

REFERENCE CARD

DURING FLIGHT

FLIGHT

Boost Engine	+	Increases engine power by 2% of max
Cut Engine	-	Decreases engine power by 2% of max
Stop	Backspace	Set speed to 0
Autopilot	A	Works if destination selected in Nav Map and no danger present
Jump	J	Activates jump drive (if at a jump point)
Afterburners	Tab	Activates afterburners (if available)
Direction	up/down/left/right arrows	Flight control (pitch and yaw)

NAV MAP

Nav Map	N	Calls up map (if no map on screen)
System Map	N	Views system map (if at quadrant map)
Select	N	Selects next nav point (if at system map)
Quadrant Map	Q	Views quadrant map, cycles through available quadrant maps
Mission Status	M	
Information	I	Returns to information box from mission status
Cursor	up/down/left/right arrows	Moves cursor
Select	Enter	Selects item under cursor
Accept	Esc	Accepts current destination and returns to cockpit

COMBAT

Target	T	Switch targets
Lock	L	Lock current target
ITTS	I	Toggles ITTS on/off
Fire Weapon	Enter	Fires weapon (selected launcher or tractor beam)
Fire Gun	Spacebar	Fires selected gun or guns
Weapon	W	Activates next weapon (launcher or tractor beam)
Gun	G	Activates next gun permutation
1st Gun	1	Toggles first gun type on/off

2nd Gun	2	Toggles second gun type on/off
3rd Gun	3	Toggles third gun type on/off
4th Gun	4	Toggles fourth gun type on/off
Shield Level	S	Cycles forward through levels
Expel Cargo	X	
<i>MFDS</i>		
MFD 1	[Cycles through MFD 1's options
MFD 2]	Cycles through MFD 2's options
Report Damage	R	
Destination	D	Also tells why you can't autopilot, use tractor beam or jump
Examine Target	E	
Communications	C	
Cargo Manifest	M (Use number to view within type; M then returns you to main manifest)	
View Object	V	
Zoom	Z	Toggles zoom with View Object MFD
Gun Loadout	G	
Weapons Loadout	W	
<i>CAMERAS</i>		
Forward	F1	
Left	F2	
Right	F3	
Back	F4	
Turret 1	F5 (if available)	
Turret 2	F6 (if available)	
Missile Camera	F7 (Toggle on/off)	
Chase Camera	F8	
Theatre Camera	F9 (Not available in asteroid fields)	

AT BASES

PERSONAL COMPUTER

Personal Computer **C**

Save Game **S**

Load Game **L**

Current Missions **M**

Current Finances **F**

Cargo Manifest **C**

COMMODITY EXCHANGE AND SHIP MODIFICATION

Buy All **Alt-Enter** (In BUY mode)

Sell All **Alt-Enter** (In SELL mode)

Buy One **Enter** (In BUY mode)

Sell One **Enter** (In SELL mode)

GAME INTERFACE

Pause Game **P** only when in flight

Exit to DOS **Alt-X**

Option Screen **Alt-O**

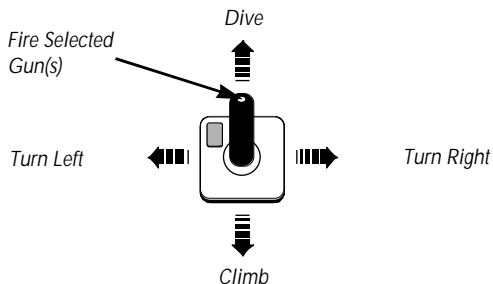
Self-Destruct **Alt-D**

JOYSTICK CONTROL

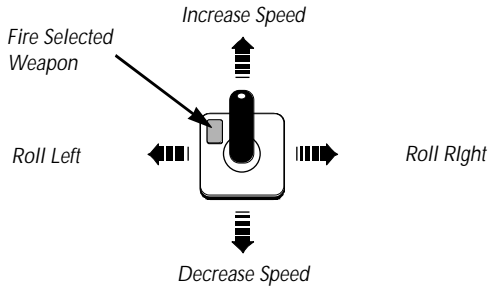
AT BASE

Personal Computer **Joystick buttons 1&2**

JOYSTICK



**JOYSTICK
(WHILE
PRESSING
BUTTON 2)**



**MOUSE CONTROL
AT BASE**

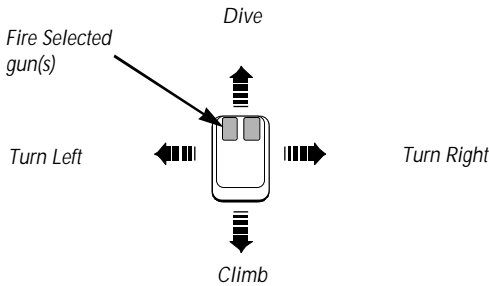
Personal Computer Left & right mouse button

