

SPACE TRADERS FLIGHT TRAINING MANUAL



**CREATED SPECIFICALLY FOR
THE ZX RANGE OF COMPUTERS**

Includes instructions, cheats, tips and information
on the greatest game ever made

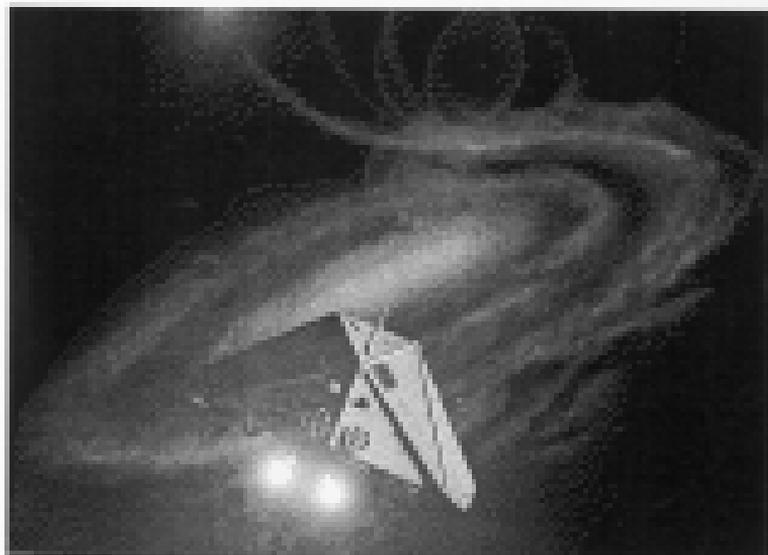
INTRODUCTION

Welcome to this booklet, designed specifically to give you the player the utmost enjoyment from the game files. Whether you have a copy of the game on tape or as an emulator file lurking on your hard drive, or even perhaps a copy of the Russian Elite 1 and 2, there will be something within these pages to help you along.

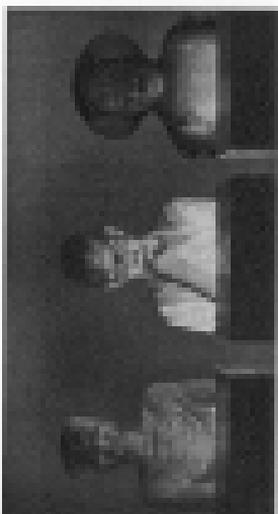
Elite will always have a special place in my heart as the first Spectrum I bought was a second hand rubber keypad 48K model which came with a bag of games, the best of course being Elite. People often said that looking your space ship was the hardest part of the game but for me it was that damned Lantok, that cursed piece of plastic that nearly stopped me from playing the game. It was a Finnish device meant to stop piracy. Yet while all the playground prates with their Multiface dongles could load a snapshot version of the game that bypassed the Lantok security screen

the unfortunate people who had paid for a copy were forced to squint tentatively through its window at some strange markings that appeared on their battered old portable TV. Oh happy days.

I live in hope that the GameBoy will one day perhaps get a fully working version of the game, or perhaps even some enterprising coder can convert it to the DS so I can get to play the game on dinner breaks at work or perhaps on some long boring journey. (In what I can't face another game of Tetris. What has surprised me is that the Sony PlayStation has never been blessed with the greatest of games. Even if it was just a straight port over from one of the many versions released and fogged at twenty quid I would be the happiest man alive, sat in front of my big telly with my illegal cache of cheesy Clinton and Black Sheep etc beside me. That would be heaven. If they can re-release stinkers like Sentinel Returns and Paperboy then why not this? There's no justice in the world. Come on Mr Bell and Mr Braben, how about it?



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Copyrights and Credits

Original program by LARI BELL and CHRIS BRADEN. Spectrum programming by: N. JIM PHOEN, B. M. A. PUGH, M. INGLETON, P. MOONAN. Conversion by Torus Ltd. Title screen by: Tom Stone. Instructions based on original material by: Kochhoff. Cheats, facts and tips and general facts from back issues of British User, the British Games Database, the Spectrum Online Forum and my memory.

LOADING SLITS

IBM owners type LOAD* and press ENTER and then press play on your tape recorder.
IBM owners highlight the TAPE LOADER option from the start menu and then press ENTER.
Now press play on your tape recorder. Emulator owners should read the instructions supplied with the emulator if available.

GETTING STARTED

When loading is complete, you will see a loading screening. This is a Color Mini, identical to the one with which you are equipped. Ignore the "Load New Commander (NEW)" query and press the SPACE KEY to move on to the second title page. If you are playing with a joystick you should now move the joystick left, otherwise press the SPACE KEY again.

The game has now started and the screen shows a page of information describing the current game situation.

HOW TO ACCESS THE CASSETTE

While hooked at a space station, you can save your game position to cassette. When a position is saved, it automatically becomes the position from which any new game starts (the default position).

While hooked, press the SYMBOL, SHIFT key, the cassette menu row will be displayed.

Press 1, 2 or 3

1. Load New Commander

You will be prompted for a filename. After a successful load the second title page is displayed.

2. Save Commander -Status-

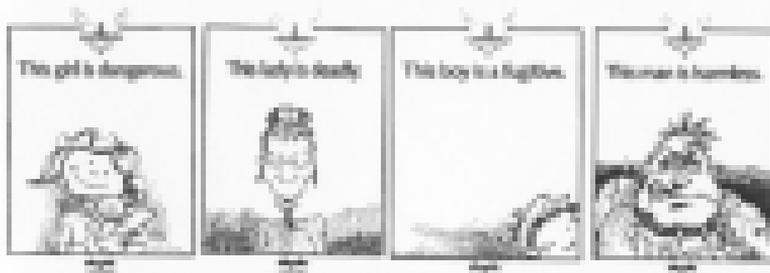
You will be prompted for a filename. After a successful save the status page is displayed. The Number displayed during the save is the security code that should have been used for entry to the protected file competition when the game was originally released.

3. Exit

This menu will also be displayed if you press the 1 key in the response to, "Load New Commander (NEW)"

SAVING (USING AN EMULATOR FILE)

If you don't consult the documentation supplied with the emulator, the exact solution will probably be to save the game as a .286 file to be loaded again at a later date. When you then come to play the game again load that file onto the original. Also make a note of what you saved each saved .286 file so that you don't accidentally save over the wrong one or delete one by mistake. This could be tragic if you have spent hours playing the game and amassed a lot of goodies.



SPECTRUM CONTROL GUIDE**Space Flight Controls**

Anticlockwise roll	M - or joystick
Clockwise roll	MI - or joystick
Dive	E - or joystick
Climb	E - or joystick
Increase speed	SPACE
Decrease speed	SYMBOL SHIFT
Front view	1
Back view	2
Left view	3
Right view	4

Space Combat Controls

Fire laser	A - or fire button
Target missile	T
Fire missile	F
Ungun missile	U
SCM	E
Energy beam	W
Energy capsule	Q
Docking computer on	C
Docking computer off	O

Navigation Controls

Hyperspace	H
Intergalactic jump	G then H
Distance to system	D
Cursor moves home	B
Cursor cross control	N, M, S, X (left, right, up, down)
Galactic chart	I
Local cluster chart	O

Trading Controls

Launch from station	1 - only while docked
Buy cargo	2 - only while docked
Sell cargo	3 - only while docked
Equip ship	4 - only while docked
Galactic chart	I
Local cluster chart	O
Data on system	F
Market prices	K
Status page	L
Inventory	ENTER
Find planet	R - only while docked

Game Controls

Turn Jump Drive	J
Freeze game	CAPS SHIFT

Continue game	SPACE
Initiate save while docked	SYMBOL SHIFT - only

Other Controls

Note: These controls can only be used when the game is frozen

Keyboard recentering toggle	R
Keyboard damping toggle	D
Keyboard/ joystick toggle	K
Reverse joystick	Y - Y direction only
Reverse joystick	B - both directions
Sound effects off	O
Sound effects on	S
Start new game	I

The keyboard recentering toggle R will disable and re-enable the recentering in roll and directional control. When recentering is enabled, a small amount of climb (or clockwise roll) cancels any dive (or anticlockwise roll) and vice versa.

The keyboard damping toggle D will disable and re-enable the automatic damping of a roll, dive or climb while in keyboard control.

The B key will reverse both directions of the joystick enabling it to be held either way around. The Y key will reverse the Y direction only so that pushing the joystick forward will result in a climb and pulling it back will result in a dive; roll will not be affected. The B and Y keys can be used in conjunction.



