

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 Elite. Whether you have a copy of the game on tape or as an emulator file taking on your hard drive, or even perhaps a copy of the Russian Elite 2 and 3, 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-kaped 48K model which came with a bag of games, the best of course being Elite. People often said that docking your space ship was the hardest part of the game but for me it was that damned Lasek, that cursed piece of plastic that nearly stopped me from playing the game. It was a lardish device meant to stop piracy. Yet while all the playground pirates with their Multiface dongles could load a snapshot version of the game that bypassed the Lasek security screen

the unfortunate people who had paid for a copy were forced to squint anxiously 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. (The 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?



LOADING ELITE

IBM owners: type U0A07 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 rotating space ship. This is a Color Mult, identical to the one with which you are equipped. Ignore the "Load New Commander (Y/N)?" 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 docked 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 docked, press the SYMBOL, SHIFT key, the cassette menu now 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 on-line 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 (Y/N)?"

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 .280 file to be loaded again at a later date. When you then come to play the game again load that file and not the original. Also make a note of what you load each saved .280 file so that you don't accidentally load 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	RL - or joystick
Dive	S - or joystick
Climb	Z - 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
Unarm missile	U
ICBM	E
Energy beam	W
Energy capsule	G
Docking computer on	C
Docking computer off	O

Navigation Controls

Hyperspace	H
Intergalactic jump	G then H
Distance to system	O
Cursor cross home	B
Cursor cross control	N, M, Z, 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
Buy 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

Initiate save while docked

SPACE

SYMBOL SHIFT - only

Other Controls

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

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

The keyboard scrolling toggle R will disable and re-enable the scrolling in roll and directions control. When scrolling 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 T-direction only so that pushing the joystick forward will result in a climb and pulling it back will result in a dive; neither will be affected. The B and T keys can be used in conjunction.



Space Traders Flight Training Manual

INTRODUCTORY DATA

Welcome aboard the *Cobra Mk II* trading and combat craft. This ship has been supplied to you by Faction delivery Squads, by arrangement with the Galactic Co-operative of Worlds whose Space and Interstellar Trade's Income you have just successfully completed. The small 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 (CP), 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-of-bulding Fleet-buffers, or new combatants who will constantly need to finance the cost of both armaments and non-combatative equipment.

The ship is highly maneuverable, has a good C-holding factor during hyperspace travel, can hold sufficient G-torque to last for a 7-light-year single jump and has full Auto Trading Systems Link for use at space stations. Further, it is protected by Quad-Damian Energy Reflection Shields, powered by 4 energy-banks, and has a powerful, variable pulse laser mounted on the forward hull segment. Flight controls are elegant and simple, and the bridge is equipped with both AutoDirect and Thrustspace Geo-Globes communications systems. In its support functions are varied and flexible to ensure maximum comfort during trading or hunting operations.

Flot resources are issued only at the planet Lave, and it is likely, therefore, that you are now stocked at a Corneo station in wait around that particular world. Lave is a rich, agricultural dominionship, but is increasingly safe world in which to begin your interstour. Geo-Glob and the Lave Authorities allow position docking and departure runs to all their space stations here, 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 two main areas.

The cargo hold fills the bulk of the mid-space area, and the cargo bay doors open downwards. The capacity is an unmodified *Cobra* 6:30 1-tonne-carriers. Bulk cargo space may be acquired by extending the cargo bay, which does not affect maneuverability. Tonne-carriers (TC) attach magnetically to the cargo-arms within the bay, and 2 AutoShuttles occupy the central space.

The bridge has seats for pilot and co-pilot, a Medition-Console, entrance to the escape pod, descent well to living quarters, communications console, spatial sub-louder, Spacebook supply box, attachment sockets for AutoDirect System and a hand-weapon/launcher. The main wall is occupied by the scanner screen, extrapolator-console and main systems monitors.

The drive section houses the directional thrusts, the System-Space Kruger 'lightfast' motors, and the Influx Thrust-Space drives. Also there are the rear laser housings, the ECM repeater, the Damian shield generators, and energy-banks, and the Influx-Space fuel containers (Bulburs). 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 excretors for humans), Synthesizer metabolizer, 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 center is here, and the escape pod (with a separate entrance from the bridge) life support systems, oxygen tanks (two) and all water meters of Pass/Environment for emergency use.

The "System Page"

The "System Page" refers to the planetary system which your ship is currently in while the "Hyperspace system" refers to the system onto which the hyperspace is locked.

"Legal Status" refers to your Galactic Police record. If this is **CLEAR** you have nothing to worry about, but **WANTED-CHASER** or, otherwise, a **FUGITIVE**, you are likely to be attacked by police ships.

The "Rating" is a dispassionate assessment of your performance in combat as 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(ES)**. If you commit your first mistake you may be reclassified as **MID(LE) NAIVE(ES)**. But as the score climbs 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 **Over(ER)GOOD**, then **CRABLY**. At the end, a few will become **ELITE**.

