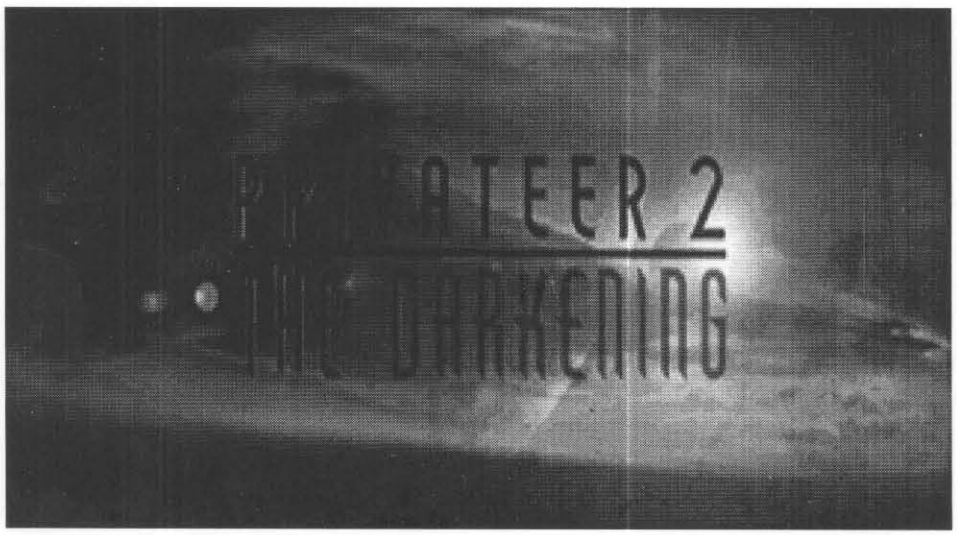
Privateer 2: The Darkening

DOS Version
Customer Service Manual
Version 1.0



Will Blindfire do? -Hassan to Arris

Not like this! Nooooo! -Random death cry

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Team Members/Credits

CS Manual Writing

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	Myque Ouelette	"Perky"
	Grant McDaniel	"Rogue
	Tim Bell	"Wolf"
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	Reece Thornton	"Kil Toth"
	Jason McGee	"Ickis"
	Paul Vaden	"Paladin"
	Marie Williams	"Defender of the Black Lance Base"

Special thanks to the entire Privateer 2: The Darkening QA and CS teams!

Quality Assurance

QA Project Leader	J. Allen Brack	"Blair"
QA Assistant Project Leader	Rhea Shelley	"rhea.."
QA Hardware Lab Technician	Greg Barwis	"Ozone"
QA Team	Sam Arnold	"Ghestahdt"
	Tim Bell	"Wolf"
	Lee Gibson	"ROUS"
	Chris Graf	"Space Cowboy"
	Rick Holtrop	"Guido"
	Kenny Hott	"Hottman"
	Chris Launius	"Binky"
	Kannon Lillemon	"Boom Boom"
	Grant McDaniel	"Rogue"
	Myque Ouellette	"Perky"
	Anthony Salter	"Badman"
	Todd Wachhaus	"Viper"
QA Supervisor	Kay Gilmore	"The Big Boss"

Customer Service

CS Product Trackers	J. Allen Brack	"Blair"
	Rhea Shelley	"rhea.."
CS Hardware Lab Technician	Greg Barwis	"Ozone"
CS Online Coordinator	Rick Holtrop	"Guido"
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	Fern Cervantes	"Spacehead"
	Chris Errett	"Yankee"
	Bert Hayes	"Tinman"
	Kenny Hott	"Hottman"
	Jason McGee	"Ickis"
	Artie Rogers	"BEAST"
	Paul Sage	"Death Bunny"
	Anthony Salter	"Badman"
	Paul Vaden	"Paladin"
	Rand Van Fossen	"Cavity"
	Rob Windsman	"Mystic"
CS Supervisor	Marie Williams	"Defender of the Black Lance Base"

Other People of Significance

Game Producer	Erin Roberts	"Santa"
Patch Programmer	Paul Hughes	"Yosser"
Product Manager	Patrick Bradshaw	"Fruitcake"
Documentation	Jennifer Spohrer	"Babyface"

Significant Cast Members (Role and Name)

Role	Cast Member
Assassin # 3	Amanda Pays
Canera Captain	David McCallum
David Hassan	Christopher Walken
Joe the Bartender	John Hurt
Lev Arris	Clive Owen
Melissa Banks	Mathilda May
Rhinehart	David Warner
Uncle Kashumai	Brian Blessed
Xavier Shondi	Jurgen Prochnow

Privateer 2:
The Darkening

Boot Disk

CONFIG.SYS
device=c:\dos\himem.sys
dos=high
files=50
buffers=50
lastdrive=z
shell=c:\dos\command.com c:\dos /p
device=<CD-ROM drivers>
device=<Sound lines (if any)>

AUTOEXEC.BAT
@echo off
path=c:\dos;
prompt pg
<MSCDEX driver /m:10 >
<Microsoft Mouse driver (required)>
<Sound lines (if any)>

Memory Requirements

Conventional: 300K
High: 7104K
Hard Drive: ~40 MB

Install

D:\INSTALL.EXE

Executable

C:\DARK\DARK.EXE
C:\DARK\DARK -svga (patched EXE with Rendition Verte movie player)

Quit

Alt-X

SKU

Pentium 75, 8 Mb RAM, Mouse, CD-ROM, Soundcard, Local Bus Video Card

Sound/Soundcards

Sound Configuration:
C:\DARK\SETSOUND.EXE

Supported Soundcards:

Sound:
Sound Blaster, Pro, 16, AWE
Ensoniq Soundscape
Gravis Ultrasound (GUS)
Pro Audio Spectrum

Music:
same as above
Roland-MPU-401

Savegames

C:\DARK\GAME*.*

Input Devices

Mouse
Two Button Joystick
CH Compatible Throttles

Patch additions:
Thrustmaster
CH Flightstick Pro

Joystick Calibration
In the Options menu, click on "Calibrate Joystick". Move the stick to all extremes, and click on "Exit". Calibrate the Throttle the same way.

Versions

v16.0 (Commercial) = UK version.
v17.0 (Assembler Rules) = US version.
v17.0e (Buffalo Wings) = patched version.

Patches:

P2PATCH.EXE Copy it into the DARK directory, type P2PATCH to expand, then type PATCH to patch the program.

Notes

Manual Install (US Release only)

To install the game manually, type MANUAL <CD drive letter>: <destination drive letter>: while in the MANUAL directory on Disc 1. This will copy over the necessary files. SETSOUND.EXE should automatically run so you can set up the sound card. If the CD-ROM drive is other than D:, or the destination drive is other than C:, you will need to edit the first two lines in the file DARK.CFG in the DARK directory on the hard drive to reflect the changes. See the DARK.CFG section in the Privateer 2 CS Manual for more information.

Joystick Configuration Files (US Release Only)

In the JOYSTICK directory on Disc 1 there are joystick configuration files for the following joysticks and throttles:

Thrustmaster FLCS
Thrustmaster FLCS with WCS MARK II
Thrustmaster FCS with WCS MARK II (using ver 1.39 hardware and software)
WCS MARK II for use with 2 button joystick
Suncom F-15E Eagle
Gravis Firebird
Gravis Phoenix
CH Throttle
CH Pro Throttle

For specific explanations and file names on each of the joysticks listed, look in the JOYSTICK.TXT file in the JOYSTICK directory on Disc 1.

Patch Fixes and Features

This is a list of the fixes and features that were addressed in the patch. For a more detailed description, read the PATCH.TXT file included in the patch or, see the Patch section in the Privateer 2 CS Manual.

Fixes:
Fixed Rendition based Movie lockups (run DARK -svga)
Fixed "Setstreamspeed" error message
Fixed News Bulletin crashes
Fixed Wingman Lockup
Fixed Target change during a roll
No longer need to hit spacebar for CD-ROM Disc Swap
Gamma Correction saved for all movies
Assertion Failed error from memory problems reduced

Features:
New Movie Player
Native support for CH Flightstick Pro and Thrustmaster
Additional Keyboard Keys for fire and roll
Invulnerability added

Privateer 2
Common Issues

Error Messages

- **"Privateer 2 Fatal Error - Setstreamspeed - File is too large to estimate data stream ..\movies*.tgv"**

  This usually occurs when the game is attempting to load the transition movie while landing at a planet.

  1. This is most common when you begin the game with CDs 2 and 3, begin the game with CD 1 and continue play normally until prompted to switch CDs.
  2. Go to the options menu and disable Video Transitions.
  3. The patch should fix this problem as well.

- **The game crashes with huge interlaced numbers and letters on the screen when landing on a planet or during movies. (The message looks like a DOS/4GW error if it was clear)**

  Generally a conflict between the memory manager and the customer's system. Can sometimes be generated by bad file reads or corruption on the hard drive of some kind.

  1. It is probable EMM386 is loading. Make an XMS boot disk.
  2. Delete and reinstall.
  3. Turn off Video Transitions.

- **"Assertion failed: size <=m_freesize.file mem.cpp line XXX"**

  Memory problem.

  1. Boot disk.
  2. Experiment with the various memory configurations. (EMM RAM, EMM NOEMS, No HIMEM.SYS)
  3. The patch should help to fix this as well.

- **"Fatal error - SNAFU-EAM_INITSOUND failed, digital sound hardware not found".**

  This is the error essage generated when the game is unable to detect a users sound card.

  1. Add appropriate sound card lines to enable proper Sound Card detection.
  2. Try the manual install.

- **"Fatal read on file BOOTH.IFF" when clicking on the Bulletin Board or the News Briefings.**

  1. Copy the SETS.IFF file from CD 1 into the install directory.
  2. Save game is now corrupt. Load a previous savegame or start a new game.
  3. Be sure to start your game from CD 1.
  4. The patch should fix this problem as well.

- **"Illegal Chunksize" in movies or when landing on a planet.**

  1. Copy over SETS.IFF file from CD 1 into the install directory
  2. Be sure to start from CD 1.
  3. Turn off Video Transitions.
  4. If they are in spaceflight, try swapping CD's before landing to determine if the CD is bad or not.
  5. Delete and reinstall. (be sure to save the savegames to a separate directory before reinstalling)
  6. Get the Patch.

General Issues

- **Subtitles in the game.**
  Subtitles are not included with the game. You can try and turn up the treble setting on the sound card, but the speech is still hard to understand.

- **Unable to save the game, or, savegames disappear.**
  Chances are the customer is reinstalling the game every time. There is a message that instructs the customer to install and run the game. They are doing both of these every time. Teach them how to change directories and start the game without reinstalling.

- **Can't create multiple directories. (i.e. C:\GAMES\DARK)**
  The installation program will not create more than one directory. It is possible to use nested directories with the manual install. however, the game will not function properly.

Input Device Issues

- **Joystick calibration problems.**
  1. The calibration is not very intuitive and may have been done incorrectly. Walk them through the process (the calibration screen can only be accessed via the Spaceflight Options menu).
  2. Try increasing the dead zone via the + and - keys to extend beyond the location of the gray dot (indicating the joystick's "centered" position).
  3. Try calibrating the joystick by holding the stick in the lower right position before clicking on "Calibrate Joystick". After clicking, immediately move the stick to the upper left and hold it there as you click on "Exit".
  4. Use the standard joystick troubleshooting methods. Speed-adjustable gamecards may be of assistance.

- **Programmable joystick won't fire the guns with the trigger.**
  There is no key on the keyboard to fire the guns in the release version. Once you get the patch, the spacebar will then fire the guns.

- **Setting up the game to utilize the extra buttons on the joystick/Thrustmaster or CH Flightstick Pro support.**
  Download the patch. Unfortunately, the release version of Privateer 2 does not support joystick with more then 2 buttons. The patch supports the CH Flightstick Pro, Thrustmaster, and 100% compatible joysticks.

Lockup Issues

- **Locks at the ORIGIN logo movie in the Intro.**
  1. Boot disk/shortcut.
  2. Check CD surface.
  3. Update CD-ROM driver.
  4. Hit Esc to get them past it ans see if it still works.
  5. Make sure they have a PCI or VLB video card.
  6. The patch should fix this problem.

- **Locks at the "Insert CD #" screen.**
  After you put in the appropriate CD, you must hit the Spacebar to continue.
  NOTE: There is no way to Esc from this screen, you must insert the necessary CD or reboot the computer. The patch will make hitting the Spacebar unnecessary.

- **Locks when attempting to land on a planet.**
  1. Make sure they are starting the game from CD 1.
  2. Copy over SETS.IFF from Disc 1 into the install directory.
  3. You can also go to the PAD options screen and disable the Video Transitions.
  4. Possible corrupt savegame. Attempt to play from a previous savegame.
  5. The patch should fix this problem as well.

- **Locks in the movies, even after installing the patch.**
  1. Try running the game out of Windows 95. (page 44)
  2. Try to run DARK -svga to use the SVGA movie player. The customer will receive brief palette flashes during movies, however, this is better than locking.
  3. Some customers have reported success resetting the video BIOS settings to the defaults. Of course, we are unable to assist customers in this action.

- **Random lockups during movies or spaceflight.**
  1. If the customer has the Matrox Millennium/Mystique, the BIOS version must be 2.3 or higher.
  2. Try all of the Basic Troubleshooting Steps. See page 33.

Sound Issues

- **Installing the game with "No Sound".**
  There is no way to install the game unless the sound card is 100% supported and 100% working. If you are having trouble, try the manual install.

- **Setting up the Gravis Ultra Sound (GUS)**
  This card is natively supported by The Darkening, but must be initialized in native mode to function properly. The only executable which should load is ULTRINIT.EXE, and the environment variables ULTRASND, BLASTER, ULTRADIR, and GUSMOD must be set.

- **In the install, manually setting up the: Media Vision Pro Audio Spectrum 16**
  Ensoniq Soundscape
  When these cards are selected in the 'Sound Card' menu (not the "Music Card" menu), they will bypass the "autodetect/manual" screen (forcing an autodetect) and go straight to the "Press to test sound" screen. If possible, make sure that the customer's card is at the default settings. When selecting the "Music Card", be sure that you use the "Autodetect" because the "Manual" selection does not work correctly for these cards. If you have any trouble getting these cards configured, use the Manual Installation (page 28) and SETSOUND.EXE to configure the sound card.

  NOTE: If "manual" is selected, the offered settings are incorrect. The first thing you are asked for is an I/O address. The values listed are not compatible with the Ensoniq cards, and the PAS family does not use I/O addresses in native mode. The rest of the selectable settings have incorrect values as well.

Video Issues

- **ISA, video cards.**
  The game requires local bus video (VLB or PCI). ISA video cards frequently cause lockups in movies, and generally do not cooperate. There is no work-around for this.

- **Screen trash on the screen before and/or after the movies.**
  This occurs with numerous video cards. There is nothing we can do. This is a limitation of the video player.

Hints

- **Getting the e-mail from Dr. Loomis.**
  You must land on 5-10 unique planets.

- **How to do a cargo run.**
  Go into the Booth and choose the Bulletin Board. You should have several cargo ships available to hire ranging from 250 tons to 1500 tons. Hire the smallest one, then exit the Bulletin Board and go to the Commodities screen. Buy whatever commodity you wish, then leave the planet. Land on another planet or space station and go to the Commodities screen there. It will show you if you can make a profit by selling there (white numbers mean a profit, red numbers mean a loss).

- **Can't run away from combat.**
  You can, however you must be over 2500 clicks away from all your opponents. Since you don't have unlimited afterburners like in Privateer, running away becomes extremely difficult. A better option is to just to stay and fight.

- **I can't solve the mission with all the math problems. I'm flying for Senator Norman Blagger. What are the nav points?**
  The nav points for this mission are: 36, 120, 24, and 21.

- **Acquiring the Kraven lasers.**
  You must fly a the mission for Ralph McCloud. He will appear after you crack the capsule. You should be on CD 2. The gun does not appear until you actually take off from the planet.

Privateer 2: Initial Look

Product Overview

Origin returns to visit one of its most successful properties of all time, Privateer! Privateer 2: The Darkening is set is a far corner of the Wing Commander universe, bringing a fresh look and perspective to this genre of game. Performing the player character is Clive Owen. Ser Lev Arris (the player) awakens after several years in a Cryopod, where he has been bound in slumber awaiting revival at a time when medical science can cure his fatal illness. Coupled with this awakening is a severe bout of amnesia. Joining Clive Owen is Christopher Walken, a rough police lieutenant obsessed with destroying the Kindred, a vast criminal organization. Along the way, you must follow the clues that will allow you to solve the riddle at the heart of the game.

Product Description

Privateer 2: The Darkening is a space flight based trading game with integrated full motion video. Players will purchase one of 18 different ships along with a wide variety of weapons and upgrades. Players will have the option of flying the main plot in an attempt to discover your true identity, trade cargo, fly mercenary as well as rescue missions. Privateer 2: The Darkening contains over 150 different non-filmed missions, as well as 15 filmed sub plots and a filmed main plot. The game ships on 3 CDs.

SKU

Required
Intel Pentium 75 MHz or 100% compatible (or greater)
8 Mb or RAM (or greater)
40 MB free Hard Drive space (or greater)
2x CD-ROM drive (or greater)
MS-DOS 5.0 or higher
100% Microsoft-compatible Mouse
Digital: Sound Blaster, SB Pro, SB 16, SB AWE, Ensoniq Soundscape, Gravis Ultrasound or 100% compatible
Music: Sound Blaster, SB Pro, SB 16, SB AWE, Ensoniq Soundscape, Gravis Ultrasound, General MIDI or 100% compatible
Local Bus Video Card with 256-Color SVGA graphics supporting VESA 1.2 (or greater)

Recommended
Intel Pentium 120 MHz or 100% compatible (or greater)
16 Mb of RAM (or greater)
4x speed CD-ROM drive (or greater)
16-bit Sound Card
Joystick with CH-compatible Throttle

NOTE: Although the SKU label does not list it, the Pro Audio Spectrum is a natively supported soundcard, and users with this card should select it in native mode during install, rather than as a compatible.

Product Features

- Real sets creating a more realistic feel compared to Wing Commander III and previous games.
- Stunning SVGA graphics engine with incredible light-sourcing effects along with Z-buffered polygonal objects result in no sorting issues.
- Unique planet-specific art creates illusion of vast depth within the game.
- Exquisite "Booth" system for making trades, selecting missions, and purchasing ships.
- Vast amount of missions (over 150) dwarfs anything else on the market for the genera.
- Translucent HUD with holographic displays immerse the player and gives a futuristic feel.

Common Customer Calls

- No Joystick functions beyond 2-button, and only CH compatible throttles are supported out of the box. No hat or extra button support for any joystick. This is fixed with the patch.
- Flaky mission system yields unpredictable results on the most basic of missions which include losing missions for inexplicable reasons, as well as missions not being removed from the diary.
- Enemy AI is predictable and weak. Enemies fly simplistic patterns and attempt to overwhelm the player through numbers of enemies rather than skill.
- Lack of a low resolution mode or any options to increase frame rate.
- The joystick calibration is very bad.
- No ability to install/play/troubleshoot the game with "No Sound."
- A bug which cause the game to crash out of the box. Starting the game from any CD other than CD#1 will cause players to Crash to DOS when attempting to land on a planet. This is fixed with the patch.
- Extremely limited number of features. (Joystick support, Subtitles, Detail Levels, Difficulty Levels, Low-res, No Sound install, Win 95 compatibility, etc.)
- Sterile spaceflight with limited interaction.
- Limited 8-bit movie player with no options causes movies to look significantly grainy.
- Only 10 Save Game slots.

Box Contents

The following sections details the box contents the various versions of Privateer 2: The Darkening.

US Release

3 Privateer 2: The Darkening CD-ROM Discs
Addendum Sheet
Install Guide
Pilot's Manual (Spaceflight Manual)
Your Guide to the Universe (Gameflow Manual)
Quick Reference Card
$10 Rebate Check on Wing Commander IV
EA Registration Card
EA Fall Catalogue
Thrustmaster Joystick Advertisement

Deluxe Edition (US only)

3 Privateer 2: The Darkening CD-ROM Discs
Addendum Sheet
Install Guide
Pilot's Manual (Spaceflight Manual)
Your Guide to the Universe (Gameflow Manual)
Quick Reference Card
Privateer 1 CD (Classic Version)
Privateer 1 Install Guide (Classic Version)
$10 Rebate Check on Wing Commander IV
EA Registration Card
EA Fall Catalogue
Thrustmaster Joystick Advertisement
Privateer 2 Cloth Patch
Official Privateer 2 Hint Book

UK Release

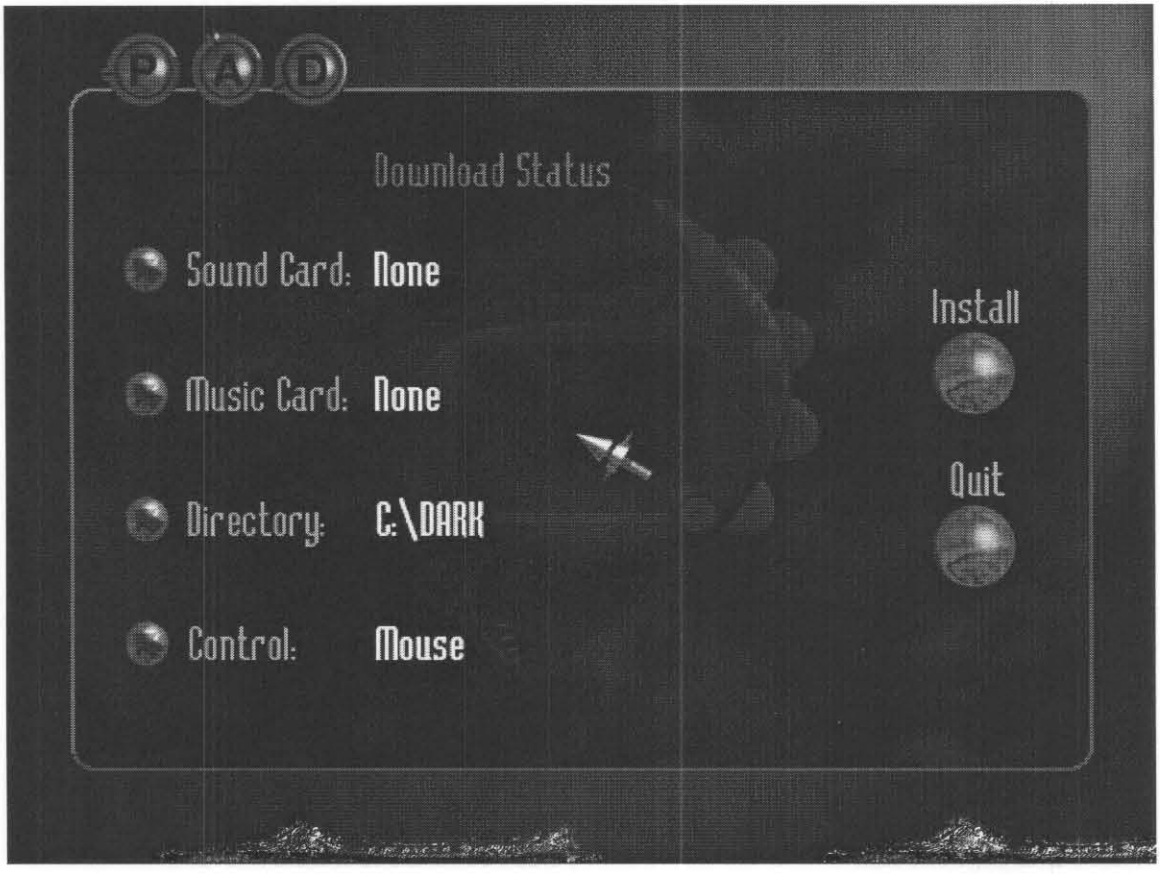
3 Privateer 2: The Darkening CD-ROM Discs
Helpful Hints Sheet (Addendum)
Installation Guide
As It Is In Heaven (Spaceflight Manual)
Astravin Medical Centre (Gameflow Manual)
Quick Reference Card
EA Registration Card

Installation

For an explanation of all of the Installer problems, see page 37.

DOS Install

NOTE: You can NOT install Privateer 2 without a 100% supported sound card, video card, or mouse driver.



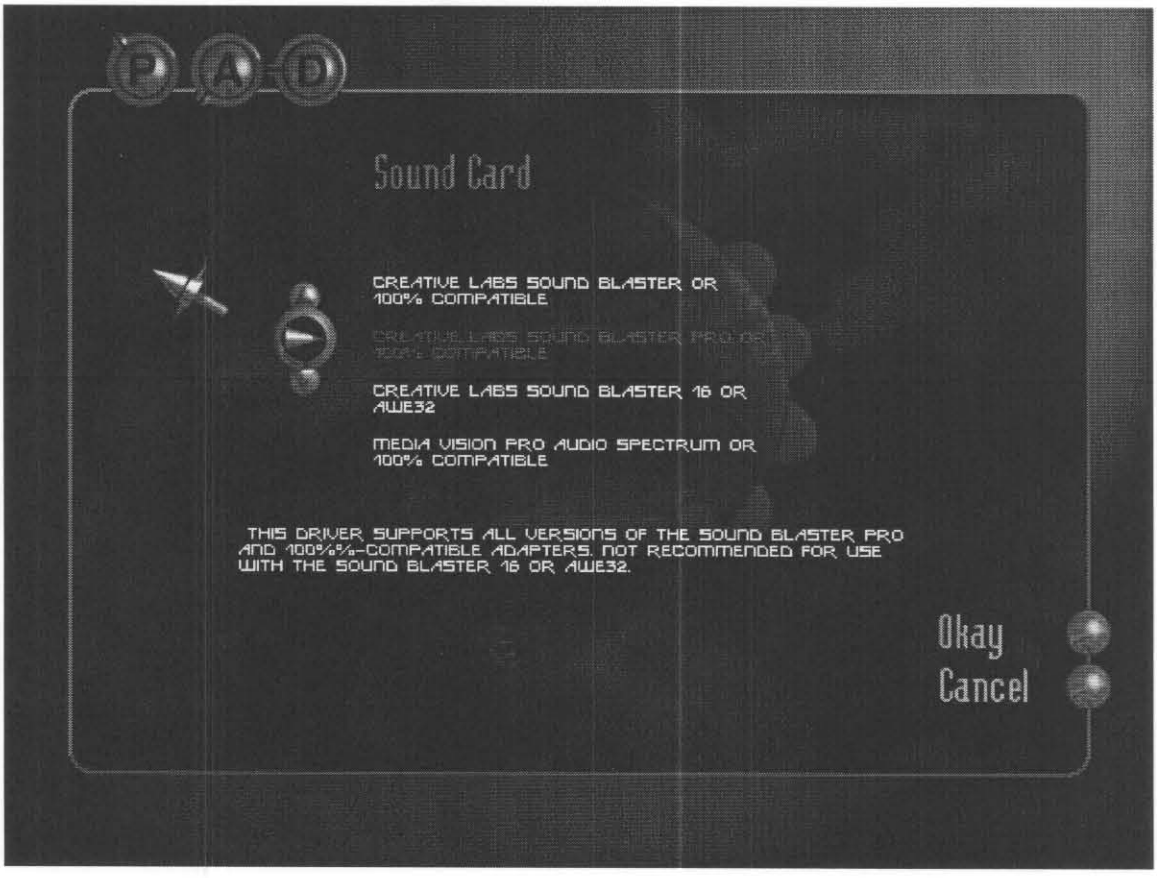
To run the installation program:

1. Type INSTALL from CD 1. The install program is located on disc 1 only.
2. Click on the button to the left of Sound Card to begin setting up the soundcard.

Sound Card:	This selection is for setting up the digital sound effects card.
Music Card:	This selection is for setting up the music card.
Directory:	This is the directory and drive that the game will be install to. The default directory is C:\DARK.
Control:	This is the input device for spaceflight.

Sound Card

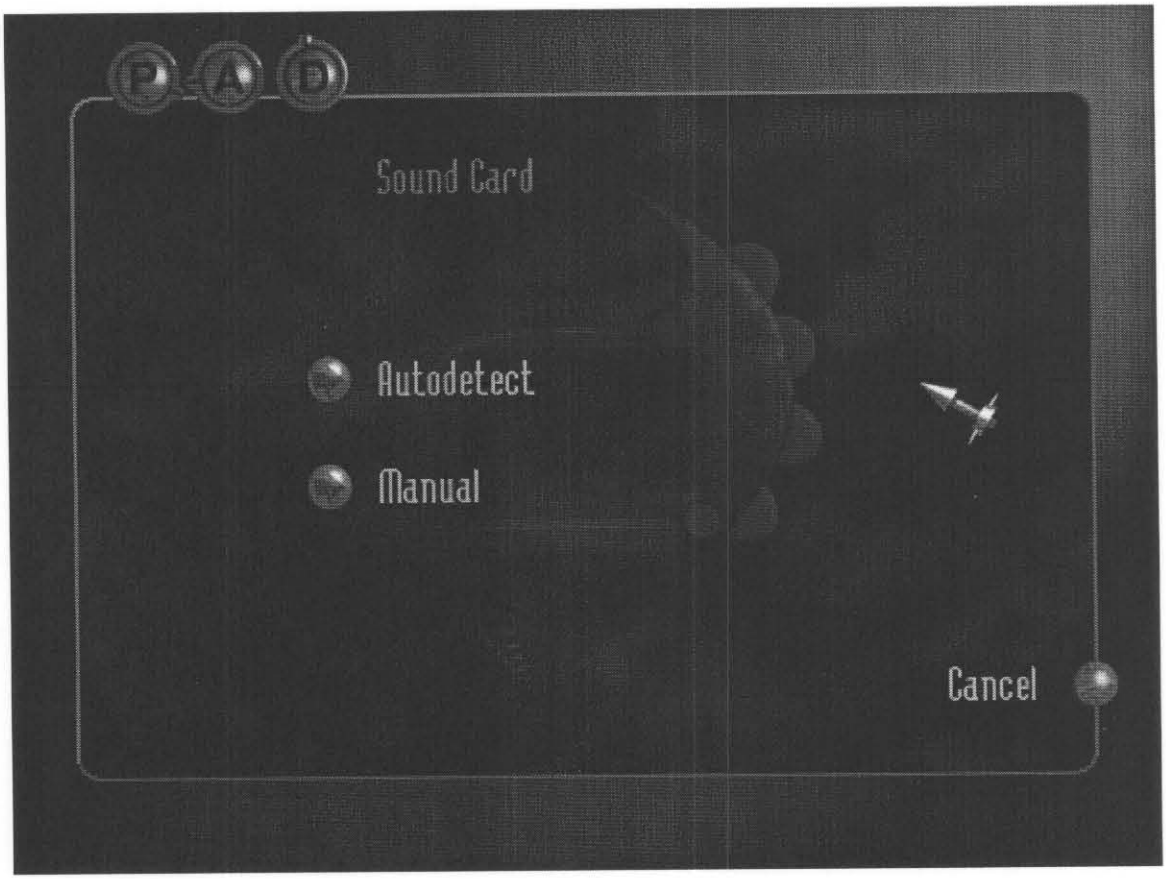
Selecting the "Sound Card " selection will cause the following screen to appear:



3. To scroll down the list of cards, click your mouse cursor on the small red or blue arrows on the icon to the left of the card choices. The highlighted section appears in blue.
4. After you have highlighted the card of your choice, click on the "Okay" button.

Sound Settings Selection

The following screen shows two buttons, "Autodetect" and "Manual".



5. Click on the button to the left of the Autodetect option. If you wish to set the card setting manually, see page 22.

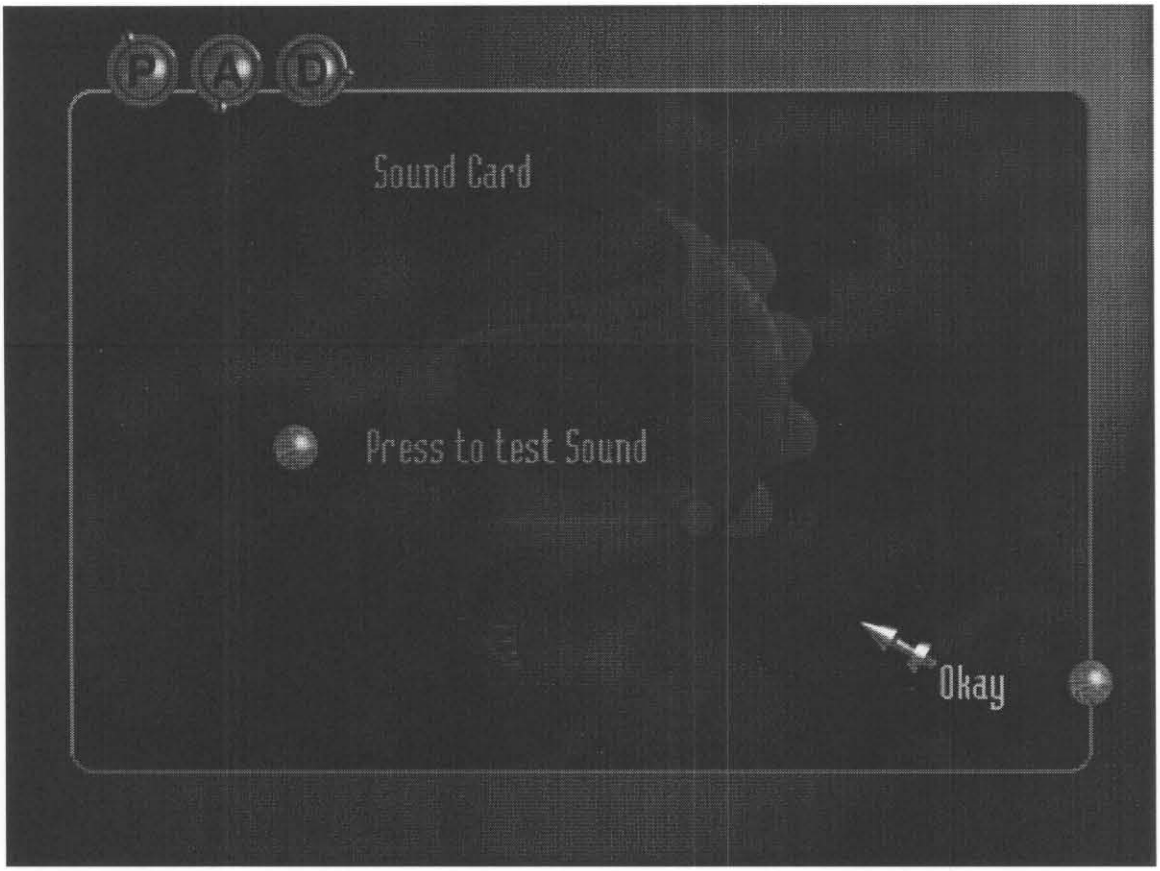
Autodetect:	If the autodetect fails, it will display a screen that tells you so. If not, it will allow you to test the sound card. The autodetect is fairly reliable, so users should almost always select this method.
Manual:	After choosing manual, the install program will ask for the I/O address, the IRQ and then the DMA.

