

In these pages you will find:

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# The Manual

## Your Guide to the Universe

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### KEYS:

Flight Controls		Navigation	
.	Roll Left	ALT + n	Nav Map
,	Roll Right	+	(numpad) Zoom map in
=	Increase Speed	-	(numpad) Zoom map out
-	Decrease Speed	f	Search map
[	Min Speed	r	Rotate map
]	Max Speed	ESC	Exit map
TAB	Afterburner	Weapons	
x	Match speed of target	b	Mines/Decoys VDW
j	Jump	m	Missile VDW
Radar and Targeting		g	Gun VDW
ALT + r	Toggle radar modes	h	Cycle through ordinance in current VDW
e	Cycle radar ranges	n	Select ordinance on/off
a	Next target	BACKSPACE	Drop mines/decoys
z	Previous target	ENTER	Fire missile
s	Nearest friendly	SPACE	Fire guns
w	Nearest hostile	f	Toggle full guns/no guns
SHIFT + 1-9	Store target	ALT + s	Drop Nuke'em
1-9	Recall stored target	<u>Damage</u>	
Views		d	Damage VDW
F1	Front view	<u>Special Features</u>	
F2	Left view	ALT + b	Activate BSE system
F3	Back view	ALT + d	Diary
F4	Right view	ALT + h	Hotkeys
F5	Exterior ship view (pan with arrow keys)	ALT + o	Game options
F6	Target track camera	ALT + w	Activate warp shields
F7	External view of target (pan with arrow keys)	ALT + x	Exit game (takes you to load game screen)
F8	Target chase camera	o	SOS reciever on/off
F9	Fixed camera	t	Tractor beam
F10	Fly-by "cinematic"	y	Drop tractored object
<u>Communications</u>		p	P.A.D. (planetside only)
c	Comms VDW		
1-9	Choose comm signal		
To adjust brightness during cinematics, press = and -.			

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# CCN User's Guide

## "Helping you not to lose it"

After a brief Log-On sequence, you come to the Main Menu. From there you can Log Off, or click one of the five buttons to go to that page. Let's start on the left, with Ships.

### SHIPS

This is where you Buy & Sell, Repair, and Upgrade your ship.

#### **Purchase/Sell**

To buy a ship, simply scroll down the list and click on a ship. The BUY button becomes highlighted when a ship you can afford is selected. Click the BUY button to swap your current ship for the new one. Don't worry, you get as many credits back as you paid, so it's easy to undo a mistake.

(*Warning:* Your equipment will not carry over to the new ship. You must re-purchase any weapons or modules.)

On the right are the stats of the selected ship.

#### **Repair**

Unless you're using the invulnerable cheat, you'll need to come here quite often. If you're saving credits for that special upgrade, or you're just plain poor and want to prioritize, use the slider bars to choose which system to repair, and by how much. Otherwise just click the complete repair button.

(*Note:* If you have a repair bot, the only thing you have to worry about here is Armour. Hold off on landing to let it do its job.)

#### **Purchase/Sell Equipment**

Here's where you buy and sell missiles, guns, modules, and everything else you can put on your ship. As with the ship screen, you get back as many credits as you paid, so it's easy to undo any mistakes.

Only one type of hardpoint is displayed at a time, so click the respective icon around the display of your ship to get to Guns, Missiles, or Modules. Clicking the arrow to the right of the item's image displays some descriptive text. If you have enough credits to buy an item, the BUY button will illuminate.

To sell an item, click the hardpoint, and the BUY button will change to SELL.

### BULLETIN BOARD

This is where you take on missions and hire wingmen and cargo ships. Click on a post to read its description, then choose whether or not to accept it. The things that do appear are completely random.

#### **Missions**

Missions are not available on the bulletin board until you've completed the Xavier Shondi mission. They vary in type, including escort, bounty-hunting, assassination, seek & destroy, rescue, etc.. It is possible for a mission to appear more than once, whether you previously completed it successfully or not. You can only take up to three missions at a time.

#### **Wingmen**

...and wing women, too. You can only hire one at a time. If you change your mind and cancel, you only get half your credits back. Generally, the more expensive they are, the more skilled they are.

#### **Cargo Ships**

The larger ones actually make good wingmen. You'll have to hire one from here if you want more than the default 250 tons.

### PUBLIC RECORDS

Several times during the plot, you'll need to access this to look up some information. These screens contain a lot more than just plot-related info, so read up for more immersion into the Privateer 2 universe's **People**, **Companies**, **Vehicles**, and **Planets**. The database expands as you play the game. Accessing some records open up other ones. For example, accessing a person may open up information on the company he works for. In some

cases, you may not be able to visit a place until you look it up here.

## **COMMODITIES**

The idea here is to buy stuff on one planet, then transport it to another to sell it. While the legal stuff is safe to transport, the illegal "Black Market" goods will net you a higher profit. You will need to hire a cargo ship and escort it. The default cargo ship only carries 250 tons, so if you want to ship more, you'll have to hire one from the bulletin board.

### **Purchasing**

Click once on the BUY TONS button to buy one ton of an item. Click and hold to buy quickly. This will stop when you're out of credits, your ship is full, or there's no stock left. In the upper left of the screen are a series of icons. Clicking on them brings up lists in different categories. Everything under the Skull and Crossbones is illegal. If the CIS catches you, you have to fight for the remainder of that trip.

**Note:** You can't spend more than you can afford, including the cost of hiring the ship. Thankfully, your Credits value changes to red if you fall below your ship's hiring cost.

