

XBOX 360.

DARK STAR ONE

BROKEN ALLIANCE



TEEN
T
CONTENT RATED BY
ESRB

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Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

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ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings



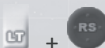


These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familyssettings.







GAME CONTROLS XBOX 360 CONTROLLER



CONTROLS

	Piloting the ship
	Short thrust input
	Up: Full thrust ahead (Standard) Down: Full thrust backward Left/Right: Side roll
	Select the object in your crosshairs.
	Select the closest enemy.

WEAPON SYSTEM

	Main cannon fire (protection turrets auto fire)
	Fire the selected missile
	Activate Plasma cannon (Not available from the start)
	Right: Select a missile/torpedo type Left: Select the Plasma mode (Not available from the start)

HINT Some guided missiles and torpedoes need a "lock" on the enemy ship before you can fire them. To lock the enemy, you have to keep it in your crosshairs for about 4 sec. An audio and visual signal will let you know that you achieved the lock.



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1 OVERVIEW

1.1 THE STORY SO FAR

A century has passed since the end of the Great Galactic War, a catastrophic escalation of an originally lower-scale conflict. It all began with a simple misunderstanding, the Damocles incident, when the Terran Damocles cruiser was destroyed by Mortok fighters during a routine inspection.

The war started between the Terrans and the Mortoks, and the Arracks and Raptors sided with the Mortoks, while the Oc'tos supported the Terrans. The Thuls provided all warring parties with weapons and then attacked the weakened.

40 years later, the Great Galactic War ended with no clear winner. The Terrans had lost the most, with almost all their systems down on their knees, while the Thuls had won the most, having doubled their empire through opportunistic warfare: while selling weapons to everyone, they carefully avoided real combat while pushing the frontiers of their own empire.

To avoid any possibility of such a war to happen again, the Terrans promoted a Galactic Union that every race in the galaxy should join.

The Thuls, although they had Terran origins, showed no interest in joining a Galactic Union. The Great Galactic War had not damaged their empire at all and they considered the other races' will to create an intergalactic ruling body to be a sign of weakness. It also happened that the other races didn't quite agree with the Thuls genetic experiments, some even forbidding them by law. Of course, the Thuls also felt these ethic considerations to be those of weaklings. Eventually, the Thuls considered every other race to be just undisciplined, instinct driven Barbarians.

And so they split from the other races. They ignored the decisions of the Galactic Union and kept on doing genetic experiments inside their own, sheltered empire. Of course, that eventually led to their exclusion from the Union, which the Thuls actually decided was a hint they should just isolate themselves from the other races. They broke all communications and sealed off their frontiers. For 30 years, they lived in complete isolation, perfectly satisfied with it. They kept running experiments, tried every possible new implant or nanobot upgrade to try and reach perfection.

1.2 WHERE DO WE STAND NOW?

In „Darkstar One – Broken Alliance“, you play Kayron Jarvis, a young combat pilot whose father just lost his life during a mission. As it became clear your father's ship had been sabotaged, you decide to hunt and find the perpetrators. It quickly appears the Thuls are no longer just staying isolated and quite rapidly, things escalate to full-scale confrontation. And Kayron is caught in the middle of a new intergalactic war.

But Kayron has a secret weapon: he inherited the powerful long range fighter of his father, the Darkstar One, which itself is the legacy of an antique race. During the course of this adventure, you will help the Darkstar One become one of the most powerful combat ships in the universe.

Being a fighter pilot, you'll spend most of your time in the cockpit. When you're not fighting, you'll fly from one solar system to another, and you'll see there are many of those to explore in „Darkstar One“. You'll also have the opportunity to dock on space stations to handle trade or other actions. All along the development of „Darkstar One“, we really tried to keep a genuine feel to the game universe, and to allow the player to have as much freedom as can be, whether he becomes a bounty hunter, a soldier, a pirate, a smuggler, a trader or a mercenary, the choice is yours: you decide how you'll earn the credits you need to buy better weapons and upgrades for your ship.

Have fun while discovering the universe of „Darkstar One“, we hope you'll enjoy creating your new home in it.

The Darkstar One - Team

2 GETTING STARTED

2.1 MAIN MENU AND DIFFICULTY SETTING

Here you can start a New Game or load a previously saved game. In the Options menu, you can modify different items, such as the Difficulty. Note you can still change the Difficulty setting at any time during the game.

