AMBROSIA™
S O F T W A R E®

presents...

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Special thanks to David Richard and Gayle Haarr
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Welcome to Escape Velocity

Check your calendar… It's 2246, and the galaxy just isn't what it used to be. Spacefaring pirates roam free, civil war rages, and simple traders cheat death to make a living. Welcome to life in the 23rd century!

Ambrosia Software's Escape Velocity puts you smack-dab in the middle of that booming galaxy. As the captain of a shiny new spacecraft, you make your fortune and build your empire. If that sounds like a walk in the park, you're in for a surprise — dangers abound! Your lowly shuttle craft will need more than a little luck to make a profit… and survive.

Lovingly hand-crafted by programmer Matt Burch, Escape Velocity offers a rich and open-ended environment that evolves as you play. Over a hundred worlds occupy the galaxy, each with its own technology, alliances, and commodities. As you earn credits and gain fame, Confederation peace keepers and Rebel patriots struggle for power, leaving you in the middle.

Escape Velocity spans a number of genres, combining elements of classic "trading" games, arcade space shoot-outs, and strategy simulations. Whether you choose to build a trading empire, aid the Rebellion in a civil war, or strike out on your own as a ruthless pirate, Escape Velocity provides a multitude of options for the game connoisseur. This open-ended gameplay allows each player to chart their own course as they play; there's no "right" way to play Escape Velocity, as long as you have fun!

Numerous sub-plots fill Escape Velocity's world; your choices affect the story's development, guaranteeing that each game will be different from the last. You'll have the opportunity to infiltrate hostile military bases, ferry emergency supplies to distant star systems, rescue passengers from stranded cruise ships, stop alien invaders, and more. In addition, Escape Velocity sports an open game engine. Future scenario designers will be able to create their own worlds for other players to explore…

Escape Velocity runs on any Mac with a 640x480 color monitor and 5.8 megabytes of free RAM. Optimized for the PowerMac, it's lickety-split smooth on Apple's latest iron. And of course, Escape Velocity has the dazzling 3D rendered graphics, full stereo sound, and all the polish that you'd expect of an Ambrosia game.

About this Manual

This manual assumes that you are familiar with the Macintosh and its basic operation. If you need help using the mouse, choosing from menus, or working in the Finder, please consult the *Macintosh User's Guide* that came with your Macintosh.

This manual mixes a fictional narrative of the exploits of Captain Scumdog with conventional instructions on how to play Escape Velocity. The narrative portions of this manual appear in *italics*, while the regular instructions appear as normal text.

Navigating this Document

To scroll a page up and down...
• Use the scroll bar on the right side of the window
• Use the up and down arrow keys on your keyboard
• Use the Page Up and Page Down keys on your keyboard

To move between chapters...
• Use the scroll bar along the bottom of the window
• Use the left and right arrow keys on your keyboard
• Select an item from the "**Chapters**" menu

Three types of icons help you along your way...

1) The Blue "**Go To**" buttons are found in the *Table of Contents* and elsewhere. Clicking on one of these transfers you to the indicated chapter.

2) A "**Print**" button is found at the bottom of each page. Clicking on this button prompts you with a dialog box listing the chapters in this manual. Any or all of the chapters can be printed from this dialog box.

3) The "**Quit**" button is also found at the bottom of each page. "**Quit**" will exit this manual, returning you to the Finder.

Table of Contents

*Click on the blue "**Go To**" button to jump to a chapter.*

Chapter 10 - Troubleshooting

• Common problems explained

Chapter 11 - Registration and Contact Info.

• Shareware?
• Why should I register (pay for) Escape Velocity?
• Registering your copy of Escape Velocity
• About Ambrosia Software, Inc.
• Contact Information

Print

EXIT
Quit

Introduction

Welcome to the world of Escape Velocity

My name is Robert Jaansen, but everybody calls me Scumdog. It's a nickname I picked up plying the trade routes across the pirate-infested combat zones between… ah, but I'm getting ahead of myself. I still have a few hours before my backup life support system gives out completely, so I can indulge in a bit of melodramatic exposition. That is, if the power cell in this recorder doesn't run out first...

Ahem. I guess I'll start at the beginning. I grew up on an agricultural plantation on Deneb III, and I thought that being a farmer was going to be my one and only career. Then, when I was only nineteen, the Great War came and changed everything. My friends and I, doing our duty to protect the planet of our birth, went down to the recruiting station and signed up. When the Deneb III militia — and all the local militias of all the planets mankind had colonized — was absorbed into the newly-formed Confederation the next month, we all became privates in the Confederation military. Most of my friends were picked for the Confed Marines, while I was selected for fighter school — probably because of my reflexes. They all made fun of me because they thought I was going to miss out on all the action. I guess they were right — I never saw them again, and three months later I heard that their entire company had been wiped out when the ground assault against the alien refueling base on New Washington had walked right into an ambush.

In the early years of the War, I was assigned to fly an F-37 Manta light fighter — one that had been requisitioned from some planet's militia forces, I'll bet — for the 93rd Fighter Wing, on patrol around the perimeter of the Core Worlds. This was before the Confederation Navy really had any ships that were up to par with their alien counterparts, you understand, so what were mostly rear-guard patrols at first for me rapidly turned into last-ditch front-line defenses of the Core Worlds, as those damned aliens moved closer and closer to the heart of our little sphere of inhabited systems. It was only when we were able to bring our new series of warships into full production that we were finally able to turn the tide.

After I punched out of my Manta during the Battle of Sirius, I was given a medal and transferred to the 357th Fighter Wing, flying one of the new Confed patrol ships from the heavy cruiser U.S.S. Saratoga. We kicked alien ass all the way back to the fringe worlds during my tour on the Saratoga, and when the War ended I had over fifty kills to my name.

It was after the end of the War that I decided I'd had enough of military life, and signed up as first mate of the civilian ore freighter Loadstar. I saw the galaxy while serving aboard that ship, and learned everything I could about the life of a merchant captain. I learned so much, in fact, that when I had finally saved up a substantial pile of credits I decided to invest it in a ship of my own. And that's where things started to get really interesting...

Welcome

Welcome to Escape Velocity! This document will guide you through the basics of playing the game. After reading through it, you should have enough information to go out and conquer the galaxy — after some practice, of course.

Note: Most of the controls in Escape Velocity can be changed to other keys than the ones presented here. These instructions will refer to the default key setup to avoid confusion:

```
Navigation Controls:                 Escort Controls:              Misc. Controls:
Accelerate:     Up                   Retarget:         F           Pause:          Escape
Rev. Course:    Down                 Recall:           C           Acknowledge:    Return
                                     (option = dock)
Rotate Right:   Right                Hold Pos:         U           Communicate:    Y
Rotate Left:    Left                                               Land:           L
Afterburner:    Z                    Weapon Controls:              Jettison:    ⌘  K
Autopilot:      A                    Fire Primary:    Space        Board:          B
                                     Fire
Hyper Mode:     H                    Secondary:       Shift        Eject:       ⌘  E
                                     Select
Hyper Select:   Backslash            Secondary:       W           Destruct:    ⌘  D
Jump:           J                    Weap. Safety:    S           Map:            M
Nav Off:        ~                    Target Select:   Tab         Player Info:    P
                                     Closest Targ:    R           Mission Info:   I
                                                                  Cloak:          U

Sound Volume:
Quiet                    ⊠ Intro Music

        Game Speed...                        Cancel      OK
```

This dialog can be brought up by clicking on the **Preferences…** panel on EV's main screen. To change a key, simply click on the box next to the command so it is hilited and press the key you'd like to use for that command. Clicking on the **Game Speed…** button brings up a dialog box that allows you to set the relative speed of the real-time action in Escape Velocity:

Note: The **Caps Lock** key causes time in Escape Velocity to speed up by a factor of 2. This can be useful if you want to get somewhere in a hurry, or if you're running Escape Velocity on a slower Macintosh.

Print

Quit

Escape Velocity Basics

What you need to know to get up to speed in Escape Velocity

Flight Controls

I remember the first time I ever sat in the pilot's chair of my first ship, the cargo shuttle Journeyman. I hadn't been at the controls of a ship that small in quite a while — not since I piloted a single-seat fighter during the Great War, in fact. It didn't take me long to get used to the controls again, though. They say piloting a starship is like riding a bicycle; once you learn how to do it, you never forget.

To start a new game in Escape Velocity, click on the **New Pilot** button. A dialog box appears, allowing you to name your pilot, and decide whether you'd like to play by **Strict** rules or not. If you choose to play by **Strict** rules, when your pilot dies, he's truly dead (so make sure you're quick to jettison in your escape pod). If you decide to **not** play by **Strict** rules, when your pilot dies, you can simply click on the **Open Pilot** button and resume where you left off.

