

ORIGIN

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PRIVATEER 3

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An Overview of PRIVATEER

PRIVATEER 3: RETRIBUTION

The Kilrathi world has been destroyed and the remaining souls have but one thing on their minds. Retribution. It is your job to discover the mystery that can rectify the unjust done within the universe. Earn your keep through an ever-expanding universe as a mercenary, merchant, Confed pilot or pirate. If it pays well and suits your temperament, the job is yours. Just remember one thing, trust no one.

Key Features:

Build Your Own Ships

Select from 3 engines, 6 different ships hulls, more than 16 weapons, armor, and unlimited color schemes.

Trade Goods for Profit

Smuggle contraband or run guns for cash. Determine which commodities

are

in demand.

Role-Play

Develop your character into a mercenary, pirate, merchant, or Confederation pilot based on your actions in the game.

Exploration

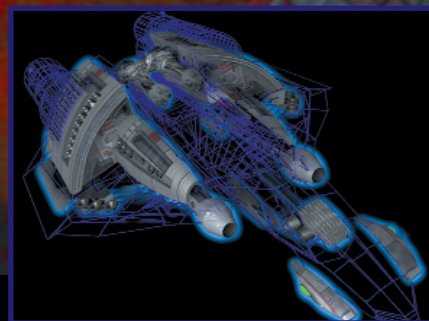
Explore over 50 different planets and space stations each with unique advantages. Discover unusual environments such as agricultural, industrial, war-torn, scientific, recreational, and technological.

Multiplayer

Create your own alliance, manage your space station, build up a fleet of ships and take on the Internet. TCP/IP; LAN and IPX support.

3D Accelerated Only

3D accelerated hardware to maximize



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Welcome to the Universe..

Welcome to the Universe

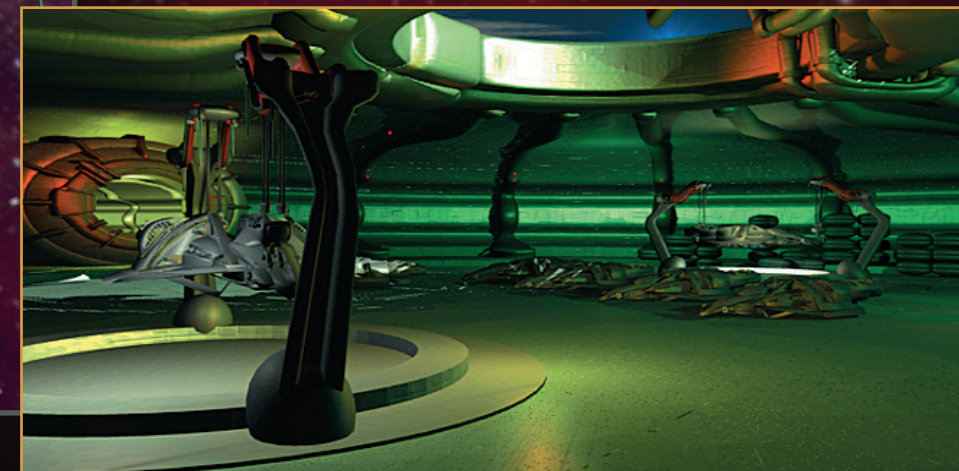
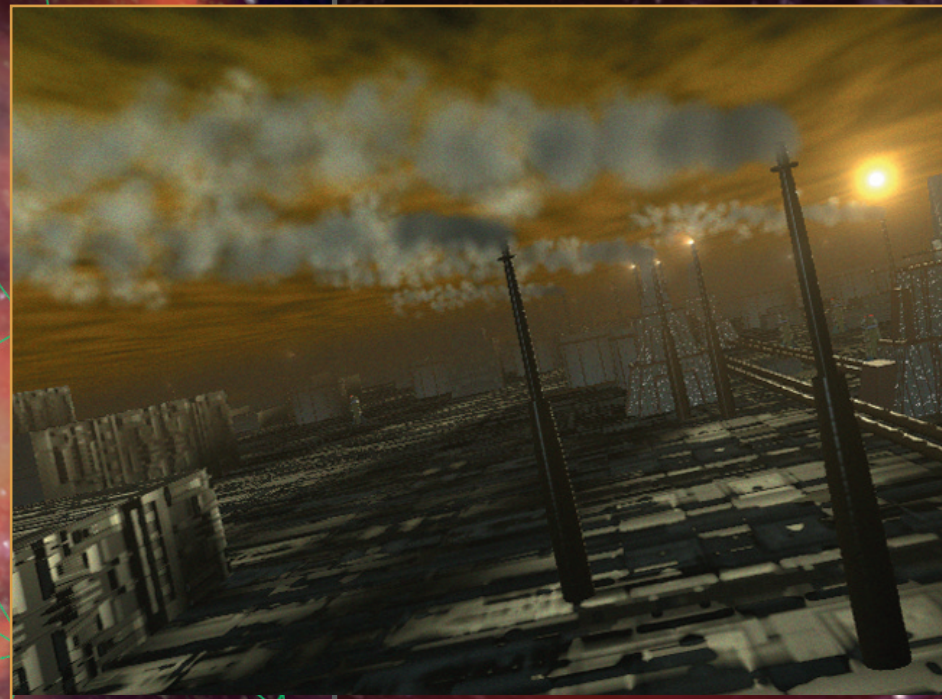
PRIVATEER 3 is a universe all its own. Never before in the space trading/combat genre has there been a game that has so fully and totally encompassed the player in a environment so rich in detail.

- * 57 different ports to visit!
- * 62 solar systems to investigate!
- * 2264 separate action spheres to explore!

All the planets, orbiting platforms, and asteroid stations are unique, having their own economies, governments, and industry.

