



START

SPACE RANGERS



Official site: www.ElementalGames.com

A Manual for extreme adventurers..

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START



Introduction

The action takes place in a distant future. By the year 3000 humanity had mastered the technology of interstellar flights and come into contact with another four developed civilizations: Maloqs, Pelengs, Fayeans and Gaals. Their relationships were not smooth, nevertheless they found a way to exist with each other and took joint decisions at the Galaxy Council.

But suddenly a new race coming from an unknown Galaxy region starts to capture the Five Races' systems. The invaders are called Klissans. A bloody war of the Five Races' Commonwealth against the invaders breaks out. But the Klissans are gradually winning this war and so the Commonwealth decides to engage rangers, people on their own, able to reach Machpella, the mothership of the Klissans, and destroy her.

Thus, our hero, along with many other volunteers, comes to this world and becomes a ranger. He is given a ship, equipment, a part of the Galaxy map, now he must accomplish his mission to liberate the captured planets. To become strong, the player will have to not only fight with the Klissans but also trade, fulfill tasks set by the different worlds' governments, struggle against pirates, receive awards, better his basic skills and upgrade his ship.

All this will happen dynamically with the world around. The player will have to choose his way to victory. He will be able to live his life like a true warrior, a pirate or a trader. All his action will be judged by the planets governments and captains of other ships. All captains of other ships have their own point of view on everything that is happening. They do not just fly to and fro, they live their lives. They decide what to buy and where to sell it, they upgrade their ships just like the player. Pirates rob, military ships protect their systems, commercial ships trade, and rangers do all of the above and also fight with the Klissans. But again everything depends on the character of the player and rangers can also become pirates or traders.

Some events are constantly going on in the game world. Black holes open, prices go up and down, coup d'etats take place on planets, some systems are cleared from Klissans by the forces of the Commonwealth, others at the same time are captured by the enemy. A part of these events are reflected in planetary news and even by the advice from the ships flying by.

At the very end of a successful game a non-linear ending awaits our player. Of course, it is possible to find the mothership of the Klissans, chase her into subspace and destroy her in a real-time battle. But another outcome is also possible, when a player cooperating with the scientists gets a Mental Communicator. In this case another ending can occur. He will be able to communicate with Machpella and find out all the truth about Klissans. This knowledge lets the player choose the ending on his own. The main thing is not to allow the Klissans to win!



Introduction



Game special features

The game's specific features are :

1. "Space Rangers" (SR) is a unique combination of adventure, role-play, tactics and strategy game with the actions taking place in space.
2. SR Universe is a large and interrelated world that lives and develops on its own. More than 50 star systems exist in this world with over 200 planets and space stations inhabited by thinking creatures. There are also many other [space objects](#) with which a player can interact during the game.
3. In SR a player can come across hundreds of [ships](#) managed by computer pilots. The ships can be civilian, military, pirate and Klissan. There are over 50 other rangers with whom a player has to compete to accomplish his mission - to clear the galaxy of Klissans.
4. A player can choose one of five [races](#) in the Galaxy and play for it using the specific skills of this race to achieve his goals.
5. Different outcomes are possible in the game. A player-scientist can make a Mental Communicator and talk to Machpella persuading her to leave the Galaxy peacefully. A player-warrior can win Machpella over in the final battle.
6. A player can live in the SR world and do what they want! They may do quests or trade, fight or become a pirate.
7. Some players will enjoy the system of pilot's ranks, others will strive for getting more points for freeing star systems from Klissans and collecting protoplasm. The more points a player gets, the more chances he has to upgrade his 6 [pilot's skills](#).
8. A unique system of [talk](#) lets the ships communicate with each other : they can report about trade benefits, demand money, ask for help or suggest alliances.
9. Numerous [standard equipment](#) and [artefacts](#) enable a player to have a wide variety of equipment onboard.
10. A player has a choice of using 15 [weapons](#) and their modifications in [tactics](#) and [arcade battles](#).
11. There are more than 20 captivating [quests](#) from simple ones to the more complex. Solving them can give a player real pleasure as well as valuable artefacts.
12. More than 15 enjoyable tunes create specific ambience in the game.
13. Plus much more...



Game special features



System requirements

Minimal

Operation system	Windows 95/98/Me/NT/2000/XP
Processor	Pentium-233 MHz
RAM	64 Mb
HDD	300 Mb
Video card	800*600, High Color (16 bit)
CD-ROM	4-x
Control	Mouse + Keyboard

Average

Operation system	Windows 95/98/Me/ NT/2000/XP
Processor	Celeron 433 MHz
RAM	128 Mb
HDD	500 Mb
Video card	1024*768, High Color (16 bit)
Sound card	compatible with DirectX 7.0 and higher
CD-ROM	20-x
Control	Mouse + Keyboard

Recommended

Operation system	Windows 2000/XP
Processor	Pentium-III 733 MHz
RAM	256 Mb
HDD	700 Mb
Video card	1024*768, High Color (16 bit)
Sound card	compatible with DirectX 7.0 and higher
CD-ROM	20-x
Control	Mouse + Keyboard



System requirements



Installation and start

Installation

Insert CD with the game "Space Rangers" in your computer. The window for installation will open automatically. If the window does not open, start the file setup.exe on the CD.

Follow the instructions during the installation.

After the installation press the "Game start" button.

Start the game

Insert CD in the computer and click the left mouse button on Game Start.

or

1. Press the *Start button*
2. Open the menu *Programs - Space Rangers*
3. Click on the icon *Rangers*

or

1. Start *My Computer*
2. Open the file where the game has been installed (*C:\Program Files\Space Rangers*)
3. Start the file *rangers.exe*



Installation and start



Ranger's manual

Rangers should know the following:

- [Game main menu screen](#)
- [Navigation panel](#)
- [Planet screen](#)
- [Space screen](#)
- [Video review screen](#)
- [Hyperjump screen](#)
- [Arcade battle screen](#)
- [Quest screen](#)



Ranger's manual



Game main menu screen

On starting the game the main menu screen appears on which a player can see the name of the game, version number (in the left bottom hand corner) and the menu buttons:

- [New game](#) - to start a new game
- [Load](#) - to load a saved game
- **Credits** - to find out about the Rangers' creators
- [Scores](#) - to view the score and compare it with the highest scores
- [Settings](#) - to choose game parameters to achieve the best results on your computer
- **Exit** - to exit the game and return to Windows.



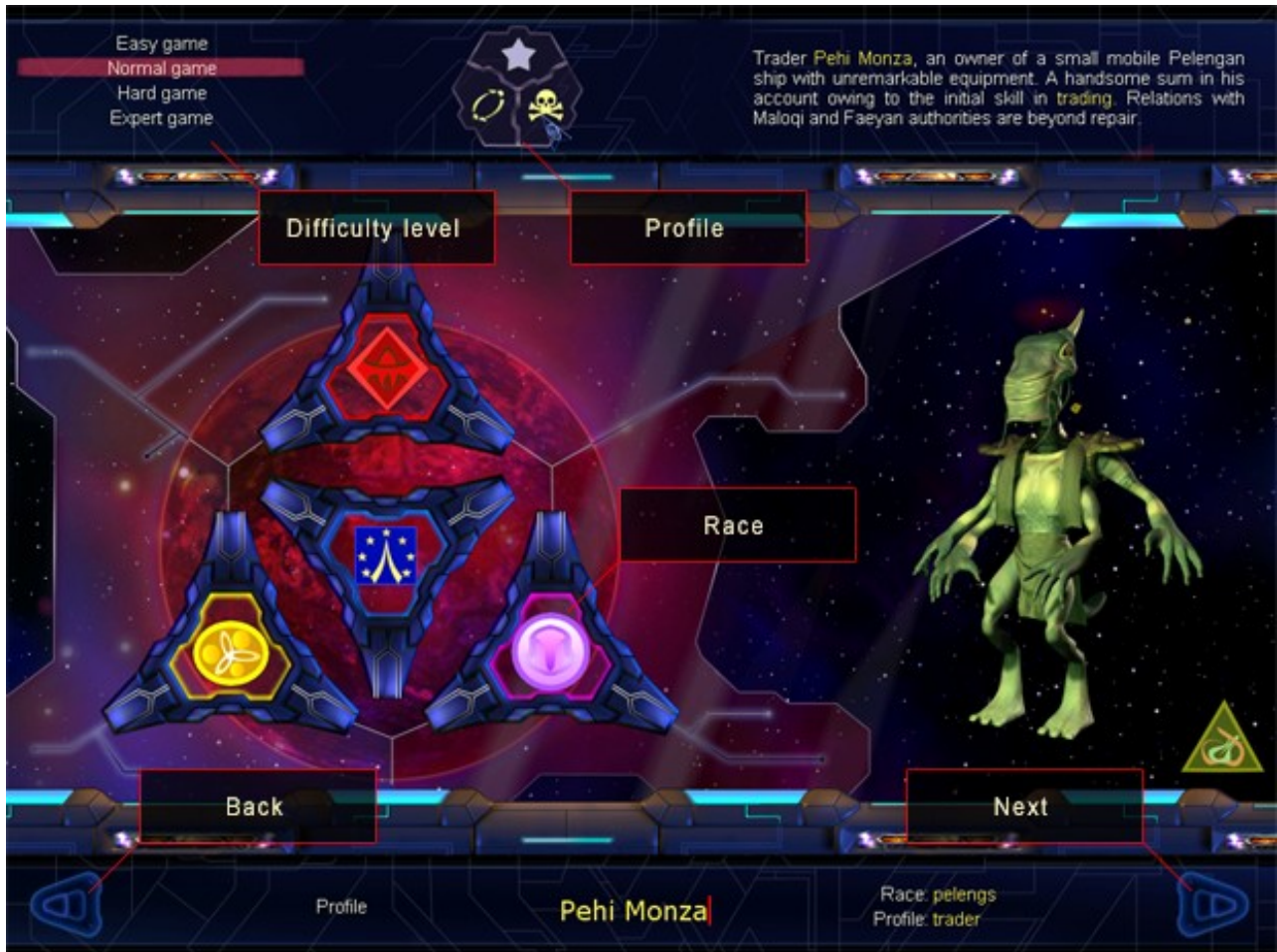


Game main menu screen



New game

On pressing the "New game" button you open a screen to create your ranger. Here you choose the difficulty level, your ranger's race, activity and name.



You may choose from [five races](#): Humans, Maloqs, Pelengs, Fayeans and Gaals. Each race has its own characteristics and relationships with the other races.

To choose the game level :

Click on the desired level in the left upper part of the screen.

There are 4 difficulty levels in the game:

- **Easy** - rangers usually win at this level as enemies in the arcade battle are weak and the rangers are given more money for tasks.
- **Standard** - rangers fight Klissans under equal conditions and extra bonuses are not given.
- **Difficult** - rangers are given the most complicated tasks at this level and Klissans almost always win, the enemies in the arcade battle are strong.
- **Expert** - rangers are given little money for tasks, time limits are strict, Klissans actively fight, enemies in the arcade battle are very strong. The level is designed exclusively for experts.

To choose a ranger's race :

- Click on the race you want in the centre of the screen. A representative of the race and the race icon will appear in the right part of the screen.

To choose a ranger's activity :

- Click on the desired activity in the upper part of the screen.

To change a ranger's name :

- Enter a new name using the keyboard. Use Backspace to delete unnecessary letters. The new name will appear at the bottom of the screen.

On pressing the "Continue" button a new galaxy world is created and an introduction appears on the screen.

Advice. Read the texts carefully as they explain the game rules and give good advice for beginners.

On pressing the "Continue" button a player finds himself on a mother planet in the government building where he is given instructions before becoming a ranger.

Advice. In the government building it will be suggested that you consider taking a course in piloting, trading and fighting. Consider this carefully as the detailed advice will help you get used to the game.





Load the game

A player can load earlier saved games. He can also load the game "Autosave" that records his latest successful attempt to land on a planet (it is always at the bottom slot). It is possible to delete saved games that a player no longer requires.



To load the saved game:

1. Click the mouse on the chosen slot.
2. Press the "Load" button.

To delete game:

1. Click the mouse on the game you wish to delete.
2. Press the "Delete" button.



Load the game



Scores

Here you can view your scores and compare them to the best possible results. Besides scores you can see a rangers' achievements such as the date of completing the game, pilot's ranks, the number of ships hit, the number of planets freed from Klissans, skills, etc.

On winning the game you can submit your results to the Galaxy Rangers' Rating. A special button **R** will appear next to your score. Pressing this button you will create a special file that can be sent to our site and your name will be put in the galaxy rangers list forever!

Find more info at our site www.ElementalGames.com.

1		17720	Peaceful Kaa Hard game		Date: 10 May 3021	3000
2		16350	Intelligent Antziki Hard game		Rank: Fighter	1660
3		15990	First mate Vanya Hard game		Civilian ships destroyed: 28	280
4		14150	Lyakush the Great Normal game		Pirates destroyed: 113	1130
5		13950	Cumber Dupe! Normal game		Klissan ships destroyed: 122	1220
6		13880	Akunja Ran Normal game		Systems cleared: 7	700
7		12300	Middlebrow Normal game		Rewards: 11	1650
8		10380	Clown Normal game		Protoplasm delivered: 2020	1010
9		9220	Booby Easy game			1300
10		6570	Little thief Easy game		Machpella and Rachekhan destroyed!	2000
11		0	Shameface Easy game		Total points:	13950

To get detailed information about the result :

Click on the corresponding line in the list. The information will be displayed on the right part of the screen.

To delete your score from the list :

- Press the "Clear high scores" button at the bottom of the screen..

