have successfully completed the docking, you ship will be connected to the supply and data lines on the station (you can cancel the video sequences at any time using the [ESC] key to speed up the process). You will now be in the Main Menu for the station and you should save your game here.

To save the game, secure a salvage insurance policy and then select one of the ten possible memory slots in the game status menu. Selecting the memory slot will also automatically add the name of the sector where you are currently located to your game status, and will also add the coordinates, time info. and details on the game version you are using to play the game ("*" if you are using the current game version).

Now that you have your salvage insurance policy, let's go back to the actual purpose of docking. From the main station menu, select the Trading menu. As you can see, the highlight will immediately be on the only product from this factory - energy. The main thing you are looking for is the power station's current asking price for one unit of energy.

First of all you might only want to buy a few units of energy - but make sure you don't spend too many of your limited Credits - there might be a shortage of energy in this power station and the price may be highly inflated. Use the arrow keys on your keyboard to select the quantity of energy units you want to buy. Change the amount between 0 units and a maximum which is given either by the funds you have available, your cargo capacity or the quantity of units available in that factory (the latter is highly unlikely to arise given that you are flying a relatively small M4 class ship).

If you want to buy a large number of units at once, use the [HOME] or [END] keys to set the quantity bar to the maximum or minimum in one single step. Once you have set the quantity you want to purchase, press the [ENTER] key. The goods will then be loaded into your cargo bay and the Credits transferred to the factory. Once the transaction has been completed, close the Trade menu and then the main station menu using the [ESC] key - your ship will then take off (once again you can cancel the video sequences here using [ESC] to speed things up).

Continue to fly your ship through the sector and try and find other factories and stations using the method described above until you find another power station. As before, check the quantity and price of the energy units offered for sale.

As you will see the price of energy varies from a normal price of around 16 Credits depending on the quantity. Because most power stations store more than the average quantity of energy units, the selling prices is normally less than 16 Credits – if you are lucky you may find energy for much less.

You should now already know enough about energy to work out that a price of 7 or 8 Credits is really very good; a cunning buyer would fill up the entire cargo bay and to sell it elsewhere for a considerable profit. The process for other goods is very similar to trading in energy - but more on this later.

As pointed out at the beginning, it shouldn't be difficult to find a buyer for your energy as virtually all factories need energy to produce goods of a higher value. So fly around the factories in the area and watch the energy bar in the Info menu - the shorter the bar, the lower the amount of energy the factory has left - and, of course, the higher the price the factory will pay you for your energy units. In the best case, you may be offered over 20 Credits per unit - and that should give you a profit of around 10 Credits per energy unit. This really shouldn't be missed as it really makes the deal worth doing!

Selling energy units or goods of any kind works in more or less the same way as described above. Here is a quick step-by-step refresher for the entire process:

Lock onto a factory using [AUTOMATIC TARGET] or [T], request permission to dock using [C] and use the landing lights to dock; then select the trade menu, use the arrow keys [UP] and [DOWN] to select the Energy resource and use the [LEFT] or [RIGHT] arrow key to set the quantity for sale (wherever possible, try to sell all the units in your cargo bay all at once. Simply press the [Esc] key on your keyboard). Confirm the sale using an electronic handshake - in other words, the [ENTER] key. Then sit back and watch the first profits in hard Credits total up, shown on the bottom right in the menu!

Now that you are well on your way to being a proper trader, you are probably asking yourself the important, earth-moving question every prospective salesman in the X-universe asks himself, unless he was actually born with a green forehead scale and yellow lizard eyes:

How do I invest my first profits?

As with trading there are virtually limitless numbers of possible answers to this question and there is no such thing as a single "best way". The ideal purchase for you depends on your preferences in the game. If you want to take a riskier route, you can start by fitting your ship with stronger weapons and more effective shields at any point, of course. Each equipment dock has a wide range of lasers, shields and missiles on offer - as well as specialised upgrades.

Do bear in mind that equipment docks from other races are able to sell you upgrades and weapons different to those from the Argons, in whose territory you are at the start of the game. In other words, there is a lot to find out. So don't hang around, cut loose and find out what the X-universe has to offer you!

However, if you do have the Teladian profit gene swimming around in your blood, there are two main options open to you. The first is that you can equip the cargo bay on your ship in stages. Loading bay extensions are offered in every trading post - but just as with drive and rudder upgrades, the price of a particular loading bay extension always depends on the current upgrade status of your ship. The closer the equipment levels on your ship are to the absolute maximum (no further upgrades possible) the more expensive each additional extension becomes. However:

Tip: A larger cargo area allows you to gain more Credits in a shorter space of time. The original 30 units on your Argon Buster can be extended to up to 150 cargo units.