If the installer finds the card at the settings you entered, it will then bring up the "Test Sound" page (see the following page). If it still cannot find the card it will display a screen with an error message.

NOTE: The Ensoniq Soundscape and Pro Audio Spectrum 16 will Autodetect without prompting the user.

Test Sound or Music

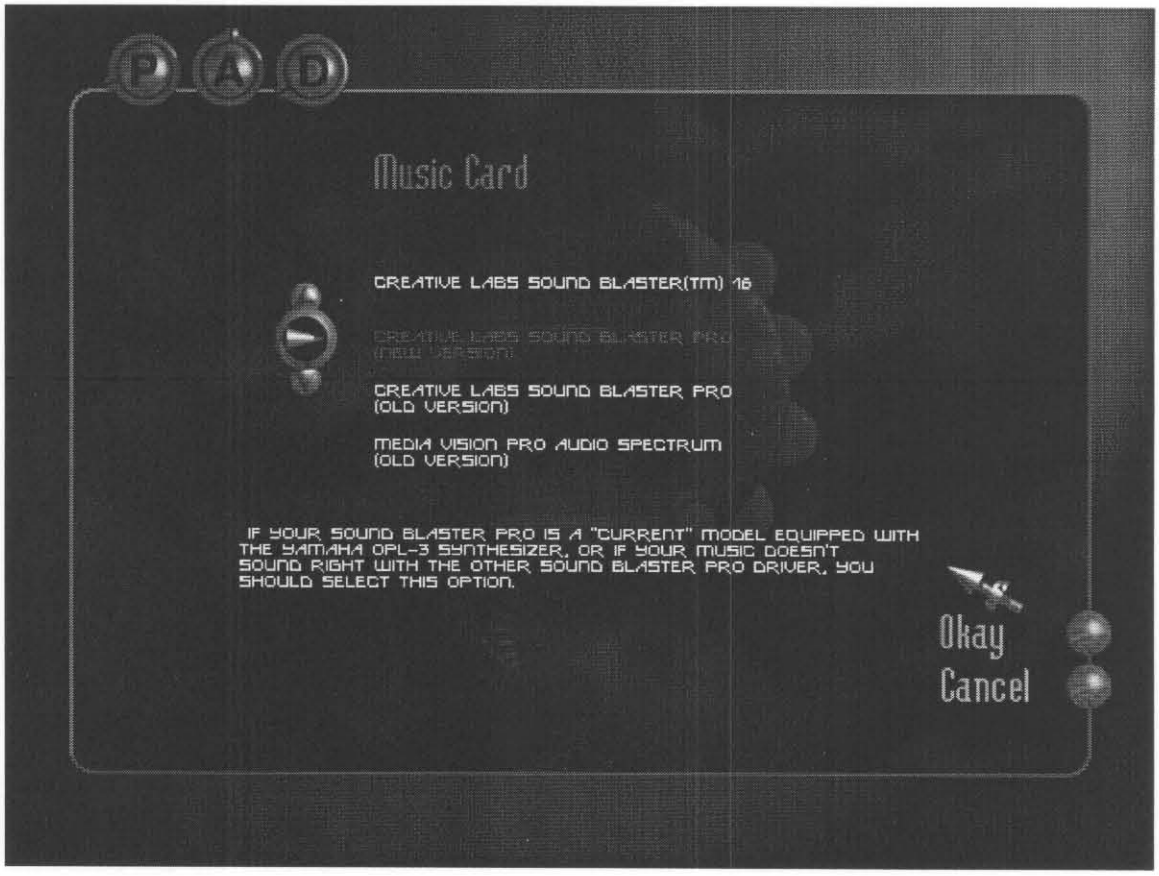
NOTE: The Okay button will not be available until after you click on the "Press to test Sound" button.



6. Press the small button to the left of the text to test the sound. When testing the Sound Card, a small explosion is heard.
7. Click Okay to return to the main install menu.
8. Be sure that you set up both the Sound Card and the Music card as the game will not function without both options being set up correctly.

Music Card

Setting up the Music Card is identical to setting up the Sound Card.

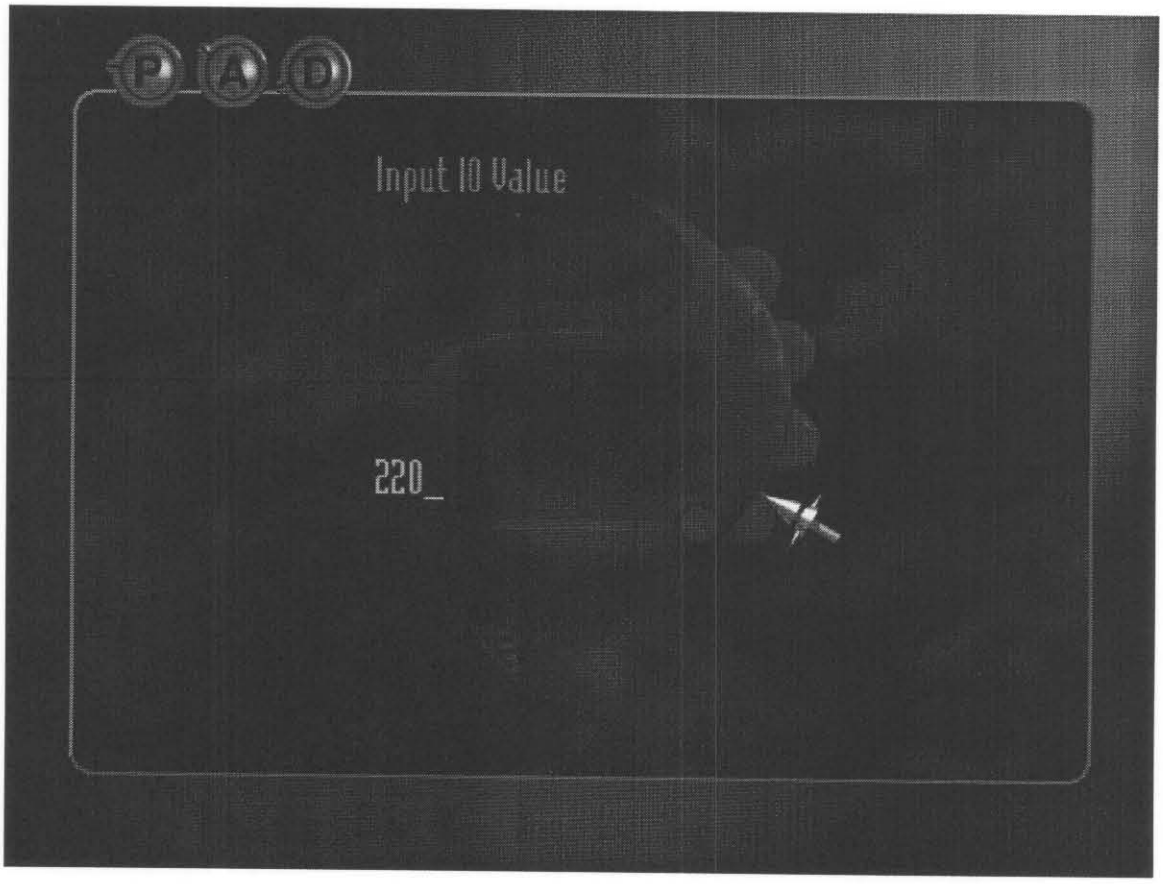


9. Click on the button to the left of the Autodetect option. If you wish to set the card setting manually, see page 22.
10. The Test Sound screen should appear again, (see the previous page). Press the small button to the left of the text to test the sound. When testing the Music Card, you should hear a low repeating hum.
11. Click on Okay to return to the main install menu.
12. Be sure that you set up both the Sound Card and the Music card as the game will not function without both options being set up correctly.
13. Go to page 25.

NOTE: Music will stop once the "Okay" button is pressed.

Manual I/O Selection

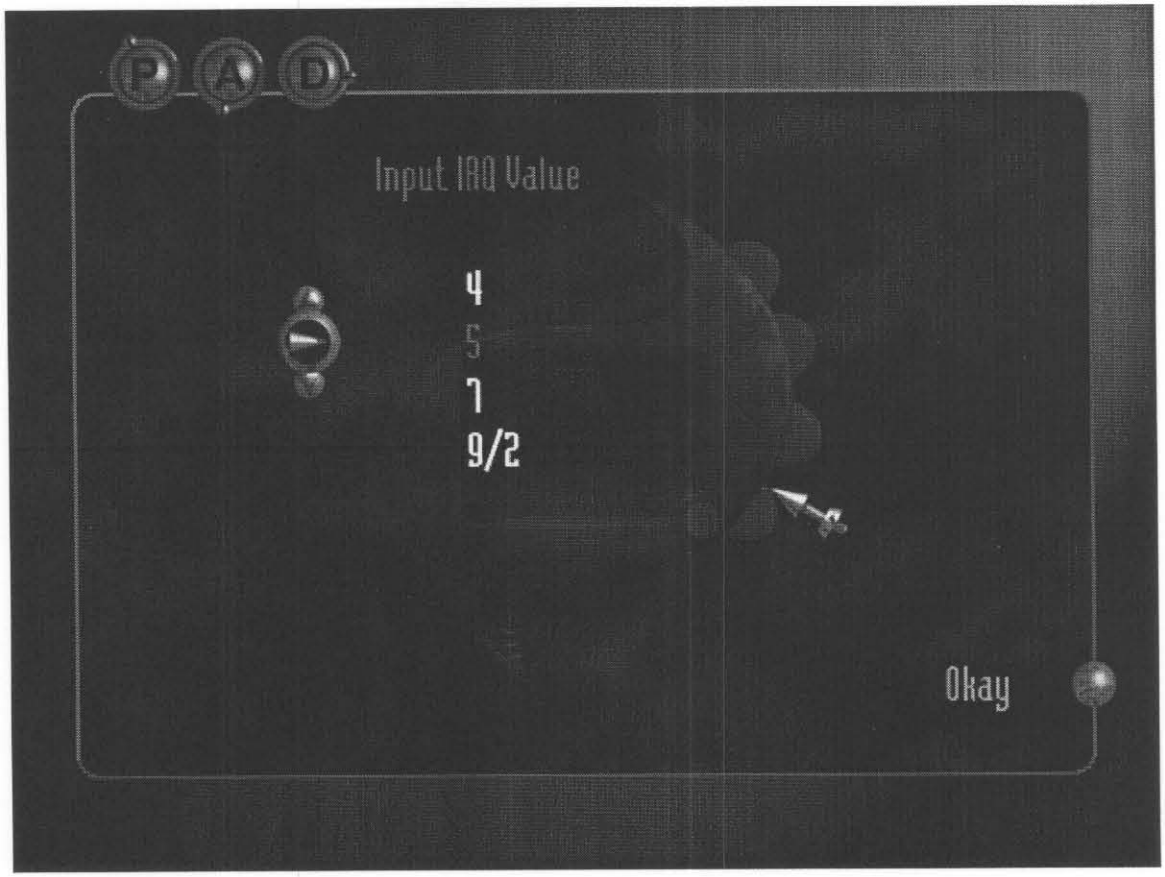
If you choose to set the sound card's settings manually, you will see the following screen:



6. The I/O address must be input manually. The install program always defaults to I/O 220. If the customer has an address other than 220, you will need to backspace over the 220, then type in the appropriate setting. If you are setting up the Music Card, see the NOTE below.
7. When you are finished, hit Enter to continue.

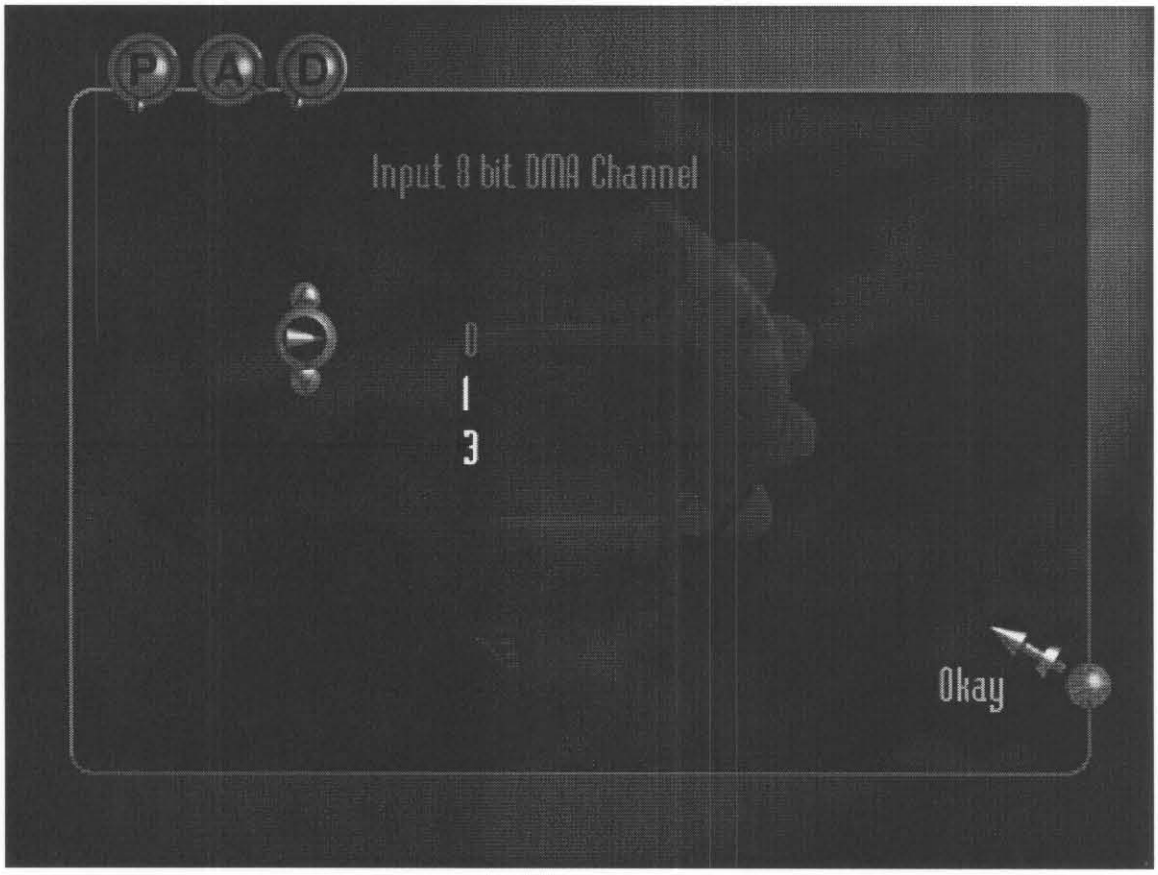
NOTE: If you are setting up the Music Card, it will only ask for the I/O address for the card. Afterwards, it will go directly to the Test Sound screen and bypass the IRQ and DMA setup screens. Go to page 20.

Manual IRQ Selection



8. Use the up and down (red and blue) arrows to scroll through the list of available IRQ values. (5 is the default). The highlighted choice is blue.
9. Once the appropriate setting is highlighted, click on the Okay button in the lower right.

Manual DMA Selection

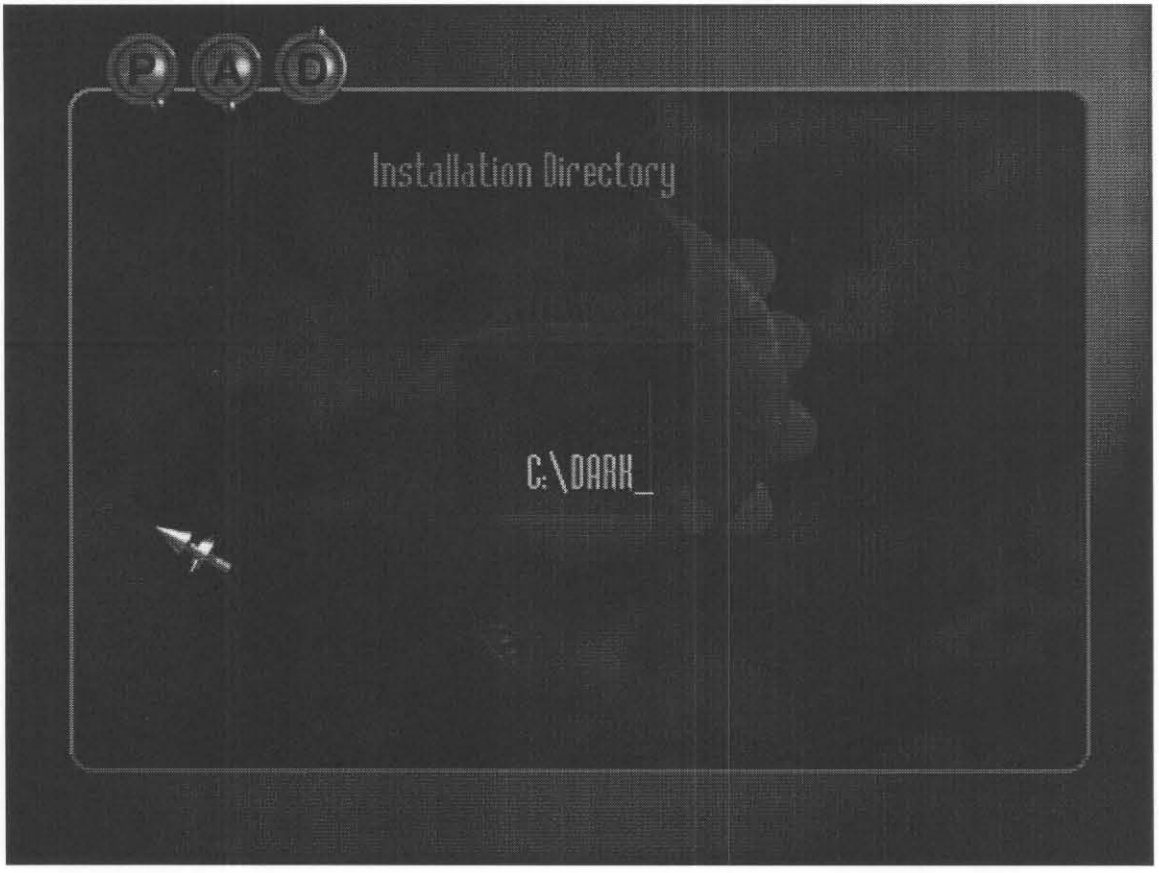


10. Use the up and down arrow to select the DMA. The highlighted choice is blue.
11. Click on Okay button in the lower right to continue to the Test Sound screen.
12. Press the small button to the left of the text to test the sound. When testing the Sound Card, a small explosion is heard. When testing the Music Card, you should hear a low repeating hum.
13. Click on Okay to return to the main install menu. Be sure that you set up both the Sound Card and the Music card as the game will not function without both options being set up correctly.

NOTE: Music will stop once the "Okay" button is pressed.

Directory

This screen details the directory and drive that the game will be install to. The default directory is C:\DARK.



If you wish to change the install directory:

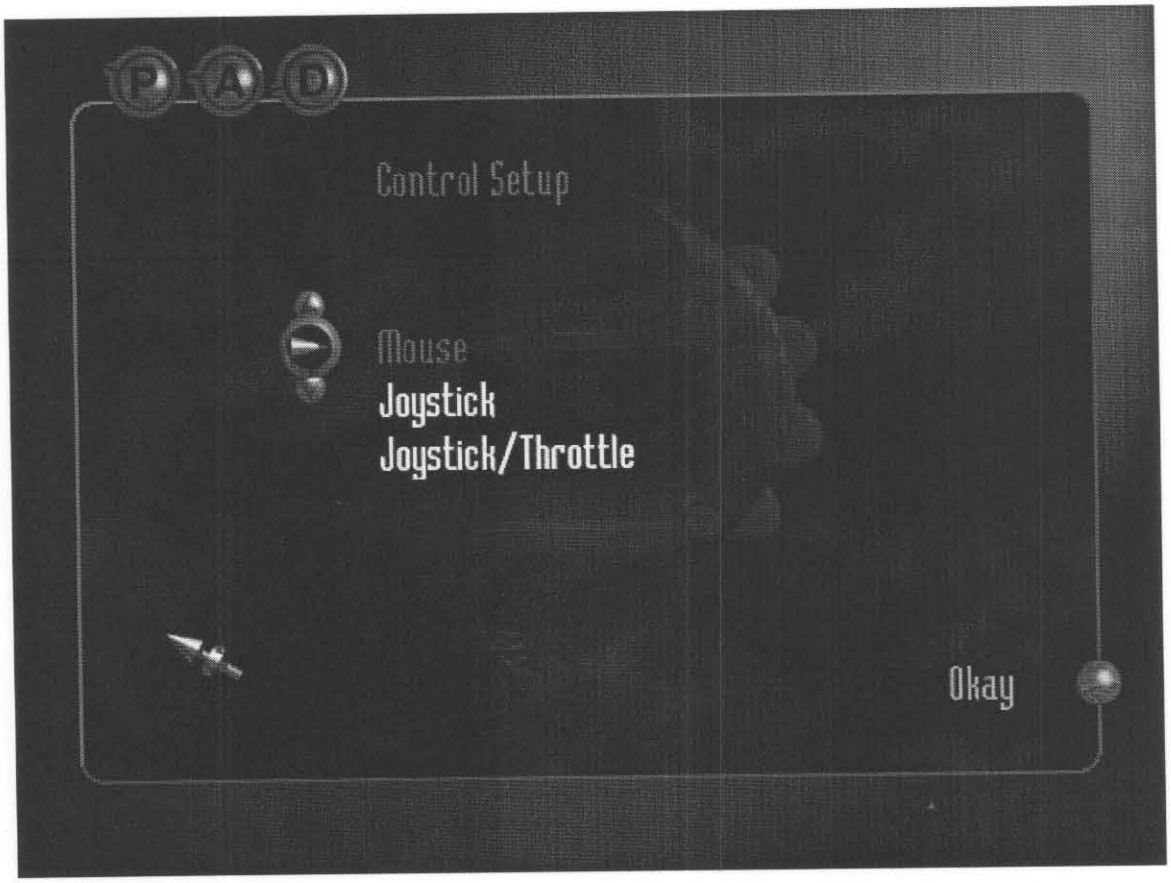
14. Click on the button next to Directory. That will take you to this screen.
15. Backspace over C:\DARK, and type in the new drive and directory.
16. Hit Enter to continue.
17. If the directory does not exist the install will ask whether you want to create it. Click on "Okay" to continue and return to the main menu or "Cancel" to enter a different drive/directory.

NOTE: You can NOT install to nested directories. For example: You cannot install to C:\GAMES\DARK.

Control

This screen details the input device for spaceflight. There are three choices: Mouse, Joystick, and Joystick/Throttle.

NOTE: If you wish to set up the Flight Control here, you may do so, although it is not necessary. It is possible to set it up flight control from spaceflight within the game.



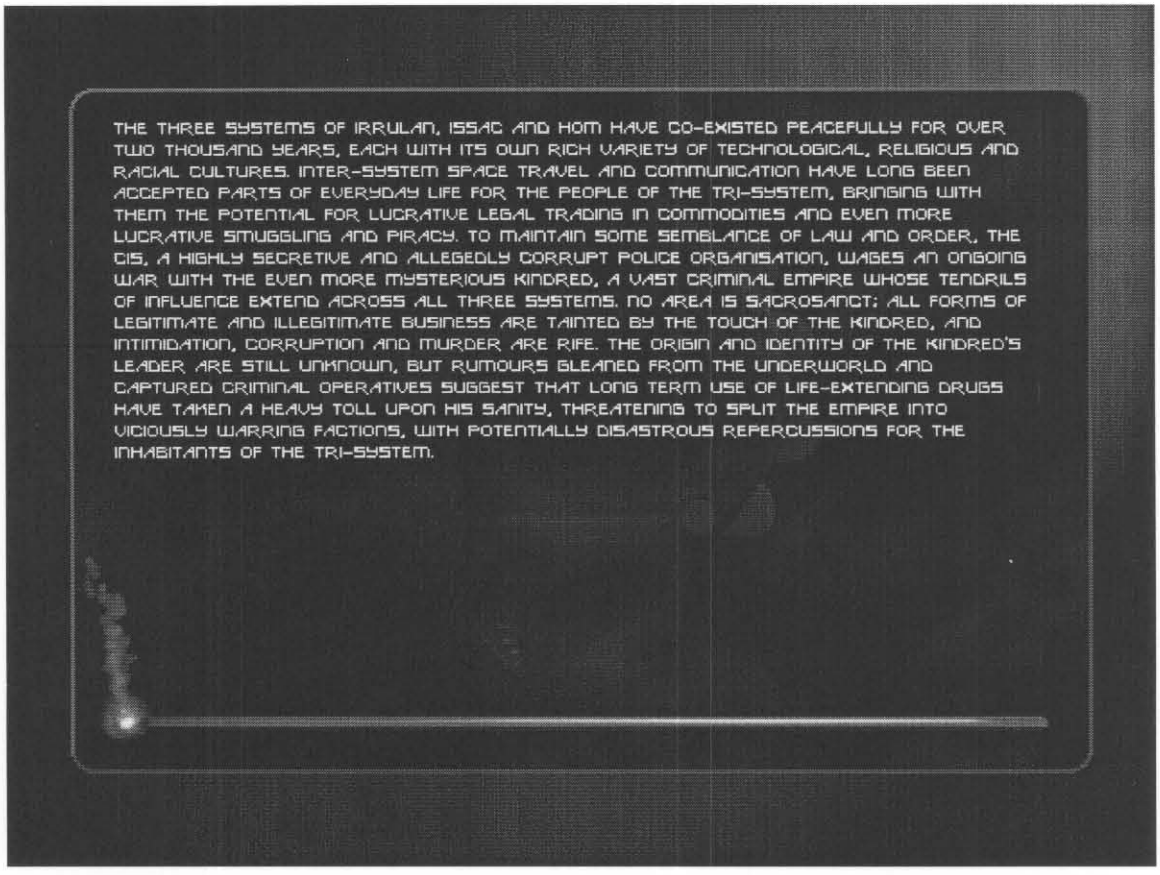
To set up the Flight Control in the install:

18. From the main menu, click on the button next to Control. That will bring you to this screen.
19. Use the up and down (red and blue) arrows to scroll through the list of available Control types. (Mouse is the default). The highlighted choice is blue.
20. Click on the Okay button in the lower right to return to the Main Menu.
21. Click on the Install button to the right to install the game.

NOTE: Out of the box, the game does not support the additional functions of either the CH Flightstick Pro or Thrustmaster compatible joysticks. These joysticks will be seen as two button joysticks. Only after the patch is installed with there be support for these two joysticks. You must however make the selection form the spaceflight options menu. The patch does not cause a selection for the above joysticks to appear in the install program. See page 65 for details on the spaceflight options menu.

Installation Progress Screen

After you are satisfied with your choices, click on the "Install" button on the far right of the main menu. A page of text will appear with a burning fuse running at the bottom.



The text on the install page provides background information on the Privateer 2 universe. It is NOT a description of last-minute updates or critical information.

Once the fuse has reached the end, it will exit to DOS and leave you in the game directory.

Type DARK to run the game.

NOTE: For the most common problems and solutions during the install program, consult the Problems and Solutions section page 33.

Windows 95 Install

No one should attempt to install the game under Windows 95. If DOS drivers are not available and you must install under Win 95, use the Manual Installation program described below. But be sure to inform the customer to obtain the necessary DOS drivers for optimum performance.

Manual Install

Manual Install (US version only)

A manual installation program is located in the MANUAL directory of CD #1 Within the directory are the two files DARK.CFG and MANUAL.BAT. To install the game manually perform the following steps. In the MANUAL directory type MANUAL, followed by the drive letter of the CD-ROM and a colon, followed then the drive letter that you wish to install the game to and a colon. You can also specify a directory that you would like to install the game to. If you do not specify a directory, it will default to the DARK directory.

D:\MANUAL\MANUAL <CD drive letter>: <destination drive letter>:

This will copy over the necessary game files as well as the DARK.CFG file in the MANUAL directory. The sound program SETSOUND.EXE, should automatically run so you can set up the sound card. After setting up the sound, it may be necessary to edit the DARK.CFG file before the game will run properly. The only lines you may need to edit are the first two. Consult the DARK.CFG section on the following page for complete details on the file.

If you type MANUAL without specifying the source or destination drive, it will produce the following message:

```
Error:  The Source drive is not specified.

Format of manual.bat:

MANUAL [source(CD) drive:] [destination drive:]
[directory]

(eg. manual d: c: games)

The Source drive must be the CD-ROM.

The Destination must be a Hard Drive.

NOTE: directory is optional.  If no directory is
specified, then Privateer 2 will install to the
default (DARK).

There has been an error in installation....
```

SETSOUND.EXE

SETSOUND.EXE is the manual sound setup program. Complete details for navigating through the program are located in the AIL Sound System section located on pages 58.

NOTE: When you are in the SETSOUND program, be sure that the customer does not move their mouse. If they do, the screen will split in half, and then the computer will lock.

DARK.CFG

The DARK.CFG file is a text file located in the directory where the game was installed and contains game options information for Privateer 2: The Darkening. You may have to edit some of these entries when you perform a manual installation of the game. An example file is included below and as well as an explanation of the what the line represents. Unless otherwise noted, the number 1 after an option indicates "on" and the number 0 indicates "off."

D:	This is the installation CD-ROM drive letter.
C:\DARK	Installation directory on the hard drive.
JoyOn 0	
ThrottleOn 0	
Joy 1	Joystick calibration information
Joy Dead 0.100001	This is the deadzone of the joystick. It is recommended that you use the joystick calibration screen to make changes. The smallest deadzone is .025 and the largest is .8 .
Joy cx 323	These is the X value for the center position of the joystick. The numbers here are for a calibrated joystick.
Joy cy 416	Y value for the center position of the joystick.
Joy lx 37	X value for the top left position of the joystick.
Joy ly 54	Y value for the top left position of the joystick.
Joy rx 609	X value for the lower right position of the joystick.
Joy ry 779	Y value for the lower right position of the joystick.
Joy2 1	Throttle calibration information
Joy2 cy 0	example values : 291
Joy2 ly 0	38
Joy2 ry 0	545
vid trans 1	This option controls video transitions which includes transits and planet landing scenes. 1 is on, 0 is off.
anim trans 1	This option controls animations, including screen fades and PAD movement. 1 is on, 0 is off.
global sound 1	Controls all the sound in the game. 1 is on, 0 is off.
planet music 1	Controls music in gameflow. 1 is on, 0 is off.
space music 1	Controls music in spaceflight; turn this off for a small speed increase in spaceflight.
space sfx 1	Sounds of gunfire and explosions in space. 1 is on , 0 is off.
booth sfx 1	Sound effects inside the booth. 1 is on, 0 is off.
comp speech 1	This option controls the female voice in spaceflight. 1 is on, 0 is off.

engine noise 1	Turning this off will turn off the sound of the afterburner. 1 is on, 0 is off.
graphic detail 1	Turning this off will eliminate the sun flare.
control method 1	The number after this option determines the controller. 0 is the mouse. 1 is the joystick. And 2 is the joystick with a throttle.
orientation 1	This joystick orientation. 1 will mean that if you push forward on the joystick, your ship will dive (classic flight model). 0 means absolute movement and your ship will climb when you push forward.

Boot Disk Maker

The boot disk maker (BOOTDISK.EXE) that is included in Privateer 2: The Darkening is the same boot disk maker that came with Wing Commander IV. The boot disk maker creates an XMS boot disk by stripping anything in the CONFIG.SYS and AUTOEXEC.BAT that is not needed to run the game. The boot disk maker is located on CD 1.

Switches for the boot disk maker include:

-s SYS the boot disk instead of using FORMAT.
-n Don not use SYS or FORMAT, simply make the configuration files.

The Gateway

If the customer has autorun enabled, the Origin Gateway will load automatically once the CD is inserted.

NOTE: You will not be able to install Privateer 2: The Darkening without a supported DOS mouse driver, and a 100% compatible sound card.

To run the Gateway program manually:

1. Click on the Start button
2. Select Run
3. Type D:\GATEWAY\GATEWAY.EXE (where D: is the CD-ROM drive).

If the Gateway program is already loaded:

1. Click on the "Shortcut to DOS" option on the Gateway screen to automatically create a shortcut to DOS.
2. Exit the Gateway
3. Double click on the shortcut to reboot to DOS mode.

NOTE: Customers, nor representatives should attempt to install the game under Windows 95. If you must install the game under Win 95, use the manual install described on page 28.

Shortcut to DOS:	Shortcut to DOS will create a Privateer 2 icon that looks like a gray swish. Double clicking on this icon will reboot you to DOS. NOTE: When clicking on this, the shortcut maker will copy the file PRIV_MSG.COM to the customer's hard drive. This COM file will display a message that tells the customer how to install and run the game. NOTE: While the Privateer 2 Shortcut Maker works well, due to the way most Win 95 systems are configured, necessary sound or mouse lines may not be found. Be sure to check the shortcut to make sure that everything that is needed is included.
Previews:	This button will prompt you to put in Disc 3 to view the game trailers. There are 4 different trailers: Wing Commander 4, Kilrathi Saga, Crusader: No Regret, and Syndicate Wars. Just click on the button next to the name of the trailer that you wish to see.
Help:	Brings up the README.TXT file in notepad. Once they close notepad, the Gateway will return. For a detailed printout of the README.TXT see page 104.
Exit:	Exits the Gateway.

Basic Troubleshooting Steps

These steps are not all encompassing, but should serve as a quick reference section that will solve most of the problems occurring with Privateer 2.

NOTE: A patch is currently on the Origin Web and FTP sites. Please be aware that many problems are solved after it is installed.

