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Trade Wars 2002 combines adventure and exploration with strategy and cooperative play in an entertaining and exciting on-line game. You compete against other BBSers to be the most powerful trader (or corporation of traders) in the universe. Independent traders can compete quite effectively against large corporations. Corporate members can perform specific duties (as directed by their C.E.O.) in specialized ships. Traders can be "good guys" or "bad guys" with different avenues for advancement. The universe can be different with each new game. There is no right or wrong way to play and the possible strategies are limited only by one's imagination.

PLAYING THE GAME

When you enter the game, you will be piloting a Merchant Cruiser. This is considered the most versatile ship in the Trade Wars armada. In it, new players have a chance to try out all aspects of the game.

Upon entering, you will be asked what alias you would like to use in the game and what name you would like to christen your ship. The alias you choose will display in the player and corporate rankings and in several corporate listings. Your ship name will be used in the docking logs at the ports. You can use these names to be as conspicuous or as inconspicuous as you want. If your sysop has it configured this way, you will also be given a personal planet when you enter the game. You will be asked to name the planet here. You can then use option <Y> Your Personal Planets from the Computer Menu to locate the planet.

The equipment in your initial ship will include some holds to store the cargo that you can trade at the ports found throughout the universe. Trading is the basic way to advance in the game. By good trading, you can gain experience as well as gain credits. The credits you earn can fund your military and can provide the capital you will need to expand your trading expeditions. You will have some credits with which you can purchase some commodities for trading. You will additionally have some fighters to offer some protection as you begin your voyage.

The game will differ with each different group of players. Individual traders are ranked by their experience. You gain experience simply by playing the game. The more things you do, the more experience you will get. Good and Evil are represented by the titles each player receives. Your experience combined with your alignment will determine whether you are a Lieutenant or a Dread Pirate. When you do something that affects your alignment, you will get a message saying your alignment went up or down and by how much.

There are benefits and drawbacks whether you choose to play the game as a good trader or an evil trader. Traders who follow the FedLaws are offered protection in FedSpace until they are experienced enough to protect themselves. Traders who aspire to be very good can be awarded a Federal Commission. This allows them to purchase an Imperial Starship. This is one of the most powerful ships in the universe. On the other hand, the evil traders are offered some options in the Underground. Traders who have proved that they are truly evil can steal product or money from the ports.

THE UNIVERSE

You will be traveling in a universe, whose size was determined by your SysOp. Sectors may have planets, ports, other players, empty ships, aliens, Ferrengi, Federation Starships, mines, message beacons, fighters (belonging to you, other players, rogue mercenaries, or the Ferrengi) or the sectors may contain nothing at all. If in your travels you come across something undesirable, your initial ship comes equipped with 30 fighters with which you can defend yourself.

Many players find it useful to have a home sector or group of sectors. Players, especially those just joining a game, need an out-of-the-way place to stay so they can build up their assets. You can explore the universe and look for dead end sectors to use as a hiding place. Corporate bases built in traffic lanes do not fare too well and those in the major thoroughfares (in the paths between the class 0 and class 9 ports) just do not stand much of a chance.

Planets play a key part in your success as a trader. Terra, the first planet you encounter as you enter the game, is where the people can be found to colonize all other planets. Remember, the environment on some planet types may be hazardous to humans. The other planets in the game will, if inhabited, produce Fuel Ore, Organics, Equipment and Fighters. The amounts of these commodities produced will be affected by the type of planet. For example, a Mountainous planet will provide more Fuel Ore than an Oceanic planet. You and the other traders decide where the planets will be. You can purchase a Genesis Torpedo and use it in almost any sector in the galaxy. If the planet has enough of the required commodities and enough people to supply the labor to build it, you can begin construction of a Citadel. The Citadel can provide you and the other members of your corporation with a secure place to dock your ships and deposit the credits you've earned. As you progress in the game, your Citadel can be upgraded to provide additional protection to you and your corporation. If you decide to build a planet in your home sector, be sure you can defend it. A planet is very vulnerable until it has a Combat Control Computer (level 2 Citadel) to safeguard it.

There are ten different types of ports scattered about the universe. The ports are classified by the products they buy and/or sell. Port classes 1 through 8 trade the three basic commodities: Fuel Ore, Organics and Equipment. The universe also contains specialty ports for the other items you will need to advance in the game. There are three Class 0 ports where you can purchase holds (beneficial for moving colonists to your planets as well as transporting goods for trade), fighters (to help protect your territory), or shields (to protect your ship from the traps laid by your enemies). %GMK%There is one Class 9 port that contains not only a Trading Port, but also a StarDock. The StarDock houses the Stellar Hardware Emporium, the Federation Shipyards, the Lost Trader's Tavern, the 2nd National Galactic Bank, the Videon Cineplex and the Interstellar Space Police Headquarters. There are other places of interest located in the StarDock. These places you will have to discover on your own. Some are not advertised because they are establishments of questionable repute. Others are Federation buildings that house top secret government information.

PEOPLE IN THE TRADE WARS UNIVERSE

A large part of playing is interacting with others in the game. You can mingle with other players in the Lost Traders Tavern, gambling against them, conversing with them, leaving announcements at the door or writing a message on the bathroom wall. You can combine your assets with other players of the same alignment to form a Corporation. Just be aware that more than one Corporation has been brought down by a con man who wormed his way into the Corporate structure. You can have a chance encounter with other creatures of the universe, both real (other users) and Non-Player Characters (the Federals, Alien traders and the Ferrengi). Chance encounters offer many possibilities and can advance you in your chosen career path. Your alignment and experience and the alignment and experience of the creature you encounter will determine just how that advancement is affected.

Other traders are users just like you. They have alignment and experience points. You can see all the others by Listing Traders from your ships computer. By using the listing, you can see which players are good and which are evil. You can estimate whether the other player would better serve your needs as an ally or adversary.

The Federation is the main governing body of the cosmos. You will meet the Feds if you go to the Police Station. You might run into them as you roam around space. The Feds don't look kindly on players who break FedLaws, so if you're not careful, they might visit you when you least want their company.

Alien traders are visitors from another universe who are looking for better ports. You can get a listing of the Aliens similar to the one you get for other traders. Aliens also have experience

and alignment, but you cannot form a Corporation with them.

The Ferrengi are a greedy, cowardly group. Their primary purpose is the speedy acquisition of money. They will steal from anyone no matter what the person's or corporation's alignment. They seldom engage in face-to-face combat because they prefer the advantage of surprise when ambushing their opponent. They often travel in groups and will spy on promising territory. After targeting an area, they will raid the sector when it is least defended. If they are attacked, that group will hold a grudge against the attacker and they will not rest until they feel the score has been settled.

Explore the universe and take part in the adventure. You can just look around or you can become a dominant factor. Most of the displays are fully explained. When you are asked to make a selection, anything displayed in brackets [], will be the default.

Most displays can be aborted by hitting the space bar.

Good Trading and Good Luck.