Due to the continuous and disproportionate rise in prices for additional loading bay extensions, it is not necessarily a good idea to fit every ship to the maximum. This is because X-tension offers a much more interesting alternative:
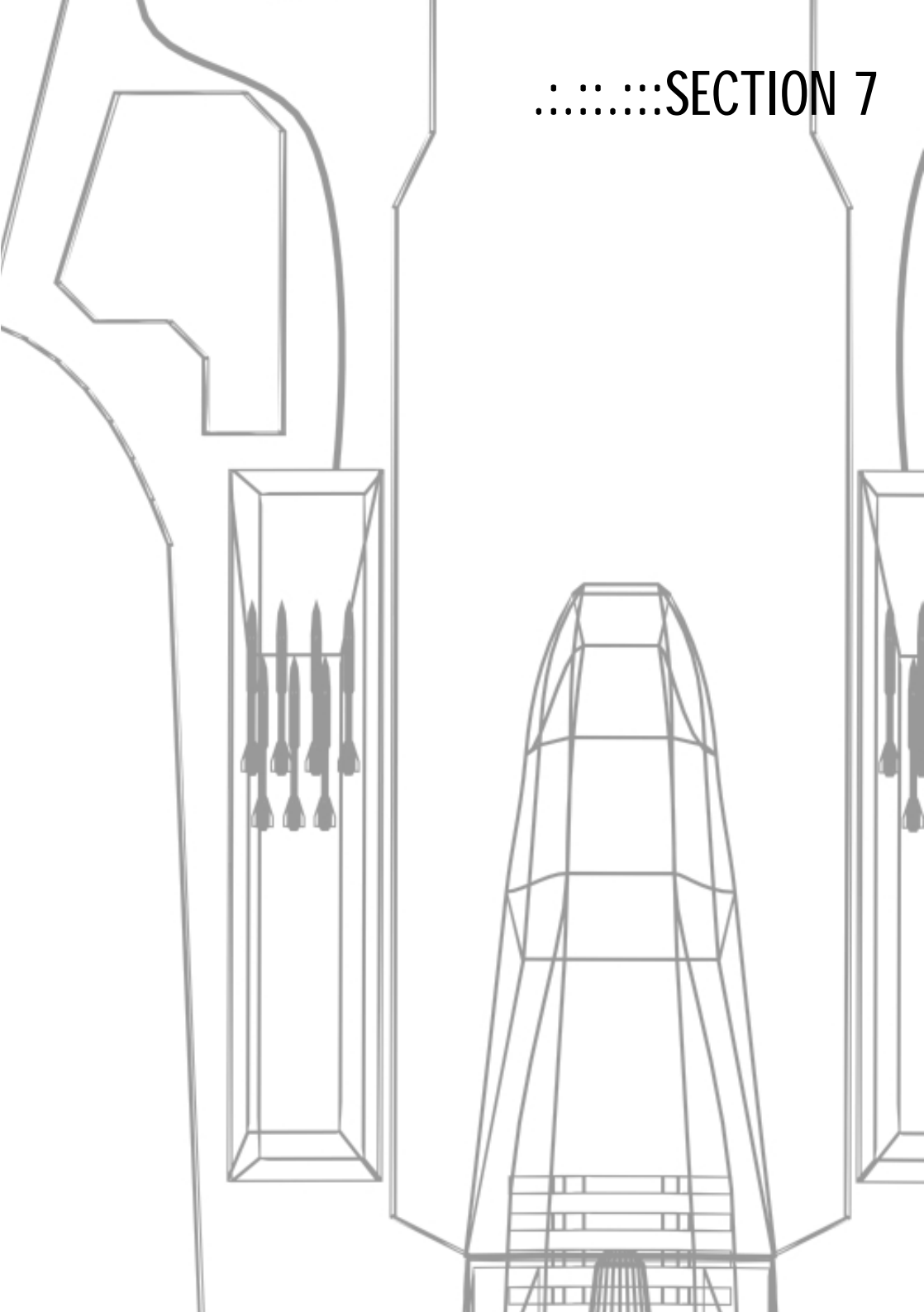
Buy your own TS class freighter!

What might well sound like a youthful dream of a Teladi student, becomes reality! There is a choice of over 30 different ships, which you can fly yourself, and each of them has completely unique features.

In order to really get going with your trading, it is a good idea at this stage to consider buying one of the various TS ships. Where do you buy a brand-new ship like that? At a shipyard, of course! Each of the races in X-tension operates several of these shipyards, but you should still carefully note where these are located, because their positions are of exceptional strategic importance! Just like any other race, the Argons have a shipyard in their home sector Argon Prime; as you are still in this sector, the ship yard shouldn't be too hard to find.
So - get going!
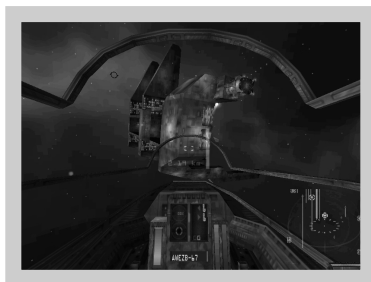
As I'm sure you've already realised, the Argon shipyard only sells ships it has manufactured itself. So before you decide to buy one of these ships, you should first take a look around at the yards from other races to get an idea of the features included and do a comparison with the ships at those yards - you may well prefer one of the other ships! If you are crafty about it, you don't necessarily have to fly quite that far to compare ships. Let's say the spaceship of your dreams is either an **Argon Lifter** or a **Boron Eel**, both class TS, but you can't quite decide which you want to park in your garage. To compare these ships with one another, you don't necessarily need to fly all the way to visit the Borons - simply take a look at the sector map [page 41] for your sector and note the Boron border sectors as you may find the freighter you want there.

As soon as you see an interesting ship on the sector map, such as the Boron transporter mentioned above, select that ship using the up/down arrow keys to find out the technical data for the ship.

This means you can find out what you need to know, and you will soon be the proud owner of a large freighter to bring you both status and profit!

FACTORY OWNER IN FIVE MINUTES

It's not just Teladis, Argons and other races in the federation of planets who dream of having a secure income from a factory. You too can fulfill that dream - as long as you have the cash required to buy a production plant. How do you do this? First look for a TL class freighter (or buy one, if you happen to have the Credits to hand or claw) and ask him to follow you. Caution: If you do not have your own freighter, but you are renting one, a fee will be charged which is based on the number of jump gates crossed. Once the large, heavy transporter is following you, fly to a shipyard. Decide on a factory - or simply take the prettiest one you can find - and have it loaded into the hold on the freighter. Then take it away and zip to your chose location for your factory - which may well be in a different sector!   Once there, order the freighter to unload your new production plant and voilà - the building can start!

Congratulations, you are now the owner of your own factory!

SALVAGE INSURANCE:::.::.:.