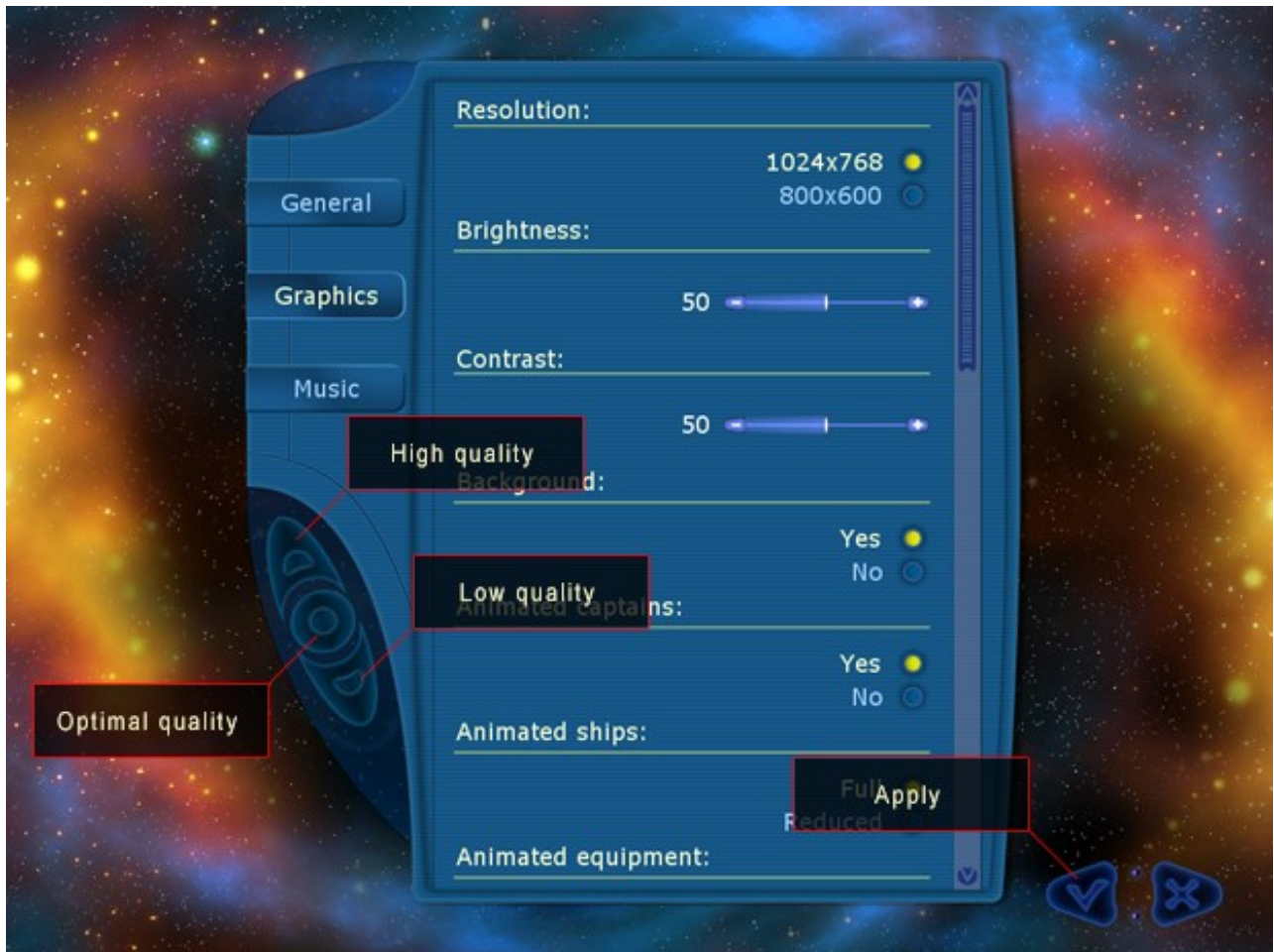


Scores



Options

The window "Settings" allows you to set various parameters of the game to allow the game to play well on your computer. If you are an experienced user, you can set each parameter manually, the description of these parameters are given below. Otherwise you can take advantage of buttons for fast (and in most cases, optimum) setting of parameters.



To carry out fast installation of all parameters:

- Press one of three special buttons in the bottom left part of the window. So, if you have a Pentium IV with 256 Mb of memory or more, press the button "Maximal settings". If you have Pentium III with 128 Mb of memory, press the button "Optimum settings". And if your computer has only 64 Mb of memory, press the button "Minimal settings".

To save changed parameters :

- Press the "Apply" button.

To close Settings window without saving the changes :

- Press the "Exit" or Esc button.

Description of parameters for options

All the parameters are divided into three categories : Common, Graphics and Music. Pressing the corresponding buttons in the left upper part of the screen will switch to them.

Common

- **Language**
- **Number of days in the recorded film.** The larger the parameter you choose, the more days are available to view in the past history [film](#). This parameter influences the size of the saved game file. As the recorded film requires some system resources, on slow computers it's recommended to set this parameter to 1.
- **Cache size (Mb).** The parameter determines the whole game speed process. The more computer memory you have, the bigger cache you are able to set. The recommended cache size is around half the memory of the computer.
- **Scrolling speed.** This parameter determines how fast you can scroll the screen in space when you place the pointer on the edge of the screen. The greater the parameter, the faster the scrolling.

Graphics

These parameters influence graphic elements in the game and the speed of creating graphics in the game in general.

- Screen size - 1024o768 or 800o600. Smaller screen size is for slower computers.
- Contrast - you can alter these parameters even during the game.
- **The background, animated captains, animated stars, fogs, satellites, loops behind ships, comets** - switching off all or some of these parameters allows you to increase the speed of the graphical images on slow computers.
- **Animated hangar, equipment and government** - switching off all or some of these parameters allows you to increase the speed of the graphical images on slow computers.
- The area outside the radar can be normal or foggy. If you have a slow computer don't switch on foggy area display as it will slow down your computer.
- FPS - this parameter allows you to estimate how quick your computer deals with graphic images. If you switch it on, then in the upper part of the screen you will see the number of displayed frames per second. If FPS is less than 30 you should switch off some or all graphic elements from this list.

Music

Parameters influence music and sounds in the game. If you have a slow computer it's recommended that you should switch off the music. The processor won't need to decode the music files and will work faster. Sounds don't have that much influence on the processor's work.

- **Sounds** - yes /no

- **Sounds in space** - yes /no
- **Sound volume** - from 0 to 100%.
- **Music** - yes /no
- **Music in space**- yes /no
- **Music volume** - from 0 to 100%.



Options

Navigation panel

The navigation panel is displayed at the very bottom of the screen and has several buttons.



On the left there is the game icon **R** of the "[System menu](#)". There are also a number of icons: current tasks (notebooks), saved info (clips), advice (question marks), etc. Next to them you can see the current date in the game world, cash (credit cards) quantity and free space available on your ship. On the right there is the triangle "[End of turn](#)" button.

Over the navigation panel there are always three buttons: "[Ship](#)", "[Rangers' Rating](#)" and "[Galaxy map](#)". Sometimes depending on the game some additional buttons appear. (See [planet screen](#), [space screen](#)).

On placing the mouse pointer on any of these buttons a tip with a "hot" key will appear on the main navigation panel.

Clips

You may notice clips in many windows, they are very useful. Clicking on the clip stores in memory the information of the current window, for example, prices in the [trade centre](#) or news in the [Info centre](#). On clicking the clip it will appear on the navigation panel. You can open any saved window or delete it later.

To save the information window:

- Click on the clip of this window. It will appear on the navigation panel and you can open it later.

To view saved information window:

- Place the pointer on the clip on the navigation panel.

To delete saved information window:

- Click the right mouse on the clip.

Note. You will work with the other icons in the same way as you do with the clips. Only the icons usually appear on the navigation panel automatically. Some important advice can not be deleted until it's unnecessary (for example the government task has been fulfilled).



Navigation panel



System menu (Esc)

System menu displays five buttons (in brackets you see the corresponding keyboard buttons):

- **Continue (Esc)** - to close system menu and return to the game.
- **Save (F2)** - to save current game.
- **Load (F3)** - to [load the saved game](#).
- **Settings (C)** - to [change game settings](#).
- **Exit (E)** - to finish current game and go to the [main menu screen](#).





System menu (Esc)



End of turn (Space)

"End of turn" is the main button in the game. On pressing this button the ship starts to follow your orders ("[fly](#)", "[land](#)", "[shoot](#)" and etc.) It may take one or several days depending on the order. For instance if a player wishes to make a several days flight, then pressing the "End of turn" button once will result in the passing of several days. However a player can always stop the flight.



To stop a several day flight :

- Press the "End of turn" button or Space button again.

Note. The orders in the game are considered ahead so your ship won't stop at the end of the day but at the beginning of a new one.

To make a several day flight with stops on each day:

- When pressing the "End of turn" button (or Space) you should also hold the **Shift** button down as well.

Note. When you are on a planet you should not press the "End of turn" button unless you are waiting for a change in prices or government task.



End of turn (Space)



Ship (S)

In this window a player can see the ranger and his ship. In the upper part of the screen there are the ship's basic characteristics : protection, vacant space, weight and speed. In the left part of the screen you see the ship's hull, [equipment](#) and [weapons](#), installed in special slots, and items that are in the hold. In the right part of the window the pilot's name, picture, character, pilot's rank, awards, ranger points and [skills](#) are shown.

Note. Not all slots are shown at the beginning of the game. On getting [non-standard equipment](#) (artefacts) a player will see additional slots appear on the screen.



The items can be taken to and from the slots. When you are on a planet you can sell or repair them, when in space you can get rid of them by throwing them away.

Note! The equipment will work promptly if correctly installed in the corresponding slots. The engine should be put in the engine slot, a scanner in the scanner slot and weapons should be in the weapons slot. Equipment and weapons that are in the hold are not in operation until installed!

To install an item to the slot from the hold :

1. Click the mouse on the item to take . The mouse pointer will look like a hand holding an item and the slots in which the item can be installed will be lit.
2. Click on the lit slot to place the item in.

To sell or repair an item :

1. When you are on a planet you should click the mouse on the item to take it. The mouse pointer will look like a hand holding an item and instead of the pilot's skills panel the following buttons will appear : " Sell" or " Repair" and the cost of the operation.
2. Press the "Sell" or "Repair" button.

Note. If the item is not damaged, the button "Repair" won't appear on the panel.

To get rid of the item :

1. When in space you should click on the item to take it. The mouse pointer will look like a hand holding an item and instead of the pilot's skills panel the following button will appear "Throw".
2. Press the "Throw" button.

Note. Please remember that if you throw away the engine or fuel tanks, the ship won't fly. If you throw a cargo hook you won't be able to pick up any items.

On placing the pointer over any item a window with a short description usually appears. You may read the technical characteristics of any equipment or object onboard. You can also find out how many points you need to get the next pilot's rank or skill.

To find out how many points you need to get the next pilot's rank :

- Move the pointer to the pilot's rank icon in the right part of the screen.

Note. A new rank won't be given to you automatically, you should visit a military base to get it.

To find out how many points you need to upgrade your skills :

- Move the pointer to the desired skill icon in the right bottom part of the screen.

Description of pilot's skills:

- **Accuracy**

Accuracy skill, if developed up to 100 per cent enables you to inflict maximum damage on the enemy. For example if the weapon description says damage 24-36 points, then the maximum 36 points of damage will be inflicted on the enemy ship.

Manoeuvrability

The pilot with a 100 per cent manoeuvrability suffers the least damage. If manoeuvrability and accuracy of both pilots are at the same level, then damage only occurs occasionally when in range of the enemy weapon.

- **Equipment knowledge**

If the pilot has developed the equipment knowledge skill, it will help reduce the risk of the equipment and weapons wearing out.

- **Trade skills**

Trade skills allow the pilot to escape financial losses when selling used equipment

- **Charm**

Charm skills reduce negative reaction of others at your actions and double positive reaction.

- **Leadership**

Leadership skills enable you to have 5 rangers in your command. But when hiring some rangers please bear in mind that a pilot with a high rank won't obey a junior ranger.



Ship(S)



Rangers' rating (R)

Rangers' rating is open to the public and is managed by [rangers' centres](#) to compare their achievements. All registered rangers, their points and characteristics are available in this rating. Rangers get points for fighting with Klissans and delivering protoplasm to rangers' centres. On getting more points a ranger can improve his [skills](#). The lower the ranger's rating, the less his tribute to a common mission.

N	Name (in jax)	Score	Race	Rank	Type
6	Traakin	307	Type: Privateer Rank: Pilot Systems cleared: 0 Kills Klissans: 15, Pirates: 7, Others: 2, Total: 24	Weapons: Wealth:	
7	Aniolnis	272			Privateer
8	Fontaami (subordinate)	247			Merchant
9	Finaila (in jax)	239			Tycoon
10	Argatru	215			Privateer

Lucky Trader

Finaila

Bravest Warrior

Argatru

Ruthless Pirate

There is a "board of distinguished rangers" of all activities (traders, warriors, pirates) in the very bottom of the window. The best rangers fighting with Klissans get extra points. But if some ranger does not bring protoplasm or shoot Klissans ships for a long time, then the rangers' centres pass this information to the governments and the latter lower their attitude towards him.

The rating is done by points but you can set the rating to be done by name, race, pilot's rank in decreasing or increasing order.

To show rating in the other column :

- Click on the column's headline.

To show rating in decreasing or increasing order :

- Click on the column's headline once again.





Galaxy map (M)

This is a map of the explored Galaxy. It is divided into sectors-constellations. In the very beginning of the game a ranger receives a galaxy map of the nearest constellations. Star maps of other sectors can be bought in [government buildings](#) on planets lying close to these unexplored sectors.