### **Selling**

Same idea as Purchasing. If you haven't left a planet yet, you can sell stuff back at the same price you bought it at. It's by travelling to different planets that you make money. On the far right of the screen is where your profit margin is shown. If the number is red, it means it's a loss. You may want to hold on to that cargo until you find somewhere else to sell it.

## **NEWS BULLETINS**

Keep up with what's going on in your Universe! These are updated at random, and there's only one at a time. Most announcements are garbage, but occasionally a new technology will be announced. If you're into Commodities, pay attention to the bulletins talking about disasters or stockpiles or such.

# **P.A.D. OWNER'S MANUAL**

Like a PDA on steroids, the Personal Access Directory has two major modes: Transit and Normal. The PAD is where you control pretty much everything in the game. You should pull it up every time you're planetside, if only to save.

## **TRANSIT MODE**

Your PAD comes up in this mode whenever you click on the "Exit To Transit" part of a screen. Locations sometimes only appear after you've looked them up in a Booth. They also sometimes disappear after you've visited them. Click on the location you want to go to, then click the exit button to go there. You can't access Normal mode while in Transit mode.

## **NORMAL MODE**

The Normal Mode allows access to four screens: Status/Diary, Cargo Inventory, Ship Inventory, and Game Options. Clicking on the relevant triangular icon brings up that screen. The PAD will also pop up if you get an email while you're on a planet. This can be anything from an unsuccessful mission chastisement to a warning that you can't afford your cargo ship. In flight, your ship takes care of most of these functions.

### **Status/Diary**

The Status part shows how many credits you have and how much your stuff is worth. Your Rating is based on how many kills you have. Most importantly, Diary entries are displayed here, including current missions and plot notes. A bug in the game sometimes causes there to be an extra entry that just says "No entry available."

### **Cargo Inventory**

Shows what goods you have, and what ship you've hired to transport them. Also indicates how much you paid for your goods, and how much they're currently worth on the planet you're on. You can terminate your cargo ship and sell all your goods quickly from here.

### **Ship Inventory**

Shows what's on your ship, and its damage. As far as I know, the only Software you can get is Blindfire and Missile Turning, which can only be gotten from David Hassan (after you've talked to him in the main plot), and can't be gotten rid of, even if you switch ships.

### **Game Options**



This is where you Load and, most important, Save games. There is no cursor: a highlighted line in the Save screen can be edited. If the game is running too slow for you, turning off the animations and sounds can help.

# Pirate Clans & Their Ships

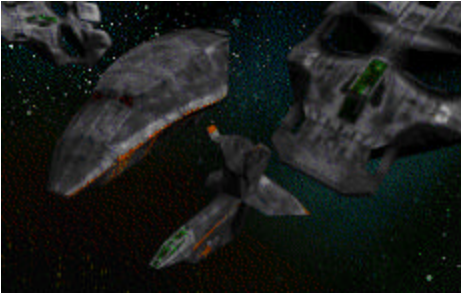
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## Chirichan





Picture	Name	Max Speed	Agility	Shields & Armor
	Shuttle (1 turret)	240	5	great
no picture available	Cruiser (3 turrets)	180	7	outstanding
	Demon	280	4	poor
	Heron	400	5	poor
	Testimos	440	6	good

## Jincilla



Picture	Name	Max Speed	Agility	Shields & Armor
	Shuttle (1 turret)	240	5	great
no picture available	Cruiser (4 turrets)	160	7	awesome
	Skull	560	7	poor
	Tacon	380	5	good
	Veldor	380	4	good






## Kindred

Picture	Name	Max Speed	Agility	Shields & Armor
	Blade	480	6	good
	Vendetta	380	4	good

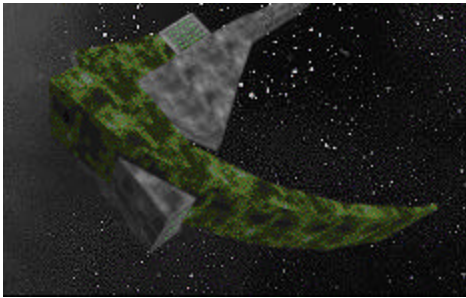






## Kiowan








Picture	Name	Max Speed	Agility	Shields & Armor
	Shuttle (1 turret)	240	4	great
	Cruiser (4 turrets)	120	6	outstanding
	Krell	400	5	poor
	Leighat	400	5	good
	Vector	360	3	poor




## Papogod



Picture	Name	Max Speed	Agility	Shields & Armor
	Shuttle (1 turret)	300	6	great
none available	Cruiser (2 turrets)	160	7	outstanding
	Ashearer	480	8	good
	Ecatona	400	5	poor
	Temblor	408	4	good

## Military/CIS Ships

Picture	Name	Max Speed	Agility	Shields & Armor
	Transport	120	1	outstanding
	Dreadnought	120	1	awesome
	Prototype	160	2	awesome
	Carrier	160	3	awesome
no picture available	Destroyer	240	3	outstanding
	Light Fighter	400	6	poor

		Medium Fighter	440	6	good
		Heavy Fighter	320	5	great
		Heavy Fighter II	560	6	good

# Planets & Stations

There are 3 systems in the Tri-System area: Hom, Irrulan, and Isaac. There are 18 planets combined within these systems. 8 of these are major planets, and 10 are minor planets. There are also 4 equipment stations, 4 commodity stations, 2 super stations, 2 pirate bases, and 1 independent space laboratory. These planets and stations are connected through nav points and jump gates.