Space Tracker Flight Training Manual

INTRODUCTORY DATA

Welcome aboard the Cobra Mk II trading and combat craft. The ship has been supplied to you by Fusion Jet-Liner Spaceways, by arrangement with the Galactic Co-operative of Worlds whose Space and Interstellar Trade's license you have just successfully completed. The great flight manual supplied with the craft is designed to familiarize you with all aspects of space flight, combat and trading, and we hope that it will be of use to you.

You begin your career, your ship equipped with a single forward firing pulse laser, 2 homing missiles, 7 light years-of-fuel, and the sum of 100 Credits (CF), ready to embark from a space station in orbit around the planet Lave.

The Cobra Mk II is the best of the medium-range, medium capacity fighter-traders, and is an ideal ship for new-traders, men-in-charge, fleet-defenses, or new-combatants who will constantly need to finance the cost-of-war armaments and new-combatative equipment.

The ship is lighty maneuverable, has a good G-loading factor during hyperspace travel, can hold sufficient Quantum fuel for a 7-light-year single jump and has fuel state Trading Systems Link for use at space stations. Further, it is protected by Dual-Damion Energy Deflection Shields, powered by 4 energy-banks, and has a powerful, variable pulse laser mounted on the forward fuel segment. Flight controls are elegant and simple, and the bridge is equipped with both AutoCover and Thrustspace Grav-Glides communications systems. In its support facilities are varied and flexible to ensure maximum comfort during trading or hunting operations.

Five licenses are issued only at the planet Lave, and it is likely, therefore, that you are now stocked at a Galactic station to what assure that particular work. Lave is a rich, agricultural dominion, but is essentially safe world of which to begin your interours. Galactic and the Lave Authorities allow position-trading and departure rules to all their space stations/ports, and you would be advised to take advantage of the facility.

INTERIOR OF A-COBRA MK II

The Cobra is essentially a single-pilot trade-ship, but has been designed to support a second person, provided that person is of ordinary human or humanoid dimensions and physiology. The ship itself consists of the main areas:

The cargo hold fills the bulk of the mid-space area, and the cargo-bay doors open downwards. The capacity in an unmodified Cobra is 20 1-tonne-caracters. Extra cargo space may be acquired by extending the cargo bay, which does not affect maneuverability. Tonne caracters (TC) attach magnetically to the cargo-arms within the bay, and 2 AutoStorages occupy the central space.

The bridge has seats for pilot and co-pilot, a MedMon-Center, entrance to the escape pod, descent well to living quarters, communications console, spatial sub-limiter, Ram-Jack supply base, attachment facilities for AutoCover System and a hand-weapon-holder. The main seat is occupied by the scanner screen, navigation-console and main systems-monitors.

The main center houses the directional thrusts, the System Space-Kruger "lightfast" motor, and the engine Thrust-Space drives. Also here are the rear laser housings, the ROM supports, the Damion shield-generators, and energy-banks, and the Warp-Space fuel-containers (pulsium). There are both internal and external access panels. Radiation level is high.

The living and hygiene section is below the main-bridge, and reached through a descending gravity well. Two bunks, food dispensing facilities, waste disposal (including high-tox copper neutralizer for humans), Synthesizer metabolite, and vitals.

The equipment level runs throughout the ship, and houses all energy tanks for lasers, plus the waste tanks, with disposal shafts to the lower hull. The communications centre is here, and the escape pod (with a separate entrance from the bridge) life support systems, oxygen tanks (two) and all water meters of PassEnvironment for emergency use.

The STATUS PAGE

The "Present System" refers to the planetary system which your ship is currently in, while the "Hyperspace system" refers to the system into which the hyperspace is locked.

"Legal Status" refers to your Galactic Police record. If this is CLEAR you have nothing to worry about, but if it is OFFENSIVE or, still worse, is FUGITIVE you are likely to be attacked by police ships.

The "Rating" is a dispassionate assessment of your performance in combat so far.

Current cash and fuel are also displayed, along with a list of ship fittings.

The status page is always retrievable by pressing L.

YOUR PATHING AS A COMBATERS

To become an elite combatant requires great skill and great patience, because expert trading is essential before the necessary more powerful armaments and equipment available to the Cobes can be bought: beam lasers, more missiles, energy bombs, a docking computer, galactic hyperdrive, etc.

As you sail through space between the stars, and as you trade, you will see with your combat rating. You will begin as **NAIVE** (55). If you commit your first criminal you may be reclassified as **MIDLY** (**NAIVE** 125). But as the time (500) to a status level that reflects a growing talent for **COMBAT** you will have to engage many different ships, in many different situations, in the System Space of many different worlds. You will be classified as **POOR**, then **AVERAGE**, then **ABOVE AVERAGE**, then **COMPETENT**. Then you will become **OVERPOWERED**, then **CRIMINAL**. At the end, a few will become **ELITE**.

Your life are photographed and transmitted by TG-CamDirect to the nearest GalCop Federal Law Centre. Your rating as a combatant will increase in direct proportion.

Fly your Cobes craft wisely and carefully. Remember: other pilots may be attempting to increase their own combat rating by attacking weaker innocent traders, or police ships (the ships of the GalCop/Police Force). If you resist in such battles (or if your adopt the fast-profit routine and trade in illegal goods) then your combat rating may rise, but your legal status: **CLEAR** → **OFFENSIVE** → **FUGITIVE**, will make you Public Enemy Number One with the Federation Crime Monitoring Authority and you will not be left alone.

NAVIGATION AND FLYING

NAVIGATION

The Galactic Co-operative is only one - although the largest - of several planetary federations, and maintains trade and diplomatic links with over 3000 planets spread throughout 4 galaxies. The political profile of a planet is an important navigational consideration as many are in the state of anarchy and are unable to visit in poorly equipped ships. Important too is its economic profile, as will be discussed in the section about trading.

Navigational strategy depends of course upon your aims in life. If you think you have what it takes to become elite, you will need to chart your path through the galaxies with care and great precision. You will wish to equip your ship as fully and as early as possible. You will, therefore, need to study

The leading section of this manual is that you can work out a profitable trading route in order to be able to afford the weaponry you will require. You will have to make decisions about how dangerous a life you wish to lead; in general, the more risks you take (travelling to dangerous planets or trading in contested goods), the faster you may equip your ship but the quicker you will be killed. You will discover that life in the *B* galaxy is a question of fine balance. Although it may seem at first that indiscriminate salvage is a soft option that improves your rating, after all, as your skills and experience of trading in space mature, you will quickly discover that piracy is a short-lived career.

Success in this context is a means of talents, combative, certainly, but thinking and decision-making talents too.

Here you are introduced to all the controls which will eventually be available to you in developing a route through the *B* galaxies.

NAVIGATIONAL CONTROLS

It is important that you do not press the *F* key for the moment.

Selects a chart. (S) This chart shows all registered worlds within the galaxy, and indicates your own Co-ordinate position. The star cursor may be used to scan the shown worlds for potentially lucrative trade sites.

Use the joystick, or cursor controller, to move the small cross over to one of the dots, and hit *F*.

Worlds list. The Civil Space Authority takes no responsibility for the accuracy of the information registered here, but the leader may gain some idea of the relative wisdom of trading with the world whose data is displayed. The information shown is distance, type of main life form, degree of agricultural or industrial development, with industrial and technological level displayed on a scale of 1-10. The government type, ranging from Corporate State to Anarchy, will be a strong indicator of the danger of trading with the system.

Use *L* again to return to the chart and acquire information about some more planets.

The larger of the crosses on the chart shows where your ship is and the circle shows how far it can jump with its current hyperspace fuel.

R returns the small cross to the larger one.

Local navigational chart (C). This is a high power chart of all planets in the immediate vicinity of your starting world. Since the Coors-ship has a maximum single *R* jump range of 7 light years, the target world must be chosen carefully. The target cursor, used in conjunction with the reference list, will indicate dangerous or likely worlds for trade.

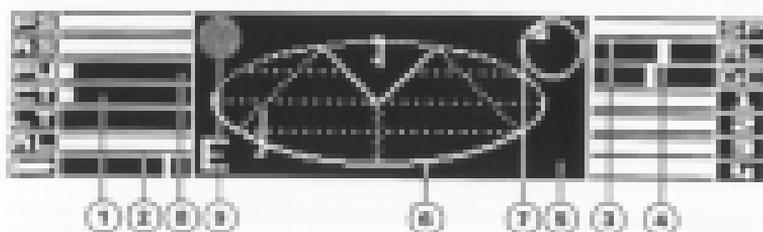
If the circle moves off the screen, use the *B* key to bring it back. Notice also that the *B* key will tell you how far away the system is from the small cross.