IN COMMODITY EXCHANGE

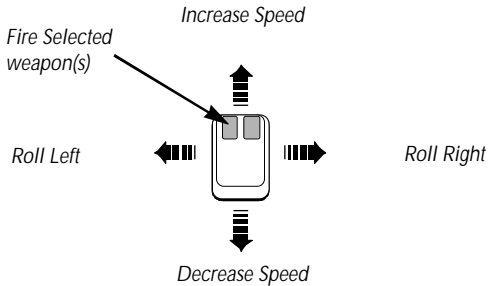
Buy/Sell All Right mouse button over item on monitor

Buy/Sell One Left mouse button over item on monitor

MOUSE



**MOUSE
(WHILE
PRESSING
RIGHT
BUTTON)**



REFERENCE GUIDE

Beginning Play. After installation, change to the directory in which you installed the game (default is \privater). Type PRIV <ENTER> to begin play. Press **ESC** to bypass the Introduction. (When you first play the game, you should watch the introduction – it provides important background information.)

TITLE SCREEN

To select an option, click on it, press **N**, **L**, **O** or **Q**, or use up, down, left and right arrows to place cursor over it, then press **ENTER**.

NEW (N). Asks for your character's name and callsign. After giving them, you begin play.

LOAD (L). Shows list of saved games (if any); select one to load it. (You can also load a saved game from within the game, using your Personal Computer.)

OPTIONS (O). Allows you to adjust game options. (During play, **Alt-O** reaches these options – see *Options Screen*.)

QUIT (Q). Exits to DOS. (During play, **Alt-X** exits to DOS.)

OPTIONS SCREEN



During play, **Alt-O** reaches these options. To select one, click on it, or use up, down, left and right arrows to place cursor over it, then press **ENTER**.

UNLIMITED AMMO. Prevents energy drain when firing guns, allowing you to fire indefinitely. **Important Note:** *If you have UNLIMITED AMMO selected at any time after accepting a mission and before completing it, you are not paid for that mission. UNLIMITED AMMO is a cheat that allows you to practice combat under favourable conditions.*

INVULNERABILITY. Prevents your ship from taking any damage. **Important Note:** *If you have INVULNERABILITY selected at any time after accepting a mission and before completing it, you are not paid for that mission. INVULNERABILITY is a cheat that allows you to practice combat under favourable conditions.*

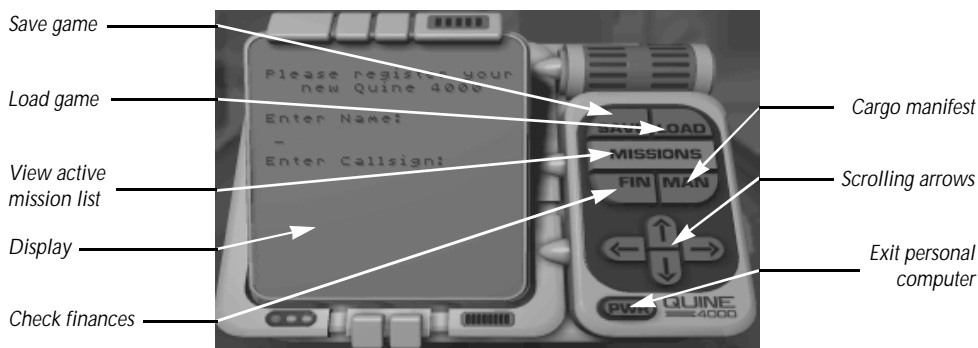
JOYSTICK CALIBRATION. If your cursor drifts or your ship turns in space when you are not controlling it, select JOYSTICK CALIBRATION, then follow the on-screen instructions.

