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Privateer Online

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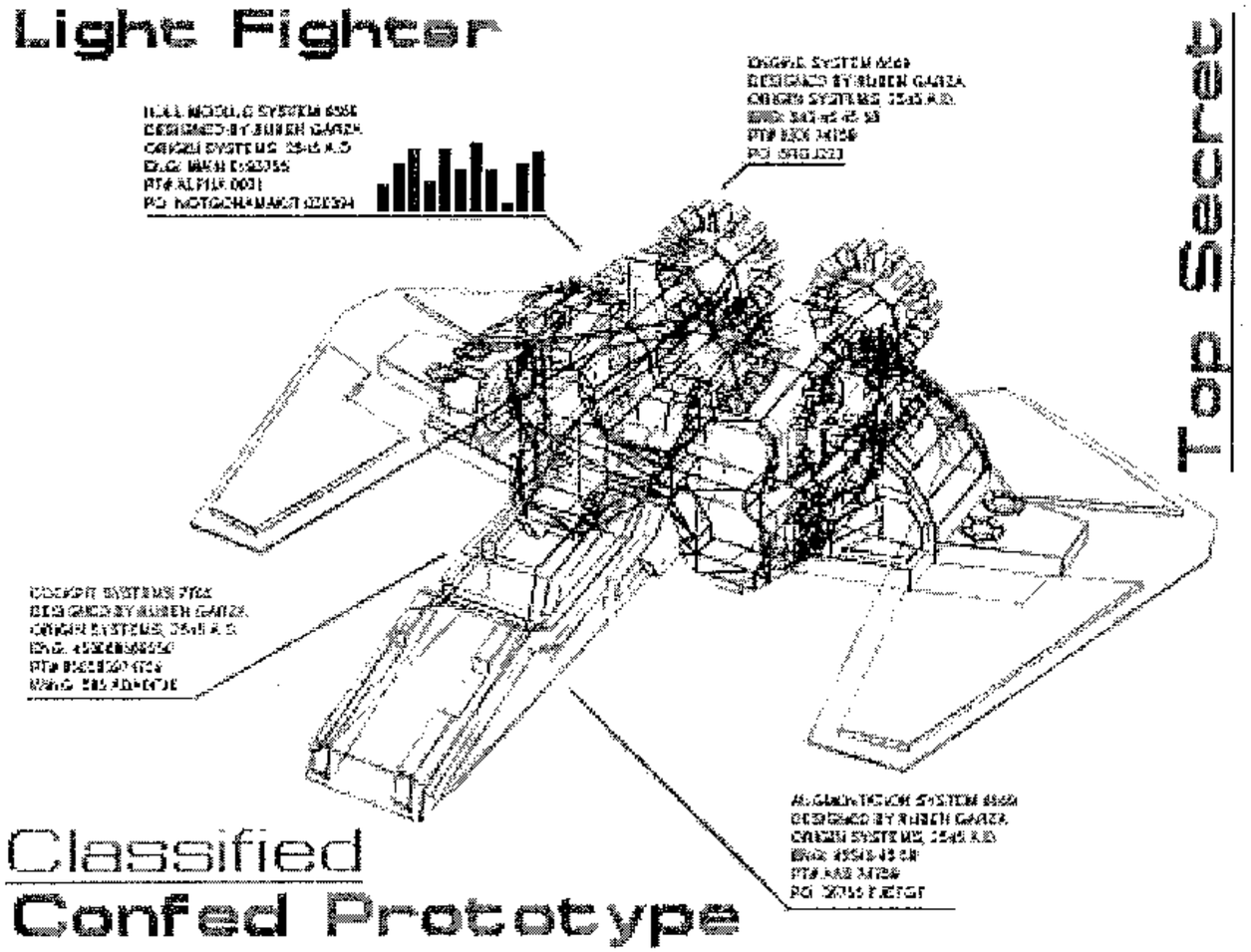

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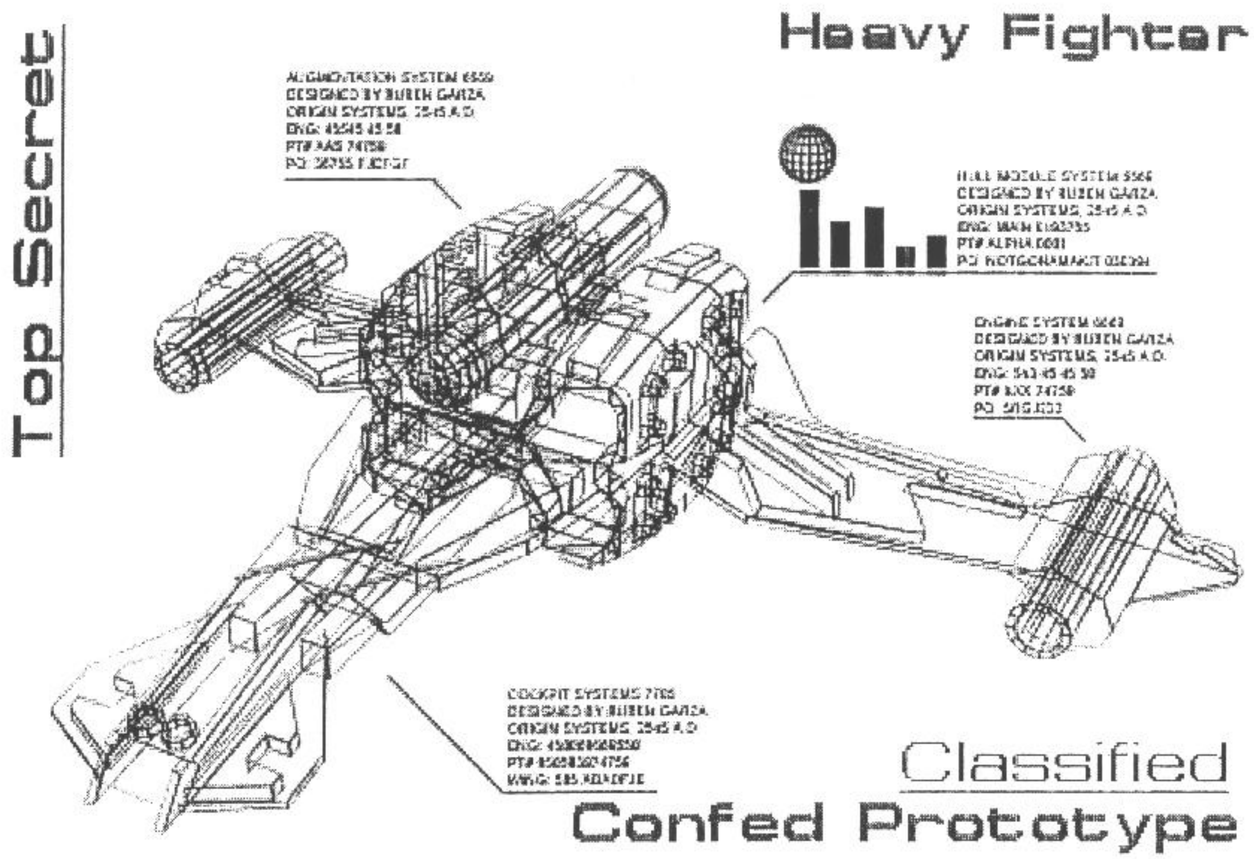

Executive Summary

Over the course of this past year Origin has journeyed into unproven territory with the release of Ultima Online. With Ultima Online selling through 150,000+ units and maintaining close to 100,000 active accounts, Ultima online has proven that the new genre of online gaming can be profitable. At the same time Origin and Electronic Arts have established AND maintained a leadership position in the new genre. This gives Origin the name brand recognition needed to launch new persistent worlds based on its strong properties such as Wing Commander: Privateer.

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Origin has an extreme edge over the competition with its strong properties like Wing Commander and Ultima. While most companies are struggling to create these properties AND communities from the ground up, Origin has several properties that fit perfectly in a persistent world environment. Each of these properties has an *established* loyal fan base and history that has been adored by fans for years. The next Origin property to go online? Wing Commander: Privateer.

With Wing Commander lifetime sales (As of March 98) selling *two* to *one* over the Ultima series, we can expect even greater subscription numbers than Ultima Online. Also, with the already crowding Fantasy RPG Online genre, Privateer stands alone in the Sci-Fi genre providing Origin with many new types of customers. This provides Origin and Electronic Arts with both a Sci-Fi and Fantasy online genres with strong properties in Ultima and Wing Commander.

With all that said Privateer with the strong universe backing and proven Wing Commander history proves to be the most extensive, entertaining and encompassing space based Online community in gaming history. PERIOD.

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What Is Privateer Online?

Community – Central to the theme, Privateer Online is designed to be a place where a player can shed the cares and worries of their real world and enter an environment in a different time and space. PO is not just a game about fast ships and superior firepower. It is also a place where friends can meet and perform a cargo run together, member of an Alliance can gather an discuss business., or comrades regroup and plot the destruction of a rival capital ship. Privateer will be more than just a game. It is a human interaction experience.

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Action – When the player wants to test their skill, Privateer Online is a fast paced, adrenaline rush of laser blasts and missile salvos. Just like the previous Privateers, the goal is to let players do most of their talking with their guns. And during those heated conversation, players will be thrilled by the cutting edge graphic, sound effects and superior flight controls. Flying a ship will be easy to pick up, but a challenge to master.

Diversity – But Privateer Online is not all about fast ships and big guns. Players will need a good business sense if they are going to do well. With over sixty commodities and markets to chose from, many different guilds to join and advance in rank, non-violent ways to make money including prospecting and artifact locating, players will not be limited to depending on their piloting skills in order to advance.

Scope - Not content to make just a world, Privateer Online will take it all the way and create a UNIVERSE. Using the rich, robust history of both the Wing Commander and Privateer franchises, PO will create a universe of dozens of solar systems and hundreds of world which hundreds of players will be able to explore and trade.

Game Length – Privateer Online is not a game one can master in a week, or even a month. With the number of player ships and their equipment combination (over 500,000+) coupled with the number of ports to visit, commodities to run to each, missions to accept from all the guilds, it would be virtually impossible for a player to explore every facet.

Audience - Privateer Online will be targeted for an "Everyone (E)" rating. It will have content suitable for persons ages ten and older. Though it will have violence in the form of ship-to-ship combat, it will neither be graphic nor gratuitous.

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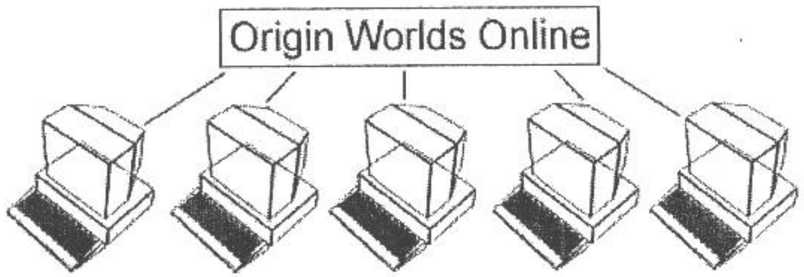
Origin Worlds Online



ORIGIN WORLDS ONLINE, (Origin's interactive web site) will be online in the near future. With its chat zones and message boards, Origin game players will have a centralized forum where they can discuss our games, receive product information, have access to the latest patches, and spend hours online playing our games.

To begin to establish an Online game you first must establish an Internet community. With Origin forging ahead with Origin Worlds Online, Privateer Online will join Ultima Online as one of the major gaming forces on the Internet. Though Origin Worlds Online has yet to be fully designed, there are many proposed features that Privateer hopes to take advantage of in order to establish is presents to the web community.

- **Centralized resource** - Players who visit Origin Worlds Online will be exposed to not just Privateer Online, but all of Origin's games and their news releases, patches, Win95 themes, etc. Privateer Online will use its area for announcing events, such as its forthcoming Beta test and Final release dates.

- **Calendar of Events** - Privateer Online will also want to post its calendar of weekly game and GM run events, such as scavenger hunts, arena combat schedules to not only alert players on the web, but entice new players as well.

- **Chat Zones and Post boards** -- At the front end of Origin Worlds Online, players will be able to meet and decide which PO server they wish to play. Players will be able to use Origin Worlds Online search engine for finding friends (and enemies) to see if they are currently online, and which server they are on. Displaying player statistics, rank, affiliation and other in-game features in the chat area could also be useful towards establishing identity and community.

- **Server/Web communication** -- Sharing data from the PO servers, the Origin Worlds Online web site will allow players to be able to check the Top Twenty stats of each server from their browser, including the most notorious PKer's and the best PK-killers.

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It is essential that a persistent world product be designed with scalability in mind so that upgrading of feature sets is possible without a complete rewrite of major sections of code. Privateer Online is currently being developed with four definite stages: two major updates (Major Releases) and two minor updates (Gold Releases) occurring after each major stage.

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The goal of Stage One (Privateer Online initial release) is to allow for the game to come online and become profitable. This involves building a product that is capable of supporting Wing Commander type space combat, virtual community and trading aspect of Privateer.

The initial release will feature a game set in the Wing Commander universe with solid space flight-sim trading and combat aspects. Players will have access to one Quad within the Wing Commander star map providing them with 60 different solar systems and at least 200 ports to land an interact with.

Privateer Online Gold's main goal is to keep our subscriber base continually captivated while allowing the universe to become larger, thus reducing the chance of a player loosing interest. This will re-energize players and insure a lower turnover rate of our subscribers. This product will double the play area to TWO Quads, adding an additional 40 systems and 100 more ports. Also added will be new places of interest (Black Holes, ancient battlefields, etc.), Ships, Weapons, Commodities, Companies, etc. Some aspects of the Gold version can be used by current PO players without purchasing a new CD, but there would be definite advantages to buying the PO Gold title.

Autopatch - On the day the Gold edition ships, players would need to autopatch to receive data on the new ships and weapons that will appear in the game. The autopatch would contain the new art and code to prevent PO players from being incompatible with the Gold update.

Gold version requirement - New areas produced exclusively for the Gold versions can ONLY be accessible to players who purchase the new PO Gold CD. Jump points allowing access to these areas are turned off to those without the Gold version. The purchased Gold version would even provide updated art for existing PO art, thus giving the PO Gold owners even more perks for purchasing the new version.

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Designed to be an entirely new packaged product and to bring new players into Privateer Online and again captivate the attention of our loyal subscriber base. Privateer Online 2 will provide a new game play experience beyond simply adding new areas of space.

Advances in Technology - All aspects of the game would be geared towards taking advantage of the newest advances in software (such as new Windows features and the planned acceleration of the Internet) and hardware (the newest 3D hardware accelerators and bus speeds) on the market. This product will follow the release of Privateer Online Gold by approximately 14-16 months.

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Polygonal Worlds and Characters - The intention of Privateer Online 2 is to expand the complexity of the universe to include exploration of planets, stations as well as people. Privateer Online 2 will feature polygonal planets and cities around the ports for the players to explore and move about on. Players will now be able to expand their exploration from not only exploring the vastness of space but to exploring planets as well. This technology will be developed by Ultima Online 2 and should be practical for use by PO2.

Advances in story - By this time players will be expecting renovation to the Wing Commander and Privateer franchises to keep them interesting and dynamic. Any story advances from the latest WC games will be written into the Privateer Online fiction, as well as accounting for new ships, enemies and such. For Privateer Online, new races, ships, guilds and technology will be expanded upon to promote growth within the universe.

The Gold version of PO2 would be similar in strategy to the PO Gold version, with new art, weapons, ships, and areas to explore. The update strategy would also be similar, with an autopatch being used to update players with new data and art.

Autopatch - On the day the Gold edition ships, players would need to autopatch to receive data on the new ships and weapons that will appear in the game. The autopatch would contain the new art and code to prevent PO2 players from being incompatible with the Gold update.

Gold version requirement - New areas produced exclusively for the Gold versions can ONLY be accessible to players who purchase the new PO2 Gold CD. Jump points allowing access to these areas are turned off to those without the Gold version. The purchased Gold version would even provide updated art for existing PO2 art, thus giving the PO2 Gold owners even more perks for purchasing the new version.

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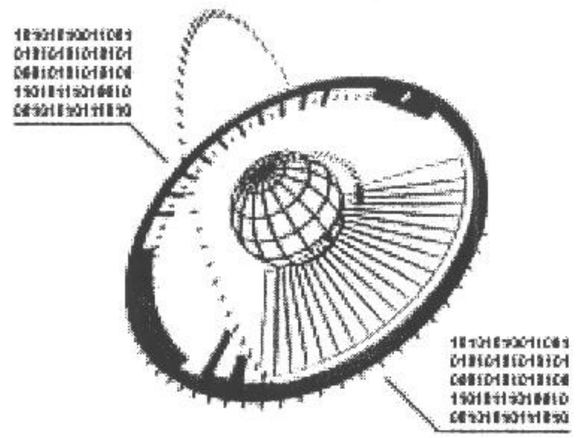
PRIVATEER ONLINE FEATURES

All the features that will be found in Privateer Online have been divided into their appropriate categories.

This section details many of the bullet points, while the Spec Section (page xx) lists more of the details.



- **General Features** – The basic design and feature list for Privateer Online
- **Online Community** – Features relating to the community building aspects of the game, such as player alliances.
- **In-Flight** -- Features relating to the space flight portion of the game, including such as combat.
- **Portside** – Features relating to the planet side portion of the game, such as dealing with commodities, purchasing weapon upgrades, accepting missions, etc.
- **Communications** – Addresses communications between players via chat and e-mail.
- **Training** – Addresses the problems for the first time player.
- **Music and SFX** – Addresses the music and SFX portion of the game.

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- **Massively Multiplayer** --The main goal for Privateer Online is to build an online community based in the rich history of the Wing Commander franchise. Up to 2000 players will be able to share the same server! (see page xx)
- **Historical background** -- Players will be able to explore vintage Wing Commander areas while revisiting old friends and enemies from the WC archives such as the Kilrathi, Black Lance, Church of Man, Firekkens, and even the mysterious Stelteks. (see page xx)
- **Expanding Universe** -- Privateer Online will start with 60 star systems with over 200 ports of call, and will continue to expanding. With the GM tools, the universe will be able to be modified and expanded for weekly and GM run events. With the release of Gold versions and PO2 the universe will have quadrupled in size, thus allowing players continuous exploring options. (see page xx)
- **Character building** -- Players will be able to create and develop their Online personae in many ways.
  - When they log on, the player can name their character, chose their race, sex, and even create a fictional bio to give the character a backstory and history to better perpetuate their online persona.
  - Players will be able to decide what guild they wish to align with (mercenary, pirates, merchants, assassins, smuggler, etc) and begin to accept missions so they can rise through the ranks.
  - A player can join a player created Alliance and team up with fellow players to adventure, trade and advance in rank.
  - Players will even be able to win awards and medals based on the more advanced missions.
  - For boasting rights, all player ranks and kill boards listing recent battles will be made public at the Information Kiosk.
- **Player Created Alliances** – To foster an online community, Privateer Online will feature player created Alliances. These Alliances will allow friends to band together to organize a structured coalition, and award them perks such as their own communications channels, team logo, etc. Players can even pool their resources in order to purchase their own station or planet! (see page xx)
- **Ship Building** -- Players can build and customize their ship by selecting which hull, cockpit, engines and wings and weapons they want. These changes will be seen in-flight, allowing other players to recognize the ship's strengths and weaknesses visually. Though not all changes will be reflected on the in-flight ship, Players will have a wide range of scanners, jammers, shields, power plants, and counter measures. Over 500,000 different combinations! (see page xx)

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Privateer Online's # 1 goal is to create and foster a sense of community for the gamers, giving them a place that they want to return to time and again. To support this, PO will feature player created "Alliances." These will be like the guilds in the game, but players will be in charge to define their purpose, their membership as well as many more options.

- **Team Information** -- The Alliance will be able to create its Alliance bio, guild purpose, team list, etc. This information can be accessed by other players using the Information Kiosk, unless the Alliance chooses to have its information listed as "private."
- **Team Logos** -- Players can create a unique "Team Logo" using a Coat of Arm creator for their Alliance. This logo will appear for communications as well as on the outside of any ships and Alliance stations.
- **Ranks and Rites** -- Alliances will allow players to set up "ranks" (president, vice president, etc.) for the governing of the Alliance. These ranks will allow the members control over various parts of the Alliance, including whom can invite and sanction new members, make purchases, etc. Ranks can also be used to visually show other players in the game the player's affiliation and station in a particular Alliance.
- **Comm channels** -- Alliances will give players unique communication systems so that the group as a whole can easily send secure comms and e-mail while at ports or even in space flight. These are private and no one outside the alliance can receive these messages. Players can use these for plotting wars and the downfall of other alliances, as well as general Alliance communication and business.
- **Pooling Resources** – For the ultimate in bragging rights, players can pool resources to form their own leagues and purchase their own capital ships, space stations, and even planets! They can combine their resources and outfit space stations with additional weapons as well as raise the tech level of planets they orbit.
- **Benefits** – Players will receive free repairs, fuel and dry dock privileges while at their own port. Players will also be able to store cargo and equipment there too.
- **Limited number of Ports** – There will be a limited number of Alliance ports that players can purchase. This will lead to conflicts and even guild wars. As with non-Alliance ports, other players will be able to band together and raid it, gaining free commodities in the process.
- **Alliance battles** – Alliances will also be able to carry out campaigns of aggression against other Alliances for territory, commodities, or simply bragging rights. Successful Alliances can quickly become the stuff of legend within the universe; thereby creating a unique aspect that is as dynamic as the players themselves.