A COROLIS SPACE STATION

Every world registered with the Galactic Co-ordinator has several Corolis space stations in orbit at various altitudes. Corolis stations are "neutral" territory, controlled equally by GalCop and the Planetary Government.

A new dome-shaped design (the so-called "Orbit" stations) is replacing the Corolis design in the more advanced systems. Corolis stations are hexagonal in approximate shape. They run along a single axis running vertically from the planet below. One side of the station always faces the planet, and it is on this facet that the access tunnel is located.

CONSOLE READINGS



Items to the left of the flight/gal scanner)

1. (T) Cabin temperature will increase and the console register this when your ship flies too close to a sun.
2. (R) Altitude: Your altitude above your destination planet can be crucial. Flying too near its surface will be fatal. (Flight/gal scanner)
3. (E) Forward velocity should be maintained at maximum on planetary approach, and minimal for final docking.
4. (R) and (C) Display alert bar indicators show right/left red and stop/dock status.
5. (E) -E refers to the space station and indicates that you are on target for it and within its protective range.
6. Flight/gal scanner: This sophisticated instrument displays a three-dimensional view of space in the immediate vicinity of your ship, seen from a point behind and above it. The precise position of any ship within its range can be projected. (Items to the right of the flight/gal scanner)
7. Compass (upper right corner of scanner). This instrument first picks up a target planet while it remains out of range of the main flight/gal scanner; when the planet's space station nearest to you comes within range of it, the compass picks up that instead. When the dot is small, the ship is behind you; when large and in the center of the compass circle, it should be visible through your front viewport.
8. (Fu) Fuel level
9. Status indicator (upper left corner of scanner). If this indicator is green, all is safe. Yellow indicates a possible danger. Red is immediate danger. Flashing red indicates critical danger. Danger could be an enemy craft, getting too close to a sun etc.

WARNING FOR YOUR TARGET WORLD

Hyperspace and Related Controls

Having left the space station you will be in the cold above the planet. Low, steady at low velocity. Decrease your velocity to absolute minimum before setting the ejection console for Hyperspace jump.

During space flight, only 1, 2, 3, and 4 provide access to views all around your ship.

Use 1 or 0 to display a chart (galactic or local, respectively), and move the smaller cross to choose a target planet; press 1, then 0 or R. After a short delay, the hyperjump motors will engage.

On arrival in a new planetary system, after transit from hyperspace, you will find yourself at some distance from your target world. This conforms with GC Flight/Law.

Even in the safest systems there can be unseen dangers, and you will be well advised to approach

will space, and the safety of the space station, as quickly as possible. Increase forward velocity to maximum. At the point you can take full advantage of the Tonus Jump Drive LE, The Tonus Jump Drive does not function (because of interference patterns) if there is another ship, a planet or a sun in the immediate vicinity.

Even your ship's computer will pick up the beacon signals of the nearest orbital space station and will re-engage the compass to track that vessel if the target passes. Once the Coloss is within scanning and protective range of the Corolla station, the flight grid scanner will begin to track it. Its own defenses are now available for your protection. The scan console will register the letter "D" as long as the space station is within range.

Hyperdrive Access Galaxies

The intergalactic hyperdrive is expensive and can be obtained only from planets of Tech level 10 or higher. It can only be used once, and will take you to a system in a whole new galaxy (i.e. a new I mass). There are 8 such galaxies and making it jump will return you to your starting galaxy. The Inter-Galactic Hyperdrive is engaged by pressing G then H.

DOCKING PROCEDURE

Docking with a Corolla space station is never easy, unless the ship is equipped with an automatic docking computer (in which case C will activate D). The Navy Training Manual recommends the following approach and dock sequence.

Locate the Corolla station and approach it. The entrance tunnels to all these stations face the mother planet. Fly up to the station and then in towards the planet (monitoring altitude carefully). Following a half-orbit you will see that your ship is aimed towards the entrance.

Approach the final moments of docking at **DEAD SLOW SPEED**. Failure to dock cleanly can be fatal but may simply result in your scraping the sides of the aperture, with consequent loss of defensive shields and quite possibly your cargo. Manually control the Coloss's roll motion to match the rotation of the Corolla station. The entry path must be as nearly horizontal as possible.

If docking is successful, the protective field across the station entrance is penetrated, and a break pattern appears on the screen. Berthing is handled automatically.

Docking protocol and Other Board Regulations, are numerous, and are available in the DC Desk and System Space Code, published by Federation Planet Bureaus.

INTERPLANETARY TRAVEL

INFLIGHT COMBAT

COMBAT PROTOCOL

Not all ships in deep space, even small fighters, are pirates. Most ships will respond to hostile action with hostile action. If you attack a pirate ship or trade in combatant goods (see Trading), your legal status will be changed to OFFENDER, or worse fighter. If you destroy pirate ships, or Terrorist vessels, (or asteroids) you will receive a hourly payment. If you shoot at the Corolla space station, its own defensive ships (Viper class fighters) will attack you.

MANOEUVRING

The Coloss battleship is fast, and has a very tight turning circle (though less tight at full speed); it is an ideal combat ship against small packs of enemy vessels. It will outturn many attack craft by speed alone, but it will not outturn a missile, spinning, fast-stow, and duck-and-weave manoeuvres are very effective against the larger, less manoeuvrable ships when they attack. If sudden decreases in speed followed by a tight 180 degree turn and an increase in velocity will often give you a big advantage over pursuing enemy craft.

EDGE OF DANGER

If you cannot make an Intercept-Jump (jump 2) towards the planet, there is a ship in the vicinity. It could be dangerous.

If the status screen, during flight, shows YELLOW or RED, prepare to engage in combat.

Flicking screens on any screen mean that the is coming in.

Lower the striking the offensive shields makes a light screeching sound (listen for lower the striking the hull shield). Through damaged screens it makes a low, screeching sound. DANGER.

An incoming missile will be detected, tracked, and a warning message flashed on main screen.

Some star pilots are braver than others and pilots ships may break off and out in the face of stiff resistance. Some appear to have no fear - in particular Thargoid vessels, whose captains have had their fear glands surgically removed.

LIKELY ENEMIES

Lots-and-lots - such as Colon-pilots - are consistently at risk from other threatening types. An understanding of other enemies, particularly, and bounty hunters is essential.

Bounty Hunters

Unless you have achieved FUGITIVE status, and especially if you are highly ranked as a commander as well as being a criminal, bounty hunters will not bother a ship as insignificant as a Colon 500. In fact, many bounty hunters favour Colon-Trade-ships as they make an excellent disguise. But the real hunters stay close in the stars, and highly-efficient. For its Laser Light-speeder, in which they live for months at a time, Bounty hunters can always be found outside DMZ Space, especially around worlds classified as "dangerous". They are invisible if combat rating, DANGEROUS or ULTIMATE. Bounty hunters rarely identify themselves to passing ships, and if detected too closely will usually kill.

Private Vessels

There are several ways of identifying a space-going ship as "private owned", and this is essential since pirates and smugglers will take any ship for their purpose, from an ship to a massive Pyron. Pirates exist everywhere in the galaxy, but cluster mainly around unstable GalCorp worlds, especially worlds on or in a local or distant system.

Small ships hovering very distant from a planet are pirates. Large ships accompanied by a number of small fighter types are pirates. Ships that refuse to acknowledge identification signals are pirates. Around worlds run by autocracies, or clans, pirates will very often have been part of recent trade ship stores. Piracy is a huge and complex business, and any life supporting leader will learn the tell-tale signs of pirate presence.



Police

In a Co-operative of worlds as complex as the 2000 planets of the GalCorp, the police can be as numerous as they can be helpful. The typical police vessel is a Type 201 Class Patrolship, which is very fast, and very manoeuvrable. They are on constant standby at every Corridor and Colon space station, and will often - a patrol, or a light leader - within seconds. They do not make arrests, they destroy. There are different police departments serving different purposes - narcotics, space-Chamberlain, psychotic shooting, piracy, slave trading, etc. - but all have small fleets of these very fast ship-jets out.

Thargoid Invasion Ships and Thargons

The Thargoids are humankind's deadly enemy, and throughout the 8 galaxies there are at least 50 war zones between humans and Thargoid. The highly-technologically advanced insectoid race is one of us with 11 other spider-gang lifeforms.

All Thargoid combaters are ruthless in combat, and some may be comparable with elite status human combat pilots.

Though most of the Thargoid Space Fleet is currently engaged by the Galactic Navy in their cosmic Space, a few of the smaller battle ships make occasional destructive raids into human space. These ships are extremely fast for their size and inevitably have anti-missile (ICM) Systems.