MENU OPTIONS

MAIN MENU

Navigation

- <D> Re-display Sector. This will re-display the information about the sector where you are currently located. Information includes sector number and nebulae name, marker beacons, port name and class, mines, fighters, planets and any other ships. Next to the class you will see three letters signifying how the port trades in the commodities. For example a SSB would indicate that the port sells Fuel Ore, sells Organics and buys Equipment. The adjacent sectors will also be shown. With a color display, the sectors you have not yet visited will show up in red.
- <P> Port and Trade. This will allow you to dock at the port in your current sector. This is the only way to trade your commodities. You will have some choices for what action you would like to take at the port. Most of the choices are self-explanatory. If you are playing the game as an evil trader, the choices you see will be different than they would be if you were playing the game as a lawful Player. When you dock at the port, you will be able to see the docking log. This will show you the name of the last ship to do business there. If there is a planet in the sector with this port, you will be able to negotiate a Planetary Trade Agreement. This is a trade contract that will allow you to trade off all your excess commodities to the port without wasting your turns hauling one

shipload at a time. If you want to build a new Starport and the universe is full or if you decide that your adversaries have too big an advantage and you need to get rid of that port they have been using, you can attack and destroy a starport. This is never an easy task. The starports are very heavily armed and will retaliate, so you will need to have plenty of military forces with you if you decide to proceed with this selection.

<M> Move to a Sector. The sectors adjacent to your current location will be listed as warp lanes in the sector display. You can move to one of them, or you can choose any other sector in the universe. If you designate a sector that doesn't have a direct warp lane, your ship's computer will plot your course, show the path and the number of hops (and turns) the trip will use, and ask you if you want to engage your AutoPilot. You will be able to use the Autopilot in three different modes. The default is Alert mode. This will suspend your travel in any sector where there is a planet, port, navigational hazard or other trader. Once alerted to one of these items, you will be given several options. It is up to you to make the decision that will best serve you or your corporation. The second mode is Express. This speeds you to your destination provided there are no enemy forces in your path. The third mode is Single Step. This was developed by an enterprising group of pioneers. Their group was getting smaller due to bold exploration of sectors filled with mines, so the survivors manufactured an Autopilot that would stop in each sector. This allowed them to scan the next sector for hazards before proceeding into it. Select this option if you feel the need for caution.

<L> Land on a Planet. This option will enable you to colonize your planets, build a Citadel and do business there, pick up the fighters built by your colonists or pick up the production of Fuel Ore, Organics and/or Equipment. You will see a list of all the planets. Simply enter the number for the one you want to visit. If you have purchased a Planet Scanner at the Hardware Emporium, it will automatically provide you with additional information about the planet. The Planet Scanner will also allow you to abort the landing procedure if, after looking at the defenses, you feel you may not be able to land successfully. The display, once you have landed, shows the planet number, location, name, class and a chart detailing the commodities, production requirements and current inventories. You will also see the citadel information and any planetary defenses.

<S> Long Range Scan. If you have purchased a scanner from the Hardware Emporium, you can use it to view adjacent sectors. All things in the Trade Wars universe have a density value and you can use your Density Scanner to display the relative density of the neighboring sectors and determine if there are any Navigational Hazards. You will also be warned of

any non-standard, undefinable mass. You can then use that information to determine what's next door. If you have a Holographic Scanner, you will be able to see ports, planets, hazards and other players all for just the cost of one turn.

- <R> Release Beacon. Choose this when you want to launch one of the Marker Beacons you purchased at the Hardware Emporium. You will need to decide what message your beacon will send when you launch it. (Limit 41 characters)
- <W> Tow SpaceCraft. This option lets you toggle your tractor beam on and off. The computer will ask you which trader in your current sector you wish to tow. You can tow an unmanned ship only if you own the ship and know the ship's password. The computer will then calculate (using the size difference between the two ships) the number of turns you will use for each sector you tow this trader and his/her ship. You can then use the Move option to go to an adjacent sector or you can engage your AutoPilot to move you and your "passenger". Type 1 TransWarp drives were not made to be used in conjunction with tractor beams, so if you use your Type 1 TransWarp, the tractor beam will automatically shut down. Type 2 TransWarp drives can be used with a ship in tow. The person you are towing will not enter a sector until you have safely entered. The tractor beam will act as a protective shield and will safeguard the towee from any damage from mines, offensive fighters or Quasar cannons. If your ship is destroyed, the tractor beam will also be destroyed and the person you are towing will be left stranded. To disengage the beam at any point, use this option again.
- <N> Move to NavPoint. Navigation Points are sectors of particular relevance to you or your corporation. They are assigned from the main menu with the "<Y> Set NavPoints" option. All Nav units are pre-programmed with info on Sector 1 (Terra), and (if the sysop wishes) StarDock Sector, and there are four other definable points. Navigation info is available on any sector in FedSpace, or any sector containing one or more of your fighters. This info includes any planet or port details for that sector.

Computer and Information

- <C> Onboard Computer. This command will activate your on-board computer.
- <X> Transporter Pad. The display will show the transport range of your ship and a list of ships and their locations to which you can beam yourself. Make sure you know the password!
- <I> Ship Information. This will display your statistics.

Trader Name.....Your alias in the game

Rank and Exp.....The experience points you have accumulated, the number of alignment points you have accumulated and the title you have received

Times Blown Up...The number of times your ship has been destroyed

Ship Name.....The name of the ship you are now using

Ship Info.....Manufacturer and model
 Ported = The number of times this ship has docked at a Trading Port
 Kills = Number of other player's ships destroyed by this ship

Turns to Warp....How many turns used to move this ship one sector

Date Built.....The date this ship was purchased

Current Sector...Your current location

Turns to Warp....The number of turns you will use moving this ship to an adjacent sector

Turns Left.....Number of turns remaining for this ship

Total Holds.....Number of holds this ship is carrying
 (This display also shows the breakdown of the cargo in the holds)

Additional information includes all the special equipment your ship has and the number of credits you have on your ship.

- <T> Corporate Menu. This will give you information about all the corporations in the game.
- <U> Use Genesis Torpedo. If you are carrying a Genesis Torpedo, you will be able to detonate it and create one of the several types of planets using this command. These will create your new world quickly. You will be advised of the planet type before you have to name it so you can assign an appropriate name.
- <J> Jettison Cargo. If your holds are full of some cargo you just can't unload on any nearby port or planet, you may use this selection to unceremoniously dump your holds into space. Remember that FedLaw prohibits littering in FedSpace. Dumping holds filled with colonists will leave a negative impression on your alignment.
- Interdict Control. If you are piloting an Interdictor Cruiser, use this option to set the generator powering the Interdictor on or off. If it is on, an enemy will not be able to warp out of the sector during an attack.

Tactical

- <A> Attack Enemy SpaceCraft. When you encounter an opponent, other creature or unmanned ship in a sector you have the option of going on the offense and attacking. The

controller will ask you how many of your fighters you want to use in the attack. When you are much stronger than your opponent, there is a chance that the opponent will warp out of the sector. If you are very careful with the amount of firepower you use in your attack, there may be significant salvage available after you win. Attacking others can (and probably will) affect your alignment. If you attack a pirate or known terror you will get good points. On the other hand, if you decide to pick on some good soul you will go down the ladder of righteousness.

<E> Use Subspace Ether Probe. Launch the Probe you purchased at the Hardware Emporium. Send the unmanned spy off to its destination sending information back to you from every sector it passes through. Remember that this device has no defensive capabilities so if it encounters any enemy fighters, it will be destroyed.