We recommend playing by **Strict** rules if you want to play Escape Velocity as it was truly meant to be played, however, you may not want to do this when you are first starting out, because it is a savage universe out there.

Either way, your first look at your new cargo shuttle will be in orbit around the planet Levo. In a minute you'll learn how to land on the planet, but first let's get used to flying your ship around. The flight controls in Escape Velocity are similar to many other space games, including Ambrosia Software's Maelstrom. Hold down on the **right** or **left arrows** to rotate your ship clockwise or counterclockwise. The **up arrow** will activate your ship's main engines, accelerating you forward. Because there's no air drag in space, you'll keep going forward even when you let off the up arrow key, and you can rotate your ship to a different heading while your ship coasts in the previous direction.

Your ship's guidance computer will assist you in stopping the craft, if you wish: holding down on the **down arrow** key will make your ship's computer try to align your ship's heading along the reciprocal of your current path. In other words, it will make you turn around backwards with respect to your current motion. Holding down on the **down arrow** to rotate you backwards and then hitting the **up arrow** to apply "reverse" thrust is a quick and easy way to stop.

By the way, don't be alarmed if you see asteroids drifting across the screen — you can't run into them. However, they do have useful benefits which will be discussed later in this document.

Landing

My first action as captain and sole crewmember of the cargo shuttle Journeyman was to land on the planet I was orbiting, the freeport of Levo. As I set down on the landing pad, I couldn't help but notice all the water around the spaceport perimeter. Sure, they say the island of Locanda is "perfectly safe" from tidal storms, but I sure wouldn't want my brand-new ship to receive a hull-washing without my permission...

After you've mastered the basics of maneuvering your ship through space, the next thing you'll probably want to do is land on the planet of Levo. All you have to do is hit the **L key** — your ship's computer will automatically select the nearest planet (Levo is the only one in the system you're in) and contact the planetary spaceport's traffic-control center to request landing clearance.

After you've requested landing clearance, you'll have to approach the planet itself. If you drifted too far away while you were learning to fly your ship, hold down on the **A key** and your ship's computer will automatically align your heading to point toward Levo. You can also locate the planet by looking at the radar display in the upper right-hand corner of the screen; your ship is the bright green dot in the center of the display, and the planet Levo is a small green circle.

Fly toward the planet until it appears on the screen. It should have a set of blue brackets around it, indicating that your ship's computer has set it as your current navigation destination. (if, for some reason, the residents of Levo didn't want you to land, those brackets would be red instead) To land, you need to fly your ship directly over the planet and get rid of most of your speed. You don't need to be completely stopped, just moving relatively slowly. Once you've accomplished this — don't hesitate to go around again if your landing approach isn't working out like you want it to — hit **L** again and you should land on the planet. If you're too far away, or if you're moving too fast to enter the atmosphere, your ship's computer will beep at you and you can try again.

The Commodity Exchange

I had been in many spaceports before when I was first mate on the ore freighter Loadstar, but I hadn't really looked closely at one before. The Levo spaceport was rather interesting — there were several things to do there. I saw an automated mission computer terminal on one wall, and over on the west side there was a sign advertising some kind of spaceport bar, but I decided those would have to wait. If I was going to make any money, I figured I'd have to start trading some goods. I hoofed it over to the Levo commodity exchange to see what was for sale...

Once you've landed successfully on Levo, take a moment to familiarize yourself with the spaceport. Other, more industrialized planets will have additional options for you to choose from, but for now there are plenty of things to do at Levo. For one thing, if you're going to make money as a starship captain, the first thing you should do is try trading some goods. Click on the button marked "**Commodity Exchange**" to enter Levo's trading center.

In the list box are entries for the different commodities that Levo will trade, along with their cost and how much of that commodity you have in your ship's hold. The price for each commodity is listed in credits per ton, and also tells you if that price is low, medium, or high. The **Buy** and **Sell** buttons will buy and sell up to 10 tons of the selected commodity. You can tell how much free space you have left in your ship's cargo hold by looking at the bottom of the status display, which should still be visible behind the spaceport dialog box.

I loaded my ship with foodstuffs from the Levo commodity exchange. Food is in demand on a lot of worlds, so I figured it wouldn't be tough to find a place to turn a profit on it.

Remember, not all planets trade the same things, and different planets will pay different prices for the same commodity. A shrewd trader uses this to his advantage, buying low on one planet and selling high on another.

Print

Quit

Exploring

Learning how to navigate and communicate in Escape Velocity

Communication

After blasting off with a cargo bay full of food, I cruised outward, toward the perimeter of the Levo system. On the way I passed another ship — a light freighter, by the looks of it — which was dropping into Levo's gravity well after finishing its hyperspace jump from a far-off system. Being a neighborly sort of pilot, I hailed them and said hello. Their captain told me the location of a good place to sell the food I was carrying... a pretty useful piece of information, I thought.

Hailing other ships can be useful. In order to hail a ship, you must first select it with your targeting sensors. You can do this by hitting **Tab** repeatedly to cycle through all the ships in the system you're in. When you have a ship selected, part of the status display will change from reading "No Target" into a scan of the selected ship's current status. The type of ship will appear at the top of the target display, along with a computer-generated blueprint, a reading of the ship's current shield status, and its governmental affiliation, if any.

To hail another ship, just hit the **Y key**. A dialog will appear with the other ship's response to your hail, along with some buttons you can press for different dialog choices. Note that not all ships will respond the same to your communications. Hailing ships is often a good way to learn valuable information, get work, or even get yourself out of a tough spot. (such as running out of fuel!)

By the way, if the message that appears when the communication dialog appears says something like "Channel open to" and the name of a planet or space station, then you've just inadvertently hailed that planet or station instead of the ship you were trying to reach. This is because you had a navigation destination selected but didn't have a ship targeted — in order to communicate with a ship, you first have to select it with the **Tab key**. (hailing planets will be covered in a later section)

Player and Star System Information

A starship captain always needs to know where he stands — not just in terms of where he is, but also how he's doing. My star map and my computer's summary screen were my most valuable sources of information.

Any time you want to get an overview of how you're doing, just hit the **P key**. The player-info dialog will appear, which will allow you to access three different screens of information. The first gives you some general information on yourself and your ship. The second tells you exactly what cargo you have loaded aboard your ship, and the third tells you what extra upgrades and items, if any, you have on your ship.

Another helpful dialog you can access is the star system map. You can call up this dialog at almost any time by hitting the **M key**. The system map is used for hyperspace navigation — i.e. setting a destination when you want to hyperjump to another star system — and for finding out information about remote star systems.
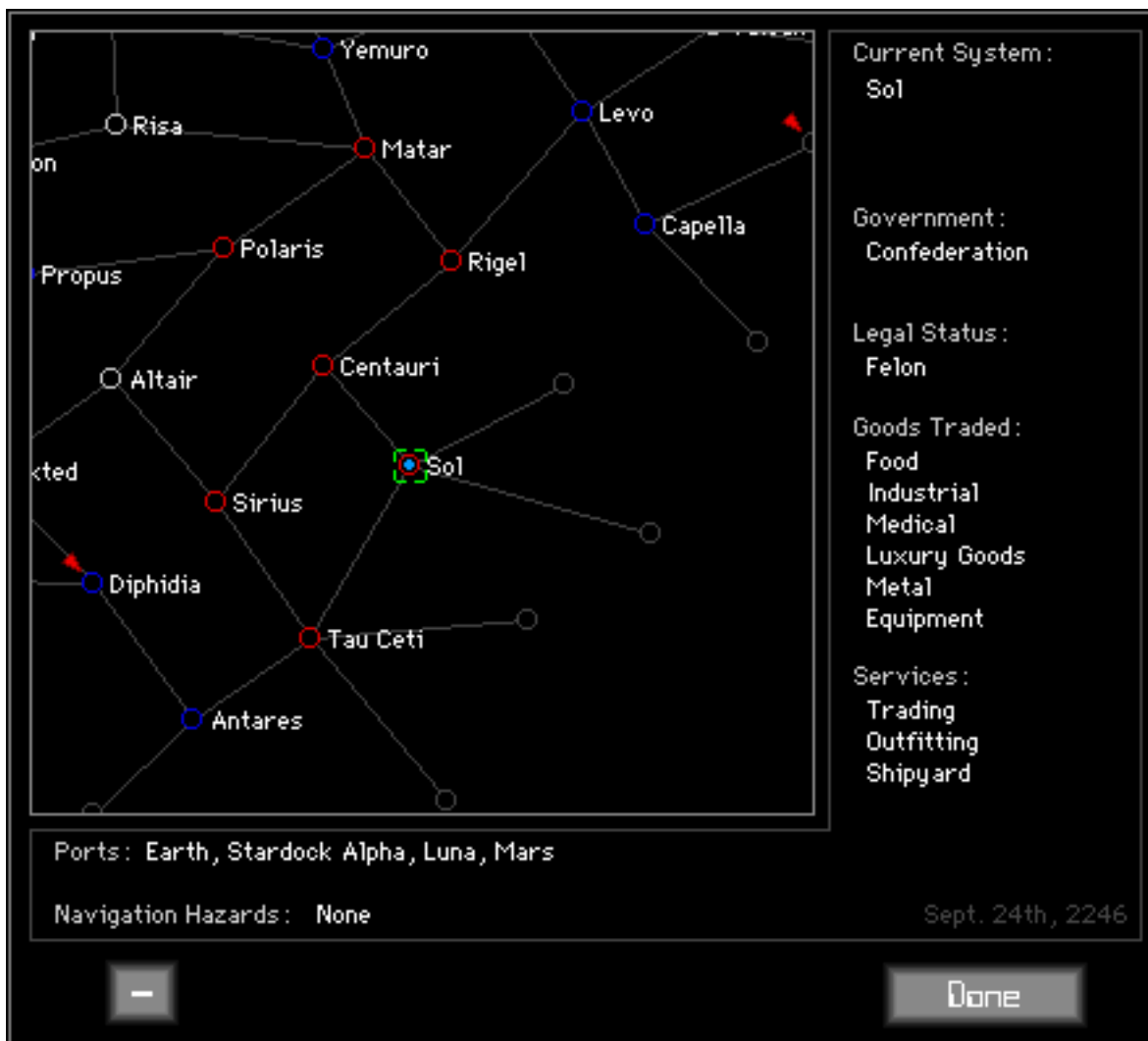
The currently selected system has a set of green brackets around it, and information on the selected system appears to the right and below the map display. The system you are currently in has a blue dot in the middle of it. Friendly or neutral systems are blue, hostile systems are red, uninhabited systems are light grey, and unexplored systems are dark grey.