A player can find out the distance to any star (in parsec) and get a list of planets and [space stations](#) in any star system. He can also find out who they belong to this or that race and their attitude.

In space a player has the ability to [hyperspace jump](#).

To find out the distance from your star to any other star:

- Click the left mouse button on the corresponding star.

To view a list of planets and space stations in any star system:

- Click the right mouse button on the corresponding star.



Galaxy map (M)



Planet screen

On landing a player will see the planet screen. In the right upper corner there is a window informing you about the race, population, political regime, economy and the planet's attitude to a player.



A player's relationship with a planets is very important. If his connection with the planet is good or excellent he can get special governmental tasks. If the relationship is poor then a player can not trade, buy equipment or use the info centre. However a player can improve the relationship by giving bribes to officials. But if the relationship is extremely poor a player can be jailed in order to have time to think over his behaviour.



On the planet screen there are additional buttons over the [navigation panel](#) (the corresponding keyboard buttons are shown in brackets):

- [Government](#) (**G**) - to get a governmental task, buy a star map or give a bribe to improve relations.
- [Equipment shop](#) (**E**) - to sell or buy equipment.
- [Trade centre](#) (**T**) - to buy or sell goods.
- [Info centre](#) (**I**) - to find out the galaxy news or use search data base.
- [Hangar](#) (**H**) - to refuel or take off.
- **Planet (P)** - to get general information about the planet.





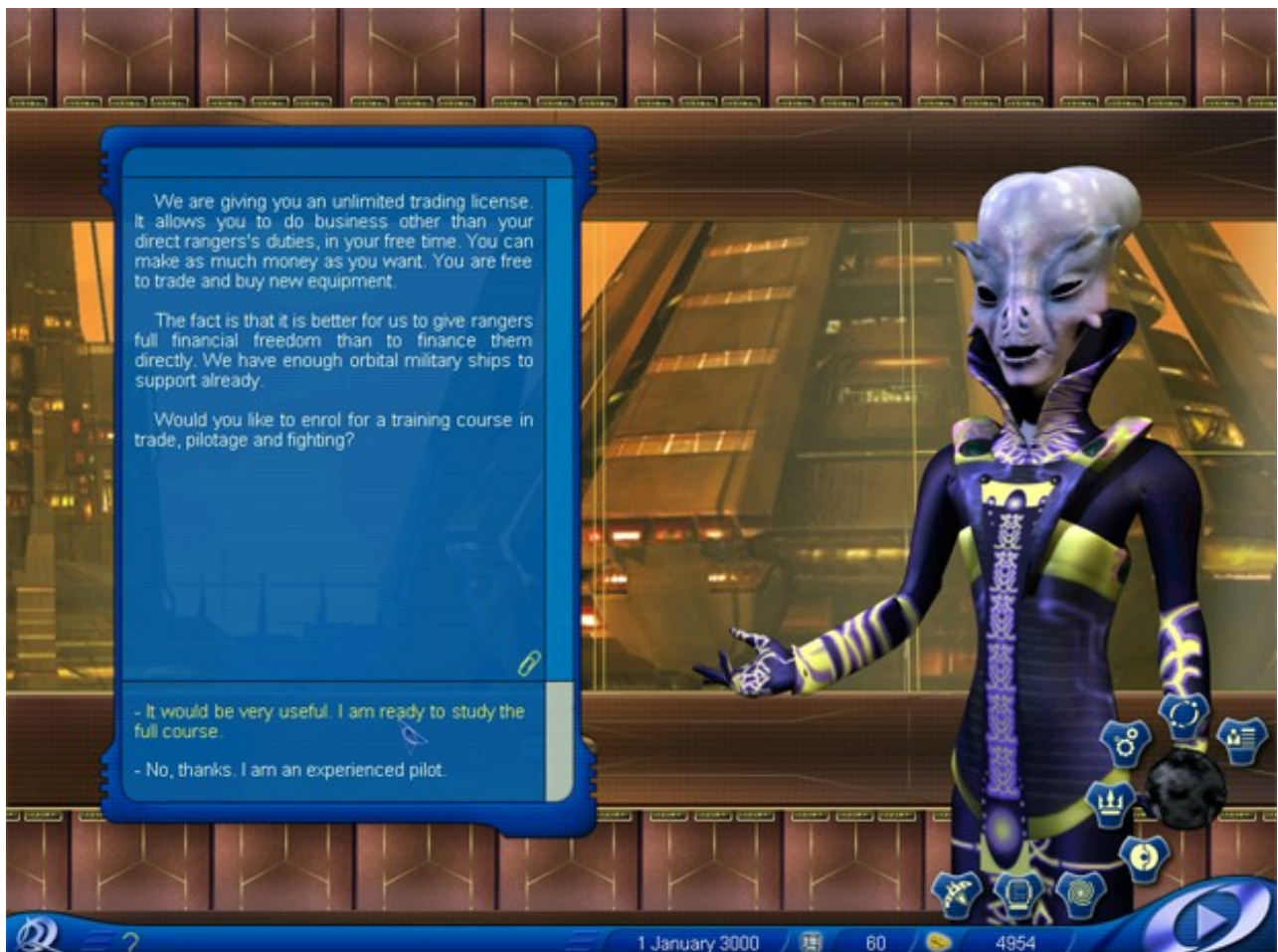
Government (G)

In the government building a player will meet with an official who represents the race inhabiting this planet. A player can:

- get a governmental task;
- learn good advice on trade;
- buy maps of the nearest star systems;
- give a bribe to improve relations.

Talking to an official is shown in the form of a dialog, a player's variants of answers are in the bottom of the dialog window.

Advice. To remember the information of the current window you should click on the clip in the right bottom corner of the window. Then the clip will be placed on the navigation panel and you can open the window any time you wish just by moving the mouse pointer near the clip.



Governmental tasks

Governmental tasks play an important part in the game so it's recommended to fulfil them. A player can get money, awards, the race's good attitude and valuable items. However you should bear in mind that if you break the contract you will get nothing and the planet's attitude toward you will get worse.

Advice. Before choosing the task difficulty level and time of the fulfilment you should have a look at the [galaxy map](#) to check how much time the flight to the appointed star will take. Take care to have some extra time in case of unforeseen circumstances!

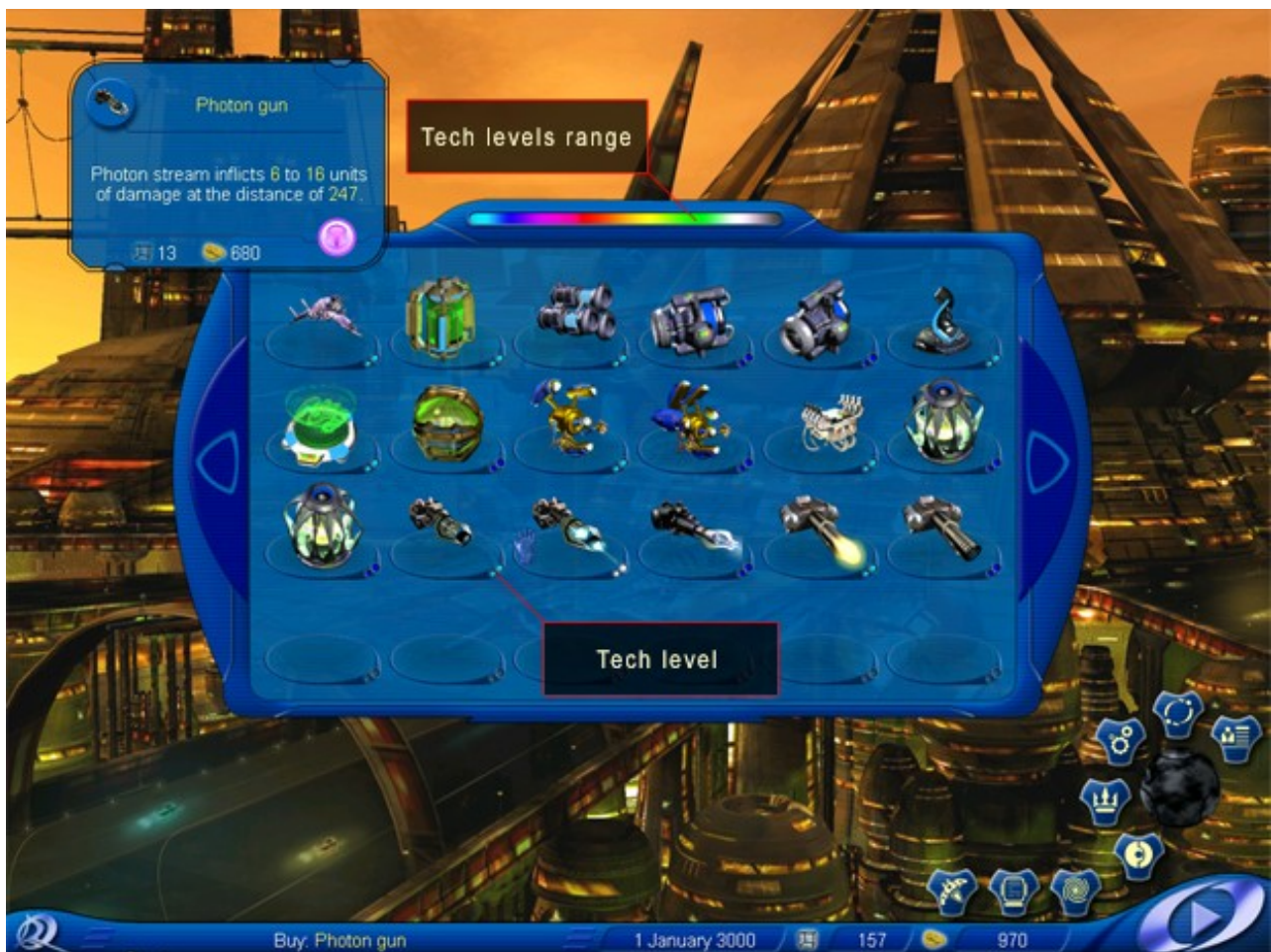


Government (G)



Equipment shop (E)

In the equipment shop you will find [equipment](#) and [weapons](#) offered for sale. The quality of the goods depends on the race and technological development of the planet. The cost of each item depends on its characteristics, size and quality. The smaller the size and the higher quality, the more expensive the item is.



Note! Gaalian items are of the highest quality, Fayeian ones rank second place. Human items are of average quality, Pelengan ones - a bit worse. Finally, Maloqi items are the worst of all. They break very quickly and require constant repair. However, they are the cheapest, and so the most favourable in the economic sense.

Every item in the shop has a colour barcode in the form of two dots that denote its technological level. There are 8 technological levels for the equipment and each level has its own colour. A coloured stripe in the upper part of the shop shows the whole palette of colours from the lowest blue up to the highest black according to the increase in technology.

To find out about the technological characteristics of the chosen equipment:

- Place the pointer at the equipment and you will see a window with the description.

Advice. To compare the equipment in the shop with the one you have onboard, you can open the "[Ship](#)" window (S).

To buy some equipment in the shop:

- Click the left mouse button on it.

Note. The purchase will be impossible if you don't have enough money or there is no empty space in the ship.

Attention! The equipment you have bought will be put in the hold and you need to install it yourself. Open the "[Ship](#)" (S) window to do it.



Equipment shop (E)



Trade centre (T)

There are eight groups of goods that you can buy and sell in the trade centre: **food, medical, equipment, luxury, minerals, alcohol, weapons and drugs.**

In the left part of the screen you can see the amount of goods on the planet and prices. On the right you can see the amount of each item onboard and suggested price for sale. The initial price of the item is also shown.

Selling the item is profitable if the figure is green and it is a sure loss if the figure is red.



For a player's convenience in the centre of the screen there are stars next to the goods that are profitable to sell or buy. That useful system is designed for those who don't want to bother to remember the prices for profitable deals and want the process of shopping to be smooth and easy.

To buy an item :

1. Click on the panel left to the item's icon. An additional panel "Buy" will appear.
2. Set the amount of goods for purchase (use a runner or the " Maximum" button)

3. Press OK button.

Note. You won't be able to buy goods if you do not have enough money or there is no vacant space for the goods on the ship.

To sell an item:

1. Click on the panel on the right of the item's icon. An additional panel "Sell" will appear.
2. Set the amount of goods for sale (use a runner or the "Maximum" button)
3. Press OK button.

Prices for goods

The prices of the goods on each planet depend on various factors. They depend not only on the [race](#) and planet's economy but also on the intensity of cargo movement. The prices are dynamic. One day the planet may need certain goods and prices are high, but soon prices may drop if too many traders arrive with the same goods. You should listen carefully to traders' whom you meet on the way and read the news in the [info centre](#). Then you will be able to trade successfully and live quite well.

Advice. To remember the prices on a certain planet you may click on the clip in the right bottom part of the screen. The clip will be placed on the navigation panel and you can have a look at the prices any time by moving the mouse pointer to it.

Forbidden goods

Often beneficial trips are connected with illegal goods. For example you can legally buy drugs from Pelengs and sell them to Gaals. It will bring a lot of money. But the Gaal government won't be grateful to such rangers and the planet's attitude will change for the worse. In the future it can cost a player a lot of money and trouble to change the attitude or keep away from Gaal planets. A ranger has to decide for himself whether to break the laws or not. When the deal is illegal you are always warned.

