

A Book of Hints and Tips

V.01

compiled from contributions on the forum and a little bit of hard earned knowledge!

I do not claim ownership of most of info in this guide - it has been gleaned from the generous contributions of many, many players on the Forum threads. I complied the notes in Microsoft Notes for my own use and so didn't always, at the time of collection, note down who posted them. ***If anyone would like to "claim" any hint please U2U me and I'll put the acknowledgement into this guide. To optimise the size of the guide I have edited some of the contributions and where appropriate combined several into one section***

I offer hints at two levels: a broad hint and a spoiler walkthrough. So as not to spoil things for people who prefer to find out things for themselves, but occasionally need a helping hand, only the broad hints are visible. The other level of hints is in white text on a white background inside a text box with a red "spoiler" title: (You can practice on this one!)

Spoiler

Click in the box on the word spoiler and press Ctrl-A to select all the text. Change the font colour to something visible, for example black using the Font Colour button.

You can do a similar thing if you opt for the pdf version; You can download a very small but fully fledged pdf reader here:

http://foxitsoftware.com/Secure_PDF_Reader/

(Adobe Acrobat Reader contains all of the code for the full version - hence its bloated size, slow speed of loading and heavy resource use!)

I've used this method so that no-one can "stumble" across the spoilers - if you see a more detailed hint it is because you deliberately chose to see a spoiler!

The hints are grouped into what I think are sensible chunks - others might have chosen a different way of grouping them. At the start of the main part of the guide there is a list of all the questions to make finding the answers you need as easy as possible and to prevent you having to see hints you don't want to see if you had to scan every page to find a specific question.

Don't forget the **EM Guide** (The Legends manual is also useful, with more detail but some is Legends specific!) The training sessions are also worthwhile if you are a first timer. The **IMG Quest** is a great way to learn and earn! Finally the **tutorial videos** are a must (plus several player produced tutorials on YouTube, especially Mecingo) They answer many of the questions that keep coming up in the Forum, but with moving pictures in colour and sound!

If you have any hints or any requests please U2U me @ DaveK

To use the Table of Contents

- if the Content Table doesn't appear change to the "Full Screen Reading" view. You should now see the Contents table
- each entry is linked to its section - click on a Contents entry to go to that section!

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General

Adding an Avatar

contributed by Marvin

How to add one of these...



... to your name (the above is just an example!):

1. Get a free account with somebody like Photobucket.

Added by DennyMala: You can host your pictures in many other spaces.... just like Windows Live space, the Sky Drive, your ISP space - no need to register with a host for pictures just for some bytes.

2. Place a copy of your avatar in your (Photobucket) account "Album."

3. Copy the (Photobucket) link to the avatar in your Album. If you're using Photobucket, just go to your Album, find the avatar, left-click to select "Direct Link," then right-click and Copy the readout in the window ... like this:

click to add title
edit | move | share | delete



4. Log on to this forum and go to your User Control Panel.

5. Select the "Edit Profile" option.

6. In the window next to "Avatar URL:" paste the link you copied from your (Photobucket) Album.

7. Click on the "Edit Profile" button at the bottom to save your avatar.

8. Go to "My Home" and check that your avatar shows up under "Avatar & Member Status."

Editing and deleting posts on the forum

Press the Edit button and you can edit your post! This included editing the automatic list of when you edited the psot before (this can save embarrassment sometime). You can also delete one of your own posts by clicking Edit and then ticking the "delete this post" box.

Etiquette in Multiplayer

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

This is not to be considered as any rules.

The R1 server, hosted by MMaggio, is a no rule server, except language. (Be nice)

This is what we consider common sense and honorable behavior.

fighting

Before engaging anyone in combat (PvP), ask if he/she wants to fight.

There are a few pilots/clans that do attack without any warning to "welcome" new pilots.

Do not fear, most pilots out there will rush in and fight at your side against them.

They normally just do this once, then they fight at your side as well if you want them to.

clans

Attacking another clans systems when they are offline is considered dishonest behavior by most pilots, but it does happen.

Attacking is done by doing contracts and/or destroying their stations. Also building you own stations there.

new pilots/emergencies

Most pilots will offer their help in any way they can out there. Listen to the "oldies"!

If a pilot runs out of fuel, it's honorable to fly out to him/her with some fuel so that he/she can get back "home", or build a station nearby and help him/her dock with it.

What is the link between SP and MP?

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

All that you do in SP carries over to MP and what you do in MP carries over to MP regarding any progress that you make.

The only thing that does not carry over is any object you build/construct.

What you build in SP stays there and what you build in MP stays there. Those items are saved on the server side for MP.

How do I update the game?

Download the latest full version of the game and run the installer. An update is the full game but it will not over write your player info or effect most mods if you have any. It is however a very good idea to back up your Pilot profiles in case of a hard drive crash or human error!

How do I chat to other pilots?

it's a big galaxy and, therefore, other pilots could be busy elsewhere. If they don't chat, the only way you'd know you're not alone is if you use the tilde key (~) to display a list of players currently on line. To actually chat, press the <Enter> key and type your message then hit <Enter> again

How do I save my important files, like pilot saves?

(Forum Thread by Vice)

<http://www.starwraith.com/forum/viewthread.php?tid=3433>

The thread also includes reasons why the files are set up as they are, how to moving the game, and how to keep the game and your data files in different locations

Save data, settings,

For all current SW3DG games, save data and settings are saved in this location by default:

C:\sw3dg\GameName

This is also the folder you can install the game to by default, usually the same drive that you have Windows itself saved on (typically C:). You can specify a different folder during installation for the core game files (binary, certain static data files, instructions, etc), however, files that the game needs to save data to are kept in the folder listed above. This is done for several important reasons:

This setup works with Windows XP, Vista, and 7 so it's easy to transfer the files from one OS to the other and from one computer to the other.

Pilot profiles are saved with the filenames PILOTX.SW where X is a number ranging from 0 to 7 (pre-Mercenary) or 99 (Mercenary and more recent games). Each number corresponds to the slot for the profile, starting with 0 at the top. These are the most important files to back up. They are small and can even be kept on a floppy disk. It's a good idea to back up these files periodically so you can restore your progress in the future, if needed.

Settings are saved using the filenames SW.CFG, KEYMAPX.SW (where X is a number), and STICKT.SW. These files are not critical for backing up, but can be useful in case you want to save your key/button and joystick axis control profiles along with video, audio, detail, and other control settings. If these aren't backed up, the game will simply rebuild them the first time you launch a new installation of the game and you can remap your controls and change settings as desired. If you install the game on a new system, it's a good idea to let the game rebuild the SW.CFG file anyway to accommodate differences the new system may have compared to the old one. The game will build that file based on what it detects on the system and will attempt to optimize settings based on the configuration it detects.

Getting rid of Background Radio Chatter

from Mecingo

When your chatting with someone by microphone you get a somewhat annoying radiochatter in the background that makes it hard to hear what players are saying.

You need to record a blank audio file a .wav file (or download one from the web - surprisingly rare!) Name it radiochatter.wav. Create a folder titled sounds, put that folder in your EM folder, and put the sound file in that folder.

Rapid Atmosphere Descents for Cover

Need to make a quick descent? Because your ship is basically a flying brick, you can use its high drag to your benefit when making a planetary descent. When flying into an atmosphere nose first, it takes a long time to slow down to safe speeds when approaching at anything over about 1500 MPS. But if you change your descent angle, the drag can make the process much faster. Just as early space shuttles would lift the nose to expose a larger surface area on descent, you can also use a nose up approach to slow your ship down much faster.

To do this safely, point the nose of your ship about 30-45 degrees down from the horizon of the planet (in many cases, you can even fly directly at the planet) and roll so you are level with the horizon. You can approach at just about any speed you want (even speeds over 2000), your shield will protect you from serious damage when doing this approach. When the alert for the gravity field occurs, lift the nose of your ship until your forward velocity gauge reads about 750-800. Your downward slide gauge should now be reading close to what your forward velocity gauge displayed before you pulled the nose up.

As soon as you hit the upper atmosphere, you will slow down dramatically. The faster your initial speed, the lower your altitude will be when you reach safe speeds (so if you want to reach the city docking port faster, approach the planet at higher speeds). Once the burning cycle completes, your forward velocity will remain in the safe zone and you can then fly in any desired direction. This does take some practice, but it works well if you're trying to race another ship to a city or if you need atmosphere cover quickly.

Reverse Thrusters Can Use the Afterburner

A useful tactic to know is your reverse thrusters on afterburner provide nearly the same level of power as your main forward afterburner. Hold the reverse thrust key/button down and hit your afterburner to greatly increase the power of your reverse thrusters. If you ever need to back up in a hurry or increase reverse speed, this option can come in very handy.

Autopilot behaviour

by shepard_3

the autopilot only uses jumpdrive, if your nav point is outside of your current sector you are in. If your nav point is in the same sector as you, it'll just lead you there at full IDS speed

Selling fuel-rescuing pilots

Another option in the trade console is transferring fuel in 30 unit intervals. This lets you rescue stranded players, sell fuel for profit, or give it away to help new players. Fuel can be a very valuable commodity in addition to trading other items.

Where can I get a . . . ?

The table gives at least one example of the harder or more interesting things to find. There will be other systems that also sell the equipment. Several systems contain a "Hidden" (uncharted) planet that sells equipment not available commonly from elsewhere (Stealth generator for example). These are marked a "H"

	Maxim-R Cannon	Phantom Cannon	Baneshee Cannon	Trebuchet Cannon	Eclipse Cannon	Proximity Mine	Fulcrum Torpedo	Station Detonator	Excalibur Pack	Cannon Relay System	Cannon Heatsink	Stealth Generator	Anti-Missile System	Shield Array Recharger	Auto CM Launcher	Afterburner Drive	Specialised Mining Beams	Deploy Constructor	Build Constructor	Mantis Drive	Fuel Converter	
Agate Hub	§								§									§	§		§	
Aries									§									§	§	H		
Atlas		§	§					§		§						§		§	§			§
Cerulean	§	H	H					H		§											H	§
CWZ																					H	
Cygnus					§					§												§
Fauston										§												§
Lost Rucker																					§	
Olympus					§																	
Onyx	§									§												§
Pearl		H	H	§		H	§	H	§	§	§	H	§	§	§		§	§	§	§	§	§
Rucker	§								§										§	§		
Sapphire																						§
Sierra				§			§		§	§									§	§		
Sirius																						
Sol							§		§				§	§	§		§	§	§			
Talison					§																	§
Thuban									§													
Virgo					§																H	
Quest Trade System		§							§							§		§	§			

How do I jump through a gate in an asteroid cave?