MUSIC, SOUND FX. Click on these to toggle music and sound effects. If you change your sound card or port configuration, follow the Install Guide instructions and rerun the install program.

MOUSE, KEYBOARD, JOYSTICK. To move around at a base, you can use the mouse, keyboard or joystick. When piloting through space, however, only one may be used at a time. Select the device (MOUSE, KEYBOARD or JOYSTICK) you want to use for piloting.

RESUME, CANCEL. Click RESUME to return to the title screen or to where you left off in the game. Click CANCEL to undo any changes you made on the Options Screen and return to where you left off.

PERSONAL COMPUTER



Your Personal Computer is only available while at a base. All the information it provides is available through your MFDs and nav map during space-flight. In addition, it cannot be accessed while you are interacting with another computer (at the screens for the Commodities Exchange, Mission Computer, Ship Modification, Software Dealer's or Guilds' computers).

To access your Personal Computer, type **C** or simultaneously click both buttons of your mouse or joystick.

To exit, click on PWR (at the bottom of the unit), or **ESC**

SAVE. (**S** or **SAVE**) Type the name of your save game, and press **ENTER**. Once you have named a save game you cannot amend or delete its name, but there is no limit to the number of saved games you may have. If you have more than one screen of saved games, click on up and down arrows to scroll through available screens.

To save over an existing game, click on the name of the previous saved game – it appears in the box – then click on **SAVE** again. You cannot save over an old saved game unless you use the same name. Using the same name automatically over-writes the previous saved game.

LOAD. (L or LOAD) Type the name of the game, then press **ENTER** (or click on the name and then on LOAD again). If you have more than one screen of saved games, click on up and down arrows to scroll through available screens.

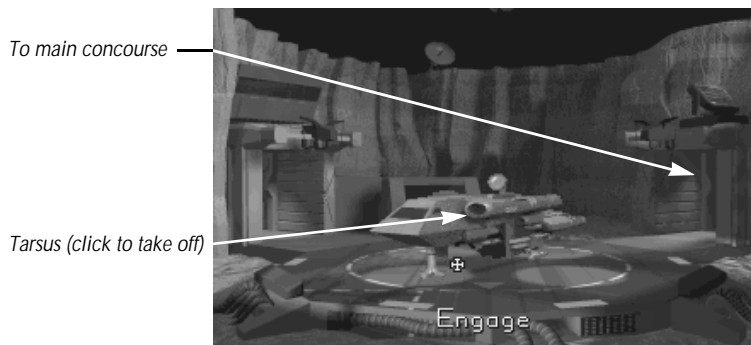
MISSIONS. (M or MISSIONS) Click on the up and down arrows to scroll through all currently active missions. For each mission, the display informs you of its type, where it is, its requirements and its compensation. If a mission you have accepted does not appear, you have either fulfilled its requirements or failed it by landing before the objectives had been fulfilled.

FIN. (F or FIN) This is your current balance of credits.

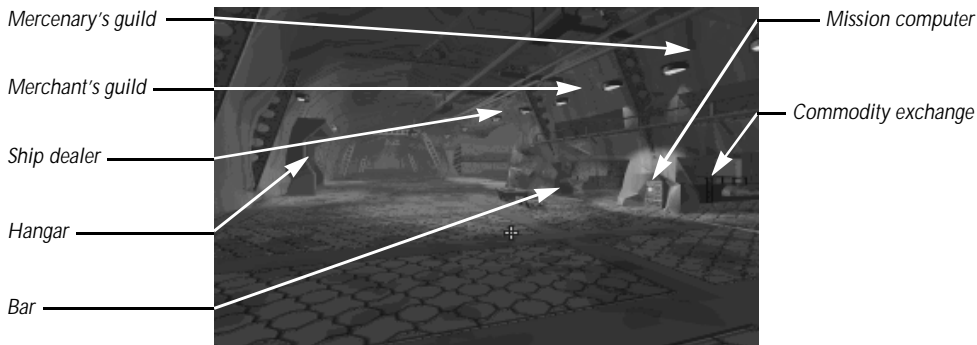
MAN. (C or MAN) This lists all items in your cargo hold, the quantity of each and the space remaining in your hold.