A table of legal and illegal goods for each race :

N	Goods / Race	Maloqs	Pelengs	Humans	Fayeans	Gaals
1	Food	Yes	Yes	Yes	Yes	Yes
2	Medicine	Yes	Yes	Yes	Yes	Yes
3	Equipment	Yes	Yes	Yes	Yes	Yes
4	Luxury	No	Yes	Yes	Yes	Yes
5	Minerals	Yes	Yes	Yes	Yes	Yes
6	Alcohol	No	Yes	Yes	No	Yes
7	Weapons	Yes	Yes	Yes	No	No
8	Drugs	No	Yes	No	No	No



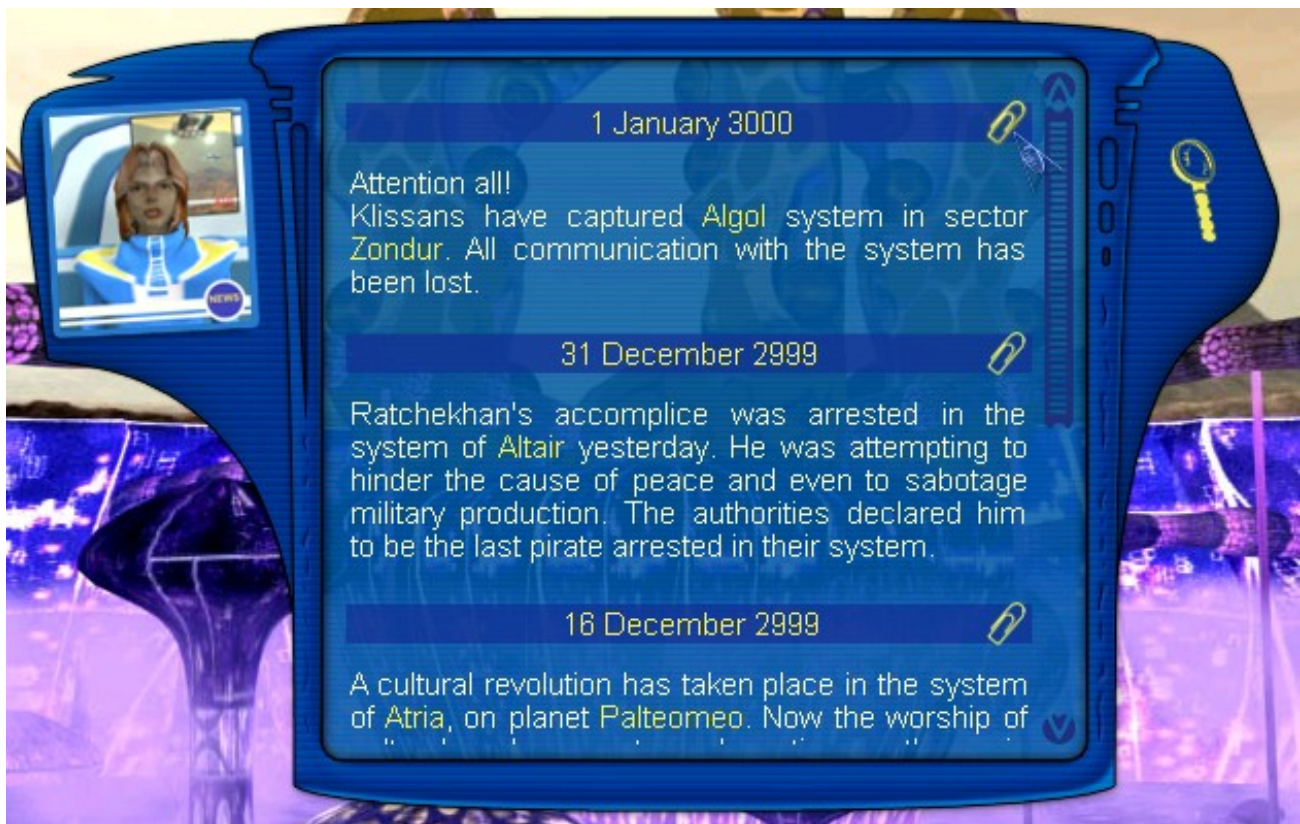
Trade centre (T)



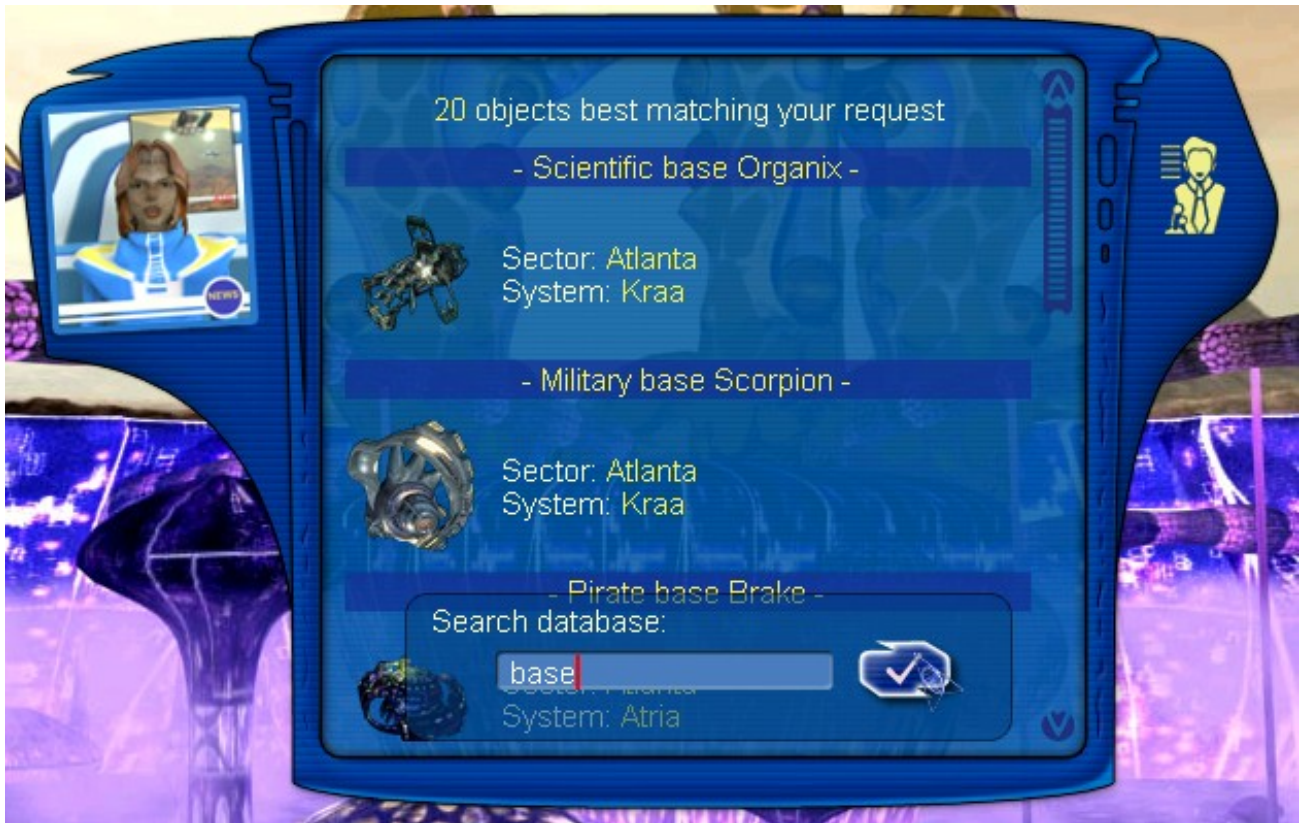
Info centre (I)

The latest Galaxy news is published in the info centre. Reading the news regularly will help you know everything about the business, political and scientific life of the Commonwealth and this is important for a successful game. You may find out about the star systems being cleared of Klissans, prices falling, well known traders or pirates appearing, [black holes](#) opening and much more useful information.

Advice. To remember the news you should click on the clip next to it. The clip will then be placed on the navigation panel and you can read it any time by moving the pointer over it.



In the info centre you can switch into search mode. The database is able to give you the location of the space object whether it is a ship, a planet, a space station or some tough gun in the shop. With this information you can accomplish such difficult missions as the search and elimination of criminals.



To switch to the search mode:

- Press the "Magnifier" button in the right upper corner of the screen.

To search:

1. Type in the search line a part of the name of the object you are searching for.
Examples : "a", "Earth", "radar".
2. Press OK button.

Note. The search engine registers every letter in the same way, so "AlPha" and "alpha" are considered the same words.

To return to the news:

- Press the "Announcer" button in the right upper corner of the window.



Info centre (I)



Hangar (H)

In the hangar a player can fix the ship's hull, refuel and take off from the planet. A robot in the top right screen corner informs you when the most important equipment (the hull, engine, fuel tanks) is damaged or is not fitted.



If the engine and fuel tanks are not installed it will be impossible to take off. In this case a player should install the equipment. Open a "[Ship](#)" window to see if you have the equipment (it should be in the ship's hold) or buy it in the [equipment shop](#).

To fix the ship's hull :

- Press the "Repair" (A) button in the left bottom corner of the screen. The button only works if the hull needs repair.

To refuel :

- Press the "Fuel" (B) button. The button works if the fuel tanks are not full.

To take off from the planet :

- Press the "Take off" (F) button.

Note. Always refuel before taking off! If the fuel tanks are not full you may run out of fuel during the [hyperjump](#) and will have to go back to the planet.



Hangar (H)



Space screen

On the space screen a player can see part of the star system with different space objects such as ships, planets, stations, items, etc. When pointing at any important object a window will open to tell you about that object.



The [radar panel](#) in the right upper corner of the screen and additional buttons appear over the [navigation panel](#):

- [Scan \(I\)](#) - to scan the inside of the other ship
- [Talk \(T\)](#) - to talk to the other ship.
- [Weapon panel \(W\)](#) - to show/close weapons
- [Film \(F\)](#) - to watch video recorded flights



When in space a player can give the following orders:

- [Fly](#) - to fly to the appointed place.
- [Land](#) - to land on a planet or space station.
- [Pursue](#) - to follow the other ship or switch the autobattle mode.
- [Star jump](#) - to make a hyperjump to another star system.
- [Pick up](#) - to pick up cargo.
- [Shoot](#) - to shoot weapons at ships or asteroids.

To view the space screen fast:

- Place the pointer at the end of the screen you want to view.

To quickly view the space screen:

1. Press and hold the right mouse button. The mouse pointer will look like a roller.
2. Move the mouse in the desirable direction.

To move the camera back to a player's ship:

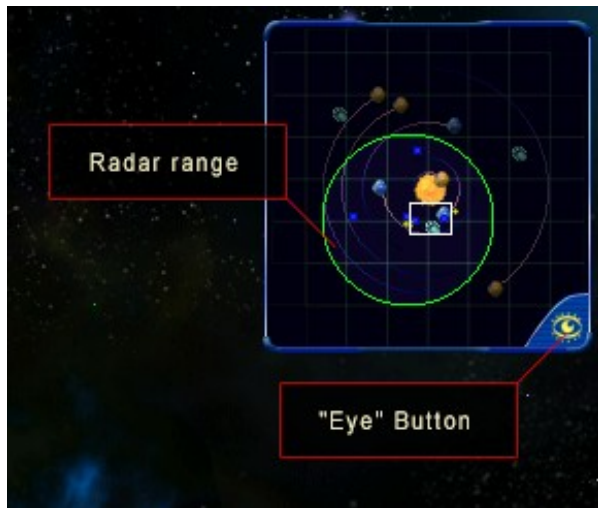
- Press the button **C** or the button "Eye" in the right bottom on the [radar panel](#).





Radar

Radar is a navigation window in the right top corner of the screen. It helps to point the camera at any place in the current star system. (The camera shows the screen that the player can see at the moment, which is shown in the white square on the radar.)



The current star with the planets around is always in the centre of the radar. A bright green circle shows the radar activity range. Inside the circle tiny objects can be seen. Space ships of different races are shown as large colourful dots and cargo in space is represented by small yellow dots. The rest of the panel is shadowed.

To put the camera on an object (a ship or a planet):

- Click near this object on the radar.

To return the camera to a player's ship:

- Press the "Eye" (C) button in the right hand bottom corner on the radar panel.
This button is useful if a player has suddenly "lost" his ship.



Radar



Scan (I)

If a player has a scanner onboard a ship he can try to scan the inside of the other ship to view its equipment and weapons. Such knowledge is very useful when in combat because a player will find out his enemy's exact power.

To scan the other ship :

1. Press the "Scan" (I) button
The usual mouse pointer will turn into a scan pointer.



2. Click on the ship you wish to scan. If the ship's pro-field is less powerful than your scanner, you will see information about the ship.

Note. In space the right click of the mouse on the ship results in automatic scanning.

Scanner won't work

1. If the radar is broken or the object is not within the radar's reach.
2. If the ship belongs to the Klissans.
3. If the scanner is less powerful than the pro-field of the scanned ship. The power of the pro-field of any ship can be seen if you move the mouse pointer to it.



Scan (I)



Talk (T)

A player can communicate with the other captains. The captains usually answer according to the current situation. If it's a trader ship the captain will tell you about his plans: where the ship is flying, what places it has already visited and what the prices are there. If it's a pirate or rangers ship, then the captain may give valuable advice or tell you to mind your own business, this will depend on his attitude towards you.

You may use a dialog window to create an alliance or ask to stop an attack. You may threaten the ship and take money or part of their cargo. You can hire rangers as partners and discuss terms of service.

Note: If you hired a ranger, you can give him commands and he will follow them. For example if you are going to land you should tell him to land too. He will immediately change course. You should not worry if he is behind you as he can find you.



To talk to the other ship :

1. Press "Talk" (T) button.
The mouse pointer will turn into the talk pointer.



2. Click on the ship you want to communicate with.

To stop the dialog with the ship:

- Find the "Exit talk" button.