You need to hit the gate at very high speed (>10K) so line up with it so that you have the longest path to travel and set a jump point somewhere - then jump towards it. If you get it right you enter the gate at 10K+ just before you actually jump and the gate takes over the jump - you are going so fast that you jump before you hit a wall! It's a bit like the jump into the WH in the BH in terms of getting it just right!

How do I jump through a Black Hole?

Fly to the same sector ... or at least within range of your jump drive. Pitch zero. Heading zero. Right click on the black hole. Subtract 2000 from the Z coordinate. Then jump.

Keep pressing the front shield boost until you are through. If you arrive too far away from the WH and explode before you reach it, subtract 500 from the Z coordinate reduction and repeat.

You will take a lot of damage so have a repair system fitted in case there aren't any stations at your destination!

Save **before** doing any of the above.

Basics of Manoeuvring

Source: SeeJay's Evochron Basics School : <http://www.junholt.se/evoschool/index.htm>

(Inertia/IDS)

The basic principle of inertia is that in Space there is no friction to stop or slow down a moving object.

So once your ship is in motion in space it will stay in motion unless you apply an opposite force using thrusters to slow you down or change direction.

Combat comes down to managing your speed, drift and direction to control your distance and approach angle to your target and there is not one way since it depends on what your target is using for strategies!

So to give a step by step for each situation would be nearly impossible.

Probably the easiest way to train yourself in using it is to concentrate exclusively on forward thruster and afterburner.

- * Engage Inertial mode.
- * Pick out an object in space that's stationary.
- * Turn your ship and point at the object.
- * Fire your afterburners until you reach about 1000 kts.
- * Try to keep your nose pointed at the object.
- * After you pass it, fire your afterburners again until your speed is zero.
- * Now repeat, only this time watch the drift readouts displayed directly above your radar screen.
- * Turn your ship until those drift readouts approach zero.

To change direction, you first need to apply thrust against your current direction. Then your ship will begin moving in the new direction. Until then, you will continue to drift in the original direction, at the speed you were at when disengaging afterburner.

Doing laps around a stationary object, such as a station, with IDS off is a useful drill to work on these skills. In no time, you'll be able to do controlled, 3D orbits of the station inside an imaginary sphere.

Another way to practice is to set a Nav Point and turning around the Nav point in circles trying to keep a very short constant distance between yourself and the Nav Point with your nose Pointing at the Nav Point and firing your Weapons at the Nav Point.

Applying it to Combat:

The thing to keep in mind is that when your drifting in a certain direction at a speed of 1900 that no missile will be able to hit you since the fastest missile, the Excalibur, speed is 1800! So you have to know the speeds of your missiles and the speed of your target to know if a missile is going to be effective and shoot the missile at close range so that the enemy does not have a chance to deploy counter measures.

So the basic steps are:

1. You set a course for your target if your Target is an AI at a velocity of 1500 or more for faster approach(because AI do not use Excaliburs)
2. Once you have your approach angle set switch to inertia at the desired speed once you get in the desired targetting range for missiles or weapons fire the desired weapons.
3. Sometimes a target uses a spiral evasive manuever. The fastest way to take this one down is to get as close as you can on its six, with IDS on and using after burner, to 50 to 300 units and maintain this distance while firing your missiles and or your weapons with energy to all weapons!

Basics of the Shipyard

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

One of the most important activities in the game is designing your ship. This is done in the shipyard, which is available at stations, carriers, and planet cities. Note: Stations and some other objects in space have their own gravity protection field to prevent ships from ramming into them. Your HUD will display a pathway that will help guide you to the docking area. The pathway will be red if your approach is outside of the required docking angle and it will be green when you are approaching correctly. Line up your ship with the flashing docking lights to approach at the correct angle. The 'Landing and Docking' section below will provide more information on descending into planets and docking with stations.

To access the shipyard, fly to a docking zone near the top of a station, a carrier hangar, or in the middle of a city with a landing zone on a planet. The automatic tractor beam will engage and your inventory console will be opened. Simply click on 'Enter Station/Carrier/City' then 'Shipyard' to open the menu shown in the image above.

Descriptions of each frame and ship component are available on the bottom two displays of the menu. Use the scroll bars to toggle through the available options, then click on one to read its description. To design a ship, select a frame from the right side menu then drag and drop it to the middle display (click and hold the mouse button to move the frame of your choice). If you're designing a civilian ship, the Frame Config menu will open automatically and lets you adjust the available frame's configuration capacities for crew members, equipment hardpoints, countermeasures, and secondary weapon hardpoints. Just click on boxes under the capacity number you want to increase or decrease each limit.

Next, select the parts you want for your ship. You can toggle through the 5 different ship components by clicking on each one on the bottom left display. Each frame provides a certain level

of assembly resources that you use to design your ship. Larger frames provides more assembly resources and offer better shielding/armor, but aren't as maneuverable or as fast and use more fuel.

If you design a ship that exceeds the assembly resources available for the frame you selected, the 'Assembly Left:' value at the top will turn red and you'll need to reconfigure your design to stay within the resource limit. Each component will use a certain amount of the assembly resources and will effect various aspects of your ship.

Larger fuel tanks will give you more range, larger cargo bays will let you carry more items, more powerful shield cores provide better protection, more powerful engines provide higher speed, and better wing/thruster systems improve agility. You will need to carefully prioritize your design for the features that are most important to you and the role you want to play in the game.

Once you've selected the frame and components you want, you can further customize your ship's appearance by using the position and scale sliders on the middle display. If you make a change you don't like, simply right click on a slider to reset its value to center. For visual enhancement while editing your ship, you can highlight the component you're editing and paint your ship a different color. You can also stop the rotation, and/or remove the direction planes. Once you've designed your ship the way you want, simply click on 'Trade and Build'. You will be given credit for your current ship, then any additional amount will be deducted from your account. The difference between the value of your current ship and the cost of the ship you want to build will be shown at the top of the middle display. If the ship you are trading in is damaged, the total cost for repairs will be deducted from its trade-in value and the adjusted amount will be displayed in red.

You can save the current ship design with the template option. Click on Templates near the top of the shipyard menu, then click on 'Save Current Design as Template'. You can reload a design later to rebuild it, although you will need to be docked at a station that can build the ship saved in the template. Templates are saved in the game's data folder using the filenames shiptemplateX.sw where X is a number from 1 to 10. All of your profiles will have access to the ship templates and you can even share them with other players.

Basics of the Hangar

A Hangar option is also available near the top of the shipyard menu and it lets you store a ship and up to 5 containers of cargo. The option is only available at trade stations and you are required to pay a fee to rent the space. There is a limit of one hangar per pilot at each trade station, but you can rent as many individual hangars from trade stations as you want and can afford.

Hangar fees will be charged on a common billing cycle and will apply for any hangars you are storing ships or cargo in (a list of the station names will be displayed in the message system each time you pay the fees). To remove the fees for a hangar, you'll need to either sell or remove its contents. If you want to store the ship you are flying at an empty hangar, you'll need to rebuild your current ship so you are never left without a ship. This will be done automatically for you when you select the Store option in the hangar if you have the funds to build another ship of the same design. You can then change the design as desired once you've stored the original. To recover a stored ship, simply use the Swap option that will appear once a ship is in storage.

Your stored ship will then be exchanged with the ship you are currently flying and the contents will attempt to be transferred between the two so you still have the weapons, equipment, crew, and cargo you currently have. If the ship you are swapping to can't carry the same items, they will be discarded or sold. So make sure you sell or store them before you change ships, if you want to recover the credits for them or use them later. If you have crew members and swap to a military ship, they will be dismissed. If you want to keep your crew, make sure you swap to a civilian frame that can carry them. The game will autosave your progress any time you make changes to a hangar.

What do crew members do?

Contributions by FADM Busch, X-firestorm, thetiebiers, Rubber Chicken, Marvin, capt_cronic

Hire crew members to help you do various functions better.:

- A navigator helps to prevent you from jumping head on into objects especially when auto-piloting for very long trips.
- A science officer will help you locate items and tell you about systems you enter. They will give you messages in the info/chat screen when you enter a new system or get close to something interesting.
- An engineer will help fix your ship by increasing the speed of the repair unit and shield recharge rate.
- A weapons operator improve how fast your guns recharge and give them a little extra oomph.

The higher their rating the better they are at doing their jobs. If you hire one at low loyalty they may jump ship when you dock. Save before you dock and reload that save if they do jump or overpay them by up to 500 credits, just to keep them from leaving until their loyalty is high.

Go for Loyalty over Skill. Both are earned "traits", which increase the more you use them. Your crew, that is. Pay them well, then work them hard. Successful contract/mission completions boosts both skill and loyalty points. Work towards 100/100 mark. Loyalty can drop below 100% if you fail a contract.

- Take the mining contracts to work your engineer and science ops.
- Clear asteroid fields to work your weapons ops and engineer.
- Do the other types of contracts as well; the snoopies - go-find-ums and the bring-ums-back. These will exercise you navigator and science ops. It all counts and it all depends on what you want to do.

Hire my crew with high experience and pay 3000-4000 to keep them from leaving until their loyalty reaches 100% then drop there pay to around 1000. An easy way get their loyalty to 100% is to load up on gas and take a long, long trip without ever docking.