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A main focus for space flight will be giving the players more, bigger, better in-flight experiences than they've ever seen in a Wing Commander, or any other space game for that matter.

- **Massive Space stations** -- In competition with many of the standard space games on the market, Privateer will feature huge space stations and capital ships that players can fly around, as well as inside. Players can fly into the landing bays, as well as the station's trenches in order to take out the critical power plant.

- **Multiple targets** -- Capital ships and stations will have a variety of targets to attack such as gun turrets, missile turrets, shield emitters, command centers, engines, launching bays, and reactors. The larger stations will need a combined, and often well-coordinated player force to destroy them.

- **Environments** -- In Privateer there will be unique areas such as Nebulas, Black Holes, and Pulsars that have equally unique environmental effects. Trying to fight while dealing with the effects of a black hole will add an entirely new and exciting dimension to game play.

- **Turret gunners** -- Some of the larger ships will have turrets that the player --or even a teammate-- can man. Players will be able to hire "virtual" gunners who can operate their guns for them without having to always have a human player to help you. Being virtual they won't suffer any effects if their boss' ship is destroyed.

- **Customizable ships with dynamic factors** – Using modular ships pieces, players can build and modify their ships to suit their needs. But as a player adds new equipment, the weight and handing of their ships will change too. A smuggler can choose to keep their ship light and fast, while a mercenary may chose to make it slower and heavily armed.

- **Multiple ships** -- Players can own up to three ships so that they don't have to be limited to just one role. Players will be able to dry dock and retrieve their ships.

- **Wingmen** -- Players will be able to hire AI controlled pilots to fly with them. (Example: A merchant can hire a fighter for protection.) They will have full control over these pilots to issue commands, such as break and attack, regroup, help me out!, etc. The combat AI and ship types of these wingmen will depend on how much the player can afford to spend, the experience of the player, and other factors.

- **Remote AI Wingmen** -- If a player has multiple ships, they can have one of their ships fly escort for them by purchasing a remote link. The remote link can react to commands from the player (break and attack, regroup, help me out!, etc.) and the pilot can even "plug in" allowing him to fly his remote ship as if he were in it. While not as effective as the AI Wingmen, this can often be a more cost effective form of protection for the players.

- **Virtual Cockpit** --The HUD for the player's ship will be virtual, thus allowing the player to turn their head side-to-side, and-up-and-down just like most good flight sims. This will increase the immerse quality and playability of the game.

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- **Child Objects** -- Many of the ships will have movable parts, such as rotating sections, retracting engines, and folding wings. This will give a new dynamic look to the game as well as add to the "wow" factor.
- **Flight modes** -- Players will have the option of two different forms of flight characteristics.
  - **Standard** - The standard Wing Commander flight model comes as the default on every ship.
  - **Enhanced** – A maneuvering booster package will allow the player to fly the ship with much more agility and Newtonian physics, (similar to flying a Harrier as opposed to an F-15). Those pilots who wish to become the best fighter pilots will purchase these packages and take the time to become familiar and adept at these new flight characteristics, (similar to learning to play Quake with a mouse instead of the clunky keyboard.)
- **Prospecting** -- In space, players will be able to use their ships to mine asteroids to collect ore, sail through nebulas and scoop up gasses, and even salvage scrap from wrecks in order to make a living.
- **Tractor beams** – Tractor beams in space will not only allow players to pick up cargo containers and scrap, but they can be used as offensive weapons to slow down an enemy or to board disabled ships to take them over.
- **Personal Access Device** – The PAD, or Personal Access Device, will allow players to continue communications and transactions while in their ships. Email, chats, even transfers of money will all be easily available, much like when the play is portside.

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As the in-flight aspect of the game will have its action-packed appeal, the portside section of the game will not be without its intensity. Portside is where players will buy, sell and trade commodities, sign up for profitable missions, participate in character building, and long range economic planning.

- **Polygonal ports** – Each port will be a polygonal representation of the planet or station. The look and feel of the port will be modeled after its location, its level of technology, economy type, and political structure. With the ports being sculpted in this way, an unlimited number of unique places can be constructed, allowing the player to feel a sense of exploration as each world is new and has its own unique identity.

- **Politics and Economics** – Technology level, economy type, political factors, and geography will all be used to determine the products, and even the contraband items that are on the port. Players will be able to use their knowledge of the universe to pick which are the best places and products to make the best profits.

- **Events** – The ports will be dynamic in their political, technical and economical states. Natural disasters, economic changes, and wars can cause a wide variety of changes to the port. Some more critical changes can even close ports for medical reasons or political turmoil.

- **Information** – At the port, the player will have access to an enormous amount of data concerning the worlds, ships, guilds, alliances and even other players via the Information Kiosk. This will serve as a valuable research tool that will allow players to chose the most profitable systems and routes, while avoiding dangerous areas.

- **Portside Chat** – Providing players with multiple ways of communicating on the planet will help to promote immersion into the online universe. A Chat area, where players can group together at a planet is just one example of how we can link the players once on the port.

- **Security** – Ports will offer players "secured" trading, allowing the transfer or money, goods, equipment, and even weapons. Players will be able to trade items in-flight by dropping them in space, but this will not guarantee that the other player will trade fairly or pay up. Portside trading will insure all transactions are legitimate.

- **Stock Market** – Players can use their cash to speculate on the stock market. Smart players will watch the news feed in order to try to predict market pitfalls and promises. Markets will rise and fall depending upon news events or actions happening throughout the galaxy. This feature is one of the more exciting ones, as it will draw in not only players that have a fancy for the market in real life, but a large game element that perpetuates the universe in a very real way.

- **One-on One-action** – Arenas will allow players to compete in "Virtual" gladiatorial bloodsports without risking their prized ships. Within the Arena the player can gain experience with a wide range of ships as well as compete in a variety of different environments, (such as black hole, nebula, derelict ship, asteroid belt, etc.)

- **Betting and Gaming** – Gambling areas will be available for players to be able to place bets on the competitors in the area, as well as simple games of chance. There will even be a spectator mode available for the area gamblers that will enable them to fly along in the area and witness the action firsthand.

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Communication Features

One of the most important things we are trying to accomplish in Privateer Online is the sense of game community. To create this community, many different types of communication systems has been devised, so that players can get a better sense of a large universe that they play in.

Comm Channels (Chat)

Comm channels allows a player to instantly send a message to another player, functioning much the same way as the real world ICQ. Different channels will allow players to communicate with different players. Players will also have filtering and identification options to block or find problem communications. Comms are designed for quick and easy chat type environments to stay in touch with other players.

- **Broadcast Comms** – Allows players to send messages in-flight to all the people in the immediate area.
- **Public Comm Channels** – Allows players to send messages to groups such as their friends or an entire alliance.
- **Private Comms** – These are direct, private communications to a certain individual.
- **Port Comms** – Allows everyone on the same port to easily communicate. This function allows players to rendezvous so that they can conduct secured trading.
- **System Comms** – System message are those sent by the server to all individuals currently on the game. Examples are the game warning players of a server going down.
- **Interest Comms** – These are Game Master controlled comms that could be used to send to various configurations of players, to promote in-game events or activities. For example, a GM could comm all the players near agricultural ports telling them of grain shortages in other areas.

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E-Mail

E-mail allows communication with player whether they are Online or not. As soon as a player logs on they will be informed of any e-mail that awaits them. E-mail differs from Comms in that they are usually longer and more private, and can also be used offline. The best example is the difference between emailing someone about a meeting next week (like a PO email), or calling them to remind them of a task to perform that day (a comm).

- **Individuals** – Players will be able to send large text messages via e-mail, which a player can read at their discretion either in-flight or at a port.
- **Groups** – Allows players to send e-mail to their friends or even to an entire alliance.
- **Wire Transfer** – Allows players to send game money to pay off debits via e-mail, almost like a real world wire transfer or money order.

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Misc. Communication features

Taunts – As in the regular Wing Commander game taunts play a major part in distracting and prompting enemies to break what they are engaged in to come after the player. Privateer Online will still have taunts, but with an important difference. When a player selects their race and sex this will determine the voice that they taunt their enemies.

Since this will be tokenized this will be an easy feature to implement, as well as the added benefit that this can be used as communication even between players who don't speak the same language. Taunting a German player will mean that he will hear the taunt in his own language.

Allies comm band - The "Allies" comm band will be a temporary one that players can set up when they go Online. This will not only allow players who may not be in the same Alliance to easily communicate together, but this has the added benefit of sharing experience points and wealth. Instead of one person getting all the credit for destroying a capital ship, the reward can be shared with all the allies who are in the area. Once an ally goes off-line though, they are dropped, since you can't share in the spoils if you are not around to help out.

Duel comm bands – Players will be able to taunt the ship they have targeted while still being able to chat on their private comm channel with friends. Players will not have to change targets to change audiences.

Icons - Both the e-mail system and the Comm channels will support the use of symbols. Players will be able to add icons [☺ ☹ 💣☠✌] into their conversations. Other symbols for rank and guild affiliation can also appear beside their name.

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Training

Off-line Trainer

Private practice sessions - In order to cut down on customer service questions, Privateer Online will feature an off-line training mode that will allow players to get through their awkward first stages of learning the game. This will allow them to learn the commands and dynamics of flying without having to worry about other players taking advantage of their inexperience. Rookies will be able to fly a "walkthrough" which will introduce them to all the features of their ship, including weapons, special equipment, and their PAD (Personal Access Device) for Nav map, e-mail, etc.)

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Rookie Areas

Safe Zones - Because the first fifteen minutes of game play is critical for building a relationship with the user, Privateer Online will support the idea of "Safe zones" for first-time players. Just like Ultima Online has its havens were combat is not permitted, PO will also have its non-combat areas that will protect newbies from Pkers.

"Fire-free" areas will allow the first time player to build up their confidence and piloting skills before they head into the thick of the game. This is almost like the off-line training area, except that it is within the game and gives players a more gradual exposure to the multiplayer game.

Music

Techno Music - Like Prophecy and the Special Missions disk, Privateer Online is aiming to have a Techno soundtrack with a nationally known band. Each type of enemy, (Kilrathi, Outcast, Retro, etc.) would have its own combat music to differentiate fighting styles between the various groups.

Red Book - Currently, Privateer Online is looking at supporting Red Book audio because it will need to ship with minimal music on the CD. Because PO will be shipping on one CD, the length of music is uncertain at this point. The reason for supporting Red Book is to allow players to play their own CD while playing the game, though they will need to have fully installed game for this option.

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With the end of the Galactic War comes a new era for the universe.
An era of prosperity. An era of unification. An era of peace.

But even peace has its difficulties...

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Now that the Kilrathi Empire no longer threatens humanity, the unifying bond that has held together a thousand worlds is quickly deteriorating. The Confederation that served as mankind's only defense against Thrakhath's might is now viewed as a tired relic in this new age of peace. Planets who feared the Kilrathi, but who secretly longed for independence from Confed, are now finding the strength to break from the coalition. Political factions who dared not act before the war are now surfacing, causing dissension and rebellion within many world governments. With structure beginning to crumble, fanatics such as the Black Lance and the Brotherhood of Man are gaining
followers for their dubious causes.

For Confed, new challenges are on the horizon. Even with the appearance of a new alien threat, many worlds feel that they can be defended by their own forces instead of spending money to support a "money hungry" failing regime. Some skeptical governments have become so disillusioned that they claim that Confed has been inventing reports of these new aliens so as to prop up their waning support. Through the galaxy, most people feel that the time for the Confederation has come and gone. Such is the price of victory.

An old problem has risen to create new obstacles in the new era. Greed.
Predators from many worlds have descended upon the borders to feed on the carrion of war. As pirates and marauders pick at the scraps, large intergalactic corporations have started "appropriating" territory, despite the treaties that were made with the Kilrathi. Whole solar systems are being claimed as "war reparations." As a new "manifest destiny" gathers strength and sweeps across the battle-ravaged sectors, conflicts and skirmishes are beginning to flare. Kilrathi warriors who had surrendered their weapons at the end of the Galactic War are now re-arming themselves to meet this new invasion. While areas all along the frontier are quickly becoming flashpoints, Confed stands by either unable or unwilling to control them.

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Though there is conflict throughout the known universe, there are those who can still make a profit on other's misfortune. Individuals who appear to be profiting from these changes are those who have deep space navigating and piloting skills. Those who own their own ships could name their price for salvaging and prospecting work for major intergalactic consortiums. As more worlds pull away from the Confederation, dependence upon independent space ferrying merchants (freight jockeys) has grown. With the increased trade between the planets, an alarming number of "armed profiteers" have also increased to share in the lucrative profits. As a countermeasure, many of the corporations have turned to employing private armies of mercenaries to protect their investments. With more settlements and corporate mining outposts forming on the edges of the frontiers, the only law and order is the one that you can afford.

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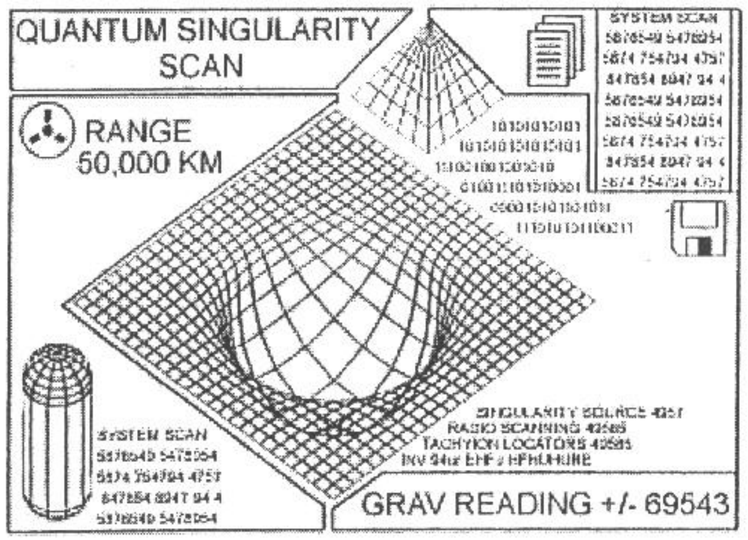
The Privateer Online Timeline

The timeline for Privateer Online begins in the year 2700, less than a decade after Prophecy. This allows us to build on the current story lines, while allowing both Wing Commander and Privateer Online to add new ships, aliens and areas of space to their mythos. This will allow a synergistic blending of the two franchises into one giant, dynamic universe!



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Aliens

Using the robust diversity of the Wing Commander universe, Privateer Online will include many of the alien races and organizations from previous stories.

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The Kilrathi

Though the Kilrathi were beaten in the Galactic War they can still be found throughout the galaxy. Though most have come to terms with humans, there are still some that have not. On many occasions, players will run into those Kilrathi who still actively seek to destroy all humans.

- **Ports** – Most Kilrathi ports are open to anyone, as commerce welcomes all who have credit and goods.
- **Merchant Kilrathi** – These will ask for aid if under attack, and offer escort jobs should the player be of good alignment.
- **Kilrathi Military** – Though they act as more or less a defense force, the Kilrathi military makes routine patrols just as their Confed counterparts do. They are mainly there to stop the spread of Bloodhunters and pirate Kilrathi. Due to pride and distrust of Confed, they choose to clean up their own galactic neighborhood.
- **The Cult of Sivar** or **Bloodhunters** – These Kilrathi hate humans and choose to attack all non-Kilrathi. They will even attack Kilrathi whom they feel are being too sympathetic towards humans. The Sivar will often have large and well defended outposts that may need to be located and destroyed.
- **Crimson Claw or Pirate Kilrathi** – These ruthless pirates will prey on any race, though they are more inclined to attack humans. Known for being true to their word, a merchant will be taking their life into their own hands should they not heed the call of "Your cargo or your life."

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The Nephilim

Though not much is known about this alien race, they first appeared in the Kilrathi sector where they wiped out a Cult of Sivar strike force. They appear bent on destroying any ships that they happen upon. They have even been known to sometimes pick up hapless pilots of destroyed ships for "study." Though they do not have a base of operations, the Nephilim can be found mostly in the Kilrah sectors.

Fighters – Most encounters will be small to medium fighters that disrupt freight routes and terrorize colonies on the frontier.
Cap ships – Because the Nephilim have no bases, the largest vessels anyone may encounter are cruisers and dreadnoughts. Confed usually must call for extra help to deal with these matters since their fleet has been so widely dispersed due to civil unrest through the galaxies.

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The Stelteks

An ancient race that was thought to have died off, (or thought to have shed their corporal form) is still around in the form of relics and derelict ships. Finding an ancient artifact such as a weapon or a jump drive can be one of the best prizes a pilot can hope for.

- **Derelict ships** – Occasionally a player will be able to gain a quest to find a Steltek ship, where they can locate some ancient artifacts that they sell for tremendous profit.
- **Drones** – Of course, these derelict ships are not without their own protection. Steltek automated fighters are formidable enemies, and are nearly indestructible. But in turn, the reward for their destruction can be immense, not including the notoriety such a kill would give the lucky pilot.

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The Firekken, a race whose ancestors were large winged creatures, have the appearance of large Terran vultures. Despite their frightening appearance, most Firekken are actually good-natured. During the Galactic War, the Kilrathi attempted to subjugate this race to serve their will. Since then, the Firekken have vowed never to be dominated again and have developed new weapons and better ships to protect themselves. Though their wings have long since become useless, this race of bird people have become some of the best pilots in the galaxy.

- **Ports** – These are open to humans. Kilrathi are not looked upon favorably and are sometimes refused permission to land.
- **Firekken Patrols** – Though Firekka never had a large military might during the war, they developed their own ships afterwards in order to patrol their territory.
- **Pirate Firekken** – Like all races, they too have pirates. Though they do not have the most advanced technology, Firekken pilots are some of the best fliers and should not be dismissed as fighters.

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Though the great war is over, man is still his own worst enemy. Even in Confed space there are areas where the pirates and the fanatics have bases that make even the heartiest pilot think twice about going near. Most merchants don't even dare these lucrative routes unless they have a fully armed escort.

The Confederation & Border World Patrols

Trying to instill law and order, Confed and Border World patrols still sweep though the systems. These patrols pose only a threat to pirates and smugglers. Most space stations will have one craft patrolling it, mostly scanning for contraband goods. Unless evaded, the craft will radio the base and the contraband confiscated on landing.

- **Fighters** – Flying some of the most advanced fighters, these pilots are looking for criminals and answering distress calls.
- **Cap ship** – Confed cap ship can be still be found patrolling the system in search of pirate and Bloodhunter bases.

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Pirates

There are at least four known pirate clans operating in the Vega and Epsilon sector. Most of these brigands will quit attacking if the right tonnage of "spoils" are surrendered.

- **Scavages** – This small group preys on those who attempt to earn a living by prospecting. Hiding out in asteroid fields, they attack those who mine and collect scrap. They can easily be driven away but can return later in greater numbers.
- **Morgan's Raiders** – This hearty band of space rouges are only a minor irritation to shipping. Because of their haphazard organization they are not a large threat. They tend to have smaller ships and lower tech weapons than other pirates. They appear to be into pirating as a way to earn money for fuel, repairs, parties and contraband.
- **Jezebels** – Unique among pirates, this clan of pirates is only composed of females. The Jezebels are more of a threat due to their centralized organization. It is rumored that they are a front for a corporation who is using pirating as a cheap way to gain goods and equipment.
- **Despoilers** – These are teams of very professional marauders. It is said that they use the proceeds from their raids to fund the overthrow of governments and other extremists. They can be easily recognized by the large "A" (for Anarchy) painted on all their ships.
- **DeathHeads** – Very professional. Not much is know about this pirate clan due to the fact that no one meeting them has ever been seen again afterwards. The only clues have been of wreckage that has a skull & crossbones etched into it. (It is rumored that they are actually a front for a corporation who is trying to "convince" the cargo jockeys in the area to stay from some of the more lucrative routes.)

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The Retros or Church of Man

The Retros are still trying to establish their distopia by ridding the universe of all technology. But to do this they must use the same technology they are fighting against, in order to stop its spread. They are actively trying usher in the New Order, though they tend to use older ships with usually substandard weapons.

- **Retro Fighters** – Using some of the lower end technical fighters, the Retros usually patrol Confed areas in search of "converts."

The Lance

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After failing to take over and re-establish their twisted dream of wiping out the Kilrathi, the militant followers of the Black Lance are still striving to kill as many Kilrathi as possible. And, as they are "genetically superior humans" they are not opposed to dispensing with some of the "lesser" humans to achieve their ultimate goals.

- **Ports** – A few world governments have become sympathetic to the goals of The Lance, especially those on the boarder of Kilrathi territory. It is said that some worlds have become Lance supporters after many Kilrathi incidents where humans were injured. It is rumored, however, that the Lance was behind some of these incidents in order to muster additional support. Worlds under the control of the Lance do not allow Kilrathi of any type to land on their world, and sometimes humans who are thought to be Kilrathi friendly.
- **Lance Outposts and Cap ships** – The Lance is rumored to have acquired some capital ships in their battles. Confed and the Kilrathi sometimes contract mercenaries to insure that no major conflicts start because of these formidable weapons.
- **Lance Marauders** – Lancers hate basically everyone who does not follow their ideology. Lance ships have been known to attack human ships with the excuse that the target contained weapons that were going to Kilrathi ports. This gives them the excuse to prey not just on Kilrathi ships, but on non-Lance ships as well.