Since time immemorial, the **word of compassion** has been to be found in the **Book of Truth**, the holy book of the Goners. But since the recent official recognition of the Goners by Argon government, Noah Gaffelt, Lord High Protector of the sects has been, after special negotiations with Teladian and Argon insurance companies, able to obtain universal and exclusive rights to this insurance. The salvage insurance in X-tension is therefore only available in the Temples of the Goners (although the game can still be saved in every station).

When a policy has been arranged, the pilot can save the game at any time and at any point, including in open space, unlike the save option that is confined to the space stations. Use the main menu on the on-board computer [page 34] ([ENTER] key, "Salvage insurance used" menu option) or use the key combination [SHIFT + S].

Where to buy: Temple of the Goners
Average price: 320 Credits

BEST PURCHASE PRICE/
BARGAIN FINDER:::.::.:.

In answer to the question as to why this software expansion is not provided together with the "Best sales price" expansion in a single package, its developer **Isemados Sibasomos Sissandras IV**, answered that "the market is not yet ready for it". Argon software houses have accused the patent holder and Ceo the Great's nephew of money grabbing, which he answered with the Teladian equivalent of a smile.

The upgrade allows you to determine the most favourable provider of a specific item. You will find the "Best purchase price" function in the "Navigation" section by using the [ENTER] key to open the main menu on your on-board computer [page 34].

Where to buy: Teladi equipment docks
Average price: 12800 Credits

.:::.:::BEST SALES PRICE

This software expansion allows you to determine the highest paying buyer for particular goods. Originally by **Isemados Sibasomos Sissandras IV**, the nephew of Ceos the Great, designed for Teladian **AutoBrokers**, this semi-intelligent subroutine has quickly become one of the most important sales hits from the Teladi Company.

Once installed, you will be able to find this expansion under the "Navigation" option in the main menu ([ENTER] key) on your on-board computer [page 34].

Where to buy: Teladi equipment docks
Average price: 11200 Credits

.:::.:::DOCKING COMPUTER

This expansion, developed by the Paranids, allows your on-board computer to lock on to the control beam on a station and to land the ship safely without manual intervention. This in itself is very useful; but what is particularly impressive is the capability of the Paranid docking computer to carry out a controlled landing even at a station that does not have a control signal!

Once the expansion is installed, you can either open it both from the main menu on your on-board computer [page 34] ([ENTER] key), section "Target") and from the Info menu [page 40] for a station in your sights ([I] key) or directly by pressing the [D] key. The automatic docking procedure can be initiated at distances of up to 5 km from a station.

Where to buy: Paranid equipment docks
Average price: 10800 Credits

.:::.:::ECLIPTIC PROJECTOR

It is often useful to know the precise path of the planets in a solar system (also known as the ecliptic). This unit uses the advanced holographic techniques from the Borons to display the plane of the ecliptic as a type of chessboard pattern in the pilot's viewing field. Don't worry too much about the fact that the projection seems so real - almost as if the "chessboard" is actually just outside and that the ship might just crash into it. Be assured it won't happen because it is just a high-tech projection.

Activate the ecliptic projector using the [F5] key.

Where to buy: Boron equipment docks
Average price: 4896 Credits

CARGO SCANNER:::.::.

Originally developed to simplify customs checks of passing ships this device has made a great contribution to the spread of pirating in the X universe; these days there are hardly any smugglers or bounty hunters around who don't carry a cargo scanner with them. This upgrade provides precise information on the cargo loaded on foreign ships. The scanner functions both in the current sector and on the sector border - assuming you have a satellite stationed in the target sector.

You will find the extended data on the cargo in the ship information menu on your main computer [page 40] which you can open using the [ENTER] key.

Where to buy: Equipment docks
Average price: 15360 Credits

CARGO BAY EXTENSIONS:::.::.

The cargo bay extension is an advanced method of sub-space compression that is based on relativity effects in combination with singularity-induced space/time curvature. It is probably worth mentioning that the Paranidian scientific theologist **Reverend Kulmanckelselt** asserted that only beings with three, six or nine eyes are capable of fully understanding the theory of sub-space compression.

This extension can be staggered and can increase the capacity of the cargo bay up to a set maximum depending on the type of ship. Because the extension becomes more complicated with each new addition, the price increases disproportionately.

Where to buy: Equipment docks and trading posts
Average price: See Ship's database

These orbital lasers equipped with heavy firepower are ideally suited to defend valuable installations against attacks, such as factories. Pilots from Earth will be reminded of the historical SDI program that caused a sensation in the 19th or 20th century (historians are not entirely sure on this point).

The gun turret can be assigned to a factory using special commands and remains stationary at the point where it is positioned. Other instructions control the friend/enemy detection on the gun turret. The orbital laser moves on its own and simply rotates slowly around its axis to detect new targets, but thanks to its great fire power it can provide a virtually impenetrable line of defence when strategically positioned with multiple units.

Where to buy: Many trading posts
Average price: 38400 Credits

.:.::.:::TRADE COMPUTER EXPANSION

This expansion first proposed by Teladian trader lizards and later discovered by Argons and Paranids independently of one another, adds a locked station to the Info menu [page 40] giving detailed information on the relevant goods and prices available locally. This information can be obtained both in the current sector and on the sector border, assuming a relay satellite [page 62] has been positioned in the target sector.

Where to buy: Teladi, Argon and Paranid equipment docks
Average price: 5120 Credits

.:::.:::BATTLE DRONES

Similar to the message drones still used by the **Federation of Planets**, the battle drones are basically very cost-effective unmanned mini spaceships. They only have low-energy shields and weak lasers; but due to their speed and the option for deploying a large number of these highly manoeuvrable remotely controlled units together, they are worth serious consideration as opposed to large battleships. The control and command is via the Communications menu [page 36] on your on-board computer. (similar control to battleships).