Additionally, most Thargoid battle ships carry several small, remote-controlled "thargoid" inter-raft craft equipped with a single, but highly advanced, pulse-beam. The Galactic Navy are developing their own deep-space beam-raft, and rely a large bounty for any thargoid craft that are brought to them.

(NB) Body-of-Thargoid invasion craft destroyed is very light. Thargoid battle-crafters believe in 50-50 to "lose" in 50th-Space (Paper-space) and destroy through-raising craft).

OTHER SPACE TYPES

Rock Harmits

Probes, spying bounty hunters, or planetary extracts, who create living space out of asteroids. They usually choose large asteroids, and set up signal beacons to warn off miners. Sail-rafts probe Rock Harmits, but since most of the asteroid is hollowed-out, there is little advantage to be gained by "mining" their empty.

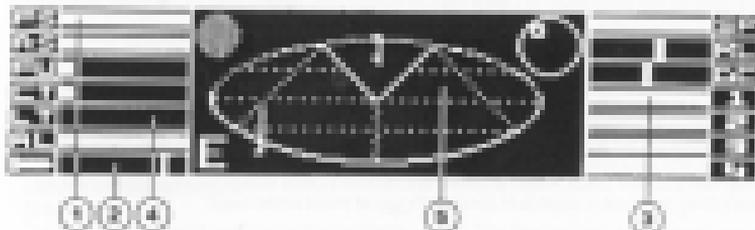
Generation Ships

Before the development of the W6, this Space does in all its various forms, interstellar travel occurred in large, self-sustaining environmental ships - Generation Ships - most of which have now been logged and their progress monitored. There are more than several thousand of these interstellar vessels ploughing their way through the galaxy, some of them into their 30th generation. The penalty for interference with such a vessel is staggering.

Space Designers

These immense factory ships are to be found wherever there has been a war, or a Thargoid invasion, or a natural catastrophe. More than long mining, the designers are a life-form in themselves. The Designers are huge cities in space, feeding off debris and minerals. Heavily armed, and with fleets of reconnoitered fighter ships, they are to be avoided at all cost.

COMBAT CONSOLE



1. (P & M) Defensive shields take power from hot energy bank sources, hot and off.

3. (Master) Missile status depicts the number of missiles on board and whether they are "targeted" (green) or "untargeted" (black) or "locked and ready-to-fire" (red).
3. (2.2.4) Energy tanks will rapidly drain if opponent shields are taking excessive fire. Using lasers or an ECM System will use-up their resources. When the fourth tank is tapped, an ENERGETIC LOSS message will flash onto the screen. Eventually, in extreme circumstances, the tanks will be automatically replenished by surface radiation absorption.
4. (2.7) Laser temperature will rise during continuous firing of the ship's lasers. As the central cooling overheats, a laser will temporarily shut-off rather than destroy the system. (Flight-arc warning)
5. The 3-dimensional scanner operates in such a way that you can pinpoint a ship above and below yours, as well as to the front, behind or to the sides. The vertical bars show the clarity. (Bar to the right of the scanner)

AGGRESSIVE WEAPONRY

ITEM - TECH LEVEL - PRICE/COST

Fuel - Always - Varies
 Waste - Always - 50
 Large Cargo Bay - Always - 400
 ECM System - 0 - 800
 Pulse Laser - 3 - 400
 Beam Laser - 4 - 1000
 Fuel Storage - 8 - 500
 Storage Capsule - 8 - 1000
 Energy Bomb - 7 - 100
 Extra Energy Unit - 8 - 1000
 Cooking Computers - 9 - 1000
 Galactic Hydrogen - 10 - 5000
 Mining Lasers - 10 - 800
 Military Lasers - 10 - 10000

LASERS

Pulse lasers are initially housed only in the front of the ship, and so no-right-angle attacks rear or side views will result even as you have sufficient credits from combat and trading to afford lasers for these mountings. As an after-act, with sufficient-Cash you will also be able to upgrade pulse-to more powerful beam lasers.

The Cobra retro-protection console accommodates a single laser for bay (2). Prices will probably use the full bottom of course. Even fully equipped only one laser may be fired at a time. It's laser overheads will not fire (decrease the laser temperature bar).

Lasers are the principal armament of all space fighters.

Pulse lasers will be offered for sale at planets of Tech level 3 or above (see Trading). Beam Lasers will be offered at Tech level 4 or above. If a beam laser replaces a pulse laser the price of the pulse laser is refunded after the beam one has been fired.

Pulse Laser Specifications: Ingram Model 1010A4 Pulse Laser is recommended for all planetary laser mountings, but is especially effective for rear-shooting. Fires intermittent laser "puls" 8 inches in length, with a cycle rate of 1500 Pps/M. The barrel is of high grade titanium alloy, lined with tempered Du-Corin Glass. Power provided directly from inverse energy tanks contained in high ship's orbits. Each 100 is capable of passing 200mw of Flow-Locked matter.

Beam Laser Specifications: Ingram Model 1010B4J is highly recommended for front shooting. Beam lasers fire continuous-laser strands, 10-15-150 in parallel. Barrel is Titanium + lined with tempered glassplate, and as with the 1010A4 Pulse laser, power is provided by main ship box.

Beam lasers are capable of slicing through 4 (four) ft. walls.

Military lasers are the very height of sophistication. Costing fifteen times the price of a pulse laser and available only on planets of Tech level 10, this an extremely effective piece of hardware.

(See also Military Lasers under Non-Combative Equipment)

Military Laser Specification: Range and penetration equal as effective as the Ingram Model M10000 beam laser. This is Lance & Fernan's entry into the laser market (rather known for their highly effective and relatively cheap missile systems, in the military laser they have in effect created a whole new laser market). The LFM 6174 current computer-aided model and comes with excellent sights.

MISSILES

Missiles are always available, whatever the nature of your destination world (though no more than four may be carried at any one time). They are extremely effective weapons and are carried by the larger war ships. Your ship's computer will warn you when one is fired at you with a message on-screen. Unless your ship is fitted with ECM (see below) you will have to not intercept the missile, which will home in on you automatically. If a missile hits you, it can almost completely destroy a fully shielded ship and, if your shields and armor are low, they will be low.

Before a missile can be fired it must be locked onto a target. When fired, it will home in on that target and destroy it, unless your shields successfully takes on of the projectiles described above. The missile launch mechanism is very reliable and fairly easy to use. Missiles can be locked onto targets in any view (1, 2, 3 or 4).

The targeting sequence is engaged by hitting the F key. The square missile status indicator on the navigation console will flash light green. When any possible target enters the cross-hair region the missile will lock onto it, the missile status light turning red. A beep will sound to inform you of this.

The F key will then fire the missile. The G key (Status) will show the sequence at any time before firing.

Missile Specification: Lance & Fernan Homing Missiles (six) are now recommended for all small class trade-combat ships, but can be fitted as part of a mixed-design weapon rack. LF missiles have 25-100 guidance systems, and optional manual directional control overrides. Forward packed with Terminal 4 explosives, and the war is invulnerable to all known countermeasures, except ECM systems. Capable of Megajoule Destroy Force 7. Prototype first used in 2487, during Inman tests.

ENERGY BOMBS

An energy bomb will be offered for sale at a planet of Tech level 7 or higher, and can be used only once. It is activated by the M key and will destroy all other ships, asteroids, and missiles in the vicinity.

Energy Bomb Specification: Mature Fandom Self Homing Energy Bomb (available at Tech Level 7 worlds or higher) is a tactical weapon capable of Megajoule Destroy Force 15. Has heat radius of 500m. Developed by Kisu-Kisu Industries for multi-role combat using "touch-and-leave" techniques.

DEFENSIVE MEASURES

Safety Zone

The Outer Space Authority Controls Space Station is safe. The Station's own defenses will come to your immediate assistance. Entry to safety zone is signalled with below the compass.

Shields and energy banks

Your ship comes equipped with five and six shields and energy banks. The shields protect your ship from aggressive fire, and will be recharged from the energy banks. Consider the wall-hung energy banks. Once a shield is depleted, energy banks will recharge shields so that shields will use energy directly from the energy banks and may even destroy items of cargo or ship fittings. When all your energy banks are empty your ship will be destroyed. Using both or an ECM system will not deplete your energy banks.

The ship's computer will keep you informed of any damage to your ship and will also warn you when energy levels are dangerously low.

An Extra Energy Unit may be fitted at planets of Tech level 8 or higher, and doubles the energy bank replacement rate. This is the energy unit with the copper substructure. No other unit looks like it, or acts like it.