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## Planets

Name	Nav Point	Type	Description
Anhur	7	major	Oldest planet in the Tri-System
Athos	120	minor	Nothing here.
Bex	2	major	Agriculture and Religion, not to mention Beer.
Corinthias	91	minor	Lots of Iridium and Cerulean ores.
Crius	4	major	Major medical planet.
Desolia	103	minor	Home to some major industries.
Destinas	98	minor	Has lots of Lumber and Livestock.
Hades	6	major	CIS/Military base. Serves as the Tri-System prison.
Hephaestus	1	major	Rich yet overpopulated.
Hermes	5	major	Seedy, greedy, low-life magnet.
Janus IV	3	major	Rich. Seat of the Tri-System government.
Karatikus	0	major	Beware the mutant uprising.
Leviatha	116	minor	Has lots of water.
Massanas	109	minor	Has lots of illegal goods.
Ostina	106	minor	Has lots of minerals. Lots of CIS and Pirates in the area.
Petra	95	minor	Has lots of minerals.
Serca	93	minor	Has lots of minerals.
Terrel	122	minor	Agriculture planet.

# Stations

Along with planets, the Tri-System is also home to numerous man-made space stations. There are repair, commodity, and super stations. There are also two pirate bases, and a science station.

Name	Nav Point	Type	Notes
Corsas	94	equipment	
Curium	150	super	
Dextros	155	commodity	
Draknor	153	pirate	Chirichan Clan's Base
Ferix	125	equipment	
Kappa Labs	139	special	Nothing here except a plot point.
Kastagan	151	pirate	Kiowan Clan's base
Lironas	133	commodity	
Pletirat	142	commodity	
Reva	136	commodity	
Sarama	132	equipment	
Stanton	129	equipment	
Tersa	147	super	

# Commodities

- Buying and selling goods is probably the easiest way to make money in the game. However, it can be kinda slow.  
You can make the most money if you read the News. A Bulletin indicating high prices on a certain planet will remain in effect for up to four landings - enough to make one trip; two if you're lucky.
- Illegal Black Market goods make the most money, but if the CIS detects your cargo, you have to fight them. Luckily, they forget the infraction after you land, and you'll be in the clear next time you fly.  
Because of the high military traffic around Hades, I'd recommend avoiding that nav point while transporting illegal goods.
- The shortest, and therefore easiest, runs are between Bex and Hephaestus, between Janus IV and Karatikus, and between Massanas and Ostinia.

Below is a list of the lowest and highest price of every commodity. Buy low and sell high!

Commodity	Lowest Price	Highest Price
<b>BLACK MARKET</b>		
Nerve Toxins	Karatikus - 12c	Anhur - 22c
Organs	Karatikus - 72c	Crius - 156c
Brain Implants	Karatikus, Leviatha, Massanas - 126c	Crius - 234c
Pleasure Borgs	Massanas - 30c	Desolia - 75c
Firearms	Janus - 7c	Tersa, Ostina, Karatikus, Anhur - 21c
<b>FOOD</b>		
Grain	Terrel - 3c	<i>many</i> - 7c
Fertilite	Athos - 2c	Hades, Hermes, Janus - 6c
Water	Leviatha - 4c	Hermes, Janus, Karatikus - 10c
Livestock	Destinas - 7c	Hermes, Janus - 16c
Synthi Meat	Desolia - 14c	Destinas - 25c
<b>INDUSTRIAL</b>		
Plasteen	Desolia - 11c	Anhur, Janus, Reva - 20c
Brikcrete	Hermes, Janus, Pletirat - 8c	Anhur, Bex, Destinas, Reva - 12c
Titan	Desolia - 10c	Anhur, Janus, Reva - 18c
Biopolys	Desolia, Hephaestus - 20c	Anhur, Janus - 30c
Lumber	Destinas - 4c	Anhur, Desolia, Hephaestus, Janus, Reva, Pletirat - 9c
<b>LUXURIES</b>		
Bex Beer	Bex - 5c	Janus, Massanas - 12c
Gemstones	Corinthias - 98c	Janus, Massanas, Tersa - 168c
Fluffy Rodents	Terrel - 4c	Janus, Tersa - 9c
Sunflowers	Athos, Bex, Destinas, Reva, Tersa - 4c	Desolia, Hephaestus - 6c
Warp Steroids	Destinas - 28c	Corinthias, Janus, Karatikus, Massanas, Ostinia - 48c

<b>MEDICAL</b>		
<b>Cybernetic Limbs</b>	Crius - 48c	Janus,Karatikus - 72c
<b>Medical Kit</b>	Crius - 7c	Anhur,Janus,Karatikus - 12c
<b>Blood</b>	Pletirat - 24c	Anhur,Crius,Karatikus,Tersa - 36c
<b>Synthetic Skin</b>	Leviatha - 35c	Anhur,Janus,Karatikus - 60c
<b>Optical Nerves</b>	Leviatha - 24c	Anhur,Janus,Karatikus - 72c
<b>HARDWARE</b>		
<b>Solar Generators</b>	Hephaestus - 56c	Athos - 91c
<b>Environmental Suits</b>	Hephaestus,Janus,Tersa - 40c	Karatikus,Petra - 65c
<b>Heavy Loaders</b>	Hephaestus - 32c	Corinthias,Ostinia - 50c
<b>Atomic Chisels</b>	Hephaestus - 24c	Corinthias,Ostinia - 39c
<b>Communications</b>	Hephaestus,Janus - 32c	Hades,Lironas - 48c
<b>ORES</b>		
<b>Rhodium</b>	Serca - 6c	Desolia,Hepahaestus - 11c
<b>Platinum</b>	Petra - 4c	Hermes,Pletirat - 9c
<b>Iridium</b>	Ostinia - 3c	Hephaestus,Hermes,Pletirat - 8c
<b>Cesium</b>	Petra - 8c	Lironas - 14c
<b>Lythia</b>	Anhur- 17c	Hephaestus,Desolia,Pletirat - 22c



# Hints & Cheats

## Cheats

While in flight, go to the Nav map, and hit "f" like you're doing a search. Type in one of the following codes, then hit ENTER.