At first, the system you're in, the Levo system, will be the one selected. You can select any other visible systems just by clicking on them. You can scroll the map by clicking and dragging on any part of the map display that's not obscured by another system — the cursor changes into a set of directional arrows to show when you can do this. If you scroll too far, you can hit the **C key** to re-center the map on the system you're currently in. The + and - buttons at the bottom of the map window allow you to zoom in and out.

You will see more and more systems as you progress through the game, because your ship's computer will remember where you've been and what was there, and each new system you explore will probably lead to several others. Also, when you land on a planet or dock at a space station in a system, your computer will remember what kinds of goods and services are offered in that system, so you can check back later to see if a certain system will sell you some industrial goods, for example.

The map is also used to set hyperspace destinations, as you'll see in the next section.

Hyperspacing

After getting used to the controls of the Journeyman, visiting Levo and buying a few goods, and hailing a couple of passing ships, I decided it was time to move on to bigger and better things. I set course for the Capella system and cruised outward, away from the clutches of Levo's gravity well, into the fringes of interstellar space. When I was out far enough, my computer signaled that everything was ready for hyperjump. I still get a thrill every time my ship leaps into hyperspace, because I just know that when I drop back into realspace there's going to be a whole new set of adventures and things to see. Well, normally there is, anyway. I've got a feeling I won't be making any more hyperjumps any time soon...

Starships move between star systems by traveling through hyperspace. In order for a ship's powerful hyperdrive engines to operate properly, a ship must be free from a planet's gravity well and have a relatively low velocity, and the coordinates of the destination star system must be locked into the ship's computer. In addition, starships can only hyperjump along "warp lines," which are regions of equipotential relativistic flux between two star systems. Each systems has a few warp lines to other star systems, and you can only jump between two systems which are linked by a single warp line.

There are two ways to set a hyperspace destination. The first is by accessing the map display. (see above) You can click on a system adjacent to your current system to set it as your destination. You can also hit the **Tab** or **Backslash keys** to cycle through all the systems that are linked to your current system. The warp line between the two systems will be highlighted to indicate that you have a valid destination set.

The other, quicker, way to set hyperspace destinations is done without the map display. While flying your ship — i.e., not on a planet — hit the **H key** to set your ship's computer to hyperspace mode. Then, hit the **Backslash key** until the name of your desired destination system appears on the navigation portion of status display. (just below the fuel and shield displays)

However you select your destination system, your navigation display will now say "Hyperspace," and will list the name of your destination. If you've never been to that system, it will show up as "Unexplored System," because your ship's computer doesn't have an entry for that system yet.

If you're planning a series of jumps (to a far away system, perhaps), you can use the Hyperspace Route Planning feature. Instead of merely clicking on a bordering system, what you have to do is **Shift**-click on systems along your chosen route, from closest to furthest in succession. Clicking on the **Clear Route** button resets your flight plan. Whenever you enter a new system, your ship will automatically call up the next destination on the nav computer, so all you have to do is hit the **J key** to start the next jump. Note that this doesn't speed up the travel time, it just saves you the trouble of going to the map each jump.

The trip to Capella took an entire day, measured in real time, but for me the process was instantaneous. There was the standard nausea and dizziness that I always get from a hyperspace jump — the Navy docs told me everybody gets that, something about traveling so far in zero time doing something to your inner ear — but it passed quickly, and I scanned the status display and found that the jump had been successful. I was on the edge of Capella's gravity well, about one light-second out. I was almost immediately buzzed by two patrol ships, just like the one I used the fly, and I gave them a friendly wave out my cockpit window. In the distance, a luxury liner was dropping into high orbit around Capella, and the planet itself glowed bright green and blue a few thousand kilometers away.

Fly away from the center of the system you're in, roughly toward your destination. When you're far enough away, the word "Hyperspace" will become highlighted and an alert tone will play. This indicates that you've escaped the gravitational pull of any planets in the system. When this occurs, you're all set to make your hyperspace jump — just hit the **J key**, and your ship's computer will take over. It will nullify your velocity by using your main engines, align your heading along the specified warp line, and engage your hyperdrive engines. Your hyperdrive will spool up to full power, catapulting your forward, until you've build up sufficient energy to make the transition to hyperspace. (The actual jump itself is instantaneous to you, but several days may go by in "real time" while you're streaking through the higher dimensions.) You'll pop out into another system, where there'll be even more to see...

Print

Quit

Nuts and Bolts

Refueling, advanced navigation, basic missions, and ship upgrades

Refueling

After my trip to Capella, my fuel supply was depleted somewhat, so I refueled at the Capella spaceport. It was only a hundred credits, and you can never have too much fuel, I always say.

A starship's fuel is used to power its jump engines, as well as a few extra special items you may pick up during your travels. It is not used to power your main engines (the ones you use to fly around in real space).

Your fuel status indicator, located just below the radar, shows you how much fuel you have left. Normally this bar is bright green — however, if you don't have enough fuel for some number of complete jumps, the "leftover" portion will be displayed as dim green. You can also check exactly how much fuel you have left by accessing the player-info dialog. (Hit **P**)

There are two ways to refuel your ship: by clicking on the **Refuel Ship** button at a spaceport, or by asking passing ships for assistance. Note that when you ask another ship for help, they'll probably charge you an exorbitant fee for their trouble!
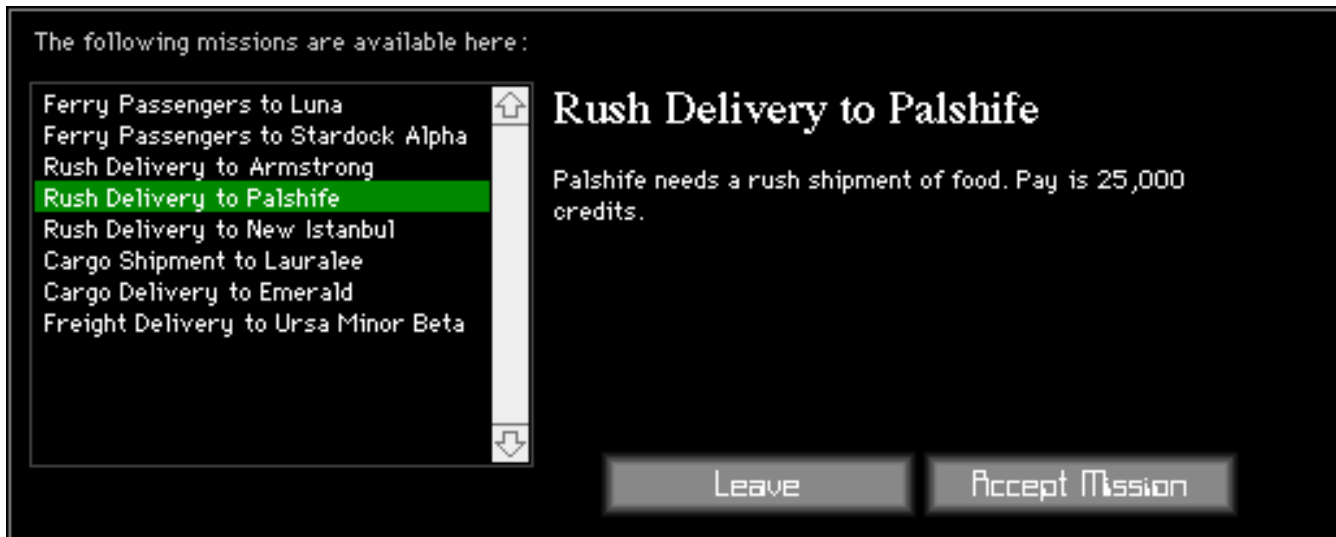
Advanced Navigation

The Tau Ceti system is truly a beautiful place — the inhabited moon Merlin sweeps majestically around the rusty sphere of Tau Ceti IV once every twenty-three days, and the bright pinprick of light that is the colony of New Columbia hovers in the distance. However, in systems like that my ship's navicomputer always got a little confused, as there was more than one place it could try to land. I always got around this by telling it exactly where I wanted to go.