The Difficulty level determines how good your opponent ships are, the higher the difficulty, the better weapons, armor and shields they have.

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2.2 NEW GAME

When you launch a new game, you start your adventure with a cinematic sequence. After the intro movie, you end up in a space station. You then have to undertake the training missions. They'll introduce you to the gaming universe and will teach you how to pilot the Darkstar One.

2.3 GAME DATA

While you play, each time you land on a space station and during long missions, the game is automatically saved. Of course, you can always manually save the game at any time.

3 LIFE ON A SPACE STATION

In every system, you will find a trading space station which you can board. Your ship is then automatically repaired and you can get better upgrades for it, if you can afford them. There's a lot more to do on a space station.

HINT LANDING ON A STATION

To land on a station, you have to select it and then contact it to ask for a landing permission. If your criminal record is too high (more than 2), that permission won't be granted. In such cases, you can try to sell your merchandise directly over the trade canals – which is rather costly – or fly to another system where you're not considered a criminal.



1 On that screen, you can see the cost of the chosen missile, your criminal record in that system and your cash.

2 This item will let you access the news network. It can provide you with hints about pirate nests or other news linked to the ongoing galactic conflict.

3 This terminal lets you access the different contracts offered on the station. Fees and rewards are indicated. Before you can actually take on a mission, you have to finish the training missions.

4 On this screen, you can see if freighters in this system are looking for a protection ship before going to another system. This kind of mercenary contract often means fighting pirates, but the salary is rather good.

5 The logbook reminds you of all ongoing missions. It keeps track of all the missions and news. This is also the place where you develop your ship (see Artifacts and Ship section) as well as pick the equipment you bought in your inventory.

6 Select this item to open the stellar map (see Travels section).

7 Leave the station. You'll automatically be followed by your cargo drones.

8 This is the place you get weapons and upgrades for your ship. The quality of the equipment depends on the economic type of the system and its overall wealth. This will be rather important later on during your adventure. Check the Station tech level section for more info.

HINT The dynamic economic system in „Darkstar One“ computes every price real-time, based on offer and demand. More merchandise stock in a system with little demands for it, the less expensive that merchandise is.

HINT Comprehensive demand-offer info is provided in the trade window. You should only buy merchandises when their stock gauge is 3 or 4 bars, and only sell them when the gauge is 0 or 1 bar.

To know which goods can be exported by a system, check the stellar map.

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10 The Panorama window gives you an excellent view over the loading bay of the station. This is where the cargo containers are loaded and unloaded.

11 Check this item to meet people and start side quests.

HINT In every stellar cluster (except the starting cluster), you can accept a side quest. Finishing a side quest offers a major reward and unlocks at least one hidden system in that cluster. Usually, every station in a cluster gives you access to the same side quest.

HINT Side quests are very difficult to achieve and will not disappear until they are solved.

12 If you bought merchandises on a station that are forbidden in the current system, you can try to sell them to smugglers.

HINT Outside the station, your smuggled goods can be detected by a police patrol if you come too close to their ships. If you're caught, you'll automatically be fined (2 points) and this has some impact on your trading ability: the police will try to stop you from reaching the station, but the station itself will grant you permission to land. Every station is actually a free trade zone. If you have more than 3 fine-points, you're in deeper troubles, as you won't get permission to land on the station!

4 NAVIGATION IN SPACE

4.1 SHIP MENU

Press RB to open the Ship Menu, then use the Right Stick to select an option. This menu presents important features, such as an inventory and the logbook.

4.2 SPECIAL EQUIPMENT

On some stations, you can buy special equipments, such as repair bots. Press LB to open the special equipment Menu and then use the Right Stick to select one and use it.

HINT Space combat

- When you fight in space, you have to try to place the enemy's front "point of impact" target in the middle of your cockpit before you shoot.

Only then will you hit the target.

- While fighting, use your Afterburner and your reverse thrust. Use the Afterburner to close up on a fleeing enemy and the reverse thrust when you can't manage to keep the enemy in sight.
- Just like you, your opponents will try to compute the position of the Darkstar One before they fire. It's very important you do not fly in a straight or too predictable way. Use every mean at your disposal, including side thrusters and roll, to keep your opponent from hitting you.