**napalm** - gives you 10 Nuke'Ems

**pety pety** - refills your afterburner

**rep me up** - completely repairs your ship

**chill out** - fully cools your guns

**no talent** - invulnerability (DOS version only. In the Deluxe Windows version, and the patched DOS version, this is in the options screen)

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## HINTS

### Quicker Jumps

This only works as long as there are no hostile ships around. Hit ALT + X like you're going to exit the game. Wait a few seconds and hit N. Your jump meter should then be full.

### Reducing the amount of time it takes to get to a planet

There are two ways of doing this.

- 1) Pitch up so the planet is just below your screen. I don't know why this works. Keep the comms open so you don't burn up.
- 2) In the options page, switch from Joystick only to Joystick/Throttle combo. This will make your speed increase far beyond what your ship is capable of, even with Afterburners. In order to slow down, you have to switch it back, then press a throttle decrease key. I'd recommend letting it get to 2500 or 3000 kps at most.

### Avoiding the CIS Contraband Scan

The CIS/Military can't scan your cargo ship unless it's at the same Nav Point as you are. Knowing this, try the following:

Plot your course. Tell your cargo ship "Let's get going." Jump as soon as you can. Get to your destination planet or station as quick as you can and land. By the time your cargo ship catches up, you'll be close enough to land, and it'll land with you.

### Best Cargo Runs

- 1) Massanas and Ostinia are only 2 jumps apart. Buy all Black Market cargo and Enviro Suits, Loaders, and Chisels in one direction for the biggest profit (10000), and Iridium and Bex Beer on the way back (1000). This works best if you hire an Illia Mk II.
- 2) Haul Black Market goods from Hermes to Pleterat Station (2 jumps). Nets about 2000.
- 3) At Janus buy Firearms, Blood, Solar Generators, Loaders, and Synthi Meat; sell these at Karatikus 2 jumps away. At Karatikus buy Organs, Brain Implants, Bex Beer, Gemstones, Rodents, Plasteen, Titan, Biopolys, Lumber, Fertilite and Livestock; sell them at Janus. Makes 3000-7000.

### Easy Escorts

Are the ships you're escorting getting scanned, lost, or blown to bits? Try these:

- 1) Put the ship in a target memory slot so you can keep track of it's status. Plot a direct course to your destination (escort ships do not use jump gates). Tell the ship to "get going." Try to jump out at the same time as

the ship. You can tell it's about to jump when its speed cuts in half (that's why you want to store it). If you jump too early, the ship can get caught at the Nav point where you left it and destroyed. Make sure the ship lands at its destination before you do.

2) Tell the ship to get going, but don't go anywhere yourself (It knows where it's going). Half the time it'll get there no problem. If not, just reload your game (you did save first, right?) and try again.

### **Combat Hints**

1) Get behind your target. Match speeds so you don't get too close, as some ships can fit between your guns' firing track.

2) When attacking shuttles, cruisers, and other large craft, find the spot with no turrets and attack from there. For shuttles, this is usually on the underside. Some ships like to roll to bring their turrets to bear on you, so you'll have to adjust your flight path. Long -range weapons work well here. They won't keep you out of firing range, but they'll give you more time to move when the vessel decides to shoot at you.

3) When you're playing chicken with another ship, squeeze off a few shots while you're still out of range. The fact that you're flying towards each other closes the gap. You can turn away before his shots hit you, but chances are the AI won't.

4) Also while going head to head: if you're in a ship with a narrow profile, you can try to squeeze between his gun track.

5) Jincilla Skulls are very annoying in the early stages of the game because of their speed. Hire a wingman and instruct him to attack the Skull. Then slow down and fly in a straight line. The Skull should line up behind you, and your wingman behind him. Be sure to watch your shields, though.

### **Missile Avoidance**

1) Use decoys. They're expensive, but they're worth it if they keep you alive.

2) Target the missile and shoot it. This is harder than it sounds, but it works. It also keeps other ships off your tail.

3) Don't fly straight. Fly erratically. Sharp, unexpected turns. Do NOT fly in a straight path.

4) After destroying the last hostile ship, you can jump and the remaining missiles won't hit you.

### **Saving Credits**

1) If you use Decoys and/or Mines, make sure there is at least one left when you land. When you sell that package, you get the same amount back that you paid for all 10!

2) Make an early investment in a Repair Droid. Don't land until it's done its job. Keep in mind that it doesn't repair Armor, though.

### **Equipment Notes**

1) Recommended upgrade order: Guns & Missiles, Afterburners, Repair Droids, Gun Coolers, Shield Generators. Other stuff at your discretion.

2) It's best not to use Nuke'Em's on escort missions. The danger of killing the escorted ship is really high.