Eventually, you'll come across a system with more than one object in it — a space station or moon orbiting a planet, for instance, or even a system with two inhabited planets in it. In a case like this, the method of having your ship's computer select the closest stellar object when you hit **L** just doesn't work. Instead, you'll have to explicitly tell your ship's computer where you want to land. You can do this by hitting **1** through **4** (or **F1** through **F4**) to select different objects in the system.

Basic Missions

A spaceport mission computer is a combination ATM machine and help-wanted ad. Whenever anyone has any odd jobs they need done — say, hauling a bit of cargo from one planet to another, or ferrying passengers where they want to go — they advertise through the mission computer. It's a handy way to get basic missions and gain experience and credits.

You can access a spaceport's mission computer by clicking on the **Mission Computer** button while you're landed on a planet or docked at a space station. The list of available missions, if any, will appear. Click on any of the missions to get a description of it, or click on **Accept Mission** to accept it. Note that the mission computer automatically scans your ship registry when you key in your access code and tailors the list of missions to fit your ship. In other words, if you don't have the cargo space to take on a certain mission, it won't show up in the mission computer.

```
The following missions are available here:

Ferry Passengers to Luna            ⇧     Rush Delivery to Palshife
Ferry Passengers to Stardock Alpha
Rush Delivery to Armstrong                Palshife needs a rush shipment of food. Pay is 25,000
Rush Delivery to Palshife                 credits.
Rush Delivery to New Istanbul
Cargo Shipment to Lauralee
Cargo Delivery to Emerald
Freight Delivery to Ursa Minor Beta

                                    ⇩
                                             [ Leave ]      [ Accept Mission ]
```

Mission destinations are marked on your computer's star map with a red arrow. If you want to get information on what missions you're currently assigned, hit the **I key** while in flight. A dialog box will appear, in which you can access quick briefings on your current missions, and abort any ones you decide you don't want to do after all.

```
Currently active missions:                                    Oct. 5th, 2246

Hunt Pirate                    ⇧     Destroy the pirate ship Hunter (it should be somewhere
Help Starbound Shipping              near the Diphidia system) and then return to Diphidia II.
Rush Delivery to Palshife

                               ⇩

     [ Abort Mission ]                          [ Done ]
```

Most of the missions you get from a mission computer are simple ones where all you have to do is take something, be it cargo or passengers, from one planet to another. The negotiation of payment is automatically handled when you accept a mission, and the party who advertised the mission in the first place will automatically transfer credits from their bank account to yours when you complete a mission for them.

Accessing the star map (by hitting the **M key**) while looking at a prospective mission (in the bar or in the mission computer) will show a green arrow pointing to the system where you're supposed to go for that mission. This is mainly useful for determining whether or not you want to take a certain delivery mission.

Upgrades

It didn't take me long to tire of hauling other people's cargo around for them. Sure, being a merchant doesn't pay too bad, but the reason I bought the Journeyman was so I could have a little excitement now and then, not just to continue doing my old job. I had a desire to visit the Fringe regions — the band of sparsely-settled systems on the edge of explored space — and see what life was like a hundred light-years from the center of known space.

I knew from my two tours as a fighter pilot that the Fringes are a dangerous place to travel without some firepower on your side, though. In those days it was the aliens; now it's the Rebellion and the damned pirates. All the independent systems have trouble with pirates to some degree, and the farther out you venture, the more risk you run. For that reason alone, I wanted to equip my little ship with a bit of extra protection from attack.

Many planets and space stations have the facilities necessary to install upgrades to your ship. If a spaceport has a button marked **Outfit Ship**, you can click on it to visit the spaceport's ship-upgrade facility.

You can select different items by clicking on them in the upgrade dialog. The right side of the dialog shows a picture and description of the selected item, along with some information on its price and the ability of your ship to carry that item. Different items have different masses — since your ship only has a limited amount of "free" mass available, it becomes important to manage your free mass carefully. Certain items also have a purchase limit on them, so if you see a message like "Can't have any more!" when you still have mass to spare, it's because you already have your quota of that item (e.g. you can only have one escape pod).

Click on the **Buy** button to buy one of the selected items, or **Sell** to sell it, if possible — some upgrades, such as an engine upgrade, are permanently installed on your ship and can't be sold back. If you want to buy or sell more than one of an item, you can hold down the **Option** or **Command** keys while clicking to buy or sell 5 or 10 of an item, or 50 of an item by holding **both keys** at the same time.
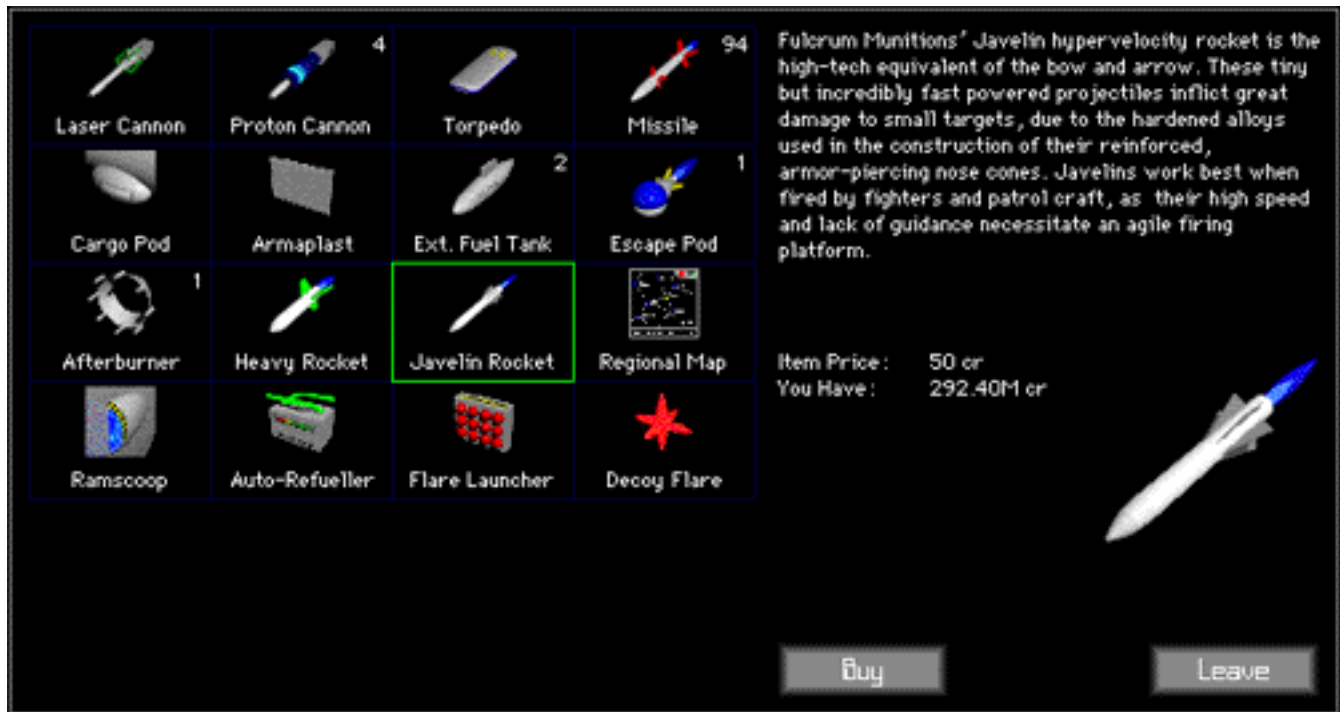
The number of a particular upgrade that you currently own is displayed next to the icon for that upgrade in this dialog box. The exception to this is a stellar map — since it is an item of information that goes into your ship's navigation computer, rather than a physical item you can touch and feel, you can't "own" a map upgrade. (But you still get the information when you click on **Buy**, however.)