5 COCKPIT VIEW



1 Here you can see how many missiles you have left, your criminal record in that system and your available cash.

2 If you contact a station, you'll see here your contact and the available options.

3 Selected objects are presented here. If you selected a ship, you'll know how far it is, as well as its hull and shield status.

The arrow displayed in your HUD, in the center of the cockpit, will guide you towards your selected target.

4 On the left of your status, you can see the energy available for your weapons.

5 The Darkstar One status is presented for each major area (Front, Back, Wings), and the overall hull status is presented as a percentage in the center.

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6 On the right of your status, you can see your shield status, split as forward shield and backward shield. Your hull will only get damaged once the shield protecting it is completely depleted.

7 This displays the charge level of the Plasma cannon. Of course, you won't see it at the beginning of the game, as it's not yet available. You have to wait until the gauge is fully charged to use your plasma weapon.

8 If you installed a missile launcher and you have missile onboard, this is where you can check the "lock-on" status of your target. You have to keep the target in the middle of your cockpit for about 4 sec to lock a missile on it. Unguided rockets don't need to lock-on, as they're fired straight ahead only.

9 Here you can see the charge level of the Afterburner.

10 This is the current thrust applied (usually 0% or 100%). When you use the Afterburner or reverse thrust, this value changes a short while.

11 Here you can see the current range of your selected target. You can fire missiles to target up to 2u range, and you can fire all your weapons on a target at 1u range.

12 These icons will not always be displayed. From top to bottom :

- **Time compression:** there is no big object around (and no enemy on sight), so you can use time compression to make long travels much quicker. Press RB to activate time compression via the Ship Menu.
- **Hyperspace:** this icon will only be displayed if you selected a target outside the current system. Just like time compression, you can hyper-jump only if there's no large object in the area.
- **Upgrade possible:** you have collected enough artifacts to improve your ship. Check your logbook to do so.
- **Missions and news:** if a mission or news listed in your logbook was updated, this icon warns you about it.
- **Container in tow:** if you have a container in tow, this will remind you of it. Click on it to leave your container, which is useful if an enemy is closing on you and you need to fight.

13 This displays your radar view, centered on the Darkstar One.

Lines linking ship dots to the horizontal plane help you evaluate the ship positions above or below yours.

6 TRAVELS

6.1 INSIDE THE SAME SYSTEM

When you leave a station or when you come out of hyperspace, you'll find yourself in a solar system. To shorten travel times, you should always use maximum thrust when flying and use the Afterburner. You can also very often press RB to access the Ship Menu and turn time compression on.

6.2 HYPERSPACE TRAVEL

There are over 300 solar systems in „Darkstar One“. Since a number of light years often separate two systems, it would be much too long to try and travel from one system to the other using your standard drive: each travel would easily take decades. Luckily, you can rely on hyperspace drives to make interstellar travel much faster. Any ship the size of a fighter or bigger can travel through the hyperspace. The flight itself takes only a couple seconds, but requires the use of a navigation computer, as the slightest error could have dire consequences.

In each system, a hyperspace jump gate allows ships to reenter the normal space. There's a catch though: you need the exact coordinates of the hyperspace gate to lock on it and use it, so those coordinates are like a key needed to enter the system! The next section explains how you get those coordinates (often referred to as a "Key" in the game).

6.3 NAVIGATION MAP

The navigation map displays all the coordinates you've collected so far and entered on your nav computer. To complete a hyperspace jump, you have to select a destination point you can reach via the hyperspace. To do so, place the cursor over a known star and you'll see, in your cockpit, the hyperspace jump sequence initiating.



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1 Current system.

2 Artifacts can be found in this system. You'll need artifacts to upgrade the Darkstar One (see „Artifacts and Ship“ section).

3 This circle indicates how far your current hyperspace drive charge can take you. Your drive has to recharge after a jump, and that takes a little time in space. Your drive is fully recharged when you board a station.

4 This is the maximum reach of your hyperspace drive. The better your drive, the further you can travel. You'll gain access to better drives later during the course of your adventure.

5 Cluster limits.

6 Known system with gate coordinates: you can choose them as destinations, as long as they're within reach.

7 Known system without gate coordinates (you just know they exist). You cannot reach those systems for now. You have various options to learn the gate coordinates (see below).