Defensive Shield Specification: The shields consist of five-tones flux units of Zeman-charged sub-particles. They are weakest where the beam and missile tubes pass through the ship's hull, and along the central ship-bank where the two shields overlap, and react to stress ions.

ECM

An ECM System (Narrow Electronic Counter Measures System) is offered for sale at Tech level 7, and may be used any number of times given sufficient energy replacement. When activated by the E key, ECM detects all missiles in your vicinity - including any that you have fired. Some enemy shot, especially lasers, will leave the and may use it against your missiles. Your ship's computer displays an E on the console when it detects ECM broadcasts.

Anti-missile (ECM) System Specification: Plotted Magnetic "wipe-out" using ion-optical theory developed by Bill and Bobbin on a unique ECM Electronic Counter Measures System use multi-charged particles of interplanetary elements that, releasing their latent energy and setting up expanding nuclear flux chains.

ESCAPE CAPSULE

An escape capsule can be fitted in place of your cabin at any world of Tech level 8 or higher. If it is that fit during combat the capsule will be jettisoned from the ship, be automatically inflated by its internal world and will travel safely to a nearby space station. Your cash will be preserved but all your cargo will be lost.

However, the item comes with a widely recognized insurance cover which will guarantee you a new Cobrin Claw ship, equipped in like manner. The contents of the cargo hold are exempt from this protection.

Since the unique IC signature of a ship's hull is used to file police records, abandoning your ship in this way will have the effect (unfortunately reported as much by genetic engineers as laser victims) of obliterating your police record.

You may see an escape capsule leaving an enemy ship. This will not harm you unless you crash into it.

Escape-Capsule Specification: Recommended model is the Keenan Fielded LBC 7, which can support two human life-forms for seven weeks, in moderate Superspeed Air state.

NON-COMBATIVE EQUIPMENT

Fuel

Fuel is always available. You can refill your tanks to full (7 light-year) capacity - no less is permitted.

FUEL SCOOPS

Fuel Scoops may be fitted to the hull on a planet of Tech level 3 or higher. These enable a ship to obtain free hyperspace fuel by "steering the sun" - flying close to it at high velocity.

Since fuel scoops utilize powerful electro-magnetic fields to guide the solar winds into their converters, they may not be used to pick up miscellaneous space debris. Almost all probes present are filled with debris so that they can steal their prey apart and sift among the wreckage, rather than attempt to deal with a hostile craft.

(Since fuel scoops are installed, you can stock up on stock (such as 2-cargo containers) by keeping it in the lower half of the screen view area while flying right around it.

Fuel Scoop Specifications: Fuel scoops are considered an essential for Deep Space, and dangerous zone-trading. They have a standard design, and a standard format. They use powerful electromagnetic fields to guide solar wind or small space debris into their RaQee converters.

Cargo Bay Extension

One cargo bay extension can be bought, increasing the hold space from 20 to 21 tonnes.

Cargo Bay Extension Specifications: Standard moderns the Mariner Freight Chamber.

Docking computer

This is available from all Tech level 4 planets; they are fitted to the ship's flight control system and enable it to dock the ship automatically. The auto-docking sequence is toggled on and off by the C key.

Docking Computer Specifications: The StarCom Terminals (S&A System) is a sophisticated and expensive piece of gadgetry. It comes with 16-bit/16-color pixel resolution to reduce in-cabin sleep during the manoeuvre.

Intergalactic Inertive

The intergalactic inertive is obtainable only from planets of Tech level 4 or higher, and can only be used once. The inter-Galactic inertive is engaged by pressing 'I' then 'I'.

IGI Specifications: although a number of manufacturers have supported a whole range of IGI motors, it is recommended you remain loyal to StarShipLine who provide the standard hyperspace boost drive.

Advanced Mining Lasers

Advanced mining involves the fitting of fuel scoops and special mining lasers to your ship. Ships which always carry them are known as "Bakers". They search for asteroids and, on finding one, use the laser to fragment it into pieces sufficiently small to be swept into the cargo bay.

Mining Lasers Specifications: Krupp Model KP884 3p. Mining laser is highly recommended as both a trade and combat addition. Uses variable frequency laser rods of 200mm length, fired in wide beam, 100 mhz/mhz/beam. Automatic debris pattern lock ensures no fragments of large size of target asteroid impinge on ship space. Can be fired with a fuel and matter scoop.

INTERGALACTIC TRADING

The Colossus III, designed primarily as a trading ship, combines combat efficiency and manoeuvrability with substantial cargo space (20 Tonne Containers) and with scoop attachments for space debris, attached cargo and space rock.

Most space stations have made the process of trading very simple, in order to facilitate a fast

survive in goods and ships. Import and export tariffs - which are high on some worlds - are automatically added or deducted and this is reflected in the prices shown. The auto-trader system, employed by the Cubes, does not allow for more specific trading deals to be performed.

A selection of the more valuable items that are traded is given in this manual, but the trader must deal with them in person.

Once docked you are linked directly with the CoCoon Trade System. At your request you can obtain a list of basic trade items available for purchase.

Ships are measured by the tonne in galactic trading. This may seem a little strange, but it includes the cryogenic suspension system necessary to keep them alive during space travel. The slave trade, once almost eliminated by the Galactic government is now returning, despite the efforts of the Galactic Police Force to suppress it.

Most CoCoon Trade Systems deal exclusively under standard categories, including Food, Machinery, Minerals and Gemstones.

The prices shown at the time of loading represent an offer to you and will be guaranteed while you are in Trading Mode.

The purchasing of items is almost instantaneous. You will be offered each in turn, if you do not wish to buy, merely indicate your decision by pressing ENTER.

If you wish to buy, numerically indicate the amount you wish to purchase, autoCAME modules will immediately load your purchase into the cargo bay - your screen will indicate your remaining credit facility.

The Cubes trade ship must dock with a Corcote space station before buying or selling cargo. There is no Free Space trade facility, apart from routine jettisoning of wastes.

Once docked, the selling process is automated, although there is no requirement to sell. It puts you in selling mode.

HOW TO TRADE

BUYING MODE FOR GOODS

1 - List of goods available on target planet.

ENTER - Inventory of your cargo.

2 - To see again what is available.

3 - You are now being asked (at the bottom of the screen) how much food you want to buy. Choose a number equal to the tonnage of food you wish to purchase, and press ENTER. You will then be asked, in turn, how much you want to buy of each item on the list of goods available. Press ENTER when you do not wish to purchase. You can buy only 20 tonnes in total, and no more of a commodity than there is available. Once you have gone through all the items, the trading computer will print-up your inventory.

SELLING MODE

It enters selling mode. This comprises a series of questions, the answers to which will concern the possible sale of all cargo (including that just bought).

Advice to Traders

The Cubes trade ship can be filled with four beams, four minerals and one energy beam. This should be sufficient to make trade possible within the System Space of even heavily populated worlds. But it is strongly recommended that pilots achieve a command of at least "Cassidy" before any

worlds designated "Anarchy" or "Feudal" are approached, especially if the cargo is high-tech machinery or luxury goods.

To make money as a trader is no easy task. Unless you have banking capital you would be well advised to start with lockoffs, toolkits, minerals and luxuries.

Demand for goods varies widely and prices within planets fluctuate, but Galactic regulations protect planets from advertising their requirements or announcing their market prices beyond their own System Space. Any trader, therefore, approaches all transactions with a certain financial risk.

Trade depends upon demand, and selling prices depend upon the level of demand on the planet, and its available money. None of these factors can be assessed before docking.

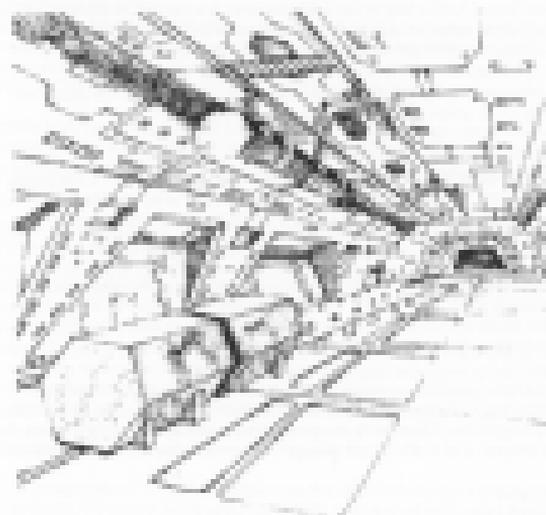
Agricultural planets invariably have excess produce at reasonable purchase prices, and such food sells well in industrialized, middle- to high-technology worlds. Raw materials, and ores, will sell well in middle-tech worlds, which are usually able to refine them, and the refined product can fetch excellent prices in worlds of very high-tech status.