BASE LOCATIONS

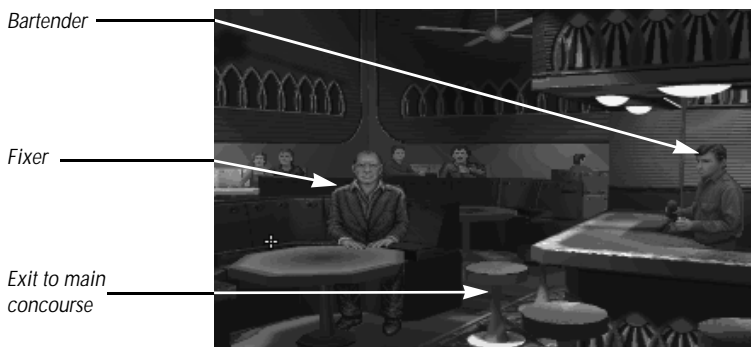
Every base has some or all of the following locations. You may interface with any of these screens using mouse, keyboard or joystick. In addition, you can **TAB** through the available "hot spots" and hit **ENTER** to go to the selected location. If a monitor has one or more arrow buttons, click on them to scroll through the available selections.



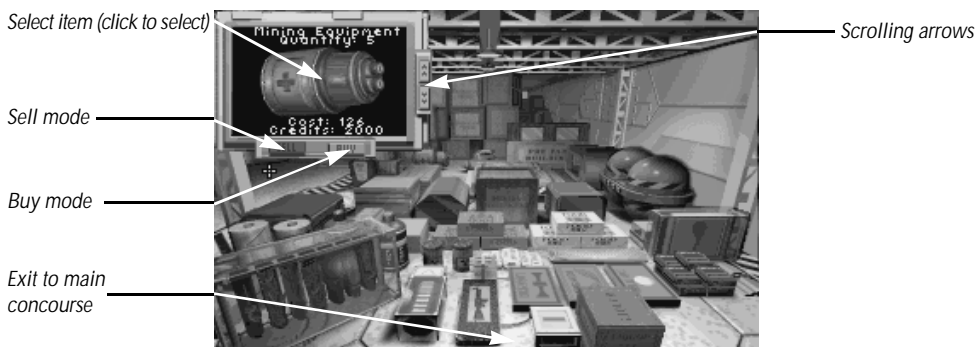
Hangar. This is the first place you see on any base. From here you may go to the Main Concourse or launch into space.



Main Concourse. All businesses are located just off the main concourse of each base. Concourses vary significantly from base to base.

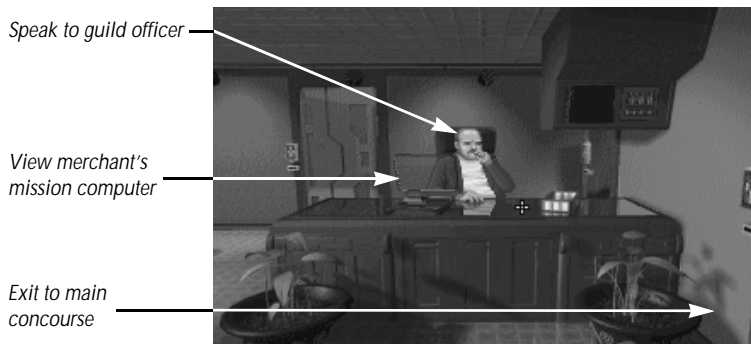


Bar. Bars are extremely useful as sources of information and work. Bartenders share current rumours, and some patrons offer lucrative and interesting missions.

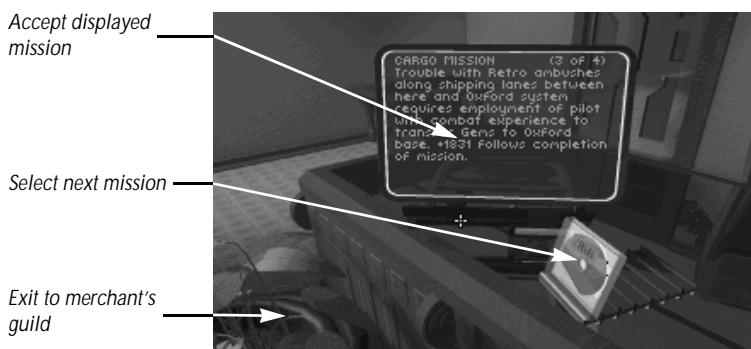


Commodity Exchange. This is where all trade occurs. The trading interface (the monitor in the upper left corner) defaults to Buy mode.

