

# A BOOK OF HINTS AND TIPS - PART 2 - TUTORIALS & DISCUSSIONS

V.03

## compiled from contributions on the forum and my own experiences!

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 and a little bit of hard earned knowledge. I compiled the notes in Microsoft Notes for my own use and so didn't always, at the time of collection, note down who posted them. I must mention *Flying Brick* in particular; he trawled the forum threads and compiled over 80 pages of questions and answers and generously made them available to the community via this guide. even when condensed it consisted of 60 pages of hints, tips and his suggestions

!

*To optimise the size of the guide I have amalgamated and edited some of the contributions and where appropriate checked out the claims made.*

The hints at two levels: a broad hint/tutorial and a specific spoiler walkthroughs. 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 has a spoiler alert in its title and starts on a separate page. If you choose to look and spoil the fun for yourself then there is only one person to carry the blame!

The phenomenal amount of info available and the byte size of picture heavy tutorials makes splitting the guide into two separate volumes a no-brainer.

- **Volume One** is a compilation of the hints/tips/info and is primarily text based. It contains the direct answers (and some discussions) to specific questions.
- **Volume Two** consists of the (illustration rich) tutorials plus "opinions and discussions" sections describing the preferred set-ups and methods of a number of people.

The sections are grouped into what I think are sensible chunks - others might have chosen a different way of grouping them. At the start of the each volume there is a Contents Table to make using the guide as easy as possible and to prevent you having to see hints you don't want to see

Don't forget the **Evochron Mercenary Guide** (The **Legends Guide** is also extremely useful, with more detail - though some is Legends specific a lot is applicable to **Mercenary** as well!) The **Training Sessions** are also worthwhile. 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 - URL links are included at the end of both volumes reflecting their usefulness) They answer many of the questions that keep coming up in the Forum, but with moving pictures in colour and sound and everything! (even cool music in some)

On the forum there is a thread maintained by **Viper** called

>>> **NEW [EM] PLAYERS: Guides, Tutorials and Other Useful Information** <<<

<http://www.starwraith.com/forum/viewthread.php?tid=8676#pid127309>

which acts as a contents page of links for information that, despite the title, will be of enormous use to all pilots .

If you have any comments to make, hints to offer or any requests please U2U me @ DaveK

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## 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/armour, but aren't as manoeuvrable 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 centre. For visual enhancement while editing your ship, you can highlight the component you're editing and paint your ship a different colour. 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.

## Opinion: Customize your ship!

That's what the Shipyard is there for! Not going to do much cargo/mining/trading? Get rid of some of the cargo bays, it leaves you more space (assembly) for other equipment. Same with fuel - don't take tons of fuel in a ship designed for combat!

Don't want to have full crew? Reduce the crew space to whatever you want!

You have all the reasons to experiment with these all you want, and no reason not to do it, because your ship (frame) costs just as much to buy and to sell, so you never lose any money by experimenting with your frame (you "buy" a differently-customized frame of the same type at the same price that your "original" frame was worth. This is for identical frames, of course, which you can customize).

So yeah, customize the frame, but also the stuff you put on them!

## Discussion - How do I jump through a black hole? (Spoiler alert)

Source: Aures: Here is the method I just used today to take a quick trip to another galaxy. Twice. It is actually very simple and reliable:

- 1) Get a Starmaster or any other high class frame with strong hull armour and jump to a spot within jump distance of the black hole, come to a complete stop and face 0 degrees with a pitch of 0.
- 2) Right click on the wormhole so your nav point is set to it (25000,0,25000 in my case)
- 3) Manually change the coordinates by adding 2500 to z (making the coordinates 25000,0,27500 in my case)
- 4) Jump
- 5) Enjoy your new location

I could have chosen a different direction and amended the coordinates appropriately (eg face 90 degrees 0 pitch and jump to 22500,0,25000), but I would recommend you stay at a pitch of 0. The main thing is to offset the fact that you come out of a jump about 2500 behind your nav point relative to the direction you are facing when you jump. Facing 0 degrees at a pitch of 0 while at a full stop and then jumping to 25000,0,27500 will get you to come out at 25000,0,25000 where the wormhole is and you will instantly enter it. You will still lose most of your armour hence the Starmaster. If you don't get it almost exactly right you will still enter the wormhole but you will lose too much armour and explode.

(I think the part saying: "The main thing is to offset the fact that you come out of a jump about 2500 behind your nav point relative to the direction you are facing when you jump." is **extremely important and enlightening**, and it clarifies a bunch of other posts I'd seen that **add** to the direction you were jumping towards and had no idea why - since it seemed counter-intuitive, if anything).

If you load a save game you will start out at 0 degrees with a pitch of 0 at a full stop. If you have trouble lining yourself up you can load a save to make sure you have it exactly right, though it was not necessary for me to do that once I had confirmed the right amount to change the coordinates.

If you are feeling brave you can initiate the jump while you are moving, just make sure you don't have any horizontal or lateral velocity.

You can also use the fact that you jump 2500 away from your nav point to dock at stations quicker. Just offset the coordinate for the direction you are facing by 1000. If you offset it by more than 1500 you will not be finished coming out of the jump by the time you leave the docking area and you will not dock. It is debatable whether manually offsetting the coordinates and lining up your direction takes more time than it saves, but if you are waiting for your jump drive to charge you might not have anything better to do or if you are entering a very hostile space near a station

Finally, as thetiebers pointed out make sure the black hole you are trying to enter has a wormhole. Otherwise, no amount of precision jumping is going to get you anywhere other than to the Evochron universe's idea of an afterlife (ie a screen presenting you with the choice between restoring your last save and accepting your failure/exiting).

The easiest practice is to jump so that you are exiting the jump inside the wormhole.

The frame size doesn't really seem to matter as black holes appear to reduce your hull by percentage.

Make sure you have a repair system installed - ideally C3.

Civilian frames equipped with an engineer and repair system will recover faster, but military frames with repair systems are just as capable of making the jump.

Eclipse points out that some pilots suggest that you divert all your energy from weapons to shields and continually press the keypad 8 key to reinforce the front shield and that should help. ***This was the case for Legends but is no longer relevant in Mercenary - this is explained in the next paragraph.***

Actually, that doesn't work anymore. The main reason black hole jumping is much harder now is that the black hole simply ignores your shields. It begins directly damaging your hull, while your shields are unaffected (makes sense, since shields block impacts and explosions, black holes damage with the brute strength of gravity).

Aures confirms this: I diverted all my energy to the shields the first time I did it, but it isn't necessary. As Eclipse said, the black hole just reduces your armour by a fixed percentage per second. If you do it right, it adds up to less than 100% and you make it through. Otherwise, you blow up. Your shields are not reduced nor does the shield strength or recharge allocation matter.

I just jumped through a black hole in a Talon with a level 1 shield and weapons set to +5.

## Basics of Manoeuvring (including combat)

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 mps.
- \* 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 targeting range for missiles or weapons fire the desired weapons.
3. Sometimes a target uses a spiral evasive manoeuvre. 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!