<F> Take or Leave Fighters. This enables you to deploy your fighters. You will have several options so you can customize your defenses. You can leave fighters as either Personal so they recognize only you as an ally or you can leave them as Corporate so any member of your corporation will be treated with respect. Fighters can be Offensive, Defensive or Toll. Defensive fighters defend your territory. They bar opponents from entering a sector and will fight when attacked. Offensive fighters will send out an attack group on any poor soul who happens into their sector. The size of the attack group depends on the fighter support escorting the intruder. After the initial attack, offensive fighters fall back to defend their territory. Toll fighters simply stop the casual passers-by and ask them for money to help with your cause. The number of Toll Fighters deployed will determine the amount of the toll charged. Toll fighters, as all other fighters, will fight back if attacked.

<G> Show Deployed Fighters. This display can be a very useful tool as you plan your military strategies. The information shown contains the sector number where the fighters are located, the quantity of fighters there, whether the fighters are Personal or Corporate, the strategic mode they are in (Offensive, Defensive or Toll) and any tolls they have collected.

<H> Handle Space Mines. Mines can be a very convincing way of marking your territory. This selection will let place both Limpet and Armid mines and allows you place or pick up the mines. You will be able to choose whether to set the mines as Personal or Corporate. Personal mines will recognize only you and Corporate mines will recognize any member of your corporation. Mines don't always work, but it stands to reason that the more mines there are in a sector,

the more likely one is to detonate (or attach in the case of Limpet mines).

- <K> Show Deployed Mines. This display is similar to the Show Deployed Fighters. You get information about the sectors containing your Personal and/or Corporate Limpet and Aramid mines and how many mines are located in each of those sectors. In the case of Limpet mines, you will get two displays. One will show the deployed mines just waiting for your unsuspecting enemy. The other display is Activated mines - it shows those mines which have attached to ships and where they are.
- <O> Starport Construction. If there is not a Starport in the sector, this menu selection will display the Starport Construction Menu. Starports are available throughout the universe. You may decide that you want your own customized commerce center in a place you specify instead of using the ones built by others. You will see a detailed graph of the different port classes, the products they can import/export and the initial construction costs. The license bureau will check to see that there is a planet in the sector to provide materials for the construction. They will also check for sufficient funding to support the undertaking. Be sure to leave the specified amount of materials on the planet every day during the construction phase or the building will not progress. If there is already a Starport in the sector, the Upgrade Starport Menu will be displayed. This allows you to increase the trading levels of any or all of the commodities. The universe can support only so many ports. If the Starport Construction request tells you that the universe is full, then you have to destroy an existing port before you can begin construction on your new one. (See PORT AND TRADE)
- <Y> Set NavPoints. Use this option to log important sectors to your navigation unit. You can then plot a course to one of these sectors at any time from the NavPoint menu (<N> from main menu).

Global Commands

These features can be accessed from any prompt in the game. The command must be the first character on any prompt line, and a given command cannot be accessed from within itself.

- <`> Fed. Comm-Link. This enables you to send a message to all other players in the game over the global Federation comm-link. Players can turn off the Fed. comm-link in the computer menu (Personal Settings), and will no longer receive global messages.

You use this feature in either of two ways:

1) Type ` and press <ENTER>. You will be prompted to type in your message, pressing <ENTER> to send each line. Sending a blank line will terminate the transmission. In this way, you can send any number of lines, each 155 characters or less.

2) Type ` followed immediately by your one line message.

Example: `Is anyone listening?

Upon pressing <ENTER>, this one line message will be sent, and the transmission will be terminated, returning you to the previously active prompt. As before, this line can be up to 155 characters in length.

<'> Sub-space Radio. This enables you to send a message to all other players in the game who are tuned to your radio channel. By default, everyone starts on radio channel zero until changed in the computer menu (Personal Settings).

You use this feature in either of two ways:

1) Type ' and press <ENTER>. You will be prompted to type in your message, pressing <ENTER> to send each line. Sending a blank line will terminate the transmission. In this way, you can send any number of lines, each 155 characters or less.

2) Type ' followed immediately by your one line message.

Example: 'Is anyone listening?

Upon pressing <ENTER>, this one line message will be sent, and the transmission will be terminated. As before, this line can be up to 155 characters in length.

<=> Hailing Frequencies. This enables you to send a message over a secured channel to another trader. This is not to be confused with private mail. Messages sent here are not stored in the traders mail log.

You use this feature in any of three ways:

1) Type = and press <ENTER>. You will be prompted to type in the name of the trader you are contacting. Assuming this trader is valid, your computer will send a hailing message. If the user is online, a private channel will be opened. You will then be prompted to type in your message, pressing <ENTER> to send each line. Sending a blank line will terminate the transmission. In this way, you can send any number of lines, each 155 characters or less.

2) Type = followed immediately by the trader you are contacting.

Example: =Kal Durak

computer
a Upon pressing <ENTER>, assuming this trader is valid, your
will send a hailing message. If the user is online, a private
channel will be opened. You will then be prompted to type your
message, pressing <ENTER> to send each line. As before, sending
a blank line will terminate the transmission, and you can send any
number of lines, each 155 characters or less.

3) Type = followed immediately by the trader you are contacting,
followed then by a comma, and the one line message to be sent.

Example: =Kal Durak, Meet me at Stardock!

not Upon pressing <ENTER>, your computer will attempt to contact
this trader. If this is a valid trader name, the one line
message will be transmitted, and the transmission will end.
This line, including trader name, is limited to 155 characters.
If that trader is not available at the moment, the message will
be received.

In all of the above cases, if the trader is not online, the message
will be routed to the Galactic M.A.I.L. Service.

Establishing a two-way secured comm-link:

Once the computer establishes the identity of the trader you are
contacting, a "hailing" message is sent. If that trader wishes,
he or she may then contact you with the "Hailing Frequencies"
command. In this way, a secured two-way comm-link can be
established between two traders. The transmission works just as
before, accept that the incoming message banner for this trader
will be shortened to the trader's name and a colon. For example,

Kal Durak:
I'm already at Stardock...

This is meant to facilitate lengthy chat sessions between
traders.

<#> Who's playing. This displays a list of other all users in the
game at this time.

</> Quick-stats. Displays a compact overview of your stats, including
turns, credits, alignment, experience, and info about your ship.

Miscellaneous

<Q> Quit and Exit. This exits you from the game and returns

you to the BBS.

- <!> Main Menu Help. Display the portion of the documentation describing the Main Menu functions.
- <Z> Trade Wars Docs. Display this entire document. Useful menus are available anytime a ? appears in the prompt. Specific help files are available wherever an ! appears in the menus.
- <V> View Game Status. Trade Wars 2002 can be configured in a variety of ways by your SysOp. This display will show you the static information about the game as well as the current information. Static information includes the version number, maximum number of sectors, players, etc., whether or not the local display is on, and if this is a registered version of the game. The StarDock location may also appear on this screen if the SysOp has configured the game that way. The current information will show how many players are now in the game with the percentage of good, how many planets have been built, how many corporations are registered, the amount of credits accumulated at the ports, the total fighters and mines in the universe and how long the game has been running.

Hidden Keys (Not on menu)

- <<> Return to Previous Sector. This function can be used to quickly return to the sector from which you just came. Particularly useful in port-pair situations, where you can effortlessly move between two adjacent paired ports.