3) The Blindfire and ALVIS RTS(Return To Sender) Systems are acquired after you talk with Hassan during the main plot. They cannot be deactivated or sold, and they carry over even when you trade your ship.

# Wingmen & Cargo Ships

## Wingmen

The Wingmen (and WingWomen) available to hire is random every time you land. Mostly they're good for drawing fire. They won't really attack anything unless you tell them to "Attack my target" or they themselves get attacked. Many times they'll bail in the middle of a really tough fight. Once you've hired one, they'll be with you until you land. If you change your mind and cancel the deal before you take off, you only get half your credits back. Generally, the more expensive a Wingman is, the more skilled.

Name	Cost	Ship	Rating	Quote
<b>Pinet El-Susse</b>	120	Aurora	Novice	"What pirate?"
<b>Lazenby Simpson</b>	180	Velacia	Apprentice	"I'm gonna get you now."
<b>Leon J. Spudley</b>	215	Heretic	Average	"You couldn't hit a cow's backside with a spade."
<b>Lerissa du Voille</b>	240	Faldari	Average	"En garde, maggot filth."
<b>Norus Heggardly</b>	240	Faldari Mk II	Average	"Look at teh size of those Nebulas."
<b>Vicksen Aureola</b>	260	Skecis Mk II	Above Average	"Mmmmmmm...I'm feeling hot today."
<b>Alopecia Cook</b>	265	Heretic	Above Average	"D'ye want some? I'm 'and y!"
<b>Cinquante Delores</b>	265	Jendevi	Above Average	"Because it just is, ok?"
<b>Bruiser McDoozer</b>	265	Aurora	Above Average	"Let's be 'avin' yer, then!"
<b>Jak Perdies</b>	275	Duress	Above Average	"Another death, another dollar!"
<b>Delphinus</b>	280	Aurora	Above Average	"Hang on, I'm watching something."
<b>Tallboy Rickardson</b>	280	Shaman	Above Average	"Gotd, it's cramped in here."
<b>Welpped Iuvenil</b>	325	Faldari Mk II	Reputable	"Gee, look, pirates. Let's get 'em!"
<b>Phungid Mykofyle</b>	325	Faldari Mk II	Reputable	"I smell trouble."
<b>Iuste Suttillis</b>	325	Kalrechi	Reputable	"See that ship? Watch this..."
<b>Eryl Barsteadly</b>	335	Shaman	Reputable	"Kites at 1400 hours. Toodlepip!"
<b>Clevis "Guts" Nugget</b>	335	Freij	Reputable	"Gonna kick your ass, sea bass!"
<b>Monk Skungous</b>	340	Straith	Reputable	"Let us pray."
<b>Brad Califaryan</b>	360	Velacia	Connoisseur	"Mess with the best, die like the rest," and other

				clichés
<b>Paetas Sturge</b>	365	Karnenan	Connoisseur	"Here we go again..."
<b>Hengist Magnusson</b>	380	Duress	Connoisseur	"Aaaaaaaaaaargh!"
<b>Ignatuis Furorum</b>	390	Velacia	Connoisseur	"Gonna batter and fry your ass, amateur."
<b>Jaren Xi</b>	415	Danrik	Righteous	"Softly, softly, catchy missile."
<b>Wendy Wellington</b>	425	Duress	Righteous	"Has anyone seen my rucksack?"
<b>Orpheus</b>	465	Icarus	Specialist	"Look behind you."
<b>Liston Sativa</b>	495	Drakkar	Specialist	"Don't worry, I'll leave you one."

## Cargo Ships

If you're dealing in Commodities, eventually you're going to need something more than the default ship. Head to the Bulletin Board and hire one of these bad boys. The ones with turrets also make pretty decent wingmen. They follow you wherever you go, and can usually take care of themselves. Thus they don't require as much attention as an escort ship.

Name	Cost	Max Speed	Turrets	Shields & Armor	Capacity (tons)	Bays
<b>Gea Transit</b>	50	228	none	poor	250	5
<b>Gea Transit Mk II</b>	100	228	none	poor	400	6
<b>Ogan</b>	240	220	1	poor	550	6
<b>Ilia</b>	390	200	2	good	750	7
<b>Ilia Mk II</b>	630	200	2	good	750	7
<b>Monolith</b>	920	140	3	great	1500	9

# Missions

There are two main categories of missions in Privateer 2: ones you get from the Bulletin Board, and ones involving the main plot. This page deals with the former category. See the Plot page for those missions. Missions are divided into several categories: Patrol, Seek & Destroy, Assassination, Escort, Defense, Rescue, SOS. Below are details for each mission.

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## Patrol

**From:** Meredith Textiles, Inc

**Difficulty:** Easy

**Reward:** 3800

**Route:** Navs 116, 113, 117, 126, 194, 195, 199, 200

The only hard part is the occasional Jincilla Skull, as they're fast and hard to hit.

**From:** Rutger O'Malley - Special Ops Division - CIS

**Difficulty:** Easy

**Reward:** 3800

**Route:** Hermes to Nav 151

Go to Hermes and set course to Nav 151. Kill a few Kiowan cargo ships with Drugs along the way. Chances are you'll only hit a couple Nav points before getting a congratulatory email.

**From:** Messineo Couriers

**Difficulty:** Medium

**Reward:** 3800

**Route:** Hermes to Leviatha

Go to Hermes, and set course for Leviatha. Kill everything in your way. Nuke'Ems are welcome.