## Exploration & Navigation

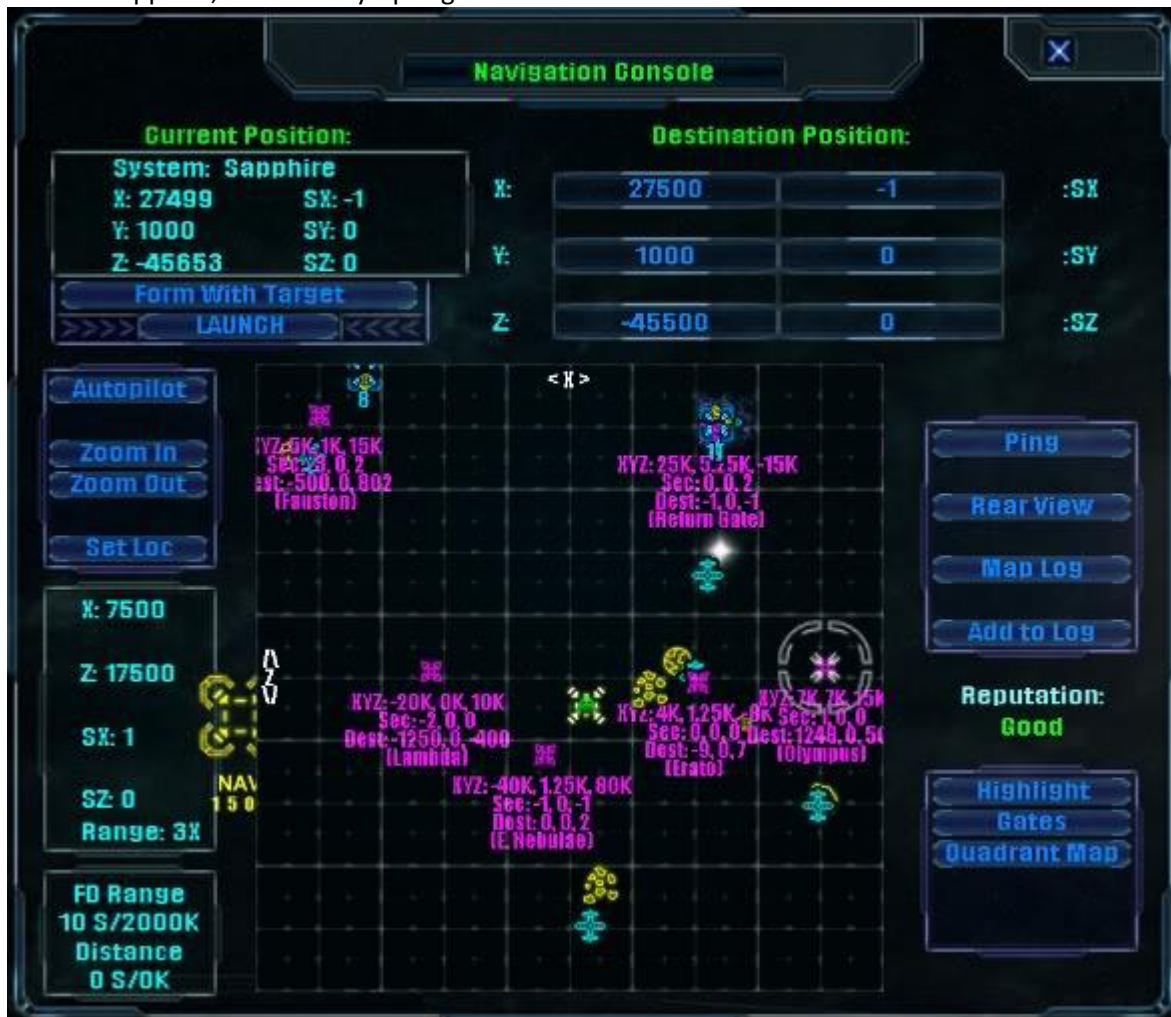
### IM's Basic Console Navigation <Spoiler Alert>

Source Marvin <http://www.starwraith.com/forum/viewthread.php?tid=6126>

The following is a quick tutorial for getting from Sapphire to a specific, unmarked location in Olympus using the Destination Position windows of the Navigation Console.

Open the Navigation Console and look at the map.

1. From Sapphire, take the Olympus gate.



2. Place your cursor over the ":SX" window of the Destination Position. The numbers will turn from blue to blue-green.



3. Left click on the window. The numbers will turn green.



4. Backspace to clear the window.



5. From your keyboard, type in the number 1275.



6. Press the Enter key. The new number will turn back to blue.



7. Do the same for the ":SZ" window, entering the number 510.



8. Engage Autopilot.



9. Your ship will turn toward those newly entered coordinates and take up a course of about : Heading 070, Mark 0.



After a few jumps, your ship will stop near a purple dot. Zoom in on the navigation map to see it better.



The purple dot is the location of a wormhole.

## Exploration - Finding New systems

### Trilateration

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

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 Notification" 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.

## 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. Even buying a small amount of fuel refills your CM's. However if you do not have enough money to refuel as much as you have chosen in the options you won't get the fuel you expect and the CMs will not be refilled as expected, either.

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.

## Opinion: Ideas for money making early on

Source: Flying Brick

- buy a station license in a system with multiple stations, preferably a system with a developed economy (Rucker, your reputation is **Good** there in the beginning). Developed economy means high prices overall, but a station license gives you a 25% discount, and 25% of a 1M gizmo is much better than 25% of the same gizmo that costs 200k in a system with undeveloped economy.
- 25% of high prices simply means your profit margins are higher in absolute terms (though in relative ones they stay the same, of course; it's always 25%, but you want that 25% to be of really expensive items, because it's more money in absolute terms).

What are good systems for this? So far, I've explored Sapphire, Olympus Prime, Virgo and Rucker, and Rucker has the most advanced items and highest prices I've seen.

- even better: build your own trading station in a high-tech system! - when you build your own trading station you automatically get a license for it). It's better for two reasons: because it's likely **cheaper** to build your own than to buy a license from an existing trade station; licenses in Rucker cost 1.8M-2M+. Also because it leaves you with more potential places to sell at a high price (if you buy a license at an already existing trade station, you will not want to sell to that station anymore, obviously. If you build your own station, you can still sell at all the other existing stations, which is good because prices vary from station to station and you might make better profit margins for expensive items)
- I've found build constructors in Rucker for about 1.1-1.6M.
- very very early: get stuff from the hidden crates in Sapphire, and sell them at a station for ~110k each, it's amazing money at the start of the game. (You find about the location of the crates from the IMG quests, too.)
- You can carry 5 cargo bays and hence 5 items from the crates, so 500k+ per trip. That's why so many players suggest you do the Quest. IMG continually resupplies those crates. They monitor the quantity but not who uses them. It's the IMG honour system.)
- also very early: mine in Sapphire; Port Rivoch pays the highest prices. Keep the beam moving, it mines faster.
- also remember that cities on planets tend to pay better than stations
- my own find: Olympus Prime has 2 constructors; buy materials, go to constructor, build stuff, sell stuff anywhere in the system. Best prices are for fuel converters (500-600k) from anti-matter cells; repair system C3 (130-150k) from machinery components.
- buy Rucker, sell Lost Rucker ?
- some mining in Rucker, diamonds/platinum 2-3k
- atlas mining: platinum 7-9k, diamonds 2-6k plus gold & silver around 3-4 k.
- buy pearl Port Oasis (anything really expensive), sell Pearl hidden; very hostile area, so maybe sell Lost Rucker. Best prices: FT (Fulcrum Torpedoes) buy for 1.8M, sell for 5M.