The transmitter works only within the active range of the radar. Therefore if the radar is not installed or damaged it will be impossible to talk with other ships.

Ships can communicate with a player or with other ships. The icons of deciphered talks are placed on the navigation panel and can be viewed by a player.



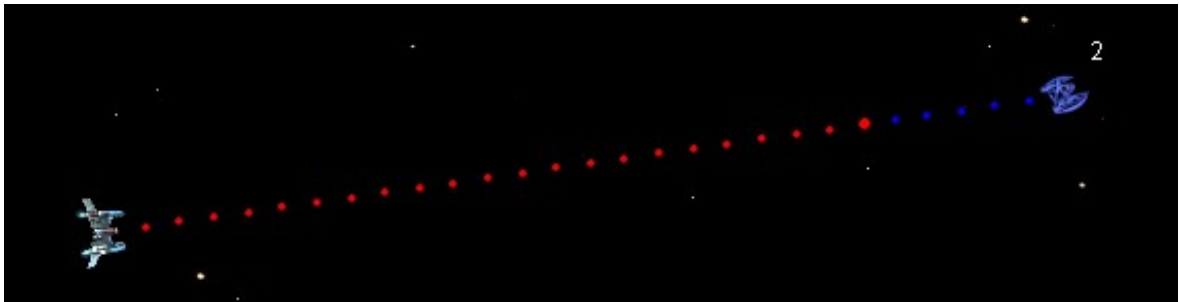
Talk (T)



Flight

To fly to any place in space:

1. Click on any place in space you wish to fly to. A trajectory from your ship to the chosen place will appear on the screen displaying the number of days necessary for the flight. Red dots show the distance your ship is able to cover during one day, blue dots - the remainder of the journey.
2. Press the "[End of turn](#)" button.
Your ship will sail off to the appointed place.



To stop during a several days flight :

- Press the "[End of turn](#)" button again.
The ship will travel one more day and stop.

Note. The order "Fly" can be combined with the orders to "[pick up](#)" items and "[Shoot](#)".



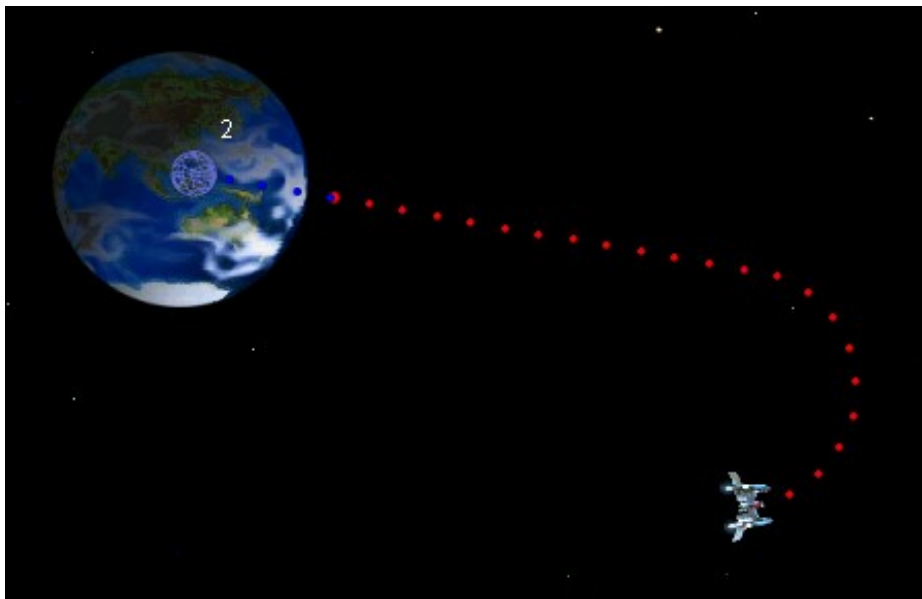
Flight



Landing

To land on a planet or space station:

1. Click on a planet or space station you want to land on. The path of your ship's travel to this object will appear on the screen, and the pointer will look like a planet. If the pointer looks like a ship then click on the planet again.
2. Press "[End of turn](#)" button. Your ship will fly to the chosen object and then land on it.



Note. The ship automatically calculates the approximate number of days necessary for the flight.

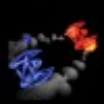


Landing



Pursue

There are 4 types of pursuit:

-  *Pursue* - to follow the appointed ship at a very close distance.
-  *Autobattle* - to follow the appointed ship and fight it until the battle has ended.

Advantages:

- a) No need to press the "[End of turn](#)" button each time.
- b) A player's ship moves and fights on its own.

Disadvantages:

- a) A player can not manage his ship until the enemy is done or his ship is seriously damaged or a player presses "[End of turn](#)".

-  *Keep at a distance for close range shooting* - to pursue the ship but not to approach it closer than needed for shooting.
-  *Keep at a distance for long-range shooting* - to follow the ship aiming long-range weapons at it. These two modes can be useful when fighting with a skilled enemy and a player does not want to switch to Autobattle mode.

To pursue a ship :

1. Click on the ship you wish to pursue one or more times. Each click turns on different modes with the corresponding pointer. The first click switches on the "Pursue" mode, the second - "Autobattle" etc.
2. Press the button "[End of turn](#)".
Your ship will follow the other ship in the chosen mode.



Pursue



Star jump

To jump to another star:

1. When in space open "[Galaxy map](#)" (M).



2. Click on the star you want to travel to. It must be in range of a hyperjump (shown as a circle around the current star).
The course to this star system will show on the map.
3. Press OK button.
The window "Galaxy map" will close and the ship will fly to a new star.
4. Press "[End of turn](#)" button.
As soon as the ship reaches the end of the current star system, it will enter [hyperjump](#) mode and will travel in hyperspace.

Note. If you have chosen a star system that you are unable to fly to, you will be told. It usually happens when your ship's engine is not powerful enough or tanks lack fuel.



Star jump



Pick up cargo

Ships can carry various items onboard such as equipment, weapons, goods, non-standard equipment, quests and scripts. Any item in space can be picked up by a ship's cargo hook. You can not pick up items without a hook, so it's worth dropping in at the [equipment shop](#) to buy one.

To pick up an item onboard a ship :

1. Move to the object so it is in the active range of the ship's hook (shown as a circle when pointing at it).

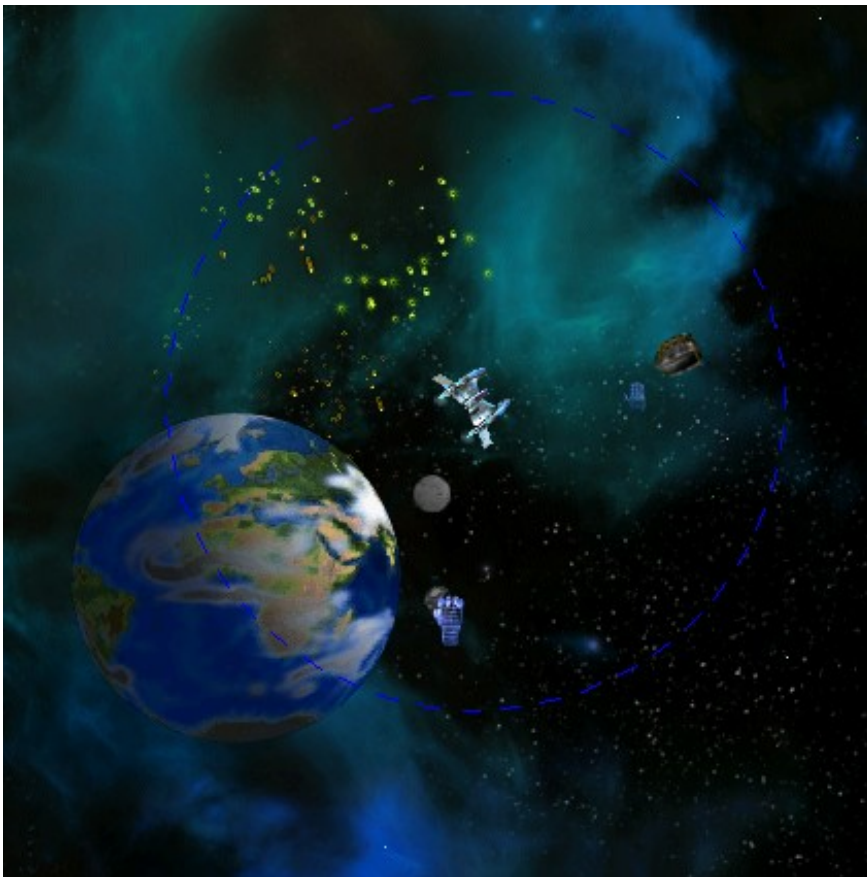
Note! When pointing at the item the pointer will turn into a hand. It means you can take the item.

3. Click on the item.

An icon-hand will appear.

3. Press the "[End of turn](#)" button.

The item will be taken onboard.



Note! There are two instances where the item can not be picked up:

- It's out of the hook's range. You should fly closer to it and retry.
- Your ship's cargo hook capacity is not large enough to pick up such a big item. You should use a more powerful hook to pick up the item.

There can be situations when several ships are eager to pick up the same cargo. In which case the nearest ship will get it.

A player can [shoot weapons](#) at any item in space in order to stop his rivals getting it.

Note! If your ship is overloaded it won't fly until you get rid of excess cargo. Therefore only take those items that your ship can carry.





Weapons panel (W)

On pressing the button "[Show/close weapons](#)" a player will see the weapon panel. There are five slots on the panel with one slot designed for one weapon, therefore a ship can carry up to 5 weapons. This panel serves for aiming weapons at targets (enemy's ships, asteroids). You can aim one or all your guns at the target. The weapons from the hold can not be used but you can install them and then use them in battle.



To install a weapon in the slot from the hold:

1. Press the "[Ship](#)" (S) button.
2. Click on the weapon in the hold. The pointer will take a form of a hand.
3. Click on the weapon slot where you wish to install the weapon.

To close the weapons panel:

- Press the "Weapons panel" button once again.

Read more about weapons in "[Shooting](#)"



Weapons panel (W)



Shoot

A player can engage other ships in one of the following modes:

1. **"Autobattle" mode.** In this mode a battle is carried out automatically and a player only has to wait for the fight to end. This variant can be useful if you are fighting with one ship and positive that you are superior!
2. **Hand mode.** A player himself manages the weapons and the ship each turn.

A player should prepare the weapons for a battle, it means he should [open the weapon panel](#), aim the weapons at the target and shoot. You can aim several weapons at one target.



To aim one weapon at the target :

1. Click on the weapon. A circle will appear showing the range of this weapon. The pointer will look like a target.



2. Click on the target. An icon of the weapon will appear over it.

Note. If the target is out of the weapon's range you won't be able to aim.

To aim all weapons at the target :

1. Press "Select all weapons" (~) button.
2. Click on the target. Icons of the weapons (those that can reach the target) will appear over the target.

To choose the weapon not yet selected :

Press "+" button.

To remove the aimed weapon :

Click on the icon of the aimed weapon on the panel

To shoot:

- Press "[End of turn](#)" button.

How to get minerals from asteroids

A player can shoot not only ships but also asteroids and he can gather minerals from the hit asteroids. Asteroids contain minerals and if a player shoots them accurately he will be able to [pick them up](#) or shoot again to break them into smaller pieces. Minerals can be sold later at the [trade centre](#) on any planet.

Note. The best weapon to shoot asteroids is an "industrial laser" as it can quickly cut through them.



Shoot



Video review screen

On clicking the "[Film](#)" button a player enters the mode of video review. All events in the space world are recorded. A player can view them with the help of this mode it shows all the events happening around. While watching the film a player can move the camera to any part of the screen to see other events.



The events are not recorded on planets or in hyperspace. Only when a player is in space is the film recorded.

To start watching the film:

- Press the "Play" button.

To move the camera to some place in space:

Click on the radar panel near the required place or scroll the screen using the mouse.

To set the demonstration date :

- Use the recoil line to find the necessary date.

Note. A player should set the number of saved days in recorded video in the "[Settings](#)".