To **buy one** of an item, left-click on its image on monitor. To **buy all** of an item, right-click on it. Click on SELL to place the unit in Sell mode. To **sell one** of an item, left-click on its image on monitor. To **sell all** of an item, right-click on it. (If you know that you have an item in your hold and it does not appear in Sell Mode, the base either does not want it or refuses to accept it. For example, New Constantinople, the capital, refuses to accept the illegal drugs Brilliance and Ultimate.)

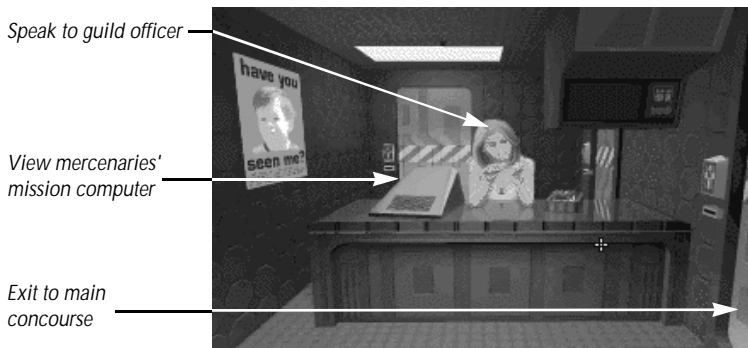


Merchant's Guild. The Merchant's Guild brokers missions related to trade routes, including bounty and cargo missions. You must join the Guild to fly their missions. Talk to the representative to join. There is a one-time 1,000 credit fee. After you have paid this, click on the computer to view available missions.

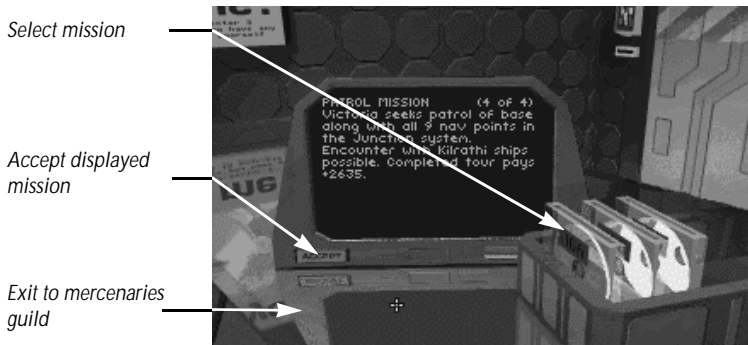


Click on the screen to activate the computer. When it is done scanning all sectors for available missions, click on a CD to view a mission. To accept a mission, click on the screen (the disk will disappear). Exit back to the Guild office by clicking at the bottom of the screen.

Most bases have a guild representative, although you are paid for a completed mission when you land even if there is no guild representative present. If you land before completing a mission, you do not get paid. Do not accept a mission if you plan on landing at another base before completing it. Do not take cargo missions to different bases, as the second mission will be logged as a failure when you land for the first mission.

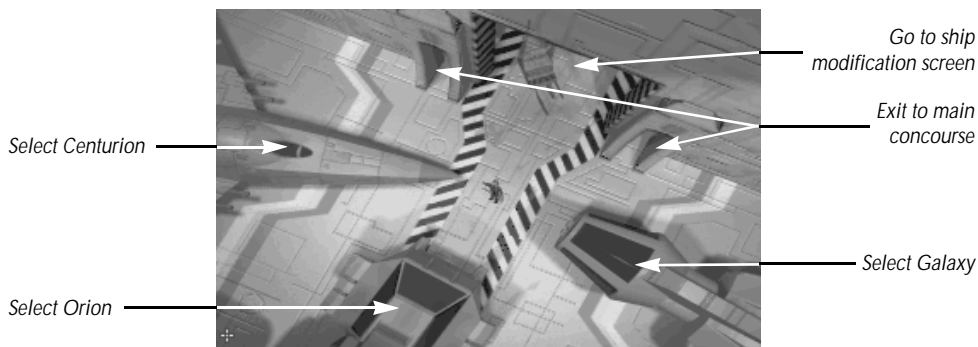


Mercenary's Guild. The Mercenary's Guild brokers combat missions. These include bounty, attack, patrol and defend base missions. You must join the Guild to fly their missions. Talk to the representative to join. There is one-time 5,000 credit fee. After you have paid this, click on the computer to view available missions.

