

1. Getting Started

Ship & Alias: You begin in a Merchant Cruiser (the versatile starter ship). Choose an alias (shown in rankings) and a ship name (logged at ports). If enabled, you'll also receive and name a personal planet.

Initial Loadout: Your ship comes with cargo holds for Fuel Ore, Organics, Equipment, a small credit balance, and a handful of fighters for basic defense.

2. Trading & Credits

Basic Loop:

- Use "D" to re-display your current sector and note the port's trade code (for example, SSB means it sells Fuel and Organics, buys Equipment).
- Use "P" to dock and trade: buy low, sell high to accumulate credits and experience.

Planetary Trade Agreements: If there's a planet in the sector, negotiate a bulk-trade contract to offload excess cargo in fewer turns.

Psychic Probes: Purchase these to see exactly how your price compares to the port's ideal offer, helping you maximize profit and experience.

3. Exploration & Navigation

Home Base: Scout for dead-end or low-traffic sectors to establish a safe hideaway. Avoid bases on major warp lanes.

Autopilot Modes (when moving):

- 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:

- Use "F" to deploy fighters as Personal or Corporate in Offensive, Defensive, or Toll modes.

- Use "H" to lay Limpet or Aramid mines marked as Personal or Corporate.

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

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

5. Planets & Citadels

Colonization ("L"): Build a Citadel with a Genesis Torpedo to create resource-producing planets.

Citadel Levels:

- Level 1-2: docking, vault storage, and Combat Control Computer for fighter management
- Level 3: Quasar Cannon
- Level 4: Planetary TransWarp engine
- Level 5: Planetary Shielding System
- Level 6: Interdictor Generator to trap enemies

Planet Management:

- "A" to take all products
- "M" to set military levels
- "P" or "S" to 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: transfer credits, fighters, mines, and shields with corp members using the C, F, H, and S options.

Coordination: use "Y" to set NavPoints and "N" to warp directly to them.

7. Handy Global Commands

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` 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
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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.