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The Mercenaries

Unlike pirates, these soldiers of fortune are not out for spoils, but usually have a higher purpose in mind. They may be on a mission from a rival company and do not care to listen to cowardly appeals for mercy, but they may listen to a little bribery…

- **Merc Inc.** – " When you can't afford to send the best." These are the budget mercenaries who don't have the firepower to back up their loud threats. Taking out one of their number will usually send the rest of them back to base.
- **HellSpawns** – Former Confed pilots turned bad, these guys can be formidable enemies. Due to a lack of funding they do not have the best equipment, but they can make up for it with flying skill.

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The Merchants

Because the different worlds rely on each other's resources and raw materials, a large fleet of merchants and teamsters crisscross the galaxy, hauling freighters full of goods from world to world. These fleets will be seen in constant action as they move through the galaxy almost constantly, which will add to the sense of dynamic persistence to the game.

- **Distress Calls** – pirates will hail Players occasionally to help a ship that is under attack. For stopping to help them out, players can increase their notoriety as well as their pocketbook.
- **Piratical Opportunities** – Players interested in pirate activities will be able to attack non-player ships in hopes of collecting free wares. But this will be at the risk of the freighter hailing a passing Confed patrol, or even another player for assistance.

Prospectors

Just like the merchants, there will be explorers looking for wealth in the icy reaches of space. Players who fly into asteroid fields may stumble upon prospectors using their mining lasers to break up asteroids and tractor in the raw ore. Prospectors can also be found in nebulas using their fuel scoops to strain hydrogen to take back to refineries to sell. In some of the rarer areas, prospectors mine Cytrasium crystals from Ort clouds that fetch a fair price at any port.

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The Map

When players begin Privateer Online they will find themselves in either the Vega and or Kilrah Sector, depending upon which of the systems they choose to begin their career. This section was chosen from the Wing Commander universe because of its diversity. It contains worlds under the control of the Confederation, more anarchic Border Worlds, Kilrathi dominated areas, as well as areas on the edge of the unknown.

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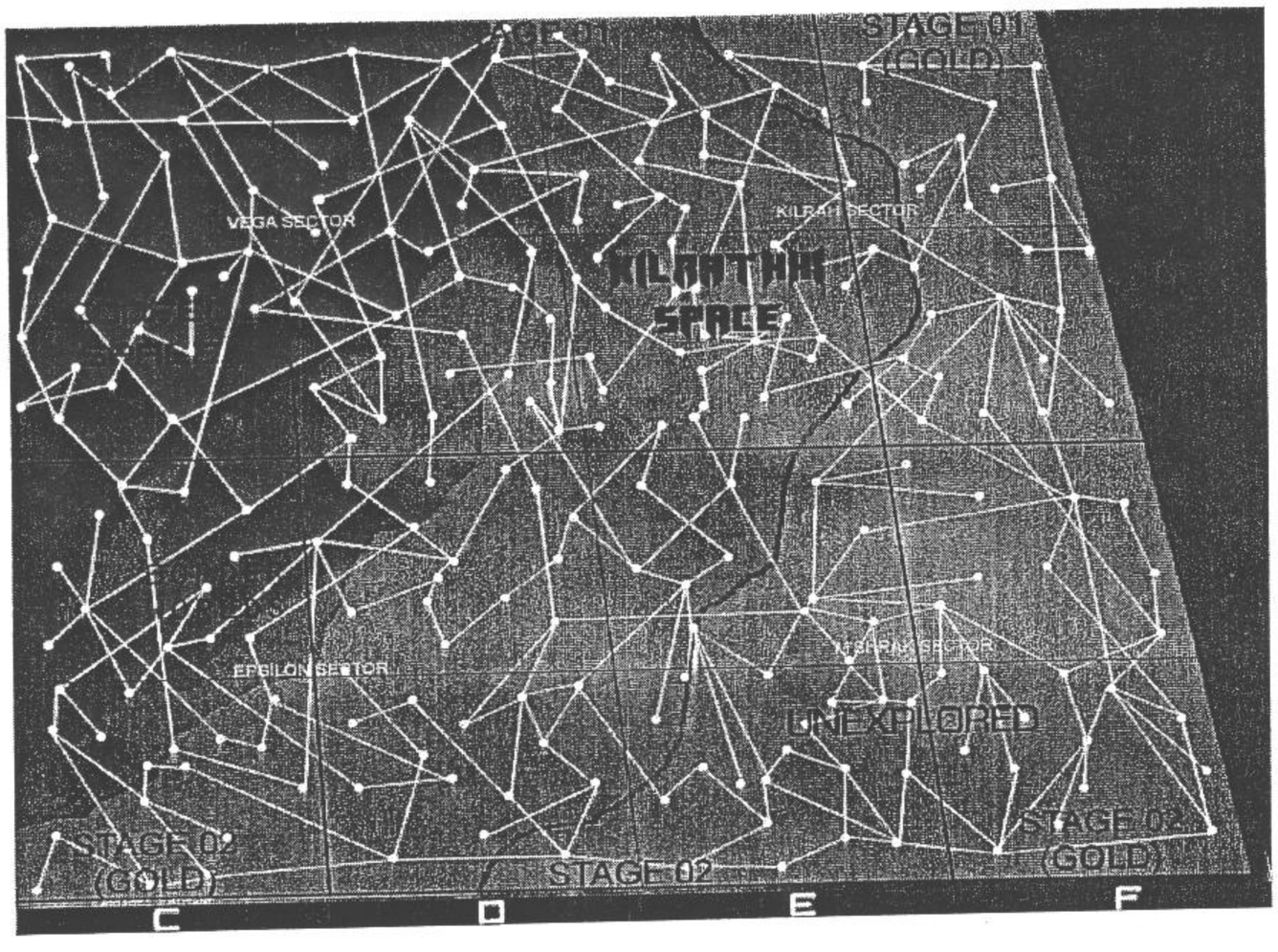

The Privateer Online Universe
(Stage One before PO Gold)

VEGA SECTOR:
Contains an estimated:
- 10 nebulas
- 5 neutron stars
- 4 black holes

Roberts Quadrant:
- 14 charted systems

Downing Quadrant
- 19 charted systems

KILRAH SECTOR:
Contains an estimated:
- 12 nebulas
- 6 neutron stars
- 5 black holes

Kur'u –Pak Quadrant
- 18 charted systems

Kur'u Caxki Quardrant
- 20 charted systems

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Each of the dots on the previous page represents a solar system. Though the universe is a vast area, the player can only travel from system to system along jump routes. A solar system represents an area where planets, space stations, asteroids, black holes, and nebulas exist.

Stage one of Privateer Online will have 70 of these systems, with all of them being unique. Some will have 1-3 ports in them, while others may have only asteroids, nebulas and derelict ships in them. Some will be civilized and have Confed patrols, while others will be treacherous having pirates and Kilrathi turncoats looking for prey

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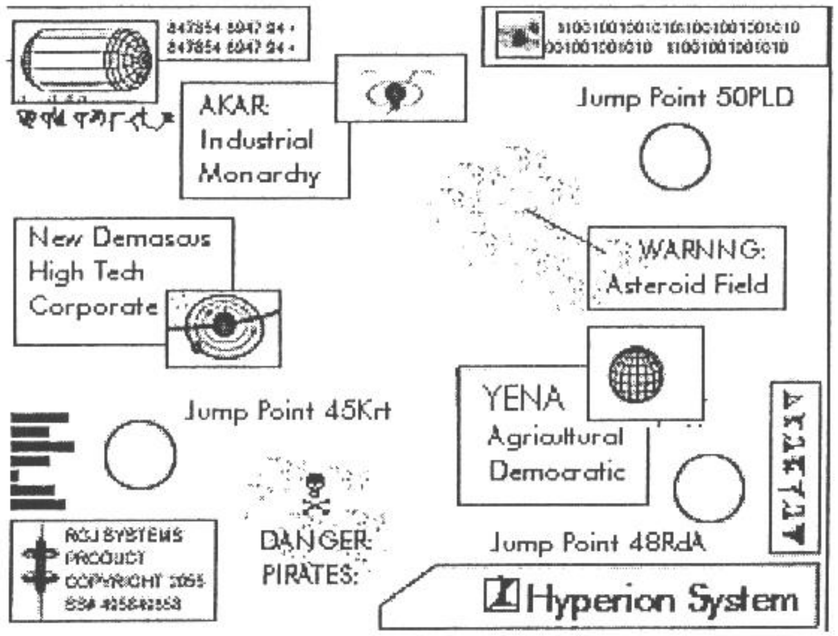

Unique Areas:

Black Holes - These will be areas of high gravity. Players will be pulled towards the black hole and will destroyed if they get too close. Warning in the cockpit will alert players to the danger.

Nebulas - These are areas of limited range of sight. Due to the high concentration of stellar gasses, players will not be able to see further than a few klicks. Because of the ionic storms in them, shields and scanners loose 50% of their functionality.
Nebulas can be "scooped" allowing players to make a profit on collecting the stellar gasses.

Pulsars - These stars send out radiation bursts that can damage any ship that approaches to close.

Asteroid belts - The large asteroids in the belt can be mined using a mining laser . A rare commodity is Cytasium crystals, which can only be found on some asteroids. Prospectors can earn a small fortune, if they can avoid the pirates.

Debris Fields – These are areas where old ships and space junk have accumulated. Though hard to find derelict ships in these areas can have a wealth of profitable scrap surrounding them. Ancient ships, such as a Steltek drone can also be found in these areas.

Hidden Jump points – Occasionally, players will be able to find Hidden jump points that act as galactic "short-cuts."

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Alliances

Alliances are going to be the lifeblood of the Privateer Online community. These will be organizations that are set up by players, for players, and run by players.

Alliances will allow groups of players to customize their clan in many ways as well as provide them with features that do not exist outside of Alliances.

A player will not be forced to join, but the advantages of being with an Alliance will be perhaps too numerous to pass up.

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- **Team spirit** - Players will be able to form a "team" that has a common purpose (such as pirating, trading, and exploring.)
- **Elected leaders** - The member of the Alliance can elect their leaders as well as vote them out of office.
- **Team Logos** - The leader can pick one of guild logos and customize its colors. (All logos will be have to be unique to avoid spoofing. Players can not choose one that is already in use.)
- **Ranks** - Alliances will have many levels of membership, allowing for a variety of ranks within the Alliance. The president assigns each level title, (Captain, Czar, Manager, Head Flunky) to correspond with the theme of their Alliance.
- **Secret Societies** - Alliances can be public or private, the difference being if the Alliance allows non-alliance player access to Alliance information, such as player lists.
- **Alliance Stations and Planets** - Members can pool their money through the leaders to purchase joint property such as Alliance stations or even planets.
- **Communications** - Members get their own chat channels and e-mail group.
- **Exclusive membership** - Players cannot join multiple alliances. This is in an effort to prevent people from being "moles" who can infiltrate and destroy rival alliances.

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One of the main goals for Alliances is to allow players to create their own community and run it like a small government. The Alliance can have a President with several ranks below him. Those on the top of the totem pole will be responsible for collecting money from the members for station upgrades, buying equipment, declaring wars and maintaining the Alliance as a whole.

Requirements: To set up an Alliance via the Information Kiosk all that is needed:

- Someone to act as President with two more players to act as Vice-Presidents.
- After assigning these positions and paying the Alliance fee the President is allowed to enter a bio and a logo for the Alliance.
- After this the President and Vice-President can add members and invite other players to join.

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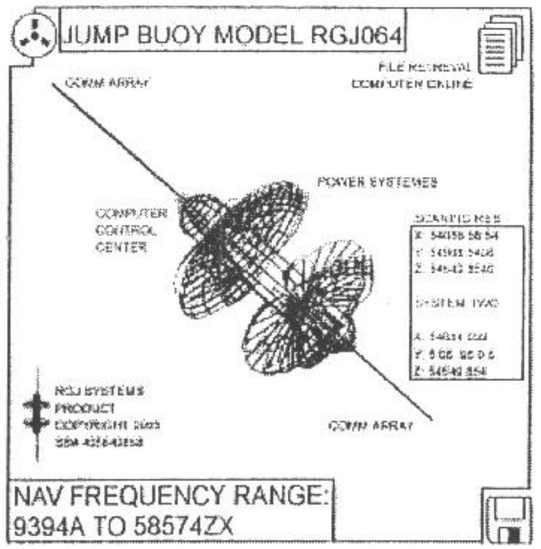
Alliance Listing: The Alliance will be listed on the Information Kiosk and all of its data will be displayed if the President has chosen for it to be a public Alliance. If it is not a public Alliance only the Alliance's name, President's name, and their logo will be displayed on the Information Kiosk.

Communications: When an Alliance is formed all members will be automatically added to the Alliance private communication channels. This is a big benefit over some Online services that treat their communications like an IRC to where dropped members must be manually dropped from the list, demanding manually up keep of the player list.

Alliance Comm Channel – This will allow all members of the Alliance to send chat messages to each other. Whether they are on a port on in space flight, Alliance members will have and easy way of chatting together.

Alliance e-mail – Players can easily send e-mail to all members of the Alliance. Used as on option (based on the level system) the e-mail privilege *can* be reserved for the high ranking members to discourage over use.



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Alliances can have between 3-8 ranks. The number of ranks and the privileges per rank are determined by the president and VPs.

(Example of an Alliance ranking system.)

Initiate –
This is the lowest level with the fewest privileges.
They can only gain access to the Alliance station or Alliance planet.
They can use the repair bay and hangar, but not the warehouse (the Alliance commodity exchange.)
They do not receive access to the Alliance comm channel.

Member –
Most junior level members will fall into this category.
They can have full access to the station or planet, except for the warehouse.
Has full rights to the Alliance comm channels but can only receive e-mail.
They can view member states at the information Kiosk and locate other members

Counselor –
These are the senior level members who have a few extra privileges than just a member.
They have all the rights to the Alliance comm channel and e-mail, plus full rights to the station or planet.

Vice-President –
This group is the body who governs the Alliance.
Can remove person from the Alliance or from e-mails and comm channel
Promote/demote alliance member ranking, as well as change names for ranks.
Invite player to become a member via game-mail
They can make purchases and upgrades for the Alliance.

President –
This is the lead of the group who has the power to create and devolve the Alliance.
Has the right to purchase or retire Alliance station or Alliance planet.
He has all the rights of the VP and can change alliance bio, icon, etc.
If need be, he can relinquish his power to a Vice-President by stepping down.

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Alliance will have the option to purchase some space stations and even a few planets. Though they will be expensive, Alliances will be able to pool their money together and the President will be able to select the one they wish to acquire.

Advantages – There will be several reasons for Alliances making the investment in an Alliance port.

- Warehouse – Members will be able to store commodities and goods there, allowing them easy access and trading.
- Freebies – Because their Alliance owns the port, all fuel, repairs and dry dock costs are provided at no charge.
- Discounts – Members will receive discounts on the purchases of commodities as well as better rate for sales.

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Planets Vs. Stations – Most Alliances will chose to purchase stations to the astronomical price for a planet. But there are certain drawbacks to owning a station, mainly because they can be attacked and raided (just like any other station.) If members do not want other Alliances pillaging their warehouse, it will cost them.

Tech Levels – Players can only purchase Tech Level 1 ports, but by investing in them and owning them for a length of time, these ports will grow in tech level. This will change the commodities, weapons and equipment offered at the port.

Bragging rights – Probably the biggest reason for Alliances to snap up the ports will be for bragging rights. No Alliance can be considered a major player if they don't own a port. Only the best and most prestigious Alliances will own the Tech level 3 planet.

Limited Number – Only a limited amount of ports will be on the market. This will cause a shortage among the known Alliances once all the ports have been claimed. Hopefully this cause a number of wars, similar to the guild wars on other servers. Players like to battle over limited resources. (Note: Only one port per Alliance, please.)

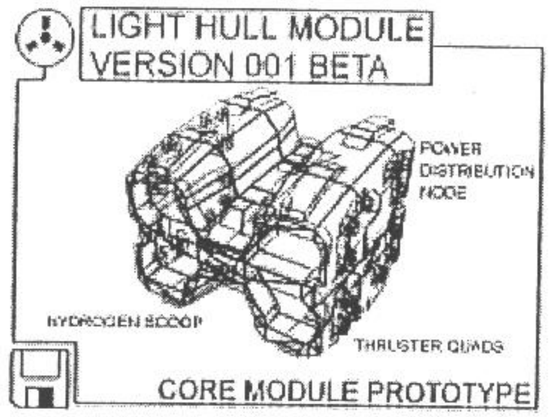
Upgrades – Alliances don't have to feel threatened if they own a station. Though enemies can attack them and try to steal their stores, Alliances will be given the option to upgrade their station by investing in better defensive weapons. By investing in the better armament players can someday raise their tech levels. Only the VP and President can purchase better equipment for the port, ordering it through the hangar screen.

Stations can be upgraded in three ways:

1) Increase the Firepower of it's Turrets,

2) Increase the Armor rating, and

3) Increase the Shielding Rating.



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These are alliances that are run by the game itself. Players can join multiple guilds, but they can not be an "active" member in guilds that are diametrically opposed, (such as merchant and a smuggler as they are opposite sides of the law.) Being a member of a guild allows:

- Taking guild missions that will pay them better than the random missions offered at the Information Kiosk.
- Guild jobs that are offered only pertain to that guild's purpose, (the assassins guild does not offer any cargo runs.)
- Guilds have levels that the player can work up though which gives them access to new weapons and equipment, as well as prestige and respect within the guild.

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Guild Types and Alignments

Guilds can be either lawful or lawless. A player can be a member of all the guilds, but if they are lawful, the lawless guilds will not recognize them until they change their alignment.

Lawful (Good) guilds:

- Merchant – Transports needed commodities between worlds to make a profit.
- Privateer – A Privateer is a mercenary with morals, he works to maintain the law by hunting criminals.
- Prospector – Mines asteroids and nebulas to sell their minerals and nebula gasses as commodities.
- Researcher – Is one who searches for alien artifacts for research and profit.
- Bounty Hunter – Is sent after a lawless person, destroys their ship, and retrieves their rescue pod.

Criminal (Evil) Guilds

- Smuggler – Runs only contraband for money.
- Mercenary – A mercenary is a thug doing anything for money. He is an amoral gun-for-hire.
- Assassin – One who takes out lawful persons for money.
- Pirate – One who attacks and pillages ships and stations for fun and profit.

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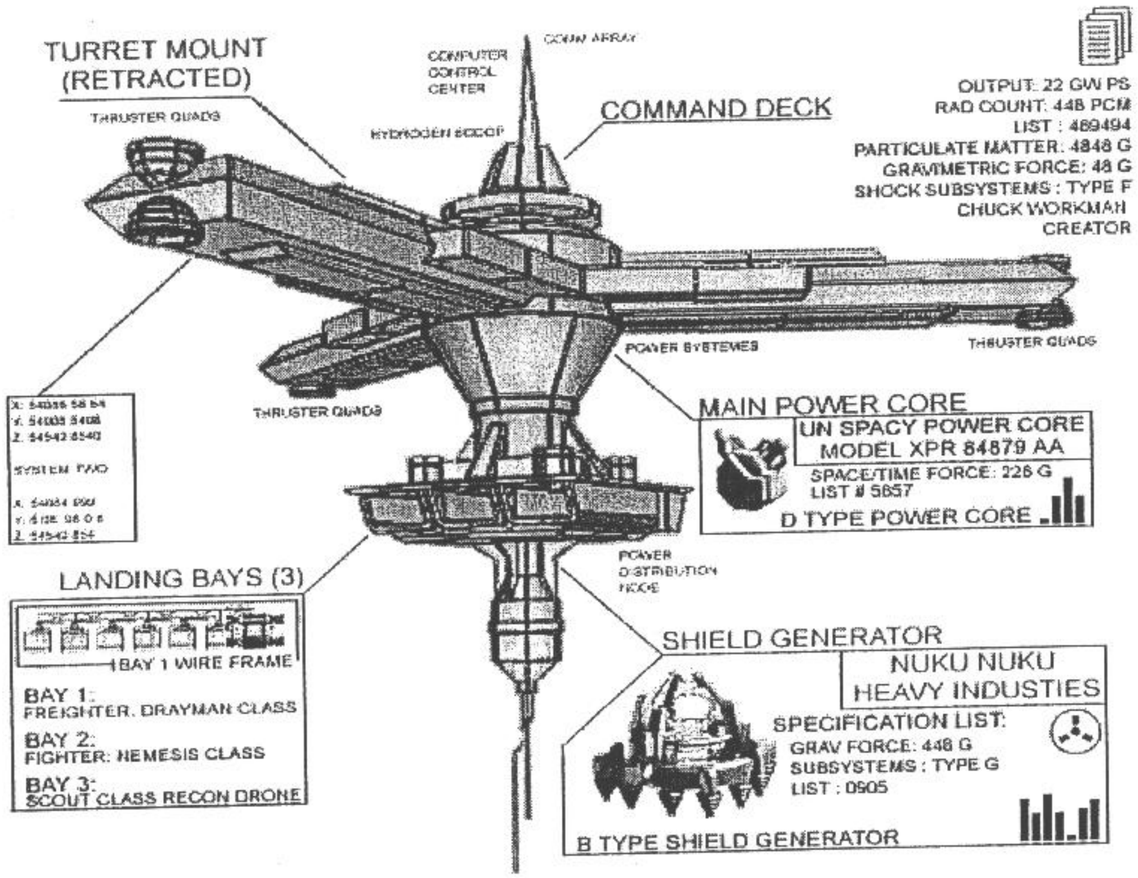
About two-third of the locations that the player can visit are either space stations or planetoids (hollowed out asteroids.) With these, players will be able to fly around and land their ship inside these giant structures. Some of the stations can be attacked (for staged missions, such as the Kilrathi and Pirate bases) will be designed with tunnels players can fly down to attack the power plants.