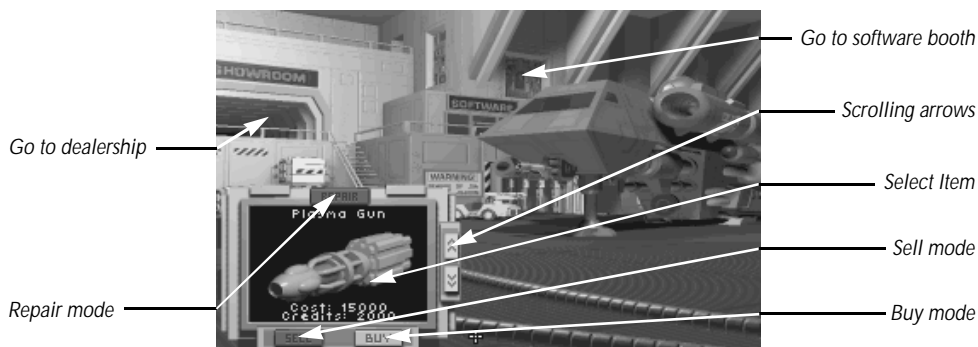


Click on the screen to activate the computer. When it is done scanning all sectors for available missions, click on a CD to view a mission. To accept a mission, click on the ACCEPT button (the disk disappears). Exit back to the Guild office by clicking at the bottom of the screen.

Most bases have a guild representative, although you are paid for a completed mission when you land even if there is no guild representative present. If you land before completing a mission, you do not get paid. Do not accept a mission if you plan on landing at another base before completing it.



Ship Dealer. There are three types of ship available to you. If you are ready to buy a ship, click on the one you want and the salesman offers you a deal. If you have too much cargo for the new ship, he recommends that you sell part of your cargo and then come back. If you cannot afford the new ship, he tells you so. When you buy a new ship, you are credited for the trade-in value of your old ship, plus the current value of any modifications.



Ship Modification. Select BUY, SELL or REPAIR. Click on an item to purchase, sell or repair it (depending on the mode you've selected). If an icon appears when you buy something, drag it to the location on your ship where you would like to place it. In Buy mode, right-click over missiles or torpedoes to buy all that you can afford or can fit in your launchers. In Sell mode, right-clicking sells all missiles or torpedoes.

Software Booth. Select BUY, SELL or REPAIR for scanners and maps. Click on the arrow buttons to scroll through the available goods or (if purchasing) click on the item you are interested in and it appear in the monitor. To buy, sell or repair the item, click on it in the monitor (when it is in the appropriate mode).

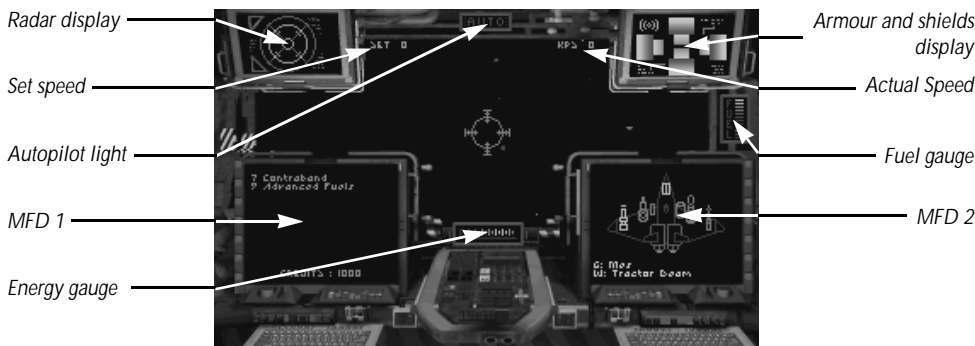


Mission Computer. Activate by clicking on the palm icon. When you find a satisfactory mission, click on the ACCEPT button. A mission that you accept no longer appears in the mission computer (it is summarised in your Personal Computer).