Your life are photographed and transmitted by T2 ComDirect to the nearest GalCop Federal Law Center. 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 other innocent leaders, or police ships (the ships of the GalCop/Police Force). If you resort to such tactics (or if your adopt the fast-track routine and trade in illegal goods) then your combat rating may rise, but your legal status: **CLEAR** → **CHASER** → **FUGITIVE**, ultimately you Police 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 a state of anarchy and are unable to cope 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 contraband 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 slaughter is a safe option (it does improve 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 measure 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.

Galactic chart (B) 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 favourable trade sites.

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

Worldwide Info. The Civil Society Authority takes no responsibility for the accuracy of the information registered here, but the trader 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 indication of the danger of trading with the system.

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

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

It returns the small cross to the target one.

Local navigation chart (B). This is a high power chart of all planets in the immediate vicinity of your trading world. Since the Cops' ship has a maximum single 8 jump range of 7 light years, the target world must be chosen carefully. The target cursor, used in conjunction with the Worldwide Info, will indicate dangerous or truly 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 nearest the small cross is.

A COROLIS SPACE STATION

Every world registered with the Galactic Co-operative 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 cuboctahedral design (the so-called "Coker" 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 funnels are located.

Corvette stations were designed at the (NASA/C) (JPL/Caltech) Astronautics and Space Exploration Center/Laboratories on the planet Lavinia. The first station was in orbit around the world Lavinia 2752.

Corvette stations have powerful defensive shields (against pirate attack and illegal docking) and a large fleet of viper fighters, and several larger types of ship. The inside of the station is free space, and on each inner level of the station there are berthing and refueling facilities, as well as shops, hospitals, farmsteads and secure-scapes.

Each Corvette station has a diameter of 1 standard kilometre. They can berth 2000 ships, and support a far exceed colonial life development of tunnecods.

LEAVING THE SPACE STATION

On exiting for Station Depart the pilot is advised to accept a 10-second time-lapse to dispense an instantaneous experience of the passage from docking/bay to Corvette station space. The screen will then show a track-pattern, which is the passage through the protective belt over the Corvette entrance tunnel.

Basic manoeuvres

The Cobra track ship needs practice to fly well, though it is highly manoeuvrable, very fast, and a good control vessel. It accelerates and decelerates rapidly using finger-to-control.

N (or joystick left) for antitwistwise roll

M (or joystick right) for clockwise roll

B (or joystick back) for climb

D (or joystick forward) for dive

SPACE to increase

ENTER/OK, SHIFT to decrease your speed

Practical use manoeuvre requires 20-digit pilot on keyboard model (X, Z, N, M).

Below the small dot moving around inside the large circle on the display (just above the large "D"). This is your compass, the dot corresponds to the position of the space station. If the dot is not solid then the station is behind you. When the dot is solid and in the center of the circle, you should be able to see the space station directly in front of you.

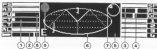
Practice rotating the space station off the screen and using the compass to find it again.

You might see some Cobra Class ships. These are other traders like yourself, and will not harm you unless you shoot at them. If you do fire they will either attack or, alternatively, run away. Should you use them for control practice, do not repeat the space station to turn a pilot eye to such unruly behaviour. Nothing will attack you while you are within sight of the space station - unless you make a nuisance of yourself.

It is not possible to land on the planet, and firing into planets or space stations is fatal. The altimeter shows your height above the planet's surface, and you should not let that too low.

If you are a new pilot, now is your first chance to practice docking manoeuvres with the space station at Lavin. The Lavin Orbital Space Authority permits an unlimited number of practice runs by newly appointed pilots, and does not charge. This facility is suspended during attack, or when the Corvette station has no free docking space.

CONSOLE READINGS



(Back to the left of the flight/yield scanner)

1. (RT) Cabin temperature will increase and the console register this when your ship flies too close to a sun.
2. (PL) Altitude: Your altitude above your destination planet can be crucial. Flying too near its surface will be fatal. (flight/yield scanner)
3. (SF) Forward velocity should be maintained at maximum on planetary approach. Keep it low during space station approach, and minimal for final docking.
4. (RL and RC) Two wheel bar indicators show right/left red and stop/sink 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/yield 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. (Back to the right of the flight/yield scanner)
7. Compass (upper right corner of scanner). This instrument that picks up a target planet while it remains out of range of the main flight/yield 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 object is behind you; when large and in the center of the compass circle, it should be visible through your front viewfinder.
8. (F) 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.

MAPING FOR YOUR TARGET WORLD

Hyperspace and Related Controls

Having left the space station you will be in the orbit above the planet Lave, moving at low velocity. Decrease your velocity to absolute minimum before setting the navigation console for Hyperspace Jump.

During space flight only, 1, 2, 5, and 4 provide access to views of around your ship.

Use 1 or 2 to display a chart (galactic or local, respectively), and move the smaller ones to choose a target planet; press 1, then hit 5. 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 QIC 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 this point you can take full advantage of the Thrus Jump Drive (J). The Thrus Jump Drive does not function (because of interference patterns) if there is another ship, a planet or a sun in the immediate vicinity.