Another thing to note is that not all places sell the same items — in fact, some specialized items are available only on a few worlds.

Print

Quit

Into the Maelstrom

Defending yourself in a dangerous and chaotic universe

Combat

I didn't see the pirates until it was almost too late. The first warning I got was when my threat warning board lit up like a Christmas tree, and the ship's master alarm screamed a shrill alert in my ear. I frantically stabbed at the targeting controls to try to locate the ship that was making my plot board go wild with computed intercept trajectories.

There it was, about six hundred klicks away, closing fast from around the night side of Nimbus III. My targeting scanner identified it as an Argosy-class light freighter, piloted by Renzan Lefnor. The pirates really like using Argosies for raiding the supply routes, as they're more than a match for most unprotected freighters and can carry off a large stash of loot as well. I activated the navigation computer and evaluated my options: I was too low on fuel to attempt to hyperjump out of the system, and the attacking pirate ship was between me and the safety of Nimbus III. There was no choice but to fight it out.

Fortunately, I wasn't defenseless. By this time I had upgraded the Journeyman quite nicely, with a pair of laser cannons and a layer of ablative armaplast plating for defense. The Argosy was much bigger, but I had the advantage of surprise — he couldn't have been expecting me to fight back. I punched the acceleration controls and steered the ship onto an intercept course while warming up the firing circuits...

There will be many times when you'll have to fight other ships in Escape Velocity, whether it's to defend yourself, to fulfill a mission requirement, or simply to boost your combat rating and plunder goods from the drifting hulks of your enemies' disabled vessels.

The thing to recognize when attempting to do battle is the difference between **primary** and **secondary** weapons. A **primary** weapon is usually one that doesn't take any ammunition and can be fired quickly — for example, a laser or proton cannon. A **secondary** weapon is basically anything else, which usually means that it's a weapon that requires ammunition or fuel to fire, and/or one that takes a while to reload. Primary weapons are always available, all the time; hitting the primary trigger key (which is the **Spacebar** by default) will fire all primary weapons at once.

Secondary weapons, on the other hand, have to be selected individually by hitting the **W key**. (you can hold down the **Option** key as well to go backwards through your list of secondary weapons if you have a lot) The name of the currently-selected secondary weapon appears on the status display between the shield and fuel indicators and the navigation readout, along with the amount of ammunition remaining for that weapon, if applicable.

Secondary weapons will fire when you hit the secondary trigger, which is the **Shift key** by default. If you're not sure whether a weapon you've just purchased is a primary or secondary weapon, just try to select it with the **W key** — if you can't find it, then it's safe to assume it's a primary weapon and will fire when you hit space. Also, if you're worried about accidentally firing a powerful weapon and wasting its ammo — or destroying some passing freighter! — you can put your secondary weapons into safe mode by pressing **S**.

Another important aspect of space combat is targeting other ships. If you've read the section on communicating with ships, you already know how to select a target. Just hit **Tab** until the desired ship is selected — a readout of that ship will appear on your status display, and a set of brackets will appear around the ship on your viewscreen.
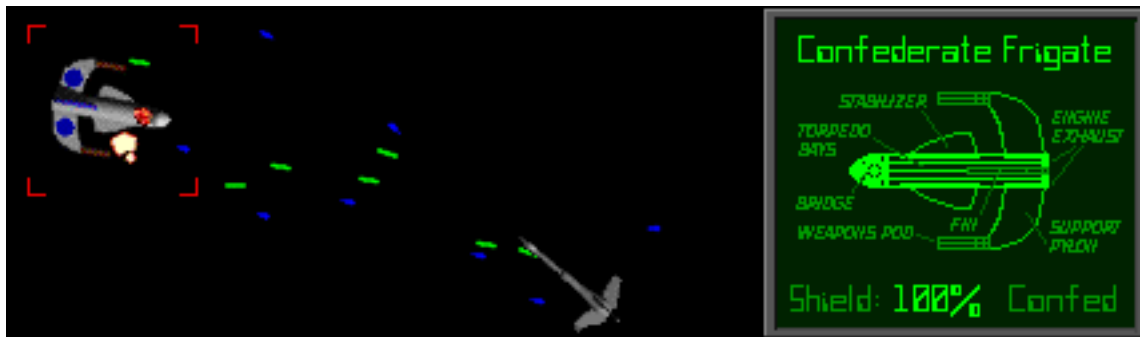
Those brackets will change color to show the other ship's current status: red for a threatening ship, blue for friendly or neutral, and grey for disabled. (they will also turn green for fighters and escorts, but we won't talk about that until a bit later)

When you target a ship, you provide your weapons systems with important information that they need to function properly. In order for some weapons to guide properly, for instance, it is necessary for them to have a target specified — in fact, turreted weapons won't fire without a valid target.

Keep an eye on your sheild indicator during combat; if your sheilds get too low during combat, it may be time to think about running away so that you live to fight another day. The shield indicator switches to an armor indicator when your shields go down and enemy fire begins to eat away at your hull. The armor indicator works much like the shield indicator: more color in the box represents more armor. The armor indicator is also shaded differently to help distinguish it from the shield indicator during the heat of battle.

If you're in a system that has floating asteroids, you can use them for cover in battles. Although you cannot be damaged by running your ship into an asteroid, a shrewd pilot can take out more powerful opponents by using them as shields in battle...

Those are the basics of ship-to-ship combat. Some more advanced topics will be covered in a later section.

Escape Pods

Even with all the amenities I'd added onto her, the Journeyman was no match for the pirate Argosy. The dark freighter was many times bigger than my tiny shuttle, and its gun crews could bring their turrets to bear quicker than I could swing my craft around. My little ship put up a good fight, but I knew it was over when my shields failed with a crackle of fried electronics. As the smell of burnt insulation and the sound of overloaded and sizzling power couplings filled the cabin, I knew my ship was dying. It was then that I said a silent prayer of thanks to whatever had made me spend the extra credits to buy that Markin-Bater escape pod. I climbed in, sealed the hatch, and pulled on the eject handle as if my life depended on it. Hey, that's pretty funny... I hope that when — if — somebody finds this, they won't edit that part out.

My poor battered shuttlecraft dwindled to a dot in the distance as the powerful fusion rockets propelled me and my escape pod away from the stricken vessel. The laser bolts that still pounded the shuttle's side formed an eerie green ribbon connecting the pinpoint that was the shuttle to the larger dot of the pirate ship. Suddenly there was an explosion, brighter than the sun, and the speck of my shuttle became a rapidly-expanding cloud of ionized gas and metal fragments.

I don't know why the pirates didn't board her before they blew her up — I guess maybe they scanned me and saw that I wasn't carrying much of value, or maybe Renzan Lefnor just liked picking on harmless shuttlecraft. As I unwrapped a crunchy ration stick and tried to figure out where my present course would take me, I thought of all the systems I'd visited with the trusty Journeyman, and vowed to make Lefnor pay for his transgressions if I ever encountered his ship again.

An escape pod can be your best friend in a tight spot. When your ship begins to break up — i.e. when you hear the shrill sound of the emergency klaxon — you can activate your escape pod, if you have one, by hitting **Command-E**. You'll drift through space for a while, and will eventually wind up on a safe planet. By the way, one interesting consequence of using an escape pod is that your legal record will be erased in all systems, which can be handy when you're on the run from the law.

Buying New Ships

I drifted for three days before a passing freighter picked me up. Man, I must've read that complimentary Markin-Bater brochure a hundred times. The freighter captain dropped me off in the Farla system, where I withdrew everything I had from my bank account in order to be able to afford a new ship. I'd made quite a pile of credits as a merchant during that year, so I decided to forego buying another shuttlecraft and move up to something bigger.

Buying a new ship is similar to buying an upgrade to an existing ship. If a planet or space station has the capability to construct new ships, you can click on the **Visit Shipyard** button when you're at the spaceport to access the shipyard dialog.