You will be able to spend weeks just exploring the star systems, searching for hidden outposts, derelict ships, and if you're not careful, black holes.

Kilrathi and Confederation alike will patrol the void trying to uphold the fragile peace, while pirates brigades and outcast squadrons terrorize the quadrants, looking for easy money and fresh prey.



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Planets, Space

Platforms,

Planets, Space Platforms,
and Asteroid Stations

PRIVATEER 3 has 57 unique worlds and space ports to visit, each of them having its own economy, government, industry, and technology level. These factors are translated into the types and prices of commodities on the world, as well as to the availability of weapons for purchase. Each location comes complete with its own detailed history, while factors that you can manipulate can change the economy, or even the future, (running guns can lead to a change of government, while importing dangerous xenomorphs can lead to the port being quarantined!)

For all who play PRIVATEER 3, no two games will ever be the same.

Furnace
Type: Asteroid
Industry: Mining
Government: Corporate

Owned and operated by Furnace Metals Limited, this mining outpost is a model of efficiency. Miners from across the sector come here to prospect as the system is rich in gold, platinum, jewels and other heavy metals. The accumulation of wealth has also attracted pirates, who prey on the hapless and unlucky in the asteroid belts that litter the



system.

Yena
Type: Planet
Industry: Agricultural
Government: Envirochy

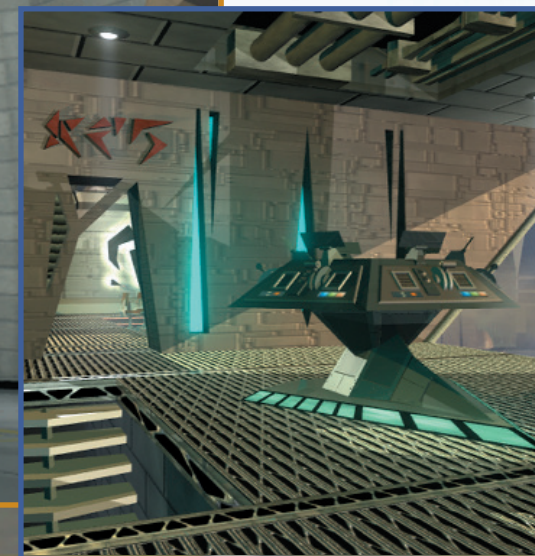
Yena produces some of the finest in synthetic



meats found in the quad. Its close proximity to New Damascus and Vigilance assures it of a steady supply of credits for its goods. However, much of the wealth is squandered by the government which constantly is finding new environmental concerns on which to spend money. Yenans are a hard, proud people, though many off-worlders think of them as loud and obnoxious.

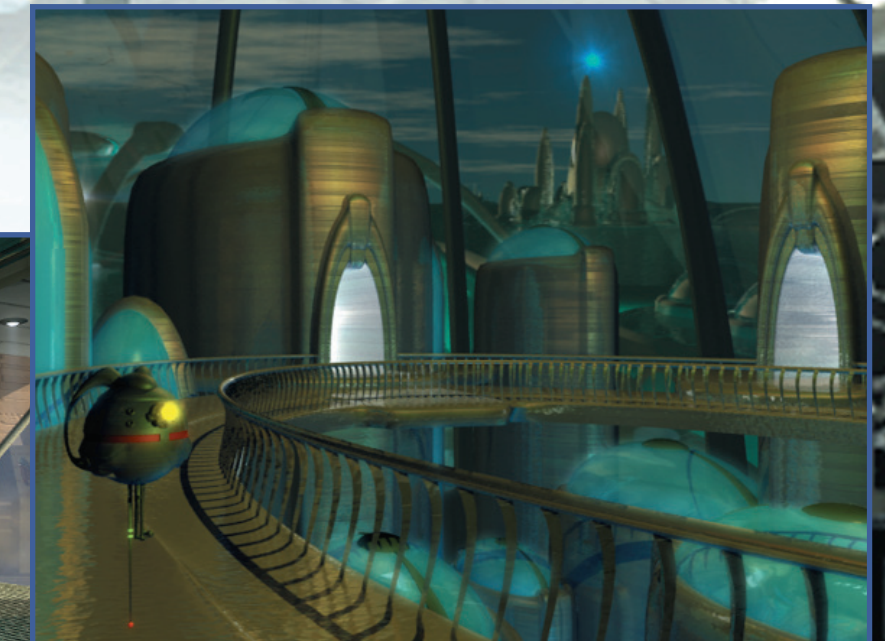
G tok IV
Type: Floating City
Industry: Manufacturing
Government: Kilrathi

G tok IV is a floating industrial city. Built forty years ago, it is still expanding to this day. Antigravity engines keep the platform afloat above the toxic surface of the planet which is heavily laced in highly concentrated



sulfuric acid. The atmosphere is poisonous but a rebreather is all that is required, though a trip to the surface without a full body suit would result in death. G Tok IV is a prime example of Kilrathi ingenuity and determination to dominate everything they can use. G Tok IV is known sector-wide for its refined titanium.

New Paris
Type: Water Planet
Industry: Tech Planet
Government: Monarchy



One of the older, populated worlds in Archangel Quadrant, New Paris has a

Planets, Space Platforms, and Asteroid Stations

Planets, Space Platforms, and Asteroid Stations



Space Stations

Other locations that will feature the PRIVATEER 3 new technology include orbiting space stations which are larger than any other objects ever constructed for the Wing Commander universe. Technology will not only allow you to experience the thrill of fighting in outer space, but also in inner space!

You can fly into these huge constructs and down vast corridors built within them. You will need to brave these tunnels in order to take out turrets, missile launchers and shield generators. Then, with your last torpedo, you can destroy the fusion generator that will allow you only thirty seconds to escape the huge structure before its final glory.