Turrets – All stations have visible turrets. These are the defenses of the station and will shoot any hostile ships.
Missile Launchers – Some stations have launchers that will release missiles against an aggressive ship.
Shield Generators – These produce the force fields that prevent hostile ships launching torpedoes against the power plant.
Command Center– The scanners that run the weapons systems are housed in these locations. By attacking this section the reduces the accuracy of the defenses by 50%
Power Plant – Taking out the power plant on a non-mission based station will cause it to surrender. Taking out the power plant on a mission based station, (such as attacking a Kilrathi base,) will destroy it.

Landing Bay/Launch Bay - These are the areas that the player's take off and land from. Having an opening on the station for both landing and launching insures that we should keep the mid-air collisions to a minimum.
Repeller - This is an "anti-tractor" beam that blocks enemy ships and those who don't have permission to land from approaching the landing bay. It's job is to keep the area clear so that no one can block the port. The only time the player will see it is when it is being used to forcefully "nudge" them away from the station.
Tractor Beam – This beam tows ships that have permission to land into the Landing bay.

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Players will be able to attack any station, though it will need to be a large fighting force since stations are not about to take it lightly.

Game Owned Stations

Game Owned Station:
These are the majority of space stations as they are not owned by any players. These stations are run by the fictional corporations that see to their well being. When one is attacked the following will happen:

- Patrol ships that circle the station will attack the hostile ship.
- Hostile ships will not be given permission to land and will be driven from the landing bay by the repeller.
- Turrets and Missiles will target on any ship that is firing in the area, (except for the patrol ships.)
- If the patrol ship is destroyed and the station can send another one it will launch it from the launch bay.
- There is a chance that Confed patrol ships in the area will show up. This is likely to happen if the station has been taken over in the past week

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Taking it down: If the shield generator is taken out and the power planet is hit with a torpedo the station will radio that it has been taken over. At this point anyone can fly into the station.

- The commodity exchange will zero out its prices, allowing anyone to take what they wish, but refusing to purchase anything too.
- The same is not true for the hangar. Players will not be able to get free weapons or repairs since the hangar will be unavailable.

Restoring the station: Within 30 minutes that station will be back on line. A notice will be given as a warning. Any hostile ships still at the station get all their cargo impounded. The station will now buy and sell commodities and weapons again, through it will take some game turns for the commodity exchange to have any units.

Player Owned Stations

Alliance station:
If an Alliance station is attacked it will be up to the Alliance to mobilize any forces outside of the turrets and missile launches on the station. Though they can be upgraded, once the turrets have been taken out the station is practically defenseless. At that point the enemy will easily take out the shield generator and command center, allowing them access to the Alliance station.

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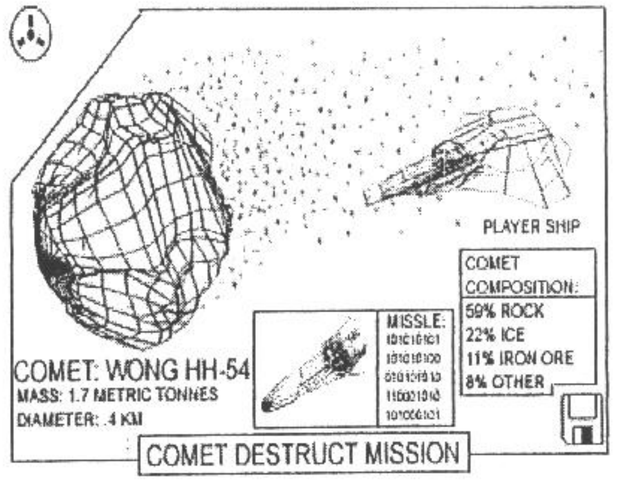
Players can amass wealth in multiple ways that include ship and character building such as:

- Buying and selling of goods as merchant, traveling from port to port.
- Accepting and completing tasks from the mission kiosk found at every port
- Attacking and looting NPCs and other players as a pirate
- Accepting GM missions to destroy a Capital ship or an errant comet.
- Mining asteroids, collecting scrap materials or "scoop" gasses in a nebula.
- Selling ancient Steltek artifacts after locating and raiding derelict space ships.
- Hiring themselves out to other players for mercenary or mercantile missions.
- Playing games of chance by betting on, or fighting in the Arenas.
- Investing and speculating in the stock market found at the Information Kiosk.



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Mission Kiosk

Acquiring a mission - For the most part, player will want to earn their money by signing up for missions. To do this they will have to visit the Mission kiosk on any port's Exchange screen. There they will have the choice to accept three possible types of missions.

- **Random Missions** – These missions are ones that give the player a choice of missions based on the player's skill level. These missions are generic in nature and have minimal reward.
- **Guild Missions** – These give the player an opportunity to attempt missions that are above their level. These missions are the better missions and have greater finical compensation. Depending upon the player's alignment, they can join a guild and receive these missions.
- **Player created Missions** – By scanning the Want Ads at the Information Kiosk the player can locate employment from other players. This will allow players the forum to try to hire other people to be their wingman, gunner, cargo ship, etc.
- **GM created Missions** – Players will learn of events from the event calendars at the web site, posts to the Information Kiosk, as well as e-mail. For those who respond they will be contacted for a "mission" via e-mail or GM comm channel.

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Random Missions

Random missions: These are the missions that anyone of any guild can agree to accept from the mission kiosk. They are the less glamorous jobs, but they allow the player to earn a living.

- **Experience:** The random missions that a player will be given will be equal to their experience level. This way a new player will never be put up against the best enemy fighters, or an experienced pilot will not have to waste their time running simple missions.

- **Payment:** Because random missions will be linked to the player's current experience level, they will be paid less than guild missions, since guild missions are geared to be more difficult, almost like the next level of experience missions.

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Guild Missions

Guild Mission: When a player clicks on the Guild missions in the Information Kiosk, they will get a listing of all possible guild missions. Different planet types will have different options. (A totalitarian planet will only have good Guilds listed, while a pirate station will have only evil. Most planets will have both.)

- **Experience:** The guild missions that a player can take are equal to their experience level, or one step above their level. This will allow player to accept risky missions in order to gain cash quicker.

- **Payment:** Because guild missions are offered only to players who are a part of that guild, they will earn more pay, but they will have to play within the union rules in order to remain an active member.

- **Differentiation:** Because we want differentiation between the guild types, only specific tasks will be as assigned by the guild, (the assassins guild never hands out cargo handing tasks.) As a player works up through the levels in their guild, they will earn new titles and privileges. It will be very difficult for someone to become a high ranking member of every guild simple because of the time and the number of missions they will need to complete to advance in rank. Therefore, they will only be able to enjoy the privileges of the ranks they master.

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Types of tasks: Player will be able to post their own messages on the Mission Kiosk in the Want Ad section. This will allow players post employment opportunities such jobs as:

- Hauling freight for a entrepreneur.
- Acting as an armed escort for a merchant
- Acting as a hit man to take out other players
- Acting as a body guard against assassins
- Being a mercenary in alliance war.

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Payment -The player for the most part who use of the Want Ads will be on the honor system. What is meant by this is that players will have to pay off other players for their services since we can not provide a fool proof method for the transfer of funds for services rendered. There are too many ways to find loopholes that could be used to cheat so rather than attempt to constantly fix the bugs in this area we are leaving the power up to the players. (Players who have been "cheated" in UO by other players either seek vengeance [see below] or try the same trick on someone else.)

Bounties - We can provide a an area for the placing of "bounties" as a player will have to put the money into an account that will be paid to the next player who destroys the targets ship. This would be handled in the Want Ads section.

GM Created Missions

Events - Like player created mission, GM's will be able to run their own missions and quests. By posting event notices to the PO calendar on the Web Site, GM's can send e-mails to those individuals who expressed interest. Using GM Comm channels, GM's will be able to communicate with only those people involved.

Rewards – GM's will be able to reward players who complete the quests and scavenger hunts with unique items for their ships, equipment that they can not purchase at any port. Players will also be able to be rewarded with medals and rewards that will show up on their bio pages, and as a news item in the Information Kiosk.

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The First Fifteen Minutes

This next section gives a preview of a typical player entering Privateer Online what options they can expect to find.

Installing the Game

Upon putting the Privateer Online into their drive, the novice will need to install the game. Here players will be given two options:

- **Partial install** – This saves space, but does not have all the sound effects, music and artwork on the hard drive. This will cause small pauses during game play. Players can not take the PO disk out of their drive.
- **Full install** – This installs the full game to the players drive. Though it takes up more space, it saves the player from experiencing "seek time" during game play. This also allows players to put in their own CD for music.

A successful install will launch them into the game. The first thing the player will see is the **Introduction.**

Introduction

The introduction sequence for Privateer Online will feature a in-game sequence using the game engine instead of the usual pre-rendered flick. This allows us to show off the game engine, models and effects to the customer without needing to go into the game itself. This will also be far less expensive as well as being flexible up until the day we ship.

"In the year 2700…" The introduction will briefly touch on the history of the universe the player is about to enter. It will place the player at the Galactic War, after the time of Border World Conflict and after the discover of the Nephilium. After the brief overview, they will see some of the new ships being attacked by the new enemies, (Pirates taking on a Capital ship, flying down its narrow corridors in order to take out its powerplant.) The introduction sets up the universe as well as the variety of friends, enemies and guilds the player will encounter.

Choices – After the introduction the player can either enter the **Training Mode** or go **Begin Play.**

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Training Mode

It will be stressed that novice players attend the Training Mode. This training mode is intended to function without the player needing to be Online. This will instruct them on many of the fundamentals of the game so that they do not be embarrassment when they go Online the first time. Training mode will cover the following:

- **Character creation** – This explains the differences between the aliens and humans, and even the different guilds. This will help the player chose the correct type of character they want to play.
- **Port-side features** – Since the player will start in the port of their choice, this area will explain how to move about, and the function of each area of the port This will step through the Information Kiosk, The Exchange, the port side PAD, as well the Mission Kiosk.
- **Pilot training** - This will put them in the pilot seat and walk them through areas such as the HUD, in-flight PAD, Nav map, and the use of their equipment such as switching guns, the tractor beam, etc.

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Comfort - The purpose of this training mode is to allow players to become comfortable with the controls and functions of Privateer Online in an effort to cut down on player stress and question to GM. We want their first fifteen minutes Online to be terror-free.

Going Online

Begin Play - Once the player is ready to go Online, all they will need to do is select the Begin Play option. From there they will be launched to the Origin login system where they will need to set up their account. With this out of the way they will be free to begin their Privateer Online adventure!

When they enter the PO front end they will have a wide range of options.

- **Event Calendar** – This will bring the player up-to-date on the goings on of Privateer Online events as well as notify them of any other Origin events, such as the shipping of a new game, winners from previous events, etc.
- **Chat Rooms** – This will allow player to meet up with their friend and go adventuring together. Novice players can even sit here and watch others chat, gaining clues and insight into the game from the hard core gamers. Questions and answers can be tossed back and forth here, cutting down on GM service calls.
- **E-mail** – Players can read any game e-mail that was sent to them while they were not Online. This will allow them to catch up with any over the servers they are playing on without forcing them to log in and out of each site.
- **Database Search** – This will allow players to search for their friends (or enemies) and see if they are Online or not, and which site they are currently on.
- **Launch** – Takes the player to server they have selected. If they do not have a character this takes them to Character Creation.

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Suiting up - Once they have selected the "universe" or the site they wish to begin their adventure they will need to create a persona. Players will only be allowed one character to site to avoid confusion or spoofing. This will also cut down on "mules" and to prevent people from spying with second accounts.

1. **Name** - All personas will have unique names per server site. If they want to create a new persona on a site they will first need to "retire" their old one.
2. **Race** – The player can choose if they are Human, Kilrathi or Firekken. Selecting this will make minor alteration to how NPCs react to the character. Choosing human predisposes certain Kilrathi elements to dislike the character, while being a Kilrathi will cause The Lance to attack them on sight. This also effects "taunts," (see below.)
3. **Sex** - Players can if they are male or female. Though this doesn't have any effect on game play, it helps to give the player an identity while using "taunts." Players will be able to send tokenized messages to enemies which will play wav files in the race and voice of the pilot.
4. **Character Bio** – Though this is not required, players can fill in a bio on the character they are portraying. If they want to create it or change it later they must access their bio data at the Information Kiosk.
5. **Place of Origin** – Lastly, the player must choose one of the many ports they can start from. This starting port is a "Safe" zone that they can fly out of an not be instantly attacked by PK'ers. There will be starting ports for Humans, Kilrathi, Firekkens, as well as those who want to be either "good" or "evil" types.

Shipping Out – The player will begin at their starting port with the title to ship, some cargo in the hold, and some money in their pocket. The goal here is to give the player the freedom to do anything they want right from the start, but not force them into a single course of action. Players can chose to:

- Ship out immediately
- Sell their cargo and purchase some weapons
- Sell their ship and buy one of a different configuration.

Which ever they choose, the choice is theirs. At this point the play can wander the port, buying and selling, or watching the messages in the chat box as the other players discuss maters within the game. If they have chosen to launch their ship they will be in space flight in a "safe zone" where they can fly around and not have to worry about Pkers.

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Launching from a Port

Be it a space station or a planet, the player will get a take off at every port. This be handled as a scripted in-game sequence where the player will be able to see his ship flying away from the planet, or being launched from the orbiting platform.

Conversely, whenever a player lands they will get an in-game landing sequence showing their ship going down to a planet, or being tractored into the space station.

Zones of Protection

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Safe Zone – To avoid stressing out the novice player the area they will start in is a "fire-free" zone. Because it is neutral ground, an electromagnetic pulse frequency is being generated by the port which jams all weapon systems. No one can fire, or launch weapons near the port. This allows rookies to get out into space and not worry about getting killed instantly.

Warm Zones - Away from the ports players can experience a little of the real world. Though their weapons are not jammed at this distance there will still be Confed and Border World patrols in the area to discourage PC to PC combat. Players may be attacked by NPCs such as pirates, but these will be "wimpy" by comparison of what is really out there.

Hot Zones – Once players have earned enough to purchase a jump engine and can travel outside of the newbie system they are considered fair game by all. Because the newbie system will not allow the player to make a lot of "fast money" players will want to take their chances in the wild. Here they will find the better pilots and the less wimpy enemies.

Player Issues

Player Death – Old pilots never die. Even young ones don't. Player's who's ships are destroyed in space are "picked up" and carried to a nearby base so that they can continue their life. The only way to ultimately do away with a character is to "retire" him using the Information Kiosk. This will announce publicly that the character has left the hangar.

Insurance – When a player's ship gets destroyed, and they will, they will be whisked to the nearest port. There they will receive their "insurance money" from the loss of their ship. This will be 5-10% less than what the ship and its equipment is worth. (If there is no penalty to death, no one will care about dying.) Of course, any special weapons, cargo, or artifacts they had on board will be lost. Players can not drop below their beginning credit balance though. (This means they can't transfer it to another player either.)

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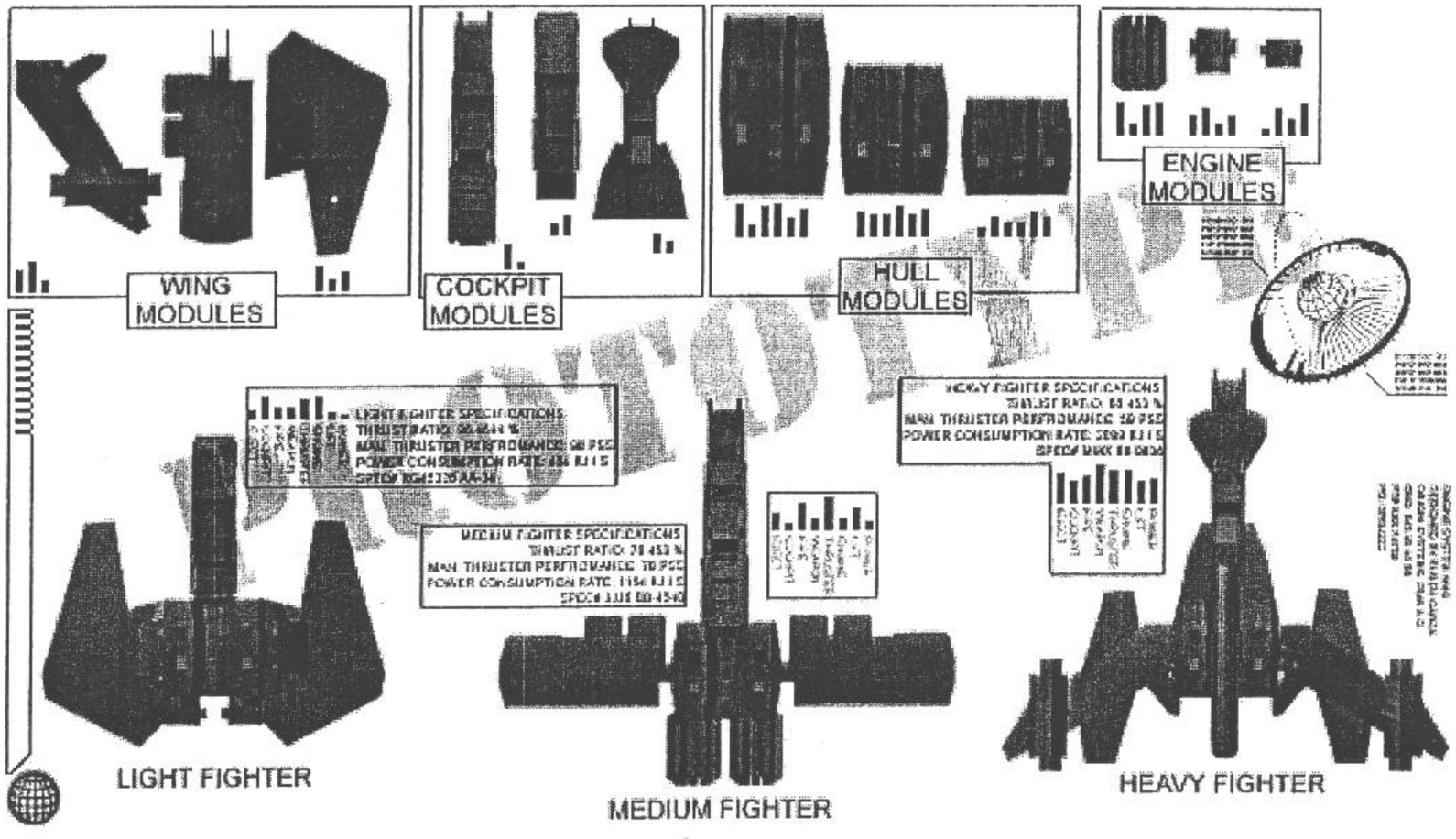
Modular Ships

To allow players to personalize their ships, Privateer Online will feature player ships that are constructed from modular parts. Players will be able to choose their own **hull, wings, cockpit, and engines** to create ships to fit their missions.

- **Ship Roles:** Depending upon the pieces they use, players can create a light, medium or heavy fighter, or the variants in-between. Players can build a strict cargo freighter, or chose to modify it to become a multi-purpose ship.
- **Ship Makers:** Players can choose manufacture types (Confed, Border World, Kilrathi, Firekken) All have their own strength and weaknesses. Even a human character can fly an alien Kilrathi or Firekken ship.



Note: Internal upgrades such as scanners, jammers and shields will not be shown on the model.

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Categories - The 5 categories of ships

- **Fighters**
- **Freighters**
- **Multi-roles (a hybrid fighter/freighter)**
- **Capital ships**
- **Space stations**

Of these, the player will be able to fly the first three. (The player can own a space station, but the can't fly it.)

Manufactures – There are 4 main manufactures

- **Confed**
- **Border World**
- **Kilrathi**
- **Firekken**

These manufactures will have very different looks an styles to their ships.

Using the modular piece produced by the 4 manufactures, all the fighters, freighters and multi-role ships in the game (both player and AI ships) will be created from the same modular pieces. Of the difference types of AI ships the player will encounter, each one will come from a basic manufacture.

	Light Fighter	Medium Fighter	Heavy Fighter
Confed	Fury	Hurricane	Aurora
Border World	Nemesis	Predator	Crusader
Kilrathi	Strakha	Dralthi	Vaktoth
Firekken	Valtar	Helbraus	Yoshira

Fighters – Each ship is constructed from 4 modular pieces. Each section has a number of configurations:
Hull – 9 / Engines – 3 / Cockpit –9 / Wings – 3 = each ship has 729 possible fighter configurations.