In this dialog, you can click on any of the available ship types to see a picture and a brief description of that type of ship, along with its price before and after trade-in. You can also click on the **Info** button (or double-click on the ship icon) to see a detailed summary of the capabilities of a particular ship class.
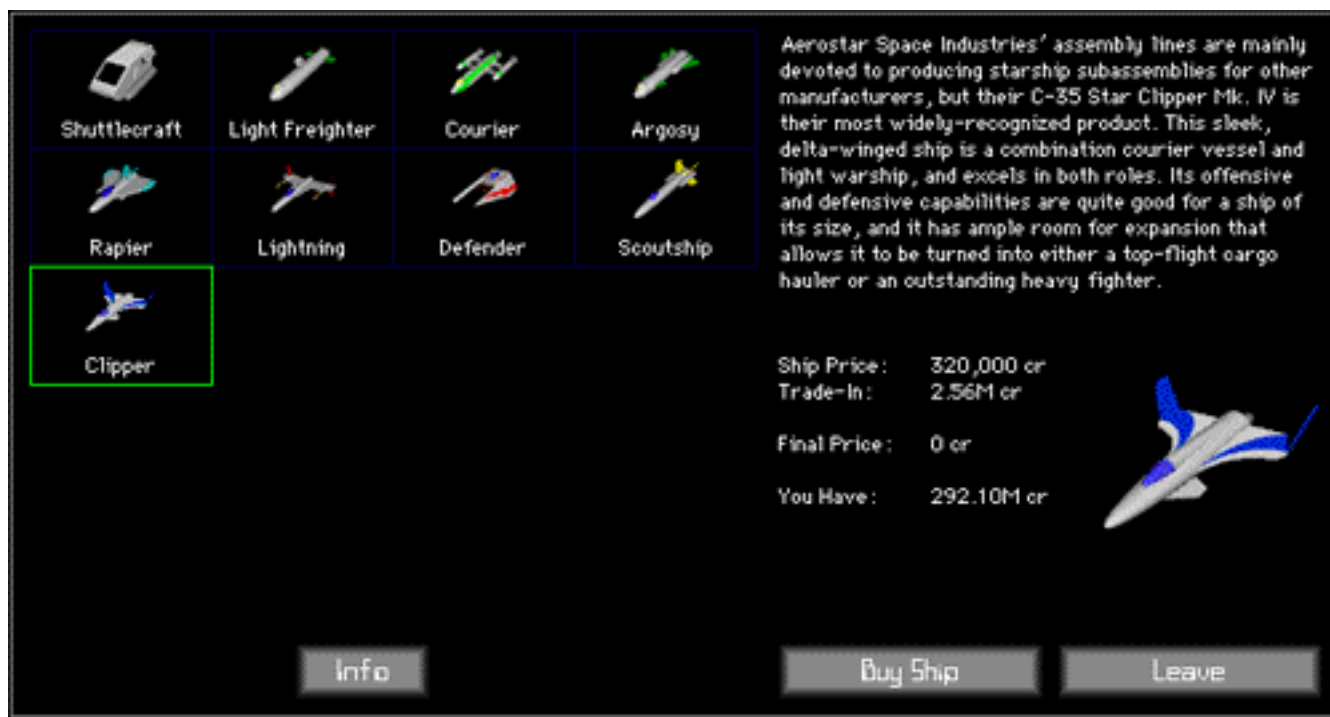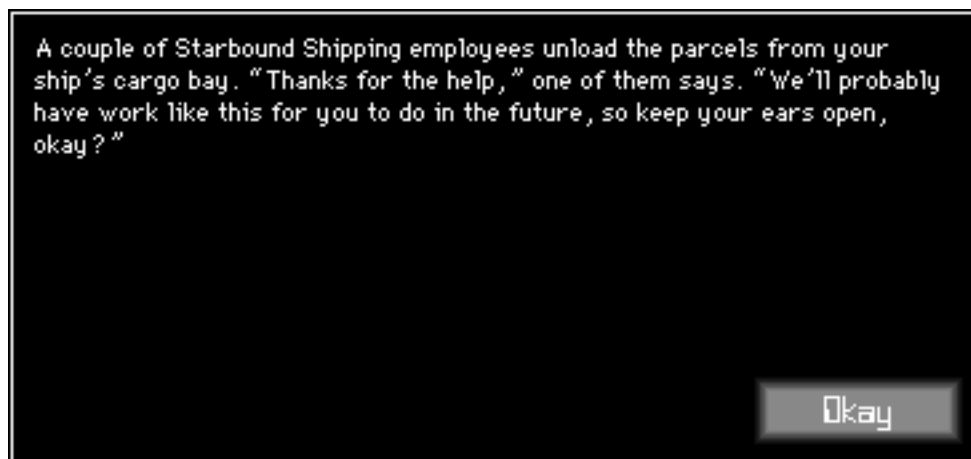
To buy a new ship, just click on the **Buy Ship** button. You'll be asked to name your new ship, and then it's all yours.

It took three days to sign all the papers and hire the crew of my new ship, a Maskirovka IPV-1 corvette. That trim little vessel was one sweet machine, whose every line and contour evoked images of speed and power. I also liked the size of its cargo hold — with this ship, I could make money as a mercenary or a merchant. I decided to call it the Avenger, in honor of the shuttlecraft I had lost. Renzan Lefnor better watch out if we cross paths again, I chuckled to myself.

Advanced Missions

I spent the evening before we pushed off in the Farla spaceport bar, relaxing with my new crew. I'd had enough command experience on the Loadstar to know that it's important to get to know your crew members. One of my turret gunners and a couple of engineer's mates were gathered around the slot machines, and my helmsman, navigator, and communications officer were lounging at the bar. I was sitting at one of the tables, swapping space stories with my new executive officer, when this guy came up and sat down across from us. He gave us this story about how his shipping company was running low on transport capacity that week, and how he had an extra shipload of parcels he needed to get to the settlement on Mirimas.

I talked it over with my XO and agreed to help him out. It would be an easy job, we figured, and since I was running low on credits after buying my new ship, it would help pay the bills. Now that I look back on it, I realize that that was when all the troubles really started. Heck, I should've just stuck to being a simple trader...


```
A couple of Starbound Shipping employees unload the parcels from your
ship's cargo bay. "Thanks for the help," one of them says. "We'll probably
have work like this for you to do in the future, so keep your ears open,
okay?"

                                                              Okay
```

Many spaceports have a bar located in them. A spaceport bar is a good place to relax, gamble, hire an escort ship, check the latest news, and especially to find missions that aren't normally offered through the mission computer. Bars serve as handy meeting places for clients and captains — whenever somebody has a job for a space captain to do, they invariably hang around the spaceport bar, searching for a likely-looking candidate. As you mess around in a bar, you may be approached by someone with a job for you to do. If their offer sounds good, you can accept their mission and carry it out just like one you'd get from the mission computer. If not, you can tell them to get lost. (by the way, the quantity and difficulty of the missions you're offered in the bar tends to increase as you build your reputation)

Escorts and Fighters

We left the Farla system early the next morning, after loading the parcels aboard the Avenger. On the way to our rendezvous on Mirimas, we saw a couple of formidable-looking pirate ships harassing a convoy of freighters, but we had a deadline and couldn't stop to lend assistance. We knew that the territory we would soon be passing through was crawling with Rebels and pirates, though, so at the next system we decided to stop and hire some temporary help to aid in our defense.

There are several different ways you can have other ships fly with you and obey your orders. The first is by hiring escort ships at a spaceport bar. To do this, click on the **Hire Escort** button in the bar, and select the desired type of escort ship you wish to hire. Hiring an escort costs a certain initial fee, plus a small fee each day. To determine how much you're paying your escorts, you can look at the player-info dialog. (hit **P**) If for some reason you don't have enough credits to pay your escorts, they will begin to defect from your fleet.

Another way to get escorts is by having them assigned to you through a mission you've accepted. In this case, you won't have to pay your escorts, but they'll only remain with you for the duration of the mission. A third way to get escorts is by capturing a disabled ship — see the next section for details.

Escorts not only help you in combat situations, but they also add to your cargo capacity, so you can make a real killing hauling goods around if you have a few freighters in your fleet. However any special cargo your need for a mission must always fit into your ship's own cargo hold; no one else can be trusted with it. Also keep in mind that pirates are more interested in large fleets or ships overflowing with cargo and credits.

A final way to have ships fly with you is by launching fighters from your own ship. Certain types of ships have built-in fighter bays that can launch small, single-seat fighter craft, and others can be retrofitted with this technology. Fighters are launched just like any other secondary weapon, and cost nothing to operate, other than the cost of purchasing them. The main difference between fighters and "normal" escorts is that you can have a finer degree of control over your fighters' actions: whereas escorts will only fight ships that are a threat to you, you can order your fighters to attack specific targets. Also, you can recall your fighters to your bay to be refueled, repaired, and rearmed.

To control the ships in your fleet, use the following key commands:

Key:	Effect on escorts:	Effect on fighters:
C	Recalls your escorts to the formation for a short period of time	Recalls your fighters to the formation until you give them further orders
Option-C	No effect	Orders your fighters to dock with your ship
V	Orders your escorts to hold position	Orders your fighters to hold position
F	No effect	Orders your fighters to attack your current target

So as not to confuse you, your targeting computer will automatically "skip over" your fighters and escorts when you're cycling through the ships in the system by hitting **Tab**. However, if you still want to select them — say, to inspect or communicate with one of them — you can hold down the option key to force your targeting computer to include fighters and escorts when you hit **Tab**. You can use this if you want to fire one of the escorts you've hired: just hail the ship and click on the button that says Release Escort.