**From:** Davis & Co., Armaments and Supplies

**Difficulty:** Medium

**Reward:** 3600

**Route:** Bex to Hephaestus

Go to Bex, and set course for Hephaestus. ID ships with "Gifts & Antiques" and kill them. Do so quickly, as they move fast.

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## Seek & Destroy

**From:** CIS Headquarters, Special Ops. Div.

**Difficulty:** Medium

**Reward:** 5500

**Route:** Nav 25 to Nav 0

Scan for ships carrying "Contraband Package" (there are two) or "Weapons Package" (there's one), and kill them. Tractor in the three "Space Dudes," and you get an email asking you to take them to Hades. Go to Hades, find the stationary CIS Destroyer, and drop off the "Space Dudes." You'll get an email confirmation.

**"Infected Humanists"**

**From:** CIS

**Difficulty:** Hard

**Reward:** 16,000

**Locations:** Anhur and Nav 12

Go to Anhur and scan all the ships for "Infected Humanists." Destroy them. Your best bet is to scan the faster ships first, and those closer to the planet. If you don't, some ships will slip through, and you fail. After you've identified and destroyed a few, you'll get an email giving you permission to destroy the rest of the ships. You can use Nuke'Ems now. Once the area is clear, go to Nav 12 and repeat the process. Remember not to kill all the ships until you're given permission. This part is also harder because some pirates start attacking you.

**From:** Jelwar Kubani, on the CIS Cruiser, Excalibur.

**Difficulty:** Easy

**Reward:** 5800

**Locations:** Navs 111, 115, 168

Go to Nav 111, identify the ship carrying Weapons, and kill it. You'll get an email asking you to go to Nav 115 and repeat the process. Another email asks you to go to Nav 168. There are two ships there that need killing.

**From:** Serra Helena Shlegel

**To:** ML Ace Pilots

**Difficulty:** Hard

**Reward:** 8500

**Locations:** Anhur, Navs 12, 13, 38

Go to Anhur and Navs 12, 13, and 38, killing pirates along the way. At one of the Navs is a captured CIS Prototype. You need to take that out as well. A well-placed Nuke'Em will do the trick.

**From:** CIS Headquarters, Hades

**Difficulty:** Easy

**Reward:** 4700

**Locations:** Navs 192, 193, and Hades

Go to Nav 192, destroy the Turret Towers and Tractor in the Escape Pod. Go to Nav 193 and do the same thing. Drop both pods near Hades.

**From:** CIS Headquarters Special Ops. Div.

**Difficulty:** Easy

**Reward:** 7750

**Location:** variable

Go to the specified Nav. ID and destroy ships carrying "Firearms" or "Nerve Toxins." There's only one of each.

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## Assassination

**"Craven Shard"**

**From:** CIS

**Difficulty:** Hard

**Reward:** 13,000

**Location:** variable

Go to the specified Nav and kill everything. Nuke'Ems really come in handy here, and will reduce the difficulty to Easy. Don't forget to hit the Space Dude. Craven himself is in the CIS Destroyer, which is hard to get to.

While you have it targeted, try to fly where the yellow arrow tells you, which will be in circles for a while, but

eventually it'll straighten out.

**From:** CIS Headquarters, Special Ops. Div.

**Difficulty:** Medium

**Reward:** 4000

**Location:** variable

Go to the specified Nav and destroy all ships, including the Captured CIS Destroyer. Do not attack the CIS fighters. You'll get an email when it's done.

**"Personal E-Mail to Ser Lev Arris."**

**From:** The Tri-System League of Hunters

**Difficulty:** Hard

**Reward:** 6000

**Route:** Janus IV to Hades

Go to Janus IV, and you'll get an email confirmation. Agree, and set course for Hades. You'll fight three mercenaries at each Nav. Using Nuke'Ems makes the mission easy, and there aren't any CIS around to piss off. Once you kill everybody at Hades, you'll find a cargo container. Tractor it aboard for your reward, and an email explaining why it's only half of the 12000 you originally agreed to.

**"Personal E-mail to Ser Lev Arris."**

**From:** Kain Borman, Kraven Technologies

**Difficulty:** Easy

**Reward:** 7000

**Locations:** Massanas and Crius

Go to Massanas, where you'll get an email from the target. She wants to turn the tables on the other guy, but don't: it's a trick, and you won't get any money. Decline her offer, and she'll just drop the crate. Tractor it in, and go to Crius. Find the ship with Kain Borman. When you're close enough to ID him, he'll download the info from the crate in your hold, and you'll get an email and your money.

**From:** Buddy Carlson, Dynamite Productions

**Difficulty:** Medium

**Reward:** 7000

**Location:** Nav 44

Go to Nav 44 and you'll get a confirmation email. Kill all the ships that jump in. Avoid the Transport, as that contains your employer and his film crew. If you want to use a Nuke'Em, lead the drones far enough away that you can use it and not blow up Mr. Carlson. Once it's all done, you'll get a congratulatory email.

**"Good Time Gang"**

**From:** CIS

**Difficulty:** Easy

**Reward:** 4000

**Location:** Nav 15

Once there, you get an email from the gang asking you to turn the tables on the CIS. Your choice. Either kill the blue targets (the Gang) or the green ones (the CIS), and you get your money.