NOTE: Use of <,> (no shift) has been discontinued as of v3.05.

- <@> Game Details. Sysop only. See TWSYSOP.DOC for details.
- <|> Global to toggle silence mode. Same as Computer/Personal Settings/Silence ALL Messages.

AUTOPILOT MENU

- <Y> Yes, stop here. This will disengage the Autopilot and will stop you in the current sector.
- <N> No, continue on. Continues on the pre-defined route.
- <E> Express Non-stop. This will speed you through the sectors without pausing to ask if you want to stop in the sectors with planets or ports. Hitting the space bar while in Express mode will put you into warp speed. If you encounter enemy forces you will have to react. If you retreat, the computer will re-plot your course avoiding that sector from which you retreated.

- <I> Ship Information. This displays all your current statistics. The display is the same as option <I> from the Main Menu.
- <R> Port Report. This will display the port report information as if you chose <R> from your on-board computer.
- <S> Long Range Scan. If you have purchased a Long Range Scanner from the Hardware Emporium, you can use it during your AutoPilot voyage without having to stop in the sector.
- <D> Re-Display Sector. This is the same sector display that can be accessed by choosing option <D> from the Main Menu.
- <P> Port and Trade. This will allow you to dock at a Trading Port and conduct your business without having to recalculate your Autopilot course when you're done. You will be selecting the same options as you would if you chose the <P> selection from the Main Menu.
- <!> Autopilot Help. Displays this file.

COMPUTER MENU

Navigation

- <F> Course Plotter. This will show the number of turns and hops it will take to get from any sector in the universe to another. You can use this tool to avoid any surprise as you travel between sectors. You know the universe is full of unexplained phenomenon and just because you got from your home sector to this sector with a great port in five moves doesn't mean you'll get back in five moves.
- <I> Inter-Sector Warps. This selection will show you the warps lanes connected to any sector in the universe that you have explored. You just enter the sector number and the computer will show you every sector directly linked to that sector. The computer will not have data to display for those sectors you have yet to explore.
- <K> Your Known Universe. As you travel through space, you will be creating your personal travelogue. This will store information about the sectors you've explored. Your computer will use this information to give you your Port Reports and Inter-Sector Warps. You may wish to see what sectors you have (or don't have) in your travelogue. This option will tell you. You will see what percentage of the universe you have visited and the computer will ask if you want the list of Explored or Unexplored

sectors. When you reply, you will get a list of sector numbers.

- <R> Port Report. This report gives you relatively up-to-date information about any port located in a sector which you have explored. All you have to do is enter the sector number in which the port is located. You will see items being traded at the port, the status of each of those items (whether the port is buying them or selling them), the number of units the port is willing to trade (and what percentage of maximum that number represents) and how many of each of the commodities you have in your holds. If for some reason you get the message that the computer has no information on that port and you are sure there is a port in the sector you indicated, there may be enemy forces in that sector interfering with your computer's scan.
- <U> T-Warp Preference. Once you have a TransWarp drive, this option will let you chose whether or not you want to have the prompt to use this feature each time you try to move to a non-adjacent sector. If you say "Yes", you will get the prompt. If you say "No", you will simply get the autopilot prompt. The next time you want to use the TWarp drive, you will have to go into this option to restart it.
- <V> Avoid Sectors. You will sometimes find sectors containing things that are detrimental to your success in the game. This function will avoid those sectors when doing any course plotting. You just have to enter the sector or sectors to be by-passed before you use the computer to plot a course or to establish a route for your AutoPilot. If the computer encounters a situation where there is not possible route between the sectors you requested, then all voids will be cleared and will have to be re-entered before any future course calculations.
- <X> List Current Avoids. When you want to see just what sectors are being avoided when the computer charts your course, use this selection. You can use this information to determine if you want to make any changes. Due to the limited functionality of this module of the computer, if you want to remove one or more avoided sectors from the list, you must clear the entire list and re-enter the sector numbers you still want to bypass.
- <!> Computer Help. Display the portion of the documentation describing the Computer functions.
- <Q> Exit Computer. This option will return you to the bridge of your ship.

Miscellaneous

<A> Make Announcement. Do you have something you want to tell everyone in the game? If so, prepare your proclamation and enter it. You will have 155 characters for your announcement and it will be displayed in the Daily Log for everyone to read as they enter the game.

 Begin Self-destruct Sequence. If you have managed to make a real mess of things and the only way to continue is to start from scratch, then go ahead and use this command. You will escape from your ship moments before it self-destructs. Think it over carefully before you hit the button. This will not only destroy your ship and all its inventory, but it will also affect your rank and alignment. Your spirit takes two days to migrate back to Sector 1, so you won't have any turns the day after you self-destruct.

<N> Personal Settings.

ANSI graphics

Toggles the display of colors and ANSI displays. Turning it off will replace the displays with text-only alternatives.

Animation display

By turning off animation, many of the longer menus and graphics will be skipped, making the game display faster.

Page on message

If you want to receive a beep when someone sends you a message, turn this option on. If the beep annoys you, turn it off.

Sub-space radio channel

Specify which channel (if any) you wish to use for sub-space radio transmission and reception. Setting this to 0 turns off use of the radio.

Federation comm-link

If the comm-link messages are just getting in your way, you can turn them off with this option.

Receive private hails

If you'd rather not be bothered by other Traders, you can disable the hailing notification. Use with caution, because you might miss an

important message now and then.

Persistent info display

If this option is enabled, the "Quick-stats" key, </>, will toggle the display on and off. While on, the info will be displayed at the top of the screen.

If this option is disabled, the "Quick-stats" key will simply display the information on the next few lines.

Silence ALL messages

If you just don't like to be bothered, or if you're using sensitive scripts, you can turn off all game messages. This includes all multiplayer notifications (Player enters sector, etc), and any messages sent by other players. You're flying blind here, so be warned.

<O> Change Ship Settings. This option offers you an additional level of protection for all the ships you own. This lets you establish a password that players will need to know to be able to use your ship.

<P> Fire Photon Missile. You can fire your Photon Missile into the adjacent sector and run in to do your damage. Remember that the timer is running as soon as the missile is launched so be quick!

<M> Read Your Mail. Check your messages. This gives you a chance to view any new personal messages currently logged with the Galactic M.A.I.L. (Mutual Anachronous Interchange Log). These messages are only removed from the log after you exit the game IF YOU HAVE READ THEM HERE. Mail generated by Trade Wars (not players) while you are online will be displayed to your screen in real-time, and also placed into your mail where they will remain until read.

<S> Send Mail. Log a message with the GMS (Galactic M.A.I.L. Service). When you need to get a message to one of the other players, this will serve your need. Keep entering the lines of your message until you are done. To complete your message, simply press the enter key on a blank line. You do not need to know the player's entire name. If you have part of it, your computer will search the GMS database and prompt you when it finds a match.

<T> Current Ship Time. This will display the time and date

stored in your ship's computer. (Remember, the game began in the year 2002.)

- <W> Use Mine Disrupter. You are exploring a new region of the universe and as you single-step your way along, your scanner shows a number of mines in the next sector. Send one of the Mine Disrupters you purchased at the Hardware Emporium into this mined sector so you don't have to take the damage to your ship. The disrupters will also disarm any Limpet mines that may be in the sector. If the first Disrupter doesn't disarm all the mines, you can send in another.