8 A letter is sometimes used to define a system on your map:

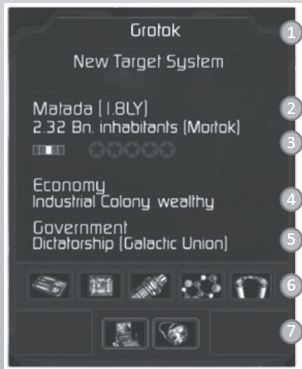
S: this system is linked to the game scenario and you have to go there to progress in the adventure

Q: a side quest is available in this system

M: a mission/contract is available in this system.

9 This icon is an indication that pirates have taken control of the system. If you manage to get there and eliminate the pirates, you'll get a large reward and an artifact.

When you place the cursor over a star system, you will get a number of information on that system:



1 Cluster name.

2 System name, distance and sightings of pirates and artifacts.

3 Owner race, opponent difficulty and criminal record in that system.

4 Economy (see „The universe of Darkstar One“ section)

5 Government (see „The universe of Darkstar One“ section)

6 Goods that can be exported from that system, which you can buy there at a good price.

7 Goods that are forbidden in that system: you'll have to smuggle those in if you want to sell some in that system.

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6.4 SYSTEM KEYS

To reach a system, you need to know its coordinates and have its hyperspace gate key. Usually, you learn those coordinates when you enter a neighboring system. But sometimes, it's not that easy and you have other ways to gain that valuable information:

Course of story

Friends and quest givers will provide you with very important coordinates over the course of the game.

Entering a cluster

When you enter a new cluster, you'll be provided with the coordinates of the jump gates.

Neighboring system

When you enter a system, you often unlock the coordinates to neighboring systems.

Side quests

In every cluster (except the starting cluster) there is a system which coordinates you can only obtain via a side quest. In each cluster, there is at least one side quest to find and achieve. See "Life on a space station" for more info.

Freighter escort

If you're escorting a freighter, they can provide you automatically with the gate coordinates of a system. As soon as you enter that system, you'll get the gate coordinates. Note that you need to at least know the system to go and escort a freighter there!

Terminal missions

Sometimes, you'll get gate coordinates as a reward after finishing a mission. This is always indicated in the mission briefing.

7 STORY AND FREE PLAY

In „Darkstar One“, you can play as freely as you want while still progressing in the main story. Over the course of story, you'll enter new regions, live new adventures and discover new artifacts. Progressing in the story will allow you to upgrade the Darkstar One and access new ship technologies.

But in order to take advantage of those, you need to go and discover the universe on your own as well: every new weapon, every new upgrade has a cost. Luckily, there are various ways to

earn some credits:

7.1 MISSIONS/CONTRACTS

Use the Terminal on a station to access the various missions/contracts available.

7.2 BOUNTY HUNTING

Some contracts are linked to bounty hunting. But every time you eliminate a pirate, you automatically get the bounty offered by the Galactic Union. You can often get a bounty paid by rebels, but that means you'll have to destroy GU Cruisers.

7.3 TRADE

Have you ever seen a combat ship with massive cargo capacity? Of course not. But thanks to the cargo container technology, there's no need for that anyhow. When you buy goods, you automatically get them in a cargo container which you'll take in tow via a drone. Of course, this also limits your combat abilities, but you can always un-tow your cargo, fight and then come back to take it back in tow.

Also check the Tips from the „Life on a space station“ section.

7.4 SMUGGLING

Smuggling is just like trading, but you can make more money faster. Every system has some merchandise on a forbidden list. If you manage to get those goods on a station without getting caught by the police, you can sell them via the smuggling option. Also check the Tips from the „Life on a space station“ section.

7.5 PIRACY

Whoever takes someone else's container and sells it is a pirate. How does that happen in real life? Easy: shoot a freighter till its shields are down, and you have a good chance of seeing that freighter abandon its cargo and run off. The pirate then just takes the container in tow and sells it in a neighboring system.

8 ARTIFACTS AND SHIP

8.1 COLLECTING ARTIFACTS

The Darkstar One is a very special ship. Kayron's father built it in secret, using artifacts from a long gone race. Those artifacts are organic components and can link to various parts of your ship to improve and upgrade it.