Once your ship's computer will pick up the beacon signals of the nearest orbital space station and will engage the compass to track that vessel of the target planet. Once the Coloss is within scanning and protective range of the Corusc 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 "B" as long as the space station is within range.

Hyperdrive Across Galaxies

This intergalactic hyperdrive is expensive and can be obtained only from planets at 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 1 map). There are 8 such galaxies and making 8 jumps will return you to your starting galaxy. The Inter-Galactic Hyperdrive is engaged by pressing G then H.

Docking Procedure

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

Locate the Corusc station and approach it. The entrance tunnels to all these stations face the mother planet. Fly near to the station and then in towards the planet (monitoring altitude carefully). Following a half-orbit you will now find your ship oriented towards the entrance.

Approach the first 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 Corusc station. The entry path must be as nearly horizontal as possible.

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

Docking protocol, and Orbit Space Regulations, are numerous, and are available in the DC Orbital System Space Code, published by Federation Planet Bureau.

INTERPLANETARY TRAVEL

IN-SPACE COMBAT

COMBAT PROTOCOL

For all ships in deep space, even small fighters, are prizes. Most ships will respond to hostile action with hostile action. If you attack a prize ship or trade a combi-raid game (see Trading), your legal status will be changed to OFFENDER, or even higher. If you destroy prize ships, or Thengalans, (or alienated yourself) involves hourly payment. If you shoot at the Corusc space station, its own defensive ships (Viper class fighters) will attack you.

RAMMING/CRASH

The Coloss ramming 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 sustain heavy attack (at full speed alone), but it will not sustain a missile, spinning, fast-slow, and duck-and-rotate manoeuvres are very effective against the larger, less manoeuvrable ships when they attack. It 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.

DANGER OF DANGER

If you cannot make an interpass-quick jump 2/3 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.

Flashing lights on any screen mean that fire is coming in.

Lower fire striking the defensive shield makes a light screaming sound. Listen for lower fire striking the hull shield. Through damaged screens it makes a low, screaming 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 put in the face of stiff resistance. Some appear to know no fear - in particular Thargoid vessels, whose captains have had their fear glands surgically removed.

LIKELY ENEMIES

Low-wor/riders - such as Colon pilots - are constantly at risk from other Spacefaring types. An understanding of other enemies, predators, and bounty hunters is essential.

Bounty Hunters

Unless you have achieved FIGHTER 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 life 3. In fact, many bounty hunters favour Colon trade-ships as they make an excellent disguise. But the real biter star-ride in the steel, and highly-efficient, Far-As-Lance Lightspeeder, 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 inviolable of combat rating. DEADLY or DUTY. Bounty hunters rarely identify themselves to passing ships, and if pressed too closely will visually kill.

Pirates/Vessels

There are several ways of identifying a space-going ship as "pirate occupied", and this is essential since pirates and smugglers will take any ship for their purposes, from an ship to a massive Python. Pirates exist everywhere in the galaxy, but cluster mainly around unstable GalCop worlds, especially worlds run on a feudal or autocratic system.

Small ships hovering very distant from a planet are pirates. Large ships accompanied by a mob 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 paid to seize trade ships alone. Piracy is a huge and complex business, and any life-respecting 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 Galaxy, the police can be as interesting as they can be helpful. The typical police vessel is a Viper 3rd Class Patrolship, which is very fast, and very manoeuvrable. They are on constant standby in every Corridor and Colon space station, and will attack - a pirate, or a fugitive leader - within seconds. They do not make arrests, they destroy. There are different police departments serving different purposes - narcotics, space-drunkness, psychotic shooting, piracy, slave trading, etc. - but all have small fleets of these very fast hyper-jetair craft.

Thargoid Invasion Ships and Thargons

The Thargoids are humanity's deadly enemy, and throughout the 8 galaxies there are at least 50 war zones between humanity and Thargoid. The highly technologically advanced race that it sits at war with 11 other species going to war.

All Thargoid combatants 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 intergalactic space, a few of the smaller battle ships make occasional descender 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-craft such-equipped with a single but highly advanced pulse laser. The Galactic Navy are developing their own deep-space Ram-Craft, and pay a large bounty for any Thargoid craft that are brought to them.

(NB: Bounty on Thargoid invasion craft destroyed is very high. Thargoid battle-crafts believed to be able to "travel" in fifth-space (hyperspace) and destroy through-lensing craft).

OTHER SPACE TYPES

Rock Harpists

Probes, spying bounty hunters, or planetary outcasts, who create living space out of asteroids. They usually choose large asteroids, and set up signal beacons to warn off miners. (Mining can produce Rock Harpists, but since most of the asteroid is hollowed-out, there is little advantage to be gained by "mining" their property.