The rules are complex, and anarchy and piracy has its effect on causing the rules to change.

In trading with a planet, consider its economic profile.

Agricultural worlds need specialized food and raw materials, but mostly basic machinery and spare parts. If they are rich, they need luxuries and high-tech industrial machines. They produce food in quantity, raw materials and specialized "organic" items, like some toolkits.

Industrial worlds need agricultural products, raw materials (for refining), resource exploitation machinery (if not) high-tech goods. They produce basic items of need for industrial worlds, tools,



An artist's impression of a section of the cargo bay of a *Polychrome* Class interstellar freighter. It is the largest known freighter with a tonnage capacity cargo bay and is used mainly on the outer trade routes.

seeds and packets, power storage units, food-repackers, mass-produced fertilizer, mass-produced medicines, etc.

Think about a planet's needs.

Think what might make the society function.

(Don't make expensive things in a hungry world.)

IF THE PROFIT ISN'T WORKING, TRADE IT SOMEWHERE ELSE.

Alternatives to Trading

Since the Coloss itself is equipped as a fighter as well as a trader, with in-built capacity for strengthening its armaments, there are alternative life styles to trading which may prove profitable, but which are excessively dangerous.

BOUNTY HUNTING

Colossus bounties, which insure the largest trading convoys, will pay a large bounty for each pirate ship destroyed. A ship's computer will transmit photographic evidence of any kill to the Galactic Bank Federation Monitoring Authority. The IR signature of the destroyed ship is then paired with all known pirate vessels, and the bounty number plot created accordingly.

Bounty hunters commonly have Coloss-Class ships in order to masquerade as traders. They simply hyperspace into a system (planets and moons/asteroids especially) and wait to be attacked, ensuring that they have sufficient hyperspace fuel (Zantium) for a quick escape.

PIRACY

Piracy is widespread throughout the 4 galaxies, and many planets are not hardened criminals at all, but failed traders who have turned to this way of life in desperation. To survive on a planet, doing freighter convoys and small ships, requires a high degree of combat experience, since not just Police Vipers will pursue them, but other pirate ships and Bounty Hunters, too, prey upon them.

But the rewards are high. Provided the pirate ship is equipped with a fuel scoop, the attached time-delayed or attached cargo-ships can be scooped up and traded.

ASTEROID MINING

There is a money in rock, but to make the most of it a Coloss ship must be fitted with a fuel scoop and a Minibot, or Mining Laser (or some equivalent type). The mining laser will blast very large asteroids into very small fragments and the scoop can rapidly swallow the fragments and

FREE SPACE CARGO

There are one-off destroyed (by natural catastrophe or enemy action) and their cargo left unattended. Using a fuel scoop such "free bounty" can be collected. The contents of the containers will be known and they are taken aboard and examined, and may be worthless or worth a fortune if their contents are illegal goods. They cannot be traded & sold without legal risk.

(NB: Pressurized cargo containers are the Universal means of storing cargo for interplanetary space voyaging. Made of HFluor-Chromium alloy they hold one (or two) of goods, under variable pressure and temperature conditions. Tests have been done on such barrels being discovered after over 500 years on barren moons, and such "Moon salvage" is a remarkable source of historical artefact material.)

LEGAL TRADING

It is surprising how many planetary systems will allow the purchasing of illegal trade items, notably firearms, narcotics (especially Anabolic Steroids) and slaves. Slaves are hunted in Cycluspace and transported via ships, and often turn out to be old and sick specimens of vaguely humanlike forms. Nonetheless, few systems will allow the selling of these items without using commissary action.

Political Profile Of The Universe

Consequences for Trade

To trade successfully, and profitably, will almost certainly require you to fly the Cobr trade ship into politically unstable planetary systems. (Trade and free-market activity is high in many solar systems, and adequate ship defenses are essential if the rewards of higher selling prices are to be reaped.)

For the benefit of new traders, a brief political summary is given below, but reference should be made to *Covert Operations* & Carl's *Political History and Economic Theory in the Confederation, 2001*.

Planetary governments, or federations, determine the relative safety of their Solar Space. Ranked in decreasing order of safety, the 2000 officially registered worlds of the Galaxy Federation can be classified as:

- Corporate States
- Democracies
- Confederacies
- Communal States
- Dictatorships
- Multi-Governments
- Feudal Worlds
- Anarchies

CORPORATE STATES

Like ENCLIMA and DeLITE, these are well-ordered worlds, which have usually developed from entities who practiced a free trade form of competition. Trade is high in such worlds, but the living standards are high also. Corporate planets will to protect their trade, so goods are expensive, but tourists are welcomed. Importation is often necessary.

Erpaga is an agricultural world, run as a single farming co-operative. Farmers receive a fixed payment for their crops, whether or not the harvest is good, and selling prices do not vary greatly. It is a dependent market, and customer relations are good (luxuries, machinery and raw materials are) well here.

Dante is an example of a rich industrial state (Tech level 10). It produces luxury goods, elaborate and innovative machine systems, and specializes in Prototype design. Prices fluctuate depending upon the level of inter-state competition, but this always a safe bet to buy recently-developed machine forms which have not yet spread very far across the galaxy.

DICTIONARIES

Dictatorships such as the worlds Lora and Grease, are only moderately safe to trade with, but are well worth the risk (provided the trader is well defended and combat trained). Very often price effects will not occur (because of an agreement between price-fixers and the world itself). A proportion of all incoming trade is "allowed" to be stolen by pirates, who will then leave the world alone, and prevent its ships from being or'ogued traders. It is an uneasy balance, which often breaks down.

Lora is an agricultural world, and Grease an industrial planet, but a similar principle operates on both surfaces. There are low trading standards, that of the People and that of the Anarchy. Standards of living are artificially generated, a veneer of progress, and luxury goods, machinery

and families get well - usually. The great demand, however, is for basic commodities, especially foodstuffs, clothing and raw materials. These will sell well when the mood of the People has been cooled or probed.

BARBICRY PLANETS

A trader can make his biggest profits here and reach his greed the quickest. Worlds like Othello and Sessant have vast empty lands to be sold, the dead places of ships that come to S&DQ; forests, and full prey-to-hokey.

These are lawless planets, and have usually become so because the original settlers comprised too hard when there was too little resource material. Those worlds which succeeded/developed did so because of uneasy and bloody alliances between clan families. Pirates and mercenaries were hired for protection and assassination purposes. Anarchy works well here mostly in barbedos, slaves, firearms and metals, and the price will be good... if you get a price at all. These worlds are almost always supplied via slave Masters, usually with trade/commerce who have turned to crime as the most profitable way of life. Such have loose federations, and trade on-the-black market extensively throughout the planet.

These worlds pay highly for goods they cannot produce themselves, because they know that traders need them. Their own products need specialized, legal outlets - weapons, narcotics, reconnoitering devices... if its covert, then anarchy worlds are producing it. Trade in these items and you will probably quit, or at least quit, or at least become a "Fugitive".

Alien Races

Of the 2000 officially registered planets in the GalCops, all but 40 support human colonies only, that is to say, human presence/possession is restricted to settlements in under populated parts of the land surface.

Trading on such worlds depends, for its success, very much upon the extent of co-operation between human and alien. Human control the Control stations in orbit, but the protocols/criteria for trade, and their relative expenses, can be affected by the controlling life forms.

Most alien life forms are either too primitive, or too-glad of off-world trade, to interfere. Some, such as the Pictoid life form of Eumbia or the Amphiboids of Aubeen, can make a trader's life very difficult, by "hugging" at the port of a liner.

The available planetary information on all worlds will indicate the nature of the prevailing life form.

Bird-forms. Dealing in alien wildlife on such worlds often involves forming a close liaison with Flight Riders, or Nest Riders, and this is very much akin to the operation. Bird-forms are, on the whole, a delight to trade with, and the highest form of honor (daily universality) that an off-worlder can receive is an invitation to "keep the egg warm for a moment".

Amphiboids are usually a lot cheaper than their wet, sluggish appearance would suggest. They are usually keen to trade in narcotics, or exotic foodstuffs. Skin creams are always well-received. Technologically they tend to be backward, but will pay high prices for such mobile range items as automated ponds, small metres, space heaters and swing-purifiers.

Felines are dangerous in the extreme. No matter what sort of political structure the world may have, feline aliens are past-orientated, and hostile, and very unpredictable. All traders are advised to wear body suits, to prevent reactions of avers from triggering a feeding response among these hostile and enigmatic life-forms.