Web Address:
http://www.origin.ea.com/english/prod-info/pc-cd/current-titles/p2/index.html

FTP site:
ftp://ftp.ea.com/pub/patches/p2patch.exe

- Clean XMS Bootdisk/Shortcut
- Ensure the customer is beginning the game from CD #1.
- From CD #1, copy over the SETS.IFF file to the installed directory.
- Deletion of the game, coupled with a SCANDISK and reinstall.
- Attempt a manual installation. (page 28)
- Attempt to run the game with EMM RAM, EMM NOEMS, and no HIMEM.SYS.
- Install UNIVBE and attempt running the game.
- Make sure the customer has 20 megabytes free after installation.
- Turn off both Video and Animated Transitions in the DARK.CFG file. (page 29)
- Swap CD's in spaceflight to determine if landing movies are corrupt on a particular CD.
- Attempt to run the game by clicking Shutdown, then Restart the computer in MS-DOS mode.
- Attempt to run the game by running through Windows 95. (page 44)

Error Messages

- **"Privateer 2 Fatal Error - Setstreamspeed - File is too large to estimate data stream ..\movies*.tgv".**

  This usually occurs when the game is attempting to load the transition movie while landing at a planet.

  1. This is most common when you begin the game with CD's 2 and 3, begin the game with CD 1 and continue play normally until prompted to switch CD's.
  2. Go to the options menu and disable Video Transitions.
  3. The patch should fix this problem as well.

- **The game crashes with huge interlaced numbers and letters on the screen when landing on a planet or during movies. (The message looks like a DOS/4GW error if it was clear)**

  Generally a conflict between the memory manager and the customer's system. Can sometimes be generated by bad file reads or corruption on the hard drive of some kind.

  1. It is probable EMM386 is loading. Make an XMS boot disk.
  2. Delete and reinstall.
  3. Turn off Video Transitions.

- **"Assertion failed: size <=m_freesize.file mem.cpp line XXX".**

  Memory problem.

  1. Boot disk.
  2. Experiment with various memory configurations
  3. The patch should help to fix this as well.

- **"Error Missing 386 FX driver", sometimes followed by a DOS/4GW error.**

  1. If you have done the manual install, be sure that you have edited the DARK.CFG file to match the customer's system.
  2. Delete and reinstall
  3. Make sure that they have not moved the game into another directory. (i.e. C:\GAMES\DARK)

- **"Fatal Error: Can't find video.dll".**

  1. Clean boot disk.
  2. Make sure that the files and buffers are at 50 and not 99.

- **"Fatal error - SNAFU-EAM_INITSOUND failed, digital sound hardware not found."**

  This is the error message generated when the game is unable to detect a users sound card.

  1. Add appropriate sound card lines to enable proper Sound Card detection.
  2. Try the manual install.

- **"Fatal read on file BOOTH.IFF" when clicking on the Bulletin Board or the News Briefings.**

  1. Copy the SETS.IFF file from CD 1 into the install directory.
  2. Load a previous savegame or start a new game.
  3. Be sure to start your game from CD 1.
  4. The patch should fix this problem as well.

- **"Illegal Chunksize" in movies or when landing on a planet.**
    1. Copy over SETS.IFF file from CD 1 into the install directory
    2. Be sure to start from CD 1.
    3. Turn off Video Transitions.
    4. If they are in spaceflight, try swapping CD's before landing to determine if the CD is bad or not.
    5. Delete and reinstall. (be sure to save the savegames to a separate directory before reinstalling)
    6. Get the Patch.

- **"Privateer 2 - The Darkening is a DOS product. You must be in a full DOS mode to play the game."**

    This message is generated if you try to run in a Windows 95 window.
    1. Create a full DOS shortcut to run Privateer 2.

General Issues

- **Subtitles in the game.**

    Subtitles are not included with the game. You can try and turn up the treble setting on the sound card, but the speech is still hard to understand.

- **Unable to save the game, or, savegames disappear.**

    Chances are the customer is reinstalling the game every time. Teach them how to change directories and start the game without reinstalling.

- **Virus detected on the file PRIV_MSG.COM.**

    This file is usually detected as a virus with PC-Cillin. It thinks of it as a modified COM file, and therefore reports an occurrence of the Damage virus. This of course is not the case. If they download the latest version of their virus data file, this error will not occur. (A free DL from their web site.) If they are worried about it, simply delete the file from their hard drive. This file is not necessary and is only copied to the hard drive when using the automatic shortcut maker.

- **The "Please insert CD 1" screen comes up when CD 1 is already in the drive.**
    1. Edit their DARK.CFG file to ensure the CD-ROM path is correct.
    2. Delete and reinstall.
    3. Make sure that there is a LASTDRIVE statement in the CONFIG.SYS.
    4. Make sure that the /D: switch on the CD driver, isn't named "CD" or "CDROM" or anything like it.

- **Can't create multiple directories.**

    The installation program will not create more than one directory. It is possible to use nested directories with the manual install, however, the game will not function properly.

- **Files used for savegames.**

    If you need to move savegames out of the directory for any reason, be sure to copy the GAME0*.* files into a different directory, as they will be over written during reinstallation.

- **Privateer 2 slows down when large numbers of ships are around, or when planets are on the screen.**

  All games have their speed dictated by how much of the screen is being updated. As the number of ships being drawn in the action area increases, the game slows down. This is particularly noticeable when the player is close to a planet.

- **Location of Privateer 2 development.**

  Privateer 2: The Darkening was developed in the United Kingdom by the Manchester division of Electronic Arts.

- **Does Privateer 2: The Darkening take place in the Wing Commander Universe?**

  Privateer 2: The Darkening takes place in an isolated section of the Wing Commander universe. The Tri-System is not currently a part of the Confederation.

- **Paper 2D map is not included with the United Kingdom version.**

  Due to market differences, with most games there are two versions of documentation produced. The US writers designed and produced the 2D map, and it was a marketing decision to include it in the US version.

- **Is Privateer 2 Windows 95 native?**

  Privateer 2: The Darkening took in excess of two years to create. At the time of conception, Windows 95 was not released, nor had it proven to be a viable gaming system. Privateer 2 is native to DOS.

  NOTE: A "patch" to upgrade the game to native Windows 95 is currently in development, however, customers should not be told about this until the upgrade is complete.

- **NexGen processors.**

  There have been reported problems with NexGen processors. As well as trying all of the basic troubleshooting techniques on page 33, also have the customer download a floating point program from the AMD site called: q87_41.exe. The current address for this program is:
  http://www.amd.com/html/products/pcd/nx586/support/toolbox.html

Input Device Issues

- **Joystick calibration problems.**

  1. The calibration routine is not very intuitive, which could result in the calibration being done incorrectly. Walk them through the process (the calibration screen can only be accessed via the Spaceflight Options menu).
  2. Try increasing the dead zone via the + and - keys to extend beyond the location of the gray dot (indicating the joystick's "centered" position).
  3. Try calibrating the joystick by holding the stick in the lower right position before clicking on "Calibrate Joystick". After clicking, move the stick to the upper left and hold it there as you click on "Exit".
  4. Use the standard joystick troubleshooting methods. Speed-adjustable gamecards may be of assistance.

- **Programmable joystick won't fire the guns with the trigger.**
  There is no key on the keyboard to fire the guns in the release version. Once you get the patch, the spacebar will then fire the guns.

- **Guns fire sporadically when using the joystick.**
  This has been known to happen on certain systems. There is no known solution at this time.

- **Keyboard and/or joystick aren't working while on planets.**
  Unfortunately, support for peripherals other than a mouse planetside is not included.

- **Setting up the game to utilize the extra buttons on the joystick/Thrustmaster or CH Flightstick Pro support.**
  Get the patch. Unfortunately, the release version of Privateer 2 does not support joystick with more then 2 buttons. The patch supports the CH Flightstick Pro, Thrustmaster, and 100% compatible joysticks.

- **Mouse moves slowly, erratically, or doesn't function, even though they're in the game.**
  Some proprietary mouse drivers can cause problems and/or respond in an undesired method. Make sure that the customer is using a 100% compatible Logitech or Microsoft mouse driver.

- **Wingman Warrior hat will not work, even with the patch.**
  This is correct. There is nothing that we can do about this. This has to do with the way the joystick, hat, and mouse controller work together.

- **Spacebar isn't shooting the guns. The Spaceflight help screen says it should.**
  Get the patch. This function was disabled before release, but the help screen was not updated. The patch will add firing for the Spacebar.

- **After installing the patch and activating Mouse Flight Control, the Spacebar and the roll keys no longer work.**
  That is correct. Nothing we can do.

- **Keyboard isn't working during installation, gameflow, or for flight in space.**
  Correct. There is no keyboard support for these areas of the game.

Installer Issues

- **Can't create multiple directories.**
  The installation program will not create more than one directory. It is possible to use nested directories with the manual install, however, the game will not function properly.

- **Screen cuts in half and the game locks while in the SETSOUND.EXE setup screen?**
  If you move the mouse at all while SETSOUND.EXE is running, the screen will cut in half and then lock. Tell the customer to turn the mouse on its top while running SETSOUND.EXE.

- **Installation interface is confusing and hard to navigate through.**

  Getting around and selecting the different things within the install can be confusing. Here is a brief explanation of how to manipulate the interface.

  NOTE: All of your choices for sound cards, etc. are not listed on the screen. You will need to scroll through the menu to view all of the different selections.

  To scroll through a menu, you actually scroll the menu, not the highlighted bar. There is an icon to the left of the menu that has a gold arrow inside it. There are two little arrows to the top and bottom of that gold arrow. When you move your cursor over one of the little arrows, the large gold arrow will point either up or down. If you click your mouse button, the menu will slide that direction. Once you have highlighted your selection, click on the "Okay" button. See page 18 for screen shot.

- **In the install, manually setting up the: Media Vision Pro Audio Spectrum 16**
  Ensoniq Soundscape

  When these cards are selected in the 'Sound Card' menu (not the "Music Card" menu), they will bypass the "autodetect/manual" screen (forcing an autodetect) and go straight to the "Press to test sound" screen. If possible, make sure that the customer's card is at the default settings. When selecting the "Music Card", be sure that you use the "Autodetect" because the "Manual" selection does not work correctly for these cards. If you have any trouble getting these cards configured, use the Manual Installation (page 28) and SETSOUND.EXE to configure the sound card.

  NOTE: If "manual" is selected, the offered settings are incorrect. The first thing you are asked for is an I/O address. The values listed are not compatible with the Ensoniq cards, and the PAS family does not use I/O addresses in native mode. The rest of the selectable settings have incorrect values as well.

Lockup Issues

- **Locks at the ORIGIN logo movie during the Intro.**
  1. Boot disk/shortcut.
  2. Check CD surface.
  3. Update CD-ROM driver.
  4. Hit Esc to get them past it and see if it still works.
  5. Make sure they have a PCI or VLB video card.
  6. The patch should fix this problem. (type "DARK -svga")

- **Locks at the "Insert CD #" screen.**

  After you put in the appropriate CD, you must hit the <SPACEBAR> to continue. NOTE: There is no way to ESC from this screen, you must insert the necessary CD or reboot the computer. The patch will make hitting the spacebar unnecessary.

- **Locks when attempting to land on a planet.**
    1. Make sure they are starting the game from CD 1.
    2. Copy over SETS.IFF from CD 1 into the installation directory.
    3. You can also go to the PAD options screen and disable the video transitions.
    4. The patch should fix this problem as well.
    5. If they are still getting this problem even with the patch, try running the game through Windows 95

- **"Locks" when using the Find function in the Nav map.**
    When you hit "F" to activate the find function, your mouse doesn't move anymore. There should be a small dash near the bottom of your screen.. Simply type in a name or number and hit Enter.

- **Locks after typing INSTALL. The install screen starts to fade in, but barely becomes visible.**
    Some customers have reported success resetting the video BIOS settings to the defaults. Of course, we are unable to assist customers in this action.

- **Locks after a guy walks into a bar. The gameflow screen starts to fade in, but barely becomes visible.**
    Some customers have reported success resetting the video BIOS settings to the defaults. Of course, we are unable to assist customers in this action.

- **Locks on the movie with a man walking into a bar (Introduction).**
    This is a transition movie and the last movie of the Intro. Hit ESC at the beginning of the movie to bypass it. Go to the PAD options screen and disable the transitions to avoid this problem in the future.
    NOTE: There is a minor corruption in this (and other) transition movies, which will manifest itself in this manner.

- **Gameflow locks when I move my mouse, even though the hitting the Num Lock key causes the light to go on and off.**
    Some proprietary mouse drivers can cause problems and/or respond in an undesired method. Make sure that the customer is using a 100% compatible Logitech or Microsoft mouse driver.

- **Locks in the movies, even after installing the patch.**
    1. Try running the game out of Windows 95. (page 44)
    2. Try to run DARK -svga to use the SVGA movie player. The customer will receive brief palette flashes during movies, however, this is better than locking.
    3. Some customers have reported success resetting the video BIOS settings to the defaults. Of course, we are unable to assist customers in this action.

- **Locks when going into the Bulletin Board.**
    This usually happens when there are no wingmen left in the game to display on the Bulletin Board. They will need to reload a savegame that has wingmen left in the world. The patch should fix this.

- **Random lockups during movies or spaceflight.**
    1. If the customer has the Matrox Millennium/Mystique, the BIOS version must be 2.3 or higher
    2. Try all of the Basic Troubleshooting Steps. See page 33.

Patch Issues

- **Download location of the Privateer 2 Patch.**

  The Privateer 2 Patch can be downloaded from the Privateer 2 web page at:
  http://www.origin.ea.com/english/prod-info/pc-cd/current-titles/p2/index.html

  or the FTP site at:
  ftp://ftp.ea.com/pub/patches/p2patch.exe

- **After installing the patch and activating Mouse Flight Control, the Spacebar and the roll keys no longer work.**

  That is correct. There is currently no solution to the problem.

- **Installing the Privateer 2 patch.**

  Copy the file "P2PATCH.EXE" to your Privateer 2 directory. (usually C:\DARK) Uncompress the patch by typing P2PATCH, then the [ENTER] key. Finally, type PATCH to execute the patch. Consult the PATCH.TXT file, which will be in the DARK directory after patch installation, for additional details.

Sound Issues

- **Installing the game with "No Sound".**

  There is no way to install the game unless the sound card is 100% supported and 100% working. If you are having troubles, try the manual install. (page 28)

- **Setting up the Gravis Ultra Sound (GUS)**

  This card is natively supported by The Darkening, but must be initialized in native mode to function properly. The only executable which should load is ULTRINIT.EXE, and the environment variables ULTRASND, BLASTER, ULTRADIR, and GUSMOD must be set.

- **In the install, manually setting up the: Media Vision Pro Audio Spectrum 16**
  Ensoniq Soundscape

  When these cards are selected in the 'Sound Card' menu (not the "Music Card" menu), they will bypass the "autodetect/manual" screen (forcing an autodetect) and go straight to the "Press to test sound" screen. If possible, make sure that the customer's card is at the default settings. When selecting the "Music Card", be sure that you use the "Autodetect" because the "Manual" selection does not work correctly for these cards. If you have any trouble getting these cards configured, use the Manual Installation (page 28) and SETSOUND.EXE to configure the sound card.

  NOTE: If "manual" is selected, the offered settings are incorrect. The first thing you are asked for is an I/O address. The values listed are not compatible with the Ensoniq cards, and the PAS family does not use I/O addresses in native mode. The rest of the selectable settings have incorrect values as well.

- **Frame rate slows down to about 1 frame per second while in spaceflight.**
  Some customers with daughterboards have reported this problem. The solution is to either disable spaceflight music via the options menu, or change music from General MIDI to FM via SETSOUND.EXE.

- **Garbled sound.**
  1. Make sure that the customer is not running the game in Windows 95.
  2. Make sure that the customer's sound card is on the default settings.
  3. Set up the soundcard as a Sound Blaster clone.

Video Issues

- **Screen trash on the screen before and/or after the movies.**
  This occurs with numerous video cards. There is nothing we can do. This is a limitation of the video player.

- **ISA video cards.**
  This game requires local bus video (VLB or PCI). ISA video cards frequently cause lockups in movies, and generally do not cooperate. There is no work-around for this.

- **Installed the patch, and the video locks at the ORIGIN logo movie during the Intro.**
  1. Make sure they have a PCI or VLB video card.
  2. Type "DARK -svga" to activate the SVGA movie player.

Hints and Gameplay Questions

- **Getting the e-mail from Dr. Loomis.**
  You must land on 5-10 unique planets.

- **I can't solve the mission with all the math problems. I'm flying for Senator Norman Blagger. What are the nav points?**
  The nav points for this mission are: 36, 120, 24, and 21.

- **Saving and Loading a game.**
  You can only save/load a game from gameflow.
  1. To save a game, hit 'P' to bring up the PAD, then click on the bottom triangle. This will bring up the Options Menu. Save and Load are the first and second options. Click on Save, then click the slot you wish to save in (hitting ESC will clear any text that is already there). Type in a name for your savegame (up to 20 characters) and click on Save. It should say "Game Saved" and return to the Options Menu.
  2. To load a game, go to the Options Menu and select Load. Click on the game you want to load and click on Load. It should go back to the Options Menu (there is no message). See page 75 for screen shot.

- **Getting random missions to appear on the Bulletin Board.**
  You will not have access to combat missions until your net worth (ship worth plus cash on hand) exceeds 25,000 credits. You will need to make money by escorting cargo and killing pirates for bounty until then. Missions will then be available in the Bulletin Board.

- **Acquiring the Kraven lasers.**
  You must fly the mission for Ralph McCloud. He will appear after you crack the capsule. You should be on CD 2. The gun does not appear until you actually take off from the planet.

- **Using the tractor beam.**
  1. Target the object you wish to tractor in.
  2. Get within 25 klicks.
  3. Stop your ship
  4. Hit the "T" key.

- **Missing the Pilot's Guide.**
  Have them look inside their CD case. It should be there.

- **What does "Tie up loose ends." mean?**
  This is just to let the player know that they can continue playing. There are probably more random, and sub plot missions left for the customer to fly. However, the main plot is at an end.

- **Doing a cargo run.**
  Go into the Booth and choose the Bulletin Board. You should have several cargo ships available to hire ranging from 250 tons to 1500 tons. Hire one, then exit the Bulletin Board and go to the Commodities screen. Buy whatever commodity you wish, then leave the planet. Land on another planet or space station and go to the Commodities screen there. It will show you if you can make a profit by selling there (white numbers mean a profit, red numbers mean a loss).

- **Can't run away from combat.**
  You can, however you must be over 2500 clicks away from all your opponents. Since you don't have unlimited afterburners like in Privateer, running away becomes extremely difficult. The best option is to just fight it out.

- **What are some of the more favorable trade routes?**
  When you first begin the game on Hermes (nav 5), buy as much Brikcrete as you can. Take it to Anhur (nav 7) and sell it for about a 50% profit. At Anhur buy precious metals (Rhodium, Platinum, etc.) and bring them back to Hermes to sell for another 50% profit. Making a few runs like this should easily put you over 25,000 credits. You will then have the option to fly combat missions which tend to pay a bit better than trading. Later you may find yourself on Bex (nav 2). Buy the largest cargo ship you can and fill it with Bex Beer. You can take this almost anywhere and make a large profit. Also, read the news bulletins as often as possible. Several will clue you in to temporary increases or decreases in the price of certain goods. If a news bulletin mentions a shortage of a certain item on a certain planet, buy up that item and take it to the planet. Be sure and hurry, the price changes are only temporary.

- **Getting on with the plot.**
  Your diary always contains an entry with a clue about your next plot mission. You can access the diary in spaceflight by hitting Alt-D. On planets, hit P to bring up your PAD, then click on the Diary symbol to the left. In both diaries, you can page through the entries by clicking on the Next Entry/Previous Entry buttons. The first entry will always detail your next "mission" in the main plot.

- **I can't take off and it says I don't have a ship even though I purchased a cargo ship and loaded it up with cargo.**

  You must purchase your own ship before you hire a cargo ship. You cannot haul cargo yourself, you must escort a cargo ship instead.

- **Identifying which ships are enemies in flight.**

  The radar delineates ship types, not alignment. Thus, the color scheme is always the same: red pirates, blue merchants and green military, regardless of whether they are hostile to you or not. However, as a general rule, the red ships are enemies.

- **VDUs turning off automatically after a minute or so.**

  This is how the game was designed. You will need to turn it back on again after it goes off.

- **Landing on a planet (I keep burning up when I try to land).**

  Fly toward the planet until the option to communicate with Planetary Control comes up in the Comm VDU (this can take quite a while, depending upon your frame rate). Select 1, and then 1 again and you will be given clearance.

- **Finding a specific NAV point or Planet in the NAV map?**

  The NAV map includes a Find function. While in the NAV map, hit 'F' and then type in the NAV point number or the first few letters (it will not search with one letter, there must be at least two) of the planet's name and then hit enter. It should plot a course directly to that point.

- **Monitor is really dark and I can't see what's happening.**

  You can hit the + and - keys to increase the brightness for the movies. There is no gamma correction for gameflow or spaceflight. Try to increase the brightness on the monitor as a last resort.

- **Can I get the old Wing Commander radar?**

  Yes. Hit Alt-R to toggle between the Wing Commander radar and the default one.

- **Setting the speed. The + and - keys don't give me the fine control I need.**

  There is no way to give a fine setting, the + and - keys are increase/decrease your speed by 40-120 kps blocks. Use the 'X' key to match your speed to your target. Otherwise, balance as best you can.

- **There are some comms that have a very blurry picture.**

  There are several communication pictures which look like splotches and have no semblance of a person at all. Inform the customer that some of the people's communication systems are damaged, therefore, they are unable to transmit clear pictures.

Running the Game Under Windows 95

If you have attempted every possibility to get the game to work under DOS, one of the last things to try it running under Windows 95. Win 95 handles it's I/O, sound, and video a bit differently than DOS and it may be possible to get past certain problems. Remember, this should be looked on as your last ditch effort to win the war outright. To run under Win 95, create a shortcut to COMMAND.COM, similar to if you were going to create a regular shortcut. Instead of setting up an individual CONFIG.SYS and AUTOEXEC.BAT, simply click "Prevent MS-DOS programs from detecting Windows." Additionally, under the Misc tab, slide the idle sensitivity from medium to low. Running this DOS window should allow you to run Privateer 2 under Windows 95.

Windows 95 Upgrade

An upgrade for Privateer 2: The Darkening is currently in development. This upgrade will feature full Direct X compliance, as well as run completely Windows 95 native. The additional peripheral support as well as new features is also a possibility. The target date for availability is currently June/July. Customers are not to be informed of this upgrade. It should be announced only at the conclusion of the development cycle.

Notes

This section is reserved for future manual updates.

Notes

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Patch Section

The patch can be downloaded from the Origin web site, or the EA FTP site. The patch upgrades the game to version 17.0e

WEB:
http://www.origin.ea.com/english/prod-info/pc-cd/current-titles/p2/index.html

FTP:
ftp://ftp.ea.com/pub/patches/p2patch.exe

Installing the Patch

The patch, once downloaded, should be an EXE on the customers Hard Drive. The EXE is a self-extracting archive containing the following files:

PATCH.BAT
OSI.EXE
PATCH17E.DAT
PATCH.TXT

Once these files are in the customers Privateer 2 directory, patching the game is accomplished by running PATCH.BAT. If all is well, the following screen will appear:

```
P2Patch (c) 1997 Origin Systems Inc.

Privateer (r) 2 - The Darkening (tm).  (c) 1996 Origin Systems Inc.

Privateer is a registered trademark and The Darkening is a trademark of
Origin Systems Inc.

P2Patch creating "Privateer 2 v17.0e" - 6/2/1997.

Patching DARK.EXE       (100%)
Patching GAMEFLOW.IFF   (100%)

Patching complete.

Refer to the "PATCH.TXT" file for details of the patch


The Privateer 2: The Darkening patch was successful.

HAPPY GAMING!
```

If this screen appears, the patch application was successful. When starting the game, you can get further confirmation by observing the version number which appears when starting the game:

```
Privateer (r) 2 - The Darkening (tm).  (c) 1996 Origin Systems Inc.
```

```
Privateer is a registered trademark and The Darkening is a trademark of
Origin Systems Inc.

Version 17.0e (Buffalo Wings) Jan 31 1997.

.............................................................

Total Memory available 31861764, in 21 blocks. (With 243472 base)
```

Other possible versions are:

Version 16.0 (Commercial)	UK Release
Version 17.0 (Assembler Rules)	US Release

Fixes and Features

Fixes

There are several various fixes as well as a few new features added with the patch.

- **OSI Lockup: PATCH HELPS**
  Some people experienced a lockup on the Origin logo, and various other places. The new movie player should fix this problem.

- **General Movie problems such as skips, slowdowns, lockups: PATCH HELPS**
  The new movie player should help alleviate many of these problems.

- **Hermes Lockup: PATCH HELPS**
  The new movie player should help alleviate most of these.

- **Rendition based Movie lockups: FIXED**:
  Video cards using the Rendition Verte chipset will usually lockup during the OSI logo. This is because the video mode the movie player uses is not supported by the video card. The solution was to write a special movie player specifically for these cards. To activate this mode, type "DARK -svga" at the command line.

  NOTE: This will use the SVGA movie player specifically written for these cards:
  Canopus Total 3D
  Sierra Screamin' 3D
  Creative Labs 3D Blaster
  Intergraph Intense 3D

  NOTE: While the movie player will no longer lock up, some cards will exhibit palette flashes while movies are playing.

- **"Setstreamspeed" error message: FIXED**
  Several customers encountered an error message when attempting to land on a planet. This problem has been fixed.

- **News Bulletin crash: FIXED**
  Certain customers encountered problems with certain News Briefs, mainly crashes.

- **Wingman Lockup: FIXED**
  The game locks for some customers if they are out of wingmen, when attempting to enter the Booth.

- **Targeting saving during a roll: FIXED**
  During spaceflight, while executing a roll, the targeting computer would sometimes change targets.

- **Saving gamma Correction: FIXED**
  Gamma Correction/Brightness of movies can be controlled with the + and - keys. Previously, the settings were not saved between movies.

- **CD-ROM Disc Swap: FIXED**
  When requesting the next CD, users were required to hit the spacebar after inserting the CD. Privateer 2 will now detect the new CD and continue without user intervention.

- **Assertion Failed: PATCH HELPS**
  Certain users would receive an Assertion Failed error message in spaceflight if for some reason the game was not able to allocate enough memory for a function.

Feature Additions

- **Native support for CH Flightstick Pro and Thrustmaster joysticks**
  Native support for CH Flightstick Pro and Thrustmaster joysticks has been added. You can select the appropriate joystick from the Spaceflight Options Menu. The table below describes the various available views:

Hat:	Selects the four views
Main Trigger:	Fires the selected laser(s)
Button "A":	Selects target under the HUD cursor. When held down rolls in the direction of the stick
Button "B":	Activates the Afterburners
Button "C":	Fires the currently selected missile(s)

- **Additional Keyboard Keys**
  Several keys have been added to increase the functionality of programmable joysticks. The table below indicates the new keys and their function:

Spacebar:	Fire selected laser(s)
<:	Roll counterclockwise
>:	Roll Clockwise

- **Invulnerability added**
  Due to demand, invulnerability has been added as an option in the Spaceflight Options Menu.

General Patch Questions

- **Downloading the Privateer 2: The Darkening Patch?**
  The Privateer 2 Patch can be downloaded from the Privateer 2 web page at:
  http://www.origin.ea.com/english/prod-info/pc-cd/current-titles/p2/index.html

  or the FTP site at:
  ftp://ftp.ea.com/pub/patches/p2patch.exe

- **Installing the Privateer 2 patch?**
  Copy the file "P2PATCH.EXE" to your Privateer 2 directory. (usually C:\DARK) Uncompress the patch by typing P2PATCH, then the [ENTER] key. Finally, type PATCH to execute the patch. Consult the PATCH.TXT file for additional details.

- **I have the patch, and when I have Mouse selected as the flight control, the Spacebar and the roll keys no longer work.**
  This is correct. There is currently no solution for this problem.

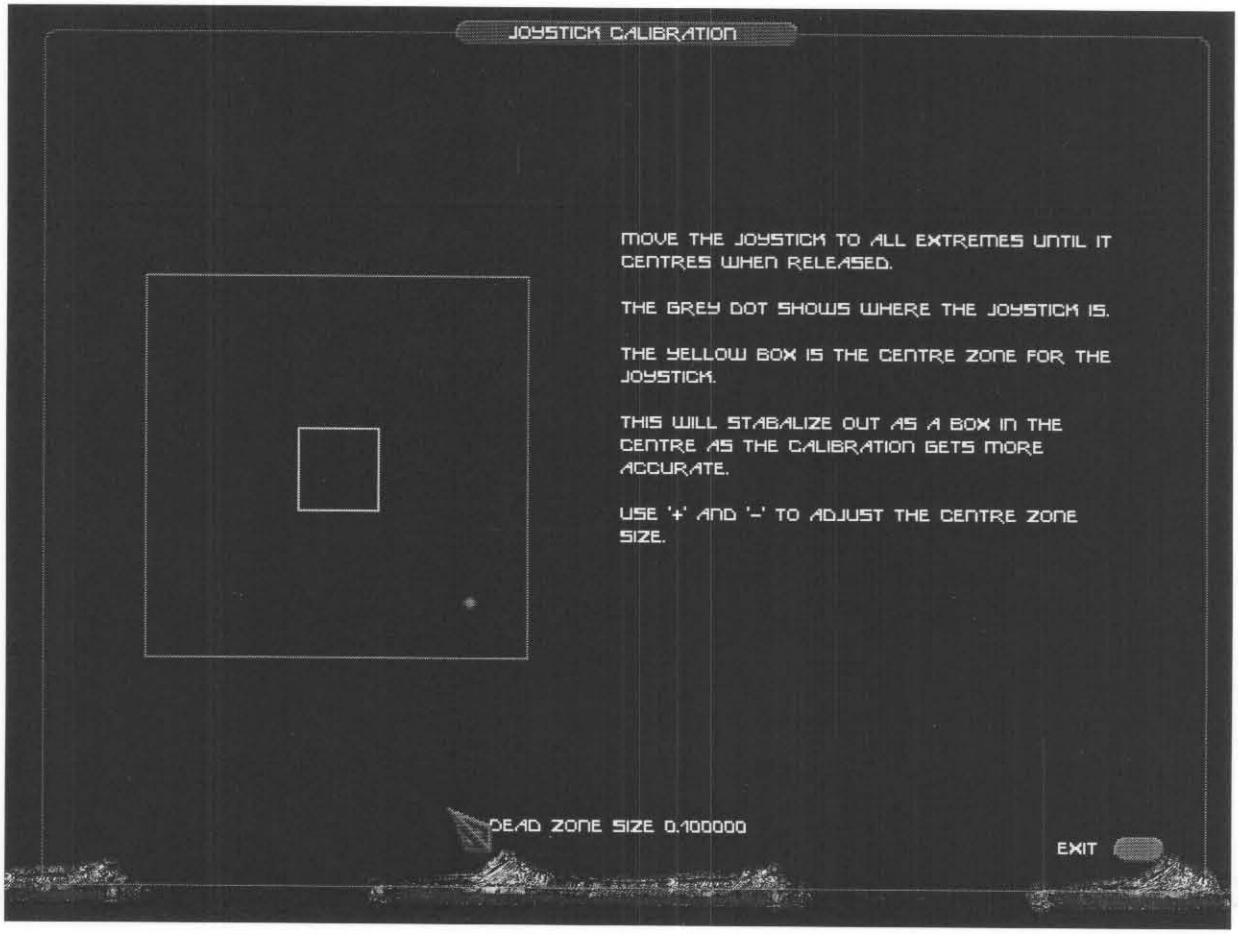
Privateer 2 Rebuilds

On occasion, if a game is outselling sales predictions, a rebuild is issued. All future versions of Privateer 2 that are rebuilt will include the "Patched" version. Additional fixes include the SETSOUND.EXE split screen lockup problem and optimizes the Bootdisk maker a bit more. These additional fixes are not included with the patch, only on the rebuilt versions. In the future, be sure to check the version number when the game begins. If it starts with 17.0e, and they say that they have not installed the patch, they have the rebuilt version which includes the patch.

Joystick Calibration

Joysticks must be calibrated in spaceflight via the spaceflight options menu. To reach this menu:

1. Hit Alt-O while in flight
2. Click the "Calibrate Joystick" button to reach the following screen.



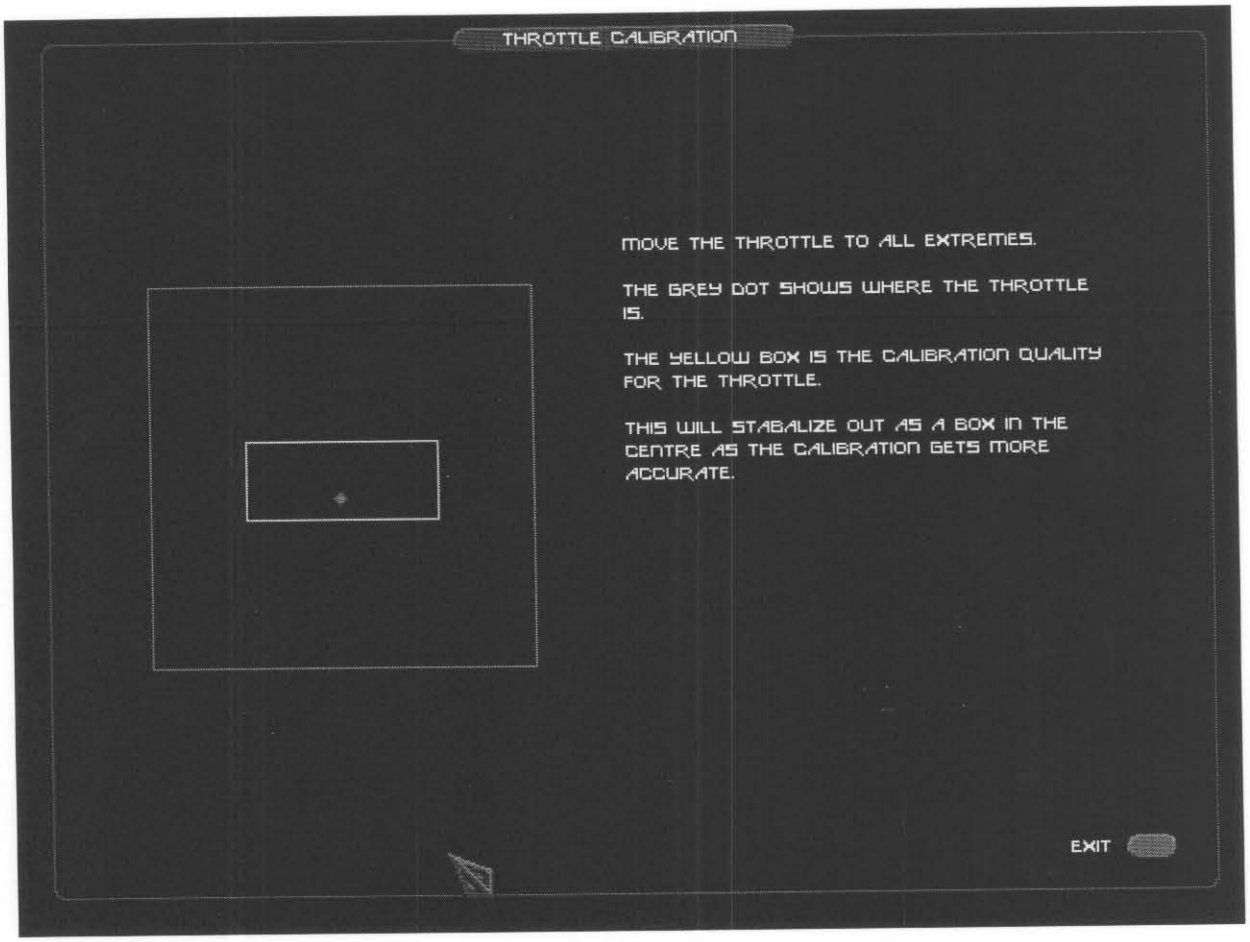
There is a large red box to the left of the calibration instructions. Inside of that box, there should be a gray dot to represent the location of your joystick.