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	Light Freighter	Medium Freighter	Heavy Freighter
Confed	Drayman	Free Trader	Clydesdale
Border World	Barque	Fluyt	Merchantman
Kilrathi	Jakhari	Dukara	Sha'kar
Firekken	Dramik	Vrystall	Warrax

Freighters – Each ship is constructed from 6 modular pieces.
Hull – 9 / Engines – 6 / Cockpit –9 / Wings – 6 = 2916 possible freighter configurations.

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Because multi-roles are a hybrid of fighter and freighter, the multi-roles will actually use the freighter chassis, with fighter-type augmentation pods, (they will not use the fighter modules.) Though they will look light a freighter, they will have less cargo space and more firepower. These ships will also have special pieces allowing them to be mining rigs (a small asteroid mining operation) and mobile repair stations (these ships can dock with other ships and can repair as well as sell equipment.)

Multi-roles – Each ship is constructed from 6 modular pieces.
Hull – 9 / Engines – 3 / Cockpit –9 / Wings – 3 / Turrets – 3 / Augmentation pods - 3 = 6561 possible Multi-role configurations.

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The requirements for the flight dynamics of the game are based on the Rock/Paper/Scissors Principle. For all equipment there are pros and cons. Even the mightiest ship has certain flaws that can be exploited.

- Though a player can purchase the thicker armor for more protection, the ship will be less maneuverable due to the extra weight.
- A player can purchase a faster engine, but the power requirements may lessen his weapons.)

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HULL - This dictates the class of the ship since it is the heaviest piece. The tonnage of it also dictates the amount of cargo hold which in turn effects size of the power plant, and how much tonnage the craft can carry, etc.
On a freighter/multi-role this will also determine the number of turrets points.

Hull Types:									
Maker / Model	Startek ML1	Startek ML2	Startek ML3	Startek ML4	Startek ML5	Startek ML6	Startek ML7	Startek ML8	Startek ML9
Mass	3	4	5	6	7	8	9	10	11
Capacity (tons)	3	8	10	12	14	16	18	20	22
Max Pitch deg/s	89	87	85	83	81	79	77	75	73
Max Yaw deg/s	89	87	85	83	81	79	77	75	73
Max Roll deg/s	135	133	130	128	126	124	122	120	118
Max Rot Acc deg/s2	200	196	193	190	187	184	181	179	175

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Cockpit - The cockpit dictates the number of modules that the craft, and a few missile and gun points.

Cockpit									
Maker / Model	Glaston AL	Glaston AL	Glaston AH	Glaston BL	Glaston BL	Glaston BH	Glaston CL	Glaston CL	Glaston CH
Mass	4	4	5	6	6	7	8	8	9
Armor in cc	6	6	8	10	10	12	14	14	16
Missile Hard Points	1	1	1	1	1	1	1	1	1
Rot Acc mod deg/s	0	0	2	3	3	4	5	5	6
Module #	4	4	4	5	5	6	6	7	7
Gun Hard Points	0	0	0	0	0	1	1	1	1

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Wings – The wings detail the number of missile points, gun points as well as maneuverability for the ship.

Wings	Astrodyne 2002			Astrodyne 3003			Astrodyne 4004		
Mass	1	1	1	2	2	2	3	3	3
Armor in cc	5	5	5	10	10	10	16	16	16
Missile Hardpoints	0	0	0	0	0	0	2	2	2
Gun Hardpoints	2	2	2	4	4	4	6	6	6
Pitch mod deg/sec	0	0	0	2	2	2	5	5	5
Yaw mod deg/sec	0	0	0	3	3	3	6	6	6
Roll mod deg/sec	0	0	0	5	5	5	10	10	10
Rot Acc mod deg/s	0	0	0	5	5	5	8	8	8

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Engines - The engine dictates the acceleration curve as well as the top speed for the craft. Weight from the other sections modifies the acceleration curve.

Engine	Crain/Silva 110			Crain/Silva 220			Crain/Silva 330		
Mass	3	3	3	4	4	4	5	5	5
Armor in cc	9	9	9	14	14	14	20	20	20
Acceleration - K/s2	560	560	560	550	550	550	540	540	540
Max Speed	1400	1400	1400	1500	1500	1500	1600	1600	1600

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Creating a ship: Assembled together, the properties of the hull, cockpit, engine and wings combine for form the players ship. Each piece brings its own "chemistry" to the mix, making each ship feel and act different.

Module:	FURY - Light Fighter			HURRICANE - Medium Fighter			AURORA - Heavy Fighter		
Configuration:	Level 1	Level 2	Level 3	Level 1	Level 2	Level 3	Level 1	Level 2	Level 3
Mass (tonnage)	11	12	14	18	19	21	25	26	28
Max Speed – kps	1400	1400	1400	1500	1500	1500	1600	1600	1600
Acceleration kps2	560	560	560	550	550	550	540	540	540
Max Pitch - deg/sec	89	87	85	81	79	77	72	70	68
Max Yaw - deg/sec	89	87	85	80	78	76	71	69	67
Max Roll - deg/sec	135	133	130	123	121	119	112	110	108
Max Rot Acc- deg/s2	200	196	193	185	182	179	173	171	167
Armor - Front	6	6	8	10	10	12	14	14	16
Armor - Sides	5	5	5	10	10	10	16	16	16
Armor - Aft	9	9	9	14	14	14	20	20	20
Gun Hard Points	2	2	2	4	4	5	7	7	7
Missile Hard Points	1	1	1	1	1	1	3	3	3
Module #	4	4	4	5	5	6	6	7	7

Limitless possibilities - Above is a sampling of 9 possible ships (out of a possible 720.) Given that there are 4 manufactures, and 3 categories, the number of possible ships that can be built will well over 8000! And this does even take into consideration all the differences the dozens of INTERNAL components can make.

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Internal ship units such as power plants, scanners, weapons systems, etc. all have power requirements, module spaces, as well as pros and cons to their workings.

[These will be detailed in another chart]

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Armor Color

When a player upgrades their armor the object that they upgrade, (such as the hull, wing, or cockpit,) the color of the texture will change. The five levels of armor will be represented by five different texture colors.

Type of Armor	Color
Steel Plate Armor	Dull Dark Grey
Durasteel Armor	Bright, light Grey
Tritanium Armor	Yellowish-Green
Carbidium Armor	Reddish
Armorlite Armor – Player made	Midnight Blue

Picture of ship showing armor color and player stripes

Player Stripes

In order to allow players to further personalize their craft, every player ship will have special stripes on the wings, cockpit and hull. At the Hangar's Load Out kiosk players will be able to change these colors. Players can even default to the Alliance colors so that everyone in the Alliance shares the same color scheme.

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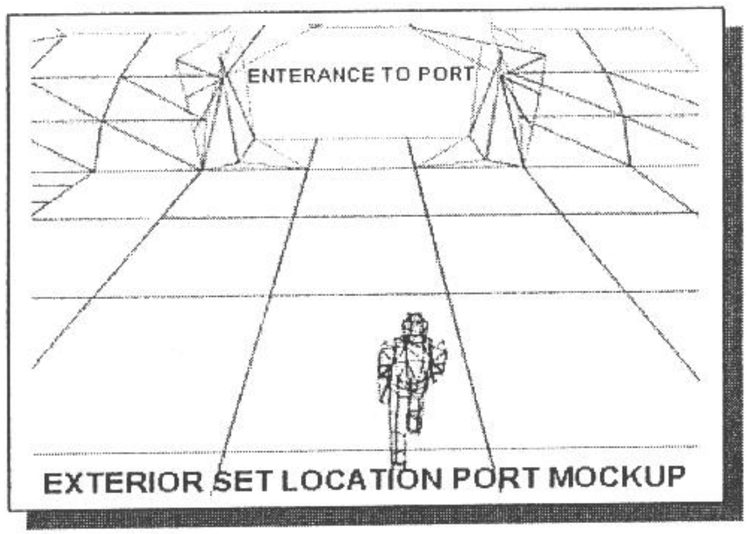
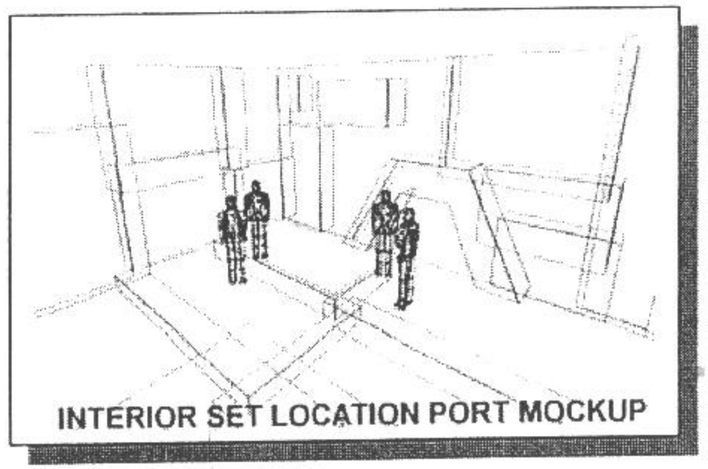


EXTERIOR SET LOCATION PORT MOCKUP

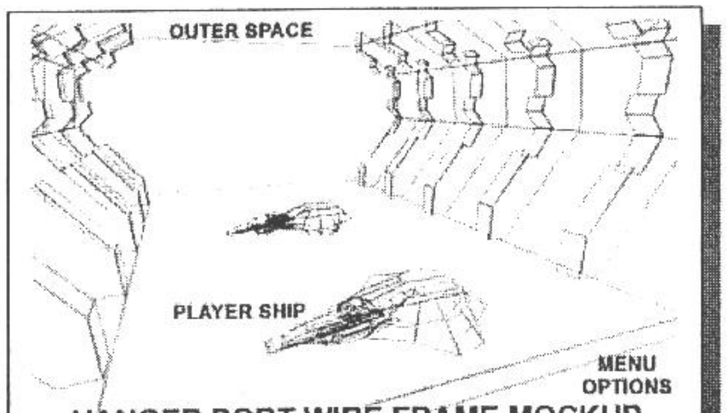
Polygonal Ports – Building each type of port (mining, ag, pirate, etc.) as a polygonal model and swapping in textures and meshes to represent government, tech level, and races, players can expect to see over 600 different ports.

Each port can even be customized to show time of day (day vs. night), weather conditions (foggy, cloudy), as well as the color of the nearby sun.


INTERIOR SET LOCATION PORT MOCKUP

Portside – When a player is not flying around in their ship they will be at a port. A port can be a planet, an orbiting platform, or an asteroid station.

Because Privateer Online is about creating a HUGE universe for players to fly from port to port , we wanted to make each port different. Players will travel to visit each world and be rewarded with individualized port screens.



HANGER PORT WIRE FRAME MOCKUP

Port Changes – Since ports can change their government and tech level, by using polygonal models these changes can easily be shown. Just by looking at a port screen a player can easily figure out the world they are in without having to research it at the Information Kiosk.

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PORT SCREEN

- Players Arrive and Depart port from this screen
- Information Kiosk here allows access to:
  - News Events
  - Commodity Exchange
  - Stock Exchange
  - Personals
  - Top Twenty list
  - Player Bios
  - Alliance Information
  - Sports page
  - Planet /System Info

THE EXCHANGE

- Commodity Exchange
- Players can get Guild missions as well as get Hints and Artifact Quests
- Players can buy and sell contraband here
- Mission Kiosk here allows access to:
  - Random Missions
  - Employment Ops – allows players to hire AI wingman – or even other players!

HANGAR SCREEN

- Contains Load Out screen which allows Player to:
  - Buy / Sell ships
  - Buy / Sell weapon & equipment
  - Trade / Install weapons & equipment from storage
  - Dry dock their ship
  - Repair

ARENA

- Only on Pleasure Ports
- Allows players to wager on Arena games
- Allows players to compete in Arena games against other players

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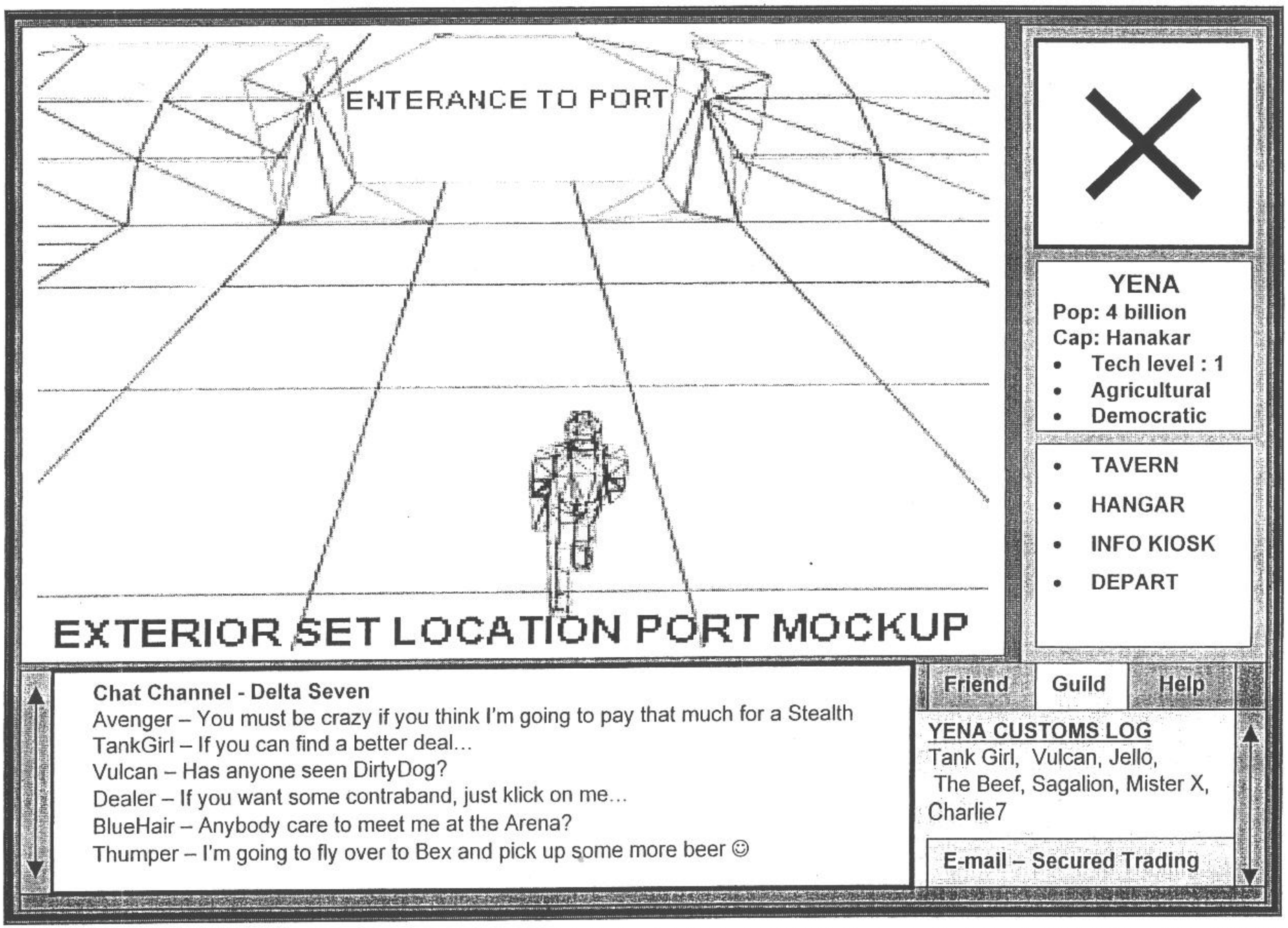
Designed to be hooked into a futuristic Internet this kiosk will give information about events happening across the universe in an easy to access web page type format.



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On the Port screen, the player will have access to data at the INFORMATION KIOSK. Modeled to provide information like a newspaper, and as easy to use as a web page, the Information kiosk will provide the player with anything they care to know about the world the are on, and almost everything else in the universe. Not all worlds will have every feature, (low tech worlds may not show stock market), but there will be enough there to keep the player informed.

1. **UNI News Network** – Available at any Information Kiosk, the news wire constantly feeds information about events taking place around the universe. The universe is a large and dynamic place, this kiosk keeps the player in touch with events like natural disasters, player deaths, political uprisings, guild wars, etc.
2. **Commodity Exchange** – Here is where the player can purchase and sell their cargo. With over 50 commodities to choose from players will need to do research at the InfiNet section to figure out where to get the best prices.
3. **Stock Exchange** – This area allows player to purchase and maintain their stock portfolio. Players will be able to see market updates and news events that will relate to the health of the galactic market on the UNI News Network
4. **InfiNet** – This allows players to look up information on any world or station to find out its present economical and political state.
5. **Top Twenty List** – This compiles a list of the 20 best and the 20 most notorious players, from the best Pker's, Anti-Pkers, Merchants, Mercs, etc. Any one can try to gain notoriety here. (This information will also be available on the web, which will also be compiled into the Top 20 of all the servers.)
6. **Alliance Information** – This Kiosk will display information about many of the various guilds that exist around the universe. Players can access information about Alliance such as their purpose, logo, charter, members, ranks, awards, accomplishments, history, guild wars, and more. This is also the area that players would access to start their own Alliance and set up the Alliance logo.
7. **Bulletin Boards** – Privateer Online will feature a large bulletin board system. This system includes the ability for GMs and Guides to create chat boards on various topics based on player feedback. It is important that these chat boards be scalable so that boards that do not generate enough discussion are replaced with those that will.
8. **Personals** – This is a public forum for players to place their own messages for a fee. These messages can be viewed on any of the news kiosk in the known universe. This will allow players to make announcements for special occasions within the game.
9. **Sports** – Players can check out who is playing in the Arena, and who are the top players. It will also give a listing of number of kills and player odds for those who whish to "invest" some of their hard earned credits.
10. **Citizen Information** – This allows players to look up the bios on other players. People can find out information such as their notoriety, number of kills, guild ranking, etc. Players will have the option to hide some of the information, such as Alliance memberships and ranks.

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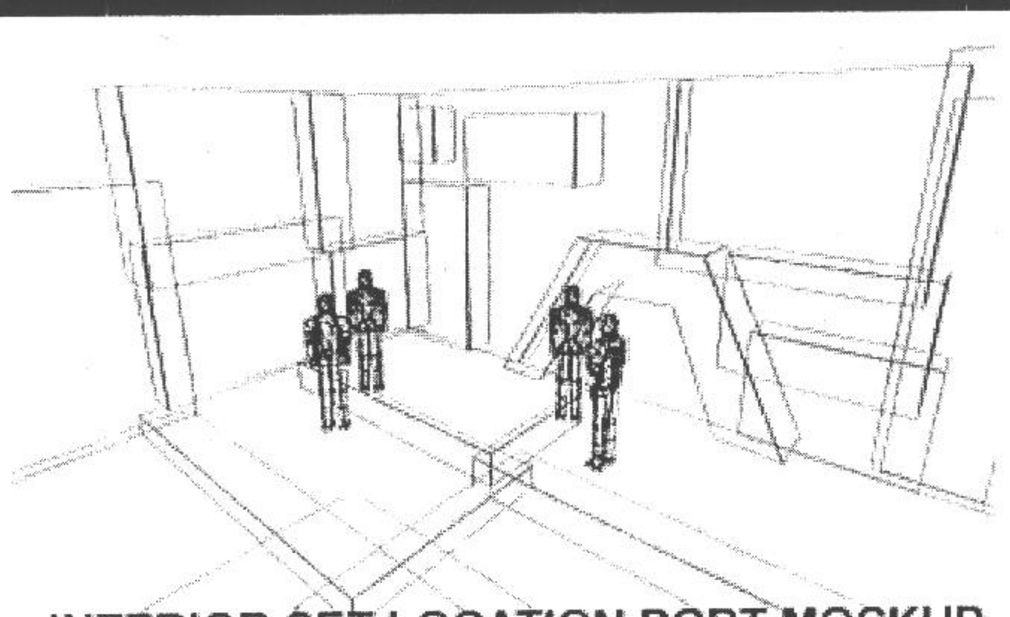

INTERIOR SET LOCATION PORT MOCKUP

Merchant * Pirate * Mercenary
Bartender * Shady Character * Exit

Shady Character:
If you are interested in making some quick money, I know of a derelict ship in the Tyr system that is known to have a Steltek artifact.

Interested?
The information will cost you 500cr.

- SURE, I'M UP FOR IT.
- SORRY, NOT TODAY.

YENA
Pop: 4 billion
Cap: Hanakar
- **Tech level : 1**
- **Agricultural**
- **Democratic**

Mission Kiosk
Port
Hangar
Tavern

Chat Channel - Delta Seven
Avenger – You must be crazy if you think I'm going to pay that much for a Stealth
TankGirl – If you can find a better deal…
Vulcan – Has anyone seen DirtyDog?
Dealer – If you want some contraband, just klick on me…
BlueHair – Anybody care to meet me at the Arena?
Thumper – I'm going to fly over to Bex and pick up some more beer ☺

Guild | **Friends** | **Help**

YENA CUSTOMS LOG
BeerBoy, Thumper, Lox, The Beef, Sagalion, Mister X, BrainBang

E-mail – Secured Trading

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The Exchange can be thought of as a gathering point where pilots would congregate. Depending upon the port, the exchange could be a tavern, a temple or even a marketplace. Either way, it's the place where the player can find employment opportunities, sell or purchase contraband, as well talk to characters to gain hints and quests for artifacts.