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There are such artifacts about everywhere in the galaxy. To make their search easier, the Darkstar One was fitted with a special scanner. As soon as you enter a new cluster, all artifacts you can find in that cluster will be displayed on your nav map. Most artifacts can be found on asteroids: the Darkstar One has to come close enough to the asteroid to automatically absorb the artifact.

You can also get artifacts by freeing pirate occupied systems, as a reward.

B.2 UPGRADE POINTS

A single artifact won't be enough to upgrade your ship. The number of artifacts you need to make the next upgrade is indicated in your logbook.

B.3 AVAILABLE UPGRADES

The Darkstar One is split in different sections (Hull, Wings and Engine). Of course, all of those can be upgraded, but you can choose yourself which one you'd like to improve first, based on your needs.

Hull

- Improves the stability of your ship (bonus to Hull armor and Shields)
- More space allocated to your automatic defense turrets

Wings

- More space allocated for your weapon systems
- Improves the agility of your ship

Engines

- Improves the recharge rate and the overall supply for your energy components
- For instance your Afterburner, weapons and shields will recharge faster

B.4 EQUIPMENT CLASS

It doesn't matter which part of the Darkstar One you upgrade: the overall equipment class will improve. For instance, even if you upgrade only the engines of the ship, the weapon systems class (for cannons, turrets or missiles) will also raise, and not just the engines class. And that's true for every component class on your ship.

HINT UPGRADING DOESN'T DO IT ALL

When you upgrade your ship using artifacts, the stats of the Darkstar One are permanently improved. That doesn't mean your equipment will noticeably improve, though. Actually, if you open up a new spot for a weapon system, you also have to install a weapon to make real use of it!

8.5 PLASMA CANNON

The Plasma cannon is a unique weapon only the Darkstar One can be fitted with. Every time you upgrade the ship, you can also upgrade the Plasma cannon. In your logbook, you'll see a specific tech tree to do so.

9 THE UNIVERSE OF DARKSTAR ONE

9.1 THE GALAXY

„Darkstar One“ doesn't really encompass the whole galaxy, but only a part of the Milky Way, in which you'll find the Terrans home system : the Sol system and a planet named Earth. But you'll also have a chance to explore over 300 other systems. Every system has its own government, a specific economical model and wealth level. All those factors influence traders, pirates and police activities. And in some cases, these also have an impact on the availability of various merchandises and ship equipments.

In every system, there can be a number of planets, stations and asteroids, but there's always just one trade station. These trade stations act as the main marketplace of a system.

A number of systems make a cluster, which can be of various sizes. Usually, the distance separating two clusters is more important than the distance separating two systems in the same cluster. Most traders usually deal only in their own cluster.

Most clusters belong to one of the six races which inhabit this part of the galaxy.

9.2 POLITICAL FACTIONS

GU

After the Great Galactic War, the Galactic Union was founded by all the races to avoid such an all-out war to ever happen again.

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The GU was supposed to be a federation of all the races, as only one race cannot speak for all systems, since each system is actually independent and has its own government. Most systems (over 50% of them) did become members of the GU and are happy to let higher matters in the hands of the Galactic Council.

Of course, since every member of the GU is autonomous and independent, the Council only has power on decisions which do not interfere with the prerogatives of the independent governments: general trade relations between systems, technology transfers, GU police and military, and such:

- Technologies and merchandise transfers
- Intersystem trade
- GU police and military (most noticeably fighting piracy)
- Taxes and subsidies
- Military strategy

The long term objective of the GU is to be a place where races and peoples can try to solve their issues without resorting to war. Among those, a number of conflicts that arose because of actions undertaken during the Great Galactic War, such as border issues.

Another goal set for the GU was to help keep the economy grow in the Galaxy, as a common wealth is one of the best way to avoid smaller conflicts to escalate in full-scale wars.

This is where mega corporations deal with each other, where trade agreement encompassing whole clusters and multiple races are decided.

Independent systems

About 25% of the known systems decided not to join the GU and live their life on their own. There is a sort of general agreement among all those systems, but also a number of differences.

Independent systems hold their own, specific, criminal records. One of the ways to remain strictly independent from the GU is to not share those registers with the GU.