3. To calibrate, move the joystick (gray dot) around the edges of the large red box.
4. A smaller yellow square should appear in the middle of the red box as you move the joystick around.
5. When you let go of the joystick, the gray dot should settle in the middle of the yellow box.
6. If it does not, hit the + key to increase the size of the yellow box to include the gray dot.
7. Click the "Exit" button with the mouse to complete the calibration process.

Throttle Calibration

Throttles must be calibrated in spaceflight via the spaceflight options menu. To reach this menu:

1. Hit Alt-O while in flight
2. Click the "Calibrate Throttle" button to reach the following screen.



There is a large red box to the left of the calibration instructions. Inside of that box, there should be a gray dot to represent the location of your joystick.

3. To calibrate, move the throttle (gray dot) back and forth to both the top and the bottom extremes of the red box.
4. A smaller yellow square should appear in the middle of the red box as you move the throttle around.
5. Click the "Exit" button with the mouse to complete the calibration process.

Joystick Configuration Files

On disc 1 of Privateer 2, there is a directory called JOYSTICK. Within this directory are various configuration files for specific programmable joysticks. If customers are having problems using these particular files with their joystick, please have them consult the documentation from the joystick manufacturer. Below is a chart of the joystick configuration files included with Privateer 2 and the various joysticks they are used in conjunction with.

Joysticks	Configuration Files
Thrustmaster FLCS	PRIV2.B50 PRIV2.M50
Thrustmaster FLCS w/ WCS MARK II	PRIV2MK2.B50 PRIV2MK2.M50
Thrustmaster FCS w/ WCS MARK II	PRIV2FCS.ADV
WCS MARK II for use with 2 button joystick	PRIV2.ADV
Suncom F-15E Eagle	P2EAGLE.KEY
Gravis Firebird	PRIV2.FBD
Gravis Phoenix	PRIV2.PHX
CH Throttle	PRIV2.KEY
CH Pro Throttle	PRIV2.PTC

For a more detailed explanation of the joystick configuration files, see the JOYSTICK.TXT on page 117

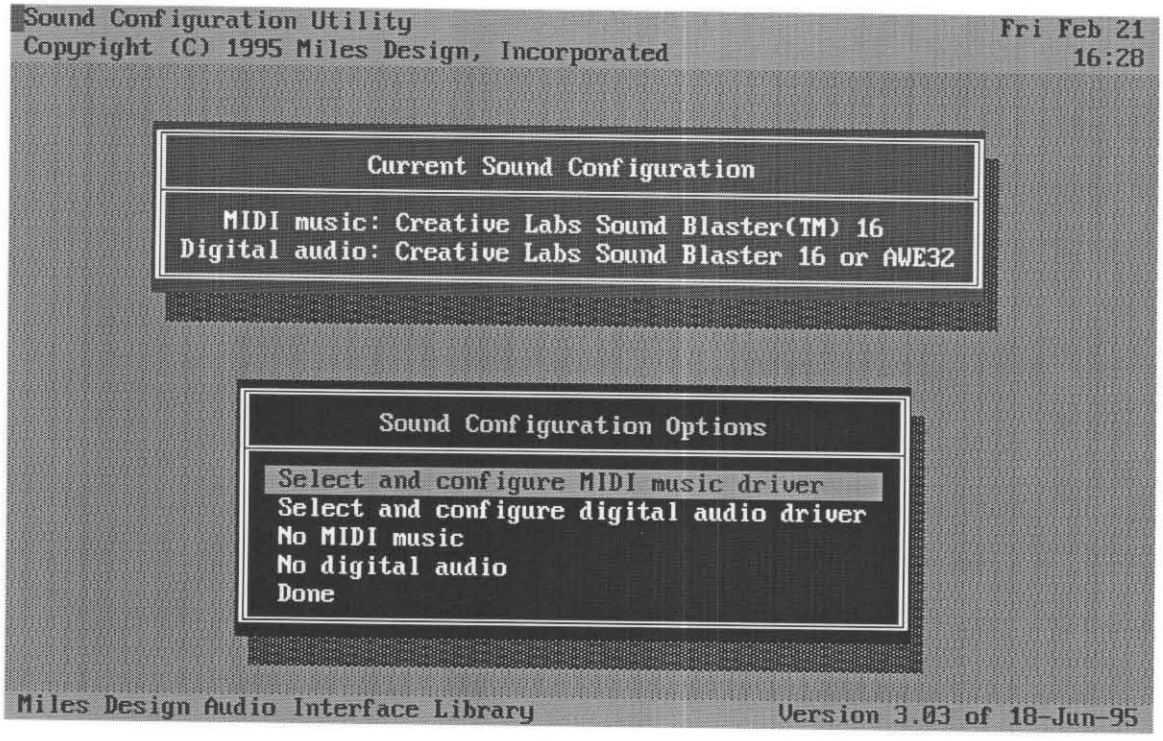
AIL Sound System

The sound system used by Privateer 2: The Darkening is the Audio Interface Library version 3.03.

Changing Sound Card Settings

To change the sound settings after installation:

1. Change to the install directory (usually DARK) on the hard drive.
2. Type SETSOUND.



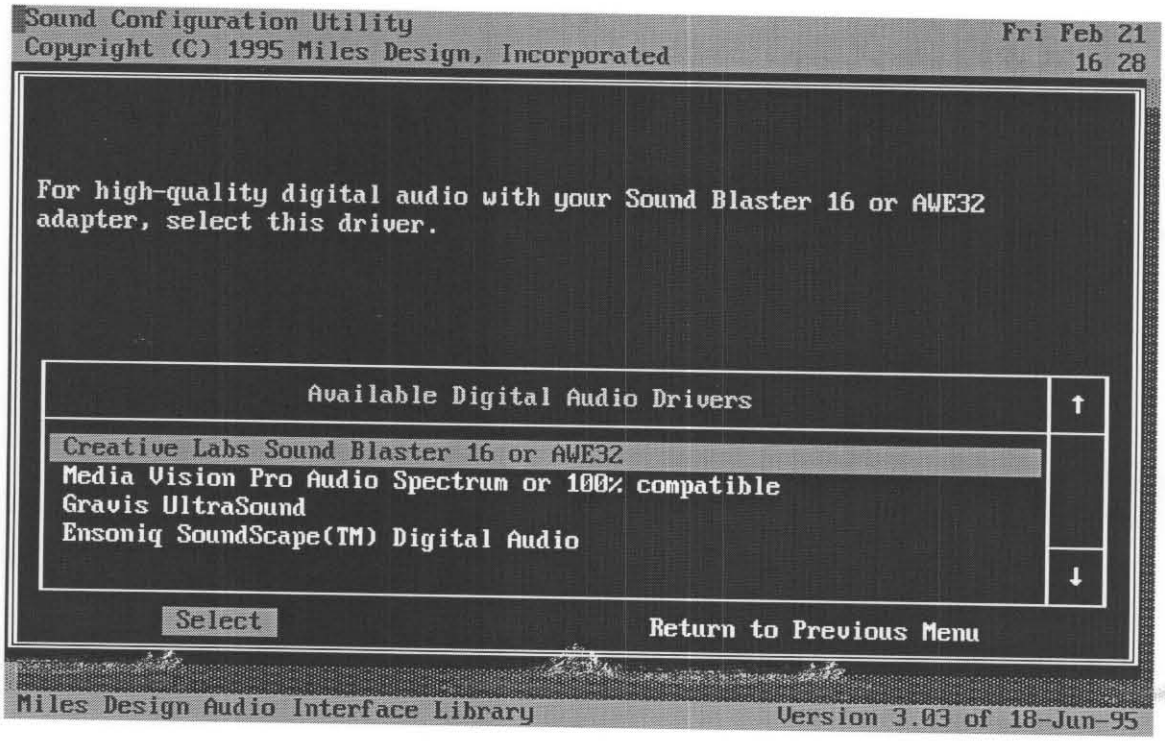
The purple box at the top will always list your current selections. The blue box at the bottom displays your choices.

3. Press Enter to choose "Select and configure MIDI music driver".
4. Use the arrow keys to cycle through your choices of sound cards. The supported sound cards are listed below.

Supported Soundcards

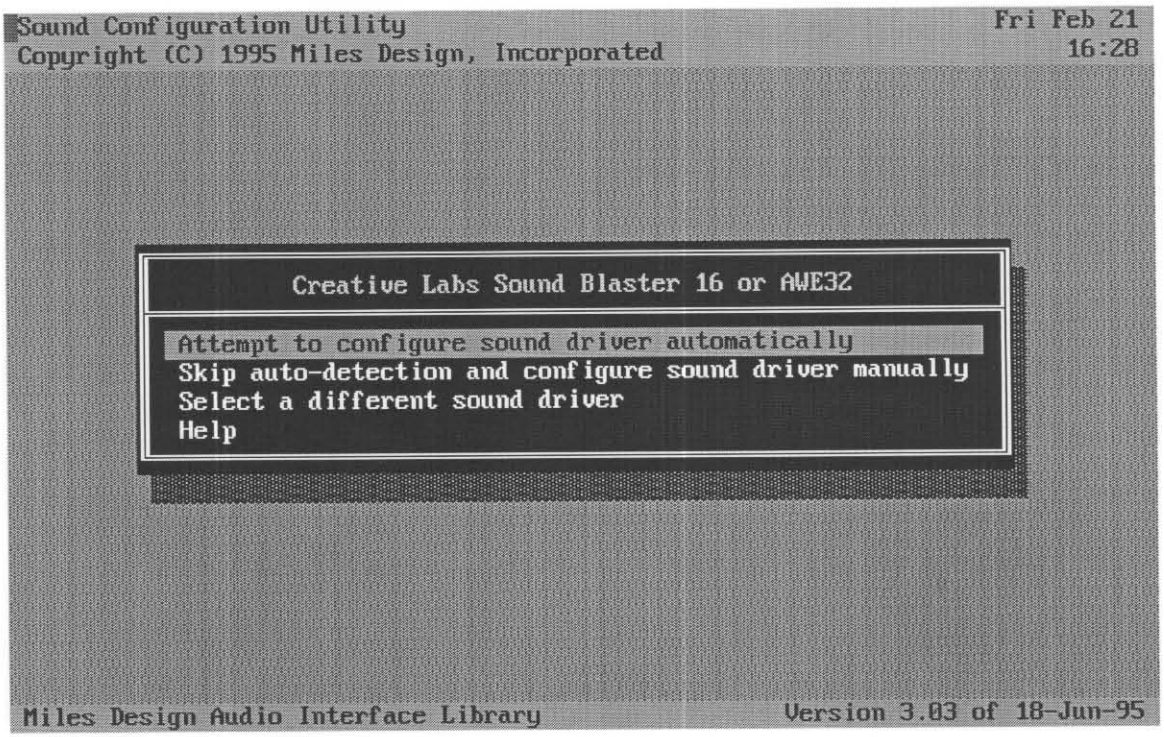
Digital	Music
Sound Blaster Sound Blaster Pro Sound Blaster 16 Sound Blaster AWE32 Ensoniq SoundScape Pro Audio Spectrum 16 Gravis Ultrasound	Sound Blaster Sound Blaster Pro Sound Blaster 16 Sound Blaster AWE32 Ensoniq SoundScape Pro Audio Spectrum 16 Roland General MIDI Gravis Ultrasound

The sound card selection screen is shown below



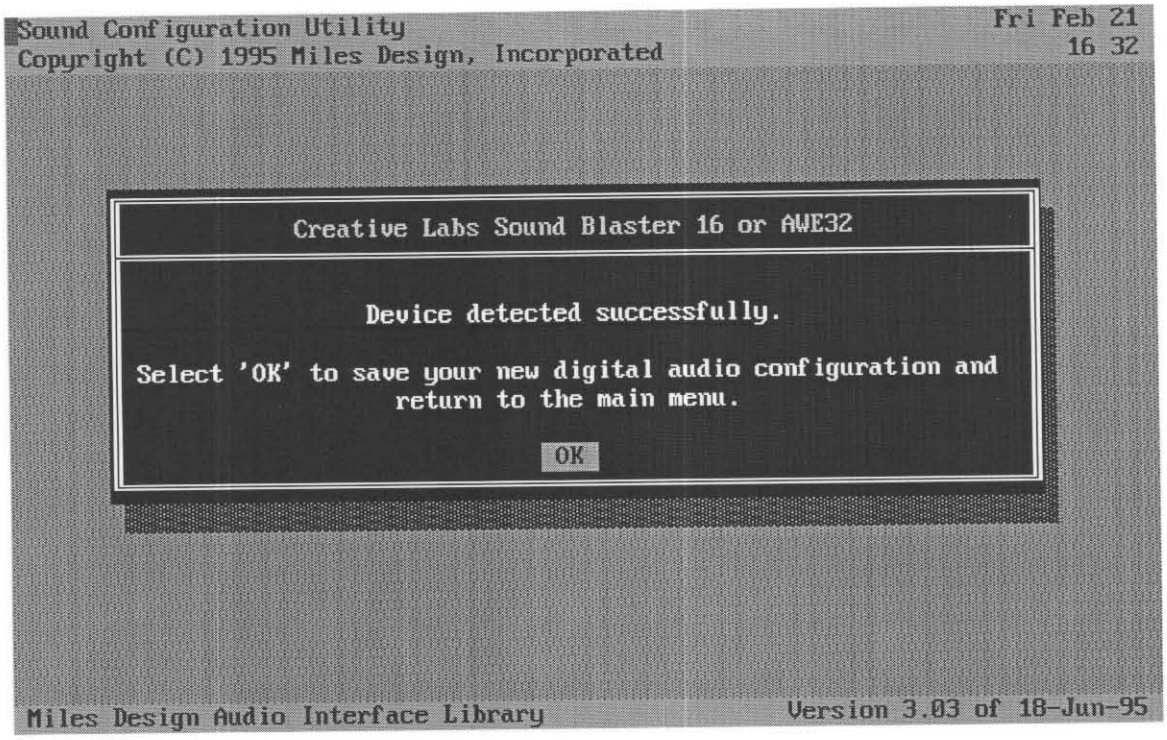
5. Once you have highlighted your sound card selection, press the Enter key.

Below is the screen for the Autodetect/Manual sound card configuration.



6. After selecting your sound card, you may either have the program Autodetect the card's settings, or set up the card's settings Manually. The Autodetect feature should work just fine.
7. To use the Autodetect, highlight "Attempt to configure sound driver automatically" and press the Enter key. If you do not wish to use the Autodetect feature, skip to page 62.

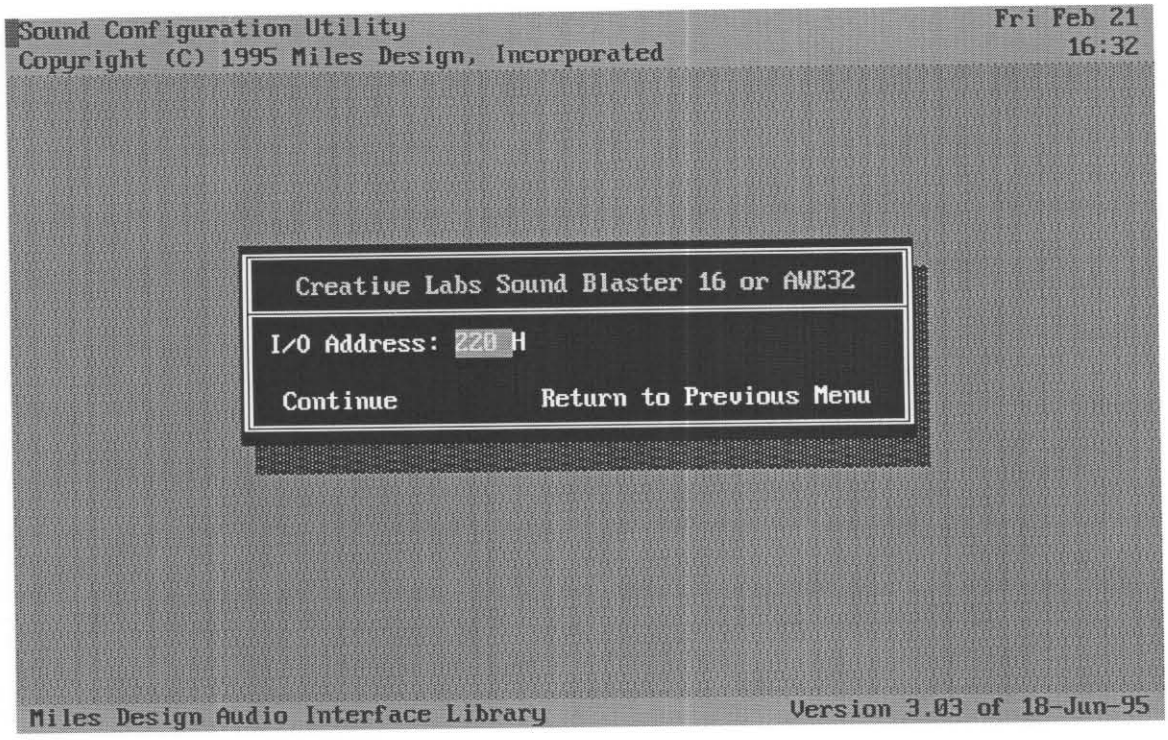
8. If your sound card is detected successfully, you will see the following screen. Press Enter to accept the selection and return to the main menu.



9. You have now set up the MIDI driver for the sound card.
10. To set up the Digital driver, choose "Select and configure digital music driver" from the main menu, and follow the same procedure as setting up the MIDI driver as stated above.
11. When you have selected both the MIDI and Digital drivers, highlight "Done" from the main menu, and press Enter to exit.

This screen appears only when attempting to set up a soundcard manually. Depending on the card, additional settings beyond just port may be required. Manual settings must be entered manually via the keyboard.

1. To enter a manual setting, type in the number, and press Enter. Be sure to do this for each setting.



2. When you are finished entering in the manual settings, the card will attempt to detect those settings. If the sound card is detected at those settings, you will receive a message telling you so.
3. Hit the Enter to accept the selection and return to the main menu.
4. Don't forget to set up the digital driver. Follow the same procedure as setting up the MIDI driver.
5. When you have selected both the MIDI and Digital drivers, highlight "Done" from the main menu, and press Enter to exit.

Options Menus: Gameflow/Spaceflight

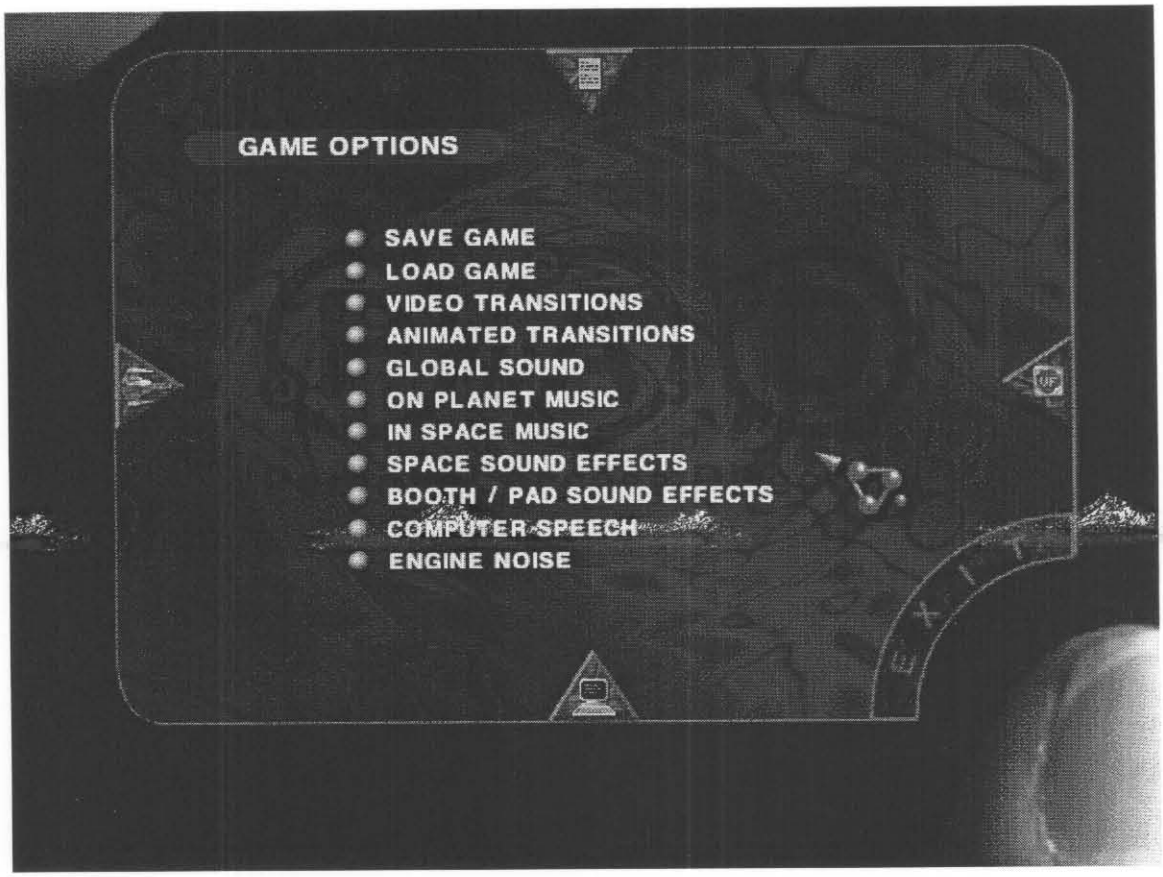
There are two options menus in Privateer 2: The Darkening. The sections below detail both the Gameflow options as well as Spaceflight.

Gameflow Options

To get to the Gameflow Options Menu,

1. Press the P key at any gameflow. This will bring up the PAD.
2. Click on the blue triangle at the bottom of the PAD screen to access the Gameflow Options Menu.
3. Next to each of the listed options is a small button. If the button is green, then the option is "On". If the button is orange and the option's name is not highlighted, then the option has been turned "Off".

NOTE: Full PAD functionality is described on page 71.



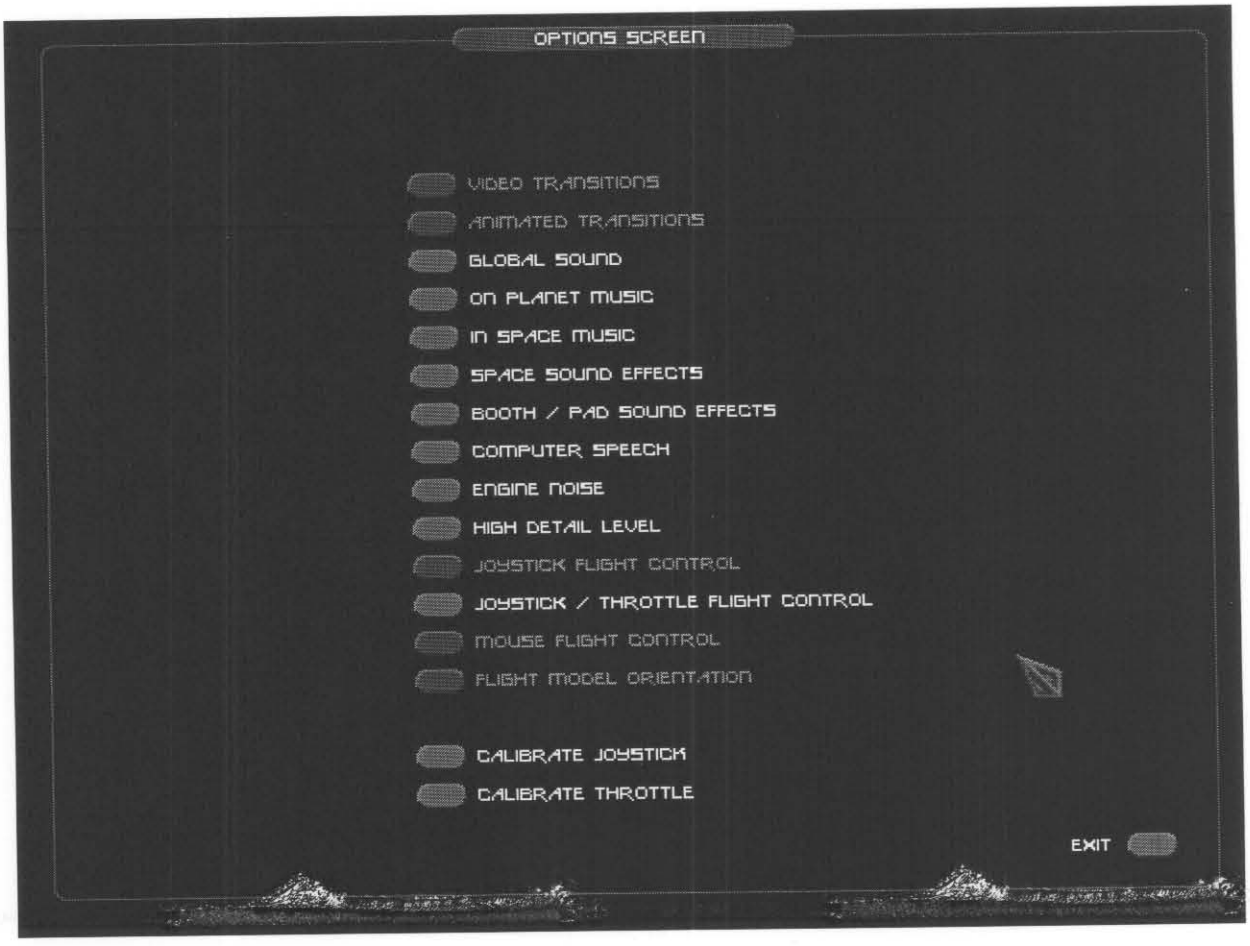
The following functions can be performed from this screen:

Save Game:	Click on the button next to SAVE GAME to access the Save Game screen. On this screen, there are ten save game slots. Click on the slot where you would like to save the game. The slot's name will highlight. You can clear the previous name for the slot by either backspacing over the name one character at a time, or by hitting the Esc key to clear the entire name. Type in a title for the game you wish to save and press the Enter key. You will then be returned to main Gameflow Options Menu. NOTE: If you decide that you do not want to save over the currently highlighted slot, hit the Esc key twice. If you then exit the Save Game screen without saving your game, you will receive a "Game Not Saved" message before returning.
Load Game:	Click on the button next to LOAD GAME to access the Load Game screen. From this screen, click on the game you would like to load. The name will then be highlighted. Click on the silver button next to "LOAD" at the bottom of screen to load the game. After loading, you will be returned to the Gameflow Options Menu screen. NOTE: You cannot simply highlight a slot and then Exit to load the game. You must click on the desired slot and then the "Load" button in order to load a game
Video Transitions:	This option turns the transition movies On or Off. The video transitions are the planetary landing and planetary transport movies (e.g. the movie of your ship flying over the planet Bex before you land or the video of Lev walking toward Sinner's Inn on Hermes). NOTE: Turning video transitions Off will NOT disable the main plot movies or other movies within the game. It will speed up the landing process as well as movement between planetary hotspots.
Animated Transitions:	This option will turn animated transitions On or Off. An example of animated transitions is the opening screen when you access the booth system. When turned Off, the loading screen does not appear. Turning this option Off will speed up the game during booth and PAD access.
Global Sound:	Turning this option Off will disable all sound and music in the game.
On Planet Music:	This option determines whether or not music will be played during the gameflow screens. NOTE: While both the PAD and Booth systems are located on planets, this option will not control the sound for either system.
In Space Music:	Use this option to turn the music in spaceflight On or Off.
Space Sound Effects:	Sound effects during spaceflight can be turned On or Off using this option. An example of space sounds affected are bolts, shield hits, and explosions.
Booth/PAD Sound Effects:	This option controls the sound for the Booth system and the PAD. NOTE: This will not affect planetary sound once out of the Booth or PAD.
Computer Speech:	This option controls spaceflight computer speech. This speech includes messages such as "Incoming missile" and "Nice shot Lev".
Engine Noise:	This option turns engine noise On or Off during spaceflight.

Spaceflight Options

To get to the Spaceflight Options Menu,

1. Press Alt-O while in spaceflight.
2. Next to each of the listed options is a small blue oval. If the oval is a bright blue and the text is highlighted, then the option has be enabled. If the oval is dark blue and the text is not highlighted, then the option is disabled.



The following can be changed from this screen and function identically to the Gameflow Options menu. For complete descriptions of these items, see Gameflow Options, page 63.

Video Transitions
Animated Transitions
Global Sound
On Planet Music
In Space Music
Space Sound Effects
Booth / PAD Sound Effects
Computer Speech
Engine Noise

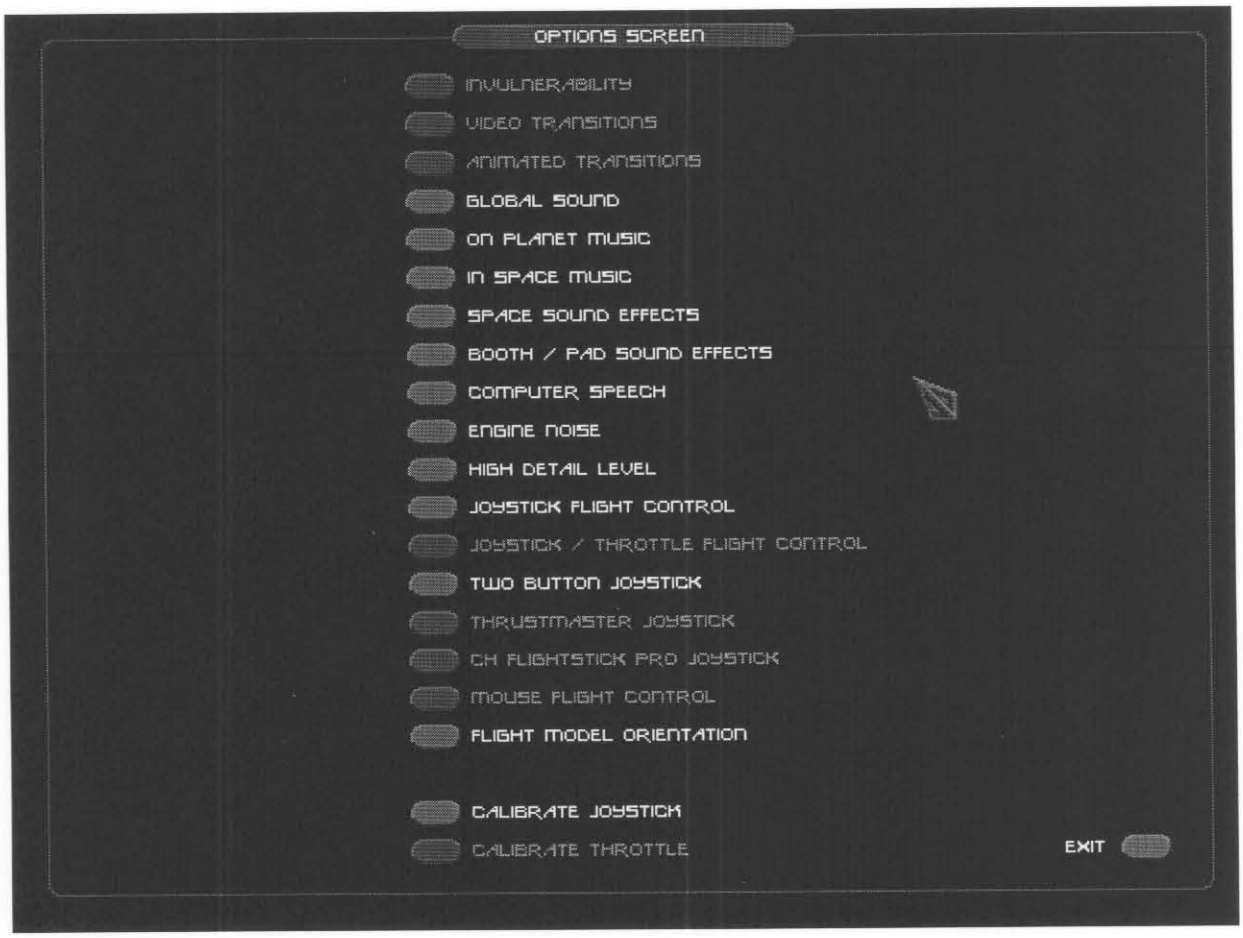
The following options are only available from the Spaceflight Options menu:

High Detail Level:	This option turns the "lens flare" effect On or Off during spaceflight.
Joystick Flight Control:	If you wish to use a joystick without a CH throttle, choose this option. Also, if the game has been set up for joystick control during spaceflight, and the player does not have a throttle, this option will be highlighted.
Joystick / Throttle Flight Control:	If the player is using both a joystick and a throttle, this option will be highlighted
Mouse Flight Control:	If the player does not have a joystick, or if the joystick has not been set up for the game during the install, this option will be highlighted
Flight Model Orientation:	Click on this option to change the orientation of up and down for flight. If the button is pressed, flight controls will respond normally (pulling back on the joystick/mouse will move the ship up). If the option is off, then the flight controls will respond in reverse (pulling back on the joystick/mouse will move the ship down).
Calibrate Joystick:	Click on this option to pull up the joystick calibration screen.
Calibrate Throttle:	Clicking on this option will bring up the throttle calibration screen.