We let the two hired Defenders go after we made it safely through the combat zone and into the Mirimas system. After we'd delivered the parcels and collected our payment — a handy little sum, if I do say so myself — we set out again to see what opportunities lay in store for us.

If you don't have enough room in your ship's hold for some important cargo, you can jettison what you are currently carrying by hitting **Command-K**. Hitting **Option-Command-K** will jettison only "normal" (non-mission related) cargo, which can be particularly useful when you want some more space in your cargo hold, but don't want to send special mission related items into the void of space.

On a more gruesome note, should you ever want to cause your ship to self-destruct, holding down **Command-D** will initiate the self-destruct sequence. You must hold these keys down for a full 10 seconds for the self-destruct sequence to complete; letting up on them at any time before then will abort the self-destruct sequence.

Print

Quit

Down and Dirty

Giving in to the dark side

Plundering Ships

Mirimas is one of the more remote settlements in the galaxy, and by the time we had safely delivered the cargo there, we were far off the charted trade lanes. It's out there, on the fringes of explored space, that the space pirates make their living. Because I knew they were out there, I kept all decks on yellow alert around the clock. It turned out to be a smart move, too — I sure wish I had remembered to do it yesterday... Anyway, as we were preparing to make the jump to Blake's Star, heading back towards explored space, we were jumped by pirates.
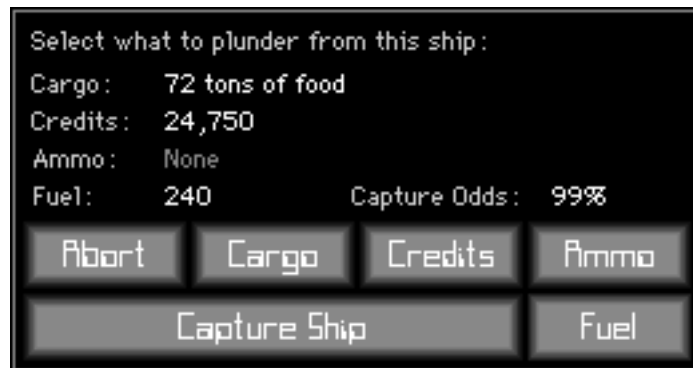
Instantly, my executive officer was shouting orders to the crew. "Pirates off the starboard bow! Shields up, red alert! Starboard batteries, prepare to fire!" "Belay that last order," I said into the PA mic. "All turrets, hold your fire." For I had recognized the pirate vessel — the scanners identified it as the Darksun, captained by Renzan Lefnor. His Argosy was no match for the Avenger, and I knew it — I wanted to have some fun with him first. I ordered my comm officer to hail the pirate vessel... all we got was static. "Very well, if that's the way he wants to do it," I mused, picking up the mic again. "Attention, this is the captain," I addressed them. "Go to general quarters. All hands to battle stations. Missile bay, load tubes one and two and prepare to launch on my command. Starboard batteries, you are cleared to fire."

The battle was over almost as soon as it had begun. A salvo of missiles exploded against the pirate ship's port side, sending it drifting slowly away from the Avenger. As we closed within gun range, the turrets opened up and began to chew away what remained of the Argosy's shields. Within seconds, the pirate ship was beaten, shields down and engines crippled, disabled and drifting in space. It was with great pleasure that I again picked up the mic and addressed the crew: "Starboard batteries, hold your fire. Stand down from red alert, maintain battle stations. Weapons chief, assemble a boarding party at the ventral airlock."

If you manage to disable an opponent's ship, you can board and plunder it for your own personal gain. (you are also sometimes required to board a disabled ship as part of a mission) To board a ship, you must first disable it, and then you must maneuver your ship so you are above the other, pointing roughly the same direction as the enemy, and moving at roughly the same velocity. When you've achieved all this, hit **B** to board the other ship.

When you've successfully boarded a ship, the following dialog box will appear:


```
Select what to plunder from this ship:
Cargo:    72 tons of food
Credits:  24,750
Ammo:     None
Fuel:     240          Capture Odds:  99%
```

Abort	Cargo	Credits	Ammo

Capture Ship	Fuel

The top portion of the plunder dialog displays how much cargo, credits, ammo, and fuel is on board your opponent's ship, along with the odds of capturing it. (see below) At any time, you can hit the **Abort** button to close the dialog and disengage your airlock from the target ship. The **Cargo**, **Credits**, **Ammo**, and **Fuel** buttons, when clicked on, will instruct your crew to take things from the target ship.

Every ship is equipped with a security self-destruct mechanism, to prevent them from being boarded or captured by enemies. Every time you take something from the target ship, you increase your chances of setting off the self-destruct and detonating the ship.

We lasered open the Darksun's cargo hold with a quick burst from our turrets, and sent workpods into the dark space to retrieve what cargo we could find. After we had plundered what we could — about twenty tons of luxury goods, all told — from the cargo bays, we blasted another hole in the hull and extended a refueling probe into the Argosy's dorsal fuel tank. As ton after ton of slush deuterium was pumped up to the Avenger's thirsty fuel storage pods, I considered the ship below. Most of the crew were still alive, a quick scan revealed — most of the damage had been done to the engineering section — so our computed chances of capturing the ship were not that good. I knew the Avenger's crew, while brave and capable, would be hard-pressed to win in a hand-to-hand fight against the Darksun's remaining personnel. So, I decided to disengage our airlocks and escape intact with our booty. As we boosted away under full thrust, a weak transmission came through from Renzan Lefnor's ship. "Damn you, you infernal scumdog!" was all it said. I guess that's how I got my nickname...

When you click on the **Capture Ship** button, your ship's crew will attempt to overpower the target ship's crew and take over the ship. If you have any large warships in your fleet, some of their crew members will assist in the capture operation as well. If you are successful in capturing the ship, you will have the option of assigning to your fleet of escorts, or using it as your own ship. Unlike hired escorts, captured escorts don't have to be paid.

Bribery

Thirteen light-years farther in towards the center of explored space, we came upon a space station orbiting the third moon of Arcturus VII. We were low on fuel and consumables and needed to put in for a resupply stop, but we were denied docking permission. "Negative, Avenger," the dockmaster radioed us, "The traffic pattern is full. No docking space available at this time." We were all tired and just wanted to set down and get a little R & R in the station's entertainment facilities, but that damn desk jockey wouldn't give us clearance. So, I called him up again and arranged to have a few credits transferred his way, as a sort of incentive... "Acknowledged," came the reply, "You are cleared for priority docking in bay two-niner." I guess a few credits can go a long way.

Some planets and space stations in the Escape Velocity universe just won't let you visit them — either you've done something to annoy them, or you aren't considered worthy of being given landing clearance. Either way, sometimes a little monetary persuasion can help you get where you want to go. To offer a spaceport a bribe, you first have to communicate with its traffic-control facility. To do this, make sure you have a planet or station selected, but with no ship selected, and hit **Y**.

Clicking on the **Offer Bribe** button will attempt to offer the spaceport officials a bribe. If they are willing to take your credits, you can sometimes negotiate a smaller fee. If they are unwilling to take a bribe and tell you to leave, you can sometimes still land. Just try again on a different day — maybe a different officer will be on duty.

Dominating Planets

Yeah, those pirates are bad news, but even worse are the folks who get their kicks from dominating entire planets. It doesn't happen too much anymore — first the Great War and then the Rebellion occupied everyone's attention — but not too many years ago it was almost common for unscrupulous privateers to extort planets for tribute. Why, I remember my father telling me stories, when I was knee-high to a banderfrog, of how he used to run the blockade to deliver relief supplies during the Oberon Conflagration. In that little conflict, a band of pirates based from the asteroid belt of the Wescoe system wiped out the meager defense fleet of the planet Oberon, imposed a naval blockade on the system's jump points, and demanded thirty percent the colonists' income. Since the galaxy's militias were all independent at that time, nobody could do much about it, except for a few independent freighter captains like my father, who took it upon themselves to help deliver relief supplies through the blockade. It took three years to expel the pirates from Oberon... a period during which they became filthy rich from taxes levied on the colonists, I might add.

If you're feeling really evil, you might want to try to dominate a planet in order to collect tribute from its frightened inhabitants. To attempt this, all you have to do is hail the planet and click on the **Demand Tribute** button. If you're only a weakling space jockey, unknown in the galaxy, the planet will probably just laugh at you and tell you to get lost.

However, if you've built up a reputation for evil deeds, the planet will send out its defense fleet to do battle with you. Wave after wave of defense ships will attempt to destroy you. Generally, the more advanced the planet, the bigger and tougher the defense fleet.