- I like to trade; auto CM launchers, anti-missile systems, fulcrum torpedoes, Excalibur missile systems, & constructors purchased in the Pearl system, from a couple of different stations at random, to Novachron station in Lost Rucker. It is a really short, profitable trade run. 15-35 mil so far on a regular run. Not bad for 3-6 minutes of effort.
- (This probably isn't very safe, since Pearl is pretty darn hostile, but guy says: I don't know, I started out by going straight to Pearl. I just avoided confrontation & jumped to a nebula or the rings of a planet. Have preset safe jump coordinates so you can flee and start making those trade hauls.)
- more Pearl: You should try hostile gun running - run guns and equipment into the most hostile stations you can find without ever firing a shot (and without dying). I built up a bunch of trade stations in Pices along with a constructor, then I filled my cargo holds and jumped into Pearl and made a mad dash for the station with the goal of not dying. You sell off your stash and then run back to the gate. Once I got to the point where I could make the run there and back without taking any hits (and without using my afterburner) then I moved on to more complex challenges.

In the end (after about an hour), I got much better at handling my ship, made about 30 million and had a lot of fun.

- maybe Cerulean?: I saw that Afterburners and Excalibur packs in the Cerulean system were going for 800k and 2.4M but were 1.3M & 3.9M in the other sector off of Cerulean. I was making 2M a trip. (he probably means either the hidden planet in Cerulean or the Cerulean WZ)
- possible: My way is to install four or five cargo spaces, land on a planet near a city, mine for gold, silver, diamonds and that other expensive stuff - filling one cargo bin with each. Then turn around and sell it all at the city station. Others prefer to mine asteroids and sell at stations - but I prefer the scenery planetside.
- (However, I'll note that you don't make that much money from mining, unless, see above, you do it somewhere with crazy prices for metals, like Atlas
- Early on I will travel from station to station and buy anything that I can get that is cheap to buy, jump to another station and sell the things that are profitable/buy stock that is cheap at the second station. It is a good way to make money while you are checking the prices for the items and moving to the next station. If the station has antimatter units then I can buy them for next to nothing and convert them to fuel converters. Then it's just a matter of finding the station or city that gives the best price.

## Opinion: 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 torpedoes, Excalibur 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.

### **Opinion: The biggest money making route:**

To make more than 5 million a minute you don't need to do any of the IMG quest. 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 (fulcrum torpedo, afterburner drive, missiles, anything really) and take them to the hidden planet in the Pearl system (not too hard to find yourself, but if you are lazy I'm sure the coordinates must be on SeeJay's website). 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 money in an hour (more than half a billion if you are efficient) than you could do by mining (or pretty much anything else except do the same kind of trade run between less profitable points) in a week of solid play.

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. Finishing the IMG quest is still not a bad idea, it will give you enough cash to begin doing this trade run properly. 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.

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. If anyone else has found a better trade route (even in terms of profit per trip, but better profit per minute is preferred) this thread would be a good place to share it if you are willing. Please give names but don't give coordinates, anyone who wants to can grab them from SeeJay's site.



## Discussion: Which is best? - Mining vs Trading

I admit, I have forgotten how user unfriendly trading really is in this game. I am little disappointed that there is still no real stock here and that you depend on whatever trash the local market throws on you. After a long trip to a planet/station, you land and then realize that on what had to be an agricultural market, the only items on sale are textiles, hydrogen and fusion reactors - all items that on the right market would cost even less.

Now, it wouldn't be a problem if there was a way to fast forward in time to get the right items, but as it is I am forced to take off again and search for another opportunity. Really frustrating.

I realize that it makes trading more challenging and thus more rewarding, BUT, while I'm writing this I am comfortably sitting in an asteroid field and mining gold, diamonds and platinum. Then I will sell them on the nearest "T" planet at full price. No wandering in space for a couple of credits.

I'm sure there are some gold-mine trading routes, but I am still a new to this game and I ask myself why I should bother looking for them if I already have a gold mine in my reach right off the bat.

Am I missing something? Am I doing something wrong? I really would like to trade instead, but it's simply not fun....

Source Vice: Trading is kind of geared toward a multi-point, high effort for higher potential reward structure. You're certainly not limited to only having to dock at one point to search for something in a desired economy type for many locations, there are usually orbiting stations and even other cities within the same economic zone type. And although I don't want to give too much away, I will say that even short trips from certain locations to certain 'ground' locations can even provide a healthy profit percentage... in the same system. You can obviously do ok mining, but many of the biggest pay-offs are a result of finding the high end trade routes, many of which involve learning where the various economy types and levels are, then learning what that means for specific items and inventories. From there, it's pretty much just a matter of putting the pieces together to come up with trade runs that make excellent profit.

There are certain systems/conditions that can result in Metal Ore being worth more than Platinum, especially for what it can be used for and how it can be traded.

Source Various: You'll make a darn sight more money trading than you'll ever make mining. Think out of the box a bit. You might find equipment to be a good trading item. The most I've been able to make mining is around 700k a run. On the other hand, I found an item of equipment, buy in one system, sell in another, instant 2m profit. There's supposed to be a location where you can buy FTs for around 700k, which I haven't found yet, you can resell FTs for over 4m in other locations - fill up your cargo bay, plus your weapon slots, that's 13 slots - very nice profit. You can also buy a station licence at the location you buy stuff from, 25 per cent reduction in costs, which equals 25 per cent increase in profit.

Do some exploring first, note the price of items, even missiles. Look at the everyday items you can buy, and then turn into something else at a construction yard. You can re-sell the construction yard stuff at a good profit. Anti-matter is a very good, and cheap buy, if you can find it. You can get anti-matter by blowing up a cap ship and tractor beaming its cargo into your hold. I found a planet selling anti-matter, took it to the construction yard, turned it into something else, can't remember what, and sold it at another planet for a 2m profit. If you look at the Legends instructions, you'll find a full

list of what materials transform into something else, at a construction yard - I don't know if the list is out yet for EM.

you can make LEGEND, just by accumulating enough money, around 6bn.

Early on I will travel from station to station and buy anything that I can get that is cheap to buy, jump to another station and sell the things that are profitable/buy stock that is cheap at the second station. It is a good way to make money while you are checking the prices for the items and moving to the next station. If the station has antimatter units then I can buy them for next to nothing and convert them to fuel converters. Then it's just a matter of finding the station or city that gives the best price.

## 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.

### Manoeuvring (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 mps.
- \* 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 targeting range for missiles or weapons fire the desired weapons.
3. Sometimes a target uses a spiral evasive manoeuvre. 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!

## Opinion: 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) The Class 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 (Talison 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!

## Discussion: about combat problems and solutions

I feel like I've got to be absolutely missing something in combat. You get missions where you're fighting 10+ enemies, especially in a hostile system and I just can't seem to manage it. I've got a Starmaster, Maxed engine, shields, etc. everything except cargo pretty much. Maxim-R, Fusion Laser, Mantis Drive, Shield Regenerator, Anti-Missile System, 5x shield booster, Canon Relay, 8x Exodus missiles.

I've tried the regular run-and-gun (went as well as expected), I've tried long runs past each other at around 1200-1800 inertia sliding past and shooting, I've tried what I've dubbed the 'mine's longer' approach of running away at around 550-650, spinning around in inertia and sniping with just canons at around 750.

At best I end up shooting down 50-100 missiles and in one instance over 20 ships. The problem being that more show up faster than I can kill them and the constant, steady stream of missiles makes it impossible to do much but dodge, spin and shoot.