For full details on options that become available after the patch has been installed, see the Patched Spaceflight Options in the following section.

Patched Spaceflight Options

Once the patch is installed, the spaceflight options screen will have a few new choices. You can access the Spaceflight Options screen by pressing Alt-O while in spaceflight.



There are a few different things you must do to use the new joystick options,

1. Choose either "Joystick Flight Control" for sticks without throttles, or choose "Joystick/Throttle Flight Control", to use an attached throttle.
2. Then choose the appropriate selection that matches your joystick. A simple "Two Button Joystick", a "Thrustmaster Joystick" or a "CH Flightstick Pro Joystick"

Invulnerability:	This will cause the players ship to be invulnerable. There is no penalty for using this option.
Two Button Joystick:	This is your standard two button joystick. None of the extra buttons on the joystick will work while this option is selected.
Thrustmaster Joystick:	This will allow for Thrustmaster and 100% Thrustmaster Compatible joysticks to function. This includes the hat.
CH Flightstick Pro Joystick:	This will allow for CH Flightstick Pro and 100% CH Flightstick/Pro Compatible joysticks to function. This includes the hat.

Privateer 2 Demo

A Privateer 2: The Darkening demo is out and available at various web sites. It is also shipping with various magazines. The Privateer 2 Demo includes part of the Introduction movie, a bar movie, and 1 spaceflight mission.

Demo Facts

Demo Installation

INSTALL.EXE The installation is exactly the same as the full version of the game except the default install directory for the demo is P2DEMO. For installation details, see page 17.

Demo Executable

P2DEMO.EXE

Demo Features

The demo is timed once players enter spaceflight. The countdown timer is listed at the top of the screen and counts down to zero. When the timer reaches zero, the player explodes.

Demo Walkthrough

1. Install and run the demo.
2. The at the first gameflow screen, the user will have the option to travel to Sinner's Inn, or directly enter spaceflight. If the player travels to Sinner's Inn, they have the option to view a brief movie featuring John Hurt as Joe the Bartender.
3. Entering spaceflight will give the player an excellent ship, three different guns, and three different missiles.
4. Once in flight, the player will immediately receive a distress e-mail asking them to recover an escape pod at a random nav point with their tractor beam.
5. Using the nav map, players attempt to race to the destination nav point before time expires.
6. After arriving at the nav point, 3 pirate vessels will jump in and attempt to destroy the life pod. Players must race to retrieve the pod before it is destroyed, then eliminate their attackers before dying themselves.
7. If the mission is a success, a congratulations e-mail is sent. If the pod is destroyed, a message of ill is sent to the player.

Demo Issues

There is not a patch for the demo of Privateer 2. The patch that is out for the game will not work on the demo.

All of the issues that exist with the release version of Privateer 2, are present in the demo. For all troubleshooting, see the Problems and Solutions section on page 33.

Game Navigation: Gameflow

This section will guide you through Privateer 2: The Darkening. This includes everything from buying a ship, preparing for a cargo run, and battling enemies in outer space.

NOTE: This section is only a guide for playing the game.

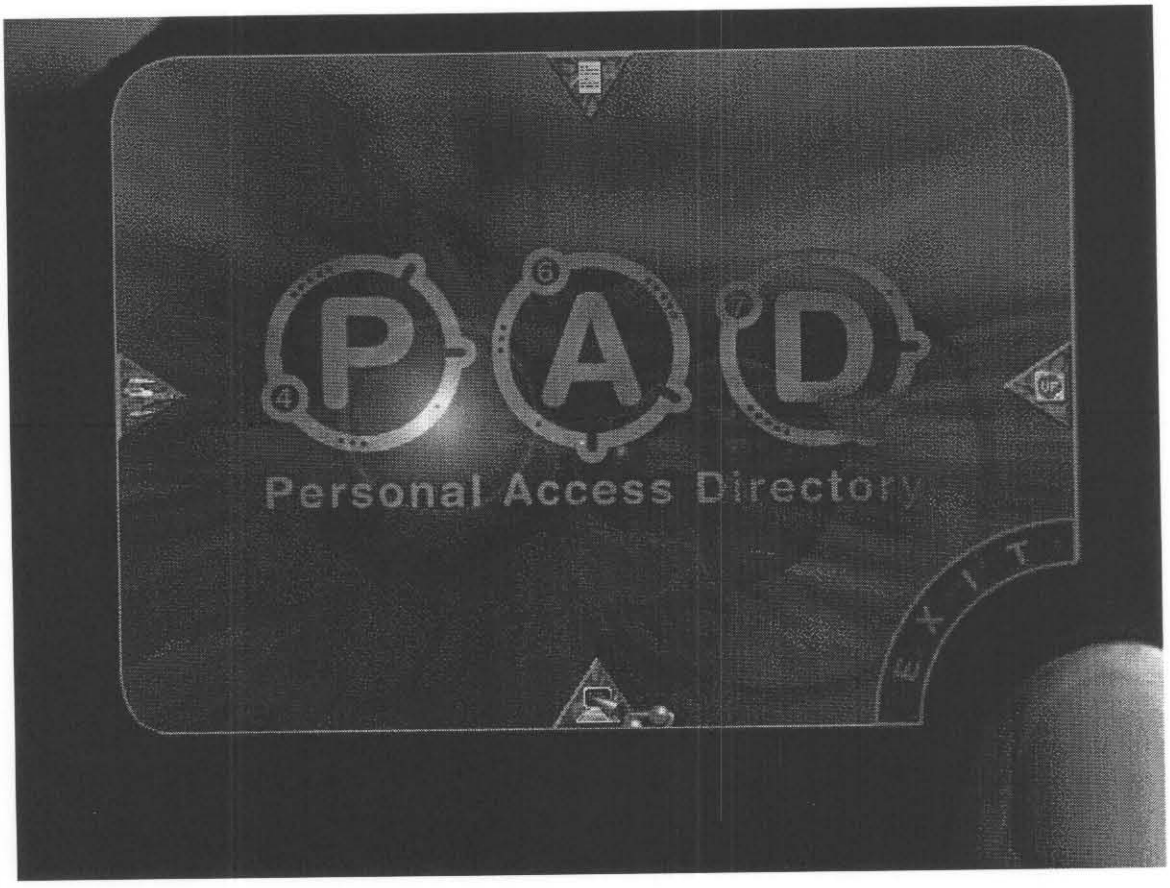
Quick Start

The following section is a quick start and lists steps to get people into spaceflight as soon as possible.

1. Install and run Privateer 2: The Darkening.
2. Watch the introduction. The into will conclude with the player in a bar.
3. Click on Talk to Joe the bartender. Players will need to make a morale choice.
4. Click on Exit Sinner's Inn.
5. The PAD will appear in transit mode. Click "Customs," then exit.
6. You will arrive at Customs. Click on the "Enter Booth" hotspot.
7. Click the "Ships" selection.
8. Click the "Purchase/Sell Ship" selection.
9. Using the arrows at the far left, scroll down to highlight the "Straith."
10. Click the "Buy" button located in the center of the screen.
11. Click "Exit" in the upper right corner.
12. Click the Purchase/Sell Equipment button.
13. Click the gun hardpoint button in the lower right of the ship icon.
14. Click the "Buy" button twice to equip your ship with 2 stream lasers.
15. Click "Exit" in the upper right corner.
16. Click "Exit" to return to the Booth main menu.
17. Click "Logoff" to leave the Booth system.
18. Hit "P" to bring up the PAD.
19. Click on the blue triangle at the bottom.
20. Click on the Save Game option and save their game.
21. Click on "Exit" to exit the PAD.
22. Click "Leave Hermes" to enter spaceflight.

This is the Customs screen on Hermes. To cycle through the various hotspots, Right click your mouse button. The areas that you cycle through are the Booth, Transit, and Leaving Hermes.

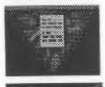
The PAD



The PAD is a device that your character carries to keep track of things within the game. In Gameflow, you can access the PAD by pressing the "P" key. From here, you can select any one of the PAD's 4 screens.

: Goes to the Game Options screen.

: Goes to the Ship Inventory

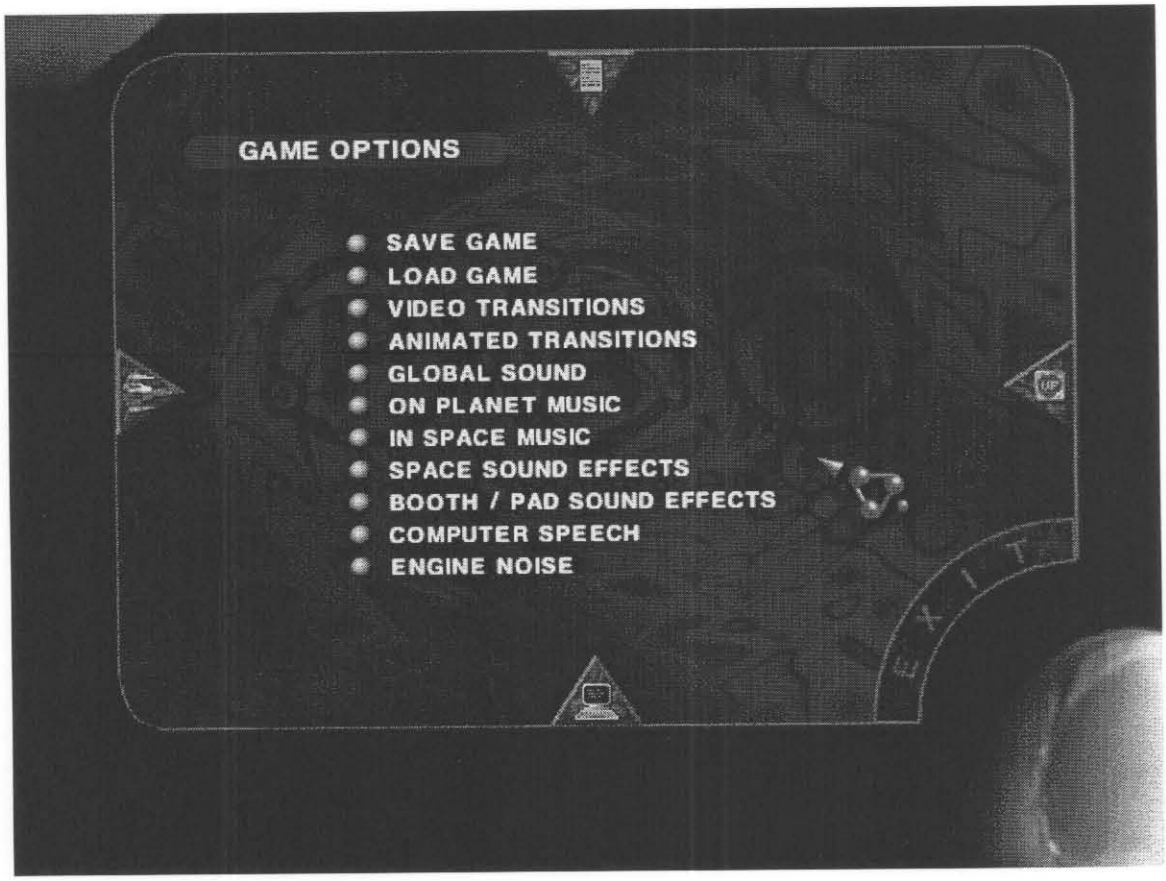


: Goes to the Status Diary screen.

: Goes to the Cargo Inventory screen.

Game Options

To enter the Game Options screen, press "P" to open up the PAD, then click on the bottom blue triangle.



The following details the various options and their function.

Save Game:	See the Save/Load section for complete details.
Load Game:	See the Save/Load section for complete details.
Video Transitions:	This option turns the transition movies On or Off. The video transitions are the planetary landing and planetary transport movies (e.g. the movie of your ship flying over the planet Bex before you land or the video of Lev walking toward Sinner's Inn on Hermes). NOTE: Turning video transitions Off will NOT disable the main plot movies or other movies within the game. It will speed up the landing process as well as movement between planetary hotspots.
Animated Transitions:	This option will turn animated transitions On or Off. An example of animated transitions is the opening screen when you access the booth system. When turned Off, the loading screen does not appear. Turning this option Off will speed up the game during booth and PAD access.

Global Sound:	Turning this option Off will disable all sound and music in the game.
On Planet Music:	This option determines whether or not music will be played during the gameflow screens. NOTE: While both the PAD and Booth systems are located on planets, this option will not control the sound for either system.
In Space Music:	Use this option to turn the music in spaceflight On or Off.
Space Sound Effects:	Sound effects during spaceflight can be turned On or Off using this option. An example of space sounds affected are bolts, shield hits, and explosions.
Booth/PAD Sound Effects:	This option controls the sound for the Booth system and the PAD. NOTE: This will not affect planetary sound once out of the Booth or PAD.
Computer Speech:	This option controls spaceflight computer speech. This speech includes messages such as "Incoming missile" and "Nice shot Lev".
Engine Noise:	This option turns engine noise On or Off during spaceflight.

Save Game

To enter the Save Game screen, hit "P" to open up the PAD, click on the bottom blue triangle, then click on the button next to Save Game.

Save Game:	Click on the button next to SAVE GAME to access the Save Game screen. On this screen, there are ten save game slots. Click on the slot where you would like to save the game. The slot's name will highlight. You can clear the previous name for the slot by either backspacing over the name one character at a time, or by hitting the Esc key to clear the entire name. Type in a title for the game you wish to save and press the Enter key. You will then be returned to main Gameflow Options Menu. NOTE: If you decide that you do not want to save over the currently highlighted slot, hit the Esc key twice. If you then exit the Save Game screen without saving your game, you will receive a "Game Not Saved" message before returning.

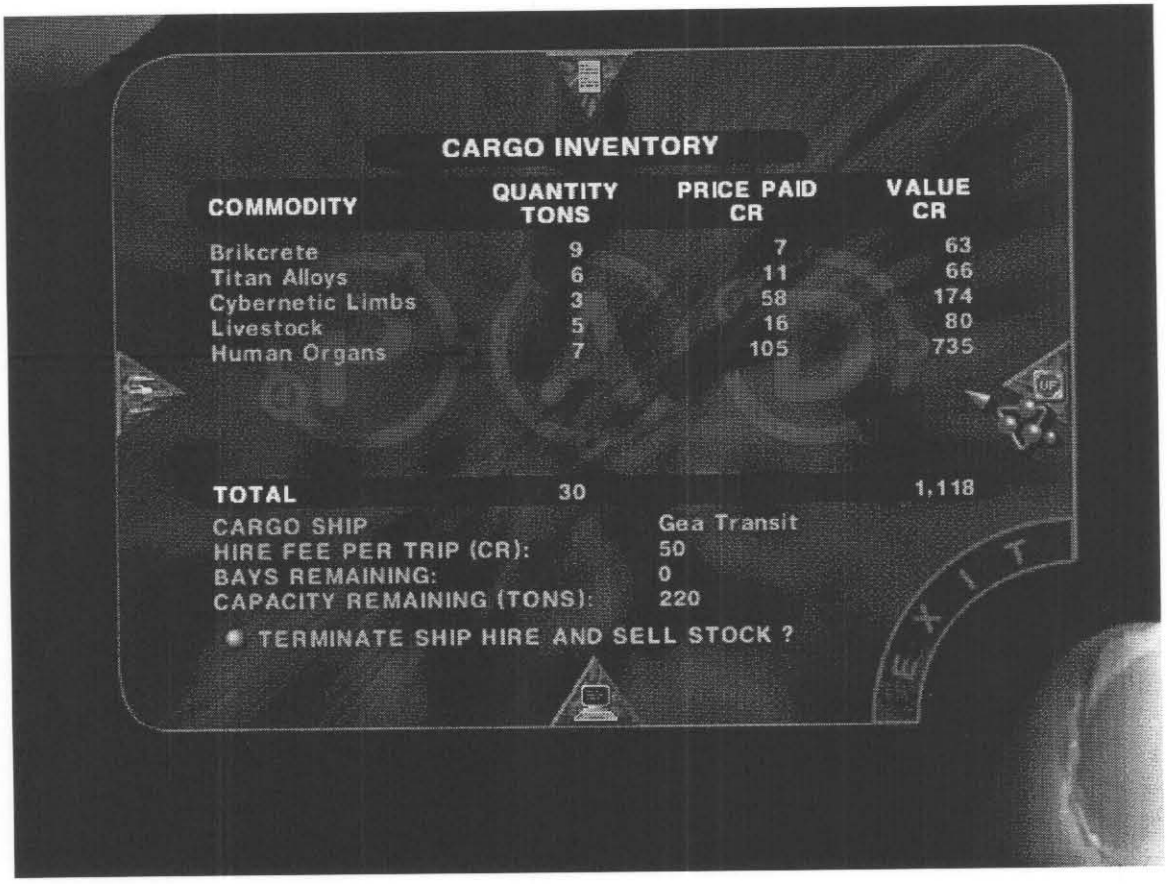
Load Game

To enter the Load Game screen, hit "P" to open up the PAD, click on the bottom blue triangle, then click on the button next to Load Game.

Load Game:	Click on the button next to LOAD GAME to access the Load Game screen. From this screen, click on the game you would like to load. The name will then be highlighted. Click on the silver button next to "LOAD" at the bottom of screen to load the game. After loading, you will be returned to the Gameflow Options Menu screen. NOTE: You cannot simply highlight a slot and then Exit to load the game. You must click on the desired slot and then the "Load" button in order to load a game

Cargo Inventory

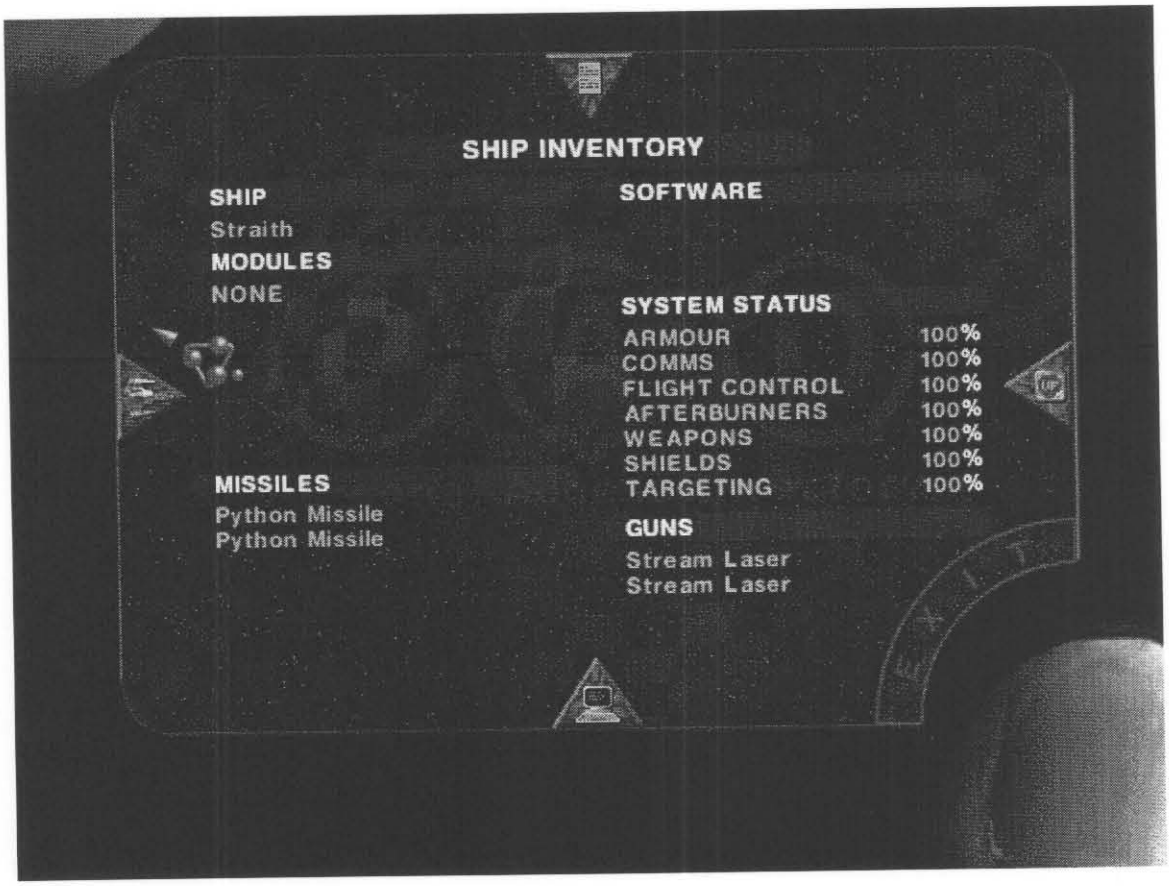
To enter the Cargo Inventory screen, hit "P" to open up the PAD, then click on the blue triangle to the right.



This typical Cargo Inventory section of the PAD will give the player details on the cargo ship they have hired as well as the types, quantities, purchase price, and total value of the cargo. In the bottom 1/3rd of the screen, the hired ship name, hire fee, cargo bays remaining, and capacity remaining. The option is also given to get rid of all commodities as well as terminate the cargo ships contract. More information about the commodities and trading system is included in the "Booth" section under "Commodities."

Ship Inventory

To enter the Ship Inventory screen, hit "P" to open up the PAD, then click on the blue triangle to the left.

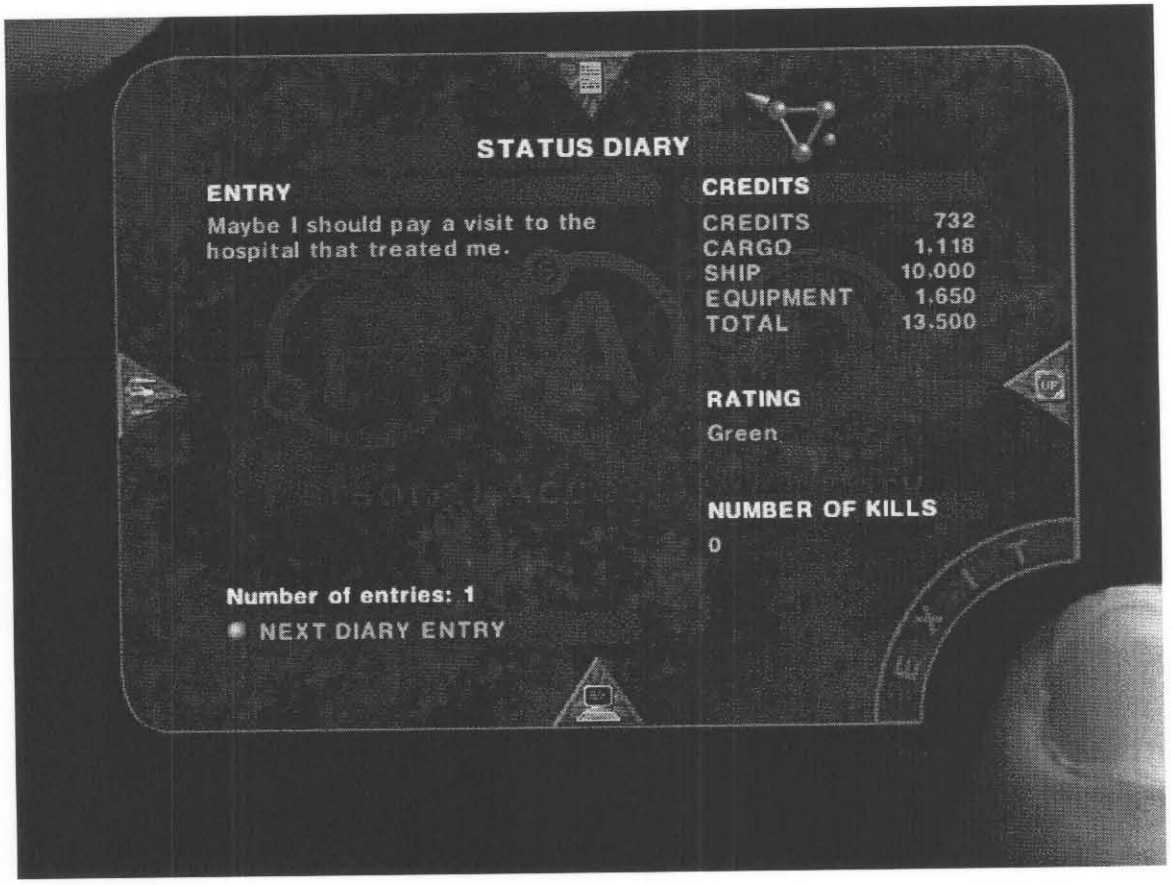


The Ship Inventory screen details the various Ship Statistics for the player's vessel. Included are ship type, the extra equipment that the player has purchased, the various missiles loaded on the ship, the System Status and the number and types of guns. More information about ships is included in the "Booth" section under "Ships."

NOTE: An example of Software are both the Blindfire system and the RTS system. Both the Blindfire and RTS systems are described in detail on page 95.

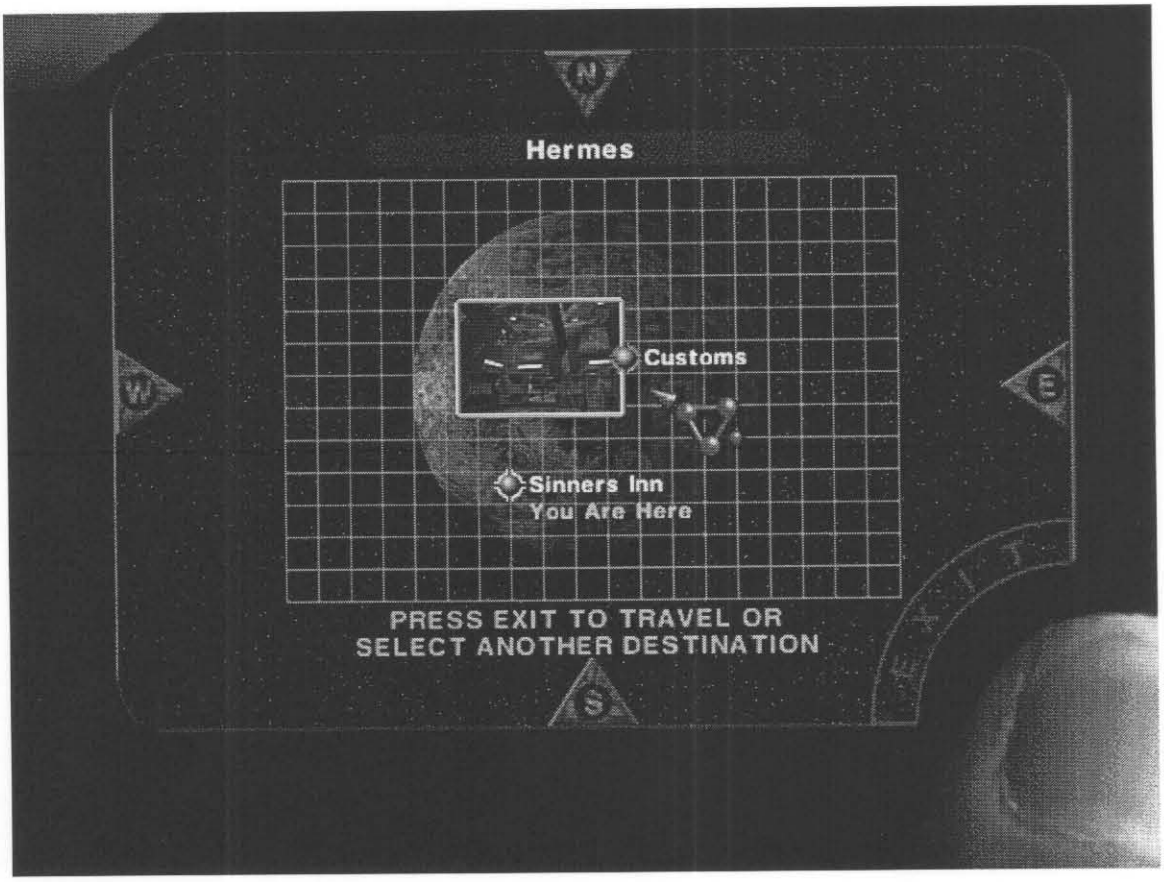
Status Diary

To enter the Status Diary screen, hit "P" to open up the PAD, then click on the blue triangle on the top.



The Status Diary is one of the more important screens of the game. Most importantly, it acts as a miniature Hint Book, directing players to the appropriate place during their quest to discover their identity. As well as main plot missions, filmed sub plots, as well as bulletin board and SOS missions. The players monetary stats are also listed here, as well as the player's rating and the total number of kills.

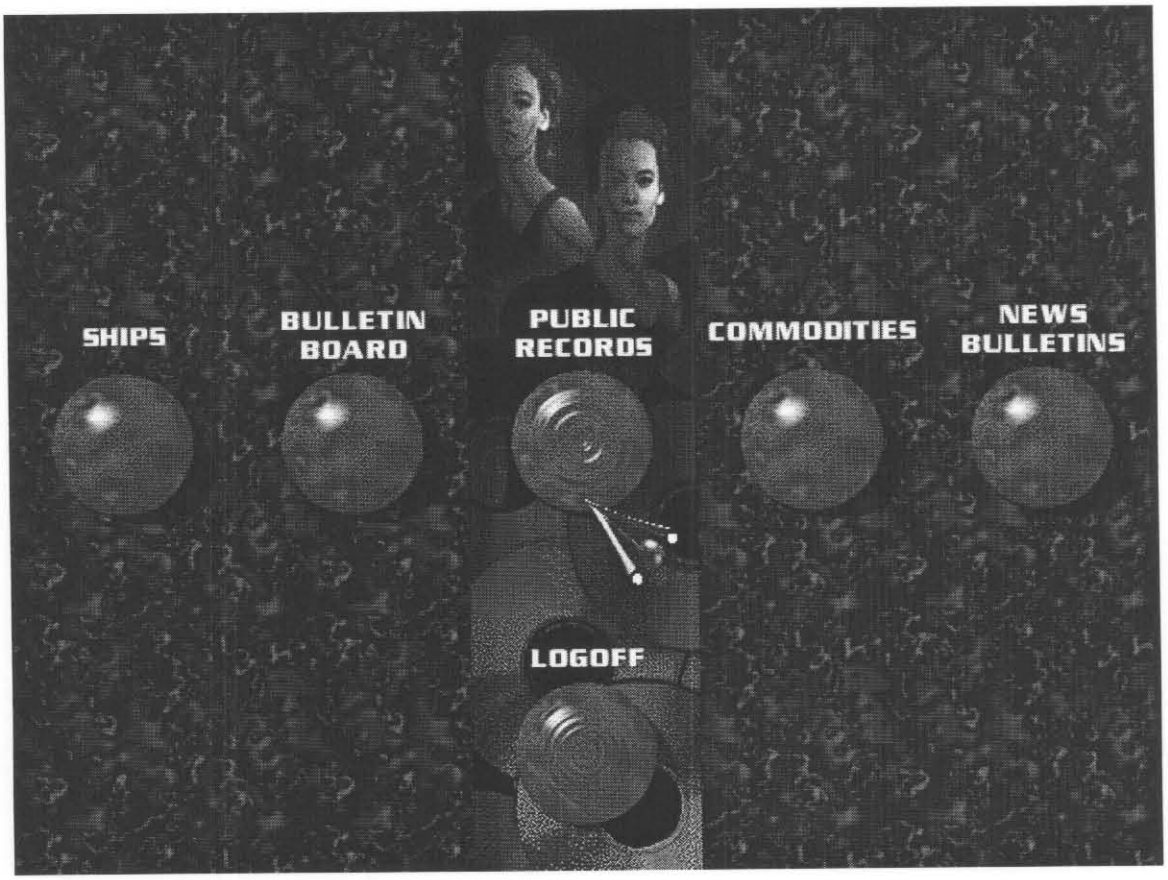
Travel PAD



The travel PAD appears whenever players attempt to leave their current gameflow location for another place which is on-planet. The "Customs" area of the planet is where ships land and takeoff. Players will usually start here. Traveling between locations is a simple matter of selecting the destination and clicking EXIT. Alternatively, players can simply double-click the location they want to travel to.

The Booth

The Booth system on planets is responsible for a number of different activities. From the Booth, players will purchase ships and upgrades, hire wingmen, cargo ships, and contract missions, search the various informational databases, purchase/sell commodities, and check recent news reports.