To win the confidence of a feline alien is almost invariably to be invited to mate, so a certain stiffness is recommended.

Insectoids. The most dangerous invertebrate life form is the "Thengid", which is mentioned in the Control section. Insectoids are usually highly intelligent, often existing as a group mind. There is rarely any individuality among insectoids, and the trader must beware making deals of such a size.

One life-form builds walls cities up to four miles high, and pour four million stones into it the middle levels. According to legend any trader who voluntarily ascends the walls (passageway from ground to upper surface of these immense mounds is furnished with the rare life-liquor of the Great City. And then consumed alive. But trading with mounds can be immensely profitable, so there are so many of them (so trade in wall watches, for example, means ten to four watches per individual in a stone-group of perhaps ten thousand).

In dealing with any alien life-form, for the purposes of trade, there are three cardinal rules:

- Learn the body language of the alien race.
- Cover up your body-arms.
- Beware of (unspace) concealed weapons.

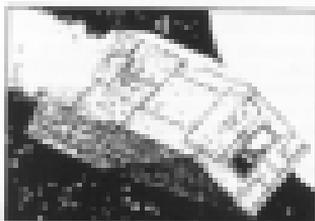
Obtaining Goods To Ship to Service

In most trading and combat operations, certain ships are repeatedly encountered. All ships, whether unarmed cargo shuttles or heavy transporters, are potentially dangerous as pirates and bounty hunting activity spreads. Some ships are potentially more dangerous than others.

The brief guide given here is just an indication of the range of ship types along the trade and space lanes. The illustrations show top, side and front views of each craft. Dimension data provide the scale. For a fuller account see *Jarvis Galactic Ships and Planets* (Creative Construction, 5th Edition, 1999 pub. Trade House).

ADORN

Manufactured by (Interworld Workshops, a top technology company from Spaulder and Prime Inc., which operates without license from an unknown location, the Adorn-class craft has dual atmospheric-space capability and is often used by smugglers. "Frogg's" wrapfoling "system" permits landing on planetary surfaces. Carries one missile.

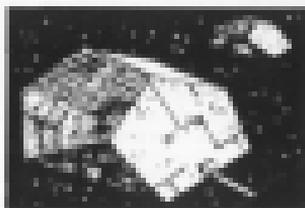


Dimensions - 45/50/8
 Cargo Capacity - 2 T6 (Tonne/Dimension)
 Armaments - 1x100 AC Beam Laser (Dual)
 Starboard Missile
 Maximum Velocity - 0.24 LU (Light Month)
 Inservice Date - 2614 AD (Creative Workshops)
 Maneuverability - GP (Space Factory 4)
 Crew Number - 2
 Drive Motors - AM 10 (2 Thrust)
 Hull Stress Factor - 7 Rn 28
 Hyperspace Capability - Yes

APP M6 B

Galactic Navy vessel designed and manufactured in government workshops, incorporating secret self-destruction devices which are primed to activate when the navigation controls are used by unfamiliar hands. Incorporates two atmosphere-space properties enabling the ship to assume effective camouflage in any type of environment. Intended for reconnaissance and the transport of high-ranking military personnel from combat to very fast and manoeuvrable. Despite its reputation (which it makes an ideal pirate vessel, primarily because of the speed, camouflage and high velocity (Hazard: Proper Burn-beers. The App B has room for powerful third generation, but only one missile port).

Dimensions - 70/60/65 FT
 Cargo Capacity - None
 Armaments - 1x1000 Progel Burn Laser (Dual)
 Starboard Missile
 Maximum Velocity - 0.40 LU
 Inservice Date - 2618 AD (Sea/Corp Workshops)

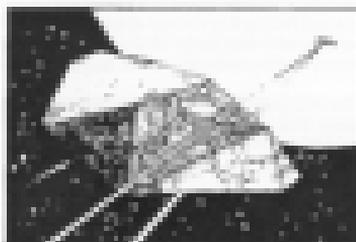


Maneuverability - EF 4
Crew Number - 2
Drive Motors - Vulcani (Wp)kash K2 PulseDrive
Hull Stress Factor - TT 18
Hyperspace Capability - Yes

COBRA Mk II

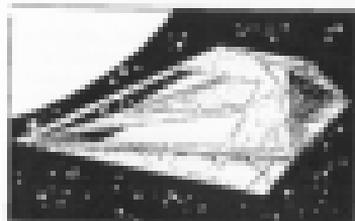
Larger, more popular version of the Cobra Mk I (the Mk I only reached prototype stage and was abandoned due to a design fault in the hull). This ship is equipped with several special features, including Zeman Energy Deflection Shields, top-and- aft, and mountings for four logan-Pulse lasers. The Cobra is much favoured by one-way traders who wish to combine potential superior combat qualities with adequate cargo space.

Dimensions - 800000 ft
Cargo Capacity - 20 TC
Armaments - Ergon Laser system, Lance & Fenner Beak & Hill missile system
Maximum Velocity - 2.00
Inservice Date - 1788 AD (Covest & Nglath Shippers, Level)
Maneuverability - CF 8
Crew Number - 1 to 2
Drive Motors - Kruger 'lightful' motor/Inman Thrustpods
Hull Stress Factor - T J 18 (Leading Mk I)
Hyperspace Capability - Yes



PERCELAWE

A Zogon-Peterson Group (See Per-Cee) designed vessel favoured by well-heeled County trader and Mining/industry business corporations. A sophisticated craft, capable of both limited trading, combat, and rescue function. The spacious hull is mainly given over to sophisticated weapons, defenses and navigation equipment at the expense of cargo capacity. Cabin accommodation is large and luxurious with extensive Oerbit/Inc. recycling facilities, ensuring extended live-in periods (useful when pursuing a quarry). Fuel scoop is a standard fitting, ensuring complete self-sufficiency.



Dimensions - 800000 ft
Cargo Capacity - 2 TC
Armaments - Ergon Laser System, PG Beak & Hunt missile
Maximum Velocity - 2.00
Inservice Date - 1788 AD (Zogon-Peterson)
Maneuverability - CF 5
Crew Number - 12
Drive Motors - Thrust Interman Ions for CT
Hull Stress Factor - T J 18
Hyperspace Capability - Yes

KRANT

Small, reliable one-man fighter, common until the standardised version of the Miranda became available on the open market. Several of these early Fusion deLay-designed craft may still be found in service in remote areas, but spare parts are no longer available and the need to cannibalise has reduced numbers still further in recent years.

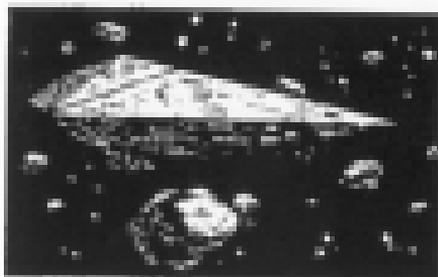
Dimensions - 800000 ft
Cargo Capacity - 10 TC



Attachments - Ergo beam system
Maximum Velocity - 0.20 Light Years
Service Date - 3007 AD (McLary ShipWorks, WMSB)
Maneuverability - CF 9
Crew Number - 1
Crew Members - McLary Systems 2X 1A
Hull Stress Factor - C-Holding A04-B4
Hyperspace Capability - No

FFYielder

One of the larger trading vessels manufactured in Inner Outer Space by What and Pitney ShipConstruct. Cargo accommodation is cramped and sparse in contrast to facilities for large and "take-environment" transport. Though slow and ponderous, the craft has powerful CC Unitary shields and Vot-Votoloz Pulse lasers, earning it the nickname of the "space porcupine". Not commonly stocked by private shops, but a popular craft for freighters, usually used as a way station and storage hub.

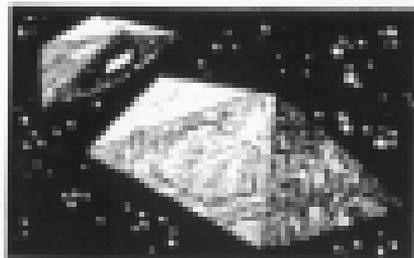


Dimensions - 1200000 ft
Cargo Capacity - 100 T0
Armaments - Vot-Votoloz Pulse Lasers
Maximum Velocity - 0.20
Service Date - 3700 AD (What and Pitney ShipConstruct)
Maneuverability - CF 5
Crew Number - 20-30
Crew Members - 4-10000 N'Aras Colon Colon 7000 Model
Hull Stress Factor - Transport V0 20
C-Holding B01-B1
Hyperspace Capability - Yes

SEWARDER SHOUT SHIP

Designed by Fuzlor delany and built in the Inner-Outer Shipyards by Spauld and Starline Inc. to Seward Navy specifications for a multi-purpose support craft. Meant for atmospheric and planetary surface scouting, but inherently too for city-streets, reconnaissance and infantry air support (and by pirates who favour speed and maneuver, its primary advantage). Has some intergalactic capability not including hyperspace, and must be carried through hyperspace by jump-roped vessels. Hull is too small for the installation of full escape, or more than one missile pod.