To return from the video review screen to the space screen :

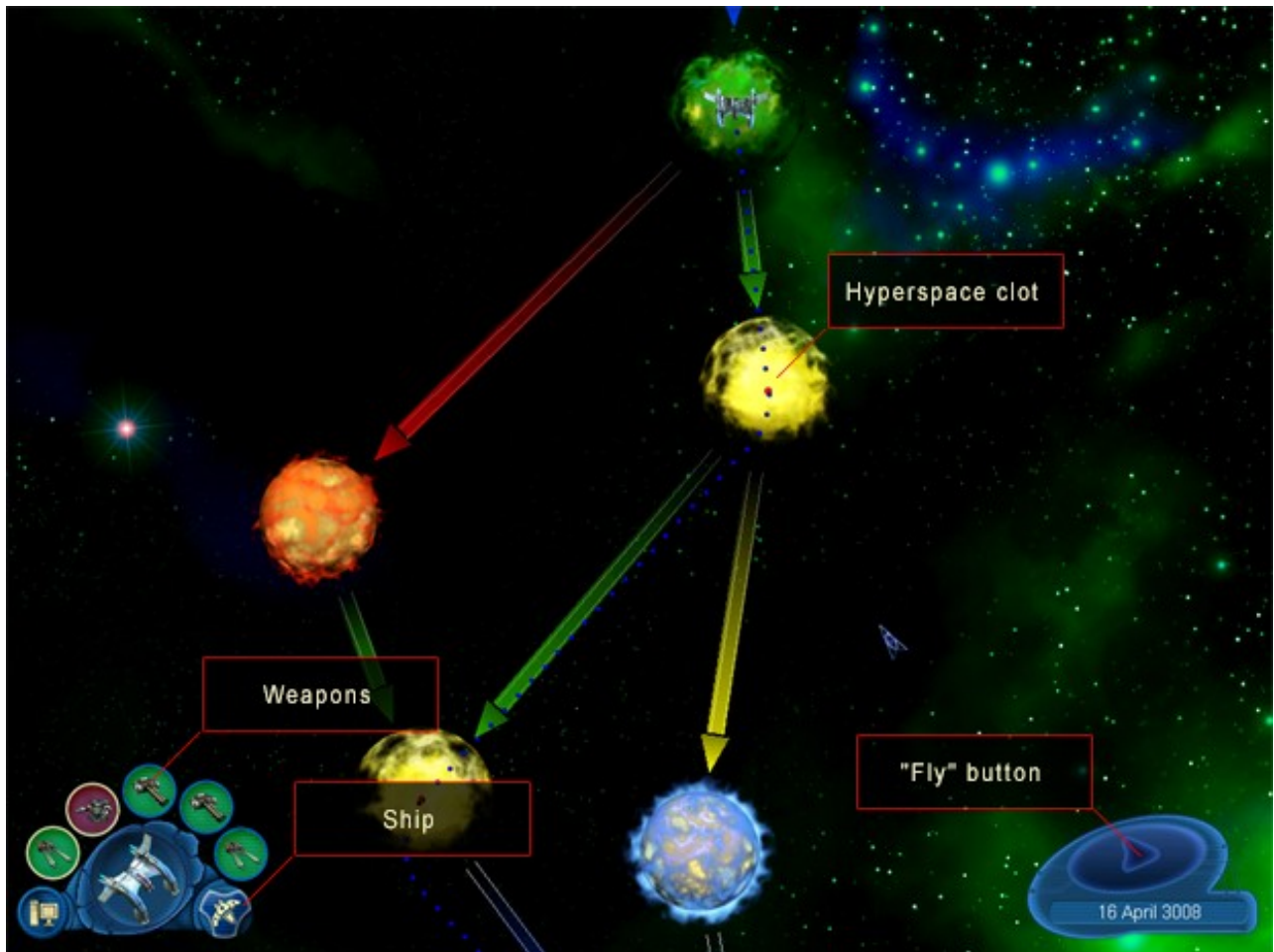
- Press the "Exit" button.





Hyperjump screen

On the hyperjump screen a player can see his ship moving through hyperspace that consists of curved continuum zones or clots, as pirates call them. The longer the hyperjump, the more clots you are to deal with.



Hyperspatial screen on the left shows the ship's integrity and weapons availability and the right panel has the "Fly" button and the current date.

Automatic control of your ship will find the safest path and if you do not want to fight, press the "Fly" button which will switch you to automatic control. Your ship will fly through all the clots sticking to the safest path and jump to the other star system.

If you want to meet pirates, go ahead! Find the nearest yellow or red clot on your track, click on it and press the "Fly" button. Your ship will move to it and, most probably, get into... [pirates' hands](#).

You can also select any safe clot on the path of your ship and press the "Fly" button. Your ship will fly to it and then stand still. To enter the clot, you should click on it twice. You can gather minerals in the safe clots.





Arcade Battle screen

Flying through a [clot](#) occupied by pirates a player finds himself in the arcade battle mode. Each clot presents a closed area in hyperspace with one in and several outs. Enemy ships are awaiting your ship inside the clot, you are to destroy them and then leave the clot using one of the outs.



Battle takes place in real time which is why you need to control your ship with the help of the keyboard. The control is the standard: **Left-Right-Up-Down**. "**Ctrl**" key to shoot.

Every weapon has a recharge period. As soon as the current weapon is discharged, you will automatically switch to the next one. You can select the weapons manually by pressing keys 1 to 5.

Of course, all weapons have different [principles of operation](#), sometimes you want to use one weapon, and sometimes - another. Because the battle is swift it is inconvenient to press keys 1 to 5 all the time, . You can divide all the weapons into groups. By default, all the weapons are in the first group, and all shooting can be carried out by pressing **Ctrl**. But the right click of the mouse changes the group, and the weapon energy display is coloured different. The second group weapons fire by pressing **Space**. Such an approach allows an experienced player to fight far more effectively.

Pause - "**P**", "**Pause**".

Advice. If you lose the battle, your close relatives will be sent condolences and compensation but the game is finished for you. Therefore when you are going to enter the arcade battle, don't forget to save the game.

Arcade bonuses

In the arcade battle in hyperspace a player can come across arcade bonuses that can bring some advantages or disadvantages. Bonuses look like icons in the circles and they automatically switch on when you ship flies over them. All bonuses are time-limited, when you take a bonus in the bottom you will see a corresponding icon and time of duration.

Bonuses can be both positive and negative.

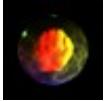
Positive bonuses



Life



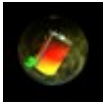
Protection - blocks 50% of hitting



Force - increases damage to enemies 50%



Speed - gives extra speed



Speedy weapons reloading - twice as quick



Invisibility - if you do not shoot enemies they do not see you

Negative bonuses

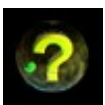


Slow down - slows down the ship



Weapons block - you are unable to shoot

Occasional bonus



Question - can be either a positive or negative bonus

Items in the hyperspace

In the arcade battle mode a player can take onboard all items from hyperspace.

To pick up an item from hyperspace :

- Fly closer to the item and click the mouse on it.
or
- Fly over the item pressing the button **Shift**.

Note. There are three instances where the item can not be picked up :

- It's out of the hook's activity range. You should fly closer to it and retry.
- Your ship's cargo hook capacity is not large enough to pick up such a big item. You need a more powerful hook to pick up the larger items.

there is no vacant space in the ship. To get rid of unnecessary things press button "S" [ship](#).



Arcade battle screen



Quest screen

On a planet a player can press the "Start quest" button and get into a quest mode. The screen will display the following 4 scenes:

- Description of the current situation (in the left top)
- Variants of action for a player (in the left bottom)
- A picture of this quest (in the right top)
- A player's parameters (in the right bottom)



Choosing different actions means a player enters different situations and his parameters change. When some parameters become critical, the quest ends. The end can be either a success or a failure.

A player can finish the quest :

1. if he fulfils the task;
2. If he fails;
3. If he stops the quest.

To stop the quest and return to the [main menu screen](#):

- Press the "Abort quest" button.





Rangers' world reference book

Basic game terms:

- [Space objects](#)
- [Space stations](#)
- [Ships](#)
- [Races](#)
- [Standard equipment](#)
- [Non-standard equipment](#)
- [Weapons](#)



Rangers' world reference book



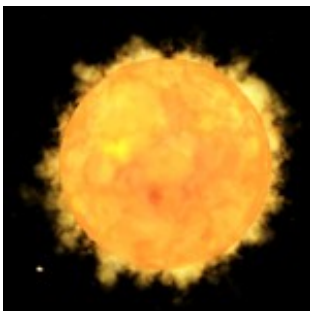
Space objects

In space a player can interact with the following objects:

- Stars
- Planets
- [Space stations](#)
- [Ships](#)
- Black holes
- Asteroids
- Minerals
- Items

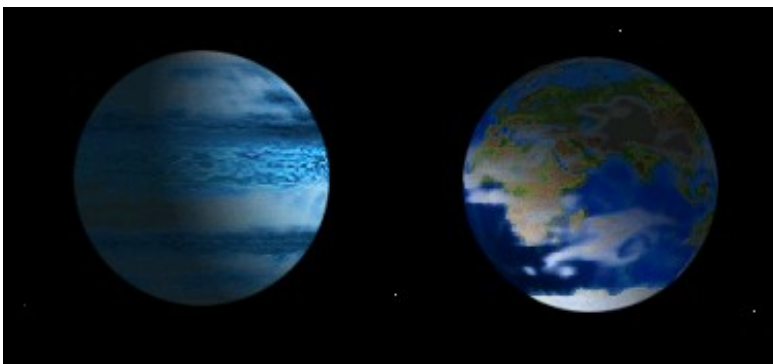
When moving the mouse pointer over one of these objects a special window with information will open.

Stars



A star is always at the centre of the system. Ships try not to stay close to it otherwise the ship's plating can be severely damaged. Planets rotate around it. When moving the mouse pointer over a star a player can view the complete list of planets and stations in the star system.

Planets



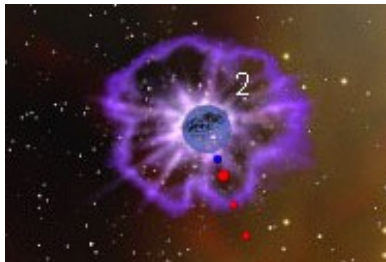
Planets are space objects a player's ship can [land on](#). Planets can be inhabited or not. Move the pointer over a planet and information about it will appear. The only possible operation with the planets not inhabited is taking off. When a player lands on the inhabited planet, he can [trade](#), [buy equipment and weapons](#), [refuel](#), [fix the ship](#), visit [Info centre](#) or [government building](#). Each planet maintains its own military fleet that protects it from the Klissans and pirates.

Different events such as government changes or droughts resulting in economic catastrophes take place on the planets all the time. They give pilots a chance to make some money. You can also read about the events in the nearest systems and planets in the [info centre](#).

Planets concern themselves in scientific research and the discovery of new [equipment](#). Technology is being improved all the time and you will not find sophisticated items in the shops at the start. Gradually, planets master different technologies, and more and more equipment appears on the store shelves.

Planet development efficiency depends on the [race](#) inhabiting it, political regime, population and economy type. Large technologically-advanced Gaalian planets with a democratic government are the fastest to develop. But Gaalian prices are the highest. At the same time their goods are of the best quality.

Black holes

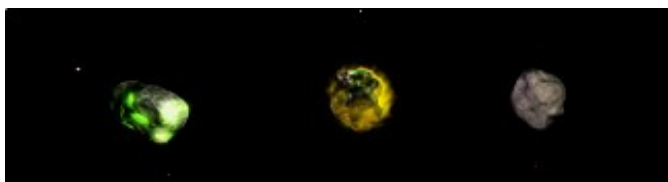


Black holes are formed chaotically and disappear the same way after a period of time. They are like tunnels between two star systems. A flight through such a hole can lead the ship to another system without any fuel loss. It is the fastest and the cheapest way of moving.

But there is also another aspect. A player can meet unknown ships in these holes, and this can be [fatal](#). But at the same time the victory can bring you a lot of great surprises such as [artefacts](#)!

[Planetary info centre](#) announces about the formation or enclosing of black holes. Sometimes a player can find out where the black hole leads.

Asteroids



Asteroids move in compliance with the gravitation forces of other space objects. That means they fly chaotically and represent a serious danger for ships. Hitting a ship can severely damage it. That is why captains of the ships usually [shoot](#) asteroids to destroy them.

Minerals



Each asteroid contains some mineral resources. If you [shoot](#) it promptly, you can save almost all valuable minerals and [pick them up](#). Minerals can be sold at any planet [trade centre](#).

Items



In space a player can also come across various containers with equipment, weapons and goods that have fallen from other ships. Using a cargo hook a player can [take onboard](#) different items.



Space objects



Space stations

Stations unlike planets do not rotate around the stars, they remain in one place in space (though in case of attack they can fire at their enemies and even fly).

On moving the mouse pointer over some space stations a special window appears with information about the station. On space stations a player can do the same things as on planets - trade, buy equipment and weapons or visit the info centre. But stations do differ.

The space station screen is almost the same as the planetary screen but a player will find a "Take off" button instead of "Hangar".

There are 4 types of space stations in the game:

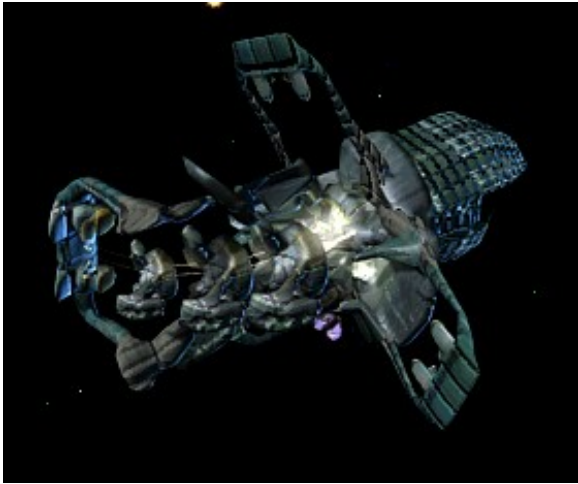
- Rangers' centres
- Scientific bases
- Military bases
- Pirates' bases

Rangers' centres



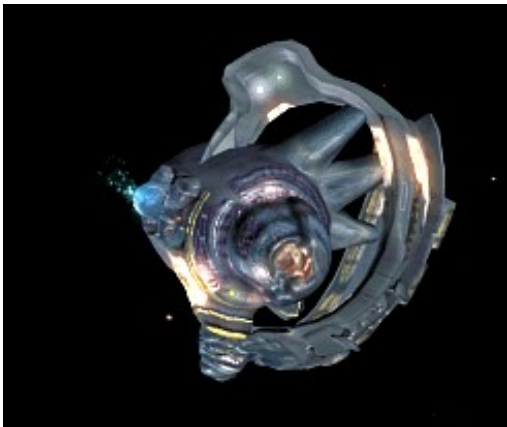
- Serve for protoplasm collecting and [rangers' rating](#).
- Inform the planets about rangers's activities.
- Give points to rangers to better their [skills](#).
- Give additional points to rangers for special deeds on request from governments.