Is my loadout wrong? My approach? Is there some tactical approach I'm missing? Do I need to recruit or hire a fleet of ships to do these missions? I've got 70 million in the bank and if I had a need could trade up more. I've wasted a whole day of my life at this point on the IMG mission where you're supposed to kill an ace and the wing of ships with him. I confess that I'm getting pretty frustrated.

*You could try hiring some wingmen, they will help take some of the fire away from you and dish it back out to the reds. If you're on SP, select a friendly AI and press F4 - you should be able to request them to join you as a wingman for a fee...*

*I've found the anti-missile system next to useless. Instead, I use the auto CM launcher. A missile load of 8 Exodus missiles should thin down the red crowd. Use your reverse thrust, and inertial, to keep your ship around the 2500 distance from the nearest red (Alt R), and, then pick them off one at a time - you can finish the residue off with gunfire.*

*If you set your reverse speed to around 10/1100 units the enemy missiles can't reach you!*

Thank you. I suspect the anti-missile system is more harm than help, it's draining my weapon power. I'll give the auto CM a try but I'm doing okay with manual. I managed to get past that mission by just re-doing it until it was only 6 or 7 enemies. Any more than that and I just can't seem to keep up.

Is there a better ship design? The military ships, the faster and more manoeuvrable ones, are they better or worse?

But, as concerns military ships versus civilian ships, about the only advantage to military is a tighter turn radius and faster turn rate and increased acceleration. Civvy ships can now compensate for most of their previous shortcomings ... thanks to the "thrust multiplier" and reconfiguration options.

*I was going to mention the CMs. Manual is the best way not to waste energy and CMs unnecessarily. It takes a lot of practice and skill to get to a level to be able to manage 20 enemies at a time. Also if you are out of CMs in the middle of a 10 enemy mission do not drop your inertial speed below 1800 and do not turn IDS on. Jump back to contract station to reload CM's and make ship repairs as needed before jumping back to contract waypoint to finish up the contract. Remember you can*

*reload and replenish supplies in middle of combat contract missions as long as you dock at any Station in the sector and do not leave the sector to do so*

*For offline play I suggest you hire some wingman and attack in force*

*(This seems to be quite important, it appears that wingmen might indeed make a difference and you don't get as swarmed as if you were on your own; if nothing else, they draw some fire from you, but maybe they can also actually kill some enemies. Either way, since a lot of the time it seems there are just TOO MANY enemies - and constantly bringing reinforcements faster than you can kill them, just bring some wingmen).*

#### **SAVE BEFORE TAKING A CONTRACT**

*Make certain you save before taking a contract. Else, you will get a short message (usually overlooked) telling you it's a no-go for saving in the middle of a contract. And most of the time you'll get a few minutes after starting a contract to kill all the enemy ships. But it always seems that, just as they're running out of missiles (so you can get up close and personal), that's when reinforcements show up. You still only need to kill the agreed upon number of Reds but those new guys usually mean: more missiles are on the way.*

*I've tried the regular run-and-gun (went as well as expected), I've tried long runs past each other at around 1200-1800 inertia sliding past and shooting, I've tried what I've dubbed the 'mine's longer' approach of running away at around 550-650, spinning around in inertia and sniping with just canons at around 750.*

*I find I can usually handle about 10 reds at once by myself but more than that and I need backup. I subscribe to the "jousting" school of combat where I make multiple head on passes until everything is space dust. The key is to stay in inertial and use manoeuvring thrusters to "slide" past them...which it sounds like you got the hang of. Remember that the enemy does not have unlimited missiles (at least I don't think they do) so my first few passes will just be to focus on shooting down incoming missiles and avoiding cannon fire while shooting off a couple missiles of my own to thin the ranks. Once the incoming missile numbers drop to 1 or 2 a pass I start focusing on taking out each ship.*

*Also IMO bigger isn't necessarily better. I hate the Starmaster. It handles like a truck and even with maxed engines it's acceleration stinks. Ophi on the MP server was kind enough to point me to the Legacy, which handles quite nicely and is still a "big" ship. Personal preferences vary however.*

*Another contribution: You just need to be more alert. Don't attack anything but "Red's". When you start your attack run, come in fast at a tangent to the target. Keep you speed up, it is your primary self defence weapon. Let him waste his missiles, wait till they close on you, then turn at right angles to the incoming missiles and start dropping CM's like there was no tomorrow. You can also try to shoot down the missiles. Then close on your primary target as fast as you can blasting all the way. When you pick one target, stay with it till it's killed.*

*Remember, "speed" is your best friend.*

*Now before anyone criticizes my suggested tactics, I admit it's just one of many attack possibilities and there are variations on all of them. Just keep your speed up, use your IDS to your advantage whenever possible, stay aggressive and don't switch targets till it's destroyed.*

## Opinion: How I tackle combat by Blackthorne

My usual approach is this:

I enter the jump point on inertial, and immediately built up lateral speed (700-1200 m/s) by using the starboard or portside thrusters (A and D respectively), moving me away from the enemy pack. Then I fire the afterburners until I approach the enemy at about 1400-1600 m/s. At that point, I drift towards the pack. Any incoming missiles can be shot down or deflected with CM, since my thrusters are cold, and changing my heading no longer changes my approach vector or fires any thrusters.

Once the pack enters weapon range, I pick a target at random (I usually go for the weak frames first, since they die quickly and then no longer pose a threat), using beams and particle guns in unison to quickly dispatch of it. Any missiles at that point are deflected with CMs, since I can't spare any energy from the main guns. With a bit of experience, you can actually judge from the proximity alert how close a missile is, and then trigger the CM accordingly. Should the target break away, I'll fire the afterburners and give chase, liberally using the lateral thrusters to maintain a sideward vector.

If you find yourself running short on energy, switch to particle only mode - that way you'll get more shots out of your gun.

*(B=beam weapon; P=particle cannon; all times in seconds;5/-5=energy balance between shields and weapons)*

		-5/5	0/0	5/-5
<b>IceSpear (C2)</b>	<b>B+P</b>	<b>10</b>	<b>7</b>	<b>5</b>
	<b>P only</b>	<b>Infinite</b>	<b>25</b>	<b>12</b>
<b>Phantom (C15)</b>	<b>B+P</b>	<b>11</b>	<b>7,5</b>	<b>6</b>
	<b>P only</b>	<b>52</b>	<b>15</b>	<b>9</b>

At this point, it becomes a series of jousts - optimally, you'll get rid of one bogey each pass, and if you toss a few missiles at point blank, you can easily decimate the pack by 2 or even three ships. Of course, you ought to pick the right missiles for the job.

Missiles have 3 stats, (Y)ield, (S)peed and R(ange). Yield is the destructive power, the higher the better. Speed is the top speed of the missile as it approaches its target, and Range is the maximum range you can lock a target at. The higher yield missiles are usually slower and have less range, but in



the field, you'll launch them at very close ranges, anyways, to prevent the enemy from shooting them down.

My usual go-to missile is the Exodus, it's beefy enough to kill anything smaller than a Vonari-Bomber in one hit. They're available at a variety of places. A Starfire missile will perform adequately in the easier systems, and can be found nearly everywhere.

As for the combat loadout, you'll want the following setup:

- A hull you're comfortable with. Everyone has a slightly different preference as far as this is concerned, but a medium-sized hull should do nicely.
  - A cannon relay system. This one doubles your energy banks, and improves the rate of fire. It's a no-brainer choice when it comes to killing things.
  