Building a station when being attacked!

If you move at all during the countdown the station build is cancelled. this makes defending yourself a bit of a challenge:

- 1: If there are only a couple of hostiles just rotate on the spot. target the first with your missiles and take it down at 1500 - 1800; if you don't use Excal, do the same until your missiles run out. If you do, target the second hostile and hit it with cannon fire and hope you destroy it or at least hold it off until the station appears
- 2: deploy a shield array and sit in it
- 3 When they get to about 2500 - 3000 activate your stealth mode and they will move away again
- 4: desperate measures: swivel on the spot and shoot them down!!
- 5: Give up on the station you are building and fly around for a few jumps and then come back - you might have time to finish before hostiles reappear.
- 6: in MP team up and have someone fly CAP whilst the other builds

Blowing up a station whilst being attacked

The advantage is that you can fly around a very small amount - go too far away or too close and the detonator stops

- 1: AI - see building a station points 1-6
- 2: Real pilots
- 1 & 4 above and you are toast quicker than real toast is made**
- 2: works until the attacker bumps you out of the array**
- 3 (or better 2&3) gives you a chance if you have a relatively short time left to wait**
- 6 is the honourable way**
- 7: A dastardly Reaver way - fly close in to the centre of the station and then deploy the shield array - no-one can get to you! Bless them!

Contracts

For any contract as soon as you hear the "contract complete", SAVE, even in the middle of a fight, (Alt-F9) to save your newly earned credit!

How do I:

find the item I have to return to a station or inspect?

Make sure that your pitch and heading are both set to 0 when jumping from station to Nav point - Keep flying directly till you see a purple blip. Sometimes it means flying directly to and past the nav marker till you see it, but it is there.

When you see the purple blip, close on it till it is directly in front of your ship, close enough to be picked up with the tractor beam or until you hear the "contract completed" message

(How close do I have to be for an inspection?)

Not very close at all - the container can be above or below you by a significant amount - you don't have to bump into it!

make retrieval contracts efficient?

Before you set off aim your ship at the nav marker. Press F1 to get the nav map up and set the throttle to 2000 or more. Jump. As soon as you are coming out of the jump, select the station and then switch the nav map off. Use your strafe keys to move your nose up or down a bit and look carefully for the container - it may only be a flicker of a single pixel! As soon as you spot it aim at it turn on the tractor beam and accelerate. As soon as it is captured, turn off the beam, set your pitch to zero and hit jump

You will come out of jump about 3500 away from the station - use afterburner to cruise in and choose the next contract!

make inspections efficient?

Before you set off aim your ship at the nav marker. Press F1 to get the nav map up and set the throttle to 2000 or more. Jump. As soon as you are coming out of the jump, select the station and then switch the nav map off. Use your strafe keys to move your nose up or down a bit and look carefully for the container - it may only be a flicker of a single pixel! As soon as you spot it aim at it and accelerate. As soon as you bump into it, set your pitch to zero and hit jump

You will come out of jump and cruise into the station - choose the next contract!

do scanning/spying contracts?

You can jump in and take out the escort and then wait for your shields to fully recharge before sneaking onto the blind spot on the capital ships tail but this is slow, slow, sloooow and hazardous - still it is a nice feeling when you finally manage it!

make scanning/spying contracts efficient?

- First thing to know is that you can ignore the escort. Secondly you need a stealth generator (not the one-shot units - they don't last long enough!)
- jump to the start and immediately turn to put the hostiles behind you and hit the afterburner. As soon as your energy reaches maximum, hit the stealth button and swing back towards the convoy.
- If your shields are not all at 100% the stealth generator will not start. Run away until you are out of range and wait until the shields are fully charged - setting the shield/weapon balance to S5/W-5 speeds this up. As soon as they are charged return to S-5/W5
- If a missile has been launched take it down with CM's. If it hits after you cloak, it will do hull damage but your stealth field should hold.
- As you approach the convoy stay out of the way of the escort. Lock onto the capital ship and the scan countdown will start as soon as you are closer than 1500 - stay near or the countdown will stop and you will have to start over again!
- While you are waiting get your pitch to zero and lock onto the station. When the mission is complete turn away from the hostiles and accelerate. When you are about 2800 - 3500 away (depending on your confidence), turn off stealth as jump as soon as your energy is recharged. Also set S5/W-5 to speed up the recharging of your shields. As soon as they are charged return to S-5/W5
- If you took hull damage it will slowly repair with a repair module. Speed things up at the station by paying for the repair if you can afford it.

do escort/protect missions

These are best done with other pilots. In theory just jump in and take out the escort. However as time passes (and you can't speed the process up!) more and more hostiles jump in to help. It's fun but a slow way to increase your military or civilian rank.

raise my Military Rank as quickly as possible.

- Do as many contracts as possible in a warzone
- Do contracts on MP with other pilots - each WP in a contract gives a point and you will learn fast by watching experienced pilots. You will also get tough contracts quicker
- Decide whether military inspection and retrieval contracts are a cheat or not - if you are happy that they are part of a military pilot's life, do them when they appear - they are quick and safe.
- If you are playing solo go to Talison Warzone; the contracts from the carrier there are a bit easier (3 or 4 hostiles rather than 4 or 5 hostiles at the command station)

jump straight into a station (or an asteroid cave or a carrier or a BH or a gate or a WH!)

- On the nav map, right click on the object you want to jump into.
- Set pitch to 0.
- Headings only matter for carriers (180) and gates (0 or 180) and BH (0) - jump!

Racing

Tips from rookie to a rookie:

from Von Paulus (edited by Incoming)

- I don't advise to use Inertial mode. You need to control the ship and for manoeuvring it's easy and better if you use IDS mode.
- Never use afterburner before a curve, like when driving real cars. Use it when there's a line of straight rings.
- keep your speed at about 1000
- I use a lot of the rudders (roll) when I'm getting near the edge of the ring, to pull the ship to the centre of the ring. Always try to keep in the centre.
- Avoid looking at or thinking about your opponent racer, just stay totally focussed in your flying. This is a hard but it is the most effective rule - concentrate on finishing the course at around 1000
- You don't need to buy a special wings or engine. But it will help if you do an upgrade wings make turning nippier but if you are still in a starter ship they are nippy anyway. Bigger engines don't (repeat don't) accelerate any faster they just increase you top speed and with IDS multipliers you can already go faster than you can stay in the rings!

Exploration & Navigation

Navigation I - overview

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

The space in Evochron is vast and hide many secrets.
The "known" systems that are connected by Jumpgates.
You can however fly between any systems using the "scenic" route.

There are many hidden systems and items to be found all over this Universe.

All systems on the chart below are displayed on your onboard navmap.
To zoom in on any sector/object, right click on the sector you want to zoom in on.
Right click again on an object (Station, Planet, Jumpgate etc) to set your waypoint marker to it.
You can also use your scroll wheel to zoom in/out.

The universe is set up like this:
Sector Coordinates are labelled: SX, SY, SZ.
The SX+ is East and SX- is West.
The SY+ is Up and SY- is Down. (Use "Rear View" to check how far from the 0 axis the object is)
The SZ+ is North and SZ- is South.

The Position within a sector are labelled X, Y, Z.
They work just like the Sector Coordinates but only tells you where you are in a specific sector.
It ranges from -100 000 to 100 000 in all three directions.
(Think of the Sector coordinates as a city and the Positions as a street address)

Before jumping:
Set Pitch = 0
Set Heading = 0/360 (Set it to 180 when jumping to a Carrier)
Now jump.
This way you will dock right away or go straight through the gate.
Be aware that many planets have atmosphere and you WILL burn up if you jump to close.
To dock with a city you need to jump well outside of the atmosphere and manually fly down and dock.
Keep your speed below 1500.

Basic Navigation II - entering destination coordinates

Getting used to the NavMap is one of the hardest learning tasks for new pilots.

There are two sets of coordinates: sX, sY and sZ specify which **sector** you are in; pX, pY and pZ specify where about within a sector you are (**position**)

The easiest way to set a destination is to find it in the NavMap and then right click on it. Engage your jump drive. If it is a gate or station or carrier or planet etc then read the hint about direct jumping!

If your destination is off the NavMap then you can enter the "s" and "p" coordinates manually in the NavMap



This is the top section of the NavMap; You are given your present location (left hand side) and can enter your destination coordinates on the right hand side

Note that each section has two columns of three numbers; the X, Y and Z values are the positions **within** the sector you want to get to or are (pX, pY and pZ) the SX, SY and SZ are the sector coordinates

You can edit the destination numbers: It's a bit cumbersome compared to a word processor but works and becomes second nature once you get the hang of it.

For example to go to the sector: 1805 0 -2005 you would carry out the following steps:

1. click into the SX box.
2. use the backspace key to delete the number 1799
3. type in the required destination coordinate - 1805
4. press <enter>
5. click into the SZ box.
6. use the backspace key to delete the number -2000
7. type in the required destination coordinate - 2005
8. press <enter>

We can ignore the SY coordinate in this case because we are not changing it, but editing it is the same key sequence as for SX and SZ

You can also alter the pZ, pY and pX using the same method if you need to. However unless you are jumping into something, arriving in the sector and then right clicking on your destination in the NavMap is more efficient

Exploration I - Finding New systems

Quick method

by InkedMike

There are several hundred "uncharted" systems in EVOCHRON. As for Finding New Systems, you may be Surprised how many there are. You may want to try finding One Systems, then use that as Point Zero and Jump out Max Range in All Directions, setting Nav Markers at each Point. Continue to Jump in all Directions from Your Nav points. Once you Find Another Systems, Repeat.

Trilateration

Marvin's Instructions for using Atollski's MapLog program for finding new systems and planets can be downloaded from <http://evochron.junholt.se/menus/downloads.htm> - MarvinsInstructions.doc

Finding New Star Systems

1. Launch Atoll's Map Log.
2. Launch the game.
3. Begin in a known system (one you've already logged in Atoll's Map Log program). Make certain the system has at least one planet.