Scientific bases



- Create Mental Communicator to talk with Machpella
- Sell [non-standard equipment](#)
- May modificate [standard equipment](#), but only once
- Diagnose and repair the ship

Military bases



- Watch rangers' military activities and try to co-ordinate their efforts with military services.
- Inform rangers about the course of military actions.
- Give rangers military pilots' points and pilot ranks.
- Award the best rangers with valuable prizes and non-standard equipment.
- Sell the [best weapons](#) to rangers.
- Diagnose and fix the ship.

Pirates' bases



- Buy and sell any goods including contraband
- Offer great choice of used equipment
- May forge documents and change a ranger's race though it's rather expensive. For a pirate it's a fair chance to restore a good reputation in the eyes of different governments.
- Sell forged protoplasm that can be later sold as real
- Diagnose and fix the ship
- Give nice discounts for rangers-pirates



Space stations



Ships

Ships in the game are managed by pilots who have their own views and act as individuals. They try to understand why other pilots act this way or that and make their own decisions. Such characteristics as [pilot's race](#) and personality type influence the decision-making. Thus, Maloqi pilots are usually fearless, Pelengan - aggressive, Gaalian and Human - diplomatic-minded, and Fayeans are cowards.

There are the following types of the ships in the game:

- Rangers' ships
- Civilian ships
- Military ships
- Pirates
- Rachekhan's pirates
- Klissans
- Unknown ships

Each type is represented by several models and there are more than 40 of them in the game.

Rangers



Rangers are engaged in liberating the systems captured by Klissans and dream of finding and destroying Machpella. Among them there are those who became rangers for profit. They rob other ships and smuggle.

Computer rangers are very sophisticated as they can do everything a player can do except for government tasks. Rangers can go into a player's or other rangers' service.

Rangers are absolutely unpredictable personalities, because they are made up of different people with various personality types amongst them. Today a ranger may be a hero and fight Klissans, and tomorrow he may start to attack civilian ships to get money for repairs.

Civilian ships



Live their own lives. They are transport, diplomatic ships and liners. They are anxious about their own problems concerning business, tourism and negotiations. As a rule, civilian ships are poorly protected and constantly attacked by pirates.

Peaceful pilots try to compromise all the time. They do not mind paying pirates a fee. Thus, even getting their enemy to agree a minimal ransom. They never pursue their enemies. Though, of course, there are exclusions. If a pilot nurses a grievance against some ranger, he can shoot him when they meet.

Military ships



Warriors serve to protect their planet and obey only their command. Thus, military ships immediately take off when Klissans or other enemies come. They usually have good weapons and attack all together. Angry warriors are not ones to be trifled with. But at the same time they accept large bribes.

Pirates



Pirates live to rob and kill. Their only concern is personal safety and profit. For money they often attack their wounded colleagues. A pirate's hobby is to collect a fee from the ships passing by. The one who refuses to pay will be attacked immediately so a player should have good weapons or a speedy ship to escape.

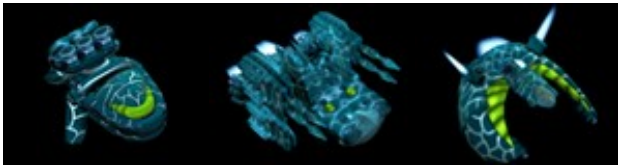
The greediest pirates usually do not live long, planets allocate murder warrants on their names. And the best look to kill them.

Rachekhan's pirates

The notorious pirate, Rachekhan, the owner of the space station in hyperspace, builds his own ships. These ships are specially designed for hyperspatial battles. These guys lie in wait for civilian ships right in hyperspace and rob them. No negotiations.

Military forces constantly search hyperspatial clots and clear them from such scoundrels. Nevertheless, they cannot yet find and destroy Rachekhan's base.

Klissans



It's unknown what Klissans' ships do and where they come from. There are several types of their ships that differ in size, speed and weapons. It's a common fact that they do not fly alone. Sometimes up to several dozen Klissans' ships arrive to capture one system. Their ships do not have pilots. It's not known whether they communicate with each other or obey their main ship (Machpella) orders. Klissans' talks have not been deciphered yet so far and they never try to negotiate.

It's impossible to scan their ships though they use scanners to research the Commonwealth ships.

Unknown ships



Sometimes a player can come across unknown ships. Mostly they are met in black holes. Nobody knows where they come from and what they want. But winning them over can bring a player a valuable item.



Ships



Races

There are five Commonwealth races in the game: Maloqs, Pelengs, Humans, Fayeans and Gaals. There is also the race of aggressors: Klissans.

Races are presented in order of technology development and exported equipment quality, thus from the lowest to the highest.

Maloqs



Maloqs are large strong humanoids. Their characteristics are physical power, staying power, high resistance to natural factors, weak intelligence, they are almost absolutely omnivorous. These characteristics allow Maloqs to support high vitality and a rate of reproduction in the most unfavourable conditions.

Maloqs worship power. All kinds of power: physical power and the power of character, power of a word and action, of weapon and a political one are major universal values of Maloqi civilization. Maloqs do not like feeble Fayeans and intellectual Gaals.

Maloqs are the most technically retarded civilization of the Commonwealth. This can be put down to their traditional distrust to intellectual values, often leading to freethinking considered to be the main threat to Maloqi stability. Another reason dragging technological development is large expense for military purposes and for colonial economy support. However a lag in diplomatic and technological spheres is compensated by other priority directions - a huge well-armed fleet and a powerful extensive colonization.

Pelengs



Pelengs are gill-neck amphibians usually called leprasses. These creatures are equally well adapted both to a liquid habitat and to life on land, they are able to breathe almost all kinds of gas mixtures that include some nitrogen. Like all the leprasses, Pelengs eat acid plankton and calolic reef sediments.

Pelengs are pirates, saboteurs and provocateurs. Though officially they are members of the Galactic Commonwealth, in fact, they have neither strong economic, nor diplomatic relations with other races. A direct and immediate profit by any means is the only goal both of a single Peleng and of a Pelengan civilization. Pelengs treat all other races equally badly. Especially those who are more intelligent.

Pelengan attempts at overcoming their lag in technology in some fields resulted in a developed system of industrial espionage. Pelengan government Dzukhallag is the best espionage and diversionary institution in the whole Commonwealth.

Humans

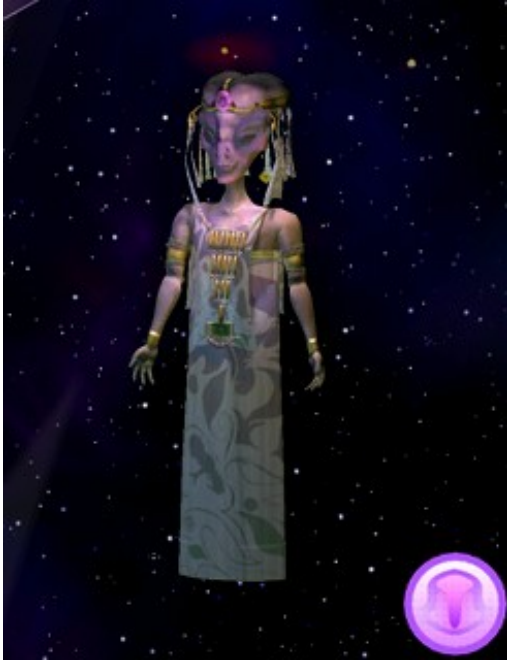


Humans are humanoids of a middle height, with a thin fragile skeleton, they eat organic protein food. A variety of climatic regions on the most inhabited planets (especially in solar system) influence appearance greatly: complexion, features and etc.

Humans are, first of all, psychologists, politicians and diplomats. Rhetoric, psychological game, political technologies are major strong positions of Humans. Humans and Fayeans are friends forever, as for Maloqs, Humans never liked them. Human attitude to Pelengs and Gaals is normal.

Human technological development is average. All main achievements of the humankind are economic. A common galactic market has appeared where it became possible to sell goods legal for anyone (we have not yet managed to create a common list of legal goods), and, of course, the main victory is the implementation of a common monetary unit - galactic credit! Other achievements are a common chronological system based on a Human one and the formation of free transit for citizens.

Fayeans



Fayeans are humanoids-androgens with a large compound brain and eyes. They are slow-moving feeble creatures, most part of their activity is directed to the thought process. Fayeans can randomly divide his consciousness and compound vision to parts functioning on their own, thus, forming an arbitrary amount of autonomous and independent areas of consciousness that perceive the surrounding world through their own parts of the compound vision.

Fayeans are characterized by the highest level of the natural intellectual faculties. They are philosophers, researchers and innovators cultivating a culture of their own and an original conception of the Universe. Fayeans worship Gaals and treat Humans, their younger intelligent brothers, indulgently. Fayeans treat Malogs rather like animals than intelligent creatures. As for Pelengan spies hunting for Fayeans technologies, Fayeans catch them and punish them all the time.

A major and immediate responsibility of Fayeans in the Commonwealth is research projects. They were Fayeans institutes that conducted and completed fundamental research works of the black holes in the year 2882 that resulted in new technologies of a null-passage and in battle prototypes of a modern whirl-wind projector.

Gaals



Gaals (children of Gaal) are humanoids developing their physiological form by means of the embryo genetic modifications for thousands years. The original form of Gaals is unknown.

Gaalian history originates in the extreme antiquity when Gaals were the only intelligent creatures from all the commonwealth races - they are patrons and motivators of space cultivating constructivism and humanism in all relations. They use their military fleet only to neutralize the coming conflicts and to support stability in the Commonwealth.

Gaals treat everybody equally well. They think that however bad people may behave, potentially they carry positive traditions inside and have, at the least, three rights: to life, to virtue definition and to motivation. As a result, Gaals treat everybody as friends and partners even when they are not.

Klissans

Klissans represent a mysterious race and a player will have to find out who they are and why they came to this world.

They are known to have a mothership called "Machpella". To find out the reason for their invasion is only possible after meeting Machpella. But no one ever managed to talk to her.



Klissan ships are fearless, they do not negotiate and never plead for mercy. Klissan technology is not worse than Gaalian, i.e. the best ones. Klissans have the most destructive weapon known of all.

Klissan ships structure has not been studied well as it's quite impossible to [scan](#) them. Nobody ever managed to capture their undamaged ship but only some fragments called "protoplasm". The damaged pieces of broken Klissan ships are valuable for scientists and industry. Therefore protoplasm is chosen to estimate [pilot's tribute in battle with Klissans](#). The more protoplasm a pilot brings to the [rangers' centre](#), the more his tribute is.



Races



Standard equipment

Standard equipment includes **engine, fuel tank, radar, scanner, droid, cargo hook and pro-field generator**. All this a player can buy in any [equipment shop](#) and install in his ship. In the shop you can also buy a hull, a container, inside which the other equipment is installed.

Each type of equipment has the following characteristics: modification, size, race manufacturer and cost. The more [developed the race](#) that produced the item, the more expensive it is and the longer it will work without repair.

Ship's hull



The hull itself represents a [ranger's ship](#). The most important characteristic is its size. The ship durability (**Hit Points**) is equal to its size. During the game a player and his ship are one, as when the ship hit points is nil it will blow up and a player is considered dead.

Ship hull is made of a certain alloy which determines the basic protection of the ship. The hull may be made from the following alloys:

1. Titanium
2. Rhenium
3. Selenine
4. Aquadane
5. Octaplastic
6. Crystalline
7. Gravicore
8. Mesostructural

If the hull is damaged it can be fixed by a robot-droid during the flight or in the [hangar](#) at any space station. Unlike other equipment a player can not sell the present hull but he can buy a new one. In this case the old hull will be sold automatically.

Engine



Engine ensures moving in space and hyperspace. Fuel demand in space is trifling. In hyperspace fuel demand is 1 unit/parsec. Engine modification influences the speed developed and [hyperjump](#) length.

Engine types:

1. Reactor
2. Phase
3. Impact
4. Cryogenic
5. Plasma
6. Energenic
7. Diviory
8. Singularial

If the engine is broken, the ship speed becomes very slow. In this case you should try to get to the nearest planet and repair your engine.

Fuel tanks



Fuel tanks are necessary to store fuel. The more fuel is stored in fuel tanks, the more distant [hyperjump](#) the ship can perform without refueling. When the ship runs out of fuel it can only travel within the current star system. The amount of fuel in the tanks depends on their volume and type.

Fuel tanks modifications:

1. Static
2. Accumulating
3. Vortex
4. Correlative
5. Synchrophasal
6. Archivatory
7. Aquadotted
8. Hyperliquid

If the fuel tank is damaged, it starts to leak though it still operates.

Radar



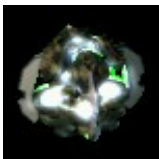
Radar allows a player see different objects in space (planets, stations, ships) and determine their most important characteristics - such as size, speed, modification, etc. Radar information is reflected on the [radar panel](#). Radar range depends on its type.

Radar types:

1. Vision
2. Animating
3. Fanner
4. Cellular
5. Full raster
6. Sonating
7. Relativistic
8. Subtransfer

If the radar is not installed or broken, [talks](#) with other ships and [scanning](#) are impossible, navigation is complicated.

Scanner



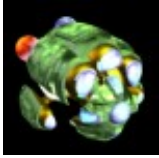
Scanner enables a player to [view the inside](#) of the other ship, its equipment and weapons. Such knowledge is very useful when fighting as a player knows his enemies exact power. To scan the ship is possible if the scanner is more powerful than the pro-field of the scanned ship. Scanner power depends on its modification.

Scanner types:

1. Analogue
2. Bi-polar
3. Tchrane
4. Programming
5. Duplex
6. Meridian
7. Tracing
8. Vortex

Scanner is useless without operating radar. If the radar is damaged or not installed, the scanner won't work.