Rebel systems

The other systems belong to rebels. Those systems were initially under the economic rule of the GU, but they rapidly noticed the major influence the mega corporations were starting to have over their own worlds.

In some systems, the corporations were forbidden access to raw materials, which of course led to conflicts between the

corporations and the rebel systems. The systems were put under massive economic and military pressure. A corporation even managed to overthrow the legal governments in a number of systems and installed an administrative board to rule them.

Reacting to the massive pressure of the corporations, the rebel systems founded their own federation. Because of the incessant conflict and terror actions of that federation, they were nicknamed "the rebels".

At some point, the GU did try to understand the issue and limited the rights and prerogatives of the corporations. This led to less and less conflicts between the corporations and the rebel systems. Corporations nowadays often handle trades in rebel systems and those rebel systems police also protects the corporation freighters.

9.3 GOVERNMENT TYPES

The faction controlling a system has a major influence on security and piracy, but so does the government type. There are even government types which do with minimal police and are perfectly fine with letting piracy rule the skies.

Of course, the government type also determines which merchandises are forbidden and have to be smuggled in.

If the GU systems usually have high security government types, such as Democracy or administrative boards (short "Empire"), in the rebel systems, the government types are mostly Anarchy and Federation.

GOVERNMENT	DESCRIPTION	NOTES
Democracy	The system is ruled by an organized government, with an elected president. In a democracy, citizens are usually happy and work to improve their lives and make them longer. No wonder democracies are home to numerous new technology and pharmaceutical companies. Androids and drugs are illegal in democracies.	Smuggling: •Androids, Drugs Security level: • High



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GOVERNMENT	DESCRIPTION	NOTES
Empire (Corporation administrative board)	<p>After the Great Galactic War and the rise of mega corporations, a number of conflicts started between the corporations and the rebels. In a number of systems, the corporations managed to overthrow the legal governments and installed administrative boards to rule them.</p> <p>This type of government is nicknamed Empire, as the few corporations powerful enough to install such administrative board to rule a system behave quite like empires: they are totalitarian and very similar in form to Dictatorships. They do have laws and enforce them rather willingly.</p> <p>Because of the heavy police presence in such systems, pirates tend to avoid them. Incoming ships are strictly scanned and checked.</p> <p>Empire government colonies are often found in rich mining systems overtaken by corporations. They usually also deal in manufactured goods.</p>	<p>Smuggling:</p> <ul style="list-style-type: none"> • Video games, Drugs <p>Security level:</p> <ul style="list-style-type: none"> • High
Dictatorship	<p>This government type is used to define an authoritarian government type. The systems are ruled by some elite families or even just one dictator. In some systems, the military overthrew the legal government and installed military dictatorships.</p> <p>Those systems are usually inclined to very heavy corruption. Such widespread corruption rampaging in every government agency of course has a direct impact of the citizens, which are not as law-abiding as you would think.</p> <p>Dictatorships usually focus on developing their military power and this benefits mainly the industrial and research sectors.</p>	<p>Smuggling:</p> <ul style="list-style-type: none"> • Video games, Luxury items <p>Security level:</p> <ul style="list-style-type: none"> • Average
Monarchy	<p>This government type usually implies order and law, as in a democracy. A single ruler is still in charge of making most of the decisions, and this does have disadvantages.</p> <p>The citizens have less opportunities to express themselves and therefore are somewhat lacking motivation to abide to the law.</p> <p>Monarchies usually have simple economy, based on agriculture and industry.</p>	<p>Smuggling:</p> <ul style="list-style-type: none"> • Luxury items, Androids <p>Security level:</p> <ul style="list-style-type: none"> • Average
Staatenbund	<p>This represents federal government type, in which several planets or states unite under a governing body, in charge of specific decisions. But each state/planet still preserves its independence and specific ruling bodies.</p> <p>Federal systems usually have a number of mining colonies, but often also have strong pharmaceutical industries.</p> <p>Since Federations are home to very different kinds of companies and that each planet/state is responsible of local security matters, there are no forbidden merchandises and the police forces are rather scarce.</p>	<p>Smuggling:</p> <p>-</p> <p>Security level:</p> <ul style="list-style-type: none"> • Low