Note: The name of the system should be the same as one of the planets listed in the Map Log program.

4. Call up Atoll's Map Log program (Alt+Tab).

Note: If you're using Windows 7, you must first press Win Key+D prior to Alt+Tab.

5. Check that you have a tic mark in both the Nav and Log boxes (the Update box is optional).
6. Position yourself along the Y axis so that the Y coordinate is zero (0).
7. Pick a likely direction and fly until you come to another system.
8. Confirm that it's a new, uncharted system.

Note: If you select the "New System Notificaton" option from the "Tools and Options" drop-down menu, the Map Log program will pop up when you've entered a new, uncharted system.

9. Fly back and forth, shortening the distance between jumps, until you've determined the exact sector where the two systems meet.
10. Attempt to follow the border between the two systems for about 200 sectors.
11. Again, fly back and forth, as in step 9.
12. Now position yourself so that the Y coordinate is offset either above or below by about 100 sectors.
13. Continue flying along the border until you're another 200 sectors from each of the other two crossing points.
14. Perform step 9 again

15. Fly into the new system (if you're not already there).
16. Click on the "Tools and Options" menu icon in Atoll's Map Log program.
17. Click on the "Attempt Trilateration" option from the drop-down menu.



18. Make note of the coordinates generated by the program. They will be listed as a "Possible Location" for objects in the new system. They will also be listed as waypoints in your in-game Log.



Note: The location of the known planet (the one used to calculate the new coordinates) will most likely be on the list. Ignore it and concentrate on the other entries.

19. Fly to one of the most likely locations for a new planet.



20. Once you've located a new planet, log your discovery as outlined in the Logging Your Discoveries section.

21. You can now delete the list of computed coordinates (possible locations).

Note: You can now also remove both the logdata.txt and trilateration.csv file from your main game folder. New files will be generated each time you start the Log, tracking your steps as you search for another new system and attempt another trilateration.

22. Before you move on, look around for a nearby star (in the direction of the illuminated side of your new planet) and other planets that might be in the system.

How can I find containers?

Containers are small! They show up on the radar as pinky purple (No-ID) blips on your radar once you get very near them

SeeJay has created an Excel sheet that lets you pinpoint the location of containers in two jumps: Download the file from <http://evochron.junholt.se/menus/downloads.htm>

You can also hire a science officer who will give some help

Where is that coordinate?

The first table has the known systems in alphabetical order

The second table has them arranged alphabetically but divided into quadrants

The third table has them arranged scanning left to right across the core

The fourth table has them arranged scanning top to bottom down across the core

Table 1

Agate	-2200	3620
Agate Hub	-2198	3520
Alpha Centauri	1300	-3700
Andromeda	2000	28000
Aquila	1400	-2700
Aries	-3500	2000
Atlas	1000	1500
AWZ(Pearl)	3500	-1500
Capella	2000	-1000
Cerulean	2400	2100
CWZ	2420	2500
Cygnus	-1700	1250
Deneb	3500	-3500
Emerald	-3200	-550
Fauston	-500	800
Iota	-2500	-1500
Lambda	-1250	-400
Lost Rucker	5500	-1000
Merak	-2000	2500
Olympus Prime	1250	500
Onyx	3500	1000
Orion	-1000	-2400
Pearl	3500	-1800
Pices	1800	-300
RiftSpace	7000	9500
Rigel	-3200	-2500
Rucker	1800	-2000
Sapphire	0	0
Sierra	-2200	3500
Sirius	-2300	-3700
Sol	-1050	-5050
SWZ	-2200	3800
Talison	100	2000
Thuban	0	-500
TWZ	100	2550
Vega	500	-2200
Virgo	700	-1250
Vonari	1000	5000
WolfZone	5550	5550

Table 3

Aries	-3500	2000
Emerald	-3200	-550

Table 2

NW	Agate	-2200	3620
	Agate Hub	-2198	3520
	SWZ	-2200	3800
	Sierra	-2200	3500
	Aries	-3500	2000
	Talison	100	2000
	Cygnus	-1700	1250
	Merak	-2000	2500
	TWZ	100	2550
	Talison	100	2000
	Fauston	-500	800
NE	CWZ	2420	2500
	Cerulean	2400	2100
	Olympus Prime	1250	500
	Atlas	1000	1500
	Onyx	3500	1000

border

Sapphire	0	0
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border

SW	Emerald	-3200	-550
	Lambda	-1250	-400
	Iota	-2500	-1500
	Rigel	-3200	-2500
	Orion	-1000	-2400
	Sirius	-2300	-3700
	Thuban	0	-500
SE	AWZ(Pearl)	3500	-1500
	Pices	1800	-300
	Vega	500	-2200
	Capella	2000	-1000
	Virgo	700	-1250
	Pearl	3500	-1800
	Rucker	1800	-2000
	Aquila	1400	-2700
	Alpha Centauri	1300	-3700
	Deneb	3500	-3500

border

Misc	RiftSpace	7000	9500
	WolfZone	5550	5550
	Vonari	1000	5000
	Lost Rucker	5500	-1000
	Andromeda	2000	28000
	Sol	-1050	-5050

Table 4

Andromeda	2000	28000
RiftSpace	7000	9500

Rigel	-3200	-2500
Iota	-2500	-1500
Sirius	-2300	-3700
Sierra	-2200	3500
Agate	-2200	3620
SWZ	-2200	3800
Agate Hub	-2198	3520
Merak	-2000	2500
Cygnus	-1700	1250
Lambda	-1250	-400
Sol	-1050	-5050
Orion	-1000	-2400
Fauston	-500	800
Sapphire	0	0
Thuban	0	-500
Talison	100	2000
TWZ	100	2550
Vega	500	-2200
Virgo	700	-1250
Atlas	1000	1500
Vonari	1000	5000
Olympus Prime	1250	500
Alpha Centauri	1300	-3700
Aquila	1400	-2700
Pices	1800	-300
Rucker	1800	-2000
Capella	2000	-1000
Andromeda	2000	28000
Cerulean	2400	2100
CWZ	2420	2500
Onyx	3500	1000
Pearl	3500	-1800
Deneb	3500	-3500
AWZ(Pearl)	3500	-1500
Lost Rucker	5500	-1000
WolfZone	5550	5550
RiftSpace	7000	9500

WolfZone	5550	5550
Vonari	1000	5000
SWZ	-2200	3800
Agate	-2200	3620
Agate Hub	-2198	3520
Sierra	-2200	3500
TWZ	100	2550
Merak	-2000	2500
CWZ	2420	2500
Cerulean	2400	2100
Aries	-3500	2000
Talison	100	2000
Atlas	1000	1500
Cygnus	-1700	1250
Onyx	3500	1000
Fauston	-500	800
Olympus Prime	1250	500
Sapphire	0	0
Pices	1800	-300
Lambda	-1250	-400
Thuban	0	-500
Emerald	-3200	-550
Capella	2000	-1000
Lost Rucker	5500	-1000
Virgo	700	-1250
Iota	-2500	-1500
AWZ(Pearl)	3500	-1500
Pearl	3500	-1800
Rucker	1800	-2000
Vega	500	-2200
Orion	-1000	-2400
Rigel	-3200	-2500
Aquila	1400	-2700
Deneb	3500	-3500
Sirius	-2300	-3700
Alpha Centauri	1300	-3700
Sol	-1050	-5050

How do I explore an asteroid cave?

There is a generic map that is included in *the Authorised Mercenary Tech Manual* and as a graphics file - both can be downloaded from SeeJay's site (CaveMap). A smaller version of the map is also included here.

The cave is made of merged boulders so the passages and chambers are lumpy

There are no guarantees that all of the passages have been found!

The passages are 3D - the map can't show the Y coords

You can jump directly into the main chamber but you need very accurate coordinates to jump into to between the others

You can get through "squeezes" by wriggling - there are other "peep holes" that are a bit too small!

squeeze can be wriggled through

squeeze can be wriggled through

squeeze can be wriggled through

squeeze can be wriggled through

squeeze can be wriggled through

squeeze can be wriggled through

squeeze can be wriggled through

Left Click in Nav Map

You can jump into and between the larger chambers but you need very accurate coordinates

The caves have a similar layout but contain different "treasures": wrecks, containers, energy pods, jump gates, stations and more

Created by Incoming

Trading

Basics of Inventory Management and Trading

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

Inventory Console (default F3 key and third console button): Displays and manages on-board inventory items. When you are docked at a station, you will be able to buy and sell items by simply clicking on them. Auxiliary equipment is displayed in yellow, commodities are displayed in purple, and weapons are displayed in green.

To sell and unload an item, simply click on it from one of the sections of the console showing loaded equipment/commodities. The selling value (displayed when you hold the mouse pointer over an item) of what you sold will then be added to your account. Selling items on a planet or station will give you full market value for the system you are in while selling to other ships usually results in lower values.

To buy an item, click on the one you want from the Items for Sale section. You can use the slider bar on the left side of the list to scroll through all of the available items. With the mouse pointer held over the list, you can also use the mouse wheel to scroll through the list. If your ship can store or load the equipment/commodity item you want, it will be loaded and the cost deducted from your account. Each item will be automatically routed to the default installation option.

Commodities will be loaded into your cargo bay while equipment and weapons will be installed onto your ship. Right clicking on an item provides alternate functions for buying, selling, and installation. To load upgrades, weapons, and equipment into your cargo bay instead of installing them on your ship, right mouse click on the item(s) you want instead of left clicking on them. This way, you can use your cargo bay as a storage point for items other than commodities.

You can later install desired items in your cargo bay onto your ship by right clicking on them from your cargo bay list. Likewise, you can transfer installed items on your ship to your cargo bay by right clicking on them instead of left clicking on them. If you only want to buy or sell one unit of a commodity at a time, simply right click on the listed item.