**"Personal Email to Ser Lev Arris"**

**From:** Ser Arl Shoeyer, Shoeyer Industries, Inc.

**Difficulty:** Hard

**Reward:** 5500

**Location:** Navs 20, 7

Go to Nav 20 with the intention of killing a guy. You'll get an email asking you to reconsider. If you don't, you

wont get any money. So agree to the victim's demands, and go to Nav 7. There you'll be ambushed by a Ser Shoeyer and his cronies. Kill them and you get the money.

### **"The Buckaroo Boys"**

**From:** Phat-Tunes, Inc.

**Difficulty:** Medium

**Reward:** 3200

**Location:** Nav 98

Go to the specified Nav and kill stuff.

**From:** CIS Headquarters, Special Ops. Div.

**Difficulty:** Easy

**Reward:** 5000

**Location:** Nav 110

Go to the specified Nav. Most of the ships are crippled, but can leave the area (and you broke) if you take too long. For this reason take a few Nuke'Ems.

**From:** Military Emergency Control HQ

**Difficulty:** Hard

**Reward:** 4600

**Location:** Nav 106

Go to the specified Nav and help the CIS kill pirates.

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## **Defense**

**From:** Military Emergency Control HQ

**Difficulty:** Hard

**Reward:** 3800

**Location:** Nav 203

Go to Nav 203 and kill pirates. Make sure any innocent ships survive.

### **"The Kaitlin"**

**From:** CIS Special Ops. Div.

**Difficulty:** Hard

**Reward:** 9900

**Location:** Nav 120

Go to the specified Nav and kill any incoming pirates. There are two things that can help you. The first is a Monolith cargo ship. It has some great firepower, and if nothing else, it can draw some fire. The second are Nuke'Ems. Get far enough away from friendlies, and then fire away.

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## **Rescue**

### **"Norm Bagger"**

**Difficulty:** Easy

**Reward:** 14,000

**Location:** Nav 36



Mr. Blagger's daughter has been kidnapped. You need to head to Nav 36 and pick up a pod. The kidnapper emails you and leads you on a wild goose chase, giving you riddles you need to solve to find the kid. The solutions are Nav 120, Nav 24, and Nav 21. Just go to each Nav point and pick up the cargo pod there to get the next clue.

**From:** Unable to ID: Signal Encrypted

**Difficulty:** Easy

**Reward:** 3000

**Location:** Navs 186, 160

You get the details in space. Check your Diary. Go to Nav 186 and tractor in the two packages. Then go to Nav 160 and dump them.

**From:** Hermes Lumber Co.

**Difficulty:** 3400

**Reward:** Easy

**Locations:** Navs 14, 13, Hermes

Go to Nav 14 and tractor in three crates (they have wood in them). Fend off the pirates, then go towards Anhur and drop the crates in space. Upon landing, you get another email, this time asking you to tractor in two crates from Nav 13, and to take them to Hermes. You might not get the bonus 3400 they promised until you land and take off yet again.

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## SOS

**"Good Ol' Boys Haulage"**

**Difficulty:** hard

**Reward:** nothing

**Location:** Nav 89

Somebody requests help getting some pirates off his back, and promises 6,000 credits. It's a setup. You get ambushed by some pretty tough opponents, and you get no reward for it.

# The Plot

The following two letters appear in the game's manual, and clear up a few details in the beginning of the game. They should be read either before or after the intro movie.

Office of  
Incident  
Investigation

## HERMES

Off-Planet Control

My dear Ser Arris:

Thank you for responding to my PAD message. I heard you had been released from On-Site Emergency Medical shortly after you regained consciousness. I wasn't certain how thoroughly you had been debriefed on the circumstances of your arrival here, and I thought I would try to anticipate a few of your questions.

Concerning the ship you were in when you landed here on Hermes, I am sorry to inform you that a check on its make and registration has turned up a CIS report. Apparently it is a private vessel that was boarded and stolen a few weeks ago near Nav 153. It has been confiscated by the relevant authorities.

A check of the ship's computer indicated that a nav course from Crius local space to Hermes was entered into the computer before the ship took off at Crius. As you know, you have testified that you have no memory of plotting this nav course. You have maintained that you were wounded in a firefight at Crius Hospital and thrown into a ship, whereupon you swiftly lost consciousness. You have stated that you remember nothing more except waking up in the emergency center at OPC HQ on Hermes.

As you were dressed in a physical rehabilitation uniform when you arrived, we took the liberty of contacting Crius Hospital. They confirmed that your name was indeed Lev Arris, and that you had been declared missing after an explosion and firefight inside the rehabilitation area of the hospital, such as you described.

Crius Hospital also confirmed that you were recuperating from cryogenic sleep at the time that the ship you landed in was stolen from Nav 153. Thus, given your testimony and corroboration by the hospital, you have been cleared of all charges in that matter.

You will find your credits restored to you (less landing fees, EMS charges, impoundment fees, the cost of your new clothes and PAD, etc.). You will also find that your access to the CCN booth system has been reinstated.

Given your amnesia, I have put together a few pamphlets which I hope may help you in the coming weeks.

Welcome to Hermes, Ser Arris. I hope you enjoy your stay.

Sincerely,  
[signed]  
Ian Esperanto  
Office of Incident Investigation  
Hermes Off-Planet Control

# CRIUS HOSPITAL

## MEDICAL REPORT

NAME: Ser Lev Arris

AGE: 30

SPECIES: Humanoid

DIAGNOSIS: Anterior Amnesia

CONSULTANTS: Dr Janna Frevel, Dr. Yvan Loomis

RECENT HISTORY:

Ser Arris's condition was probably caused by accelerated decrepitude due a long artificial sleep in frozen state. This was further complicated by trauma sustained from the wreck of the *Canera*.