Displays

- <C> View Ship Catalog. This tool lets you view the specifications for all the available ships in the game. You can get a list of the ships and choose which ever one strikes your fancy. The display will show the following information -

- Basic Hold Cost
- Main Drive Cost
- Computer Cost
- Ship Hull Cost
- Base Cost
- Minimum and Maximum Holds
- Maximum Fighters
- Maximum Shields
- Number of Moves per Day
- Maximum Number of Mines
- Maximum Number of Genesis Torpedoes
- Offensive Odds for Combat
- Maximum Number of Marker Beacons
- TransWarp Drive Capability
- Long Range Scanner Capability
- Planet Scanner Capability

In addition to all this information, there is a brief narrative about the capabilities and shortcomings of each model.

- <D> Scan Daily Log. This will re-display the Daily Journal that you see when you enter the game.
- <E> Evil Trader Class. This is a display of the titles to which you can aspire if you are of negative alignment. It shows the levels, titles and the number of experience points needed to attain that level.
- <G> Good Trader Class. This is a display of the titles to which you can aspire if you are of positive alignment. It shows the levels, titles and the number of experience points needed to attain that level.

- <H> Alien Trader Ranks. You will encounter traders from other galaxies as you make your way through the universe. You can interact with these creatures the same as you do with the Traders native to your 1000 sectors. Of course, aliens are either good or bad. Their alignment (good or evil) can make a big difference in how you want to associate (or not associate) with them. When you use this selection, your computer will tell you everything you need to know.
- <J> Planetary Specs. The use of this display is very similar to that of the Ship Catalog. A ? will show you a list of all the planet types. Choose the one you would like to know more about and the display will produce a picture and a brief description of the planet. It will also detail some of the pros and cons of that planet type.
- <L> List Trader Rank. This choice will show you all the players in the game in order of experience. Your prompt will ask if you would like the list to show the Titles of the players or their Values in Experience points. Each trader will be displayed with his or her title or value, the number of the Corporation to which he/she belongs, and the type of ship currently being used.
- <Y> Personal Planets. If you have planets that you want to keep as personal, you can view them using this option just as you can view Corporate Planets using the <L> option in the Corporation Menu.
- <Z> Active Ship Scan. This display will show a list of all your ships, the ship number, location, ship type, fighters & shields and the number of hops to get to it.

PLANET MENU

- <A> Take All Products. This will load your empty holds with the products available on the planet. The dock workers will load your ship to the brim with as much of each of the products that is available beginning with the cargo of greatest value (Equipment) to the least value (Fuel Ore).
- <C> Enter Citadel. You enter the Citadel (and display the Citadel Menu). If there is no citadel on this planet, you will have the option to build one. The necessary products and labor force needed in the construction will display. You will not be issued a building permit if you don't have the necessary people and commodities.
- <D> Display Planet. This will show the planet number, type, name and the alias of the player who created it. There

is also an informative chart showing how many colonists are working in each production area, how many units of each product are being produced daily, the quantity of each product currently available on the planet, and how many of each you have on your ship. Citadel information including level, construction underway and credits in the vault is also available.

- <M> Change Military Levels. You will want to move your fighters around to protect your territory. This option will allow you to take fighters currently on the planet or to leave fighters you have escorting you. The fighters on the planet are controlled by the Combat Control Computer (level 2) in the Citadel. If there is no Combat Control Computer there, the fighters would better serve you patrolling the sector outside the planet. Leaving fighters on a planet will designate the planet as yours.
- <O> Claim Ownership. Let the entire universe know who controls the planet. Use this option to set the planet as either Personal or Corporate. This is a must when you've gone to all the trouble to capture one of your opponent's planets.
- <P> Change Population Levels. Throughout the course of the game you may wish to change the distribution of your workforce among the commodities. This selection provides you with an easy, efficient way to order your workers to the job you need done.
- <S> Load/Unload Colonists. Colonizing your planets can contribute greatly to your trading profits. This will enable you to leave the colonists you've brought from Terra or pack everyone up and move them to another planet. Keep a close watch on your planet's population because many planets experience a growth/death cycle. If your planet has too many people to support, the raw materials needed to produce your commodities will be used up by the surplus population and your production rates will be adversely affected.
- <T> Take or Leave Product. This will let you specify to the dock workers which type of products you want to leave and which ones you want loaded on your ship.
- <Z> Try to Destroy Planet. First you purchase Atomic Detonators from the Hardware Emporium. That is the easy part. You then have to fight your way into the sector containing the planet. After battling the fighters, Quasar Cannons, and any other military defenses that may be there, you have the ability to lay your Atomic Detonators. Colonists have been trained in the disarming of detonators. Most of the training was rushed and

provided by inexperienced teachers, so they aren't very good at it. Most of their attempts literally go up in smoke, and if you are still on the planet when their attempt goes awry, you go awry with it. You have the option of suing your conventional weapons to kill off the colonists before you lay the detonators so you don't run the risk of getting killed by their lack of skill. If you're willing to risk the bad Karma to be a little safer, this might be the correct option for you.

<Q> Leave This Planet. Take off from the planet.

<I> Planetary Help. Display the portion of the documentation describing the Planetary functions.

CITADEL MENU

 Transporter Control. Here is where you go to beam you and your ship to another sector. The transporter range is limited, but with enough credits, you can also use this option to upgrade it's range.

<C> Engage Ship's Computer. Use this function to use all your Crai's power just as you would by choosing <C> from the Main Menu.

<D> Display Traders Here. This will show you the guest register of the other players who are parked in the Citadel. The register gives you the name of the player, their ship type and how many fighters, shields and holds they have. This information could prove very useful if you have just captured the planet from one of your opponents.

<E> Exchange Trader Ships. If the other players parked in the Citadel have specified their vehicle as available for trade, then you have the option of exchanging your ship for theirs. Be sure to coordinate this carefully with the other members of your corporation. Only C.E.O.'s can use Corporate Flagships so they are not available for trade. If you have seized this planet from an opponent still parked in the Citadel, you may want to commandeer his ship for your own use.

<G> Shield Generator Control. If you have your level 5 Citadel completed, you can use this option to store your shields. You transfer your Ship's shields to the Planetary Shielding System using this option (10 ship shields = 1 planetary shield). Stored shields will be used in the defense of your planet. The Planetary Shielding System will protect your planet from your enemies. You will thwart your rivals' attempts to incapacitate your defenses with Photon Missiles. Your

opponents will be unable to scan your planet.