To consolidate commodity cargo, dock at a station or city and use the ALT key with either the left or right mouse button. Left click to combine matching commodities up to the limit of 25 per cargo bay. Right click to transfer one unit at a time.

For the list of equipment installed on your ship, you can also use the slider bar on the right side of the list to scroll through all installed items, if your ship has more than 5 equipment slots. You can also hold the mouse pointer over the list and use the mouse wheel to scroll, just like the items for sale list.

The inventory console also lets you refuel, search for contracts, or buy a new ship. If you buy fuel, your countermeasures will also be refilled free of charge. A description of items you highlight with the mouse pointer is provided at the top middle of the console display. Most of the descriptions are self-explanatory, but when you highlight a weapon, the Y: stands for Yield, S: stands for Speed, C: stands for Cycle rate, and R: stands for Range.

This console also provides the shipyard and crew management consoles.

The shipyard lets you design a ship by selecting a frame and then installing the various components for fuel capacity, cargo capacity, engine, wing design, and shield capacity. You can further enhance the design parameters of your ship with additional upgrades and crew members.

Crew members can be hired for various roles and you need to pay them based on their loyalty, trade, and skill. The fair wage for each crew member is displayed in the crew management console. If you pay them less than the fair wage indicated, their loyalty to you will likely drop, which increases the chance they will leave your ship. Pay them well and their loyalty will increase. The longer you keep your crew, the more loyal and skilled they will become, which also increases the amount of money they expect to be paid. Checking and adjusting your crew's pay levels each time you dock is a good habit to get into for improving loyalty. Your crew's loyalty will also increase if you successfully complete contract objectives and their loyalty will decrease if you fail contract objectives.

The news console is also available in the main inventory console display. The news console give you local news headlines which provide details on market conditions and recent events specific to the system you are in. Your statistics are also displayed at the lower right while market prices for commodities and fuel are displayed in the two lower columns on the left. The 'System Information' option gives you a brief background on the system you are in and details on local factions/groups.

The inventory console will automatically open when you enter a hangar at a station or carrier. When the inventory console opens, the hangar's tractor beam will engage and hold you in place until you close the console. You can disable automatic inventory console control by pressing the default Alt-F3 combination. You will then need to manually open the console when you dock to engage the hangar's tractor beam and access docked options available in the inventory console.

Ship-to-Ship Trade Console (default F4 key and fourth console button): Lets you arrange commodity and money trades with other ships. Commodities and other items in your cargo bay aren't part of your ship, so they can be exchanged with other ships in flight. You can also exchange credits, so you can arrange to sell or buy items if the pilot of the other ship agrees to the terms. You can try to bribe other hostile ships with this console by just sending cash. However, the other pilot may not agree to open the trade console if they want to attack you for something in your cargo bay. So the best time to bribe another pilot is when your cargo bay is empty. When you've selected the items or money you want to trade and agree to the offer from the other pilot, click on SUBMIT to accept. In multiplayer, both pilots must click on SUBMIT for the deal to be finalized. Pilots can also exchange small 30 unit fuel pods in multiplayer as well as challenge each other to races using the trade console. When a race challenge is submitted and accepted, the race course is placed in front of the player who sent the challenge at a heading of 0.

What does a station licence do?

A station licence simply reduces buying and selling prices to you by 25%. For example build a Trade Stations (you are given a licence for building it) near to another station (the stock and prices will be similar) and you can buy from your station at a 25% discount and sell at the other and make 25% on each sale

You don't want to buy a station licence at a station you are going to sell to, it reduces your income by 25 per cent. You only buy a station licence at a station where you wish to purchase, as, again, it reduces your buying costs by 25 per cent.

The cost of a licence depends on how rich you are and where the Station is. A pilot early in their career might be charged 200 000 for a licence - a rich pilot might be charged 750 000 000. A well chosen licence on a good trade route will pay for itself very quickly. I bought a 30 000 000 credit licence in the middle of my trading career and it paid for itself in about 20 minutes!

What's the best income I can hope to achieve trading?

If you really want to make some cash look to trading in equipment, and missiles. With missiles you can fill up your cargo, and missile slots, giving you 13 slots to carry your cargo of missiles and equipment. There's a location where you can buy FTs at around a million with a licence. There's plenty of places where you can sell them at 4 million+ , so that's a 3 million+ profit per FT, with 13 slots to put them in. That's an average profit of a couple of million credits per minute!

Note the prices you pay and sell at. You can soon work out the optimum cargo. Remember your secondary weapons slot can carry 8 missiles, your cargo bays another 5 items (including missiles) and you can always lose some bit of installed equipment for a while and free up a few hardpoints.

16 slots 1 - 3 million profit per run gives a potential for 20 - 40 million per run with the occasional peak at 50 million if there are enough of the top earners available. It's sometimes worth flitting between stations you can buy at to allow them to restock. Balance profit per run against average profit per minute!

How can I maximise my rate of earning?

contributed by Aures

Just get some cash (ideally at least 2.5 million, anything over 500k will do but will take longer) and go to Port Oasis (in orbit around the planet Oasis) in the Pearl system. Buy whatever high tech items you can afford (auto CM launchers, anti-missile systems, fulcrum torpedos, excaliburs missile systems, & constructors) and take them to the hidden planet in the Pearl

Port Oasis:

X: 18097		3497 :SX
Y: 2240		0 :SY
Z: 980		-802 :SZ

Hidden Planet - Safe Jump Exit:

X: 67038		3588 :SX
Y: 12979		0 :SY
Z: -47513		-1828 :SZ

Takes just under 2 minutes 30 seconds each way on autopilot. With the profit you make from that trip you will be able to buy more stuff on the next trip. Soon you will be limited by the amount of stuff you can fit (once your frame is maxed out) or buy at once rather than your cash. At that point (or earlier if you like) buy a license at Port Oasis to increase your profit margin. You can now make more than half a billion if you are efficient

If your cash is all tied up in your ship just fly directly to Pearl hidden and sell everything. Fly back to Oasis in the cheapest frame (even the smallest fuel tank, 400 is plenty for a round trip) and use the cash you raised to start the trade run.

The best cash per trip can be obtained by reloading several times in Port Oasis so you can get as many auto CM launchers and AM systems as you can carry (more than 7 million profit per piece of equipment). You can just wait around a while for new stuff to show up and/or land at the actual planet Oasis if reloading isn't your style. I find it quicker to just take whatever high priced equipment is there and fill the rest up with fulcrums. What yields more profit per minute is debatable and depends on the luck of the draw.

I have yet to find somewhere cheaper to buy the best items than Port Oasis or that buys them at a higher price than Pearl Hidden. Someone else has found a better trade route in terms of profit per minute but has asked that the information is not make public on the Forum or this guide. It's a couple of times more profitable. Worth knowing about since it shows it's worth looking around and doing a bit of research, but it also shows that the detailed route given above is well worth milking if you want quick a savings income.

I'm fairly new, so how can I maximise my rate of earning in a safe system?

Look at Part 3 of DeepSpaceTwo's Blog for a mini quest to a system that is safe but can give 3 million per minute normal trading and the possibility of 40 million per couple of minute runs

Other good trade routes (15 - 35 million per run)

Spoiler

Combat

Combat

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

- To fight multiple enemies make sure that you pick one target in the "edge" of the group.
- Point your nose slightly off target so that you don't fly directly at him.
- Make sure you have MDTs On. That helps you with targeting.
- Engage Inertia mode, that makes you heat signature much smaller.
- Always keep your nose on target.
- When in firing range, use Lasers to bring down his shields and then switch to Guns for maximum hull damage.
- You can switch between targeting Engines, Navigation and Weapons with "U" (default).
- Continue strafing the target and pick them off one by one.
- Remain in Inertia mode and use afterburner if needed to.
- Take care of incoming missiles with either dispatching CM:s or using your guns.

Maneuvering (Inertia/IDS)

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

The basic principle of inertia is that in Space there is no friction to stop or slow down a moving object.

So once your ship is in motion in space it will stay in motion unless you apply an opposite force using thrusters to slow you down or change direction. Combat comes down to managing your speed, drift and direction to control your distance and approach angle to your target and there is not one way since it depends on what your target is using for strategies! So to give a step by step for each situation would be nearly impossible.

Probably the easiest way to train yourself in using it is to concentrate exclusively on forward thruster and afterburner.

- * Engage Inertial mode.
- * Pick out an object in space that's stationary.
- * Turn your ship and point at the object.
- * Fire your afterburners until you reach about 1000 kts.
- * Try to keep your nose pointed at the object.
- * After you pass it, fire your afterburners again until your speed is zero.
- * Now repeat, only this time watch the drift readouts displayed directly above your radar screen.
- * Turn your ship until those drift readouts approach zero.

To change direction, you first need to apply thrust against your current direction. Then your ship will begin moving in the new direction. Until then, you will continue to drift in the original direction, at the speed you were at when disengaging afterburner.

Doing laps around a stationary object, such as a station, with IDS off is a useful drill to work on these skills. In no time, you'll be able to do controlled, 3D orbits of the station inside an imaginary sphere.

Another way to practice is to set a Nav Point and turning around the Nav point in circles trying to keep a very short constant distance between yourself and the Nav Point with your nose Pointing at the Nav Point and firing your Weapons at the Nav Point.

Applying It To Combat:

The thing to keep in mind is that when your drifting in a certain direction at a speed of 1900 that no missile will be able to hit you since the fastest missile, the Excalibur, speed is 1800! So you have to know the speeds of your missiles and the speed of your target to know if a missile is going to be effective and shoot the missile at close range so that the enemy does not have a chance to deploy counter measures. So the basic steps are:

1. You set a course for your target if your Target is an AI at a velocity of 1500 or more for faster approach (because AI do not use Excaliburs)
2. Once you have your approach angle set switch to inertia at the desired speed once you get in the desired targetting range for missiles or weapons fire the desired weapons.
3. Some times a target uses a spiral evasive maneuver. The fastest way to take this one down is to get as close as you can on its six, with IDS on and using after burner, to 50 to 300 units and maintain this distance while firing your missiles and or your weapons with energy to all weapons!