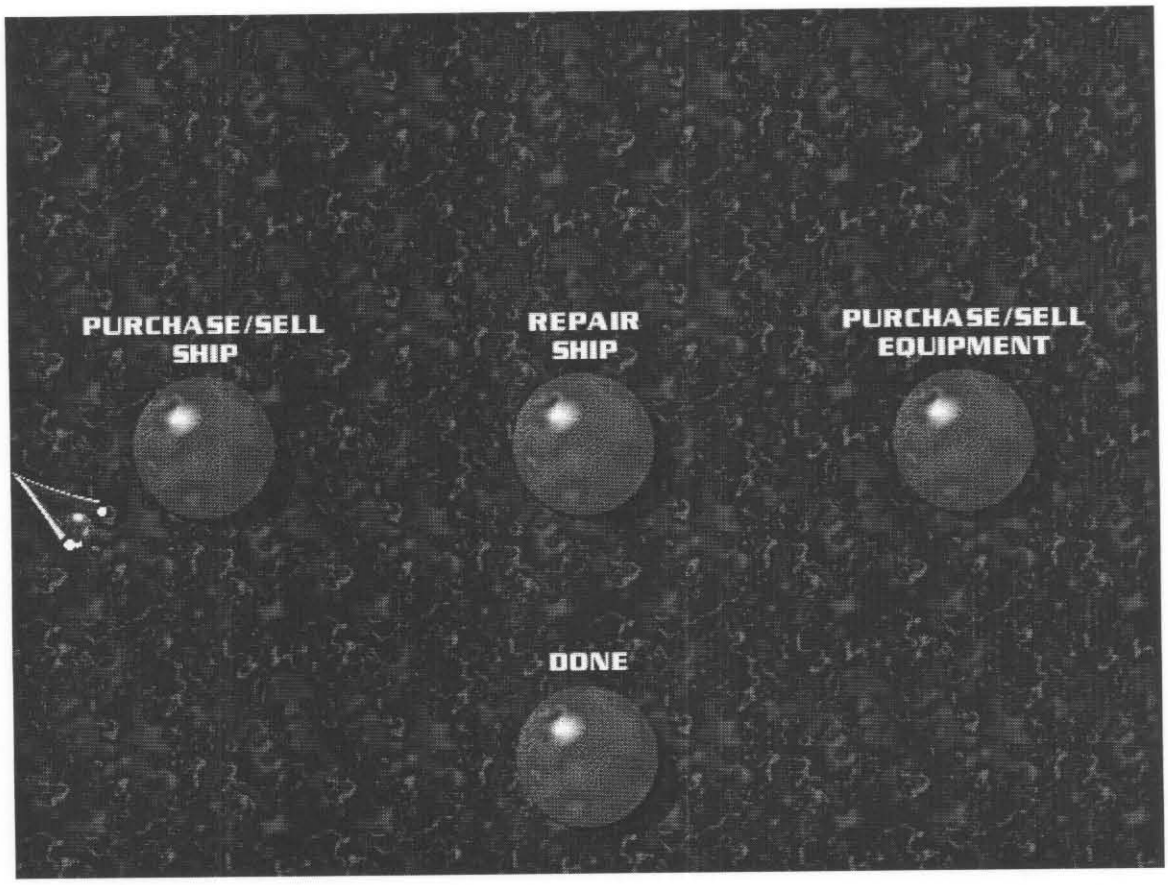


Using the Booth/Buying and Selling

When entering the Booth, a "loading" screen will appear. Shortly after, the Booth menu emerges. Once inside the Booth, players are presented with several options: Ships, Bulletin Board, Public Records, Commodities, and News Bulletins. Selecting a button will take you to the appropriate screen. Most of these options are available on every planet, but there are some space stations that only allow access to a few of them.

Ships

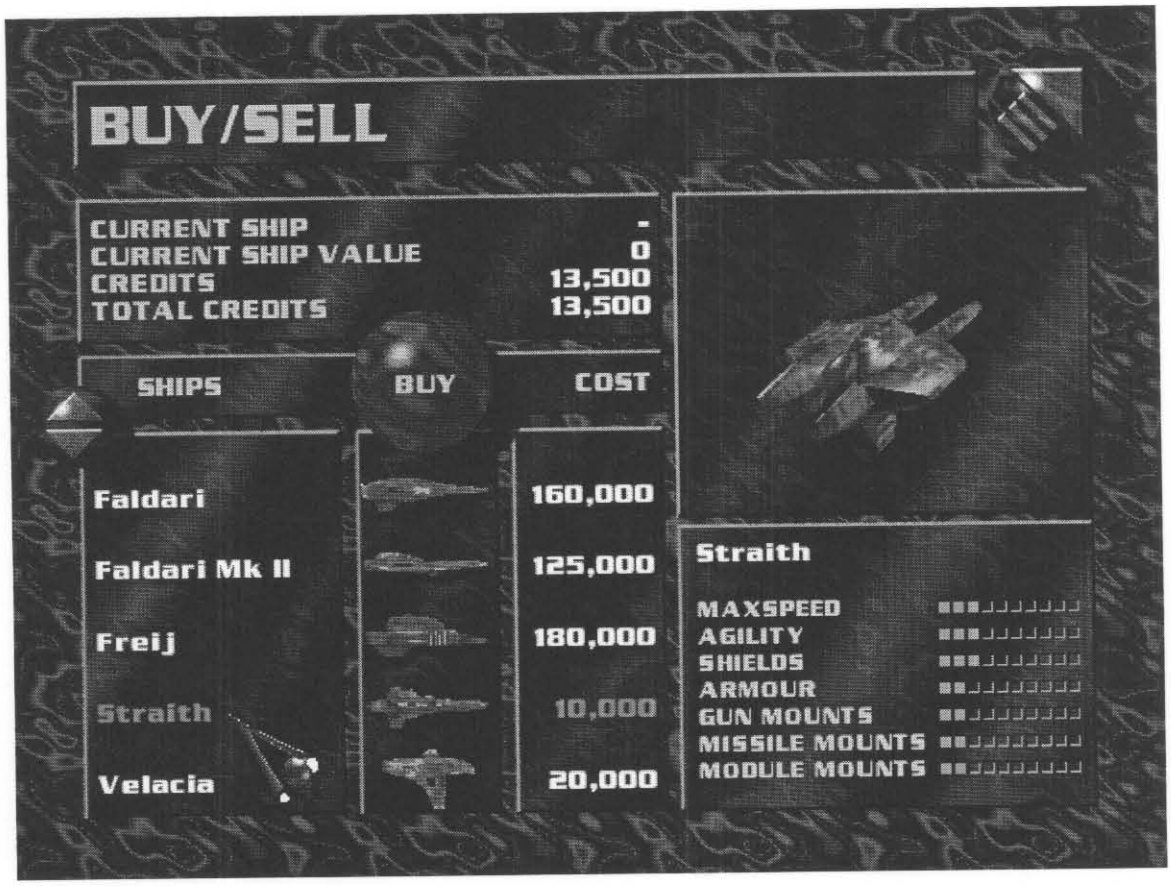
The following menu appears when selecting the "Ships" selection.



Purchase/Sell Ship:	Takes the player to the Ship Select screen.
Repair Ship:	Takes the player to the Ship Repair screen.
Purchase/Sell Equipment:	Takes the player to the Equipment Purchase/Sell screen.

Purchase/Sell Ship

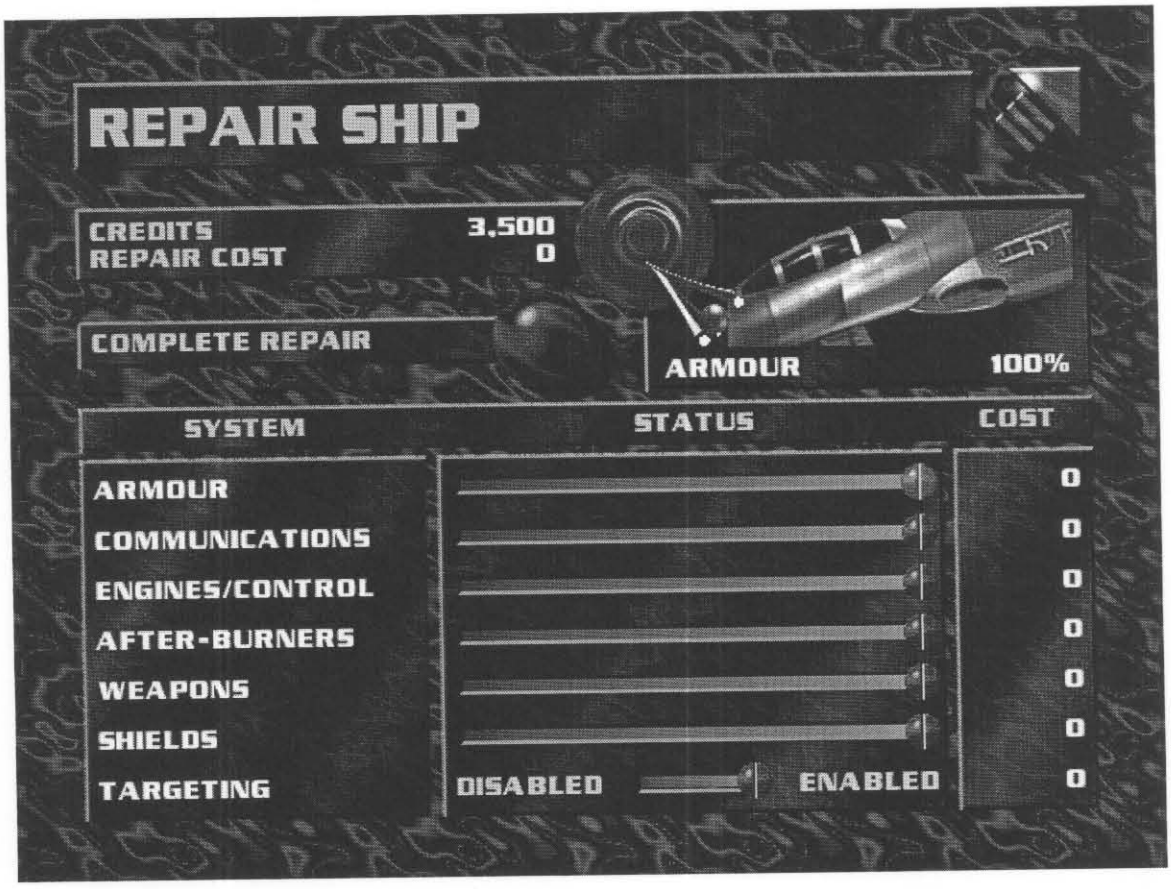
The following menu appears when selecting the "Purchase/Sell Ship" selection from the Ships Menu.



Use the Up/Down arrows at the far left to highlight the particular ship, then select Buy (of Sell, if applicable) and the ship will be purchased and credits deducted. To exit this and all booth screens, use the arrow in the upper right corner.

Repair Ship

The following menu appears when selecting the "Repair Ship" selection from the Ships Menu.

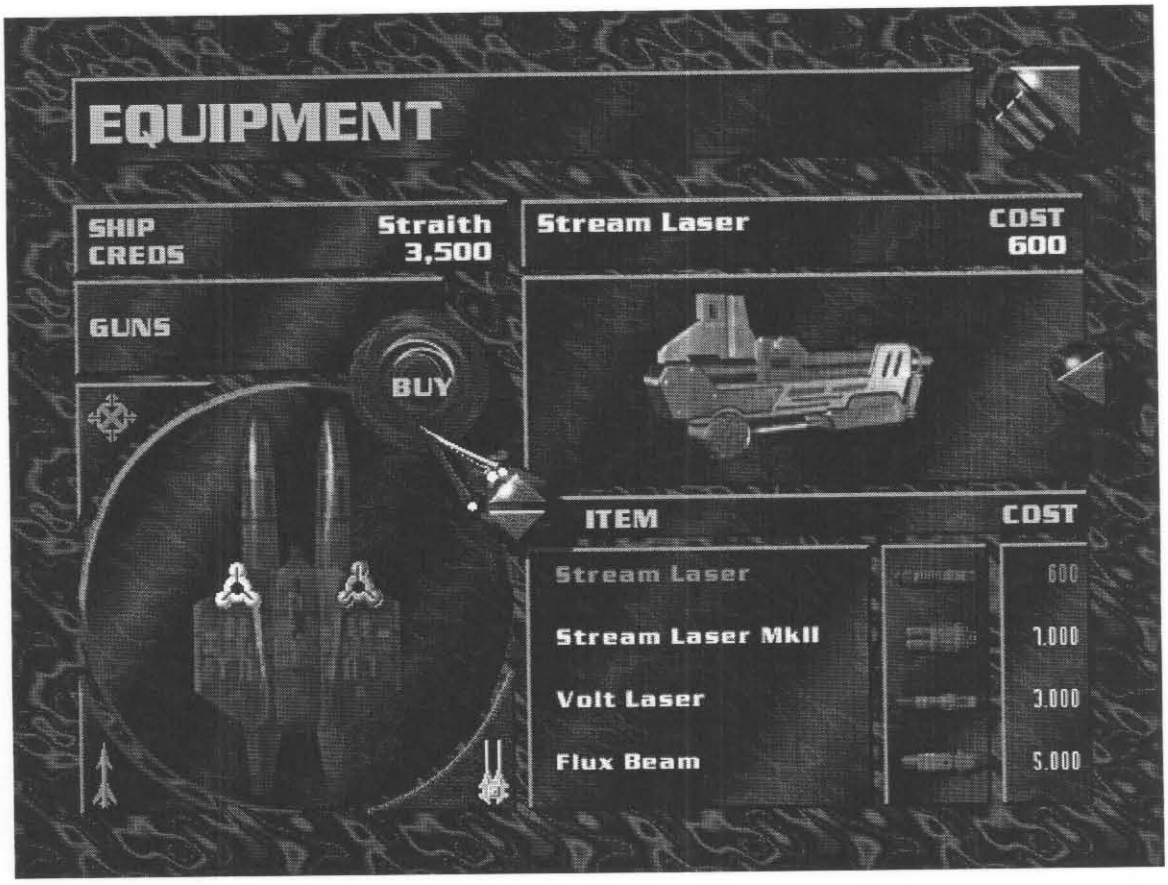


The repair screen is the place for restoring your ship to 100% operating capacity.

The "Complete Repair" button will automatically select all components and tabulate the appropriate bill. All you have to do is give authorization with the "Repair Now" button and the credits will be automatically deducted. Players also have the option of selecting damaged components and repairing them to a specific lever, rather than 100%. Simply grab the appropriate tab and move it to the right. The amount is specified under the Cost column. Again, use the "Repair Now" tab to actually complete repairs. To exit this and all booth screens, use the arrow in the upper right corner.

Purchase/Sell Equipment

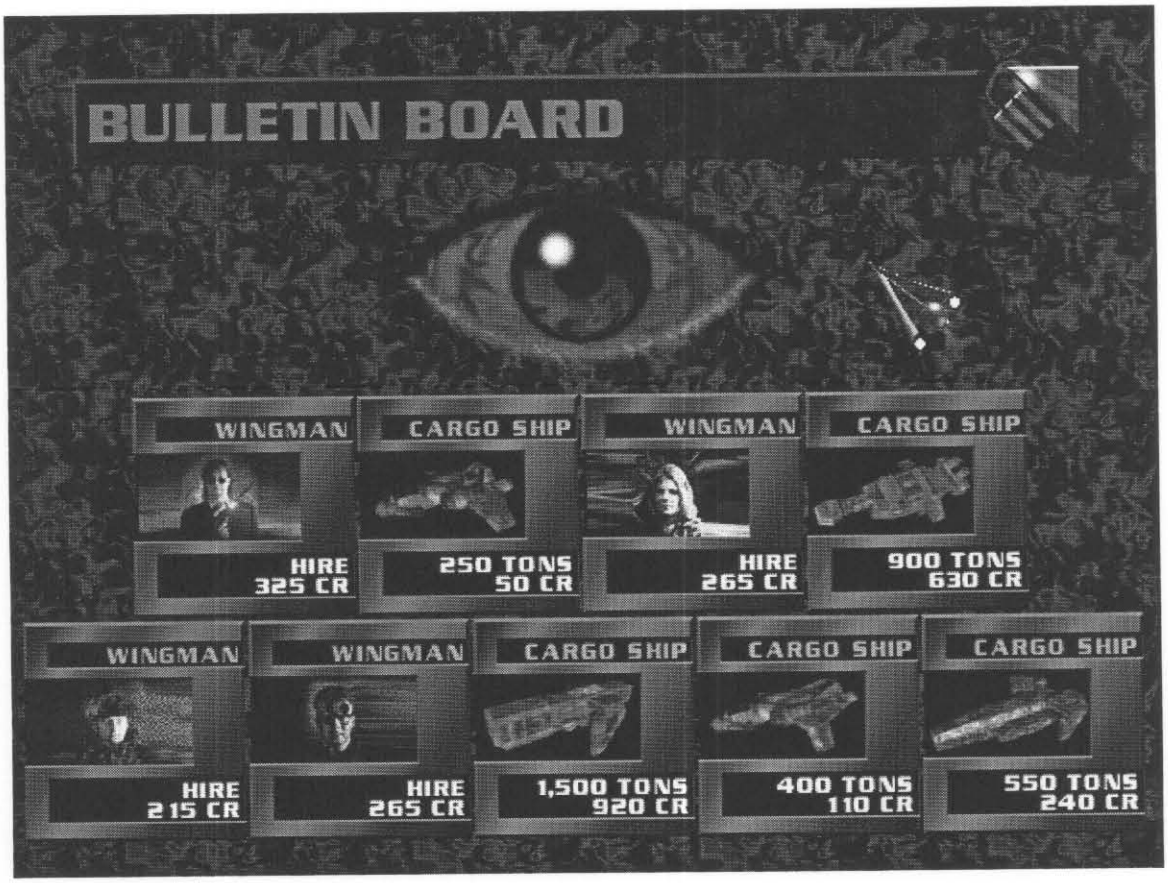
The following menu appears when selecting the "Purchase/Sell Equipment" selection from the Ships Menu.



The Equipment screen will allow players to purchase/sell ship upgrades, missiles and guns. The icon in the upper left of the ship icon is uses to purchase equipment, the lower left is for missiles, and lower right for guns. The ship icon will display the number of hardpoints for each category. When an item is purchased, an icon will appear to indicate the slot is filled. Use the Up/Down arrows in the middle of the screen to select the item. Use the arrow on the far right to see a description of the highlighted item. To sell, simply highlight the item in the graphical ship display, then click sell. To exit this and all booth screens, click the arrow in the upper right corner.

Bulletin Board

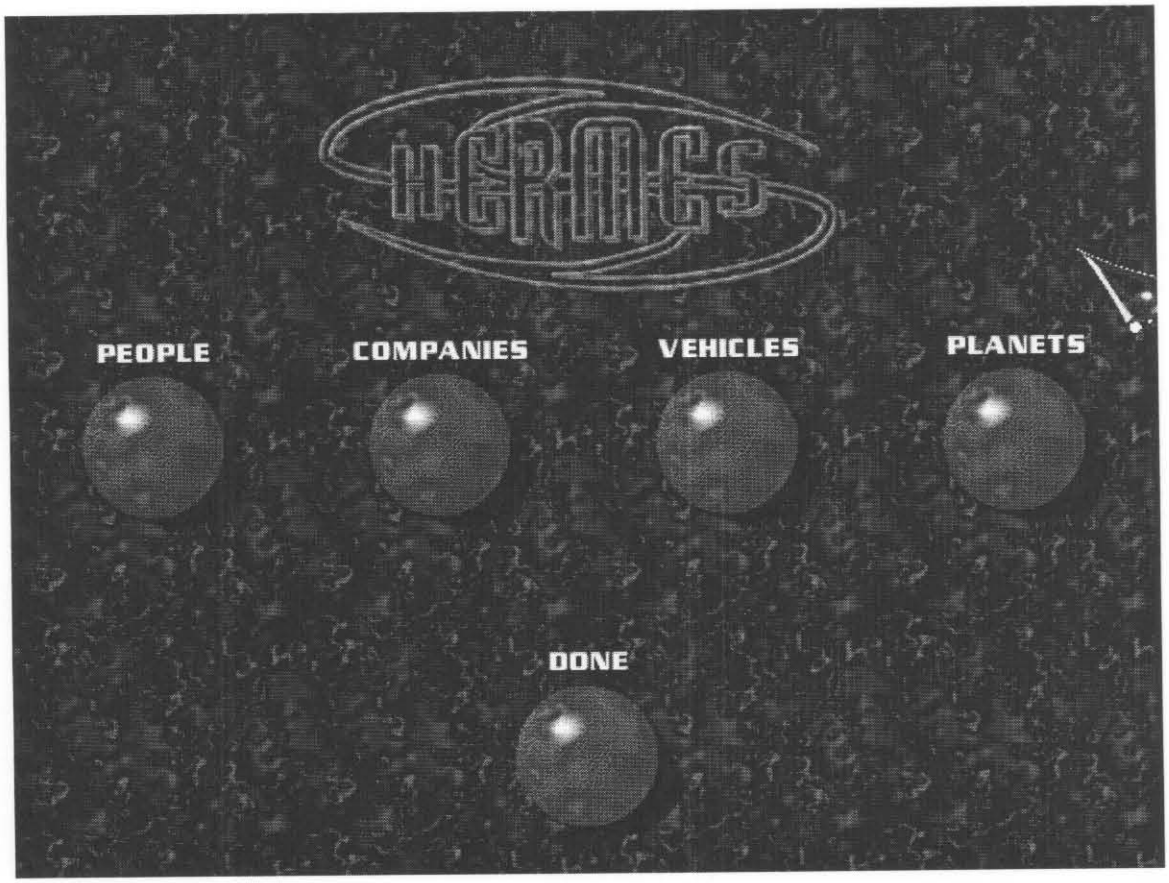
The following menu appears when selecting the "Bulletin Board" selection from the Booth Menu.



The Bulletin Board allows players to hire wingmen, hire cargo ships, and contract missions. Simply click the appropriate tile to select the item. The tile will expand and players are given the option to "Accept" or "Decline" the selected tile. Like the original Privateer, players may have up to 3 bulletin board missions selected at once. Users can only hire one cargo ship, as well as one wingman. To exit this and all booth screens, use the arrow in the upper right corner.

Public Records

The following menu appears when selecting the "Public Records" selection from the Booth Menu.

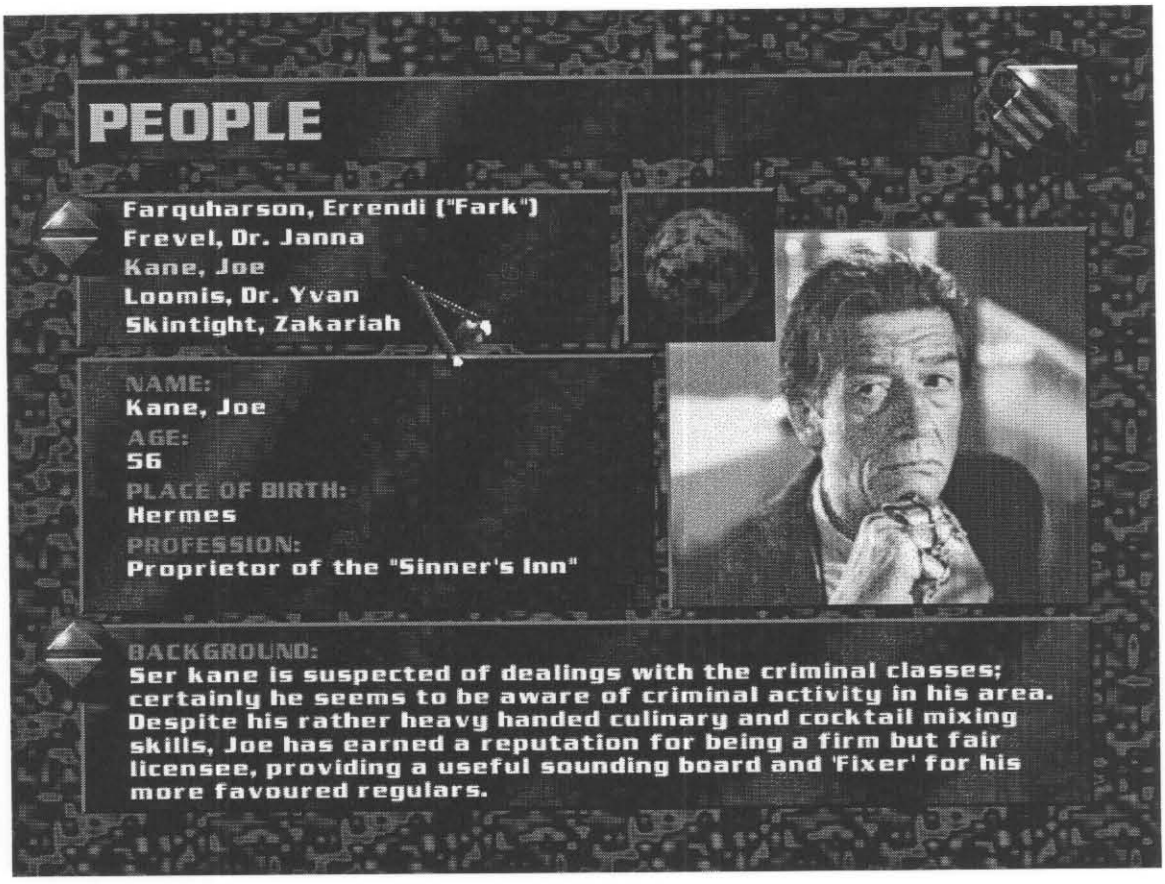


The Public Records is the vast informational database available throughout the Tri-System.

People:	Takes the player to the People screen.
Companies:	Takes the player to the Companies screen.
Vehicles:	Takes the player to the Vehicles screen.
Planets:	Takes the player to the Planets screen.

People

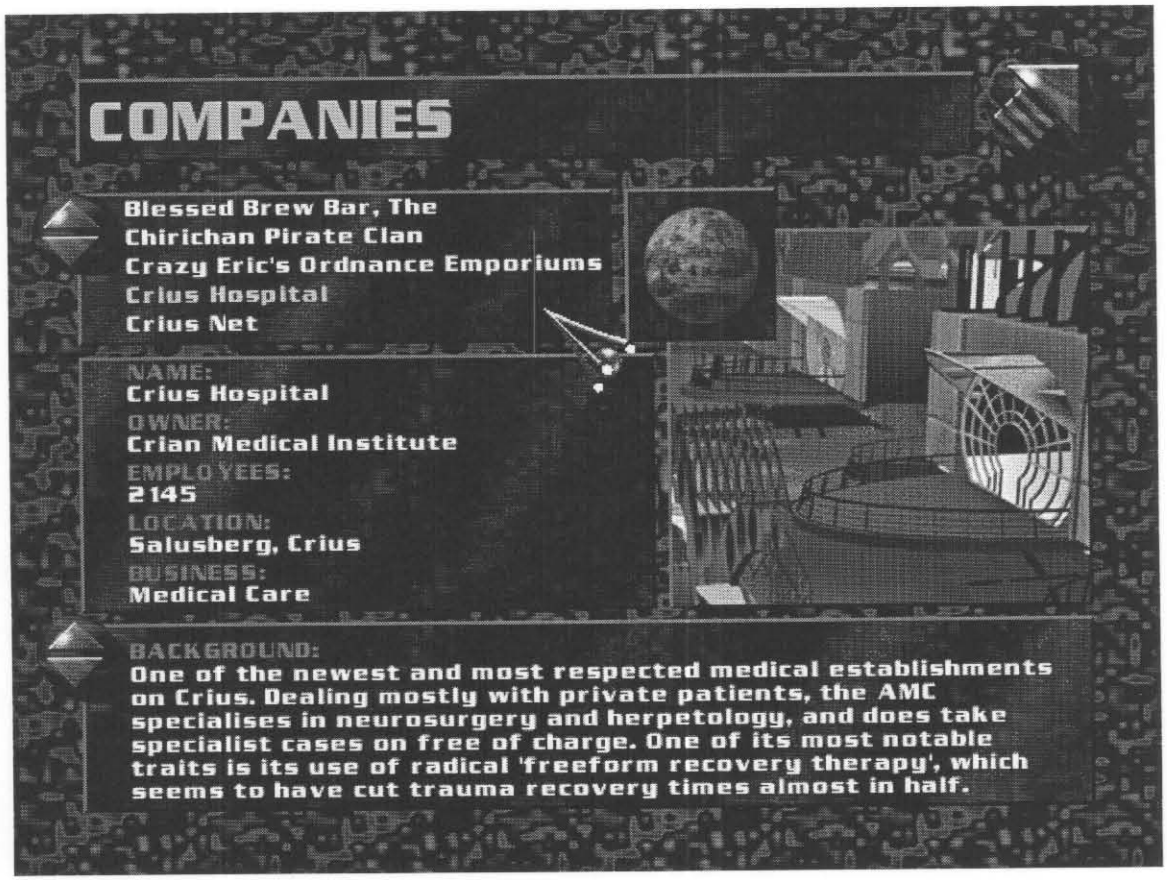
The following menu appears when selecting the "People" selection from the Public Records Menu.



The People section lists various significant people throughout the Tri-System. Details given include the important Place of Birth, Profession, and a small description of their background. This screen is critical throughout the game as players strive to successfully discover their identity. To exit this and all booth screens, use the arrow in the upper right corner.

Companies

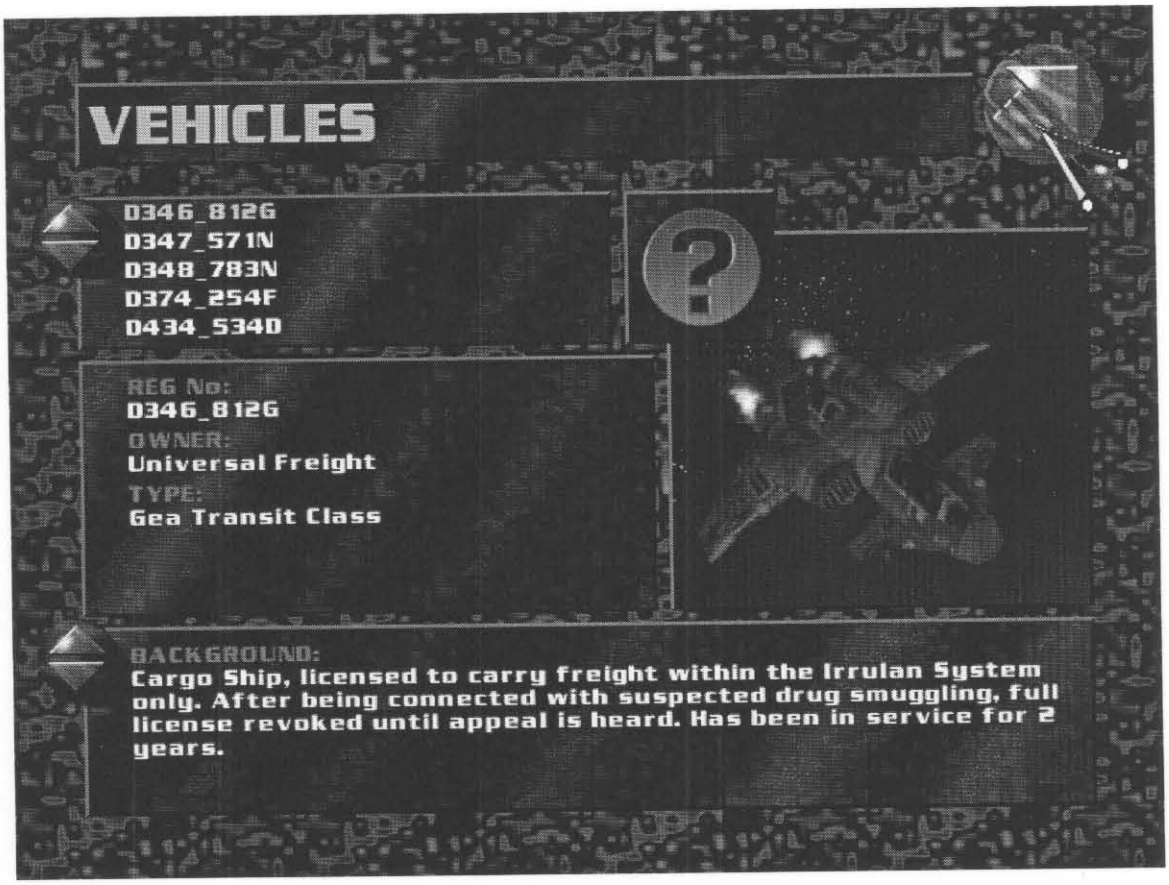
The following menu appears when selecting the "Companies" selection from the Public Records Menu.



The Companies section lists significant companies throughout the Tri-System. Details given include the important Owner and Location. This screen is critical throughout the game as players strive to successfully discover their identity. To exit this and all booth screens, use the arrow in the upper right corner.

Vehicles

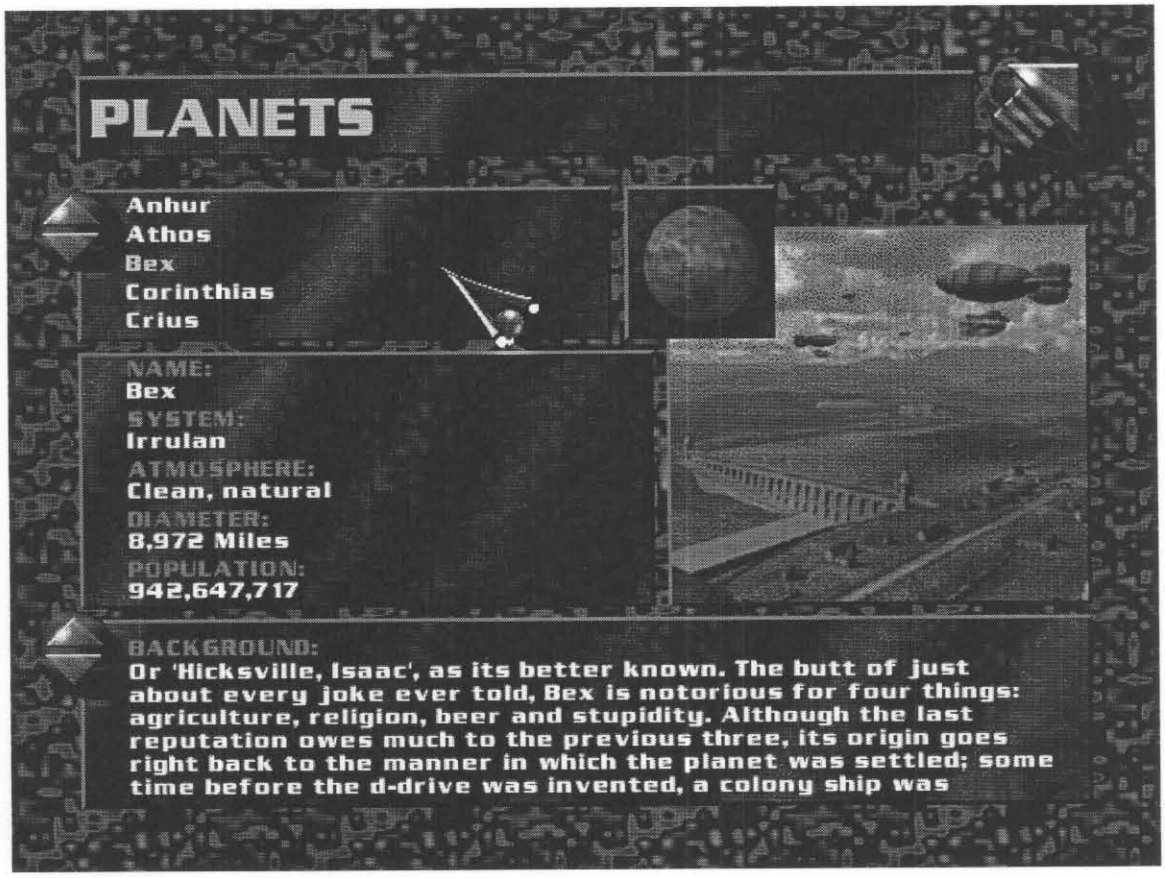
The following menu appears when selecting the "Vehicles" selection from the Public Records Menu.