- <I> Personal Info. This selection will enable you to see all of your current statistics. The information will display same as it does when you choose option <I> from the Main Menu.
- <L> Quasar Cannon R-level. Use this option to set both the Atmospheric and Sector reaction levels. The Quasar Cannon in your Level Three Citadel uses massive amounts of Fuel Ore. Use this option to adjust the percentage of Ore on the planet used in this weapon's capability. PLEASE NOTE: The Quasar Cannon will use the entered percentage of Fuel Ore remaining on the planet for EACH SHOT it fires. If you set the Sector value to 100% and a Scout Marauder with 5 fighters wanders into your sector, the Cannon will use all the Fuel Ore on your planet to blow the intruder into space dust. If another player later tramps into your sector in a well-armed BattleShip your Cannon will sit idle due to lack of ammunition. Another consideration when setting your percentages is that the accuracy of the Cannon is much better and the damage caused by the blast is greater when the target is in the planet's atmosphere.
- <M> Military Reaction Level. Another method of customizing your protection, this will let you set the percentage of fighters stationed there to be used as offensive or defensive in case of an attack on the planet. You must have a Combat Control Computer (Level Two Citadel or higher) to use this option. The value you enter will be the percentage of fighters that will attack offensively as someone attempts to land on your planet. The balance of your fighters will fall back for defense of the planet and Citadel.
- <N> Interdictor Control. If you have upgraded your citadel to level 6, this will allow you to control the Interdictor generator on the planet. You will want to use this in conjunction with a Quasar Cannon. If the generator is on, an enemy ship cannot leave the sector. This generator consumes a lot of fuel ore when used. Make sure your Q-cannon is set most carefully. Otherwise, the enemy can try to escape and deplete all the fuel ore on your planet.
- <P> Planetary TransWarp. The instructions for this feature are in your Level Four Citadel. Provided you have enough Fuel Ore to power the mammoth engine, you can move your planet to any sector where you currently have fighters stationed.
- <R> Remain Here Overnight. You can sleep feeling safe and secure if you bed down inside the Citadel, out of the rat

race. You will have the protection of your planetary forces to guard you. When you leave your ship, the valet will ask if you want others who enter the Citadel to have the privilege of exchanging ships with you. It's perfectly within your rights to keep your ship for personal use only.

- <S> Scan This Sector. This option will let you see everything in the sector around this planet. The display will be the same as you get from option <D> in the Main Menu.
- <T> Treasury Fund Transfers. If you don't like to carry a lot of credits on you when you're out exploring the universe, you can deposit your excess in the Citadel. You can withdraw the credits whenever you need them. Be advised that the Treasury workers are quite lax in their security measures and anyone who enters the Citadel can withdraw any and all of the credits.
- <U> Upgrade Citadel. Once your Citadel construction is complete, you may find you wish to upgrade. Very few people are content with a Level One Citadel. You will need more colonists and materials for each level of improvements. Level Two has a Combat Control System which enables you to set the fighters deployed on the planet as offensive or defensive. Level Three contains a Quasar Cannon which is a very powerful weapon, but uses a considerable amount of Fuel Ore to operate. Level Four encloses the massive engine used for the TransWarp Drive. Level Five provides the power for the Planetary Shielding System. The PSS will provide a sturdy shield for your planet which your enemies will have a hard time penetrating with fighters or photon missiles. Level 6 equips the planet with an Interdictor Generator. If turned on, this generator will make it impossible for your enemy to escape from your Quasar Cannon.
- <V> Evict Other Traders. Now that you've survived all the defenses your opponent placed to keep you out, you should be able to come in and take over, right? Occasionally you go into a newly captured Citadel only to find the trader (or traders) who previously controlled the planet. No need to have them in your way. Simply select this option to activate the Emergency Warning System in the Citadel. It will alert these unwanted guests to some impending doom and their ships will blast off into orbit around the planet. The system will list the traders as they escape. You then may either stay in the Citadel out of harm's way or you can go out into the sector to inflict more damage on your enemy.
- <X> Corporation Menu. This option is the same as option <T> from the Main Menu.

<I> Citadel Help. Display the portion of the documentation describing the Citadel functions.

<Q> Leave the Citadel. Exit the Citadel and return to the planet.

CORPORATION MENU

<D> Display Corporations. If you want to see how you and your corporation compare with others in the game or if you want to see who the members are of a specific corporation, use this selection. You will be asked if you want to List Corporations or Rank Corporations. L will give you a listing of all corporations registered at Federation Hall showing the corporation's registration number and the date of incorporation and all corporate members with the C.E.O. labeled. R will display a list of all corporations ranked by experience. The list shows the rank, the corporate registration number and name, the C.E.O.'s name, the corporate alignment and the corporate experience.

<J> Join a Corporation. When you want to join forces with a corporation of the other traders, you will need to make arrangements to get your corporate security pass. When a member of that corporation has approved your membership, use this option to join. You will need to be of the same alignment as the C.E.O. If at any time during your tenure with the corporation, your alignment is opposite that of the Chairman, you will be automatically ousted from the Corporation.

<M> Make a New Corporation. When you are prepared to make to move from independent trader to Corporate C.E.O., this option will file your Corporate Charter in the Federation's Hall of Records. As C.E.O. you will have privileges that other players don't have such as owning an Corporate Flagship and sending Corporate Memos to all members of your Corporation. You will be the one to determine whether your Corporation is good or evil. As you go, so goes the Corporation. A prospective member will have to be of the same alignment as you to join.

<I> Corporation Help. Display the portion of the documentation describing the Corporation functions.

<Q> Quit Corporation Menu. Return to the game.

Corporations Only

<C> Credit Transfer. Use this option to transfer credits to or from your corporate associate. You have to be in the

same sector as the corporation member with whom you want to exchange credits.

- <F> Fighter Transfer. Use this option to transfer fighters to or from your corporate associate. You have to be in the same sector as the corporation member with whom you want to exchange fighters.
- <H> Mines Transfer. Use this option to transfer mines to or from your corporate associate. You have to be in the same sector as the corporation member with whom you want to exchange mines.
- <S> Shields Transfer. Use this option to transfer shields to or from your corporate associate. You have to be in the same sector as the corporation member with whom you want to exchange shields.
- <X> Leave Your Corporation. There may come a time when you feel you have to make a break with your current corporation. You may want to form your own new corporation. You may want to play the game with an alignment different from that of your corporation's members. This will allow you to vacate your position in your corporation. Remember that you will no longer have access to any of the corporation's assets. If you are the C.E.O. the corporation will be dissolved and all corporate fighters will become rogue mercenaries.
- <L> List Corporate Planets. This will display a detailed graph of your corporation's planets. The information includes
 - the sector where the planet is located
 - the planet's name
 - the current population
 - the production rate for Fuel Ore, Organics and Equipment
 - the current inventories of the commodities
 - the number of fighters stationed there
 - the level of the Citadel (if any)
 - the number of shields (if any)
 - the amount of credits in the Citadel (if any)
- <A> Show corporate Assets and Member Locations. This is a very handy tool to use in organizing your strategy with that of the others in your Corporation. The information shown on this display is
 - the Corporation member's name
 - the sector where that member is located
 - whether or not the member is on a planet in that sector
 - the number of fighters, shields, mines and credits on him/her

C.E.O.'s Only

- <T> Send Corporate Memo. When you want to give information to all those in your organization, use this option. Whether it is instructions on where you want to establish a new colony or a congratulatory dispatch for a job well done, you can send your message quickly and efficiently.
- <P> Corporate Security. In a world where instances of computer crime run rampant, a C.E.O. can never be too careful. Be sure you trust a player before you let him or her in your organization. And just as with your BBS account, you can better maintain security if you change passwords occasionally.
- <R> Drop Corporate Member. Do you have a problem with a member of your Corporation? Is that member showing signs of insubordination? You don't have to put up with the stress. Simply drop this trouble maker. Remember that the member can take any corporate assets on his/her ship when kicked out.