Combat Advice (against AI)

Contributed by Blackthorne and additions by several others

Equipment - you can't hope to win a fight without it! Think weapons - defence - ship

Cannon - (edited) TheClass 2 **Icespear** has a good balance between range (700) and the rate it depletes your energy. You can fire almost nonstop. The bigger guns cause more damage if you hit the target (a big **if** in combat) but drain energy so quickly you have to take evasive measure while they recharge. Because beam and particle weapons are linked, if the particle cannon has drained the energy, the beam doesn't work either.

Get the biggest beam you can find. (Class 5 is a Fusion Beam)

For emergencies, stack a few missiles. Oh, who am I kidding, this is your first fight. Fill those racks!

Next, let's get some additional equipment. You need countermeasures, preferably more than the default 25. You'll be tossing those left and right, trust me. Next, a repair system (Class 3; accept no substitutes. If it isn't in stock, build your own at one of the constructor stations), a x 5 Shield Booster (accept no substitute *etc etc*), a cannon relay (seriously, don't even try without one). and if possible a cannon heatsink

Next, optimize your craft for combat. You won't need excessive amounts of fuel or cargo space - so out with them! Invest the free space into stronger shields, a decent set of wings and a big engine. (Edit: Note though that a bigger engine doesn't increase your acceleration, only your top speed and even the smallest engine with IDS multiplier at x5 is far too fast for combat at full speed)

Okay. So your ship is ready for combat now. Your enemy is the AI: not very bright, but numerous, and willing to toss a small fortune in missiles at you. Pick a mission with a manageable number of opponents (4 is a good start) and NO capital ships (those are hard to kill, doubly so when their fighter escorts breathe down your neck).

(Edit) Military rank allows you to get better military frames that are better than the equivalent civilian frames for combat. You only raise your military rank by doing contracts in Military warzone (Talisson Conflict and Sierra, Cerulean and Pearl Warzones

The AI has improved a bit (sneaky buggers spread out more and head for you), but they still can't handle lateral speed (sliding or strafing). Lock and approach the target of your choice, turn off the IDS and start using the sideways thrusters to build lateral speed as you approach. Also, use your particle cannon to get rid of the inbound missiles, and launch a few countermeasures if they get too close. Once you are in range, a targeting aid (IDMS) will appear and mark the point you need to fire at in order to hit your intended target.

Fire away. Most easier enemies can be finished off with just the particle guns (provided you got a beefy one, and not a peashooter), but you can use a beam gun to soften up the shields first - those things drain very little energy. Once the enemy has caught enough particle bolts, he'll explode. Rinse and repeat.

Particularly durable and annoying foes can warrant the use of a missile (or eight). It's best to kill the targets shields with a beam gun first, as missiles tend to cost money, and the ones with the big manly warheads are slow as molasses.

In case you get hit, reinforce the shield facing that got hit. Most particle salvos do little enough damage, so you usually have time to react. It's missiles that do nasty numbers on shield and hull, so try to avoid those.

If you find yourself in a fur-ball, micro-jumping might be an idea. Just set your jump point to a position slightly outside the mission - but be careful that it's still in the same sector. Once the manure starts flying, you can use F2 to get some distance. This has a (not so) slight drawback, however, you need to have full energy.

If you get killed in a shared MP contract, reload immediately and as soon as you enter the Universe hit the jump button - if you can get back before the fight finishes, you still get the points!

here's the K.I.S.S. version:

1. Don't use the IDS flight mode.
2. Build lateral speed.
3. Killing incoming missiles has priority over everything else
4. Don't bring a knife to a gunfight.
5. Watch your shields.
6. Run if necessary. Dead mercs don't get paid!

Combat Advice (against real pilots!)

Contributed by SeeJay

Combat against real pilots is very different to combat against AI. For one thing real pilots aren't confused by your sneaky sideways slips!. The best way of getting better at pVp is practice with better pilots. Join MP and usually someone has time to coach you and give you practice. The following advice will give you a good basic grounding

1 v 1:

- Use Inertia mode.
- Boost shields to front.
- Always point nose at enemy.
- Never fly directly at him, set course slightly off center and strafe.
- Use Lasers to bring shields down and then switch to guns.
- Use guns in bursts. That increases the damage.
- Use missiles if necessary in close range. (Less respond time).
- If he/she is a good fighter, target the weapons first, then engine.
- Always be in motion.
- Always have an escape navpoint set before engaging.

1 v 2:

- Same as 1 v 1.
- Try to have both enemies in front of you in a line.
- Never let 1 in behind you when facing the other.
- Concentrate on taking out 1 target at a time.

1 v 3 or more:

- Same as 1 v 1.
- Same as 1 v 2.
- Fly in great circles around the group to split them up.

When Fighting as a group:

- Set a combat leader.
- He uses the combat commands.
- Fly in a pair with a wingman defending lead if necessary.
- If there is only 1 target, all engages.
- If there are multiple targets wingman defends (watch the 6) and lead engages if threat level is high.
- Or take 1 target each if the threat level is low.

Limited Directional Tracking (AI Combat)

You can run away from hostile ships much faster by travelling at high speed and turning off your IDS. While flying directly away at over 3000 with the IDS off can allow you to slowly escape, you can use other techniques to escape faster. AI ships can only monitor your forward velocity, so flying in a sideways direction can often cause them to slow down when they observe your forward velocity decrease. To maximize your escape rate, turn away from the ship(s) you want to escape from and increase your speed to 2000 or more. Turn off the IDS, then turn or pitch 90 degrees so your indicated forward velocity is near 0. The hostile ship(s) will usually slow down when they observe your forward velocity decrease. Note: Real pilots are a lot brighter!

How do I get (or be) a turret gunner?

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

You can also link with another player as a gun turret operator for their ship. Simply click on the **Connect Gunner Binding** button in the trade console to activate. You will then be in control of a ball turret that surrounds the ship you've linked to while the receiving player will continue to be the pilot of their ship. Either you or the pilot player can click on the **Disconnect Gunner Binding** option to terminate the gun turret mode. When that happens, or if the pilot ship leaves the sector, you will be returned to your ship.

The turret gunner has the canon and beam weapons and all the weapons enhancing equipment installed on his or her ship. The turret can be rotated 360° and the pitch varied between +90° and -90°. You can see your shield strength and hull integrity.

You do not have missiles

Are the rumours about a new weapons system true?

from Twilly Frost and a comment by zonaiko

Now that I've switched to a military frame I'm currently working on proprietary technology to add a flight crew externally. I will consider licensing out any breakthroughs for a nominal fee. Current iterations involve scuba gear, bungee cords, and heated blankets. Live trials thus far have met with minimal success, though the incessant banging on the hull by frightened crew serve as an adequate early warning system for incoming missiles. More Vonari "volunteers" needed for testing.

"I just shot orange juice out of my nose reading that!"

Mining

Basics of Mining (Asteroids and Planets)

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

Locate and Acquire a Mining/Tractor Beam

The first objective you may want to complete is finding a mining/tractor beam. This is one of the most important equipment items in the game as it lets you recover cargo and mine for valuable materials (found in asteroids and planets). One of the most profitable activities early in the game is mining asteroids and this device is needed to harvest the ore. Asteroids generally carry valuable material that is easy to get to since they are in open space, but to find the mining/tractor beam, you may want to land at a city on the surface of Sapphire or a station in orbit where they are often available in the local inventories. Once you find one, click on it in the 'Items for Sale' list to install it on your ship. Once installed, travel back into space and head for the local asteroid field.

Mining

To get started mining, simply fly close to an asteroid and activate the mining beam. You can lock the beam on by pressing the default Alt-B key combination. If you are close enough to the asteroid to mine it, you will see hot red particles of the asteroid fly off from its surface as the beam cuts into the rock. If you do not see this effect, you're not close enough to the asteroid. In Sapphire, metal ore is generally not very valuable, so you can discard any metal you recover in favor of platinum or diamonds, which are far more valuable. To discard an item, simply click on its listing in your cargo bay. Once a cargo bay slot is empty, it can accept any material. But once one unit of a material is placed in a cargo bay slot, you can only continue to load units of that material type into that cargo bay slot. The reason for this is so you can manually manage what material you mine and it accommodates the different shapes and sizes of each material type. Each unit of a material is assigned a unique shape for every container that holds it. These shapes are only compatible with each other and must 'fit' together inside each of your cargo bay slots. Your mining and loading system will automatically take care of this sorting procedure for you, all you need to do is select which materials you want to keep or discard. You can pre-prime your cargo bays by buying or leaving only 1 unit of an item in each cargo bay, then travel to an asteroid field to mine. This lets you recover only the material you want while mining. To buy or sell individual units of items at a time, use right click instead of left click.

Once you have filled your cargo bay with the material(s) you want, travel to the nearby planet Rivoch to sell what you have for better profit. You can also mine the surface of planets for other valuable materials. Mining this way is a safe way to make decent credits early in the game.

You can also earn a few credits while you descend into a planet atmosphere. Keep your tractor beam on as you descend into a planet atmosphere to recover oxygen. This can be sold for as much as 30-50K once you arrive at a city by the time you land, easily covering the costs of fuel for the descent and also leaving you with plenty of credits left over.

Marvin's Tutorial for efficient mining

This can be downloaded from SeeJay's website: <http://evochron.junholt.se/menus/downloads.htm>

1. Introduction
2. The miner, his ship, and his crew
3. The beginning
4. Waypoints and travelling
- 4.1 Travelling, a small but helpful tip
5. Maxing cash flow
6. Getting a station license in Oasis, the way to get rich
7. Conclusion

1. Introduction

Mining is a good way to start in EVOChron. You can make reasonable money quite quickly and upgrade your equipment in preparation for the better but harder money making methods.