  - A repair unit (Class 3, preferably), as it slowly repairs damage you have suffered, and quite rapidly fixes subsystem damage.
  - A shield booster (Class 5, preferably). Think of it as a battery you can draw from while you restore your shield facings.
- Both of these can be built at a constructor station - you'll need 25 mechanical parts and 25 hydrogen units.

As far as the hull setup is concerned, optimize for combat:

1. Get rid of superfluous crew positions. A science officer or navigator don't improve your fighting ability, but they take away 2 slots which could be used for more equipment or more missiles. A weapons officer is nice, but not absolutely necessary, and the same goes for the engineer.
2. Keep fuel to a necessary minimum. 800 units are usually plenty for a single combat, especially on the smaller frames.
3. Cargo bays are nice, but they don't improve combat prowess. Even worse, they slow you down when you're full. Ideally, you'll have no cargo bays on a combat-optimized craft.
4. Wings make you manoeuvrable. Try the different sizes and pick the smallest set that still feels responsive enough. Too much wing system and your craft becomes temperamental and hard to control.
5. Invest the assembly points you have freed up into shields (Class 7 is a good starting point) and engines, as speed is life. You'll have a much easier time manoeuvring, and the stronger shields mean you can make an extra mistake or two.

Make sure your ship has enough countermeasures. 100 is nice, 50 will do in a pinch, 25 will only last you for the shortest of engagements. 0 is suicidal. Also, stock up on missiles. The warzone stations usually offer a nice selection, and are relatively safe to reach.

## Opinion: How I tackle combat II

As others have pointed out I'll hint on a few things.

First off when you jump always pick a direction and burn hard towards it. If they launch volley's of missiles as soon as they get into the red range stop burning and go into or BE into inertial mode. The reasoning behind this is the simulator factor. This game being a simulation means that as it would in real life most missile systems work off the highest "grab" factor possible. In most cases in this game (And in real life) the biggest thing for a missile to lock onto is heat. The biggest heat generator in the game will be your afterburners. Next to that your IDS. Next to that any of your weapon systems. However don't let that fool you into thinking if you go a drift and have nothing firing that missiles won't lock onto you cause they most certainly will. They'll simply switch to the next "grab" which could be your movement based off common radar.

Now I say all that because that's why in combat if you have IDS on and/or you are burning your afterburners you can launch as many CM's as you want chances are it will do very little to deter missiles because your secondary bull's-eye that you're throwing out (aka CM) is nowhere near as bright as the nice red hot engines from your ship.

Now that being said you've picked up on one aspect that it amazing in this game and that is shooting down missiles. Use it... love it. But don't rely on it and it alone. Especially not if and when the enemy is within 1000 clicks of you because you'll get within gun range and if they start pounding you with their guns you will have a really hard time shooting down missiles as your ship will be getting knocked around.

## Opinion: How I tackle combat III

The game does not go from easy to impossible, but quite often mistakes are rewarded with instant death. Here is my list of advice to help you follow the natural curve of the game (rather than doing the equivalent of jumping into a high level dungeon with a new character in an RPG):

**Get a fleet.** Hiring a fleet is cheap considering you don't have to buy missiles your fleet mates fire. Have 15 of them hired at all times and you will burn through the contracts. Just remember to have them reload (or save the game and load, same effect) between contracts. To hire fleet mates just fly up to within 1000m of green ship (or a red ship if you want to bribe them) and open the ship-to-ship trade console (default F4). Down the bottom right is the hire fleet button. Bargain at 63,000 a pop. However, I think wing mates make it too easy so here are some more tips you can use to solo it and improve your skills, though they also apply to flying with a fleet. Unless you have something against fleets like me, use them.

**Never turn off inertial mode while in combat.** It has been mentioned a couple of times in this thread to use inertial mode rather than IDS while in combat. I would like to make it explicit that you should **completely avoid** IDS while in combat, do not switch out of inertial mode. The AI has a much easier time hitting you if you are in range and are moving at much below 1000m/s. Your overall speed should never drop below this (because your velocity is broken down into x-y-z components if you have  $1000/(3^{0.5})=577\text{m/s}$  x,y and z velocity components your overall velocity is about 1000m/s). This applies to guns as well as missiles, you can sail through the middle of a cluster of AI ships without adjusting your velocity at all and have none of their guns hit you even with 10 or so in

gun range and firing at you. You should never die to enemy guns, missiles are what you have to worry about.

**Make the AI waste missiles.** While you are getting the hang of keeping your velocity up you will find you spend most of your time heading almost directly away from the AI because they chase you. Notice that they will keep firing missiles at you even though they have no chance of hitting unless you alter velocity drastically. The AI don't have infinite missiles so anything they waste like this can help tone down the missile craziness when you make a pass. Start trying to get a rhythm where you are using this time to recharge your weapons.

**The AI always uses IDS, use this to your advantage.** Once you are a little distance away you can slow down to a bit above or to their IDS speed and they will happily maintain their distance from you until the cows come home. They will continue to fire missiles at you until they run out or you get out of range. If you have the patience and you are in a sector where random contract unrelated reds don't keep popping up you can just wait for them to run out. Most importantly when damaged use this method to let your repair system C3 repair the component damage and as much of the armour damage as you have the patience to wait for.

**Get a repair system C3.** Try to get comfortable with using your inertial thrusters when your afterburner stops working due to damage. That way you can survive long enough to let the repair system do its work. You can just let them kill you or self destruct after a missile hit if you don't have the patience or can't spare the equipment slot, but I find a dead is dead approach is more fun in this case.

**Abuse the afterburners.** Except for multi waypoint patrol contracts even the small fuel tanks have enough to hold down the afterburner almost constantly without running out during a fight. At the moment the forward and reverse inertial thrust are weak compared to the lateral and vertical ones. This will be fixed in a patch. Until then never use forward inertial thrust, used the afterburner instead. Try to practice not letting your velocity drop too much while using afterburners. You are really vulnerable up to 1000 m/s. If you are going backwards and you afterburn to reverse direction you need to keep lateral and vertical velocity up (or be at a decent range) to avoid having a window of a few seconds when the AI missiles and guns have an easy time hitting you.

**Learn to use CMs.** As long as you stop using afterburner for the brief instant you fire the CM it will be pretty effective. CMs are almost 100% effective if you are not changing your velocity and you time it right. The right time is when the range indicator is red with just a little bit of bar left. It takes a while to get the hang of it but if you follow points 2 and 3 you will encounter a lot of missiles that are very slowly gaining on you. That gives you plenty of time to practice finding the butter zone for CMs. When you get good at it you can reliably dispatch a missile with 1 CM in most circumstances.

**Use the cannon relay system.** This doubles your weapons energy reserve and the weapons energy recharge rate, enough said.

**Use the highest shield boost that you have encountered.** At your stage you should have at least a x3 or a x4. Get a shield boost x5 ASAP.

**Fit the biggest shield and wing systems.** Try to have shields and engines at similar levels if you are in a small frame. Some of the levels are relatively better than others, compare the different levels and pick ones that give more bang for your buck. You don't need cargo bays or big fuel tanks for combat and on the smaller frames turning is fast enough with a basic wing system.

**Get a maxim IR cannon and the best laser you have encountered.** Your laser range is determined by your cannon and the maxim has one of the longest ranges. You can then out-range your enemies and gives you more time to fire during a pass. It will also be enough to drain your energy pretty quickly. The maxim is a good choice until you get access to the best cannons.

**Learn to use the different fire modes.** Dedicated buttons are better but for AI dedicated buttons or cycling the weapons mode are both fine. Check elsewhere in the forums for details about managing your weapons energy.