STARDOCK MENU

- <C> The CinePlex Videon Theatres. You can smell the popcorn from the Hardware Emporium. Come right in to see the latest releases from HollyWorld. You can choose from several first-run offerings or you can opt for one of the classics. Don't take too long to make up your mind because there are others waiting in line behind you.
- <G> The 2nd National Galactic Bank. Here is the place to engage in matters of high finance. You will be able to put credits into your or another trader's account. You can take credits out of your account. You can examine the balance in your account. The bank allows only personal accounts. Corporate funds should be stored in secured Citadels.
- <H> The Stellar Hardware Emporium. This is the General Store of the Trade Wars Universe. If you want it, they have it and if you have enough money, they'll sell it to you.
- <P> The Federal Space Police HQ. The home of law enforcement in the galaxy. Here you can register complaints against other players, collect rewards or see the wanted posters.
- <S> The Federation Shipyards. This is the place where you can trade your ship in for a newer model or sell off some of those junk ships you've gathered as spoils from your victories. You can see all the models available and all the specifications for each style.
- <T> The Lost Trader's Tavern. Traders come here for more than just a drink and a meal. Some of the more

interesting features of this game can be found here if you ask the right questions.

<I> StarDock Help. Display the portion of the documentation describing the StarDock functions.

<Q> Return to Your Ship and Leave. Leave the Stardock and return to the sector.

HARDWARE MENU

<A> Atomic Detonators. These detonators are used in the destruction of planets. If you don't have enough military to take out a planet, you can set Atomic Detonators and run like hell. Warning: colonists have been trained to disarm these detonators. These units are as unstable as they are powerful. They can react like Corbomite Devices when an enemy attacks your ship, and they can also detonate by hitting mines or offensive fighters as you journey through the galaxy.

 Marker Beacons. Marker Beacons are the billboards of the Trade Wars universe. They are an inexpensive way to make a statement. They stay in the sector where they are launched until they are destroyed. They have absolutely no defensive capability. They are so fragile that if two are launched in the same sector, they both explode.

<C> Corbomite Devices. Corbomite devices are weapons to avenge the destruction of your ship. If one of your opponents succeeds in obliterating your craft, that person may suffer substantial damage as well when your ship is equipped with one or more of these. Corbomite devices can also be viewed as protection. Your enemies may think twice about attacking you if you are armed with these. With each additional device you add to your vessel, you increase your protection level. You can have up to a Level 1500 Corbomite Device on some ships and the nice part is, your foe has no way to detect the device's presence on your ship.

<D> Cloaking Device. Cloaking devices can hide you from your rivals when you are away from your home sector. If you feel you will be vulnerable, use your Cloaking Device to conceal your ship. Your location will be unknown to even your Corporate associates who view the Member Location display. Remember that the Cloaking Device will use a lot of your energy reserves and its effectiveness decreases the longer it's used. A well-known consumer group has tested these devices and found that on the average, after 24 hours of use, you stand a good chance of being detected. Cloaking Devices are relatively inexpensive, but because some of the components decompose

quickly, they are a one-time use item.

- <E> SubSpace Ether Probes. Ethereal Probes are quite useful when you want to know what wonders lie on the other side of the universe, but you don't want to use up your turns to explore. You can launch the unmanned probes with a preset destination. As they maneuver their way across the cosmos, they report back sector by sector. They are quite inexpensive for the amount of information that can be obtained, but they are not sturdy. They contain a self-destruct mechanism that is triggered when the probe reaches its destination. The designers of the probe thought this would provide anonymity for anyone using the gadget. This mechanism is so sensitive that it detonates when the probe encounters any enemy fighters. Since it has no shielding capabilities, any ship it passes will be able to detect its presence.
- <F> Planet Scanners. If you are planning an invasion of another player's planet, this scanner can show you the military system on the planet without landing. Once you are in the sector, scan the planet. You can see who created the planet, who currently controls the planet, and the military defenses installed there. You won't find out the hard way that you don't have enough weapons to take over the enemy forces.
- <M> Space Mines. New technology has been developed to provide traders with two types of mines. The Aramid mines can be a very effective way of establishing your territory. Space mines can cause serious damage to smaller craft and can be a real nuisance to larger vessels. The Limpet mines are a clever development of the Donnelly Underground Development Group. They simply sit almost invisible in a sector until an enemy ship passes by. Once the enemy is close enough, they attach themselves to the ship. The activated mines will report their whereabouts to you when you do scan for deployed mines. This is a clever way to find out where your enemy is. The Limpets can be removed by crews at the Stardock. The latest technology has provided mines with sensors capable of recognizing the Federal I.D. codes. This will keep the mines from detonating by your ship or your Corporation's ships (most of the time).
- <P> Photon Missiles. Only owners of Missile Frigates or Imperial Starships can use these powerful weapons. Shields, both Ship and Planetary, are excellent protection from the impact of this weapon. However, once shields have been destroyed, Photon Missiles can be used to disable all Combat Control Computers (Level 2 Citadels) and Quasar Cannons (Level 3 Citadels) and Interdictor Generators (Level 6 Citadels) on planets. It neutralizes all mines and fighters stationed in a sector. Be advised that the effect of these missiles is short-lived.

Get in, take care of your business and get out before the effect wears off. You don't want to still be in the sector when the Quasar Cannons regain their strength. Great care should be used in transporting these volatile weapons of destruction.

<R> Long Range Scanners. These scanners can provide the explorer with multi-sector vision. Your two options are a Density Scanner or a Holographic Scanner. The Density Scanner is the cheaper and it provides the user with the relative density of the surrounding sectors. It will also indicate a warning if there is a non-standard undefinable mass. You can use that information to determine what may be in the neighborhood. If you have sufficient funds, you can purchase a Holographic Scanner which has both Density and Holographic capabilities. Using the Holographic mode, you can see what and who is in the sectors adjacent to the one you are currently occupying. The scanner in Holographic mode uses a small amount of your ship's fuel (one turn's worth) but that is a small price to pay when you consider the information and security it can provide.

<S> Mine Disrupters. If you run across a heavily mined sector but you really need to go in there, send in a Mine Sweeper to clear your path. They can absorb the damage so you don't have to or they can deactivate the limpets.

<T> Genesis Torpedoes. Much improved since the first models, these torpedoes can provide the foundation for the production of your trading commodities. Depending on the planet type created by the torpedo, planet will be able to support a varying number of colonists. The colonists can provide the labor needed to mine the Fuel Ore, grow the Organics and manufacture the Equipment and Fighters you will use in your trading company. Some planet types are better than others at producing the commodities. You might want to check the Planetary Specs in your Onboard Computer. You have no control over what planet type results from the Torpedo's explosion. That is determined by conditions in the sector.

<W> TransWarp Drives. Only Imperial Starships, Corporate Flagships and Havoc Gunstars can be fitted with these massive drives. TransWarp consumes an enormous amount of Fuel Ore so make sure you have a source of Ore for your return trip, too. The TransWarp Drive uses a homing device, so you should have at least one fighter in your destination sector.

The Type 1 TransWarp drive is standard, and will not function with a tractor beam engaged.

The Type 2 TransWarp drive is TransWarp Tow capable.