The patient was pulled from the wreckage of the *Canera* following its impact just short of the landing bay at Mendra spaceport. Although the cryopod had shielded teh patient from severe injury, damage to the pod started the thaw cycle, meanining the patient was already partially revived before clinical resuscitative procedures were begun.

From tests conducted during resuscitation, the subject was found to be suffering from Amyotrophic Ossicular Degeneration. This was cured with the self-viral treatment program specific to this disease.

It is presumed that Ser Arris was put into suspended animation some years ago when it was found that he had the AOD virus, which until recently was incurable.

The Subject is in excellent shape and is making a speedy physical recovery. However, resotration of his long- and short-term memory cannot be predicted. Bathycephalic scans and a Hypercutaneous Cephalic Remedial Leucotomy were carried out, but no improvement noted.

Subject received standard counseling program. However, as an identity check turned up no records, he was advised to pay particular attention in the near future to e-mails and other messages from people he may not know. It is possible that a relative, friend, or associate may be trying to contact him. As his birthplace/home could not be discovered, it was also suggested he take every opportunity to visit various locations on the planets he might visit.

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- 1) FMV (Full Motion Video): The Crash of the Canera
  - 2) FMV: Opening Titles
  - 3) FMV: The Recovery
  - 4) You wake up on Hermes and walk into Sinner's Inn. Talk to Joe the Bartender(if you don't, the booths won't work) and when you get the choice tell him you're interested in the "juicy deals" he mentioned earlier. (This comes in handy later).
  - 5) Go to Crius (Nav 4). Upon landing, you get a flashback FMV. Go to the Hospital and talk to the Receptionist.
  - 6) Nothing to do for a while. Fly around, run cargo, fly missions, earn 25,000 credits, whatever.
  - 7) Eventually you get an email from Dr. Loomis. He tells you to look up the Canera in the Public Records.
  - 8) When you land, look up Vehicles->M835\_235M, The Canera. Also look up Taffin Reclamation, and its owner, Hal Taffin.
  - 9) Head to Crius, and pay a visit to Taffin Reclamation. If you don't already have it, you'll need 10,000 credits for the info he's got on the guy he sold it to (20,000 if you don't have the cash when you first talk to him). The other option is to threaten him twice; then you don't have to pay anything.
  - 10) Look up Angus Santana and Interplanetary Aid in the Booth. Head to Anhur and pay Mr. Santana a visit. He's a nice enough bloke, though, and gives you the pod's serial number. (Note: If Interplanetary Aid doesn't appear on the transit map, you've found a bug in the game and have to start over. Sorry.)
  - 11) Look up pod# D285/06N in the Vehicles section of Public Records. Also look up Shernikov Medical Equipment.
  - 12) Go to Shernikov Medical Equipment on Crius and talk to the nice receptionist lady. Whatever you say, you'll end up waiting, and she'll tell you Jan Mitor bought it.
  - 13) Look up Jan Mitor to find out that he lives on Janus IV. Go to Janus and talk to him. He mentions Kappa Labs, then dies.
  - 14) Look up Kappa Labs, then go there. For reasons which you'll soon see, you don't need to ask permission to land at the station. You also can't save there, which is a bummer because of its remoteness.
  - 15) Upon leaving Kappa Labs, you get an email from David Hassan, asking you to meet him at Nav 140. When you get there, you get ambushed by a bunch of Kindred. Hassan also emails you that he's chicken, and to meet him at the CIS offices on Hades.
  - 16) Go to Hades. Talk with Hassan and he gives you RTS and Blindfire (nice). He also tells you to go to Bex and meet Hugo Carmichael.
  - 17) Look up Hugo Carmichael, then Head to Bex. He doesn't really want to talk to you, but you decide to escort him to Hephaestus anyway.
  - 18) Things will get rough at the Nav point between the planets, and he'll send you an email saying he bugged out, and to meet him on Hephaestus.
  - 19) Go to the Galactic Gourmet to find him dead. You take away a strange silver canister. How to open this thing?
  - 20) Go to Hermes and Sinner's Inn. Talk to Joe and he "introduces" Dimitri Avignoni. He wants 30,000 credits to open the thing. If you don't already have it, get it and come back. Inside is a memory crystal with some names in it.
  - 21) Fly around for a while.
  - 22) You get an email from an unknown somebody who says to meet him at Leviatha. Once there he says to go to Petra. At Petra you get an email saying you were followed, and he'll be in touch.
  - 23) Fly around some more.
  - 24) Hassan emails you to meet him at Hades. Do so. He tells you they caught the guy who was emailing you. Turns out he's being transported to Hades under false orders, and you have to go protect him.
  - 25) Once in space, Hassan tells you to defend the transport at Nav 24. Expect a tough fight. If the transport dies, the game is essentially over, so make extra certain it makes it.
  - 26) Return to Hades to talk to the prisoner. You start remembering stuff.
  - 27) Sheila Nabakov is in trouble. Head to Nav 36 and help her out. Fly close to the Kindred mothership to

trigger the final FMV and the end credits.

**28)** Seems like the game should be over, right? Well, you end up in space after all that. Check your diary and it says "Better tie up some loose ends." I assume this is just the game's way of letting you play if you want to. Somebody email me at [patrick@nightsolo.net](mailto:patrick@nightsolo.net) and let me know what else is left.