Where to buy: Many trading posts
Average price: 1152 Credits

LASERS AND ENERGY SHIELDS:::.::.

According to the unilateral Split weapons moratorium of Nif-Nakh in the year 600, particle shields and energy projectors "do not come within the scope of the weapons control laws". Therefore wide ranges of energy weapons are available in the X universe: from pure asteroid lasers with low energy throughput to heavy shield batteries that can be used to pulverise entire moons. Well-equipped pilots have a wide choice, determined only by the size of their wallet and their ships.

The laser is fired using the [CRTL] key or [FIRE LASER] on your input device.

Where to buy: Trading posts, equipment docks, laser production sites.

Type	Average price
Alpha-impulse beam emitter	768
Beta-impulse beam emitter	1536
Gamma-impulse beam emitter	3840
Alpha-particle acceleration cannon	7680
Beta-particle acceleration cannon	15360
Gamma-particle acceleration cannon	38400
Alpha-energy plasma thrower	76800
Beta-energy plasma thrower	153600
Gamma-energy plasma thrower	unknown

CARGO BAY LIFE SUPPORT SYSTEM:::.::.

Of all the things you can transport in the cargo bay on your ship, living beings are certainly the most fragile of goods. The Interplanetary Conference on Safety and Collaboration in space (ICSC) of 614 urgently recommended the compulsory introduction of the Cargo Bay Life Support System for all spaceships in the **Federation of Planets**. It was not foreseen that pirates and slave traders in particular would actually welcome this well-meant recommendation. Hence the ICSC recommendation has yet to be successfully implemented in law.
Page 59

In order to transport injured pilots in your cargo bay, use the cargo menu on your on-board computer [page 37].

Where to buy: Pirate stations
Average price: 1600 Credits

.:.::.:::MINES

Despite the Boron Charter of Rights and other agreements on the welfare of the individual, the devastating space mines are still often used to secure factories and other installations. What makes these stationary bombs particularly dangerous, apart from being highly destructive, is their lack of a friend/enemy detection system - a feature which which can make them equally deadly both for allies and opponents. The mines can be controlled from you on-board computer using special commands. But be careful! All too often the last words of an careless pilot dealing with space mines have been "don't worry, I've got everything under con…"

CAUTION: Possession not permitted in the Argon and Boron territories!

Where to buy: Teladi, Split and Paranid trading posts and mine production sites
Average price: 8640 Credits

.:.::.:::MINERAL SCANNER

This expansion to the sensor array on your ship is indispensable if you are planning to build and extend mineral mines and you want to exploit the natural resources of asteroids. Using the [I] key or the Info menu on your on-board computer [page 40], you can activate the scanner and obtain detailed information on the type and quantity of raw materials present in asteroids in your sights.

Where to buy: Equipment docks
Average price: 21568 Credits

TACTICAL NAVIGATION SYSTEM:::.::.:.

The navigation map, which can be opened using the [NAVIGATION MAP] function on your input device or using [N], is basically a simplified, two-dimensional version of the Gravidar screen [page 28], which can be used to gain a rough overview of the situation in a sector But be careful - it is helpful to learn how to interpret the Gravidar because this provides advanced, life-saving information!

Where to buy: Trading and equipment docks
Average price: 512 Credits

POLICE LICENCES:::.::.:.

As the threat from pirates, smugglers and other enterprise saboteurs began to become serious, the Teladi first attempted to strengthen their military and civil executive forces to combat the threat. However, subsequent generations of lizards quickly realised that only an insufficiently small number of Teladis were prepared to put down their calculators to defend the company with weapons. So, Ceos Ilamaneos Lilandrya Ominares II the Great, in the year 629, made police licences available for purchase to anyone who wanted to protect their possessions. The initiative turned out to be enormously successful. The Argons copied this idea (Ceos Ominares tried charging a licensing fee, but was ignored), then the Borons, the Paranids and finally the Split adopted the practice. These days it is hard to imagine what the world of the **Federation of Planets** would be like without police licences.

For dealing with an enemy of a particular race from whom you have purchased a police licence, a specific sum is credited to you - and of course your reputation with that race is enhanced. But be very careful about who you shoot at - the police licence can be removed from you quicker than you can say "Split".

Where to buy: Trading docks for the race in question
Average price: 4320 Credits
CAUTION: This licence is automatically voided if you commit an offence against the laws of the race in question!

According to the unilateral split weapons moratorium of the year 600 [page 58] missiles do not come under the jurisdiction of the weapons control laws.

Select a missile using [M] and start it using [FIRE MISSILE] on your input device or [CRTL RIGHT] on your keyboard.

Where to buy: Trading posts, equipment docks, factories.

The types of missile differ on several points such as manoeuvrability, range, destructive power, etc. The following list provides only a rough classification of missiles into categories:

Type	Strength	Average price
Mosquito	500	192
Wasp	1000	576
Dragonfly	5000	1152
Bumble-bee	10000	2880
Hornet	50000	5760

.:.::.:::RUDDER OPTIMISATION

This expansion is used to make your ship more nippy and easier to manoeuvre. This is particularly helpful in critical battle situations. There is a maximum value above which no rudder optimisation is possible. This expansion can be used on different types of ship and depending on the total mass of the ship, you can achieve spectacular results. The technical and physical specification for rudder optimisation can be found in the ship's information [page 40] of your on-board computer.

Where to buy: Any trading post
Average price: Varies according to the expansion level

Xtension

SATELLITES:::.::.:.

Although radio technology beyond the speed of light was only developed and made available recently, it has spawned countless innovative uses that open up the control of space. Some of the most important new applications include the remote-control relay satellites. Still underestimated by shortsighted traders, the satellites are the most important tool for the strategic control of one's own trading empire.