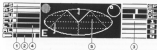
Generation Ships

Before the development of the W5, this space drive in all its various forms, interstellar travel occurred in large, self-sustaining environment ships - Generation Ships - most of which have now been logged and their progress monitored. There are more than seventy thousand of these colossal 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 Draggers

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

COMBAT CONSOLE



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

3. (Monitor) Monitor status depicts the number of missiles on board and whether they are "targeted" (green) or "untargeted" (black) or "locked and ready-to-fire" (red).
4. (2.2.4) Energy tanks will rapidly drain if offensive shields are taking excessive fire. Using beams or an ECM System will also drain these resources. When the fourth tank is tapped, an ENGAGE LOW message will flash onto the screen. Eventually, in extreme circumstances, the tanks will be automatically replenished by surface radiation absorption.
5. (LFI) Laser temperature will rise during continuous firing of the ship's lasers. As the critical heating overheat, a laser will temporarily cut out rather than destroy the system. (Flight not necessary)
6. The 3-dimensional scanner operates in such a way that you can project a ship above and below yours, as well as to the front, behind or to the sides. The vertical bars show the clarity. (Back to the right of the scanned)

AGGRESSIVE WEAPONRY

ITEM - TECH LEVEL - PRICE/COST

Fuel - Always - Varies
 Shields - Always - 50
 Large Cargo Bay - Always - 400
 ECM System - 3 - 600
 Pulse Laser - 3 - 400
 Beam Laser - 4 - 1000
 Fuel Storage - 5 - 500
 Storage Capsule - 6 - 1000
 Energy Bomb - 7 - 100
 Extra Energy Unit - 8 - 1000
 Coding Computers - 9 - 1500
 Galactic Hydrogen - 10 - 5000
 Mining Lasers - 10 - 800
 Military Lasers - 10 - 5000

LASERS

Pulse lasers are initially housed only in the front of the ship, and so no sights appear across rear or side views until such time as you have sufficient credits (from combat and trading) to afford lasers to these mountings. As an alternative, with sufficient cash you will also be able to upgrade pulse to more powerful beam lasers.

The Cyber retro-tech console accommodates a single laser for bay (B), (front) with pointers use the fire button of course. Eventually equipped only one laser may be fired at a time. If a laser overheats it 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 101640 Pulse Laser is recommended for all positional rear mountings, but is especially effective for rear-probing. Fires intermittent laser "puls" 200mm in length, with a cycle rate of 1000 Hz/PM. This laser is of high grade Miumum alloy, lined with tempered DuGastan (alloy). Power provided directly from inverse energy tanks contained in right ship's drive. Each unit is capable of piercing 247mm of Flu-Lockup metal.

Beam Laser Specifications: Ingram Model 101684A is highly recommended for front shooting. Beam lasers fire continuous laser strands, 120-150 in parallel. Barrel is Miumum + lined with hardened glassplate, and as with the 101684A Pulse laser, power is provided by main ship box.

Beam-beams are capable of slicing through 4 blast PL units.

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

(See also Mining beamers under Non-Combative Equipment)

Military Laser Specification: Range and penetration twice as effective as the Ingram Model M10000 beam laser. This is Lance & Pomeroy's entry into the laser market (formerly 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 L100 is the 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 misinterpret the missile, which will home in on you automatically. If a missile tells you, it can almost completely without a fully charged shield and, if your shields and energy are low, they will be fatal.

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 all the precautions 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 then turn 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 U key (Unload) will abort the sequence at any time before firing.

Missile Specification: Lance & Pomeroy Homing Missiles (Jed) are now recommended for all small class trade-combat ships, but can be fitted as part of a mixed-design weapon rack. LJ missiles have 25,000 guidance systems, and optional manual directional control overrides. Warhead packed with Terminal 0 explosive, and the war is invulnerable to all known countermeasures, except ECM systems. Capable of Megajoule Destroy Force 1 (Prototype first used in 2467, during Haven Wars).

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: Medium Precision Self Homing Energy Bomb (available at Tech Level 7 worlds or higher) is a tactical weapon capable of Megajoule Destroy Force 15. Has blast radius of 500m. Developed by Kilo-Kilo Industries for multi-role combat using "shoot-and-leave" techniques.

DEFENSIVE MEASURES

Safety Zone

The Outer Space around any Corvus Space Station is safe. The Stations own defences will come to your immediate assistance. Entry to safety zone is signalled with twice the compass.

Shields and energy tanks

Your ship comes equipped with five and all shields and energy tanks. The shields protect your ship from aggressive fire, and will be recharged from the energy tanks. Constant fire will burn the shields. Once a shield is depleted, energy tanks and missiles ensure that ships will not destroy energy directly from the energy tanks and may even destroy items of cargo or ship fittings. When all your energy tanks are empty your ship will be destroyed. Using heat or an ECM system will also deplete your energy tanks.

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 tank replacement rate. This is the energy unit with the copper coloured top. No other unit looks like it, or acts like it.

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

ECM

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

Anti-missile (AIM) System Specification: Richard Mayfield "wipe-out" using ion-attraction theory developed by Bill and Bobbin on desktop 386. Electronic Counter Measures Systems use neutrally-charged particles of interplanetary heavy elements dust, reducing their instant energy and setting up repelling 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 then hit during combat the capsule will be ejected from the ship, be automatically tracked by the nearest world and will travel safely to a Coruscate space station. Your cash will be preserved but all your cargo will be lost.

However, this item comes with a widely recognized insurance cover which will guarantee you a new Coruscate ship, equipped twice normal. The contents of the cargo hold are exempt from this protection.