The Vehicles section lists vehicles throughout the Tri-System. Details given include the Owner and Type. An interesting note is the interface of this screen. Unlike all other booth screens, players must scroll down through the available list of choices then click on the Registry Number they want to receive information on. This is a bit tricky, but shouldn't cause a problem for most players. This screen is critical throughout the game as players strive to successfully discover their identity. To exit this and all booth screens, use the arrow in the upper right corner.

Planets

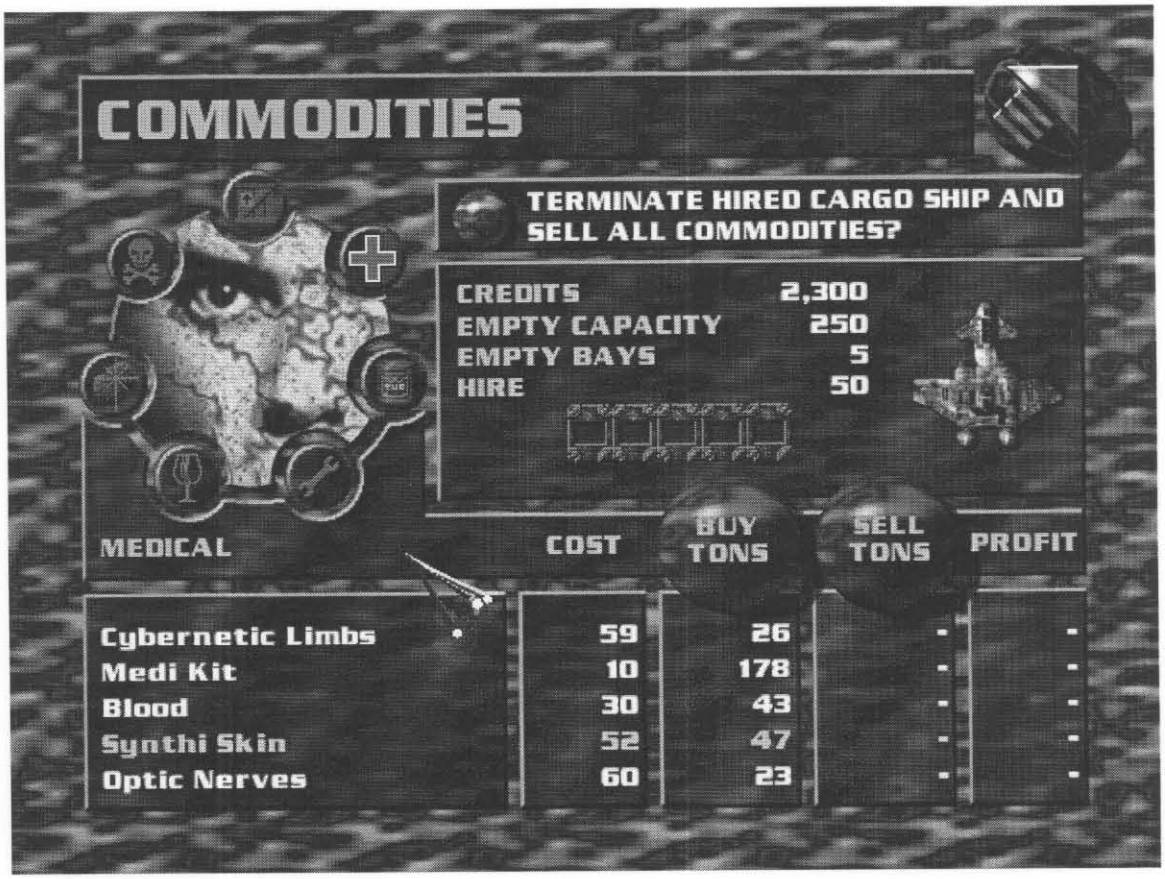
The following menu appears when selecting the "Planets" selection from the Public Records Menu.



The Planets section lists the significant planets located in the Tri-System. Few things are important here. A nice feature is the detailed variety of the planets and the histories given. This screen is critical throughout the game as players strive to successfully discover their identity. To exit this and all booth screens, use the arrow in the upper right corner.

Commodities

The following menu appears when selecting the "Commodities" selection from the Booth Menu.

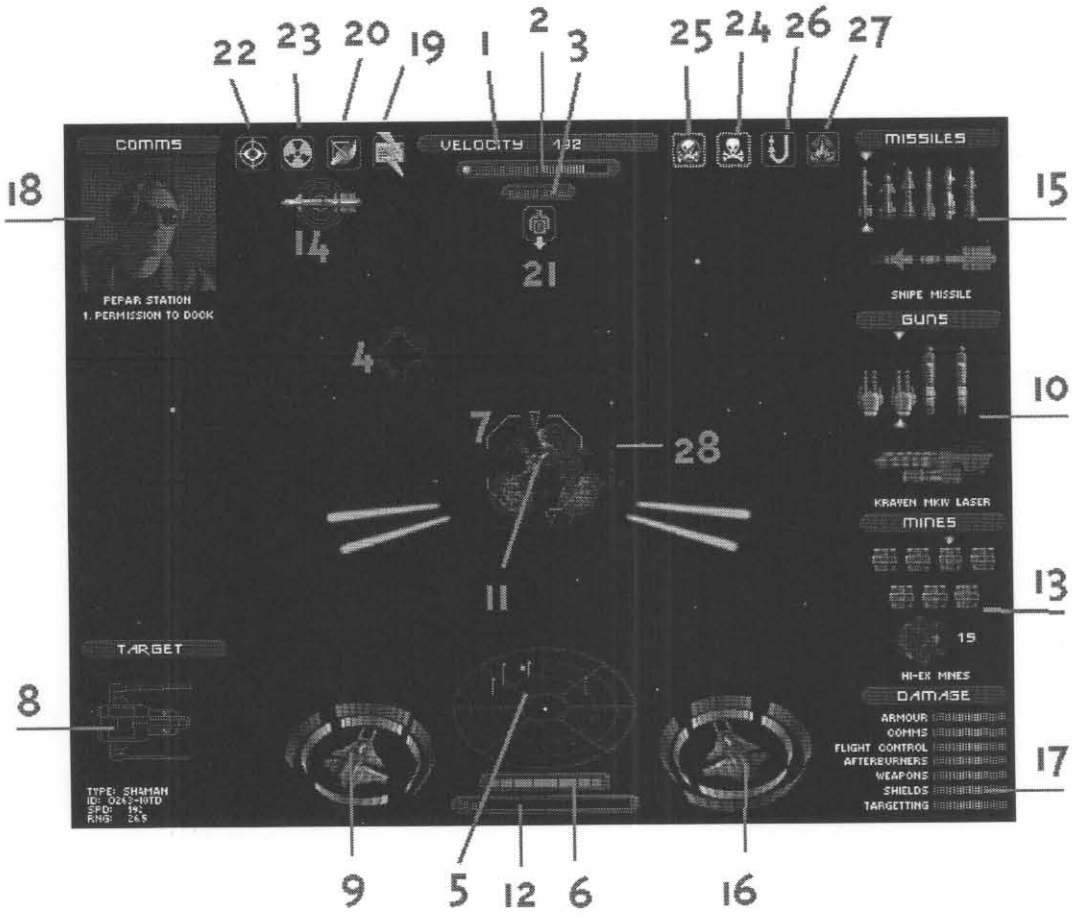


The commodities screen includes all players need to successfully buy and sell cargo. The upper-left of the screen has icons of the various categories of goods, and a picture of the highlighted commodity which is listed at the bottom. Trade is accomplished by selecting the commodity then clicking the Buy Tons button. The Cost column indicates the amount of a particular good which are available at the current planet. As goods are purchased, the amounts under the Sell Tons column will increase. Money will be deducted from the Credits table at the top of the screen. The profit column indicates the profit percentage reaped from each commodity if it is sold. A red number indicates a percent loss, rather than a profit.

The upper right portion of the screen details the number of credits the player has. Here, the player will always have the option of hiring the most basic transport for goods.

To exit this and all booth screens, use the arrow in the upper right hand corner.

NOTE: When hiring a ship, credits are not deducted from the player until takeoff. Players must ensure they have enough remaining credits to pay the "Hire" fee before takeoff.



1. **Velocity Bar**
   This shows the current speed of your ship.

2. **Afterburner Fuel**
   This shows the amount of afterburner fuel you have left. A little light will become active once you are using your afterburners. To afterburn, press and hold the Tab key.

3. **Jump Drive Bar**
   The Jump Drive Bar will slowly tick up, until it is full. Once it is full there are three colors that indicate different situations. Green indicates that you have a destination and can jump whenever you like. Orange indicates you cannot jump because have no destination. This is either because you have yet to set a destination, or you have arrived at the selected point. A red bar indicates that there are enemies in the area, and you cannot jump until they are destroyed. To jump, press the "J" key.

4. **Nav Indicators**

These are the thin blue brackets that surround a nav buoy, planet, or space station, that indicates your current nav point. If your nav point indicator moves off of the screen, there will be a small blue arrow around the crosshairs that will point towards the nav point.

5. **Radar**

There are two types of radar available in Privateer 2, the Celestial, and the Patriarch. The Celestial is the newer radar. The Patriarch is the older, Wing Commander style radar. To toggle between the two different radar, press Alt-R.

Radar Color Coding

Red:	Pirate Ship
Green:	Military
Blue:	Neutral
Yellow:	Missiles, Debris and Canisters
White:	Current Target
Gray:	Nav Buoys and Stations

NOTE: Unlike Privateer 1 and Wing Commander games, radar color is determined by type, not alignment.

Celestial Mode (Elite Style)

This radar is the default. The plane of your ship is represented by the elliptical disk. Your ship is in the center of this disk, and objects in space to the front, back, left and right of your ship are displayed on the disk. The lower half of the disk is the space behind you. The upper half is the space in front of you. The left half of the disk represents the space to your left, and the right half, the space to your right.

If an object is in the same plane as your ship, it will appear as a small dot. An object above or below your ship appears as a small dot with a line leading to the radar disk. The length of the line is an indication of how far the object is above or below you. If the line points down from the dot, the object is below your ship, if the line points up, the object is above your ship.

Patriarch Mode (Wing Commander Style)

The circle is divided into six sections. The outer ring shows the position of ships behind you; the center circle shows ships ahead of you; and the four middle quadrants represent ship positions alongside, above or below you.

To bring an object directly in front of you, pick a dot on the radar screen and maneuver your ship until it is in the center circle of the radar.

6. **Radar Range Indicator**

This bar indicates the range that your radar is set at. If the entire bar is orange, your radar is reading at maximum range, if only the center section is orange it's at minimum range. To cycle through the radar ranges, press the "E" key. The maximum range of the radar is 1000 klicks.

7. **Target Indicators**
   If the target that you have selected moves off of the view screen, a small arrow that points towards your target appears around your crosshairs. If the arrow is red, the target is in range of a Stream Laser. If the arrow is yellow, they are out of range of the same laser.

8. **Target VDU**
   This VDU displays a line render, type, the registration ID, speed, and range of the object targeted. The line render is also color coded with the same code as the radar blips. To activate the Target VDU, press the "A" key. To turn it off, press Alt-T.

9. **Target Shields/Armor Display**
   This is the shields/armor status of your current target. The blue ring on the outside of the ship represents the shield status. The yellow ring closest to the ship represents the armor status. The sides of the ship in the middle will light up corresponding to the side being hit by enemy fire.

10. **Gun VDU**
    This lists the guns loaded on your ship. Active guns are red, inactive guns are gray. To open the VDU, press the "G" key. To cycle through the different guns, press the "H" key. To activate/deactivate the indicated gun, press the "N" key. To instantly activate all guns, press the "F" key.

11. **Lead Indicator**
    This lets you know approximately where to fire your guns to hit the target.

12. **Gun Temperature**
    When the temperature bar fills all red, your guns are overheated. The bar will reduce when the guns are not being fired.

13. **Mine/Decoy VDU**
    This lists the mines/decoys loaded on your ship. Active mines/decoys are red, inactive mines/decoys are gray. To open the VDU, press the "B" key. To cycle through the different mines/decoys, press the "H" key.

14. **Missile Lock Indicator**
    This icon appears on the screen when a missile locks onto you.

15. **Missile VDU**
    This lists the missiles loaded on your ship. Active missiles are red, inactive missiles are gray. To open the VDU, press the "M" key. To cycle through the different missiles, press the "H" key. To activate/deactivate the indicated missile, press the "N" key.

16. **Shields/Armor Display**
    This is the shields/armor status of your ship. The blue ring on the outside of the ship represents the shield status. The yellow ring closest to the ship represents the armor status. The sides of the ship in the middle will light up corresponding to the side being hit by enemy fire.

17. **Damage VDU**
    This will use colored bar graphs to display the condition of your ship's systems. Green being in good shape, yellow being seriously damaged, and red being nearly destroyed. To bring up the Damage VDU, press the "D" key.

18. **Comms VDU**
    This VDU allows you to communicate with ships, and request landings. To open/close the Comms VDU, press the "C" key. To choose one of the communication options, press the corresponding number (1-9) next the choice you wish to make.

19. **E-Mail Indicator**
    This icon appears when you are receiving an e-mail message. The message will come up automatically.

20. **SOS Receiver**
    This icon shows that your SOS Receiver is on. While this is on, you can receive emergency e-mail. Emergency e-mail could give you the option for spaceflight rescue missions resulting in money. To turn this on and off, press the "O" key.

21. **Tractor Beam Indicator**
    This icon appears when your tractor beam is activated. To turn on the tractor beam, press the "T" key when you are within 25 klicks.

22. **Blindfire**
    This icon appears when you have Blindfire installed on your ship. The Blindfire system when installed will cause your crosshairs to change color when properly lined up on a target.

23. **Nuke 'em Indicator**
    This icon appears when you launch a Nuke 'em. To launch a Nuke 'em, press Alt-S.

24. **BSE**
    Binary Sickness Emitter. This icon appears when you activate the BSE module. To activate the BSE module, press Alt-B.

25. **Signal Filter**
    This icon will appear when your signal filter is triggered by an enemy BSE.

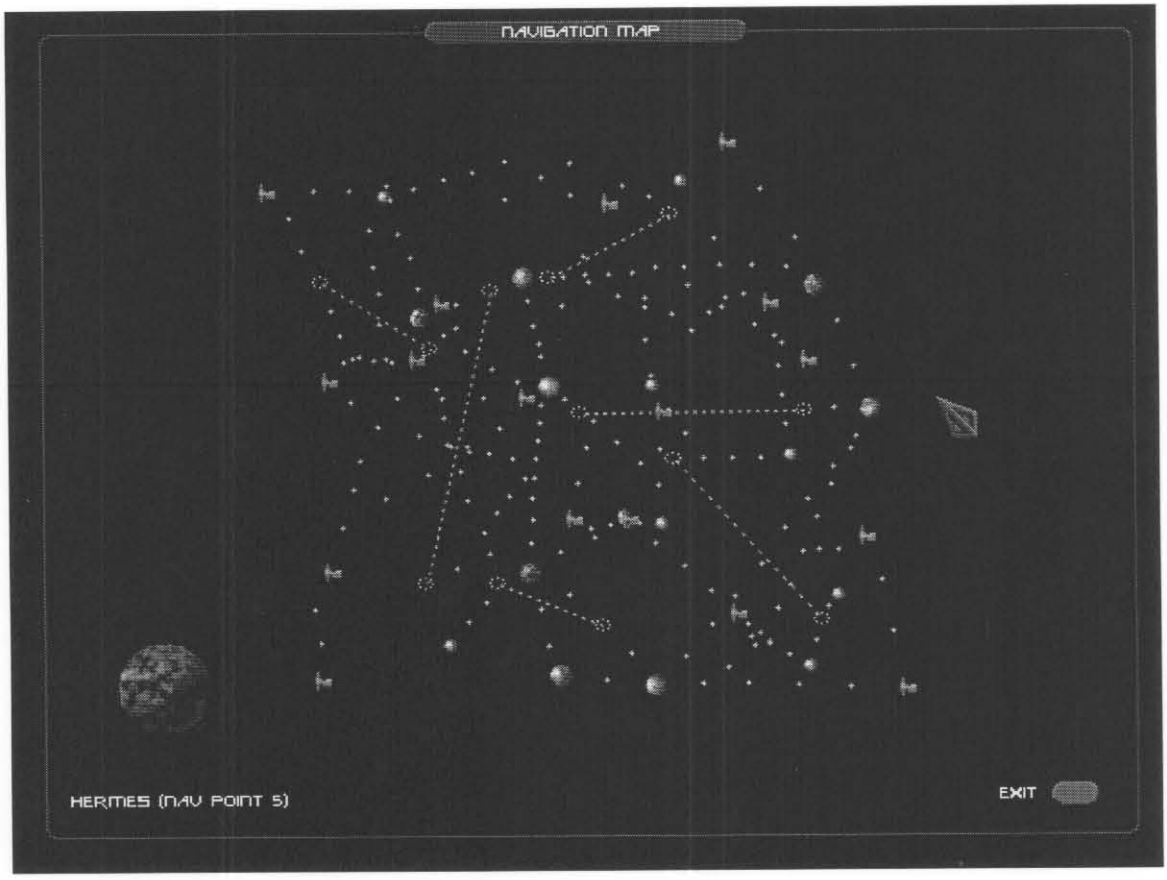
26. **RTS**
    Return To Sender. This icon appears when the RTS is activated by an enemy missile. The RTS system has a 50% chance of returning an incoming missile to it's sender.

27. **Warp Shields Indicator**
    This icon appears when the Warp Shields are activated. To activate the Warp Shields, press Alt-W.

28. **Throttle Bar**
    The higher the indicator on the vertical bar, the faster you speed.

Navigation Map

This screen can be accessed by hitting Alt-N while in spaceflight.



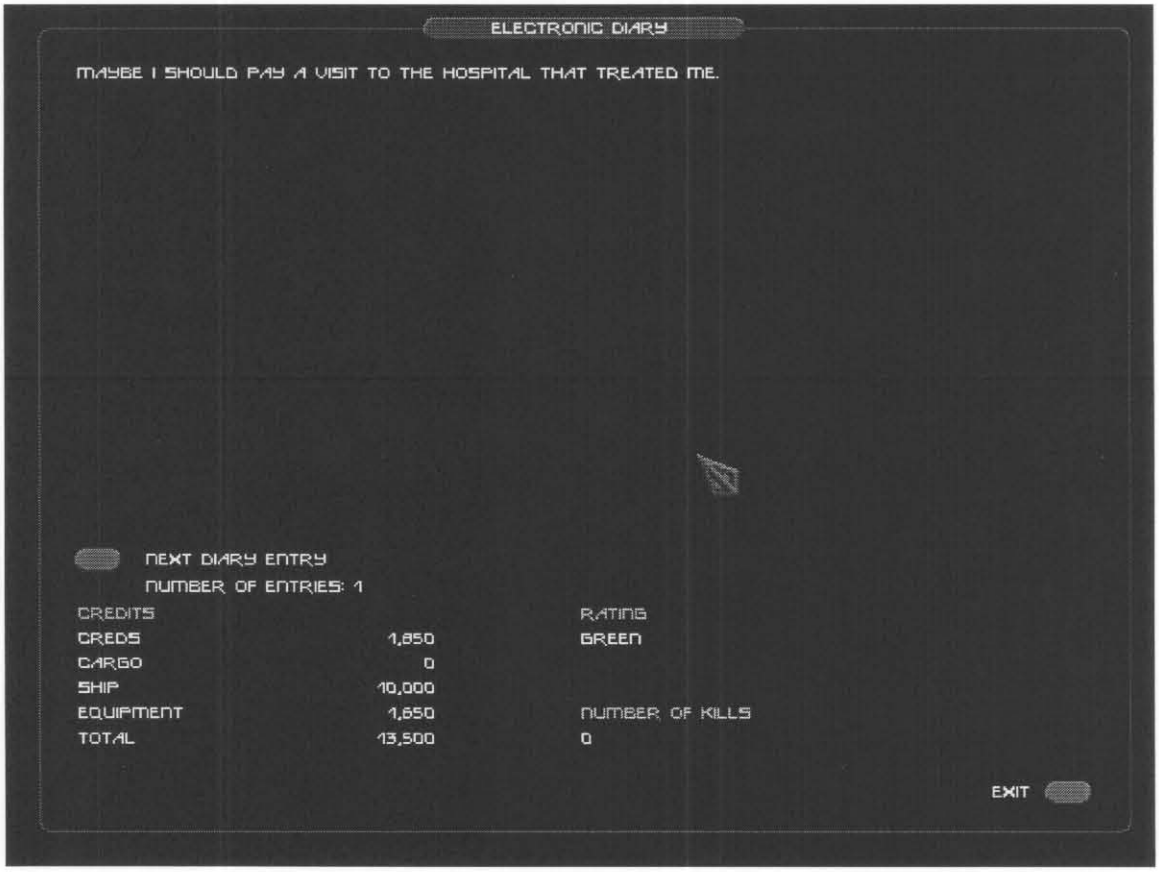
The Navigation Map is the place for selecting the players next destination. The display is 3D, so the map can be a bit confusing, especially for newer game players. But with practice, it's easy to master.

NOTE: It is not possible to travel "manually" from one nav point to the next.

Alt-N:	This opens the Navigation Map from spaceflight.
Left Mouse Button:	Selects a destination.
Right Mouse Button:	Holding this button down will allow you to "drag" the map an orient it a way more preferable to the user. This change is not saved.
F:	Brings up the "Find" function. After hitting "F", just type in the Nav point or name of the place that you wish to find.
R:	Starts the map rotating.
C:	Centers the map.
+/-:	Zoom in and out
1:	Toggle Planets
2:	Toggle Nav points
3:	Toggle Nav point numbers (Only if the Nav points are visible)
4:	Toggle Space Stations

Diary

This screen can be accessed by hitting Alt-D while in spaceflight.



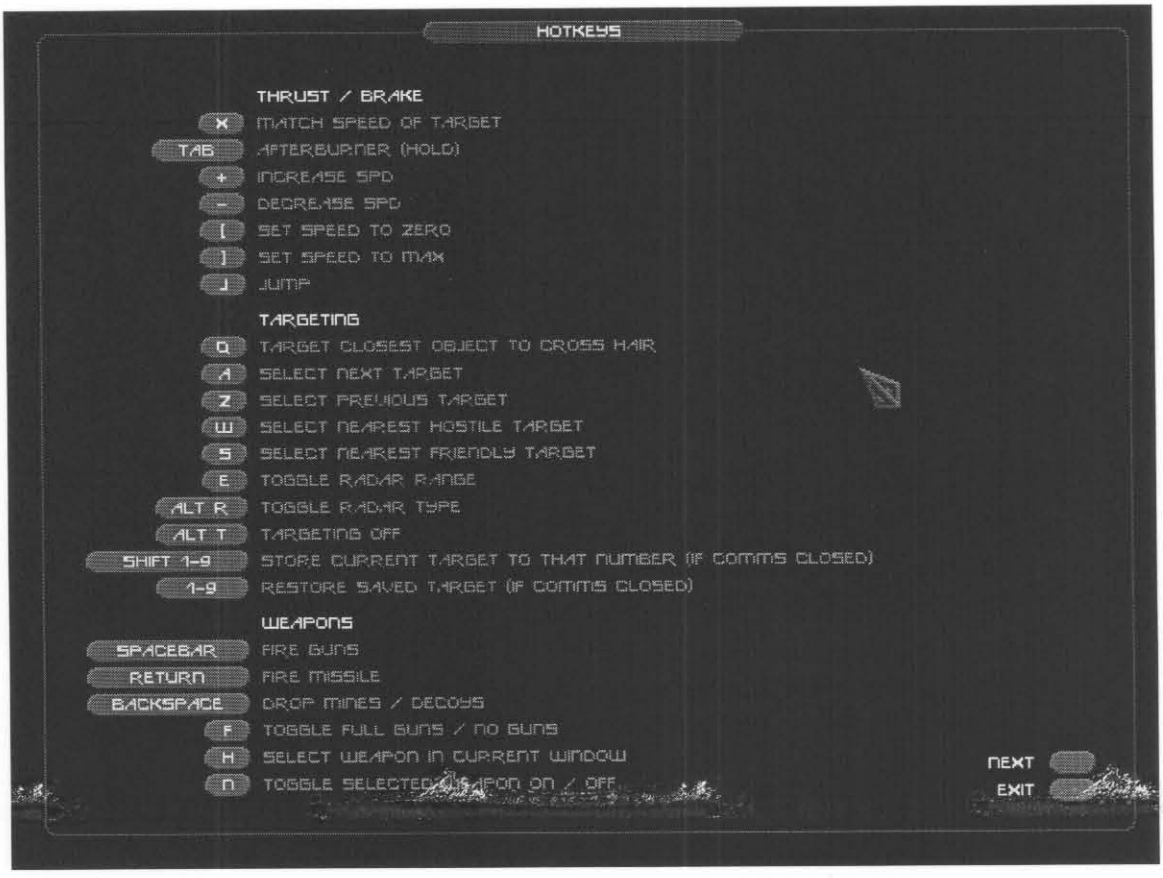
The Spaceflight Dairy has the same functionality of the Gameflow dairy. Only the interface is different. Consult the PAD section on page 71 of the manual for complete details.

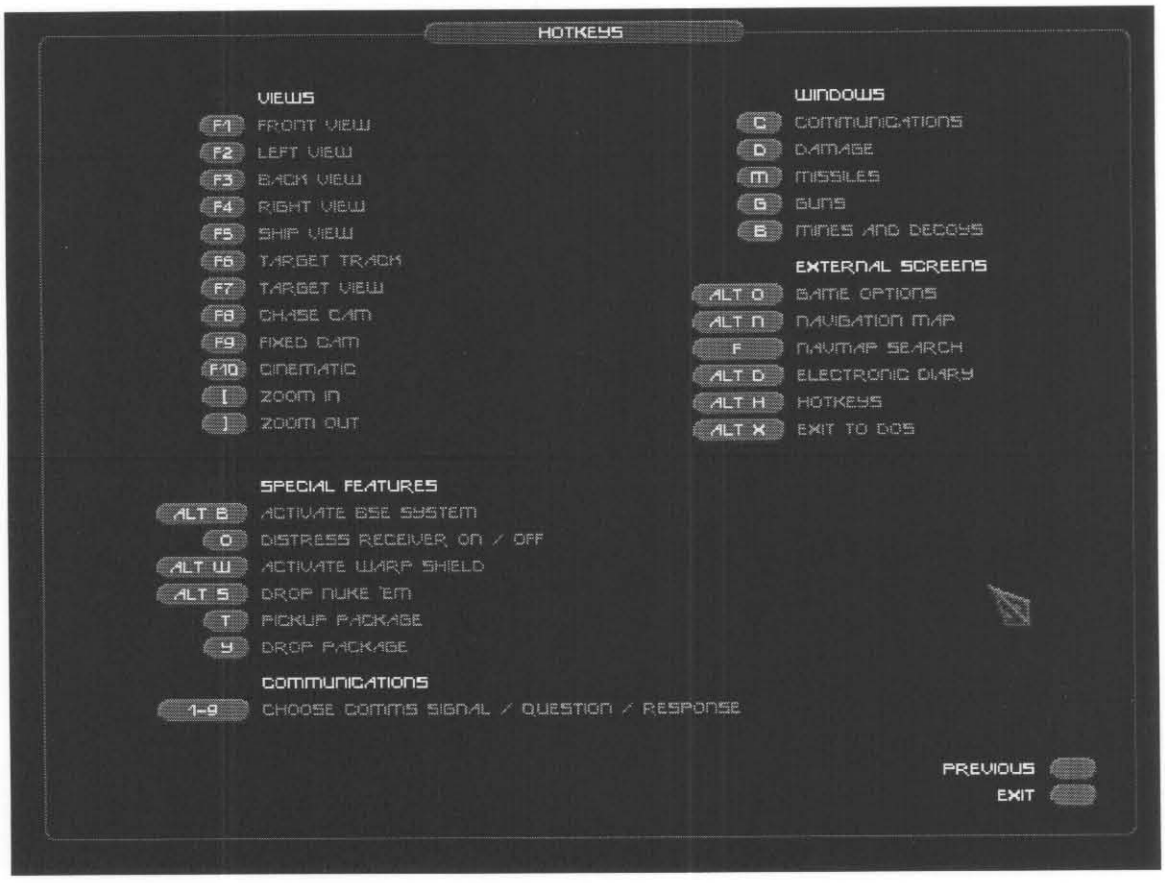
Spaceflight Help Screens

The Spaceflight Help Screen is accessed with the command Alt-H. The list is two pages, and attempts to list all spaceflight keys. There are a few keys missing, however these screens do a good job.

NOTE: In the release version, the Spacebar does not fire the guns, even though it is listed as such. The patch corrects this problem by restoring the fire functionality to the Spacebar.

Page 1 of 2




HOTKEYS
VIEWS
F1 FRONT VIEW
F2 LEFT VIEW
F3 BACK VIEW
F4 RIGHT VIEW
F5 SHIP VIEW
F6 TARGET TRACK
F7 TARGET VIEW
F8 CHASE CAM
F9 FIXED CAM
F10 CINEMATIC
[ZOOM IN
] ZOOM OUT
WINDOWS
C COMMUNICATIONS
D DAMAGE
M MISSILES
G GUNS
B MINES AND DECOYS
EXTERNAL SCREENS
ALT O GAME OPTIONS
ALT N NAVIGATION MAP
F NAVMAP SEARCH
ALT D ELECTRONIC DIARY
ALT H HOTKEYS
ALT X EXIT TO DOS
SPECIAL FEATURES
ALT B ACTIVATE BSE SYSTEM
O DISTRESS RECEIVER ON / OFF
ALT W ACTIVATE WARP SHIELD
ALT S DROP NUKE 'EM
T PICKUP PACKAGE
Y DROP PACKAGE
COMMUNICATIONS
1-9 CHOOSE COMMS SIGNAL / QUESTION / RESPONSE
PREVIOUS
EXIT

Game Navigation: Missions

There are three types of missions available to the player in Privateer 2: Main Plot Missions, Sub Plot Missions, and Random Missions

NOTE: Not all of these missions are available at all points in the game. The different types come and go as the player progresses through the plot, as well as in wealth.

Main Plot Missions

The main story in Privateer 2 revolves around the search for Lev Arris' true identity. Each of the main plot missions must be successfully completed in order to discover Lev Arris' identity and to find out why he was placed in the cryopod. The Main Plot is totally linear. If a player fails to successfully complete a Main Plot mission, they will be unable to continue with the main plot. They will however, be able to continue playing Random Missions.

Example: After you have visited Kappa Labs, you will receive an e-mail from David Hassan. The e-mail will ask you to jump to Nav 140 and save Hassan from those who are attacking him. If you save Hassan, you will be told to meet Hassan on Hades. When you meet Hassan on Hades, a movie sequence will provide more clues about Lev's identity.

Sub Plot Missions

You do not need to finish any of the sub plot missions in order to finish the main plot. Sub plot missions contain movie segments and usually involve a monetary reward for successful completion. Other rewards include new weapon types and romantic encounters.

Example: Every player will receive an e-mail message from Xavier Shondi. If you decide to meet him at the Surgeon's Blunder Bar on Crius, he will offer you a fairly generous amount of money to escort his cargo ship to Karaticus. If you agree to escort the ship, he will give you 8,000 credits up front, and another 8,000 credits if you complete the mission successfully.

Random Missions

Random missions are not critical to the plot and do not contain movie sections. There are two types of random missions: Bulletin Board missions and SOS missions.

Bulletin Board: These missions can be accessed through the Booth system on any planet

SOS missions: These missions only appear during spaceflight, and they will only appear if the player has turned on the SOS Receiver

NOTE: The SOS receiver can be turned on or off by pressing the "O" key.

Cheats

NOTE: The following section is for CS information only. Under no circumstances should the existence of cheats be given out. This section is here for internal information only. Simply say that you know nothing about any cheats.

Cheats are activated through the Nav map. While viewing the nav display, hit 'F' (for find) then type in the cheat code of your choice, then press 'Enter'. The effects last until the next time you land on a station or planet. Here are the various cheat codes.

REP ME UP	: Repairs ship, armor, and shields to 100%
PETY PETY	: Refilled Afterburner fuel
CHILL OUT	: Reduces laser temperature to 0
NAPALM	: Get infinite nukes (Alt-S)
NO TALENT	: Invincibility

QA Machines

Name:	Sam Arnold
Processor:	Goodtech Intel P90
RAM:	16 Mb
CD-ROM:	Chinon 4x
Sound Card:	Reveal SC-400 Rev. 3
Video Card:	Number 9 Motion 531
Joystick:	CH Flightstick

Name:	Tim Bell
Processor:	Hewlett Packard Intel P133
RAM:	16 Mb
CD-ROM:	Mitsumi 6x
Sound Card:	Onboard
Video Card:	Onboard
Joystick:	SunCom FlightMAX

Name:	J. Allen Brack
Processor:	Micron Intel P150
RAM:	16 Mb
CD-ROM:	Hitachi 8x
Sound Card:	CL Sound Blaster 16 PNP
Video Card:	Diamond Stealth 3D 2000
Joystick:	CH Flight Stick Pro

Name:	Chris Errett
Processor:	Micron Intel P75
RAM:	16 Mb
CD-ROM:	Sanyo 4x
Sound Card:	Ensoniq Vivo
Video Card:	Matrox Mystique, 2Mb
Joystick:	Thrustmaster FCS Mark 2

Name:	Rick Holtrop
Processor:	Hewlett Packard Intel P75
RAM:	12 Mb
CD-ROM:	Matsushita 4x
Sound Card:	Gravis Ultra Sound
Video Card:	Onboard
Joystick:	InterAct PC-Optix
Adapter Card:	Onboard

Name:	Kenny Hott
Processor:	Gateway Intel 120
RAM:	16 Mb
CD-ROM:	Wearnes 8x
Sound Card:	CL Vibra 16
Video Card:	STB Nitro 64V, 2 Mb
Joystick:	Logitech Wingman Warrior

Name:	Kanon Lillemon
Processor:	Digital Intel P166
RAM:	8 Mb
CD-ROM:	Mitsumi 4x
Sound Card:	Diamond Telecommander
Video Card:	Onboard
Joystick:	CH Flightstick

Name:	Grant McDaniel
Processor:	Goodtech Intel P90
RAM:	16 Mb
CD-ROM:	Creative Technologies 6x
Sound Card:	CL Phone Blaster
Video Card:	ATI Mach 64, 2 Mb
Joystick:	SunCom F-15E Talon
Adapter Card:	Creative Technologies

Name:	Myque Ouellette
Processor:	Compaq Intel P90
RAM:	16 Mb
CD-ROM:	Mitsumi 4x
Sound Card:	Onboard
Video Card:	Onboard
Joystick:	CH Flightstick Pro
Adapter Card:	Onboard

Name:	Anthony Salter
Processor:	Goodtech Intel P90
RAM:	16 Mb
CD-ROM:	NEC 4x SCSI CD-ROM
Sound Card:	Boca Research SE1440
Video Card:	STB Powergraph 64, 2Mb
Joystick:	CH Jetstick
Adapter Card:	Future Domain TMC-3260

Name:	Rhea Shelley
Processor:	Goodtech P120
RAM:	16 Mb
CD-ROM:	Mitsumi 4x
Sound Card:	CL Sound Blaster 32
Video Card:	Diamond Stealth SE, 1 Mb
Joystick:	CH Flightstick Pro

Name:	Todd Wachhaus
Processor:	Dell Intel P133
RAM:	16 Mb
CD-ROM:	NEC 6x SCSI
Sound Card:	CL Sound Blaster AWE 32
Video Card:	Onboard
Joystick:	Gravis Analog Pro
Adapter Card:	Adaptec AHA-2940S76

README.TXT

Privateer 2: The Darkening PCCD

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Origin Systems, Inc. believes the information contained in this document is accurate and reliable. Origin Systems, Inc. reserves the right to update this manual at any time and without notice.