**Get yourself to a war zone.** The name sounds intimidating, but they are actually much safer than hostile sectors. Then you can start doing military missions and get access to the military frames. I would advise renting a hanger in the war zone and getting a military frame. Military frames all have level 10 shield, engine and wing sys along with 99 CMs, 8 hardpoints and better agility. You can then swap between the ships for different contract types. In war zones there are two non combat mission types. Lost item just needs you to head to a nav point and go to the container, easy and quick with a cargo scanner (preferably C5). **Edit: These count towards your rank just as like combat missions do. But a seven waypoint, 84 fighter patrol will give you more points for the single mission because you get a point for each waypoint plus a point for each ten kills that you manage (shared kills don't count - you have to be the one who fires the killing shot!- succeed and you will get a minimum of 7 points and possibly 8 or 9 if you are a fighter jock!).** Recovering escape pods requires a tractor beam and a cargo bay, also easy money. War zones also have some of the better equipment and frames available. Even if you don't want to do military missions you can still get the first military frame straight away, much better choice for the IMG combat missions than the loadout you described.

**Pick your contracts.** Think nothing of saving and then self destructing ( I think the quickest way to reload since it avoids the loading progress bar) to generate a new set of contracts. The game randomly generates contracts on load. Contrary to what you said earlier the game did not make it easier for you because you failed, it was just the luck of the draw. Reloading slightly annoying but necessary for me because only a small number of contracts/items for sale are generated. If you want a particular kind of work it is the quickest way to get it. You can also use this to make the IMG quests easier. I got up to 150 military missions (allowing me to purchase all military ships including the Evoch-E, probably the frame you want for hardcore combat) doing nothing but lost item, escape pod and spy missions. Spy mission btw are scary fun and really good practice for using CMs, keeping your velocity up and keeping in range of a target. Orbit them using afterburners and keep within 1500m (of the centre of the ship) for 60 seconds while locked on to them, much more fun than using a stealth device. Even if you just do the lost item and escape pod missions by the time you reach 150 missions (4-6 hours, your results may vary) you will have made over 10 million. More than enough to finish the IMG missions and get some real walking around money.

**Do non combat contracts until you have decent kit.** While you can actively seek combat contracts (ie not just IMG missions) at your stage in the game you are making it harder for yourself than necessary. This is fine if that is what you want to do. It is like being a dedicated miner or trader. It takes longer and is more difficult than the most efficient route to getting a top tier loadout. And, combat is far harder than mining or trading. As a way to get the best stuff I can only recommend it for veterans of the Evochron series. I kick AI posterior in Legends but I almost completely avoided combat in Mercenary until I had finished the IMG quest. If I had dedicated myself to combat missions rather than getting on with it I would probably still be saving for a Starmaster plus kit rather than getting one in the first day of play (and that is with getting 150 military missions before finishing the IMG quest).

**Do the main IMG quests ASAP**, where ASAP is as soon as you have good enough kit to complete the mission not as soon as you complete the previous contract. Hire a fleet of 15 ships and reload until the number of fighters is manageable, they will make short work of all the missions. The reward is worth it and then you can go into combat with the best equipment the Evochron universe has to offer.

If you want to make combat really easy, get an Excalibur pack from a war zone. Then let the enemy chase you and wait for Excalibur missiles to reload.

### Opinion: Combat - personal style

- when you reach the pack be at 1800 mps; fastest missile (Excalibur) has a speed of 1800, so if you're never slower than 1800, no missiles can hit you.
- If you fly at 1800, even through the middle of the pack, you will **not** get hit by missiles - you're simply flying too fast for them, even the ones that come head-on towards you. I did the last IMG mission killing 3 waypoints x 11 fighters at each; never used any CMs, or any missiles. This style is slow, but safe and sure.
- fly towards the pack, building speed up to 1800 mps; some lateral drift is ok, but too much will make you have very little time on target
- when reaching within target range, shoot; as you pass by your target, you can turn 180 degrees as quickly as you can and fire a couple more rounds (you won't have time for more, as because of the speed difference, and the time it takes you to turn in a slow ship, the target will be out of range; mil ships will obviously fare much better). As you turn, you'll now be at approx. -1800 mps; if you're flying slower than that, increase your negative speed; as long as you're at least -1800 mps, missiles won't catch you. If you think the enemies don't have Excaliburs, you can try 1600 instead, giving you more time spent within target range. If you had built up to a speed of 1800 before you reached the pack, 90% of the time you won't have to worry about it because after you turn you'll be at -1800 or even better, so you won't have to manoeuvre and you can focus your entire attention on shooting.
- when you're at about 2600-2700 meters away from the enemy, you can start accelerating back towards the pack; if you start before you're that far, you won't have time to build up enough acceleration by the time you get close to the pack, and their missiles will hit you; if you go farther than 3000 meters, you'll give too much time to the enemy to re-power shields and repair his ship. These figures are based **exclusively** on accelerating with your thrusters, and **not** using your afterburner. Obviously, if you use your afterburner, you can accelerate **much** faster, and you don't need to wait until you reach a distance of 2700. But I haven't done this much, so I don't have the figures.
- However, when using the afterburner you should keep in mind that:
  - it uses up much more fuel; normally not an issue, since you can (and should) dock at a station during missions for refuelling and restocking missiles.
  - it eats up your energy **fast**; the problem is that you will run out of energy well before you've built up any decent speed (even with energy bias +5 towards weapons), so now you're up to some small negative or positive speed, and in range of the pack's missiles, and you're screwed. Accelerating with thrusters (not with afterburner) is very slow, much slower than afterburner.
- So the scenarios you can find yourself in are:
  - you use up the afterburner as soon as you can, and you run out of energy before reaching your intended 1800 speed; now you're within range of the pack's missiles, and forced to use your thrusters to continue building speed, but because you're still moving relatively slow, you **will** get hit by missiles.

- you use thrusters and only use afterburner in the latter stages (when you get closer to the pack), or you try to use the afterburner as much as you can (i.e., as soon as your energy gets above zero). The problem with this is that you will reach the pack without energy, so you don't have energy to actually shoot at your target.
- So using the afterburner is not as great as it sounds, and it might not gain you much anyway.
- Also be aware that while drifting away from the pack and building up speed, you might get within range of a cap ship's missiles, which you'll be vulnerable to because you're flying very slowly (small negative or positive speeds). Cap ships don't stay **within** the pack, they circle around it, and when there's 3 or 4 of them, you'll constantly run close to them.
- Their flak aren't a big deal, but many missiles might be, especially if your shields are down/low.