Since the unique IR signature of a ship's hull is used in its police records, abandoning your ship in this way will have the effect (unfortunately reported as much by genetic engineers as laser nations) of clearing your police record.

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

Escape-Capsule Specification: Recommended model is the Keesler-Peabody LBC 7, which can support two human life-forms for seven weeks, in moderate suspended life 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 at a planet of Tech level 5 or higher. These enable a ship to obtain free hyperspace fuel by "steaming 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 also be used to pick up miscellaneous space debris. Almost all debris vessels are fitted with lines so that they can lead them prey apart and off among the wreckage, rather than attempt to deal with a hostile craft.

Once fuel scoops are installed, you can scoop up an object (such as a cargo container) by keeping it in the lower half of the screen view area while flying right up to it.

Fuel Scoop Specifications: Fuel scoops are considered an essential (Deep Space), and dangerous non-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 Reactor converters.

Cargo Bay Extension

One cargo bay extension can be bought, increasing the hold space from 20 to 25 tonnes.

Cargo Bay Extension Specifications: Standard models for Mariner Freight Charters.

Docking computer

This is available from all Tech level 4 planets, then 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 brand, or G&A System is a sophisticated and expensive piece of gadgetry. It comes with 100% on-line plot interaction to induce in-cabin sleep during the manoeuvre.

Intergalactic Hypertive

The intergalactic hypertive is obtainable only from planets at Tech level 10 or higher, and can only be used once. The inter-Galactic hypertive is engaged by pressing O three times.

ICM Specifications: although a number of manufacturers have supported a whole range of ICM models, it is recommended you remain loyal to Starcraftium who provide the standard hyperspace transit drive.

Asteroid mining beam

Asteroid mining involves the fitting of fuel scoops and special mining beams to your ship. Ships which always carry them are known as "Bathers". 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 Beam's Specification: Kruger Model 49884 (a mining beam is highly recommended as both a trade and combat addition). Uses variable frequency laser rods of 200mm length, fired in wide beam, 100 channels/beam. Automatic colour-pattern lock ensures no fragments of large size or target vessel impinge on ship space. Can be fitted 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 Capacity) 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

turnover 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 Cubra, 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 ConCom Trade System. At your request you can obtain a list of basic trade items available for purchase.

Slaves 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 ConCom 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; autoSCAM modules will immediately load your purchase into the cargo bay - your screen will indicate your remaining credit facility.

The Cubra trade ship must dock with a ConCom space station before buying or selling cargo. There is Free Space trade facility, apart from routine pilfering of cargoes.

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 CUBRAS

1 - List of goods available on target planet

ENTER - Inventory of your cargo

2 - To see again when 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 Cubra trade ship can be filled with four lasers, four missiles and one energy beam. This should be sufficient to make trade possible within the System Space of even heavily piloted worlds. But it is strongly recommended that pilots achieve a certain level of at least "Goodly" before any

worlds designated "Anarchy" or "Faction" 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 foodstuffs, tools, minerals and luxuries.

Demand for goods varies widely and prices within planets fluctuate, but StarCap 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 medicines.

Industrial worlds need agricultural products (for refining), resource exploitation machinery (if rich) high tech goods. They produce basic items of need for civilized worlds: tools,



An artistic impression of a section of the cargo bay of a Pylon-Class Interstellar Freighter. It is the largest known freighter with a ten-thousand capacity cargo bay and is used mainly on the outer trade routes.

tools and gadgets, power storage units, food, weapons, mass-produced fertilizer, mass-produced medicines, etc.

Think about a planet's needs.

Think what might make the society function.

(Don't trade expensive items to a hungry world.)

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

Alternatives to Trading

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

BOUNTY HUNTING

Colossus banks, which insure the larger 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 noted with all known pirate vessels, and the bounty/number paid credited accordingly.

Bounty hunters commonly have Coloss-Class ships in order to masquerade as traders. They simply hyperspace into a system (generally one hostile worlds especially) and wait to be attacked, ensuring that they have sufficient hyperspace fuel (Xantium) 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 pirate, taking 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劫掠ed convoys/bankers of attacked cargo-ships can be scooped up and traded.

ASTEROID MINING

There is money in rock, but to make the most of it a Colossus ship must be fitted with a fuel scoop and a Miniblast, 15 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 ore.

FREE SPACE CARGO

Trade ships are often destroyed (by natural calamities or enemy action) and their cargo left unprotected. 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 profitable, 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-cargoing. Made of ultra-Chromium alloy, they hold one ton (tons) of goods, under variable pressure and temperature conditions. Tapes have been taken off such barrels being discovered after one full year on barren moons, and such "Moist cargo" is a remarkable source of historical scientific material.)

LEGAL TRADING

It is surprising how many planetary systems will allow the purchasing of illegal trade items, notably firearms, narcotics (especially Andaster Merganset) and slaves. Slaves are bought in cyberspace or in transporter coffins, 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 intermediary action.

Political Profile Of The Universe

Consequences for Trade

To trade successfully, and profitably, will almost certainly require you to fly the CodeTrade 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 K-Krowetz & Carl's *Political History and Economic Theory in the Confederation*, 2040.