Droid

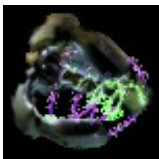


In the battle the ship loses its Hit points, this can result in its destruction. To restore the damaged hull of the ship a repairing droid is installed. It can work during the flight restoring the plating. The robot can restore N Hit points of the ship for a day depending on his modification.

Droid modifications:

1. Railing
2. Hinged
3. Pneumatic
4. Dynamic
5. Matrix
6. Cybernetic
7. Biotic
8. Suspensor

Cargo hooks



A cargo hook is needed to [pick up objects](#) in space and to take them onboard. Objects appear in space both accidentally, as a result of quests, and naturally, as a result of military action. When some ships are destroyed, part of its cargo or equipment may remain intact, after that it literally falls into pieces.

Active range of a hook and its cargo lifting capacity depend on the modification.

Types of cargo hooks:

1. Magnetic
2. Seleroid
3. Pseudo vacuum
4. Tracking
5. Electrogenic
6. Cryometric
7. Activator
8. Telekinetic

Pro-field generator



Pro-field generator creates a protective field around the ship and to some extent lessens the damage to the ship. Also the pro-field protects the ship from unwanted [scanning](#) in cases where it's more powerful than the scanner. Pro-field power depends on pro-field generator type.

Pro-field generator modifications:

1. Point
2. Beam
3. Anti-measured
4. Dispersing
5. Holographic
6. Staging
7. Screening
8. Octogenic



Standard equipment



Non-standard equipment

In addition to the standard equipment from the shops you can also get non-standard and very useful items. A player can get them in military bases, black holes or as a reward for successful fulfilment of government tasks.

Iron zhuppi-bugs



Iron zhuppi-bugs settle on the hull plating. Upon the injection of a nutritious solution they start to secrete "Zhuppinum", a special product that gives plating durability and elasticity. The colony is controlled and increased by the queen.

Black slush



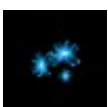
Black slush is a mixture created by ancient scientists. The manufacturing technique cannot be reproduced but several portions of the substance are still around in the Galaxy. When placed in the fuel tank the slush acts as a catalyst: the amount of fuel will be gradually increased.

Material psi- accelerator



With the help of its own powerful consciousness psi-accelerator tunes its psi-wave to that of the engine. Space around the ship transforms thus providing the best passability through any material forms.

Frostbiters



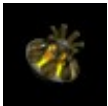
Frostbiters are super cold bacteria living on any warm surface. When placed on the engine the colony tries to cool it thus stabilizing speed in the heat of fight.

Prolonger



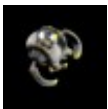
Prolonger is attached to the radar. It amplifies and deciphers signals from remote objects, therefore increasing the radar range.

Scanner cache



Scanner cache is a program booster of scanner decoding capacity. This device improves deciphering algorithms by caching the signals in real time mode. Has its own buffer with a database on already deciphered signals.

Droid Junior



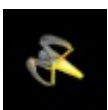
Droid Junior is a lighter version of the main droid, connected to its main cable with the help of a special synchronization system. Works together with the main droid, facilitating repair works on the ship.

Nanitoids



Nanitoids are tiny intellectually developed robots. Using their unique program they will even repair items unknown to them. Constantly perfecting their skills.

Erimeter



Erimeter focuses your hook beam, as a result it will direct with more accuracy and its efficiency is improved. Thus, the cargo hook can pick up items with a larger mass.

Polarizer



Polarizer is a unique device, a source of highly active subatomic systems that interact with the protective field and strengthen it.

Probabilistic Analyzer



Probabilistic Analyzer allows you to accurately foresee the battle outcome. It is installed into the onboard system of the ship.

Blast wave localizer



On impact the localizer directs blast energy to the outer surface of the enemy ship so that the explosion damages as little equipment as possible.

Antigravitator



Antigravitator is a device that creates a bubble around a ship filled with negative kinetics, according to the Gruk-Einstein principal. Mass and volume constants inside the bubble are deformed and decrease the actual mass of the ship.

Z-Transmitter



Z-Transmitter is a unique device. When activated it transmits a thousandfold-amplified record of a dying Klissan voice into hyperspace. On hearing it Klissans cannot resist the call and fly to help.

Quark bomb



Quark bomb is an extremely expensive device stuffed with an unbelievably destructive mixture. You should throw the bomb from the ship, move away as far as you can and blow it up with a single shot. Then see the damage for yourself (of course, if you are still alive).

Tranklucator



Tranklucator is a unique autonomous device designed to protect its owner. When ejected into space trankljukator activates and follows the events. If something, in tranklucator's opinion, threatens the master, it lets all hell break loose. The owners of such devices have no fear of the devil himself: tranklucator never lets them down.

Military GP-3 Visor



Provides its owner with information on hyperspatial pirates' locations.

Mental communicator



Allows its owner to instantly decipher Klissan language and communicate with Machpella.



Non-standard equipment



Weapons

Weapons can be bought in any equipment shop and installed in a player's ship. There are many weapon variations that vary in size, shooting speed and range. Some weapons are more suitable for [tactic battles](#) in space, others are the better for [arcade battles](#) during hyper jumps.

Photon gun

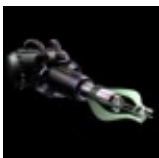


Damage: small

Activity range: small

Photon beam conception has changed little since it was used first a few centuries ago. The simplicity of its production and low technological effectiveness made the photon gun the most accessible weapon of all installed on the deck. At the same time, its considerable moral wear and primitiveness force many to give up its production and usage by substituting with more sophisticated models.

Industrial laser



Damage: small

Activity range: average

Industrial laser is mainly designed for dip drilling, mineral resources extraction and mine working. Technology is based on the low-temperature dephocused influence of traditional radiations. Designed specially for industrial purposes, it is able to split the hardest rocks not damaging their structure. There is no point in using an industrial laser in military action, for it is made for mineral structures only.

Zipgun



Damage: average
Activity range: small

Technology of the zipgun is based on compressed plasma clots consisting of heavy atomic nuclei that inflict serious damage upon explosion. The main drawback of this technology is a low rate of fire that, however, is compensated by a rather long range of action.

Graviton beamer



Damage: average
Activity range: large

After graviton properties were discovered, we used them in rapid-firing weapon technologies. While an ordinary analogue beamer produces several thousands impulses a second, a graviton stimulation allows an increase in rate up to several tens of thousands.

Retractor



Damage: no, but slows down the wounded ship
Activity range: enormous

A principle action of mechanic retraction or slowing down is based upon a motion relativity postulate under low gravitation conditions. A kinetic retraction generator or simply retractor directs kinetic flows into another ship whose movement is slowed at about 30% as a result of it.

Keller's Phaser



Damage: large
Activity range: small

Phaser's technology, first used by the ancient, had been considered hopelessly outdated for centuries until Ridrich Keller made considerable alterations. As a consequence, the military phaser conception did not only get a second chance, but also showed tremendous results. A modern phaser has one of the longest range of action among deck armament.

Aeonic blaster



Damage: large
Activity range: large

At the moment, aeonic blaster is the latest and the most perfect weapon of the high-temperature class. All existing achievements in the field of the high incandescence technology including warming-up of the object to melting point, atomic structure deformation etc, are united in it.

X-Defibrillator



Damage: average, destroys the enemy ship equipment
Activity range: average

The principle of wave fibrillations and connected with defibrillations is one of the most destructive structure cycles that can be created on a molecular level. A setting installed on the deck and generating defibrillate oscillations on X-sublevel is able to curve and destroy not only the plating but also the inner equipment of the ships.

Submesonic Cannon



Damage: large
Activity range: average

Unlike plasma zipguns with a hard prime, submesonic cannon action is based on the kinetic effect of mesons speeded up considerably. Gathered speed close to the velocity of light they produce cyclical oscillations upon impact against the matter that do not only destroy it but also generate further submesonic cycles. Such a wave is able to strike several objects near it by damaging them like a plasma hit.

Field Annihilator



Damage: large
Activity range: average

The complete annihilation theory has not yet been fully studied, but several impressive results in this field have already been achieved - in part, in spectrum structure annihilation, or in field. Based on intense theoretic research the annihilation field setting has been created. It is extremely hard and large, but the recent success in research gives hope that a more compact model will be developed in the not to distant future.

Tachyon Cleaver



Damage: large
Activity range: enormous

For a long time Human and Fayeian scientists had been working in vain on the tachyon cleaver conception until the Gaals shared their technology of the tachyon cleaver with them. The effect of the tachyon dotted line vector on matter has not yet been completely explained, and Gaals are in no hurry to share this information. However, the tachyon technology, though yet a single one, is already at the service of the Commonwealth, and we can hope for the efficient theoretical research.

Whirl-wind projector



Damage: large

Activity range: average

The idea of the whirl-wind projector appeared at studies of pulsars and black holes. The technology of this weapon is based on the free particles turbulence principle. After considering the trajectory the projector projects on the object a whirl-wind flow that brings into its atomic structure turbulent kinetic tendencies. As a result atomic relations of the target are destroyed. At the moment this is the most perfect battle technology of the Commonwealth, though its range of action is lower than tachyon cleaver's.

Ultimate matrix



Damage: average

Activity range: small

Klissan unavailable weapon damaging the plating and the inside equipment of the ships. According to the theories, a mechanism of the electron orbits shift and the change of the chaotic atom charge comes to action. In theory such an effect can be caused only by a complete or ultimate matrix of the atomic constants. In practice we never managed to fulfil it, and, probably, some unknown processes of the micro world control function here.

Infernal wave

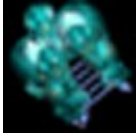


Damage: average

Activity range: large

Klissan unavailable weapon. Witnesses and approximate calculations show that infernal wave effect is strikingly close to the annihilator's one, only qualitative levels are different. If so, Klissans are likely to know the secret of the complete annihilation. Attempts to find out the principle of the infernal wave action are being carried out.

Eyes of Machpella



Damage: large

Activity range: enormous

Klissan unavailable weapon. The name is loaned from the ancient Gaalian mythology, hypothetically, it is the Klissan space demon's name. The principle of this weapon action has been determined neither visually nor with the help of special devices.



Weapons



Hot keys

Universal key buttons

Esc	open "System menu"
F2	save current game
F3	load the game
Space	press the "End of turn" button (to fulfil orders)
Shift + Space	make a flight stopping each day
S	open "Ship" window
R	open "Rangers' rating" window
M	open "Galaxy map" window
Alt + F4	close the program instantly

Key buttons in system menu

Esc	close the menu and return to the game
C	change game settings
E	exit the game and go to main menu screen

Key buttons on Planetary screen

G	move to "Government building"
E	move to "Equipment shop"
T	move to "Trade centre"
I	move to "Info centre"
H	move to "Hangar"
P	obtain general info about a planet

Key buttons on Hangar screen

A	repair the ship's hull
----------	------------------------

B	refuel
F	take off
Key buttons in space	
I	scan the other ship
T	communicate with the other ship
W	show/close weapon panel
~	select all weapons
+	select the weapons not yet selected
F	watch video
Key buttons in arcade battle	
Left, Right, Up, Down	manage the ship movements
Ctrl	shoot first group weapons
Space	shoot second group weapons
1...5	switch to selected weapon
A	switch on/switch off autopilot
P	pause
Shift	hook an item in hyperspace



Hot keys



FAQ

Question. Is there a multiplayer in "Space Rangers"?

Answer. No, there is not. It's because of the type of game.

Question. Something has happened. My ship won't fly. I can not lay a path. I press the " End of turn" button but the ship does not move!

Answer. The ship might be overloaded. You should always check the [Navigation panel](#) information as the amount of vacant space can be seen there. If the figure shown is red, then your ship is overloaded and can not move. You should get rid of some cargo, press "[Ship](#)" (S) button.

Question. I cannot jump to another system.

Answer. Press [Ship](#) and check the fuel supply in tanks. The fuel supply should be equal to or exceed the distance (in parsec) to the star you want to jump to. You can find more information in the section [Star jump](#).

Question. I hired a partner. He does not help me and does not fly with me to fight the Klissans.

Answer. Your partner cannot guess what you are up to! You should [talk](#) with him and give orders. You can see your partner's icon on the radar panel, click the right mouse button on the icon to talk.

Question. I prefer strategy, arcade battles don't interest me. I don't like to guide my ship through them but one can get useful items in black holes. What can I do?

Answer. You can switch on autopilot in the arcade battle (button A). If your ship has good enough weapons for hyperspace battles it will win over the enemies on its own.

Question. I have a scanner but it does not scan every ship.

Answer. There are several reasons to explain this. Please read [scanner won't work](#).

Question. I won the game and became the best ranger. How can I put my rating on the Internet for everybody to see?

Answer. Go to the site www.ElementalGames.com , to the section "Scores" where you will find extra information.

Question. Which skills are the most important for a ranger?

Answer. It depends how you wish to play. For a warrior the best skills are shooting and manoeuvring skills. For a trader the most important are trade and repair skills. For a pirate relationships are necessary to save reputation and restore it fast. Leader skills will bring the possibility of forming a gang and assigning all dirty work to the pirates in your gang.

Question. Space is overcrowded with graphic elements. I'm lost and cannot tell real objects from unreal. I see flying stars and meteorites that unlike asteroids cannot be hit. All this distracts me.

Answer. Open [game settings](#) and switch off unnecessary elements.

Question. I have not found answers to my questions in this manual.

Answer. Questions to the creators of the game "Space Rangers" should be sent to the Elemental Games company: www.ElementalGames.com. On this site you will be able to find extra tips, share your thoughts, submit questions and opinions to our guest book.

Our e-mail is mail@elementalgames.com.



FAQ