Depending upon the exchange, some places will have more options than others will. On Totalitarian worlds it will be very rare for the player to find a character to sell contraband. On the other hand, it will be easy to find that type of person on a pirate port.

Quests will be rare on any port, but this will be the place to find a scientist searching for a long lost artifact, or a corporation looking for a new deposit of Di-cor.

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Mission Kiosk – In every exchange, players will have the chance to pick up missions at the mission kiosk.

- **Random Missions** – This choice gives the player a choice of missions based on the player's skill level. These missions are generic in nature and have minimal reward.
- **Player Missions** – By scanning the Want Ads at the Information Kiosk the player can locate employment from other players. This will allow players the forum to try to hire other people to be their wingman, turret gunner, etc.
- **Employment Ops** – This allows the player to "hire" an AI wingman. This allows a merchant to hire protection or a fighter pilot to get a merchant vessel to follow him. The better the AI pilot, the more the player will have to pay.

Characters – Players will encounter NPC "characters" at the exchange, and the interaction will look very much like the text driven screen of the mission kiosk. (Voice and polygonal faces were considered for these NPCs, but given that this is an Online game it was deemed not worth the investment of time and resources.)

- **Guilds Missions** – In the bars the player will have a wide range of characters they can talk to such as Merchant, Merc, Pirate, Smuggler, Assassins, etc. The missions these people usually offer greater finical compensation factor than other missions. Depending upon the player's alignment, they can join a guild and receive missions here.
- **Fixers** – This allows the player to deal with the underworld to purchase and sell contraband.
- **Shady Characters** – These fellows will be rare in the bar, but will allow players to pick up information concerning quests or just the universe in general. Though these quests can be randomly generated, GMs could also put information here concerning GM generated quests.

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The Arena screen is available only on pleasure planets and stations, which are the equivalent of Las Vegas in space. Here players will be able to gamble and blow all their hard-earned money.

Sports Wagering – Accessible from Information Kiosks only on planets/stations that allow gambling, this Kiosk can be used to place bets on the events taking place on the pleasure planets in the universe. This page will display events, contestants, and odds. This Kiosk will even allow players to bet on various player challenge matches which will inevitably take place.

Tally board – When any arena games are concluded, a tally board displays the highest ranking players first, along with stats such as number of kills, kill ratio (kill/times killed), accuracy (number of shots/number of shots hit), etc.

Spectator view – As the gladiators fight, the gamblers can watch. A player can select between the different views being either a fixed camera in the arena, or follow the pilot of their choice. A running tab on the bottom shows them odds as well as who is still in the fray.

The Arena – Here a player can sign on as a virtual gladiator. There will be many reasons for players to attempt the Arena, namely:

- MONEY – For an entrance fee, players can attempt to earn more credits than when they started the Arena. They may have to destroy at least 3-4 ships before they start earning enough to cover their entrance fee.
- DIFFERENT SHIPS – This will be a chance for people to fly ships they normally might not get to. Since they are not risking their personal ships, players will want to go all out to make the most of it.
- POWER-UPS – Since this is not reality, players will be able to fly over power-ups to give them better weapons and missiles. Of course, they can't take these back to the real game afterwards. It is almost like a game within a game.
- COMBAT ZONES – After every game the course will change, allowing players to experience asteroid fields, nebulas and even black holes.
- ALWAYS ACTION – If there are not enough real players to go around, the Arena will be filled with AI of various levels. As better players enter the arena, the AI will increase to compensate.

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Proposed Design Features

The goal for Privateer Online is to have more design features than WC or previous Privateers. Currently, the game is just flying around, destroying things, with the option to buy and sell commodities. The following are intended to make the PO experience more action-paced, more rewarding for solo and multiplayers.

- **Player turret gunners**
- **Capturing an NPC pilot for bounty hunting missions**
- **Attacking and taking over other ships in space**
- **Player Transportation from Port to Port [not in yet]**

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To bolster player interaction we would like to allow players the ability to become a "virtual" turret gunner for other players. The system will be very limited and will break with any sense of fiction, as we do not want players to have to fly to a port to pick up a gunner. As for hiring the player hiring himself out as a gunner. If a pilot wants to play a gunner for their services, he can wire him money.

Putting yourself on the market: While at a port a player can put themselves on the market, by adding their name to a list at the Mission Kiosk. What this means is that they will simply pop up the chat screen and turn on the "for hire" button. They can remain here and chat until someone picks them, or they decide to go back to flying.

Acquiring a gunner: If a pilot of a ship pops up their PAD they can chat with the any of the gunners who put themselves on the market. By selecting them, the gunner will "jump" to the pilot's ship, occupying the first available turret. A pilot can grab as many gunners as they have turrets.

Switching turrets:
If a pilot wishes to change views, a pilot can jump to an open turret, (If all turrets are occupied they remain in the pilot's chair.)
If a gunner wishes to change views they can only jump to an unoccupied turret. They can never become pilot.

Functions:
A pilot can fly the ship, launch missiles, drop mines, etc.
A gunner can only fire the guns that are attached to his turret.

Forcing out a gunner:

- The pilot has the ability to kick a gunner out of their ship.
- The gunner can leave at any time as well. They go back to the planet they last landed and logged into the turret system at the port's mission kiosk.
- If the ship is destroyed, the gunner gets kicked back to the original comm screen they used to get picked up as a gunner. They will be on the planet where they last landed. No penalties are given to the gunner for having been on a ship that was destroyed, (you are a virtual gunner.)
- When a ship lands at a port, the gunner is returned to the port side chat screen they were acquired from, allowing them to chat while the pilot does his port thing. But they remain on active duty. When the player takes off again, the gunner will be returned to their turret. If the pilot sells their ship, removes turrets, dry docks ship, etc, the gunner is dropped from active duty. They are returned to the communications screen on the planet they last landed at.

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Bounty hunting missions are missions where the player must not only take out the target, but bring back the rescue pod that ejects when the ship blows up. If the pod is not returned, the full bounty is not paid.

1. **Random encounter:** A player is attacked by a ship. When an NPC's ship is destroyed there will be a random chance that the pilot will eject into space upon his ship's destruction. This is a generic pod that can be taken back to a port and a bounty collected.
2. **Random mission:** When the player destroys the target, the pilot automatically ejects. The player gets a set amount for destroying the craft, and an added bounty for bringing back the pilot's pod.
3. **Capturing a ship:** If a player captures a ship then they also capture the pilot.

If a player looks at their manifest the icon for the captured pilot shows up. The pilot can not be ejected like a cargo container. The player can only get rid of the pilot by "collecting" for him at a port.

Good guys vs. Bad guys:
In random encounters, because players can be good or bad, the alignment of the ejected pilot could be the same or the opposite of the player.

Selling the captured pilot:
Whenever a player has a captured pilot, when they arrive at a port a text box with a "shady character" will pop up asking if the player wants to unload their pilot. Depending upon the alignment of the port, the shady character phrases the address differently.

Non-Pirate Station:
- If the player has a "bad" guy, the shady character offers the player X amount for the return of such a wanted criminal.
- If the player has a "good" guy, the shady character offers x amount as a reward for picking up a stranded pilot.

Pirate Station:
- If the player has a "bad" guy, the shady character offers the player X reward for returning one of their brothers to them.
- If the player has a "good" guy, the shady character asks if the player has any slaves they would be willing to sell.

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Currently, the only way to pirate is to attack ships until they eject cargo. There should also be a way to "pummel" a ship until it is disabled, allowing it to be boarded and taken. This will be by attacking the ship until it has less than a 1/3 of it's shield left, then successfully hitting it with an ECM torpedo. A successful ECM temporarily knocks out the power plant for 1 minute. In this time span, if the ship is "boarded" by tractoring it to a full stop so that both ships can dock, the ship is considered in the player's control.

Results of being boarded:

- The player "captures" the NPC pilot and can dispose of them as if they had picked up the NPC in space. (If the pilot is a player they are just kicked out of ship as if it had been destroyed.)

- Player has the option to make this ship his wingman. If the player already has a wingman, they can dismiss them and take the new ship as a wingman. The auto-pilot ship will accept commands just like a wingman.

- While the player is docked with the ship, if the manifest is brought up the player will have the option to take commodities. The player has full control to swap and eject cargo.

- As a wingman, wherever the player goes, the ship will follow. The player can sell from it at the commodity exchange, and sell it at the hangar screen. (But they will need to sell the ship at a pirate port, who gives them less money for it.)

(NOTE: Since we were *CONSIDERING* allowing the player to self-destruct their ship, this will be accounted for in capturing a player's ship. A player can initiate self-destruction BEFORE a player has tractored them. A player can not initiate self-destruction once they have been captured by the T-beam. This will provide both sides with a bit of a fail/safe. If the victor thinks that the prize has set their ship for self-destruction, the victor may wait around a while to see if they blow up. If the victor takes too long, the prize may have enough time to escape.)

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GM Tools - Since Ultima Online went live, we have discovered just what type of customer service it takes to maintain this large a virtual community. After hours of meetings with UO game masters and designers, we now have a good grasp of just what it will take to build and maintain the in-game tools and Game Master tools necessary for the maintenance of Privateer Online.

Public Image – It is vital that a strong Support public image is established both before the product ships, during all testing stages, and after ship. Regular IRC chats, web posts, Q/A sessions, and public appearances by the support staff will go a long way towards giving the public a sense of safety. They will know exactly what the GMs can and cannot do, and where to go for help.

- **Player Maintenance Tools** – These allow GMs to modify any aspect of a player whether they are on- or offline. These include account tracking, bank tracking, as well as full access to the player's character and ship data. This also will have the ability to pull up all messages and transactions the player has engaged in for the previous three game days.
- **Action sphere maintenance Tools** – Game Masters will be able easily increase or decrease the number of random encounters on a global basis or an action sphere basis. The GMs will have the ability to increase, decrease, and change the type and difficulty of encounters based on player feedback. This will make game balancing much easier to accomplish and quickly accessible.
- **Item creation tool** – GMs will have the ability to create and modify the characteristics of ships, weapons, & cargo. This will give them the ability to create one-of-a-kind items that can be the highlight of a quest or a duel.
- **Port Regulation Tools** – A single port, or a group of ports (based on planet type, tech level or political affiliation) can have their economy values changed, be it for the commodity exchange or weapons prices.
- **GM E-mail and comm channels** – These allow the GMs to communicate with participants in events directly so that only those who are interested in GM run events will be notified.
- **History of players actions with NPCs and players** – PO will record and backup player data. This will assist us with bug tracking as well as solve complaints when customers report what they feel are errors with their characters. The history of game play will be in game days for tracking, not real days, as if a player doesn't play for a week, the data is lost.
- **Event Manager** – The event manager is a tool that will allow the Game Masters to trigger major universal events. For example: Trigger a war between the Kilrathi Blood Hunters and Outcasts. Increased random encounter activity will occur along the borders of these two groups' territories. Ports along each of the groups' borders will change political affiliation giving a sense of conquest. Many more events can be triggered by the game masters such as attacks on various ports, Natural disasters and much more.

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Batrel Four: In order to build a community Privateer Online is striving to appeal to a mass audience and to the various types of players. Equilibrium between the different player types must be maintained in order to keep a harmonious community. Privateer Online is striving to design a game that not only appeals to the various types, but also has checks and balances that maintain that diversity.

Achievers

Achievers are goal-orientated people. They play games in order to strive to meet set goals and objectives.

- Achievers will endeavor to build the best ships possible. With the number the number of levels it will take them many weeks to finally "trip out" their ship. Adding all the unique "quest" equipment will take the longest, as it is rarest, but most valued equipment.
- The Privateer Online will have many different fictional guilds that the achievers can join. The mission structure and the "guild points" system will require that they must perform dozens of missions before they can rise to highest ranks. Once at the top, they will have to compete with other achievers in order to remain there.
- Members of Alliances will be able to purchase large objects, such as Alliance stations and planets. It will generally take a large group of people (a large alliance) to fund such an expedition. Owning a station or a planet will be considered the "Holy Grail" of the game.
- Glory hounds will be able to show off their accomplishments on the Top Twenty lists on the Information Kiosk. Only players who have achieved the top ranks will have this "notoriety" displayed on other player's screens when they are encountered in space flight.
- We may need to look into ways to "atrophy" the player so that they will have to work at staying on top.

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Explores are individuals who are interested in discovery, be they new lands, new levels of ranks, or just bugs that they can exploit in the game.

- Privateer Online will have many different types of guilds. Explores may experiment with playing all of the different guilds possible in order to expense all the facets of the game.
- The game will have multiple ways for making money, thereby letting this group experiment with the economic system to try to find the optimum money making system for them.
- Explorers will experiment with different load out variations of ships trying to find the optimum for their style of play. With the number of possible combinations (+500,000) this group should be very busy for a long time.
- Due to the size of the universe, explorers will spend a great amount of time trying to discover hidden nav points, derelict spacecraft, lost worlds, etc. And with areas added by the GM and the various stages and updates, explores should not loose in the game.

These types of players are concerned with forming relationships with other players.

- Alliances. Even if Privateer Online didn't have these socializers would create them. Fortunately, these will be supported by the game as well as other social aspects such as the rank system, Alliance comm system, etc.
- Players can group together and pool their money so that they can purchase their own alliance station. This adds to the group mentality since every one will need to do their share for the good of the alliance should a war between clans break out.
- Online community. With the aid of OWO, Privateer Online players will be able to not only play a game together, but be able to chat, leave messages, assist each other, etc. and form a living, breathing virtual community.
- Though socializing is encouraged, a solo player will not be forced to join an alliance. The downside for not socializing is the possibility of a longer and more hazardous route to improving their character on their own.

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These types of players either prey on other players (Pkers) or seek justice for those who are preyed upon by Killers (Avatars or Anti-PKers)

- Unlike UO where Pkers are discouraged, PO accepts this as part of the game. Instead of trying to create rules to punish and prevent PK'ing, PO is looking to discourage but not to eliminate it. It is, however, supporting a "bounty hunting" system where by players can contract to have other players done away with, putting the power of the law into the players hands rather than mandating it through the code.
- In the newbie or "safe zones" firing weapons is not just discouraged, it is impossible. Because these areas have computerized lockdown systems broadcasting from the port, weapons will simply be unable to fire.
- Of course, outside of the "safe zones" is another matter. Rookies will need to watch out for themselves. But unlike a 2D map game that has strangle points such as bridges and roads, deep space will allow newbies much more room to maneuver in.
- AI will supply players with challenging AI and ships in order provide combat action to those who just want to dog fight. Though true Pkers only want to kill other players, these "bot" pilots should keep those "semi-Pker" (those who want challenging combat action and feel that AI opponents are not as good as human opponents) busy with realistic fighter combat.
- Killers as well as Avatars will be encouraged by creating the Top Twenty "most wanted" and "Pirate Killer" news kiosk area. People can try to become the most righteous and most villainous on each server. This will encourage Pker's and Avatars to prey on each other.

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What is out there?

1St Generation Online Space games – These the first attempt at creating Online games including 2D side-scroller combat shooters such as SubSpace, Starship Trooper, Aliens Online, Stellar Frontier. Though these can be fun, they are not technically challenging and can be churned out by any one. These are games that players can play for a couple hours and master. There is little in the way of community or character building outside of a kill board.

2nd Generation Online Space games – These are the games such as Warbird and Raider Wars that have given a third dimension to the battlefield. Even though they are using a 3D engine they have yet to fully utilize it. Textures and models are built to a minimum spec, and do not look anywhere near as good as non-line games. More thought has been given to building communities, but this is fully utilized within the game. Because of the enhancements and the attention to design, players can be expected to stay with the game longer than just mastering the controls and trying out all the weapons.

3rd Generation Online Space games – This is the area Privateer Online will dominate. Using 3D technology as well as hardware acceleration, PO plans to look as good or better than any non-line game on the market when it ships. Paying attention to design of the community as well as to the game, PO will create a perpetual universe that customers will pay to play for months on end.

Our closest competition

Non-line Games - There are many games on the market including FreeSpace, I-war and some that are not out yet, such as 10th planet, Aries Rising, and Digital Anvil's upcoming release that we will be compared against.

Online Games - Raider Wars, Exodus Wars and Nebula Trader are our closest Online competitors.

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What is our game?

Currently, there are many multiplayer space fight simulators on the market today, but there are but a few games that even compare to what Privateer Online will be.

Why we are different – There is nothing currently on the market to compare Privateer Online against. Most of the competition is solely a space flight action shooter without the trading game, or it is a 2D combat game with some strategic elements. Nothing in the near future is comparable to our:

- Persistent universe with player building and wealth accumulation
- A 3D battleground with real-time "twitch" combat, all in a fully textured, stunningly beautiful engine.
- Dozens and dozens of unique worlds with governments and economic systems that can change over time.
- A multitude of cooperative elements that allows groups of players to band together to form long term goals.

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[illegible]

Our Aim - Privateer Online is aiming to become the first Online 3D combat/trading game with a persistent universe where people can join and become part of a community. We want to be known as the "high bar" that people measure all 3D Online combat/strategy games against.

Comparisons

Game in our field that we consider our most serious competition:

- **Raider Wars** – An Online space combat game
- **Independence War (I-War)** – The latest space combat game on the market which contains multiplayer.
- **FreeSpace Descent and Descent Online** – What to expect when these two are combined.

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FREESPACE

- Over 40 ships total in the game.
- player can choose from 8 different fighter and bombers.
- Players can outfit ships with weaponry
- Can have up to 12 AI wingman
- Player 12 player Internet or 8 player team vs. team.
- Three unique species.
- Players gain technology by capturing ships

PRIVATEER ONLINE

Using modular ships, PO will be able to have over 4000 combinations.

Since our modular ships will be for both Player and NPC, the player too can have over 4000 different ship configurations. They will be able to build their fighter, freighter, or multi-role to their own specs.

Players will be able to choose over 500,000 different combinations with the variety of weapons and other equipment to choose from.

Players will have up to 2 AI wingman for ease of use. They can have all the player wingmen they want though.

Player will compete or compliment any of the other 2000+ players Online.

PO will have Human, Kilrathi, Firekken, with many good and evil types.

Players will be able to steal ships, strip them down and sell or use them.

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Appendix: Game Specs

THE FOLLOWING SECTIONS CONTAIN DETAILED INFORMATION FOR THE DESIGN OF PRIVATEER ONLINE

Appendix A:	**PORT FACTORS**	This lists the differences of the port's many racial, governmental, economic, and tech level factors.
Appendix B:	**PORT TYPES**	This describes the various locations of ports including planets, asteroids and space stations.
Appendix C:	**COMMODITIES**	This describes the various types of commodities.
Appendix D:	**PORTS AND MERCHANDISE**	This lists the products as well as where they are most likely to be traded.
Appendix E:	**GUILD RANKS**	This lists the ranks and ranking system for the guilds.
Appendix F:	**SHIP HARDWARE**	This lists the various types of equipment that a player can purchase for their ship.
Appendix G:	**WEAPONS**	This lists the weapons and their attributes.
Appendix H:	**MODULAR SHIP TABLES**	This lists the various pieces of ships as well as their attributes
Appendix I:	**SHIP LISTING**	This lists all the ships the player will encounter in the game
Appendix J:	**SYSTEMS AND PORTS**	This lists all the solar systems and ports a player can visit
Maps		

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APPENDIX A: PORT FACTORS

In Privateer Online, due to the large number of worlds need to populate the universe, the ports needed a way of differentiating themselves while not causing too much confusion as to their workings. The following port creation was established in order to give a possible 600 different unique combinations that players could easily figure out. Ports are a combination of factors:

(EVENT MODIFIER) x (RACE TYPE) x (ECONOMY TYPE) x (POLITICAL TYPE) x (TECH LEVEL)

The use of these different factors will also dictate what is contraband at the port too. What is legal on one port may not be legal on a similar port, do to changes in Race, Economy or political type. Players may want to keep abreast of they type of ports they will be visiting via the InfiNet.

EVENT MODIFIER:
This is just the field that is modified by events such as natural disasters such as plagues, rebellions, etc. to separate it from other modifiers. A port can only experience one event modifier at a time.

RACE TYPES:

- **Human:** Most worlds that the player will come across are mostly inhabited by humans. Even on the border, most Kilrathi have been driven back because of the war allowing settlements and corporations to lay claim to former Kilrathi worlds.
- **Kilrathi:** Since their defeat in the War, the Kilrathi markets have tumbled, so many of their goods, such as agriculture, are at the lowest prices. Kilrathi are willing to pay prime credit for goods such as Bloodwine, while most Terran ports refuse to even carry.
- **Firekken:** Because they are generally not colonizers, the Firekken do not have many worlds in this sector. Most of these were planets that the Kilrathi were more than willing to release from their control due to their poor resources. Firekken ports are always very low tech simply because they had very limited access to technology since they were between the two superpowers during the Galactic War.

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ECONOMY TYPE:

Agriculture Worlds – These worlds have their economies based on growing food and raising livestock (free ranged or genetically ranged.) They are lower in technology than industrial worlds and are dependent upon them for higher tech items. There are two types of worlds, geo and hydro based.

- ***Geoculture*** worlds have all their agriculture and livestock land based.
- ***Hydroculture*** worlds are usually water-covered planets, making their "field" and ranges huge areas of the ocean.