2. The miner, his ship, and his crew

As a miner you need a ship suited for mining. To save time going back and forth from station to 'roids have as many cargo slots as possible. Get 5 ASAP. In the long run you want a mining beam that only mines a specific material. But to start off with the tractor beam/mining laser is fine.

Start setup

- 3 cargo slots
- 1 shield booster
- 1 mining beam
- 1 Fulcrum drive

Crew: Eventually you might want a Science ops. The balance is that they cost money to hire them, but they reduce the time it takes to mine.

3. The beginning

When you start your new miner. The first thing you want to do is travel to Rucker.

To do it a bit faster you might want to mine a few cargos in Sapphire and upgrade your Fulcrum drive for longer warps.

This is the route: Sapphire->Thuban->Virgo->Rucker

(Read section 4 about travelling)

Some of the jumpgates are very close to stations or planets and might be a little hard to find) for example



You want your base here as it is miners paradise. Your reputation in the system will be fair. Meaning you will encounter hostiles rarely and you won't have to pay docking fees in the stations. Get settled in Rucker station in the middle of the system. Find a good asteroid belt and start mining. When mining make sure to jettison metal. Only go for diamonds and platinum.

Sell it at the station when your cargo is full. And keep repeating to build up your first cash. Use the first cash you get to upgrade your ship to have 5 cargo slots ASAP. And keep building up cash. The first few hours of the game is investment! investment! investment! so though you feel low on cash you will soon see an explosion in cash flow

4. Waypoints and travelling.

- Waypoints, the miners best friend. I will here cover how to set waypoints and use them to save a lot of time.

When you have found that asteroid field you want as your second home it's time to set a waypoint. Fly into mining range of one of the asteroids. Now go into the navigation console (F1), Copy "Current position" into "Destination Position" and click "Add to log" Now give this location a name you can remember, like "my favorite asteroid"



Now lets jump to the station the best way possible:

When jumping to a station, right-click on the station on the navigation map. Close the navigation map. Set your pitch to 0 and press F2. When jumping like this you will get directly into the station when you come out of warp. Or, you will be very close. Simply set Inertial mode and glide into the station. Easy as that.

Now open your navigation map, press "map log" and choose the location you just saved and jump to it. Remember to switch to IDS mode. Now when coming out of jump you will be very close to that asteroid, and within seconds you can mine it

4.1 Travelling, a small but helpfull tip

When warping to a jumpgate:

- Right-click the gate on navigation map
- Set your headign to 180° or 0°
- Set your pitch to 0
- Set inertial mode
- Warp

In this way you will glide directly into the gate when coming out of warp.

5. Maxing cash flow

Now you have a good start. And hopefully 5 cargo slots. Now comes the slow start for the speedy income. Build up some cash. Somewhere between 3 and 4 million.

Now let's get a mining beam harvesting only Platinum. I found mine in Vega. So we need to do a small but dangerous trip; Rucker->Virgo->Vega

This is hostile area. And to get the beam you need to be fast! When you jump into the system make sure to save your progress!!! Then jump to the station, pay the docking fee and buy a Platinum mining beam. Then get out as fast as possible and get back to Rucker.

If a Platinum beam is not available and you are greedy like me, load progress and try again. The beam was there for me on 2nd try. Cost me 3.4million. Now when back in Rucker you can start mining only for platinum!

The last bit to do to max cash flow is selling at the right place. Rucker doesnt pat too good. Oasis does tho! Very good actually.

So when you cargo is full. Jump through to Pearl. Wich will leave you in oasis region. Scroll out on the map and find the station to the southwest.



This is where you wanna sell. Notice you are in a hostile area! You once again have to be fast! Here's the real trick:

- Jump to the station
- Press F3
- Open news console
- Check the going rate for platinum

If the rate is less than 6k warp to a neighbouring sector and warp back to station. Never sell if the rate is below 6k. Most of the time it will be above so you wont be doing a lot of jumping.

A screenshot of the 'Local Market Conditions' console in a game. The console displays various market data points in green text. The 'Plat: 1843' entry is circled in red. The console also shows a 'NAV' indicator and a 'MAX' indicator.

Local Market Conditions		
Food: 48	Diam: 1449	Biol: 1064
Meds: 321	Anti: 2460	Oxyg: 133
Hydr: 532	Fusr: 1231	Gold: 1362
Elec: 321	Mach: 181	Silv: 1474
Solr: 168	Text: 68	Watr: 1170
Metl: 1518	Plat: 1843	Armr: 921
		Fuel: 151

- Pay docking fee
- Sell platinum
- Get out as fast as possible and resume mining.

Keep doing this until you can pay for a station license. Then u can safely dock without having to rush out. Remember heading and pitch while doing all this and it should be no problem. Might wanna save progress often tho

6. Getting a station license at Oasis in Pearl - the way to get rich

Now you have:

- A mining vessel with 5 cargo slots
- A Platinum Mining Beam
- A Science op (optional but recommended)
- A waypoint to an asteroid to mine fast
- A station license in Oasis
- A shot and fast travel back and forth from Rucker->Oasis

Now it's time to make that station license worth it and expand business! You have made some initial investments and are ready to go large.

Now you mine full cargos of platinum. It will take you around 3 trips to have around 2 million. Let's invest to cash!

Spoiler

Within minutes you will have a lot of cash. But hey! Torpedos isnt the only profitable item!! Have a look in Oasis station. There are easy cash to be made here. A little hint: The more you invest, the more you make. I don't need to give you more hints on this little adventure. Your money is already multiplying fast

7. Conclusion

I hope you enjoyed this tutorial. You should now know the basics of travelling fast and smooth. You know how to setup a basic mining routine. You have done your first investments of many to come. You have an income that can easily get you going wherever you want! There are many other profitable trades to be done. You have setup a small trade route that can give you those easy cash you need to get a good ship. And you have only tasted a drop of the ocean! Time to go enjoy Evochron! May you have safe travels and joyful hours

Myths & Not Myths but hard to test

Myths

Myth: You don't lose your Civilian ranking once you've got it - though you soon get so much extra money that you unlikely to slip back from Legend!

Myth The better the damage rating the better the cannon - every pilot will work out their best particle/beam combination for different types of combat but many agree that IceSpear (for example) is better than Maxim (for example) because it doesn't run out of juice quickly and still has a good range (700)

Not Myths but hard to test

you score one point per military contract with the following bonuses:

- one point per waypoint for multi-waypoint contracts
- one point per ten kills (**within** the contract and in which you actually make the killing shot - shared kills don't count!)

Earth can be landed on! Hee hee hee - Actually it can be because Maars (and only Maars) has done it. However you can't land just by flying down to it like a normal planet!

IMG Quest

Open Inventory Console. Open News Console. Choose Last Quest Message. It has all the information you need to start your IMG quest or to continue it if you have taken a break

If you want you can just do the quest until you get the first container location, selling stuff from that gets you enough cash for serious trading pretty quickly. It's a very good idea to come back sometime and finish the quest if for no other reason than you can then do the second "Quest for Peace".

Quest for Peace

Different emphasis. You start off being shunted around listening to background history of IMG. You then have to multi-jump to an uncharted system for the first real task (contract). The requirements are given more as a series of hints:

- fly to N180 from Orion
- find the one planet with a city (xxx)
- if you have to build a station make sure it is in the same sector as the planet and name it [IM] xxxxx where xxxxx is the name you choose.
- Fly to the planet and get insulted - fly back to the base and do a few contracts - then do contracts / kill hostiles until you are fed up and then move onto contract 2 in Orion

I will be adding more to this as and when I do the quest myself!

Clans in MP

Source: SeeJay's Evochron Basics Schools - <http://www.junholt.se/evoschool/index.htm>

These is pointers to get you up to speed regarding clan stuff and basic skills needed.

I will use **HB** as an example for the clan tag.

This is not rules in anyway. This is what we consider common sense and honourable behaviour.
The R1 server hosted by MMaggio is a No Rule Server, except for language used. (Be nice)

Clan Systems in MP:

- Add [HB] to your profile name. (When selecting profile, rename first. Mine is: [HB] SeeJay).
- When doing contracts with clan tag on, you affect systems by decreasing % control in another clan controlled system and increase % control in HB systems.
- Check control in Nav (F1) and Quadrant. HB are green.
- When controlling more than 70% in a system all clan members get paid 101000 credits for each cycle and system. Control % is frozen when a clan member is online.
- When offline, it decreases.
To reduce decrease rate we build stations.
Name stations with [HB] Name. The more stations we have, the slower decrease rate.
Each system can hold up to 50 player build stations.
- To raise % in a system, do contracts in that system.
- Do not do any contracts in another clans systems without approval from that clan.
Exceptions are: IMG quest, helping another pilot and warzones.

How does Clan System Control work?

V02 - thanks to everybody who contributed a correction or extension!

Recently there have been some conflicts that arose through misunderstandings or non-understanding of the rules that determine how a clan gains and maintains control of a system.

As part of an ongoing education and help programme for all citizens of Evochron, GDF commissioned a research report to clarify and check all the rules concerned.

[In the explanation below](#)

- "station" means a "Trade Station"
- "tagged station" means a Trade Station named with a clan tag at the start of its name (e.g. **[HB] Refuel 01** is a tagged station of the Humble BumbleBees)

Levels of rules

There are **three levels of rules** that determine clan control of systems

1. rules coded into the game at programme level by Vice (e.g. the 50 station limit in a system). These are the "chiselled in tablets of stone" rules. The only arguments that can arise are from misunderstanding how the rules work.
2. rules determined democratically or unilaterally by the server provider (e.g. no station destruction permitted unless a pilot of the controlling clan is on-line - a USS server rule). Most servers will probably have a mixture of the two. Server Rules are upheld by the server provider; anyone transgressing server rules are dealt with by the server provider according to his/her list of punishments/consequences
3. "unwritten rules" that everyone thinks they understand and thinks that everyone else understands in the same way and thinks that everyone else will abide by (e.g. the 50% rule for a system having been abandoned).