Dimensions - 200000 ft
Cargo Capacity - None
Armaments - Dual 23-10 Lasers, Scatter Missiles
Maximum Velocity - 0.27
Service Date - 3000 AD (Inner Outer Spauld & Starline)
Maneuverability - CF 9
Crew Number - 1
Crew Members - delany Spn Inc 1A
Hull Stress Factor - Not applicable, C-Holding C00
Hyperspace Capability - No



TRIPPOD REVENGE SHIP

Though most of the Tripod Space Fleet is currently engaged by the Galactic Navy in Intergalactic Space, a few of the smaller battle ships make occasional sorties into Human Space. These ships are extremely fast for their size and invariably have ECM Systems (this was originally

a Thargoid invention mounts heavy missiles, subsequently copied by the Navy from captured Thargoid ships. Additionally, most Thargoid battle ships carry a few small remote-controlled ships, each equipped with a single pulse laser. It is rumored that the Galactic Navy are designing their own remote-controlled fighter, and will pay well for Thargoid ones to study.

Dimensions - 180x110x60 ft
Cargo Capacity -
Armaments - Varies, varying. Mountings available for most systems
Maximum Velocity - 0.20 LM
Inertial Data - Unknown
Maneuverability - (C) 8
Crew Number - 100
Drive Motors - Thargoid invention
Hull Stress Factor - Unknown
Hyperspace Capacity - No



VIPER (POLICE SHIP)

Small, highly maneuverable short range "turbo-ster", the Viper was specifically designed for Galactic Space/Police purposes by Faction Manospace and are built under license on all Medium Tech worlds. The Viper is a single-seat craft, but can carry up to five humanoid passengers. It has its cargo space built in a "bay" capability, and can bear a ship of up to 100,000 MT's mass (including the Galois Mk II). This popular ship is also wanted for large freighter convoys, for defensive purposes.



Dimensions - 60x30x10 ft
Cargo Capacity - 2000
Armaments - Ingram MegaFused Pulse Laser, Several Missiles
Maximum Velocity - 0.22 LM
Inertial Data - 2762 AD (Faction Manospace, Rupta)
Maneuverability - High (C) 7.4
Crew Number - 1 (up to 5)
Drive Motors - DeLain Super Thrust MCH8
Hull Stress Factor - None
Hyperspace Capacity - No

ORBITS AND TIME

As soon as the game loads, and you're given the option to LEAD a new commander, press "F", then save your position. Go back to the game, and key press. Not much easier than that.

If you are having trouble docking you can fly the chest. Once you have launched, get into destination, and fly towards the planet's orbit. Spin around and you'll still be dead straight with the station (vertical) and fly towards the station and hit it for hyperspace. If you docked before the countdown ended you looked at the new station.

There was this a chest so that you always launched into hyperspace. Pause the game. Press F, you'll hear a beep. Un-pause the game, and hyperspace as normal. You know appear in hyperspace, and will continue to do so until you pause and press F again. You "hit" over a full journey's worth of fuel though, even though your location (or the short-range-chart) is halfway between the planets, so make sure you choose a planet that's nearer than 1.0 light years, or you'll be stuck! The auto-response gets you out again (assuming the Thargoids don't trap you before you can jump).

There is a way to stay in hyperspace forever, or at least until you have 25 tonnes of star items. If your fuel scoops are active when you enter hyperspace they stay active and your fuel just keeps

going up and so.

When playing with Thoroids they will nearly always come at you vertically and burn at 90° when they get to they can be shot in the belly. This seems to be the most effective way of killing them.

ELITE 101 POINTS

Infinite Energy 41000.0
Infinite Fuel 55400.0
Immunity 20000.0 2000000.0 00140.0
One Hit Kills 65550.0
Cool Luxury 66400.0
Infinite Missiles 42070.0
Large Cargo Bay 46020.0
Escape Pods 62000.0
Hyperspace Anchors 54710.0
Infinite Money 41220.0
S.C.M. Jammer 62000.0 62000.0 66666.0 04



ELITE 60 POINTS

Infinite Energy 20000.0
Infinite Fuel 60000.0
One Hit Kills 65550.0
Cool Luxury 66700.0
Infinite Missiles 60000.0
Hyperspace 60000.0 60000.0
Escape Pod 20000.0
Infinite Energy Bombs 20000.0
Infinite Money 54070.0 54070.0

GENERAL FACTS

These are the number of hits needed to reach each particular status:

0-9	Harmless
10-10	Mostly harmless
11-20	Poor
21-40	Average
41-100	Above average
101-167	Competent
168-250	Serious
251-6000	Greatly
6000+	ELITE

If you reached 6000 hits, your rating exceeds 6 - Harmless, which is a status so interesting that it is register here.

ELITE is possibly the most well-known computer game ever. When it made its appearance on the Spectrum, these ranks in Paperback-Gold, the full price range of their software, and programmed by a team called TOPGUNS (who also coded the Amstrad version, hence why apart from 6000 0000, the box look & play the same.) All the space trading tactics were faithfully translated from the BBC original, and there were few additions for the format - SuperNova, Cloaking Device & Thoroid Immunity, and many of the specialises made into the 'Turbo' Spectrum. Many of the rumours also made it around - there was, alas, no space designer in the CD ELITE...

ELITE was also one of the first games to be found not compatible with the brand new 1024

Spectrum. A patched version was released almost immediately, although I was when that that with all the extra memory, nothing new was added to the enhanced machine.

Are the Space games compatible throughout all of the different versions? If you wanted to tape in the 486 version, could I load it back into the 128-0487? Yes. That may have been one of the reasons that the 128K version was essentially the same as the 48K - so all flags that needed to be set for memory could be preserved, etc.

Another oddity to ELITE - it used the Lancelok protection device. Lancelok was a plastic prism, which when viewed through, made a portion of the screen turn into a password. Lancelok never caught on, and was only used in a few games, including Tomcat. It was notoriously difficult to use.

Does the Spectrum version include any of the secret missions, such as destroying the secret ship, the rope space station, etc?

Mission 1, Supermax. This mission requires you rescue the crew of a Space Station whose suit is about to explode. When you arrive in the system, the screen is red, not white, you get a "Fuel Leak" warning (A warning way of making sure you don't chicken out, and Wiltshire is out of there) and you only have a short time to get to the space station. Your reward is 100g of game, and to trigger the mission you need to be ranked commander or above, and have purchased a planetary hyperspace - when you activate your space ship, (presumably) the reaction from the news bumps you into the next (game).

Mission 2, Closing Device. Involves a bunch of ships that float instead of roam. They're quite easy to not touch. Eventually, you'll come up against a single ASP II, which when (finally) destroyed will release a single cargo container, as opposed to the 7 ships normally released (at least). Steep the cargo, and you'll find yourself automatically close-capped. Pressing "T" will activate the dock - your screen goes black, and all other ships flash, power-down, including the cargo. The Cloak has a pretty hefty drain on the energy units though.

Mission 3, Thargoid. You get to destroy a Space Station! The Space navy equips you with an ECM Jammer, which replaces your standard ECM unit given T is activated, and off you go to have a look at a Space Station over-run by Thargoids. You can make a fortune on this mission by losing Thargoids, and saving Thargoids.

XX Elite only has the one type of energy unit. The reason for the Military Energy unit was from BBC Elite, where a mission was to put a new type of ship - the Constructor - which was equipped with the Military Energy unit, and was thus impervious to anything less than Military lasers. Constructor mission isn't present in XX Elite, so no Military Energy unit.

And there's more:

Elite was not just available for the Sinclair XX Spectrum. If you have access to the internet I highly recommend that you visit the Elite pages created by the games co-author Ian Bell. There you can find resources for many different formats (including a Gemstone demo), many you can run under suitable emulation. As well as the game itself there is also plenty of information about the game as well as an online version of Clock Wheel, the novel that originally accompanied the game - which is a good read and not enhance your enjoyment of the game. You can visit the page at

<http://people.netcom.co.uk/bell/elite/default.htm>

As well as there been a wealth of images, information and files to there are links to some other Elite related sites that are worth checking out. Ian also has sections of his web site dedicated to other passions of his including body painting and Persian cats.

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