Mining – Mining is always a low tech, and is usually corporate in nature. The only reason the port exists at all is to transport the mineral wealth out. Once the planet or asteroid has played out, it will be left for dead. There are two types of mining.

- ***Mining Planet*** - This are small colonies found on planets that have ores found in their crust. Because they are planets they will usually have the heavier elements.
- ***Mining asteroid*** – These are small operations in hollowed out asteroids. Because asteroids are composed of mainly iron and nickel, these operations do not have the heavier, more lucrative metals.

Refinery - These are orbiting platforms that depend upon mining planets and asteroids for their raw materials. These materials when processed will go on to higher tech worlds for use.

Industrial – The industry of these planet's economy is geared for the production of goods that are usually shipped to higher and lower technology worlds. Higher technology worlds purchase these goods because the labor pool on industrial worlds is cheap. Lower technology (such as Ag and mining) worlds need these goods too because they do not have the economy or the infrastructure to support such technology. Depending upon their government, these worlds are the most likely to have rebellions and revolts.

Hi-Tech – These worlds are geared more towards R&D and the production of very advanced systems. Because of this, they are dependent upon lower tech worlds to supply them with their basics such as food and raw materials. Their populous has more disposable income than other worlds, so there is the need for luxury items among the masses.

Military - These stations are geared for the production of military craft as well as for the training and maintaining of their crews. Military bases usually do not produce any items and are heavily dependent for goods, though they purchase them on fixed rates.

Science – Science usually produces goods for Hi-tech worlds in their zero-G environments. They are also geared for R&D and well as the safe handling of bio- and radioactive hazardous materials. There are two main types of science stations

- ***Bio-research*** – These stations are most adept at life sciences and can produce anything from medical supplies to virulent viruses for planetary warfare.
- ***General Research*** – These stations handle everything from growing crystals to for industry to creating and testing new weapons for Confed.

Pleasure – Pleasure planets and station are created solely for the purpose of entertainment and recreation. Few ports dare to channel their entire well-being towards luring in tourists and catering to their every vice. Though these ports make huge profits they are almost entirely dependent upon outside resources.

Pirate – These stations or asteroids are usually converted Kilrathi or Border World ports that were abandoned during the war. Though these places do not produce anything, a wide range of trading goes on here. Since 98% of good here are stolen, prices for everything are way below those of any legitimate port. The only way to make a profit on any goods here is to acquire them without paying.. Since all weapons and equipment have to be secreted here, expect everything else to cost more than in non-pirate ports.

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POLITICAL TYPES:

1. **Anarchy:** Basically there IS no government. Usually found on lawless mining stations, or poor planets. Prices to buy for everything is higher. But their constant need of materials gives you a good price for your goods.
2. **Military:** This is either a Confederation, Border World, or Kilrathi Military Station. Their usage is very high of materials. They are the most expensive places to buy and sell goods.
3. **Corporate:** Run like a business, this Port wants profit, so anything they sell will cost more.
4. **Democracy:** The most egalitarian governments have the highest production and the lowest costs associated with their commodities.
5. **Envirochy:** They care about their planet, and are models of efficiency. However, they must sell at a higher price to pay for their costly environmental controls. They are in need of "Geo Friendly" materials and will pay well.
6. **Monarchy:** A constitutional Monarchy as head of the government. They buy at higher prices and sell at lower prices.
7. **Oligarchy:** Ruled by a collection of Families, an Oligarchy is based upon bloodlines and inheritance. They sell their wares somewhat steeply but you can sell to them at a higher cost too.
8. **Republic:** A President, and a Congress make the laws for the world. Only landed people can vote. Republics are the best places to buy from and to sell your goods to.
9. **Theocracy:** A government based on Holy Law. Usually in economic turmoil, these governments sell cheaply but won't pay much for certain goods.
10. **Totalitarian:** Government based on the use of Force. These governments have low base units and low production, with a very high usage. They will buy your goods at a reduced cost, are willing to sell their commodities cheaply.

TECH LEVEL TYPES:

Tech Level One: These ports are considered the low end of the spectrum, and can almost be called "frontier worlds." They have very low technology and will mainly be concerned with the rudiments of survival.
[An example of a Level One Ag world would be that of a struggling colony who grows the basics. They require an import of fertilizers and equipment to get their farms running. They will not be concerned with purchasing high levels of technology, simple because their economy does not allow them.]
Tech Level Two: These ports have mastered the basics and have become industrialized. They are less concerned with the basics and are focusing on increasing their technology and economy so that they can become level three.
[An example of a Level Two Ag world would be ones where the farms are established and are thriving. Technology has increased so that the farmers can produce their own fertilizers and medium level equipment and are investing in the R&D to push them up to the next level.]
Tech Level Three: These ports have mastered the industrial period and have become technically superior in their field. They are very self-sufficient and only require the resources that they had depleted. [An example of a Level Three Ag world is one where the large corporate farms have taken over the entire industry. Their product has much better quality and commands higher prices. The populous of the port has disposable income and are willing to purchase more frivolous things.]

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	Ag – Geo	Ag – hydro	Mine – Asteroid	Mine – planet	Industrial	Refinery
Planet	X	X		X	X	
Asteroid			X			
Space station						X
	Hi-Tech	**Military**	**Science – general**	**Science – bio**	**Pleasure**	**Pirate**
Planet	X					
Asteroid						*
Space station		X	X	X	X	*

* Not unique – uses pre-existing type with pirate texture modifications

The above represents the different types of ports and how they will be represented in the game.

Planets – These require a large polygonal orb which will have different textures on it to represent the different planets. On systems that can afford the polys there will be a translucent orb around the planet serving as a cloud layer. When players get within 1000 clicks of the object they will see a landing sequence and then see the port. On take off there will be another sequence where the player sees their ship streaking up to 2000 click mark.

The main planet types are

- Green – A lush green planet that serves as a agriculture world.
- Blue – A water covered planet that grows its planets and animals for export within its oceans.
- Brownish/yellow – This is the mining world whose air quality has been polluted by the large corporations who control it.
- Cloudy – This is the industrial planet. The cities are floating due to the ground being too toxic to live on.
- Red/Purple – This is the Hi-Tech world where most of the land surface has been covered by the major cities.

Asteroid – This is a large polygonal object that looks like a giant asteroid. It will have two openings, one being the landing bay and the other the launch bay. Just like a station, the asteroid will need to have shield generators, turrets, and a command center. The Pirate station is just a derivative of the mining asteroid station.

Space Stations – There are a few types of stations (Refinery, Military, Science, Pirate, and Pleasure) Each of these stations have a unique look to them that serves their purpose, except for Pirate which is just a retextured military station.

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PORT COMBINATIONS

	Ag – Geo	Ag – hydro	Mine – Asteroid	Mine – planet	Industrial	Refinery
Anarchy	X	X	X	X	X	X
Corporate	X	X	X	X	X	X
Democratic	X	X	X	X	X	X
Envirochy	X	X	X	X	X	X
Monarchy	X	X	X	X	X	X
Oligarchy	X	X	X	X	X	X
Republic	X	X	X	X	X	X
Theocracy	X	X	X	X	X	X
Totalitarian	X	X	X	X	X	X
Outcast	X	X	X	X	X	X
Church of Man	X	X	X	X	---	---
Confed	---	---	---	---	---	---
Kilrathi	X	X	X	X	X	X
Firekken	X	---	---	---	X	---

	Hi-Tech	Refinery	Science – general	Science – bio	Pleasure	Pirate
Anarchy	X	X	X	X	X	X
Corporate	X	X	X	X	X	---
Democratic	X	X	X	X	X	---
Envirochy	X	X	X	X	X	---
Monarchy	X	X	X	X	X	---
Oligarchy	X	X	X	X		---
Republic	X	X	X	X	X	---
Theocracy	X	X	X	X	X	---
Totalitarian	X	X	X	X	X	---
Outcast	X	X	X			X
Church of Man	---	---	---	---	---	---
Confed	---	X	---	---	---	---
Kilrathi	X	X	X	X	X	X
Firekken	X	---	---	---	---	X

These are all the port combination possible with the polygonal port system.

X denotes that this is a valid port combination.

--- Denotes that this is NOT valid as a port combination. *Example: Since Church of Man does not believe in technology there is no reason to have a Hi-Tech Church of Man port.*

MILITARY – There are only three types of military bases, Confed, Border Word and Kilrathi. *There is no such thing as a Anarchist or Democratic Military base.*

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This is a listing of all the Commodities. Though players will be able to purchase and trade weapons, equipment and artifacts in the game, only the commodities that the player can purchase at the information kiosk, or the contraband that the shady character will provide at the Exchange.

Diversity - A wide range of items has been incorporated into the game in an effort to promote the fiction as well as the diversity of the races and economic port types. This is in an effort to give every combination of port type a different "best" trading product. A player may find that they can make good money bringing Soylents to the human mining colony, but they will want to bring Millet products to the Firekken mining colony.

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MINING		INDUSTRIAL	
COMMODITY NAME	**DESCRIPTION**	**COMMODITY NAME**	**DESCRIPTION**
Base Metal Ore	Non- precious metals (Iron, nickel, copper)	**Industrial Robotix**	The backbone of the manufactory process
Rare Metal Ore	Precious metals (Gold, Platinum)	**Mining Mechs**	The workhorse of the excavation industry
Transuranics Ore	(Uranium, Di-Corrilum, Tritanium)	**Ag Wares**	Robotic machines for the production of foodstuff
Hydronix	Used for fuel, found in nebulas. (Prospectors must use EM Scoops)	**Petro-chems**	Hydro-carbon based fuels
Cytrasium Crystals	Energy rich crystal found only on comets – Prospectors must mine these.	**Ferti-lite**	Chemicals based for the growing of foodstuffs
Salvage	Recovered debris from destroyed ships	**SuperCons**	Super conductor materials for home and work
Petro-Chems	Used for lubricants and fuel on low tech planets	**Plasteel**	Basic composite building material
Nutritum Ore	Used to make Armorlite – mined only by prospectors	**Hydroponics**	Machines for the growing of crops on water planets.

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SCIENCE & TECH	DESCRIPTION	MEDICAL	DESCRIPTION
NeuralNets	Bio constructed super computers hardware	**Organic Material**	Bunk containers of amino acids, and other "primordial soups."
Filtration systems	Cleaning systems for air and water	**Nu-Flesh**	artificial skin, usually for Kilrathi since their medical technology is primitive
Gravity Pure Crystals	Crystals for industry grown in zero G.	**Synthanoids**	Synthetic life forms used for experimentation
Servo Mechs	Robotic probes used in both mining and earth resorces	**Cybernetic Enhancers**	Cybernetic limbs, organs and nuerronics
		Medix	Standard life enhancing drugs and convalescent technology
		Nano-Teks	Life saving nano-technology robotic machines
COMMERCIAL	**DESCRIPTION**	**MISC.**	**DESCRIPTION**
Comm units	Everything from holi-vision to neural implants	**Intoxicants**	Liquors and inhalants – coveted by miners as a cheap recrecation
Amusements	Every-thing from cybertainment to NexWare games	**Scrap**	Debris from destroyed ships
Transportz	Various all-terrain vehicles	**PleasureDroids™**	Recreational droids
Powergens	Trans-portable generators – 100 gig – 1000 gig	**Kilrathi Artifacts**	Religious relics usually pilfered, valued by human art collectors
Textiles	Cloth products for the creation of fashions and uniforms	**Firekken Art**	Artwork created by Firekkens, collected by humans

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AGRICULTURE		BLACK MARKET	
Soylents	General planet based food products grown on geo-based agriculture worlds	**Xenomorphs**	lien life forms – lethal and very dangerous / not pets
Hyrocultures	General algae based food products grown on water based worlds	**Non-synth Organs**	Organs usually acquired illegally or "harvested"
Non-Synthetic Timber	Real wood goes for premium prices on Those worlds that can afford it.	**Biotek Weapons**	Bio-hazardous weapons / illegal on any planet
UMP	Universal Meat Product – That says all you need to know.	**Narcotix**	drugs such as Ultimate, Aphrodyte, Phyrelox
Tanned Products	Leather goods usually made the skin of real bison.	**Armaments**	Class A field weapons / military grade side arms
Kilnip	Kilrathi Cat Nip. This is a legal substance that Kilrathi are addicted to. Similar to the 20th century's tobacco.	**CyberSexware**	Virtual naughty things
Millet Products	Grain based food products that are not much liked, except by the Firekken	**Blood Draught**	Kilrathi liquor that is used only for religious events - not to be sold or consumed by humans
		Kilrathi Pelts	Actual Kilrathi skins, usually taken during the war. Valued by the Firekken as "keepsakes."

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Taking items from commodity RICH areas to commodity POOR items will net the player the biggest profits.

	Ag – earth	Ag – Water	Mine – Asteroid	Mine – planet	Industry	Refinery station	Hi-Tech	Military	Science research	Science-Medical	Pleasure	Pirate
Base Metal Ore			RICH		POOR	POOR						
Rare Metal Ore				RICH	POOR	POOR	POOR					
Transuranics Ore				RICH		POOR	POOR	POOR				
Trace Elements				RICH					POOR	POOR		
Petroleum lubricants					RICH	POOR			POOR			
Hydronix					POOR		POOR	POOR				
Cytrasium Crystals%					POOR		POOR		POOR			
Nutitium Ore%							POOR					
Industrials												
Plasteel												
Robotix Indust			POOR	POOR	RICH		RICH					
Robotix Workers	POOR	POOR			RICH		RICH					
Hydroponics		POOR			RICH							
Mingin Mechs			POOR	POOR	RICH							
Petro chems			POOR	POOR		RICH	POOR					
Ferti-lite	POOR	POOR				RICH						
S-Conductives					POOR	RICH	RICH		POOR			
----------	---	---	---	---	---	---	---	---	---	---	---	---
RICH totals	0	0	3	3	5	3	2	0	0	0	0	0
POOR totals	2	3	3	3	5	4	6	2	4	0	0	0

% Only found on asteroids
* Only applies to Kilrathi Worlds
** Only applies to Firekken Worlds

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	Ag – earth	Ag – Water	Mine – Asteroid	Mine – planet	Industry	Refinery station	Hi-Tech	Military	Science research	Science-Medical	Pleasure	Pirate
Science												
Nural nets					POOR	POOR			RICH			
Filtration systems		POOR	POOR						RICH			
Gravity Pure Crystals							POOR	POOR	RICH			
Servo Mechs	POOR			POOR					RICH			
Medical												
Synthanoids									RICH	POOR		
Cybernetic Enhancers		POOR	POOR							RICH		
Organic Material	RICH	RICH							POOR	POOR		
Medix					POOR	POOR				RICH		
Nano-Teks						POOR	POOR			RICH		
Nu-Flesh	POOR*	POOR*	POOR*	POOR*						RICH		
Agriculture												
Soylents	RICH				POOR		POOR	POOR			POOR	
Hydrocultures		RICH			POOR							
Non-synthetic Timber	RICH						POOR					
UMP	RICH		POOR	POOR			POOR				POOR	
Tanned Products					POOR*	POOR*	POOR*					
Kilnip	**RICH	**RICH			POOR**	POOR**	POOR**					
Millet Products	*RICH	*RICH										
----------	----	----	---	---	---	---	---	---	---	---	---	---
RICH totals	6	4	0	0	0	0	0	0	5	4	0	0
POOR totals	2	3	4	3	6	5	7	2	1	2	2	0

* Only applies to Kilrathi Worlds

** Only applies to Firekken Worlds

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	Ag – earth	Ag – Water	Mine – Asteroid	Mine – planet	Industry	Refinery station	Hi-Tech	Military	Science research	Science-Medical	Pleasure	Pirate
Commercial												
Comm units					RICH		POOR	POOR				
Amusements	POOR	POOR			RICH		RICH				POOR	
Transportz	POOR			POOR	RICH							
Power Generators			POOR	POOR	RICH	POOR						
Textiles	RICH				POOR		POOR					
Misc												
Intoxicants			POOR	POOR							RICH	
Scrap						POOR						
PleasureDroids™			POOR	POOR						RICH	RICH	
Artifacts				RICH			POOR		POOR			
Kilrathi artifacts	*RICH	*RICH			POOR		POOR					
Firekken art	POOR	POOR			**RICH		**RICH				POOR	
Black Market												
XenoMorphs									POOR			RICH
Non-synth Organs												RICH
Biotek Weaons												RICH
Narcotix			POOR	POOR			POOR				RICH	RICH
Armaments												RICH
Cyber-Porn			POOR	POOR							RICH	RICH
***Blood Draught**			*RICH	*RICH								POOR
****Kilrathi Pelts**					POOR**		POOR**					RICH
----------	---	---	---	---	---	---	---	---	---	---	---	---
RICH totals	2	1	1	2	5	0	2	0	0	1	4	7
POOR totals	3	2	5	6	3	2	6	1	2	0	2	1

*Kilrathi Worlds Only
**Firekken Worlds Only

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Players will be able to join fictional guilds that they can gain missions at any port's Exchange. Players will gain "guild points" for each mission they complete which advance them through the guild ranks.

Climbing up the guild ladder gives a player:
- Higher perceived status to their peers
- Options to more challenging mission
- Access to guild equipment.

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Obtaining missions - At the mission kiosk, players will be offered one mission their current rank level and at least 2 more mission of a rank lower. This means that if a player is level 1 they only have access to the beginner missions.
This also means that if a player were level 5 they would have access to a level 5 mission and two level 4 missions.

Hazard Pay - The number of guild points a player gains is proportional to the "hazard potential" of the job. The higher the level of the mission (Private vs. Colonel type mission) the more mission points the player will earn. But, there will be more risk.

Multiple affiliations - To join more than one guild, add 50% more to guild fee (This is to discourage multiple build affiliations. This is to encourage players to quit guilds than have multiple affiliations.)

Ranking Players – On the Information Kiosk the top ranking player for each guild will be shown on the Top 20 section. Since there can only be one person at the top, the tip-top rank is reserved for the player who has the most guild points for that guild.

POINT SYSTEM:

Hazard potential	Type of Mission	Guild Points
1	Basic Mission Type	1
2	More enemies	2
2	Better weapons	3
3	Better AI	4
4	Added steps to mission	6
5	Capital ship type missions	10

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Type of Association	Benefit	Points
Merchant Alliance	Cost to join: 2k	
1. Freight Jockey (Entry)	Merchant guild missions level 1	0
2. Teamster	Merchant guild missions level 2	1
3. 1st level Teamster	Merchant guild missions level 3	5
4. 2nd level Teamster	Merchant guild missions level 4	10
5. Jr. level Transporter	Merchant guild missions level 5	20
6. Sr. level Transporter	3% discount on goods bought at "Company" Ports	40
7. Trade Major	5% discount on goods bought at "Company" Ports	60
8. Trade Captain	7% discount on goods bought at "Company" Ports	80
9. Trader Master	7 % + Free Repairs at Company Ports + access to Guild equipment	100
10. Merchant Lord	10% + Free Repairs at any port Confed + access to Guild equipment	150

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Type of Association	Benefit	Points
Bounty Hunter Alliance	Cost to join: 10k	
1. Apprentice	Bounty Hunter missions level 1	0
2. Amateur	Bounty Hunter missions level 2	1
3. Stalker	Bounty Hunter missions level 3	3
4. Tracker	Bounty Hunter missions level 4	6
5. Deputy	3% discount on weapons at Confed port + level 5	12
6. Agent	5% discount on weapons at Confed port	20
7. Senior Agent	7% discount on weapons at Confed port + Free Repairs at a Confed	40
8. Bounty Hunter	10% discount on weapons at Confed port + Free Repairs	80
9. Bounty Lead	10% discount on weapons at Confed port + Free Repairs + access to guild equipment	120
10. Bounty Master	10% discount on weapons at company port + Free Repairs + access to guild equipment + ?	200

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Type of Association	Benefit	Points
Privateer Alliance	Cost to join: 5k	
1. Initiate	Privateer missions + level 1	0
2. Surveillancer	Privateer missions + level 2	1
3. Patrol	Privateer missions + level 3	5
4. Regulator	Privateer missions + level 4	10
5. Trooper	3% discount at Confed on weapons + level 5	20
6. Constable	5% discount at Confed on weapons	40
7. Sheriff	7% discount at Confed on weapons	60
8. Marshall	10% discount at Confed on weapons weapons + Free repairs	80
9. Privateer	10% discount at Confed on weapons + Free repairs + access to guild goods	100
10. Privateer Master	10% discount at Confed on weapons + Free repairs + access to guild goods + ?	140

Type of Association	Benefit	Points
Smuggler Guild	Cost to join: 5k	
1. Punk	Smuggler missions + level 1	0
2. Runner	Smuggler missions + level 2	3
3. Bootlegger	Smuggler missions + level 3	6
4. Corsair	5% discount on commodities bought at Pirate Ports + level 4	12
5. Freerunner	7% discount on commodities bought at Pirate Ports + level 5	24
6. Brigander	10% discount on commodities bought at Pirate Ports	50
7. Smuggler	10% discount on commodities bought at Pirate Ports + Free Repairs at Pirate Ports	100
8. Smuggler Leader	10% discount on commodities bought at Pirate Ports + Free repairs + access to guild goodies	150
9. Smuggler Master	10% discount on commodities bought at Pirate Ports + Free repairs + access to guild goodies	200

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Type of Association	Benefit	Points
Prospector Guild	Cost to join: 2k	
1. Pioneer	Missions level 1	0
2. Explorer	Missions level 2	1
3. Scout	Missions level 3	5
4. Miner	2% off buying all goods at Confed base + level 4	10
5. Jr. Engineer	5% off buying all goods at Confed base + level 5	20
6. Sr. Engineer	5% + Free repairs at Confed base	40
7. Lead Engineer	7% off buying all goods at Company base	80
8. Quad Supervisor	10% off buying all goods at Company base + access to guild goods.	120

Type of Association	Benefit	Points
Mercenary Guild	Cost: 5k	
1. Grunt	Mercenary missions + level 1	0
2. Private	Mercenary missions + level 2	1
3. Corporal	Mercenary missions + level 3	5
4. Sergeant	Mercenary missions + level 4	10
5. Ensign	3% discount on all Equipment at guild port + level 5	20
6. Merc. 2nd Lieutenant	5% discount on all Equipment at guild port	40
7. Merc. 1st Lieutenant	7% discount on all Equipment at guild port	60
8. Merc. Lt. Commander	10% discount on all Equipment at guild port + repairs	80
9. Merc. Commander	10% discount on all Equipment at guild port + repairs + access to guild equipment	100
10. Merc. Captain	10% discount on all Equipment at guild port + repairs + ?	150

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Type of Association	Benefit	Points
Assassin Guild	Cost to join: 20k	
1. Amateur	Assassin missions + level 1	0
2. Killer	Assassin missions + level 2	1
3. Hired Gun	5% discount on weapons at Pirate ports + level 3	5
4. Hit man	7% discount on weapons at Pirate ports + level 4	10
5. Reaper	10% + Free Repairs at Pirate Port + level 5	25
6. Assassin	10% + Free Repairs at Pirate Port	50
7. Master Assassin	10% + Free Repairs + access to guild weapons	100
Failed Mission		- 5
Failed Mission second in row		Kicked out

Type of Association	Benefit	Points
Pirate Guild	Cost to join: 8k	
1 Scrud	Pirate Missions level 1	0
2 Mate	Pirate Missions level 2	1
3 Rouge	Pirate Missions level 3	5
4 Corsair	2% off buying all goods at your Pirate base + level 4	10
5 Buccaneer	5% off buying all goods at your Pirate base + level 5	20
6 Marauder	Free repairs at your Pirate base	40
7 Pirate	8% off buying all goods at your Pirate base	80
8 Pirate Captain	8% off buying all goods at your Pirate base	120
9 Pirate Master	8% off buying all goods at your Pirate base	180
10 Pirate Lord	8% off buying all goods at your Pirate base	250

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Ship equipment is broken down into two major types; required and optional.