GOVERNMENT	DESCRIPTION	NOTES
Anarchy	<p>If this is the government type indicated for a system, you should actually understand there is NO organized government for that system. There is no system-wide constitution, law or ruling body.</p> <p>It doesn't mean there is no organized state in that system at all, and some of its planets could very well be democracies.</p> <p>But the lack of a system-wide government means anarchy systems also are the most dangerous ones.</p> <p>Of course, no merchandise can be considered illegal here: anything can be produced and traded.</p> <p>Such systems usually don't have specifically oriented economies, but they have a natural tendency to produce Androids and Drugs that can be smuggled elsewhere to earn major profits.</p>	<p>Smuggling: -</p> <p>Security level: • Low</p>

9.4 CRIMINAL RECORD

All systems belonging to one of the 3 main political factions (GU, neutrals and rebels) share the same internal criminal record system. In other words, if you are fined 3 points in one GU system, those 3 points will follow you in every other GU system. Luckily, people in the universe don't hold grudge for long, and the fined points actually disappear over time by themselves. You can help things out a little, by contacting a station and paying your fines (up to 2 points). Also note the GU will reward you with a clean criminal record each time you free a pirate controlled system.

9.5 ECONOMY

Every system has one specific economy type. This determines which merchandises will be exported by that system, and also how advanced that system is. The following major economy types are: agriculture, mining, industry, pharmaceutical, research and services.

9.6 WEALTH

The wealth status of a system (poor, prosperous, wealthy) has an impact of the piracy in that system. The wealthier a system, the more freighters will pass by, and the more pirates will be looking for a prey.

One of the latest GU board survey indicated that there was twice as many pirate attacks in a wealthy system than in a poor one.

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9.7 SPACE STATION TECHNOLOGY LEVEL

The technology level of the equipment you can find on a station is determined by a number of factors, most of which are linked to the technology level of the station itself. Open the Dock menu to have more information about the tech level of a station.

The base rule is quite simple: the wealthier a system and the more technological its economy (industry), the higher the tech level.

9.8 WHO OWNS SPACE STATIONS?

Trade and research stations are usually system government properties. Of course, some governments are actually corporation administrative boards and corporations sometimes have invested in specific space stations. It should come as no surprise corporations do have an influence on stations here and there.

9.9 LEGAL STATUS OF TRADE STATIONS?

Trade stations are free trade zones. This wasn't always the case and in some systems, this is still something rather new. It was nevertheless rather quickly accepted that neutral ground was necessary to handle interstellar trading. Nowadays, every system has one such free trade zone, no matter which government type or political faction has power in that system.

Still, every trade station does depend on the system government police forces: anyone considered a criminal in the system will not be allowed to board the station. As long as your criminal record is low enough, the trade station will still grant you a landing permission, even if the police are actively chasing you (for instance, if you're trying to smuggle illegal goods).

9.10 WHAT ARE THE CORPORATIONS?

Corporations are often called Empires as they are huge companies dealing in various industries: energy, production, research, raw materials, etc. Most of those big corporations called Empires actually deal not only in one solar system, but in a number of systems and sometimes even in systems belonging to different races.

Corporations are competing with each other, but they usually have agreements and tend to focus their hostility on rebels rather than on each other.

Being reasonable companies, they know brutal competition is not good for business: you'll never find more than 3 corporations working in the same cluster. Some corporations

actually even stretch over multiple clusters and deal with multiple races. There are about 60 corporations registered in the GU territories that could be considered "Empires". Over the last century, numerous governments took privatization measures and a number of public institutions fell in the hands of the corporations. In some extreme cases, a corporation or a group of corporations actually overthrew the government and installed administrative boards as ruling bodies, the so-called "Empire" government type. The rebel systems didn't accept that situation and decided to impose limitations on the size of companies allowed in their systems. Of course, that means you will not find corporations actually registered in those systems and mining operations there are in the hands of smaller mining companies.

9.11 CURRENCY

There is only one currency used in the whole galaxy to handle trade. Merchandise prices are always converted into that currency, as some races or systems use their own currency.

9.12 LANGUAGE

There is one common language used by everyone in the galaxy, which is conveniently called "Common", but most races have one or more specific languages.

10 THE CHARACTERS

You will meet many characters throughout your adventure. They originate from different races and will assist you with solving your missions in many ways.