Detailed information on a sector where you have positioned a satellite can now be obtained by selecting it using the Galaxy Map [pages 29 and 37]. As well as details on all the known and unknown objects in the remote sector, it is also possible to use the trading and cargo menus [pages 37 and 38] to carry out transactions via remote control where previously you had to be on-location. This expansion is an indispensable must for every serious trader lizard!

Where to buy: Many trading posts
Average price: 3840 Credits

SHIELDS:::.::.:.

There is a variety of shields which - as the special envoy of the Patriarch of Chin, Cho t'Nnt once said – "even the strongest is never strong enough".

What you need to remember is that not every shield can be installed in every ship. There is a maximum possible expansion level depending on the ship type.

Where to buy: Equipment docks

Strength	Type	Average price
1	MW	2880
5	MW	34560
25	MW	414720 Typically only for large M1/M2 ships!
125	MW	Unknown Only for very large ships and installations!

.:::.:::DIGITAL VISION ENHANCEMENT SYSTEM

Designed by the Argons during the Boron war, this system, based on an artificial gravitation line provided the fighter pilots with an advantage that should not be underestimated, because it enhances the detection of very distant ships. Later on, this system was also introduced into the commercial sector and developed further. Welcomed by pilots and traders, it caused concern amongst the Paranid priest caste which considered the "artificial third eye" to be a mockery of **holy three dimensionality**. Since the 113rd Paranid Council, this dispute has been resolved.

Activate the digital vision enhancement system using the [ALT-LEFT] key or the centre mouse button.

Where to buy: Boron and Teladi equipment docks
Average price: 3040 Credits

.:::.:::SINGULARITY TIME-DISTORTION DRIVE

This drive is based on the relativity space and time distortion phenomena, as observed in the vicinity of singularities when approaching light speed. The SINZA is an add-on for the normal drive and at full power can dramatically reduce travel time to a tenth of the original. A limitation of the SINZA is that only minimal course changes are possible during the time compression process. Large course corrections switch off the singularity time-distortion drive immediately. No undesirable side effects caused by the drive have been detected so far - except that the **Profit community of Teladian Banks** (PTB) has submitted a complaint to the **Interplanetary Court** due to the possibility of the unfair exploitation of interest rates.

Activate the drive using the [SINZA] button on your input device or the [J] key on your keyboard.

Where to buy: Trading and equipment docks
Average price: 144 Credits

WARP DRIVE:::.::.

Whilst you are experiencing new adventures in your Argon Buster in the coloured fog of the **Halmnan Aurora** and other locations in the X-universe, the most capable brains of all the races have been working continuously in the Argon shipyards to unravel the mystery of the warp drive of the Earth X-shuttle. But even the brightest of the Boron scientists, much to their dismay, have been as yet unable to figure out the puzzle that is the gate-less warp drive. How was it possible that this small, blue planet called Earth, cut off from the **Federation of Planets** for centuries, was able to develop such an advanced technology? The answer has yet to be uncovered. However the unrelenting research has had some level of success: Boron and Argon engineers have recently developed a reliable warp drive but it can only be adjusted for a known warp gate from any point in space. This is still a long way off the gate-less warp drive, but nevertheless it is an inestimable advantage that will rapidly bring the Teladi involved in the research many, many Credits. The warp drive will be commercially available - and sold by the Goners under license.

Although the principle behind the warp drive is unbelievably complicated, it is amazingly easy to use: open the main menu in your on-board computer using the [ENTER] key [page 34] and select "Warp drive" in the "Navigation" section. The list of sectors known to you will be displayed. Select your destination sector and press [ENTER] again. The choice of target warp gates will be displayed. Select your target warp gate and confirm it with [ENTER] once again. Warp drive will then be activated and the space jump initiated.

NOTE: Bear in mind that a few seconds may pass before the jump - therefore using the warp drive as a final option to escape an attack is not necessary a good idea. The drive also uses up an awful lot of energy; a sufficient supply of energy cells in the cargo bay is necessary to complete a space jump successfully.

Where to buy: Temple of the Goners
Average price: Unknown Credits

The add-on control jets (also known as position control jets and adjustment jets in space traveller jargon) can be used to give your ship a sideways thrust. This is very useful in many battle situations and other difficult flight manoeuvres. The stronger the effect of this expansion the nippier your ship is and the more easily it can be steered. Activate the control jet expansion using the [SIDEWAYS MOVEMENT] key on your input device or the right mouse button.
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Where to buy: Paranid, Boron and Split equipment docks
Average price: 5600

.:::.:::TRANSPORTERS

Another result of development work on the Earth X-shuttle is the expanded quantum transporter which modulates the entire quantum makeup of a living being into a carrier beam and transfers it over short distances (about 5 km). For a long time the Transporter was considered theoretically possible but impossible in practise. It is normal for the transporter to be used only for short distances, e.g. between two spaceships. This makes complicated space walks in space suits and the use of run-a-bouts a thing of the past.

To use the transporter, all that is needed is a ship fitted with this expansion. To beam yourself onto another ship in your sights use [SHIFT + E]. But remember that you won't be able to return to your ship using the same method - unless the destination ship is also fitted with the quantum transporter.

Where to buy: Temple of the Goners
Average price: Unknown Credits

.:::.:::DRIVE TUNING

This expansion can be used to increase the acceleration of your ship. For most pilots, it is standard practise to "tune" the drive several times depending on finance available, but there is a maximum limit for the number of drive tunes depending on the type of ship. Also remember that the difference in the final acceleration achieved by tuning can vary greatly according to the total mass of the ship!

Where to buy: Any space station
Average price: Depends on the expansion level!

TURBO-BOOST:::.::.:.

With standard **matter/anti-matter drives** (M/AM) it is often possible for individual particles to escape from the reaction chamber without being fully converted into energy. This is where the turbo-boost expansion comes in; surprisingly the turbo-boost originated with the Paranids under contract to the Borons. The turbo-boost uses special polarisation processing to ensure that all particles are converted into acceleration energy. The result is a much greater acceleration.