Planetary governments, or federations, determine the relative safety of their Solar Space. Ranked in decreasing order of safety, the 2040 officially registered worlds of the Galaxy Federation can be classified as:

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

CORPORATE STATES

Like ENCLAVA and DUSTAL, these are well-ordered worlds, which have usually developed from settlers who practiced a free trade form of competition. Tradition is high on such worlds, but the living standards are high also. Corporate planets will to protect their trade, so goods are expensive, but tourists are welcomed. Import/exporters are often necessary.

Engerra is an agricultural world, not 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 dependable market, and customer relations are good. Luxuries, machinery and raw materials are well here.

Darce 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 it is always a safe bet to buy recently-developed machine forms which have not yet spread very far across the galaxy.

DICTATORSHIPS

Dictatorships such as the worlds Lora and Linzer, are only moderately safe to trade with, but are well worth the risk provided the trader is well defended and political trained. Very often peace exists without issue 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 sell their share the world store, and prevent its shops from being or rogue traders. It is an uneasy balance, which often breaks down.

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

and textiles sell 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 raised in protest.

WORLDS PLANETS

A trader can make his biggest profits here and reach his prime objective, Worlds like Omikron and Neutron have vast empty lands in for sale, the dead places of ships that come to trade honestly, and sell cheaply to honesty.

These are lawless places, and have usually become so because the original settlers completed too fast when there was too little resource material. Those worlds which survived because did so because of steady and bloody alliances between star families. Planets and mercenaries were hired for protection and assassination purposes. Anarchy works well trade mostly in narcotics, slaves, firearms and metals, and the price will be good... if you get a price at all. These worlds are almost always supplying invisible Markets, usually with trader/contractors 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 galaxy.

These worlds pay highly for goods they cannot produce themselves, because they know that traders will cheat them. Their own products need specialized, illegal collect, weapons, narcotics, state-of-the-art devices... if its (over), then another worlds are producing it. Trade in these items and you will get rich quick, or dead quick, or at least become a "Fugitive".

Alien Races

Of the 2000 officially registered planets in the GalCorp, all but 10 support human colonies only, that is to say, human presence elsewhere 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 state of co-operation between human and alien. Human control the Coracle stations in orbit, but the technology of them 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 Hoptoid life form of Euphoric or the Amphiboids of Andeen, can make a trader's life very difficult, by kidnapping at the port of a planet.

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

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

Amphiboids are usually not sharper 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 machines, space heaters and sewing machines.

Reptiles are dangerous in the extreme. No matter what sort of political structure the world may have, being alone are past-oriented, and hostile, and very unpredictable. All traders are advised to wear body suits, to prevent reactions of fear from triggering a feeding-response among these hostile and uniquely life-forms.

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

Insectoids. The most dangerous invader of the form is the Theropod, which is mentioned in the Coracle 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 in such a way.

One life form builds nests sized up to four miles high, and over four million stones rise in the middle levels. According to legend, any trader who voluntarily ascends the earth passageway from ground to upper surface of these immense mounds is furnished with the rare life-essence of the Great City. And then consumed alive. (But trading with immortals can be immensely profitable, so there are so many of them. So trade in wondrous wares, for example, means two to four watches per individual in a stone-group of perhaps ten thousand).

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

- Learn the body language of the alien race.
- Cover up your body-essence.
- Beware of Camspace concealed weapons.

Obscure Guide To Ships In Service

In most trading and combat operations, certain ships are repeatedly encountered. All ships, whether unarmed cargo shuttles or heavy-transports, are potentially dangerous as pirate 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* (Globe/Construction, 5th Edition, 1200 pp., Trade House).

ADOER

Manufactured by Outworld Workshops, a top secret company from Spudler and Pines Inc., which operates without license from any known location, the Adler-class craft has dual atmosphere-space capability and is often used by smugglers. (Frigg's "smuggling" system permits landing on planetary surfaces. Carries one missile).



Dimensions - 45/50/5
 Cargo Capacity - 1 T6 (Tonne/Container)
 Armaments - Ingram 1800 AC Beam Laser, Corel
 Grenade Launcher
 Maximum Velocity - 0.24 LM (Light Mach)
 Inertial Damp - 2414 AD (Outworld Workshops)
 Maneuverability - GP (Globe Factory)
 Crew Number - 2
 Drive Motors - AM 18 in Thrust
 Hull Stress Factor - 7 Kc 28
 Hyperspace Capability - Yes

ADP MK II

Galactic Navy vessel designed and manufactured in government workshops, incorporating secret self-destruction devices which are primed to explode when the navigation controls are used by unfamiliar hands. Incorporates two camouflage 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 safe fast and maneuverable. Despite its hazardous nature it makes an ideal pirate vessel, primarily because of the speed, camouflage and high velocity Haxxon Proger Burn-beams. The ship is too room for powerful shield generators, but only one missile port.