### Opinions and discussion about weapon choices:

- Flarebeam + Fusion, reasons being longest ranged cannon, fast firing, and low energy requirements. Tears up AI ships before they're even in range.
- Many prefer the Maxim-r and the fusion laser - Maxim has a long range and a good punch (if you can hit the target with every shot)
- The Maxim has better range, a much higher rate of fire (more rounds on target), lower power requirements (longer sustained fire) and \*seems\* to use higher velocity rounds that reach the target quicker.
- I currently have the Fusion Laser and Maxim-R. I don't fire them at the same time. I use the laser to beat the enemy's shields down. This works due to basically instant hit, no target lead required, low(er) power requirements (all my ships of choice can sustain continuous fire pretty much indefinitely). When the shields have a big enough hole, I engage the particle cannon.
- The Banshee is devastating up close, but range is limited (which in turn limits laser range, as they are tied together), it has a low(ish) rate of fire and it's a power hog. Better suited for engaging heavily armoured, slow moving targets.
- As a side note, I keep an Excalibur missile pack (great for defensive actions) on the Starmaster, but as a result of lessons learned in combat, have moved to using Exodus and Starfire missiles for combat missions due to the loooooooooooooooooong reload time on the Excaliburs.
- A kinetic weapon is like a punch weapon knocking your enemy around like cannon balls hitting them. Energy weapons on the other hand burn through the shield and armour by immense heat production. I use a Banshee and Fusion. Cause when you fire the Banshee at the enemy they get bounced around so much that they cannot get a steady firing lock on you while you pound them and the Fusion does a good job for burning through the shield of the enemy and the cannon will do the rest once shields are down. Since range is usually not a problem while flying at a steady speed in inertia the enemy has a hard time locking on to you.....It takes some practice to become good at using the Banshee effectively. And I can usually finish a 10 enemy contract in 3 minutes or less using Excalibur to take the 2 closest

out first which leaves 8 to be destroyed with Cannons and Beams which usually takes 1.5 minutes and the rest of the time of the 3 minutes is waiting for the Excalibur to recharge before accepting the next contract...LOL

- Hey Para, you might also take a look at the Eclipse cannon (for real!). Is kinetic/heavy impact like the banshee. slight effective range increase, and slight cyclic rate-of-fire increase over the banshee. Also, has less of a power drain than the banshee. Less of a yield/effect factor than the banshee, but I think is made up for by the increased cyclic rate, more rounds on target. Have used both to good effect.
- I have been using the Fusion/Phantom combo figuring the more power the better the weapon. I now see that is not the case given a variety of circumstances and strategies.
- I just went the other way, from a Phantom to a Maxim-R. I really appreciate the additional distance. If you stick with the closest target and can keep the distance right below that 700 mark you pretty much only have to take care of the missiles coming in.
- Keep in mind to that a Weapons Ops at 100% skill and loyalty increases the weapons range and accuracy....With my Banshee I can hit the enemy at 650 units distance which is close to 700.
- I like the banshee too but switched to the Maxim for the higher rate of fire.

## **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 favour 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.



## Esben's Tutorial for efficient mining

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

<http://www.starwraith.com/forum/viewthread.php?tid=6652>

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. I will in this short guide cover your basic needs to become a good miner with some tips along the way. People reading this will help themselves by already having watched the tutorials on the site and knowing the basics of the game.

At least: Navigation & Inventory Management and Training & Mining Asteroids and Planets

### 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 asteroids 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 favourite asteroid"



Now let's 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 helpful tip

When warping to a jumpgate:

- Right-click the gate on navigation map
- Set your heading 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 doesn't pat too good. Oasis does though! Very good actually.

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



This is where you want to 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 won't be doing a lot of jumping.

Local Market Conditions		
Food: 48	Diam: 1449	Biol: 1064
Meds: 321	Anti: 2460	Oxyg: 133
Hydr: 532	Fusn: 1231	Gold: 1382
Elec: 321	Mach: 181	Silv: 1474
Solr: 168	Text: 88	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

When docked in Oasis look for a Fulcrum Torpedo. It will cost you around 1.5 million. When you get back to Rucker dock at the center station. Sell it. Notice they will pay around 2.5 million.

Do a mining run more(or do another single torpedo sales run). Now you can buy 2 Torpedos. I guess you already now have figured out whats going on

Now you could skip mining and buy/sell torpedoes.

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

## IMG Quest

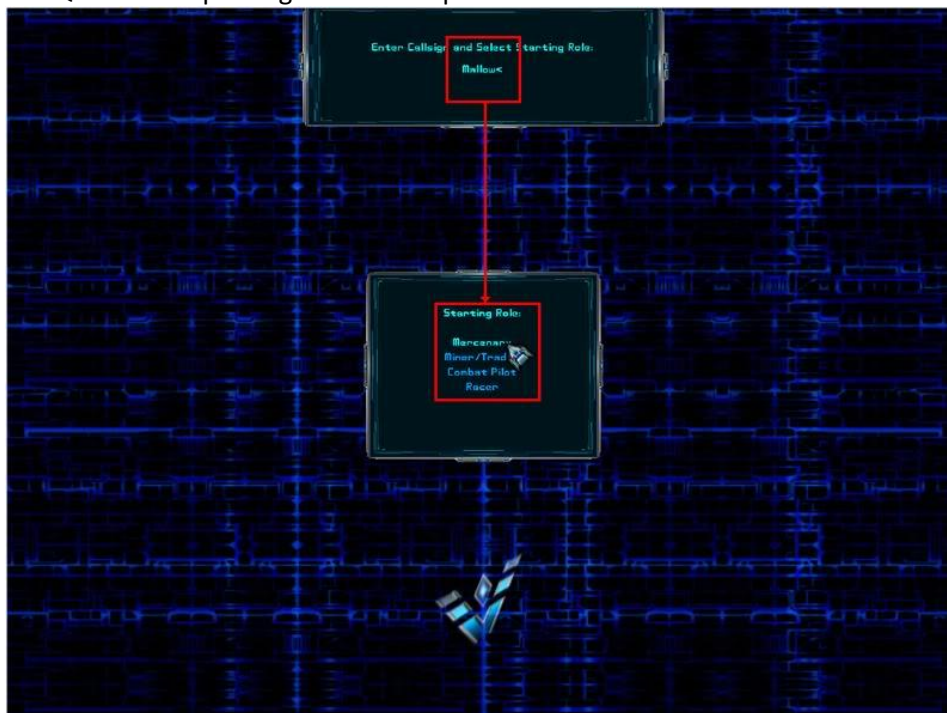
### Tutorial: Starting The Mercenary Quest - Caution: Spoiler Alert

source Marvin <http://www.starwraith.com/forum/viewthread.php?tid=6644>

1. Launch the game and, at the “Available Pilot Profile” menu, select the “Create Pilot” option:



2. Enter a Callsign (name) and then select any option *except* “Combat Pilot.” You will only be offered the Quest when piloting a civilian ship:



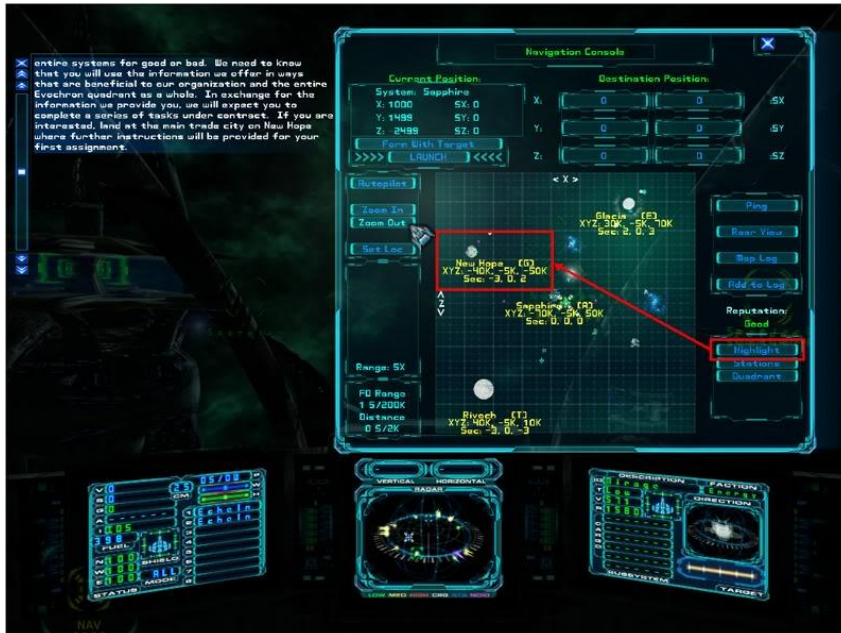
3. Launch the game:



4. Carefully read the message displayed in the chat box:



5. Zoom out on the navigation map to find the planet called New Hope. You can use the "Text On" option (button near the bottom, right) ... click on it and it will become a "Highlight" button, then cycle through the options in the next button down to select "Planets" ... thereby turning off any label that isn't a planet:



6. Left click to set a waypoint near the planet (but not too near, else you'll destroy yourself upon impact with the planet's surface ... or burn up in the atmosphere). Then press the (default) "Alt+F" key to engage autopilot, hyper-jumping\* to your waypoint:





7. Find the main city (a bracketed plus sign) and set a waypoint to it. Then click on the “Rear View” button (near the middle, right side) to switch map views:



8. Adjust your waypoint in the vertical (up and down):



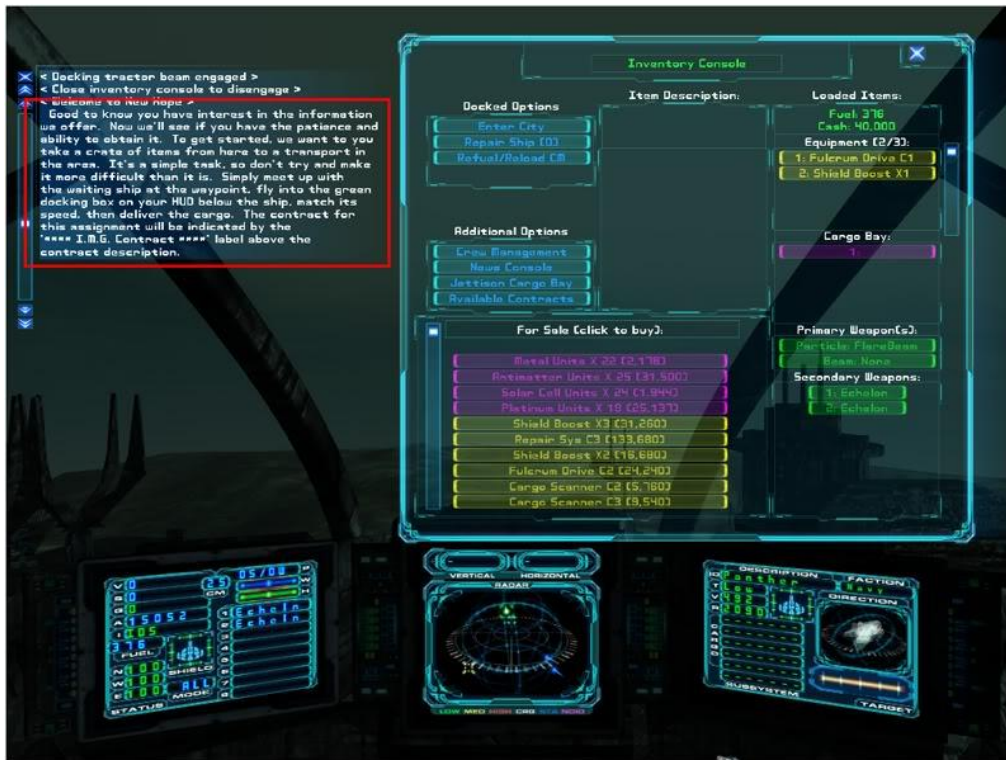
9. At full normal speed, head for the waypoint. (Warning! Do not attempt to hyper-jump!) When you start getting green guide boxes, adjust your flight path toward the center of the boxes:



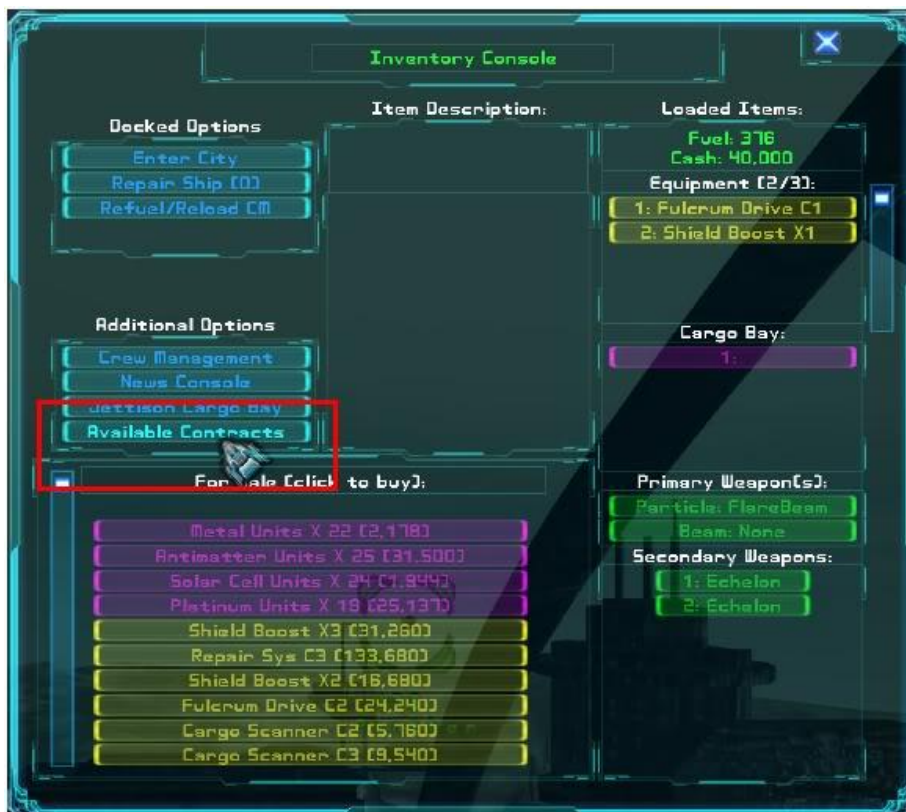
10. The guide boxes will direct you toward the city station. Continue inbound until the docking tractor beam engages and you're safely docked:



11. Read the new message displayed in the chat box:



12. Select the "Available Contracts" option:



13. Find and accept the one contract with "I.M.G." in its title:



If you have problems completing the first contract ... stand by for the future release of a Mercenary Pilot's Dash-1 Checklist.

Extra Notes: A Class 1 Fulcrum drive cannot make the trip to New Hope in a single jump. In fact, sometimes a Class 1 drive has trouble jumping to a computed waypoint. If you find your autopilot going nowhere, disengage and manually jump one sector at a time, via the (default) "F2" key, until you reach your destination.

## 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). There are four or so sub areas in the Olympus System, but only one clan can control "Olympus"

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/xnLPil-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](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](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=quRavP0T4dQ&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>

### **Evochron Mercenary: Black Hole Jumping (How to do it)**

Mecingo

<http://www.youtu.be/watch?v=YAH3yhlI7o>

### **Evochron Mercenary: Atmosphere Combat 101**

Mecingo

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

### **Evochron Mercenary: Evochron Mercenary Attack Tactic**

zdiddy85

<http://www.youtu.be/watch?v=wbBlh4JdvtM&feature=related>