Unfortunately, there are two limitations which have been purposely integrated by the Boron developers to stop the turbo-boost being used as a weapon: Firstly, the boost continually extracts energy from the shields, which means that the safe use of this add-on is only possible for a short time before the shields fail. Secondly, the turbo-boost emits strong, undirected kinetic energy, which causes severe vibration and optical distortion.

Activate the turbo-boost using the [TURBO-BOOST] key on your input device or using the [B] or [TAB] on your keyboard.

Where to buy: Equipment docks
Average price: 640

TARGET-PROJECTION EXPANSION:::.::.:.

Generally known as the ZIPER, this permits the on-board computer to align with a target in the sights and to automatically adjust to its speed. The ZIPER is very popular with fighter pilots.

Activate the ZIPER using the [U] key on your keyboard.

Where to buy: Teladi and Split equipment docks
Average price: 38448 Credits

SECTION 8:::.::.
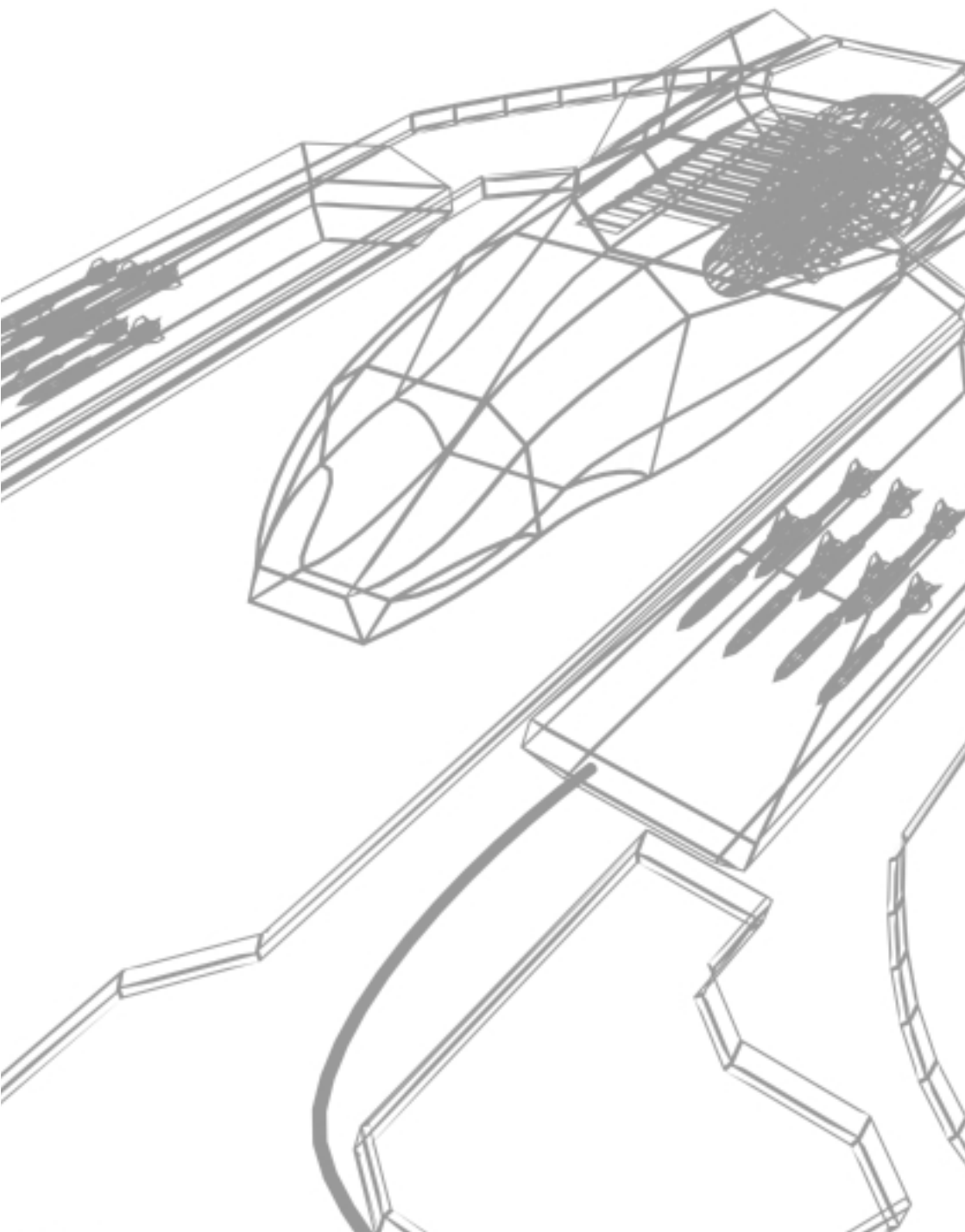
SHIP DATABASE:::.::.

Given below is a table of all ships which are currently in production by the shipyards belonging to the races in the Federation of Planets. With your space flight licence you can fly any of these ships, whether you have bought the ship legally, won it in battle or obtained it in any other way.

But do remember - this list only shows the ships that are officially active in the federation sectors. There are actually many more models, modifications and special ships from past and present which you may encounter on your adventures!