Dimensions - 75/265 FT
 Cargo Capacity - None
 Armaments - Haxxon-Proger Burn Laser, Corel
 Grenade Launcher
 Maximum Velocity - 0.40 LM
 Inertial Damp - 2414 AD (GalCorp Workshops)



Maneuverability - EF 4
Crew Number - 2
Drive Motors - Vulcan Hyperion H2 PulseDrive
Hull Stress Factor - TT 18
Hyperspace Capability - Yes

CORSA MK II

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

Dimensions - 60'000 ft
Cargo Capacity - 20 TC
Armaments - Ingram laser system, Lance B
 Forward Beam & Mid missile system
Maximum Velocity - 4.00
Inservice Date - 1788 AD (Covell & Mykath
 Shipyards, Lave)
Maneuverability - CF 8
Crew Number - 1 or 2
Drive Motors - Kruger "lightfoot" motor/Inman
 Thrusters
Hull Stress Factor - T 21 1/2 Holding Mk II
Hyperspace Capability - Yes



FEN-DE-LAW(E)

A Zargon-Peterson Group (See The Claw) designed vessel favoured by well-heeled County trader and interstellar business corporations. A sophisticated craft, capable of both limited trading, combat, and leisure 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 amenities, recording facilities, encouraging extended live-in periods (useful when pursuing a quarry). Fuel scoop is a standard fitting, ensuring complete self-sufficiency.



Dimensions - 80'000 ft
Cargo Capacity - 2 TC
Armaments - Ergon Laser System, F'S Beam B
 Hunt missiles
Maximum Velocity - 4.00
Inservice Date - 1788 AD (Zargon-Peterson)
Maneuverability - CF 5
Crew Number - 12
Drive Motors - Thruda Intermun Ionix R/C
Hull Stress Factor - T 21 1/2
Hyperspace Capability - Yes

KRAM

Small, reliable one-man fighter, common until the standardised version of the Marauder became available on the open market. Several of these early Fawcett design-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 - 80'000 ft
Cargo Capacity - 18 TC



Armaments - Super laser system
Maximum Velocity - 0.30 Light Mach
Reentry Date - 3000 AD (Delany ShipWorks, HMMB)
Maneuverability - CF 5
Crew Number - 1
Drive Motors - Delany Spinnors 2X 14
Hull Stress Factor - C-Holding A10-84
Hyperspace Capability - No

PyTide

One of the larger trading vessels manufactured in inner Outer Space by Wharf and Polley ShipConstruct. Cargo accommodation is cramped and sparse in contrast to facilities for large and "labor-intensive" transport. Though slow and ponderous, the craft has powerful CC-Vulcan shields and Vol-Vulcan 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 - 150x200 ft
Cargo Capacity - 100 T0
Armaments - Vol-Vulcan Pulse laser
Maximum Velocity - 0.20
Reentry Date - 3700 AD (Wharf and Polley ShipConstruct)
Maneuverability - CF 3
Crew Number - 35-50
Drive Motors - 4 C-008 17 Area Colon Colon 7000 Model
Hull Stress Factor - Tigranoid V0 30
C-Holding 62-1-11
Hyperspace Capability - Yes

SEAFINDER SCOUT SHIP

Designed by Fusion Jetway and built in the Outer-Outer Shipyards by Spindler and Starline, Inc. It boasts many specifications for a multi-purpose support craft. Mainly used for atmospheric and planetary surface scouting, but extremely low for city-streets, reconnaissance and infantry air support (and by pirates who favour speed and elusiveness, its primary advantage). Has some interspatial capability not including hyperspace, and must be carried through hyperspace by (compressed) vessels. Hull is too small for the installation of fuel storage, or more than one missile pod.

Dimensions - 35x150 ft
Cargo Capacity - None
Armaments - Dual D-14 lasers, Scatter missile
Maximum Velocity - 0.37
Reentry Date - 2800 AD (Orion Cluster Spindler & Starline)
Maneuverability - CF 9
Crew Number - 1
Drive Motors - delany Spin 10x 14y
Hull Stress Factor - Not available, C-Holding C-04
Hyperspace Capability - No



THARGOON WARRIOR SHIPS

Though most of the Thargoon Space Fleet is currently engaged by the Galactic Navy in Interspatial 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 to counter Navy missiles, subsequently copied by the Navy from captured Thargoid ships. Additionally, most Thargoid battle ships carry a few small vehicle-mounted ships, each equipped with a single pulse laser. One rumoured that the Galactic Navy are designing their anti-vehicle-mounted fighters, and will pay well for Thargoid ones to study.

Dimensions - 180x40x160 ft
Cargo Capacity -
Armaments - Vastly varying. Mountings available for most systems.
Maximum Velocity - 0.20 LM
Inertial Data - Unknown
Manoeuvrability - QF 5
Crew Number - 100
Drive Motors - Thargoid invention
Hull Stress Factor - Unknown
Hyperspace Capacity - Yes



VIPER (PULSE SHIP)

Small, highly manoeuvrable short range 'hunter-killer', the Viper was specifically designed for Gallop Space/Pulsar purposes by Fautian Manpace and are built under licence on all Medium Tech worlds. The Viper is a single-pilot craft, but can carry up to ten humanoid passengers. It has its cargo space built as a 'bay' capability, and can hold a ship of up to 1x10,000 MT's mass (including the Colon Mk 2). This popular ship is also copied by larger freight concepts, for defensive purposes.