MISSIONS

Missions from the Mission Computer or either guild follow the same guidelines. An accepted mission occupies one of your mission slots until you attempt it. A cargo mission is attempted as soon as you leave the base. All other types of missions are attempted when you approach any of the nav points designated by the missions. You are automatically paid as soon as you complete any mission (and land at a base). If you land between attempting and completing a mission, that mission is considered a failure – do not attempt a mission if you plan to land at another base before completing it. In particular, do not take cargo missions to different bases – the second mission is logged as a failure when you land to complete the first mission.

FLIGHT



Though the cockpits of the four ships you can fly may seem different, they are substantially the same. All cockpits have the following systems.

Fuel. Used only for jumps between systems. Once you have purchased a jump drive, you may make up to six jumps. You are automatically refuelled at every base, but make sure that your sixth consecutive jump is into a system with a base.

Energy. Used for propulsion, afterburners and maintaining shields. Make sure you use your energy wisely – e.g., when you're firing energy-depleting guns, avoid using afterburners. Available energy may be increased through the purchase of engine upgrades. Without a sufficient engine upgrade, it is not possible to support the other systems you have purchased.

Shields and Armour. S cycles through active shield levels (by thirds, unless you have only Level 1 or 2 shields). Indicator shows damage to shields and armour.

Speed. SET indicates the speed your ship is trying to maintain. KPS shows current speed.

BACKSPACE sets speed to zero. **TAB** ignites afterburners (if available).

To increase/decrease speed:

- **Keyboard:** Press + / -
- **Mouse:** Hold right mouse button down and move away from you/toward you
- **Joystick:** Hold joystick button 2 down and push forward/pull back

Radar. The centre circle indicates objects in front of you; the quadrants indicate objects to the side, top and bottom; the outer ring indicates objects behind you. With low-level scanners, all objects appear in grey. With more sophisticated scanners, objects are colour-coded:

- **Red** Hostile fighter
- **Dark Blue** Friendly fighter
- **Yellow** Missile
- **Orange** Neutral, retrievable object
- **Light Blue** Jump sphere
- **Grey** Base

Multi-Function Displays (MFDs). The Tarsus and Centurion each have one MFD; the Orion and Galaxy each have two. All MFD options can appear on either screen. [cycles through options on a single MFD, or the left MFD in ships with two screens.] cycles through the right MFD options. An MFD can display the following information:

Destination. D displays your selected destination, your distance from it and your current system location. If you cannot autopilot while this MFD is on-screen, it tells you why.

Examine Target. E displays an outline of your target, showing its shield and ship damage, as well as its range. With the better scanners, the object is identified by type.

Report Damage. R displays vital ship components and indicates their status:

- **Green** Intact system
- **Yellow** Slightly damaged
- **Orange** Significantly damaged
- **Red** Non-functional
- **Grey** Irreparably destroyed

Cargo Manifest. **M** displays your current cargo loadout and available credits. A number precedes each cargo listing. Typing that number calls up a more detailed listing. From the detailed report, **M** brings you back to the main manifest screen.

View Object. **V** displays a camera view of the currently targeted object. **Z** toggles between a zoomed in and a more distant view.

Weapons and Gun Loadout. **W** or **G** displays your ship's weapons loadout. **W** cycles through and activates all launcher options (missile, torpedo, tractor beam) in turn. **G** cycles through and activates each possible gun permutation in turn.

Communications. **C** displays the Communications MFD. If you are able to communicate when you pull up this MFD, a numbered list of messages you can send appears. Press the number of the desired message to broadcast it. (If there is more than one person to talk to, you must first select the number of the person you wish to speak to, then select your message.) You can communicate with any current target or base in the system. When a pilot decides to communicate with you, his image appears on your MFD.

Activate Guns. To activate guns directly from the keyboard (without pulling up the MFD screen), press **1**, **2**, **3** or **4**. Each activates a different selection of guns.

Jump. You must have a jump drive to jump between systems. Fly into a jump point (a foggy blue sphere) and press **J**. You are vulnerable for a few seconds as your jump drive powers up. You may jump six times with a full tank of fuel. Be sure that you have a map which includes the system you are jumping to.

Expel Cargo. Press **X** to expel your cargo into space.

Targeting System. Your targeting system activates automatically and targets one ship at a time. **T** cycles your system through available targets if there is more than one in sight. **L** locks a target – the targeting brackets around it on your HUD become a solid box, and the target is indicated with a small cross on your radar.

