

1. Getting Started

Ship & Alias:

You begin in a Merchant Cruiser (the versatile starter ship).

- Pick an alias (shown in rankings) and a ship name (logged at ports).
- If enabled, you'll also receive—and can name—a personal planet.

Initial Loadout:

Your ship starts with:

- Cargo holds for Fuel Ore, Organics, and Equipment
- A small credit balance
- A handful of fighters for basic defense

2. Trading & Credits

Basic Loop:

1. Press D to re-display your current sector and note its trade code (e.g. SSB means the port sells Fuel & Organics and buys Equipment).
2. Press P to dock and trade: buy low, sell high to build credits and XP.

Planetary Trade Agreements:

Negotiate bulk-trade contracts on any planet in your sector to offload excess cargo in fewer turns.

Psychic Probes:

Buy Psychic Probes to see exactly how your price compares to the port's ideal offer—maximizes profit and experience.

3. Exploration & Navigation

Home Base:

Scout for dead-end or low-traffic sectors to establish a safe hideaway.

Avoid major warp lanes.

Autopilot Modes:

- Alert (default): stops at any port, planet, ship, or hazard
- Express: flies straight through if no known enemies
- Single-Step: pauses in every sector for cautious scouting

Scanners:

- Density Scanner (S): reveals mass density of neighboring sectors
- Holographic Scanner: shows ports, planets, hazards, and ships in adjacent sectors

4. Combat & Defense

Fighters & Mines:

- Press F to deploy fighters (Personal or Corporate) in Offensive, Defensive, or Toll modes
- Press H to lay Limpet or Aramid mines (Personal or Corporate)

Attacking:

Use A to attack other ships—allocate fighters carefully to salvage without crippling your alignment.

Advanced Weapons:

Photon Missiles (ship-only) wipe out shields, mines, and fighters, and disable Citadel defenses—strike fast, then retreat before they recover.

5. Planets & Citadels

Colonization (L):

Fire a Genesis Torpedo to build a Citadel and create a resource-producing planet.

Citadel Levels:

1-2: Docking, vault storage, and Combat Control Computer (fighter management)

3: Quasar Cannon

4: Planetary TransWarp engine

5: Planetary Shielding System

6: Interdictor Generator (traps enemies)

Planet Management:

- A: take all products

- M: set military levels

- P / S: adjust colonist and product loads

6. Corporations & Alliances

Corporate Menu (T):

View, join, or found a corporation matching your alignment. CEOs get corporate flagships and can broadcast memos.

Asset Sharing:

Use C, F, H, and S to transfer credits, fighters, mines, and shields with corp members.

Coordination:

- Y: set NavPoints

- N: warp directly to a NavPoint

7. Handy Global Commands

` : Broadcast on Fed Comm-Link

' : Send on Sub-space radio channel

= : Hail another trader (private chat)

: List all online players

</> : Quick-stats overlay at any time

Q : Quit and exit game

Top Tips:

- Balance risk and reward—use scanners and Single-Step autopilot in hazardous regions.

- Align your actions: good traders earn Fed protection and commissions; evil traders gain stealth and raiding options.

- Mark and revisit key sectors—drop beacons and set NavPoints to guide allies or trap foes.

- Invest in at least a Level 2 Citadel early for robust planet defense.