- **Required:** Every ship MUST have an engine, shield, armor, power plant, and scanner. Since these are not optional they do not take up a module. If a player buys a pre-built ship (such as a Aurora, Crusader, etc.) it will contain all these parts, thought they will be stock.
- **Optional:** These are not necessary for space flight, such as ECM and ECCMs, but a player will want to acquire them later on. Due to limitations in cockpit size and electrical systems, every cockpit has a limited number of modules that a player can add on these optional units. [This prevents a player from buying everything, they have to be selective with what they want.]

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Required

ENGINES: (Required)

*Cost	Type	Equipment level	Gj per second	Tons
	Ion Engine	Level 1 Engine – 1400 top speed Blue engine exhaust	10	1
	Plasma Engine	Level 2 Engine – 1500 top speed Green engine exhaust	15	2
	Pulsar Engine	Level 3 Engine – 1600 top speed Purple Engine exhaust	20	3
	Jump Engine	Allows interstellar jumps Causes white warp-sphere to form around ship during jump	-	1
	Hyper Jump Engine	Allows hyper jumps Causes orange-yellow pulsing warp-sphere to form around ship during jump – Available only on Tech 3 Confed	-	2

* Note: Engine cost depends on manufacture of ship model.

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ARMOR: (Required)

Cost *Depends upon the tonnage	Armor	Function	Armor rating in cm	Weight times unit tonnage
	Steel Plate Armor	Basic ship armor	5	1
	Durasteel Armor	A more durable alloy form of steel	10	1.2
	Tritanium Armor	An alloy whose base if Titanium	15	1.5
	Carbidium Armor	The best production armor	20	1.7
	Armorlite Armor	The ore for the armor must be recovered from special asteroids by prospectors, ore is then refined at a Tech 3 High tech port and fitted to a ship. Strong but light.	25	1.4

SHIELDS: (Required)

Cost	Type	Function	Gj required	Armor rating in cm
10000	Hayles/Zinder Shields I	Basic fighter model	5	10
20000	Hayles/Zinder Shields II	Medium fighter model	10	15
45000	Hayles/Zinder Shields III	Hi-pro fighter model	20	20
90000	Quasar Shield I	Basic freighter model	40	30
120000	Quasar Shield II	Medium freighter model	60	50
200000	Quasar Shield II	Hi-pro freighter model	80	75

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POWER PLANTS: (Required)

Cost	Type	Equipment level	Gj output	Tons
2000	Jovian K5 Fusion	Basic fighter model	15	5
4000	Jovian K10 Fusion	Medium Grade	20	7
6000	Jovian K20 Fusion	Medium Grade	25	10
10000	Jovian K30 Fusion	High performance model	30	12
25000	Jovian K40 Fusion	Highest performance model	45	15
30000	Visek 50 Di-Cor	Basic freighter model	60	30
40000	Visek 60 Di-Cor	Medium grade model	80	40
55000	Visek 75 Di-Cor	Medium grade model	105	50
750000	Visek 90 Di-Cor	High performance model	122	70
100000	Quadralite Di-Cor	Highest performance model – Made only by Firekkens	189	100

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SCANNERS: (Required)

Cost	Type	Function	Range in meters
10000	Seker Mk III	2D Color and "locks" targets ship info	2000
20000	Seker Mk V	2D Color codes and "locks" missile info	2700
30000	Barris System I	3D Color, locks, tells target systems	3200
50000	Barris System II	3D "Leads" targets, tells cargo	3700
75000	Barris System III	3D Can see cloaked ships but not lock on "scan" ships for illegal goods	4000
125000	Kryton Ultimate	3D Can see and "lock" on cloaked ships – Only at Military Tech 3 bases	5000

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AFTERBURNERS: (Optional)

Cost	Type	Function	Liters per second	Tons
1000	Base model	+ 5% to speed	2	2
3000	Medium grade	+ 10% to speed	3	2
7000	Hi performance	+ 15% to speed	5	1
5000	1500 liter tank			2

COUNTER MEASURES (Optional – Requires a module)

Cost	Decoys	Function
100	Image Distortion Unit	Jams IR missiles 15% of the time
300	Image Distortion Unit Mk2	Jams IR missiles 25% of the time
100	Cesium Flare	Jams HS missiles 20% of the time
350	Thermalite Charge	Jams HS missiles 45% of the time

ECM UNITS [ELECTRONIC COUNTER MEASURES] (Optional - Requires a module/s)

Cost	Type	Functions	Modules
5000	Spatial Jamming Mk I	Jams FF/SK missiles 15 of the time	1
10000	Spatial Jamming Mk II	Jams FF/SK missiles 30% of the time	1
40000	Spatial Jamming Mk III	Jams FF/SK missiles 40% of the time	1
15000	Spatial Jamming Mk II	Jams FF/SK missiles 50% of the time	1
45000	Spatial Jamming Mk III	Jams FF/SK missiles 75% of the time Only found on Tech 3 Kilrathi	2

SCRAMBLER

Cost	Type	Function	Module	Gj
50000	Stealth Generator BA	Produces a fratricide to scramble scanner – appears "invisible" only on radar 50% of the time, depending upon scanner type – Manufactured by Border Worlds, Level 1	1	5
100000	Stealth Generator TA	Produces a fratricide to scramble scanner – appears "invisible" only on radar 90% of the time, depending upon scanner type – Manufactured by Border Worlds, Level 2	1	10

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ECCM UNITS [ELECTRONIC COUNTER-COUNTER MEASURES] (Optional – Requires a module)

Cost	ECCM Units	Function
15000	Spatiale Anti-Jammer Lev 1	Lowers ECM effectiveness 15%
15000	Spatiale Anti-Jammer Lev 2	Lowers ECM effectiveness 25%
15000	Spatiale Anti-Jammer Lev 3	Lowers ECM effectiveness 35%
80000	HSWS Defrequencer	Lowers ECM effectiveness 50% Found only on Tech 3 Pirate

WEAPON ENHANCERS (Optional - Requires a module)

Cost	Type	Function
10000	HK Cooling Unit	Increases weapon recharge rate by 10%
20000	Albra Semiconducting Unit	Increases weapon recharge rate by 15% - Only found on Tech 2 or 3 Outcast ports

TURRETS (Optional – Requires a turret point / Only found on freighters)

Cost	Type	Function	Gj per sec
10000	Ionic Turret		
20000	Plasma Turret		
40000	Pulse Turret		
100000	Tri-Ionic Turret		

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MISCELLANEOUS

Cost	Type	Tech Level	Function	Module	Gj per sec
3000	Rechman Repair Mech Mk1	1	Slowly repairs 1 ship system at a time	1	0
6000	Rechman Repair Mech Mk2	2	Quickly repairs 1 ship system at a time	1	0
10000	Bartoq Repair Mech Q1	2	Slowly repairs 2 systems; priority basis	2	0
20000	Bartoq Repair Mech Q2	3	Repairs 2 systems; priority basis	2	0
7500	Tractor Beam	1	Necessary for salvage operations	1	10
30000	Em Fuel Scoop	1	Allows for refueling in nebulas – also used by prospectors for filling Hydronix tanks for sales of nebula hydrogen	0	0
100000	Fighter - High Performance maneuvering boosters	2	Allows for a bulkier fighters to improve their maneuvering	0	0
300000	Freighter - High Performance maneuvering boosters	3	Allows for a bulkier freighters to improve their maneuvering	0	0

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- Guild equipment can ONLY be purchased by guild members at a guild port (if in a pirate or smuggler guild these items can only be found at a pirate port.)
- Guild equipment CAN be sold or traded between players, (this is encouraged as it promotes player interaction.)
- This equipment will NEVER be found as debris, as in a player will never "accidentally" acquire this stuff.

PIRATE/SMUGGLER/ASSASSINS GUILD

Cost	Type	Function	Module #	Power usage in Gj
500000	Cloaking Shield	Pros: Bends light so that it can not be seen, Invisible to almost all scanners Cons: can't lock on to ships while cloaked, Cloak doesn't work in nebula. Manufactured by Kilrathi Pirates	2	15
15000	Jump Engine Tracker Blocker	Has 25% chance of blocking a Jump Tracker signal after every jump	1	25
60000	Phase "Nebula" Shield Lv 1	Allows shields and scanners to operate at only one level degradation – Manufactured by pirates, Level 1	1	10
120000	Phase "Nebula" Shield Lv 2	Allows shields and scanners to work fully in Nebulas – manufactured by pirates, level 2	1	15
12000	Ship Transponder scrambler	Scrambles the players ID giving them a generic name like that of an NPC.	1	40
60000	Shielded Cargo Unit	Shields 20 tons of cargo space to scans.. Contraband is hidden automatically.	1 per unit	
250000	Dampening Field Generator	Immune to damage for 10 seconds – drains shield energy though Manufactured by Outcasts	2	40

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Pirate Only

Cost	Type	Function	Module	Power usage in Gj

Smuggler Only

Cost	Type	Function	Module	Power usage in Gj

Bounty Hunter / Privateer Guilds

Cost	Type	Function	Module	Power usage in Gj
50000	Jump Engine Tracker	Locks on target ship, then you can track them wherever they go – Only tracks one ship at a time – looses lock if they go through a nebula or log out.	1	10 (While in use)
10000	Kutter Unit	Unit can "see" shielded Cargo Units	1	10
10000	Ship Transpired de-scrambler	Has a 90% chance of de-scrambling a scrambled ID.	1	10

Bounty Hunter Only

Cost	Type	Function	Module	Power usage in Gj

PROSPECTING EQUIPMENT

Cost	Type	Function	Module #
10000	Hydronix storage containers	Allows storage of 10 tons of Hydronix recovered from hydrogen clouds using an EM Scoop	0
7500	Mining Laser	Necessary for cutting ore from an asteroid – can be used as a low grade weapon.	1

APPENDIX G: WEAPONS

These are the standard weapons that players can purchase at the different ports.

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- Not all weapons will be available at every port as noted with the tech levels.
- Any weapon can be repaired by any tech level
- *QUEST PRIZES* are hybrids of these weapons, usually powerful weapons with low energy requirements. GM's will have the ability to create these items and distribute them to players.

KEY:
Range: maximum range in meters.
Gj: Gigajoules of energy used by the weapon.
Damage: Shows the amount the weapon destroys in centimeters (cm) of shield strength, or armor
Re-fire: Delay in seconds between firing weapons

GUNS

Credits	Weapons	Description	Tech level	*Range	Gj	Damage in cm	Re-fire in secs.
2000	Beam Laser	Moderate damage, low energy use	1	2200	5	2.1	0.33
4000	Mass Driver	Medium damage, low energy use	1	2800	6	2.8	0.35
6500	Meson Blaster	Medium damage, low energy use	1	3200	8	3.2	0.4
8200	Neutron Gun	High Damage, high energy use	2	3400	18	6.0	0.65
10000	Ion Gun	Good damage, medium energy use	2	3200	10	4.1	0.42
15000	Particle Cannon	High Damage, medium energy	2	3500	11	5.0	0.5
22000	Proton Blaster	Good Damage, med. Energy,	2	3700	12	4.6	0.43
35000	Tachyon Cannon	Good Damage, medium energy use	3	4000	8	4.8	0.42
42000	Pulse Cannon	High damage, high energy	3	4000	15	7.0	0.55
65000	Plasma Cannon	Furnace "Hellbore" Plasma Cannon	3	2000	20	10.0	0.70

* Range can not be farther than scanner range.

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TORPEDOES

Credits	Weapons	Description	Tech Level	Range	Required to take out ave. station	Lock time
5000	Torpedo Launcher – requires a module	Can hold 2 torpedoes	1	-	-	-
15000	Torpedo Launcher – requires a module	Can hold 5 torpedoes	3	-	-	-
1000	Sabaka Small Torpedo	Is the only thing that can hurt a Cap ship or station once their shield generators are down.	1	1800	5-6	2.3
3500	Katana Medium Torpedo	Is the only thing that can hurt a Cap ship or station once their shield generators are down.	2	2500	3-4	3.5
8500	Kusaragi Heavy Torpedo	Is the only thing that can hurt a Cap ship or station once their shield generators are down.	3	3200	1-2	5.0
2000	EMP Torpedo Mk 1	Used for disabling a ship so it can be taken over – ship must be 80% damaged or no effect	2	1200	40% chance of disable	1.8
5000	EMP Torpedo Mk 2	Used for disabling a ship so it can be taken over – ship must be 80% damaged or no effect	3	2000	75% chance of disable	1.2

MINES

Credits	Weapons	Description	Tech Level	Blast Radius in meters	Damage in cm	Re-fire in secs.
2000	Mine Layer	Can hold 10 mines – requires a module	1			3
5000	Mine Layer	Can hold 20 mines – requires a module	2			2
50	Mine	Contact mine – (explodes after 10 secs for clean up)	1	60	2	
100	Mine	Proximity mine – (explodes after 10 secs for clean up)	2	100	4	
250	Photon Mine	Detonates as soon as the dropper has left the blast radius – great if someone is on your tail.	3	200	6	

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MISSILES

Credits	Weapons	Description	Tech	*Range	Damage in cm	Lock time
2000	Missile Launcher	Can hold any 5 missiles – requires a module	1	-		
5000	Missile Launcher	Can hold any 10 missiles – requires a module	2	-		
10000	Missile Launcher	Can hold any 15 missiles – requires 2 modules	3	-		
100	(DF) Dumb Fire Mk 1	Fires straight, no lock needed	1	2000	8	0
200	(DF) Dumb Fire Mk 2	Fires straight, no lock needed	2	3000	12	0
350	(DF) Dumb Fire Mk 3	Fires straight, no lock needed	3	4000	15	0
200	(HS) Heat Seeker Mk 1	Locks on enemy engine	1	2000	4	1.5
200	(HS) Heat Seeker Mk 2	Locks on enemy engine	2	2500	6	1.0
250	(HS) Heat Seeker Mk 3	Locks on enemy engine	3	2800	8	0.5
350	(IR) infrared Missile Mk 1	Image Recognition	2	1500	4	2.4
400	(IR) infrared Missile Mk 2	Image Recognition	2	1800	6	2.1
450	(IR) infrared Missile Mk 3	Image Recognition	2	2000	10	1.5
500	FF Missile	Targets EM signature of enemy ships	2	1500	6	3.0
600	FF Missile	Targets EM signature of enemy ships	2	2000	10	2.6
700	FF Missile	Targets EM signature of enemy ships	3	2300	12	2.1

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MISSILES

Credits	Weapons	Description	Tech	*Range	Damage in cm	Lock time
650	AP Missile	Penetrates armor better – used for ripple fire with a shield killer	3	2000	12 AP	2.0
2000	SK Missile	Shield Killer – doesn't effect armor	3	2300		2.0

* Range can not be farther than scanner range.

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FIGHTERS

	Light Fighter	Medium Fighter	Heavy Fighter
Confed	**Fury** 14 metric tons	**Hurricane** 20 metric tons	**Aurora** 24 metric tons
Border World	**Nemesis** 12 metric tons	**Predator** 18 metric tons	**Crusader** 25 metric tons
Kilrathi	**Strakha** 15 metric tons	**Dralthi** 22 metric tons	**Vaktoth** 30 metric tons
Firekken	**Valtar** 10 metric tons	**Helbraus** 15 metric tons	**Yoshira** 22 metric tons

FREIGHTERS

	Light Freighter	Medium Freighter	Heavy Freighter
Confed	**Drayman** 2,200 metric tons	**Free Trader** 4,500 metric tons	**Clydesdale** 10,000 metric tons
Border World	**Barque** 2,850 metric tons	**Fluyt** 5,000 metric tons	**Merchantman** 11,800 metric tons
Kilrathi	**Jakhari** 1,800 metric tons	**Dukara** 3,000metric tons	**Sha'kar** 8,400 metric tons
Firekken	**Dramik** 2,000 metric tons	**Vrystall** 4,100 metric tons	**Warrax** 9,800 metric tons

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Roberts Quadrant							
System Name	**Port Name**	**Industry**	**Gov.**	**Race**	**Type**	**Tech Lev.**	
Alcor	(Black Hole)	--	--	--	--	--	
Ardai	Tara	Pleasure	Monarchy	K	S	2	
Baird's Star	(Pulsar System)	---	---	---	---	---	
Brimstone	Furnace	Mining	Anarchy	H	P	3	
Cairo	Vegas	Pleasure	Oligarchy	H	S	2	
Chang-Cu	Phaedra	Sci – Bio	Corporate	H	S	2	
Dakota	Akar Texxon Salvak	Ag – Geo Refinery Mining	Democratic Corporate Monarchy	H H K	P S A	3 2 1	
Freya	Jonas' IV Tempest Vjilnia	Ag – Hydro Mining Military	Republic Totalitarian Confed	H H H	P A S	2 3 1	
Hammer	Yena New Damascus Vigilance	Ag – Geo Industrial Mining	Environchy Oligarchy Corporate	H H H	P P A	1 3 2	
Hellespont	(Black hole)						
Greenwich (K'rissth)		Tech	Republic	K	P	1	
Nevis	Sekandra (Jezebels)	Pirate	Monarchy	H	S	2	
Port Hedland	Vanis Ursula	Tech Science	Monarchy Environchy	H H	P S	3 1	
Skurge	Exile	Pirate	Anarchy	H	S	3	
Tartarus	Tiberias	Industrial	Totalitaian				
Trimble							

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Downing Quadrant

System Name	Port Name	Industry	Government	Race	Type	Star	Jump to
Del Toro							
Elohim							
G'Wrikath							
Gimle							
Hawkins							
Hyperion							
K'n'Meth							
K'n'Rek							
Kurasawa							
Loki VI							
Morgan's Watch							
Mylon							
N'Dele							
Nephele							
Nifelheim							
Rostov							
Sargasso							
Seggalion							
Tyr							
Venice							
Ymir							

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Kur'u-Pak Quadrant

System Name	Port Name	Industry	Government	Race	Type	Tech Lev.	Jump to
Baktosh							
Devil's Keep							
Gar'ak							
Gmar							
Goran-Pak							
H'risst							
K'hrissak							
K'n'Bren							
K'n'Khur							
K'n'Kir							
K'nj'kur	Merla Folkkan Vhanah	Ag – Geo Sci – Bio Mining	Anarchy Totalitarian Monarchy	K F K	P P A	1 2	
K'ssak							
K'sthak							
Khark-Pa							
M'etrh'Kuru							
Mang	Rei Shinjo Oskara	Ag – Hydro Mining Industrial	Theocracy Monarchy Anarchy	K K K	P A P	3 1 2	
Pak Ma'hran							
Shirow							
Skul'Kara							
T'lan Meth							

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