A missile lock is required for Friend-or-Foe (FF) and Image-Recognition (IR) missiles. When you have acquired a missile lock, a diamond appears over the target in brackets.

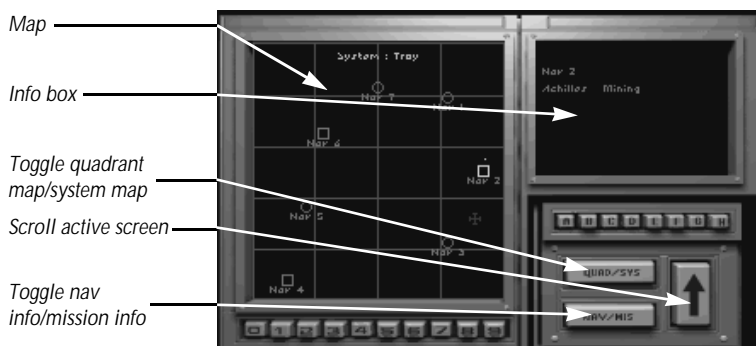
ITTS. If your scanner supports it, use **I** to activate your ITTS. It computes by how much you have to lead your target to hit it. There is a different colour-coded ITTS cross for each gun type:

- **Turquoise** Neutron gun
- **Off-White** Meson blaster
- **Peach** Ionic pulse cannon
- **Grey** Mass driver
- **Salmon** Particle cannon
- **Bright Red** Laser
- **Dark Red** Plasma cannon
- **Purple** Tachyon blaster

Tractor Beam. Press **W** and cycle through weapons until your tractor beam is selected. “Fire” at a retrievable object (such as expelled cargo, space salvage or an ejected pilot) to draw it into your cargo hold.

Autopilot. Press **A** to autopilot when the gauge marked auto in your cockpit is lit. (It is lit only when there are no hostile fighters or asteroids in range.) The autopilot deactivates automatically when you are approaching a hazard or when you have reached your destination.

Navigation System. Press **N** to view your nav map. This is the only way to find landmarks in space and to access the complex navigational information you will definitely need.



Initially, the system map is displayed. (**N** toggles to the system map from the quadrant map.) Type **N** or click on the large arrow button repeatedly to cycle through its nav points. Clicking on a nav point also selects it.

System map colour-coding:

- **Green Circle** Nav point — usually a buoy
- **Green Square** Base where you can land your ship. Selecting a square gives more information to the right of the map.
- **Blue Circle** Jump point
- **Yellow** Currently selected nav point
- **Bright Red** Nav point containing mission objective
- **White Dot** Location of your ship

PRICES

All prices are given in credits.

SHIPS

Orion	50,000
Galaxy	90,000
Centurion	130,000
Afterburner	3,000

ARMOUR

Plasteel Armour	1,000
Tungsten Armour	1,500
Cargo Expansion	1,000

ECM

Level 1	1,000
Level 2	5,000
Level 3	10,000

ENGINES

Level 1	10,000
Level 2	20,000
Level 3	40,000
Level 4	65,000
Level 5	100,000
Jump Drive	10,000

NAV MAPS

Clarke	2,000
Fariss	2,000
Humboldt	2,000
Potter	2,000
All Maps	5,000
Repair Droid	30,000

SCANNERS

Iris Mk I	5,000
Iris Mk II	10,000
Iris Mk III	15,000
Hunter 6	10,000

Hunter 6i	17,500
Hunter Infinity	30,000
B & S Tripwire	20,000
B & S E.Y.E.	30,000
B & S Omni	50,000

SHIELD GENERATORS

Level 1	5,000
Level 2	20,000
Level 3	40,000
Level 4	70,000
Level 5	100,000
Tractor Beam	3,000
Turret (any)	10,000

GUNS

Laser	1,000
Mass Driver	1,500
Meson Blaster	2,500
Neutron Gun	5,000
Particle Cannon	6,500
Tachyon Cannon	12,000
Ionic Pulse Cannon	15,000
Plasma Gun	20,000
Missile Launcher	5,000

MISSILES

Dumb Fire	20
Heat Seeker	35
Image Recognition	75
Friend or Foe	100
Torpedo Launcher	2,000
Torpedo	15