Dimensions - 80x20x30 ft
Cargo Capacity - Zero
Armaments - Instant Megalast Pulse Laser, Swept Missiles
Maximum Velocity - 0.22 LM
Inertial Data - 2162 AG (Fautian Manpace, Raptus)
Manoeuvrability - High (QF 7.4)
Crew Number - 1 (up to 10)
Drive Motors - DeLain Super Thrust MC18
Hull Stress Factor - None
Hyperspace Capacity - No

CRASHES AND TIPS

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 hey presto. Not much easier than that.

If you are having trouble docking you can try this cheat. Once you have launched, get into destination, and fly towards the planet/star. Spin around (and you'll still be dead straight with the station/orbital) until it locks the station and hit it for hyperspace. If you docked before the countdown ended you locked at the new station.

There was also a cheat 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'll now appear in hyperspace, and will continue to do so until you pause and press 'F' again. Now 'well' use a full journey's worth of fuel though, even though your location (at the black-vortex-chart) is halfway between the planets. So make sure you choose a planet that's nearer than 1.5 light years, or you'll be stuck! The same sequence gets you out again (assuming the Thargoids don't beg you before you can jump).

There is a way to stay in hyperspace forever, or at least until you have 99 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 up.

When tugging with Thorgrids they will nearly always come at you vertically and turn at 90° when they shut up. They can be shot in the belly. This seems to be the most effective way of killing them.

ELITE 128 PORES

Infinte Energy 41008.0
Infinte Fuel 55408.0
Immunity 20400, 555 00000, 0 00140.0
One HP 100s 50550.0
Cool 1 000s 50400.0
Infinte Masses 40870.0
Large Cargo Bay 40020.0
Escape Pods 00000.0
Hyperspace Raytrons 047110.0
Infinte Money 41220.04
S.C.M. Jemmer 00000.0 00000.0 00000.04



ELITE 48 PORES

Infinte Energy 38017.0
Infinte Fuel 50007.0
One HP 80s 40040.0
Cool 1 000s 40700.0
Infinte Masses 30000.0
Hyperspace 00380.0 00380.0
Escape Pod 00007.0
Infinte Energy Bursts 00000.0
Infinte Money 04011.0 04070.0

GENERAL FACTS

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

0-9	Harmless
9-50	Mostly harmless
11-50	Poor
22-50	Average
60-100	Above average
100-150	Competent
100-200	Dangerous
200-4000	Deadly
6000+	ELITE

If you reached 6000 hits, your rating exceeds 6 - Harmless, which is a useless but interesting fact. 0-50 register zero.

ELITE is possibly the most well-known computer game ever. When it made it's appearance on the Spectrum, three parties to Frontier-Gold, the full-price range of their software, and programmed by a team called TOPGUE (who also coded the Amstrad version, hence why apart from 4000000, the box look & play the same.) All the space-flying tactics were faithfully transcribed from the BBC original, and there were new missions for the format - SuperNova, Cloaking Device & Thorgrids Invasion, and many of the specialcraft made into the 'Tumble' Spectrum. Many of the remounts also made it to Commodore, there was, alas, no space designer in the ZX ELITE...

ELITE was also one of the first games to be found not compatible with the brand new 128K

Spectrum. A patched version was released almost immediately, although I was - when told that half of the extra memory, nothing new was added to the enhanced machine.

Are the Game games compatible throughout all of the different versions? If you wanted to tape in the 486 version, could I load it back into the 128-040? 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 pre-set, etc.

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

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

Mission 1, Superspace This mission requires you rescue the crew of a Space Station which is about to explode. When you arrive in the system, the screen is red, not white, you get a "Fuel Leak" warning (A warning sign of making sure you don't chicken out, and *Wahapause* 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 Galactic Hypercube. When you activate your space drive, (presumably the reaction from the Hypercube) you enter the test facility.

Mission 2, Closing Device Involves a bunch of ships that follow in and out of vision. They're quite easy to hit though. Essentially, you'll come up against a single AWP's, which when (finally) destroyed will release a single large warhead, as opposed to the 7 ships normally released (as before). Sweep this cargo, and you'll find yourself automatically closed-captives. Pressing "Y" will activate the dock - your screen goes blue, and all other ships head off, power-down, including the AWP's. The Clock has a pretty hefty dose 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 (press F to activate), and off you go to have a tank at a Space Station over-run by Thargoids. You can make a fortune on this mission by looting Thargoids, and sweeping Thargoids.

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

And there's more

Elite was not just available for the limited XX Spectrum. If you have access to the internet I highly recommend that you visit the Elite pages created by the game co-author Ian Bell. Here you can find resources for many different formats (including a Commodore 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 will enhance your enjoyment of the game. You can visit the page at

<http://people.netcom.co.uk/ia/bell/elite/without.htm>

As well as there being a wealth of images, information and files in 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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