Class/Species/Type	Speed m/s	Upgrade by:	Accel m/s^2	Cargo space	Upgrade by:
TL: Argon Mammoth	12300	300%	1200	5000	-
TS: Argon Transporter	10550	200%	800	500	1500
M1: Argon One	5220	300%	80	-	-
M2: Argon Titan	14130	300%	1400	-	-
M3: Argon Elite	15400	50%	1600	20	200
M4: Argon Buster	12220	160%	1600	15	100
M5: Argon Discoverer	18140	500%	2500	10	50
TL: Split Elephant	12620	300%	1210	5000	-
TS: Split Mule	10800	100%	800	800	1200
M1: Split Raptor	5410	300%	81	-	-
M2: Split Python	13410	300%	2210	-	-
M3: Split Mamba	15410	70%	1510	20	200
M4: Split Scorpion	6641	150%	1610	15	100
M5: Split Wolf	24410	300%	5410	10	50
TL: Paranid Hercules	12710	300%	1220	5000	-
TS: Paranid Ganymede	10757	100%	800	600	1400
M1: Paranid Zeus	5710	300%	82	-	-
M2: Paranid Odysseus	29710	300%	5220	-	-
M3: Paranid Prometheus	21710	50%	620	20	30
M4: Paranid Poseidon	12710	120%	1620	15	100
M5: Paranid Pegasus	110000	300%	50200	2	5

Class/Species/Type	Speed m/s	Upgrade by:	Accel m/s^2	Cargo space	Upgrade by:
TL: Boron Orca	12160	300%	1230	5000	-
TS: Boron Dolphin	10316	50%	800	800	3000
M1: Boron Shark	5160	300%	83	-	-
M2: Boron Moray	34160	300%	7230	-	-
M3: Boron Eel	15160	50%	1630	20	200
M4: Boron Piranha	12160	250%	1630	15	80
M5: Boron Octopus	70000	100%	41000	5	5
TL: Teladi Albatross	12880	300%	1290	5000	-
TS: Teladi Vulture	10988	70%	800	400	1600
M1: Teladi Condor	5880	300%	89	-	-
M2: Teladi Phoenix	13880	300%	3290	-	-
M3: Teladi Falcon	15880	50%	1690	20	250
M4: Teladi Hawk	12880	150%	1690	15	120
M5: Teladi Bat	18880	300%	4000	10	50
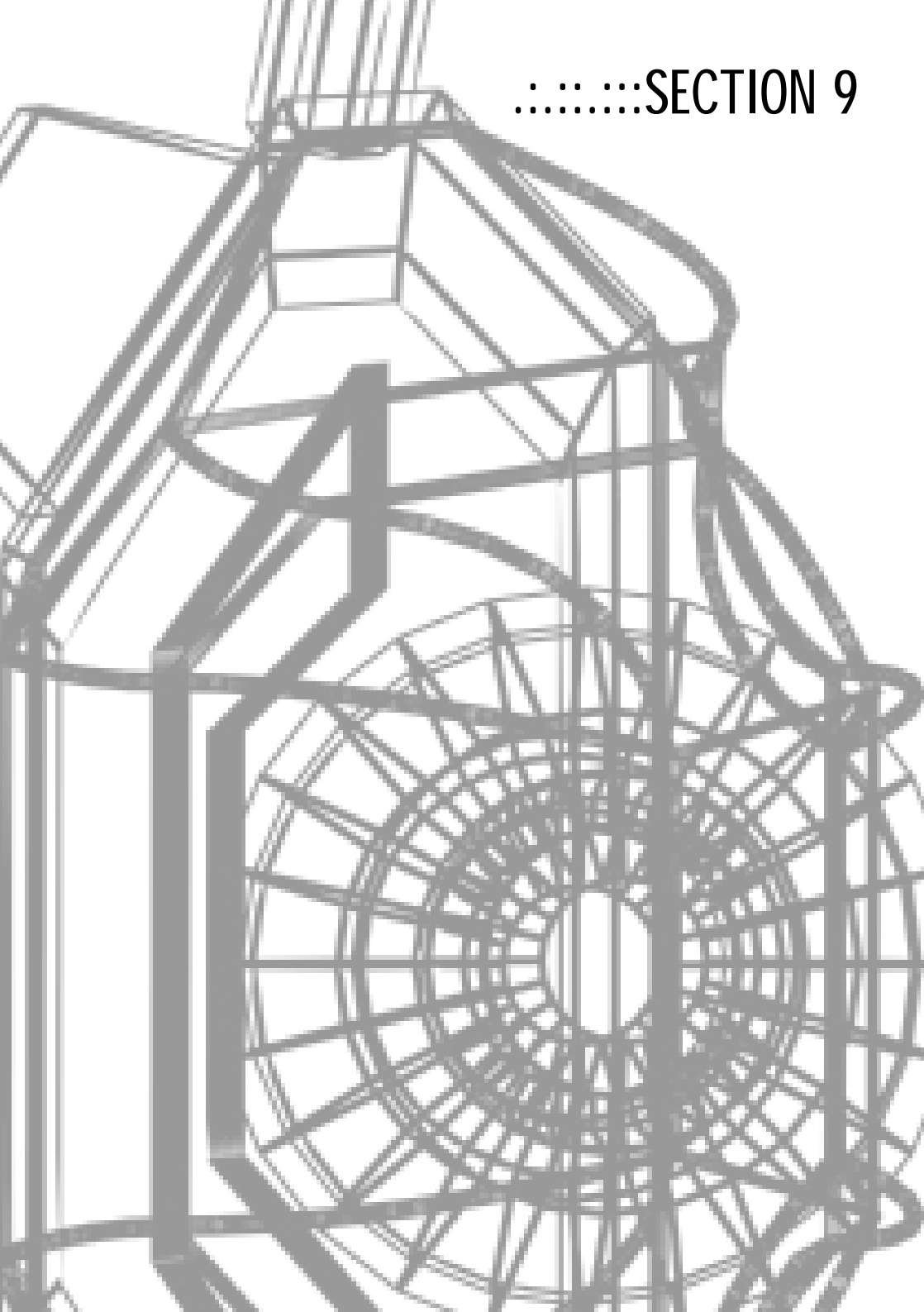
Re: Supplement to the Teladi Company Regulations