At any rate, once you've destroyed a planet's defense fleet, you can hail the planet again and demand tribute a second time — they will acquiesce and agree to pay you a small fee each day. Beware, though, as you will be a wanted criminal in dozens of systems, due to your nefarious deeds. You can determine exactly how much you're getting from planetary tribute by looking at the "General" section of the player-info dialog, (hit **P**) assuming you've managed to take over at least one planet.

Print

Quit

Epilogue

The curtain falls on Scumdog's tale, just as yours is begining...

Jeez, the oxygen meter is so close to zero that there's probably only a few minutes' worth of air left in here. I guess I'd better wrap it up...

Three years after the events I've just described, the Avenger was on patrol near Learned's Star. It was just after the shift change at 1600 hours, and everybody was tired — we had been out there, running cargo and patrol missions through unexplored territory, for nearly a month without any rest. The ship was running under normal alert status, and the crew was more concerned with making it until the end of the shift than tending to their assigned duties. I can't help but wonder what would've happened if I'd maintained a condition of yellow alert and stayed on the bridge like I should've, given the potentially hostile area we were patrolling.

I was in my cabin, dreaming about what I was going to do when we reached Canopus VIII for some shore leave, when suddenly a huge explosion rocked the ship. As the emergency alarms wailed to life, I dashed out into the suddenly dark and smoke-filled companionway. More explosions jolted the ship, accompanied by the sickening screech of rending metal. I sighted a crewer coming toward me out of the smoke, and shouted "What's happening?" at him. "They came out of nowhere, sir!" he yelled back at me, over the din of what I could only assume was a fierce space battle in progress. His face was ashen, like he'd just seen a ghost. "The whole bridge is gone, sir! They just blasted off the whole bow, all the way back to bulkhead C! Engineering's been hit, too — last we heard from Mr. Johannsmeyer, the containment fields were shot to hell and the reactor was about to go critical! We — "

Suddenly, as another explosion slammed the Avenger, the port bulkhead split with a resounding crack of overstressed plastisteel, and the atmosphere began to rush out of the companionway. With a scream, the unidentified crewman was sucked out into the vacuum of space. I managed to grab onto a handhold, and scrambled up the corridor to the nearest comm panel, ordered the crew — those who could hear me, anyway — to abandon ship, and struggled to the nearest escape pod cluster. I strapped myself in and hit the reassuring red button on the console, and a severe jolt pushed me back into my acceleration couch as the escape engine fired.

As I drifted away from the stricken Avenger, now in its death throes, I rotated the escape pod 180° to face the scene of the battle. The ship had been hulled in dozens of places, I saw, with the most extensive damage having been done to the bridge and engineering section, of which the latter was glowing bright red from a reactor meltdown in progress. Finally the containment fields gave out and the Avenger exploded in a white-hot fireball.

I sat there, numb with shock, and tried to figure out who could have perpetrated such a blitzkrieg attack. A mottled red-and-black object flitted overhead at an incredible velocity, and disappeared into the distance. It was then that I realized who had been responsible for the hit-and-run attack on my ship. It was something I had hoped I would never have to witness again. It was...

Oh, damn! The power cell in this damn recorder is about to...

Print

EXIT
Quit

Troubleshooting

Help with common situations you may run into

What if my question isn't answered here?
If your question isn't answered here, please read the **Escape Velocity FAQ.text** file that is included in the Escape Velocity package, and is also available on our web site. This FAQ has numerous answers to questions we are frequently asked about Escape Velocity.

What is the "EV Plug-Ins" folder for?
The **EV Plug-Ins** folder allows mission designers to extend Escape Velocity by adding new worlds, weapons, missions, ships, etc. While this is not for the faint of heart, several developers are working on editors that will allow people to do just that. Please don't ask us about editors, etc. -- we aren't working on them, independent developers are. We're just providing the support mechanism for it in EV.

For the vast majority of people, the **EV Plug-Ins** folder is there to allow you to easily use scenerios that others have devised, simply by dropping them in the folder.

How can I pause a game of EV? Can I get to the Finder?
EV doesn't have a "Pause Key" as many of our other games have. The reason for this is because EV pauses when you open a dialog box (for example, the Map window). The game is also paused when you are on a planet.

If you would like to get to the Finder, you can use the **ESC** key to exit your ship (this is also a pausing technique). You can then hide EV from the Application menu or even quit the program while at the title screen. Keep in mind that EV only saves when you are on a planet, so it is a good idea not to use the **ESC** key until right after you leave a planet.

Does EV work on my PowerPC - Is it PowerPC native?
EV works just fine on all PowerMacs. It is a "Fat" binary, which means it has native code for both the 68K and PPC machines. EV senses the type of machine you are using and loads the proper code.

Why does the sound occasionally break up?
Certain video cards may cause the sound to break up during fades. This is because all video card drivers turn off interrupts while they are changing color table entries, and some video cards do not handle color table changes in an optimal manner. Since interrupts are off while the video card is changing color table entries, the Sound Manager cannot service the sound chip quickly enough, and the sound breaks up.

Will VM or RAM Doubler affect game play?
If you have Virtual Memory turned on or are using the RAM Doubler extension, it may slow down EV's game play. This is unavoidable; the only solution is to turn virtual memory or RAM Doubler off before playing EV.

On slower machines, Virtual Memory or RAM Doubler may also cause the sound to breakup or screech on occasion. We recommend against using Virtual Memory or RAM Doubler while playing EV (or any other game for that matter), but it does work.

I have problems launching EV - what can I do?

There are two things you can try. First, raise EV's memory allocation. This is done by hilighting the EV application icon from the Finder and choosing Get Info... from the File menu. You can set the memory allocation to a higher amount. EV requires at least 5800K of free RAM.

If you continue to have problems, try disabling the extensions on your machine before playing. This is done by restarting your machine while holding the Shift key down. You will see a message that says "Welcome to Macintosh - Extensions off." Sometimes extensions can conflict with other programs.

If your problems continue, please contact our technical support department.

I have a slower Macintosh (030 based machine) - is there anything I can do to improve game play?

EV can run on the 030 based Macintoshes, but the speed when flying from planet to planet can be slow. A good thing to do is to enable the double speed feature of EV. This is done by locking down the **Caps Lock** key. You will see a little "2x" in the upper right hand corner. This feature can also come in handy when the sector you are in is saturated with many ships and game play slows down. By using the double speed feature, battle maneuvers are much easier.

Can I use a joystick to play EV?

Yes. Escape Velocity will always need the use of the keyboard because of the amount of controls, however you can set up your joystick to fly your ship and shoot your weapons. Make sure that the settings for your joystick match those controls in the EV preferences dialog.

My License Code is invalid - What's wrong?

The license code you were sent is based on your name as you gave it to us when you registered. Make sure that you are entering your name **exactly** as it appears on your registration confirmation. If you still have a problem with your license code not working, please get in contact with us and we will take care of the situation for you.

Print

Quit

Registration and Contact Info

How to pay for Escape Velocity and get in touch with Ambrosia

Shareware?

Escape Velocity is distributed as shareware. You are permitted to use it on a trial basis for up to 30 days. If you wish to continue using Escape Velocity beyond that period, you are expected to pay a registration fee to obtain a license to use Escape Velocity.

After we have processed your registration, we will send you a license code that you enter to complete the registration process. This removes the shareware notices and personalizes your copy of Escape Velocity.

Escape Velocity has a $20.00 registration fee.

We don't cripple our products. We don't gouge you with absurd prices. We don't fool you into buying our software with slick advertising.

What we ask is this: if you like our products, support us by paying for them. If you don't like our products, don't use them (or better yet, tell us why you don't like them, so we can improve them).

Why should I register (pay for) Escape Velocity?

We're attempting to offer high quality products at a low price on a "try before you buy basis." Supporting us by registering Escape Velocity — assuming you like it — is the only way you can ensure that we will continue to produce more high quality software distributed as shareware.

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Ambrosia Software accepts all major credit cards (Visa, Mastercard, Discover and American Express). A credit card can be used to register by WWW, eMail, fax, phone, or postal mail. You can also send a check or money order to the address that appears below. Ambrosia Software also accepts purchase orders if your organization requires them. All of these options are available in the Register Escape Velocity application.

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Ambrosia Software, Inc. is a small company dedicated to bringing you quality software, excellent support, and innovative ideas all at a reasonable cost. We give you commercial-quality software at a fraction of the price, with the added convenience of being able to try out the software before you pay for it.

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Ambrosia creates personal productivity tools that make using your Macintosh a more enjoyable experience, as well as anti-productivity tools (games) which make your Macintosh just plain fun.

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The latest versions of all our products are always available in the Ambrosia Software forums on the following services:

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   • **Internet**: Visit our web site at `http://www.AmbrosiaSW.com/` or our ftp site at `ftp://ftp.AmbrosiaSW.com/`

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