Kayron



Kayron is the hero of the adventure. Initially, he embarks on a hunt for his father's murderer, but soon he is drawn into the turmoil of a dawning, galactic war. Kayron is still young - even for a Terran - but he is a natural talent when it comes to flying in space and he has had the opportunity to gain a lot of experience in a cockpit already. Kayron has the ability to bring people from various races together and he has a winning personality that everyone finds hard to resist.

Robert

Robert is a Terran in his early fifties. He is an excellent engineer and he is famous for his development in modern

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shield technologies. He and Kayron's late father built an important security company and he is an advisor for security to the Galactic Union. Robert is very ambitious and he is intelligent enough to recognize the strategic advantages of a new technology. Maybe that is the reason why Simon did not confide in him about constructing the Darkstar One.

Jack



Jack is a daredevil par excellence and an ace of a pilot. He used to work in Robert's security firm as an escort pilot. When the sabotage to the ship of Kayron's father was linked to him he disappeared and now he is hiding from Robert and his men. This is not difficult for him as he comes from a smuggling family and knows the tricks of the trade...

Eona



Eona's sweet and innocent demeanor is deceiving: She has something stubborn in her eyes that betrays her willpower and the ability to assert herself. She is a contradictive character. On the one hand, she has a decent personality and she would do everything for her friends. Sometimes, she even comes across as naïve or scatterbrained. On the other hand, she led the unsettled life of a smuggler and that requires craftiness and toughness. These sides of her personality form a contrast to each other and they are the basis of her dry and sometimes sarcastic sense of humor.

Ramirez



A pirate with lots of honor and even more courage. These are characteristics of the Mortok who are always prepared for battle. Just like most of his fellow Mortok, he is straightforward and courageous. When he speaks, his voice is booming and his jokes are crude. His father was a warrior, so was his mother. Still, Ramirez was not comfortable with the strict hierarchy of the army and he chose the free life of a pirate. He has been in this trade for many years now and he will only accept assignments that he deems 'honorable'.



Zarkov

A pirate with lots of honor and even more courage. These are characteristics of the Mortok who are always prepared for battle. Just like most of his fellow Mortok, he is straightforward and courageous. When he speaks, his voice is booming and his jokes are crude. His father

was a warrior, so was his mother. Still, Ramirez was not comfortable with the strict hierarchy of the army and he chose the free life of a pirate. He has been in this trade for many years now and he will only accept assignments that he deems 'honorable'.

Nicolai



Just like Zarkov, Nicolai is a Raptor. He is the chief security officer of a research station. Due to his strong faith and his ideals, he has a distinct sense of justice and righteousness. He is an excellent pilot and he is always aware of his duties but he can be careless – or so it seems to outsiders. At times, he is scatterbrained and he attracts bad luck like a magnet.

Jow'son



Jow'son is an Oc'to diplomat and son of Jow'hal, one of the outstanding geologists of his time. Jow'son is an extremely logical and rational individual just like all Oc'to are. Jow'son usually appears to be disinterested and bored; however, behind that façade he is hiding a keen intelligence that enables him to analyze his conversation partners quickly. That is the secret of his diplomatic success. Like most Oc'to, Jow'son despises violence in any way, shape or form. However, he would never hesitate to defend his friends - if need be with the force of weapons.

Jiju



Jiju is an Arrack soldier and like all Arrack he is timorous, hesitant and jumpy. These characteristics manifest in the jerky movements of his head and antennae. He would never willingly disobey a law and he craves rules and hierarchy. However, once he has committed himself to fight he gives one hundred percent for his comrades-in-arms. Jiju prefers to be a strategist who plans and organizes matters.

Naara



Naara is a Thul - that says it all: Imagine a Terran, double his striving for perfection, take away emotions and ethical beliefs, add a great amount of logic, and increase his feeling of superiority. However, this does not do Naara justice. She is an outstanding scientist and an exceptional fighter pilot. Contrary to most Thul, she has realized that arrogance does not constitute diplomatic adroitness.

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1 1 CREDITS

1 1.1 GAMING MINDS STUDIOS

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1 1.4 APPLIED SOFTWARE

Uses Bink Video Technology.

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Uses Miles Sound System.

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MPEG Layer-3 playback supplied with the Miles Sound System from RAD Game Tools, inc.

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