<Y> Psychic Probes. Bartering at the ports is one of the

main elements of this game. You get experience points for making a good deal. The better the deal, the more points you get. Psychic Probes are the next best thing to insider trading, and they're legal. If you want to see exactly where your offer is compared to what they would have accepted, you need one of these probes. It will not only show you where you went wrong, but it will also help you improve your trading skills.

<I> Hardware Emporium Help. Display the portion of the documentation describing the Hardware Emporium functions.

<Q> Leave the Emporium. Return to the main area of the StarDock.

SHIPYARDS MENU

 Buy a New Ship. When you are ready to upgrade, or if you need a specialized ship, come to the Shipyards and talk to Cal Worthington XXI about a trade-in. You will be offered a fair price for your current ship. They will take anything in your trade such as fighters, accessories, mines, etc. so if you're trying to get a lot on your trade-in, load your ship up before you talk to them. If you don't want to use all your extras in the trade, you might want to leave as much as you can in a secure place and pick it up after you purchase your new ship. New ships are very basic models. The extras are available at the Hardware Emporium and the Class 0 ports.

<S> Sell Extra Ships. A display with all your ships in orbit will appear. Choose which ones to sell off. You will be able to see the ship number, name, type, location and how many fighters and shields are on each ship.

<E> Examine Ship Specs. This is the same information available to you from your ship's on-board computer, but it includes (for ANSI users only) a picture of each ship, both top and front view. You may want to review the ship specifications one last time before you make your purchase.

<P> Buy Class 0 Items. After you purchase your ship, you may need to equip it with a few of the items normally purchased at the Class 0 ports. You wouldn't want to take that brand new beauty out unprotected, would you? The merchants in the shipyards have obtained fighters, shields and holds from "trade-ins" so they are offering them right here where you buy your ship as a convenience to you. Be forewarned that you will be paying a premium price for this convenience.

<R> Change Ship Registration. It's not paranoia when they're

really out to get you. If your foes are tracking you down by reading the logs at the StarPorts or they've received information on your ship from a loose-tongued fool at the tavern, go to this back room in the offices of the Shipyards. For a hefty fee, you can get revised registration papers on your ship and christen it with a new, untraceable name.

- <I> Shipyards Help. Display the portion of the documentation describing the Shipyards functions.
- <Q> Leave the Shipyards. Return to the main area of the StarDock.

TAVERN MENU

- <A> Make an Announcement. Do you have something of interest for all the patrons of the tavern? If so, pay the fee and post your announcement. It will stay there until the next announcement is posted.
- Buy Something from the Bar. Had a trying day? Want a little something to soothe your nerves? Order up whatever your heart desires. You might even get it in a clean glass. Remember FedLaw says, don't drink and fly.
- <C> Eavesdrop on Conversations. See that group of individuals gathered at the table in the darkest corner of the tavern? They seem to be engaged in some very engrossing dialogue. If you would care to listen in and maybe even add some remarks of your own, use this option.
- <E> Order Some Food. You really need to keep your strength up so you can take on the challenges of the cosmos. Order up the Blue Plate Special (the food is blue, not the plate) and nourish yourself with some of the most memorable edibles this side of Barlaam.
- <G> Try Your Hand at Tri-Cron. Do you feel lucky, Punk? Put your money down and see if you can beat the odds. A simple game of chance might relax you and you never know, you might come away a big winner. The game is easy - the detailed instructions are available in the Tavern. The cost of playing is based on the size of the Top Winner's Jackpot. You'll have 10 rounds against the house. If you win, the payback is 2 to 1. If you're the top winner, you receive the accumulated jackpot.
- <T> Talk to the Grimy Trader in Back. Not much to look at, but he can be a wealth of information. Depending on how many drinks he's had, his facts may be a bit suspect. Just ask him about a specific topic, give him a little inducement and he'll tell you what he knows. If you

Speak to him respectfully, he'll be fair to you. Otherwise he might try to take advantage of your need for information. You'll have to pay dearly for it, but he can sometimes get you information on specific Traders.

- <U> Use the Facilities. When Mother Nature calls, this option will allow you to answer. Feel free to read the graffiti to keep yourself entertained. You can even add some of your own prose or poetry but beware of what may be lurking in the next stall.
- <;> Join conversation. This is a global command while you're visiting the tavern. Simply type this command, followed by the text you want others in the tavern to see. You can enter a multi-line mode by pressing this key and then a carriage return. Remember that this is a public establishment, so don't say anything you wouldn't want anyone else to hear. You never know who could be lurking in the crowd...
- <!> Tavern Help. Display the portion of the documentation describing the Tavern functions.
- <Q> Leave the Tavern. Exit back to the main area of the Stardock.

FEDPOLICE HEADQUARTERS MENU

- <A> Apply for a Federal Commission. The Federation awards commissions to those individuals who have shown themselves to be highly experienced and law abiding. If you believe yourself to qualify, apply at the Police Headquarters. If the Feds grant you a commission, you will be able to procure an Imperial Starship. This is a very powerful ship but with it comes a lot of responsibility. The Federation may call upon you to aid their cause of maintaining law and order throughout the universe. There are a limited number of Starships available, so apply for your commission as soon as you can.
- <C> Claim a Federation Reward. After you have done your duty as a good FedLaw abiding citizen, you will want to claim the reward that is rightfully yours. March right into the Police HQ and tell the sergeant that he no longer has to worry about the scumbag you terminated. Be sure to put the reward money to good use.
- <E> Examine the Ten Most Wanted List. There is a listing available in the FedPolice building of the most corrupt players in the game. This list shows the level of evil the player has achieved, the corporation to which he/she belongs, the number of bounties posted on that player and the total reward for that player's demise.

- <P> Post a Reward on Someone. Would you like to make it a little more rewarding for someone to get one of the players on the Most Wanted list? You can offer as small or as large a payment as you would like. Just see the officer on duty and tell him you want to post a reward. You will be shown the list of the Most Wanted criminals. Tell the nice officer which one you would most like to see brought to justice and how much you want to give to help in the cause.
- <!> FedPolice Help. Display the portion of the documentation describing the FedPolice functions.
- <Q> Leave the Police Station. Exit the building and return to the main area of the StarDock.

BANK MENU

- <D> Make a Deposit. You can inform the TellBorg that you wish to deposit some or all of the credits you have with you. The transaction is recorded instantly so you don't have to wait three days for your deposit to be reflected in your account.
- <E> Examine Balance. You might want to see if that other trader who promised you a reward for helping out with the Ferrengi has come through with the credits. You might only want to check your funds to see if you can go on a spending spree at the Hardware Emporium. This selection can put the answer at your fingertips.
- <T> Transfer Funds. If you need to get funds to a Trader who is not in your corporation, this option will authorize you to make a deposit in that other Trader's account. Naturally, you must have the credits to be able to transfer them.
- <W> Withdraw Funds. Saving can really pay off. If your ship has been destroyed and you don't want to start from scratch in a Scout, a nest egg in the Galactic Bank can allow you to come right back with the ship of your choice. Use this option to take your savings and spend them any way you choose. You and only you have the authorization to withdraw credits from your account.
- <!> Bank Help. Display the portion of the documentation describing the Bank functions.
- <Q> Leave the Bank. Return to the main area of the StarDock.