Oh freshly hatched colleague, you will only become a true trader lizard if you follow these rules faithfully:

1. **Begin modestly**: First trade in energy or Nostropol before you turn to other goods - it is always best to start small!
2. **Expand with care**: Invest in expanding the cargo capacity of your ship - but consider it carefully and don't go over the top!
3. **Large ship, large profits**: Don't delay in purchasing a class TS freighter once your line of credit permits - because a freighter is a Teladi's pride and joy!
4. **Follow diversification**: Trade in many different products and use the cargo capacity of your ship efficiently to minimise your risk.
5. **Collaborate to achieve more**: Form a trade convoy with several ships and make your name known in all sectors!
6. **Your own farm is worth its weight in gold**: Select a favourably positioned sector and create your own sunflower farm.
7. **Check demand or regret it**: Before building a factory, always check the demand for a product so that you don't end up regretting your decision!

pp
Bomandrolas Sisinfinos Niandeles VIII
SE Head of Sales

CALL TO THOSE WITH
A WILD SPIRIT:::.::.:.

Re: Final plea of the captured pirate leader Kyo t'Nnt

Does he wish to know how strong and steadfast I have become? I can tell him that, and all you wild pirate generations of all species should also listen carefully:

1. The opponents' weapons shall never be silent; this is why I fitted all my ships with the strongest shields I could buy with ill-gotten Credits!
2. Honour is for those who can afford it! When my shields were not yet strong enough, my weapons remained silent and I collected valuable goods and cargo lying around after battles. I simply waited at a safe distance for the battle to end then moved in.
3. I had two favourite ships for all my successful conquests: One was fast and manoeuvrable; the other had strong shields and impressive lasers.
4. Cowardly pilots who lost their ship in a skirmish with me knew that I would rescue them from open space. Maybe it was just because I could sell them at the slave markets for a handsome profit, who knows?
5. My great success will continue with my successors is my shield and laser factories which provided me with independence from all!

From the log of the Eleventh Chamber of the
Tribunal of the Federation of Planets
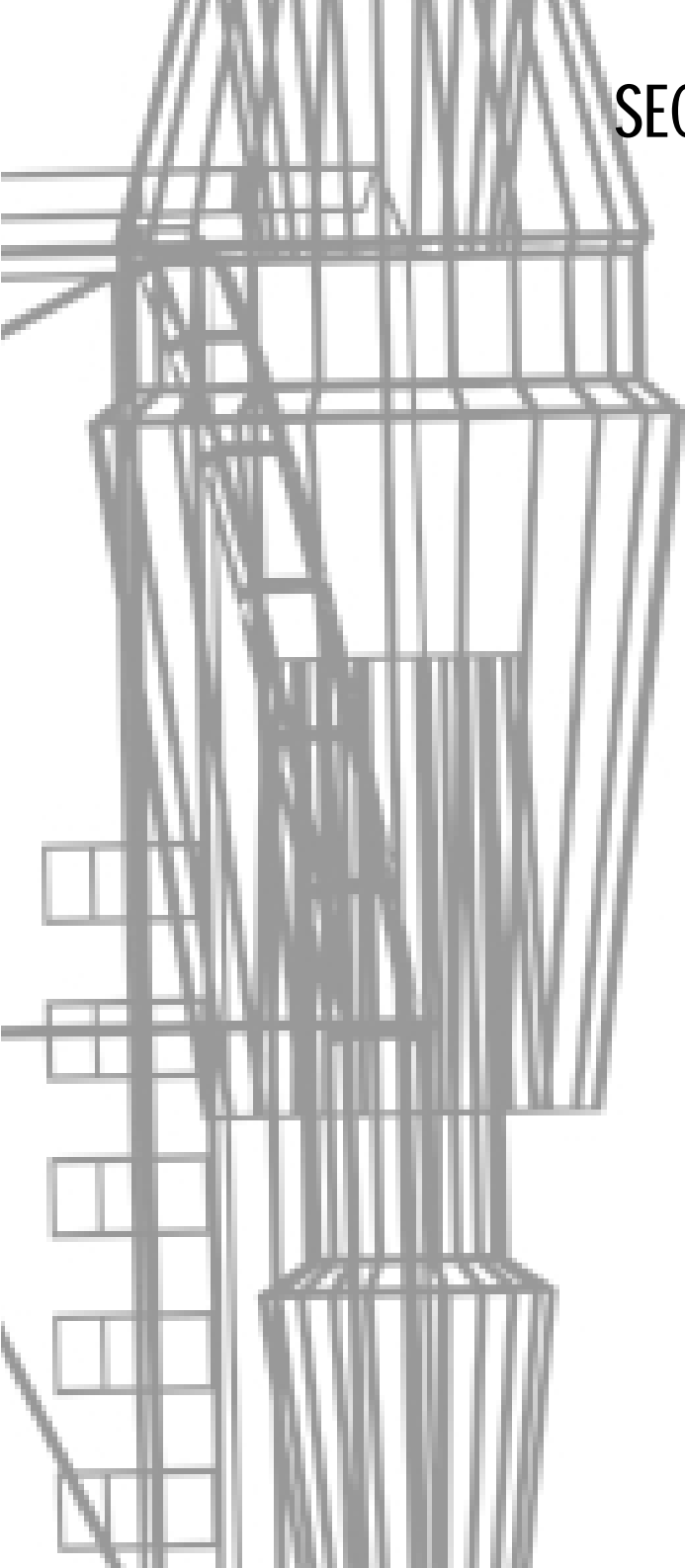
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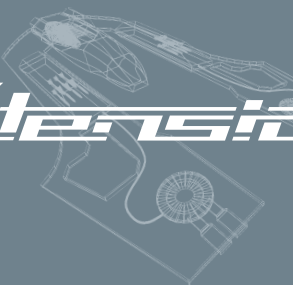
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