Unwritten rules are inevitably open to interpretation without there being a final judge. They are also open to being ignored by either or both of the parties since they are not "written" rules. They inevitably will cause conflict at some point. If the conflict potential is high and the result of the conflict is serious and detrimental to the enjoyment of players then it is **strongly** suggested that rules be formulated either unilaterally by the server provider or democratically by the players and **preferably before** the conflict arises

There is a corpus of understanding within the community about clan control and how it works, though many pilots don't know (and don't need to know) the details beyond the facts that clan pilots do contracts to control a system and clans have to build and defend stations in a system.

Generally accepted knowledge:

1. There is a built in limit of 50 stations allowed in any system regardless of whether they are tagged or not (though see below for examples of when this is not actually true)
2. Clans claim systems by having clan tagged members do contracts in that system from any station in that system. Each contract done by a tagged clan member in a system the clan controls increases the % of the system by one up to a maximum of 100%. The very first contract is worth 2%. (you have to be tagged to do contracts for your clan)
3. If there are multiple clan tagged pilots in a sector then all of the pilots get a credit for a contract done by any one of them. Therefore
 - a. if all the pilots have the controlling clans tag, the percentage is increased by the number of pilots present for each contract undertaken; 3 pilots = +3%
 - b. if all the pilots have a different tag to the controlling clan (and they can be a mixture of "other" clans) , the percentage is decreased by the number of pilots present for each contract undertaken; 3 pilots = -3%
 - c. If there is a mix of controlling and "other" tagged pilots present the increase or decrease is the difference between numbers; 1 controlling pilot balances 1 "other" pilot for each contract done.; 1 controlling - 1 "other" = 0 overall
4. Only clan tagged pilots can do contracts that have a benefit for that clan. Contracts carried out by untagged pilots have no effect on the % control of a clan controlled system. If an untagged pilot or a pilot from a different, allied, clan wishes to help increase the % for their ally they **must** fly with the ally clan's tag.
5. A tagged station is **not** a requirement for clans to take control of a system. However, the more tagged stations a clan has in a system the slower the drop in its control %, up to around 20 - 25 stations. Above that number the rate of decrease in % control doesn't significantly get better. (you don't need any tagged stations to control a system. - you only need 20-25 stations to minimise the rate of loss of control %)
6. Tagged stations can be created for a clan by **any** pilot, be they untagged, the clan's own tagged pilot or another clan's tagged pilot. (any pilot can construct tagged stations for any clan)
7. Each contract done by a clan tagged member in a system controlled by another clan decreases the other clan's % of the system by one, down to a minimum of 2%. What happens next depends on whether the attacking clan has a tagged station in the system or not.
8. When the controlling clan's % reaches 2%:
 - a: if the attacking clan has a tagged station in the system the attacking clan's % will increase to 2% (and by 1% thereafter for each contract carried out) and the system will appear in the Quadrant Map as now being in the attacking clan's possession - the attacking clan becomes the new controlling clan.
 - b: if the attacking clan doesn't have a tagged station in the system then no clan will be shown as controlling the system in the Quadrant Map
9. If two clans have a tagged station in a system the clan with the most contracts will control the system and their clan tag will be shown on the Quadrant Map along with their % control. Only one clan at any time has a controlling % score and that clan is shown on the Quadrant Map

10. Understanding Point 9 is a vital because of the implication for alliances. If, say, [HB] has Atlas @ 100% and [TM] tagged pilots attack and do 20 contracts, the new result is that [HB] now has 80%. [TM] does **not** have a % score at all - it is **not**: [HB] 80% and [TM] 20% and it is **not** even that [TM] has a score of 0% either. **Only one clan has a % score at any one time**. What [TM] has done is to reduce [HB] % score by 20%.

[TM] will only start have a % control score when it has done **99** contracts. The first 98 contracts reduce [HB]'s score to 2% (remember that at this point [TM] still does **not** have a % score). When [TM] does contract 99 the situation becomes: [TM] 2% and now controls Atlas and [HB] doesn't have a % score at all. The program does not register 1% or 0%!

Only one clan has a % control score at any one time

11. Clans get paid per system per cycle. Each pay cycle every clan member is credited with 101 000 credits per system the clan controls (at above 80%). This is one reason that clans control so much territory. If they were to be paid per station in a system at above 80%, there would be less incentive to claim multiple territories and some justification in limiting the number of territories a clan can hold. It would also make systems like Olympus - which have several sub-territories each of which can have 50 stations - more attractive and might lead to more inter-clan clashes!

Implications

(Point 3); If your clan space is being attacked, then stick with the attackers and you will cancel out their contracts. If you have to away from the keyboard for a short while then "park up" in the sector another clan member is contracting in - he will get an extra point for each contract

(Point 5); There is no minimum number of stations required in a system in order to control it. Having stations simply decreases the rate at which a clan's control % is reduced. There is no real need to have more than 20 - 25 stations for this function to be fully effective. In theory this could leave plenty of building potential for Indie Mercenaries.

(Points 6 & 4); Any pilot can create a tagged station for any clan. Only clan tagged pilots can do contracts to the benefit of the clan.

(Point 1); There is a common method by which clans "protect" their systems. They "hide" 50 stations within the 3D system space on the principle that other clans will not be able to find the stations. It is generally believed that there is a maximum of 50 stations allowed in **each system**. As a result when a system is "maxed out" no-one else (including Indie Mercenaries) is able to build a station in the system.

This belief that 50 stations per system maxes it out is not totally correct. Some System's control space is divided into several smaller control spaces, **each of which** has a 50 station limit. However only one clan can control the system as a whole and only one clan will be shown in the Quadrant Map

For example, in the Olympus System, Olympus Prime controlled space has a maximum station build of 50; Olympus Delta's space has its own allocation of stations and hence it is possible for two clans to each have 50 stations in the Olympus System - one clan in Olympus Prime and the other clan in Olympus Delta (or both clans with stations in each)

In this situation the Clan with the most contracts will be shown as controlling the System in the Quadrant Map

Misunderstanding this point may lead the two clans to believe that they are the legitimate controllers of a system because they have many stations within it. This can result in conflict between clans both of whom believe that they are the legitimate controllers of a system. They may interpret the contracts carried out by the other clan as reducing their % whereas the other clan may see their contracts as increasing their %. This is a subtle but important difference. Throughout history the "righteous" have been notorious for being very keen on "smiting" the "unrighteous", making a diplomatic solution unlikely.

The 50 station limit protocol is coded into the game programme. Any changes to the rule would require recoding by Vice. However once everyone understands how the rule is implemented, "confusion caused conflict" should decrease. People can go back to bashing each other's brains out from a choice made for the right reasons (it's fun) rather than from misunderstanding the rules.

(Points 9 & 10); Since only one clan can control a system, shared control is not possible under any circumstances. The rewards from controlling a system can therefore only go to one clan. Clans can join together to attack a system and take it away from its current controller, but only one of the attacking clans will have control after the war is over. Consequently clans need to give serious thought to what they expect from any alliance they are invited to join. As long as all the participants of the Alliance are aware of which will be the final controlling clan, there should be no problems after the conflict. As long as !

. . . researched, field tested & compiled by DS2 on behalf of GDF

Training Videos

Official EM Videos

These can be found in the EM Guide at:

<http://www.starwraith.com/evochronmercenary/universe.htm>

or directly on YouTube:

Tutorial Video #1: Navigation

<http://www.youtube.com/v/hwGOJxYUCoM&hl=en&fs=1>

Tutorial Video #2: Shipyard

<http://www.youtube.com/v/gvms8KW9bk0&hl=en&fs=1>

Tutorial Video #3: Inventory Management and Trading

<http://www.youtube.com/v/19b8ivD200E&hl=en&fs=1>

Tutorial Video #4: Basic Contract Objectives

<http://www.youtube.com/v/xnLPiI-8gMo&hl=en&fs=1>

Tutorial Video #5: Combat

<http://www.youtube.com/v/-VLCJboYG5M&hl=en&fs=1>

Tutorial Video #6: Deploying and Building

<http://www.youtube.com/v/8aUu-jMhcos&hl=en&fs=1>

Tutorial Video #7: Mining Asteroids and Planets

<http://www.youtube.com/v/sL35-XNFI24&hl=en&fs=1>

Other Guides

Evochron Mercenary: Making And Saving Money

Mecingo

http://www.youtu.be/watch?feature=related&v=_AmV-2QDTwY&gl=GB

Evochron Mercenary - SPACE RACE

Mecingo

<http://www.youtu.be/watch?v=SULLUyxrvD8&feature=related>

Evochron Mercenary (Contract - Protect Capital Ship)

Mecingo

<http://www.youtu.be/watch?v=W1pb8dg6xq8&feature=related>

Evochron Mercenary (Mission - Protect Navy Ship From Vonari)

Mecingo

<http://www.youtu.be/watch?v=3sfFB6UVlgY&feature=related>

Evochron Mercenary (Contract - Scan Enemy Capital Ship)

Mecingo

http://www.youtu.be/watch?v=spawkBFh_Qo&feature=related

Evochron Mercenary: Using Stealth in Spy Mission HD
Sinbad 1006
<http://www.youtu.be/watch?v=quRavPOT4dQ&feature=related>

Evochron Mercenary (Contract - Patrol)
Mecingo
<http://www.youtu.be/watch?v=Z7unXkLKQKQ&feature=related>

Evochron Mercenary: How To Fight 10 Hostiles (Modified)
Mecingo
<http://www.youtu.be/watch?v=4O8IS0-xj-U&feature=related>

Black Hole Jumping (How to do it)
Mecingo
<http://www.youtu.be/watch?v=YAH3yhklI7o>

Atmosphere Combat 101
Mecingo
<http://www.youtu.be/watch?v=leB7puLw5-U&feature=related>

Evochron Mercenary Attack Tactic
zdiddy85
<http://www.youtu.be/watch?v=wbBlh4JdvtM&feature=related>