To find out the latest information about Privateer 2: The Darkening, check out our Internet Web site http://www.ea.com/origin.html.

This file has been provided as a supplement to any documentation for Privateer 2: The Darkening. It details last minute information as well as the most common questions and answers.

To print a hardcopy of this file, at the DOS prompt, change to the drive of your CD-ROM drive (i.e. "D:") and type :

PRINT README.TXT [ENTER]

README.TXT Table of Contents

1.0 System Requirements

2.0 Shortcut/Boot Disk Configuration
- 2.1 The Gateway Interface Program
- 2.2 The Bootdisk Maker

3.0 Installation Program

4.0 Performance
- 4.1 Video Performance
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- 4.3 Joystick Calibration

5.0 Manual Additions
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- 5.2 Disc Swapping
- 5.3 Programmable Joystick and Throttle Files

6.0 Troubleshooting
- 6.1 General Information
- 6.2 Questions and Answers
- 6.3 Known Problems & Error Messages

7.0 Sound Card Issues

8.0 DOS Drivers and Manufacturers List

9.0 Miscellaneous

9.1 Windows 95
9.2 Disk Compression

10.0 Origin Customer Service/Technical Support

[1.0] System Requirements

Privateer 2: The Darkening CD-ROM system requirements (which are absolutely needed to play the game) :

- Pentium 75 Processor or higher
- 8 MB of RAM (7 MB of XMS)
- 400 K Conventional Memory
- MS-DOS 5.0 and up
- Double Speed CD-ROM Drive (300,000 bytes/second transfer rate)
- Local Bus Video Card
- 100% Microsoft compatible mouse
- 40 MB of free hard disk space
- Sound Blaster, Ensoniq Soundscape, Media Vision Pro Audio Spectrum, Gravis Ultrasound or 100% compatible sound card.

System Recommendation - Optimal :

- Intel Pentium 120 MHz or higher
- 16 MB of RAM (15 MB of XMS)
- 500K Conventional Memory
- Quad Speed or CD-ROM Drive (600,000 bytes/second transfer rate)
- PCI SVGA video card
- 100% Microsoft compatible mouse
- 40 MB of free hard disk space
- Sound Blaster, Ensoniq Soundscape, Media Vision Pro Audio Spectrum, Gravis Ultrasound or 100% compatible sound card.
- Two button Joystick

[2.0] Shortcut/Boot Disk Configuration

If you are having trouble running Privateer 2: The Darkening, almost all problems can be solved by making a shortcut/boot disk. Regardless of the total amount of RAM and/or conventional memory, processor speed/power, etc., the boot disk will set up your computer specifically to run Privateer 2: The Darkening. Expanded Memory Managers (EMM386, QEMM386, 386MAX, NETROOM, etc.) are not needed and if configured incorrectly, will often conflict with The Darkening's protected mode memory manager.

[2.1] Shortcut Instructions

If you have Windows 95, it is recommended that you create a shortcut for Privateer 2: The Darkening. The program SHORTCUT.EXE can be used to assist you. SHORTCUT.EXE examines your hard drive CONFIG.SYS and AUTOEXEC.BAT and determines the best configuration for running Privateer 2: The Darkening.

The shortcut maker is built into the Windows 95 Gateway interface.

Most users need to insert CD #1 for the Gateway to appear.
If the interface screen does not appear, simply follow the steps below :

1) Left-click your START Button.

2) Left-click the RUN function.

3) Type in the following command.

<your CD-ROM letter>:\GATEWAY\GATEWAY.EXE

For Example, D:\GATEWAY\GATEWAY.EXE

4) Left click OK.

The Gateway interface should shortly appear.

The Gateway is a Windows 95 based command interface which gives you easy access to several important programs and extras.

The most important program included is the shortcut maker. If you have Windows 95, running the game can be as easy as clicking on the "Shortcut to DOS" icon, then double clicking the Privateer 2 icon on your Desktop.

The "Coming Attractions" button will allow you to play preview movies of several upcoming/recently released games. Unfortunately, there was not enough space to place the movies on disc 1. Clicking on this icon will prompt you to insert disc 3. You will then be presented with a list of movie selections.

"Catalog" will run a version of the latest Origin Catalog through Windows. Enjoy!

Clicking on the "Help" icon will open notepad with a copy of the README.TXT.

"Exit" will exit. Simple!

[2.2] Boot Disk Instructions

If you have DOS, it is recommended that you create a floppy boot disk for Privateer 2: The Darkening. If you have a blank floppy disk for your A: drive, the program BOOTDISK.EXE can be used to assist you. BOOTDISK.EXE examines your hard drive CONFIG.SYS and AUTOEXEC.BAT and determines the best configuration for running Privateer 2: The Darkening. All you have to do is put a blank floppy in the drive, type BOOTDISK at the CD-ROM drive prompt, and press [ENTER].

Once the boot disk is finished, simply reboot your machine with that disk in the A: drive. To play Privateer 2, boot your machine with the boot disk in drive A:. To return to your previous configuration, boot the machine without the boot disk. It's that easy!

To make a boot disk for Privateer 2: The Darkening manually, please use the following instructions :

1) Place a blank disk in drive A:

2) Type C: and press [ENTER]

3) Type FORMAT A: /S and press [ENTER]

4) Type A: and press [ENTER]

5) Type COPY C:\CONFIG.SYS and press [ENTER]

6) Type COPY C:\AUTOEXEC.BAT and press [ENTER]

7) Type EDIT A:\CONFIG.SYS and press [ENTER]

8) Different computers have different sound cards, CD-ROM drives, etc. Therefore, after the first 5 lines, we cannot list out the exact lines needed.

   However, the original lines from your hard disk CONFIG.SYS will be there, and you can try to make sure lines of the CONFIG.SYS on the boot disk read somewhat like the following :

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
FILES=50
BUFFERS=50
SHELL=C:\DOS\COMMAND.COM C:\DOS\ /P
DEVICE=C:\<path>\<possible sound card drivers>
DEVICE=C:\<path>\<CD-ROM drivers>
DEVICE=C:\<path>\<possible mouse driver>
```

   Lines to remove from the CONFIG.SYS of the boot disk :

```
DEVICE=C:\DOS\EMM386.EXE ...
DEVICE=C:\WINDOWS\EMM386.EXE ...
DEVICE=C:\WINDOWS\IFSHLP.SYS
DEVICE=C:\DOS\SMARTDRV.EXE ...
DEVICE=C:\DOS\POWER.EXE ...
```

9) After you are finished with the CONFIG.SYS, press [ALT-F], then [X], then [Y]. You should return to the A: prompt.

10) Type EDIT A:\AUTOEXEC.BAT and press [ENTER]

11) Again, since different computers have different sound cards, CD-ROM drives, etc., we cannot list out the exact lines needed for the AUTOEXEC.BAT file. However, the original lines from your hard disk AUTOEXEC.BAT will be there, and you can try to make sure lines of the AUTOEXEC.BAT on the boot disk read somewhat like the following :

```
@ECHO OFF
PROMPT $p$g
PATH C:\DOS
C:\<path>\MSCDEX.EXE ...
<possible sound lines (SET BLASTER=, SET SOUND=, etc.)>
<possible mouse driver lines (C:\DOS\MOUSE, etc.)>
```

   Lines to remove from the AUTOEXEC.BAT of the boot disk :

C:\DOS\SHARE.EXE ...
C:\DOS\SMARTDRV.EXE ...
C:\WINDOWS\SMARTDRV.EXE ...

12) After you are finished with the CONFIG.SYS, press [ALT-F], then [X], then [Y]. You should return to the A: prompt.

13) Reboot your computer with the new boot disk. You may now try to install/run the game!

[3.0] Installation Program

Before you can run Privateer 2: The Darkening, you will have to run its installation program. This program allows you to setup your sound card, set the save game directory, and select your control device. To begin the installation switch to your CD-ROM drive (for example, if your CD-ROM drive is the "D" drive, you would type D: and hit [ENTER] and then type INSTALL. If you need to change your sound settings you must run the SETSOUND program from your hard drive directory.

When you run the installation program, you can set four different options: The sound card, the music card, the destination directory, and the control type.

You should first choose your Sound Card. Click on the arrow next to Sound Card and you will be presented with a list of different sound cards. You can scroll through the options by clicking on the up and down arrows on the selector. When you have chosen your card, click on OK. At this point you will be given the option to have the card detected automatically or manually.

In most cases, you should just be able to click on AUTODETECT to set up your sound card. Otherwise, you must click MANUAL and enter the base address of your card. After choosing the sound card, you can click on the PRESS TO TEST SOUND option. If you hear an explosion, then you have successfully chosen the sound card. You can repeat the sound test as necessary. Next, you should select the Music card in the same way you chose the Sound card. When you test the music, you will hear repeating drums.

You can change the destination directory by clicking on the arrow next to DIRECTORY. The destination directory is the location to which the game will install. The default directory is C:\DARK. You can select another directory by typing in another 8 letter directory name when prompted. To change the drive you wish to install to, backspace over the entire path name and type the new destination directory.

Finally, you can change the control type. When you run the installer for the first time, the mouse will be the default controller. If you wish to use a joystick, you should use the selector (remember to click on the up and down arrows) to highlight joystick. If you have a CH Products throttle, select Joystick/Throttle.

[4.0] Performance

-- What kind of performance should I expect?

Space flight depends HEAVILY upon the CPU speed of your system. But this will only work up to a certain point as defined by the speed of your video. For example, a Pentium computer with an ISA video card will bottleneck due to the slow video card performance. Remember : A local bus video card is required.

-- How do I improve my computer's CPU speed?

A) Ensure that you have your Internal and External Cache enabled for your CPU. Contact your computer manufacturer to investigate these settings further.

B) Upgrading your CPU and motherboard is the only other way to improve this performance. Some of today's systems have included the use of ZIF Sockets that make CPU chip upgrades easier. Doubling your clock speed may be as simple as putting in a new CPU. Contact your computer manufacturer for details about your specific system and its possibilities for upgrade.

[4.1] Video Performance

The game runs in SVGA 640x480 256 color mode. You must have a VESA driver installed or included on your video card. If your video card does not support the VESA standard, then the game will not run.

-- What kind of performance should I expect?

Space flight AND Movies depend heavily upon the speed of your video. As mentioned in the CPU section, the processor speed can only take you so far. After that, the video speed will carry the rest of the load.

-- How do I improve my frame rate?

The system architecture of your computer greatly affects the overall performance of any video card. For most ISA customers, the best increase in video performance will be to upgrade to a new motherboard with VLB or PCI architecture. For increases within a particular type of architecture, research each video card for its DOS performance and rating by nationally recognized benchmarks or publications.

NOTE : Windows accelerator cards which feature enhanced Windows video speeds MAY NOT provide the same type of performance in DOS. Check your local retailer or video card manufacturer for more information about these performance ratings.

[4.2] CD-ROM Performance

-- What kind of performance should I expect?

The speed of your CD-ROM determines the load times for movies and missions. As you would expect, the faster the drive means less time waiting, and shorter load times.

-- How do I my increase my CD-ROM speed?

Short of buying a new CD-ROM drive, there is not much that can be done to improve the transfer rate of a CD-ROM drive to help Privateer 2: The Darkening perform faster. However, if you notice that the transfer rate of the CD-ROM drive is not what you expect, then it could be attributed to a couple of problems.

It is most probable that your CD-ROM software drivers may not be communicating with the CD-ROM drive properly. It is very important that you have the latest driver for your CD-ROM drive. Pausing during movies, slow CD access/load times and CDR-101 error messages (not being able to access the CD) may all be the result of the use of an outdated driver. Contact your CD-ROM drive or Multimedia Kit manufacturer to see if you have the latest CD-ROM driver. Users of SCSI controller cards should call their controller card manufacturers to ensure that their software fully supports the specific CD-ROM drive by model number.

[4.3] Joystick Calibration

If you selected Joystick or Joystick/Throttle for your control device then you will be asked to calibrate your joystick. Follow the on-screen instructions to calibrate the joystick. As you move the joystick around, the yellow rectangle will decrease in size. Once initially calibrated, a circular cursor SHOULD appear in the center of the yellow square.

If your cursor flickers between positions or jumps unexpectedly from one location to another as you move it, then your joystick as not calibrated properly for one of the following possible reasons :

1) Joystick Port Conflict: Two active joystick ports on the same system will confuse the calibration routine and produce erroneous data.

   SOLUTION: Possible locations for joystick/game ports can be found on either a) the sound card, b) the i/o serial card (where your mouse might be plugged into) or c) a separate gamecard (usually speed-adjustable). Only one of the ports can be active. Check the respective manufacturer's documentation to find out what settings need to be made to disable one or more of the conflicting ports.

2) Poor Initial Calibration: Click on exit and then try to recalibrate.

3) Machine Speed Conflict: Some gameports cannot handle the speed of some computers, especially Pentiums. As a result, the calibration information returned to the software routine is inaccurate.

   SOLUTION: Your system may benefit from the purchase of a speed-adjustable gamecard. These gamecards allow the user to adjust the rate at which the joystick calibration can actually speak to the joystick hardware. Some of the tested gamecards include the Thrustmaster ACM, the Gravis

Eliminator, the Kraft Game Card and the CH Gamecard 3.

4) Bad Joystick Hardware: Unfortunately, some joystick hardware gives out after repeated usage. If you have checked the other 3 possibilities and you still have trouble calibrating, try attaching another joystick from a friend's computer. This may help you pinpoint the problem.

[5.0] Manual Additions

Some things have been included or changed in the game after the manual was sent to the printer. Any additions and changes will be listed here.

[5.1] How to ID a ship or object.

Target the object in question, and fly between 25-75 klics of it. It should then have an ID name or number in the target window.

[5.2] Disc Swapping

When you are asked to swap discs, put in the disc that it requests, and then press the spacebar.

[5.3] Programmable Joystick and Throttle Files

There are preprogrammed files for programmable joysticks and throttles that have been included with Privateer 2. The joysticks and throttles that have preprogrammed files are:

Thrustmaster FLCS, FLCS w/ WCS Mark II, FCS w/ WCS Mark II, WCS Mark II w/ 2 button joystick, Suncom F-15E Eagle, Gravis Firebird, Grave Phoenix, CH Throttle, CH Pro Throttle.

These files are located on Disc 1 of Privateer 2 in the JOYSTICK directory.

For a detailed explanation of the file names and what they do, see the JOYSTICK.TXT file in the JOYSTICK directory on Disc 1 of Privateer 2.

[6.0] Troubleshooting

If the game crashes inexplicably or there are sound and video glitches, it is probably the result of an invalid configuration. Try making a boot disk and start again. The problem may not reoccur. If it does, consult the troubleshooting section. You may have outdated CD-ROM device drivers or your hardware may have loose cables, bad SCSI termination or some other problem. If the CD-ROM appears undamaged, check your hardware and/or contact the manufacturer of your CD-ROM drive to obtain the latest software

device drivers and/or hardware fixes.

[6.1] General Info

Here are some things to check :

1) Set up a BOOT DISK! :)

2) Make sure your VESA driver is current and up to date.

3) You have a clean hard disk with at least 40MB of free space. If you are using disk compression, make certain to install onto an uncompressed part of the hard drive.

4) Check sound card settings and compatibility.

5) Make sure your CPU is 100% Intel compatible.

6) The MSCDEX driver can have unpredictable behavior. If it is loaded high OR if the /E parameter is used, its behavior generally becomes much worse.

7) SCANDISK and DEFRAG your hard drives regularly. Consult your DOS or Windows 95 manuals for instructions on using these utilities.

[6.2] Questions and Answers

Q : How do I run the install program to change my configuration?
A : There is no way to re-run the install program after installation. You can adjust your Soundcard settings from the hard drive by typing :

```
SETSOUND
```

while in the C:\DARK directory.

Q : Will I get any benefit from using a disk cache, such as SMARTDRIVE?
A : If you have lower than 16 MB of RAM, it is recommended that you remove any disk caching software. The game will in fact, run slower with it. The disk cache also uses memory that may keep you from running the game.

However, if you have more than 16 MB of RAM, you may want to allocate an amount over the first 16 MB to SMARTDRIVE, the disk caching software that comes with MS-DOS 5.0 and up. For SMARTDRV.EXE that comes with MS-DOS 6.20 and up, by default, SMARTDRIVE caches CD-ROM drives. You will want to disable this feature when playing Privateer 2: The Darkening. For example, if you have 24 MB of RAM and the letter of your CD-ROM drive is "D:", you may want to include the following line in your AUTOEXEC.BAT file on the boot disk :

```
C:\DOS\SMARTDRV.EXE 4096 D-
```

```
+-----------------------------------------------------+
| NOTE : Do NOT install the game with SMARTDRIVE loaded! |
+-----------------------------------------------------+
```

Q: Why do my movies start and stop?
A: The movies pause because data is not being transferred from the CD-ROM drive to our game at a sustained rate. Make sure your CD-ROM driver is up to date. You will need to contact your CD-ROM drive manufacturer to see if you have the latest version. You can check the list of problem CD-ROM drivers at the end of this file to see if your driver needs to be updated.

[6.3] Known Problems & Error Messages

Error message : "Error opening file..."

Problem : You do not have enough Files and/or Buffers.

Solution : Make a floppy boot disk/shortcut and the problem should go away.

Error message : "Not enough mem to install the game"

Problem : You do not have enough XMS memory to run Privateer 2.

Solution : You will need at least 7104K of XMS memory. Make a floppy boot disk and the problem should go away.

Error message : "File is to small to estimate stream speed"

Problem : Privateer 2 has encountered a bad CD read.

Solution : Clean the CD using a lint free cloth and the problem should go away.

Error message : "Error! Initing Inflation"

Problem : Game has detected an error in one of the savegame files.

Solution : Reload the savegame, or try a different savegame.

Problem : Lockups During opening movie, [ESC] takes you further into the game.

Solution : You have chosen the incorrect sound card settings or have an IRQ or DMA conflict with your sound card and another device in your system. Verify your sound card settings are "conflict free" and run the SETSOUND program.
* If the game appears to lock at a black screen at the start of the game, try pressing [ESC]. If you continue to the beginning of the next movie, your sound card settings are incorrect. Run SETSOUND from the installed directory.

Problem : Lockup/Problems at the joystick calibration screen

Solution :

1) Make sure you have only one joystick port active. If you do not, you may have a joystick port conflict. Resolve and retry.
2) Remove the joystick completely and install the game. Plug in the joystick after the game has been installed and calibrate from within the game.
3) Try another joystick.
4) If you have more than one joystick port, disable the current joystick port and use the second joystick port and retry.
5) Disable all open joystick ports and try using a speed adjustable gamecard.

[7.0] Sound Card Issues

For Digital FX, the game supports the Sound Blaster (and 100% Sound Blaster compatibles), Sound Blaster Pro, Sound Blaster 16, Sound Blaster AWE 32, Pro Audio Spectrum, Ensoniq Soundscape, and Gravis Ultrasound.

NOTE : All sound cards are to be used in their NATIVE MODE only. For example, the Ensoniq Soundscape emulates the Sound Blaster. Yet for Digital FX, choose Ensoniq Soundscape rather than Sound Blaster/Compatibles.

The install program chooses the default settings of the sound card defined by the manufacturer. Some sound cards which emulate other sound cards may not work with Privateer 2: The Darkening. If you are using a sound card which is not listed as a choice in the installation program, please consult your sound card manufacturer to see about getting your sound card to properly emulate one of the sound cards listed.

[8.0] DOS Drivers and Manufacturers List

Privateer 2: The Darkening is a DOS based game. The game will work on Windows 95 machines in a DOS shortcut that reboots the system in MS-DOS mode. Since the game is native to DOS, you will need DOS based drivers for your CD-ROM, sound card and mouse.

These drivers are normally loaded onto new computers. In some cases, however, you may need to contact your hardware or system manufacturer to obtain the drivers you need to run the game. Consult the documentation that shipped with your computer system. Below is a list of contacts for several popular manufacturers. If you have a computer from one of the manufacturers below, and do not have DOS drivers, please contact them to obtain those drivers.

Company	Phone Number	Web Address
Dell	1-800-624-9896	www.us.dell.com
Compaq	1-800-652-6672	www.compaq.com
Gateway	1-800-846-2301	www.gw2k.com
Packard Bell	1-800-598-3000	www.packardbell.com
Micron	1-800-877-8856	www.mei.micron.com
IBM	1-800-426-7255	www.ibm.com

NEC	1-800-632-4554	www.nec.com
Acer	1-800-445-6495	www.acer.com
Hewlett Packard	1-800-243-9812	www.hp.com
AST	1-800-727-1278	www.ast.com

[9.0] Miscellaneous

[9.1] Windows 95

NOTE: When creating a DOS reboot icon for Privateer 2: The Darkening you will need to have your MS-DOS Real-mode drivers available for your system hardware. These drivers are necessary for your all of your peripherals to function correctly when rebooting into a DOS environment. If your computer came with Windows 95 pre-installed, these drivers may not be readily available. Follow the directions in the Install guide on making a DOS reboot in Windows 95. If you are unable to find certain drivers, consult your computer's documentation for information on how to enable the MS-DOS Real-mode drivers.

Q: Can Privateer 2: The Darkening run in a Windows 95 window? Can I use Windows 95 DOS mode instead of a DOS reboot?
A: No. It is NOT possible for Privateer 2: The Darkening to run within a Windows 95 window. You must reboot to MS-DOS mode to play the game. For more information on how to create an MS-DOS reboot please refer to the Install Guide.

[9.2] Disk Compression

We strongly recommend that you install Privateer 2: The Darkening onto an uncompressed portion of your hard drive. Privateer 2 will not function properly on a compressed drive.

[10.0] Origin Customer Service/Technical Support

If you would like to contact Origin Technical Support, please call 512-434-HELP (4357) M-F 9:00am to 1:00 pm, 2:00pm to 5:00 pm.

Internet : support@origin.ea.com
Internet Web site : http://www.ea.com/origin.html
AOL : Mail to ORIGINCS

When you call, your problem can be resolved much faster if you have the following information :

* The EXACT error message displayed (very important!)
* A copy of your CONFIG.SYS and AUTOEXEC.BAT files
* A detailed list of the hardware and who the manufacturer is
* The results of a MEM /C statement
* Information on your sound card including the manufacturer

and settings

* Information on your video card and the manufacturer

* Any information you feel would be helpful

Happy Gaming!

-END OF FILE-

Privateer 2 : The Darkening
Programmable Joystick Notes
Origin QA - 10/29/96

This text file is designed to provide brief notes and explanations about the files created by the Origin Privateer 2 QA team for use with specific programmable joysticks and flight control systems. These notes are intended to be a brief explanation of the program files and their use within Privateer 2. For a more detailed description regarding the implementation and use of these files with their respective joysticks, please consult the documentation and notes from the manufacturer.

Joysticks and other devices used by Origin Privateer 2 QA

1. Thrustmaster FLCS
2 Thrustmaster FLCS with WCS MARK II
3. Thrustmaster FCS with WCS MARK II (using ver 1.39 hardware and software)
4. WCS MARK II for use with 2 button joystick
5. Suncom F-15E Eagle
6. Gravis Firebird
7. Gravis Phoenix
8. CH Throttle
9. CH Pro Throttle

Here is an index of the joystick configuration files included with Privateer 2 and the joysticks they are used with.

Name of joystick	File name
Thrustmaster FLCS	PRIV2.B50
	PRIV2.M50
Thrustmaster FLCS w/ WCS MARK II	PRIV2MK2.B50
	PRIV2MK2.M50
Thrustmaster FCS w/ WCS MARK II	PRIV2FCS.ADV
WCS MARK II for use with 2 button joystick	PRIV2.ADV
Suncom F-15E Eagle	P2EAGLE.KEY
Gravis Firebird	PRIV2.FBD
Gravis Phoenix	PRIV2.PHX
CH Throttle	PRIV2.KEY
CH Pro Throttle	PRIV2.PTC

Notes on Joystick programs and layout

---

1. Thrustmaster FLCS

The files needed for the FLCS are PRIV2.B50 and PRIV2.M50. This program was written to use the FLCS only, without any other devices. The layout is designed to allow the player to keep one hand on the joystick, and the other in the area of the TAB key. This will enable the player to access almost every command neccessary in flight, without having to move their left hand around the keyboard very much. For a complete list of programed commands and layout, consult your software and the PRIV2.B50 and PRIV2.M50 files.

2. Thrustmaster FLCS w/ WCS MARK II

The files needed for this setup are PRIV2MK2.B50 and PRIV2MK2.B50. This layout is designed to have most of the functions for flight and combat accessed from the FLCS, with extra and redundant commands through the MARK II WCS. For a complete list of programmed commands and layout, consult your software and the PRIV2MK2.B50 and PRIV2MK2.M50 files.

3. Thrustmaster FCS with WCS MARK II

The file needed for this joystick setup are PRIV2FCS.ADV. This layout was designed to put almost all game functions within easy reach on the joystick. For a complete list of programed commands and layout, consult your software and the PRIV2FCS.ADV file.

4. WCS MARK II for use with 2 button joystick

The file needed for this joystick setup are PRIV2.ADV. This layout was designed to put almost all game functions within easy reach on the joystick. For a complete list of programed commands and layout, consult your software and the PRIV2.ADV file.

5. Suncom F-15E Eagle

The file needed for this joystick is called P2EAGLE.KEY. The layout was designed to put the most commonly accessed commands and controls on the joystick, with other, less frequently used commands accessed through the keyboard. For a complete list of programed commands and functions, consult your software and the P2EAGLE.KEY file.

6. Gravis Firebird

The file needed for this joystick is PRIV2.FBD. The layout has

a lot of functions programed into it, although some of the buttons can be hard to keep track of in high combat situations. Using the afterburner and roll keys on the keyboard, can make things easier for you. For a complete list of programmed commands and functions, consult your software and the PRIV2.FBD file.

7. Gravis Phoenix

The file needed for this joystick is called PRIV2.PHX. This layout was designed to put almost all game functions within easy reach on the joystick. For a complete list of programmed commands and functions, consult your software and the PRIV2.PHX file.

8. CH Throttle

The file needed for this throttle is PRIV2.KEY. The layout is designed to be used in conjunction with the CH Flightstick Pro. It provides basic throttle control as well as targeting and weapon configuration. For a complete list of programmed commands and functions, consult your software and the PRIV2.KEY.

9. CH Pro Throttle

The file needed for this throttle is PRIV2.PTC. The layout is designed to be used in conjunction with the CH Flightstick Pro. It provides basic throttle control as well as targeting and weapon configuration. For a complete list of programmed commands and functions, consult your software and the PRIV2.PTC.

PATCH.TXT

```
            Privateer 2: The Darkening  PCCD
               ------------------------------

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the right to update this file at any time and without notice.

To find out the latest information about Privateer 2: The Darkening,
check out our Internet Web site at:

www.origin.ea.com/english/prod-info/pc-cd/current-titles/p2/index.html

You can also visit the main Origin page at:

http://www.origin.ea.com/

-------------------------------------------------------------------------

To print a hardcopy of this file, at the DOS prompt, change to the
drive of your CD-ROM drive (i.e. "D:") and type :

    PRINT PATCH.TXT  [ENTER]

-------------------------------------------------------------------------

PATCH.TXT Table of Contents

1.0   Installation Instructions

2.0   What's New

3.0     Origin Customer Service/Technical Support


-------------------------------------------------------------------------

[1.0]    Installation Instructions

Ensure the files PATCH.BAT, OSI.EXE, and PATCH17E.DAT are in
your Privateer 2: The Darkening directory.  (usually C:\DARK)
From your Privateer 2 directory, type "PATCH" and press [ENTER].

You should receive a message indicating success.  After the patch
has been correctly installed, when starting Privateer 2, you
will receive the message:

Version 17.0e (Buffalo Wings) Jan 31 1997.

If you see this message, the patch is correctly installed.

-------------------------------------------------------------------------
```

[2.0] What's New

* New Movie Player
Some people experienced a lockup on the Origin logo, and various other places. The new movie player should fix this problem.

* Rendition based Movie lockups
Video cards using the Rendition Verte chipset will usually lockup during the OSI lockup. This is because the video mode the movie player uses is not supported by the video card. The solution was to write a special movie player specifically for these cards. To activate this mode, type "DARK -svga" at the command line. This will use the SVGA movie player specifically written for these cards. The following cards are affected:

Canopus Total 3D
Sierra Screamin' 3D
Creative Labs 3D Blaster
Intergraph Intense 3D

NOTE: While the movie player will no longer lock up, some cards will exibit palette flashes while movies are playing.

* "Setstreamspeed" error message resolved
Several customers encountered an error message when attempting to land on a planet. This problem has been fixed.

* Native support for CH Flightstick Pro and Thrustmaster joysticks has been added. You can select the appropriate joystick from the Spaceflight Options Menu. The table below describes the various available views:

Hat - selects the four views.
Main Trigger - Fires the selected laser(s).
Button "A" - Selects target under the HUD cursor
- When held down rolls in the direction of the stick
Button "B" - Activates the Afterburners
Button "C" - Fires the currently selected missile(s)

* Additional Keyboard Keys
Several keys have been added to increase the functionality of programmable joysticks. The table below indicates the new keys and their function:

SPACEBAR - Fire selected laser(s)
< - Roll counterclockwise.
> - Roll Clockwise.

* Invulnerability added
Due to demand, invulnerability has been added as on option

from the Spaceflight Options Menu.

* News Bulletins
  Certain customers encountered problems with certain News Briefs. This problem has been fixed.

* Wingman Lockup
  Certain customers could have the game lockup if they were out of wingmen. This problem has been fixed.

* Targeting during a roll
  During spaceflight, while executing a roll, the targeting computer would sometimes change targets. This problem has been fixed.

* Gamma Correction
  Gamma Correction/Brightness of movies can be controlled with the + and - keys. Previously, the settings were not saved between movies. This problem is now fixed.

* CD-ROM Disc Swap
  When requesting the next CD, users were required to hit the spacebar after inserting the CD. Privateer 2 will now detect the new CD and continue without user intervention.

* Assertion Failed
  Certain users would receive an Assertion Failed error message in spaceflight if for some reason the game was not able to allocate enough memory for a function. This problem has been fixed.

[3.0] Origin Customer Service/Technical Support

If you would like to contact Origin Technical Support, please call 512-434-HELP (4357) M-F 9:00am to 1:00 pm, 2:00pm to 5:00 pm.

Internet : p2support@origin.ea.com
Internet Web site : http://www.origin.ea.com/

When you call, your problem can be resolved much faster if you have the following information :

* The EXACT error message displayed (very important!)
* A copy of your CONFIG.SYS and AUTOEXEC.BAT files
* A detailed list of the hardware and who the manufacturer is
* The results of a MEM /C statement

* Information on your sound card including the manufacturer and settings

* Information on your video card and the manufacturer

* Any information you feel would be helpful

Happy Gaming!

-END OF FILE-

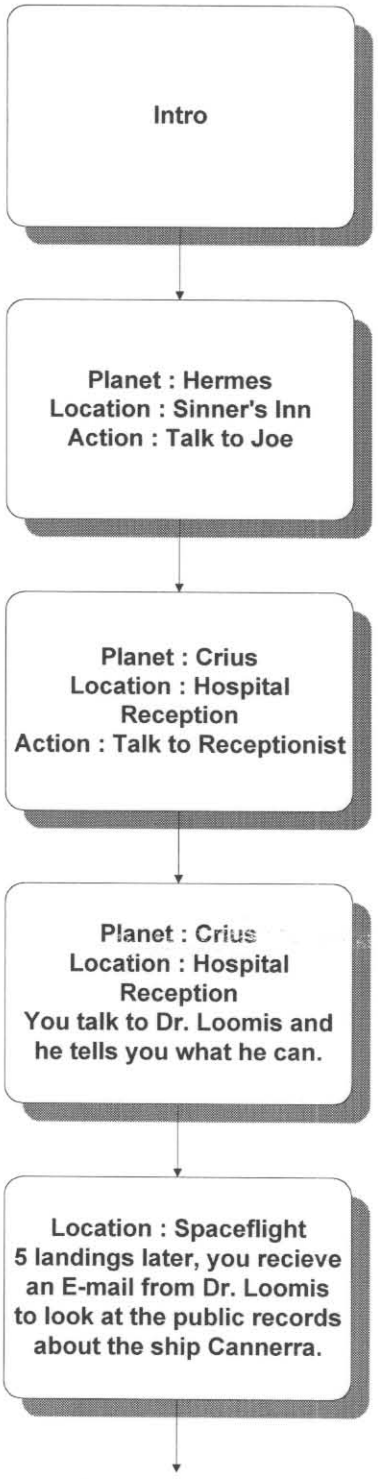
Plot Flowcharts/Trees

The following series of charts detail the various steps needed to compete the main and sub plots.

The Main Plot

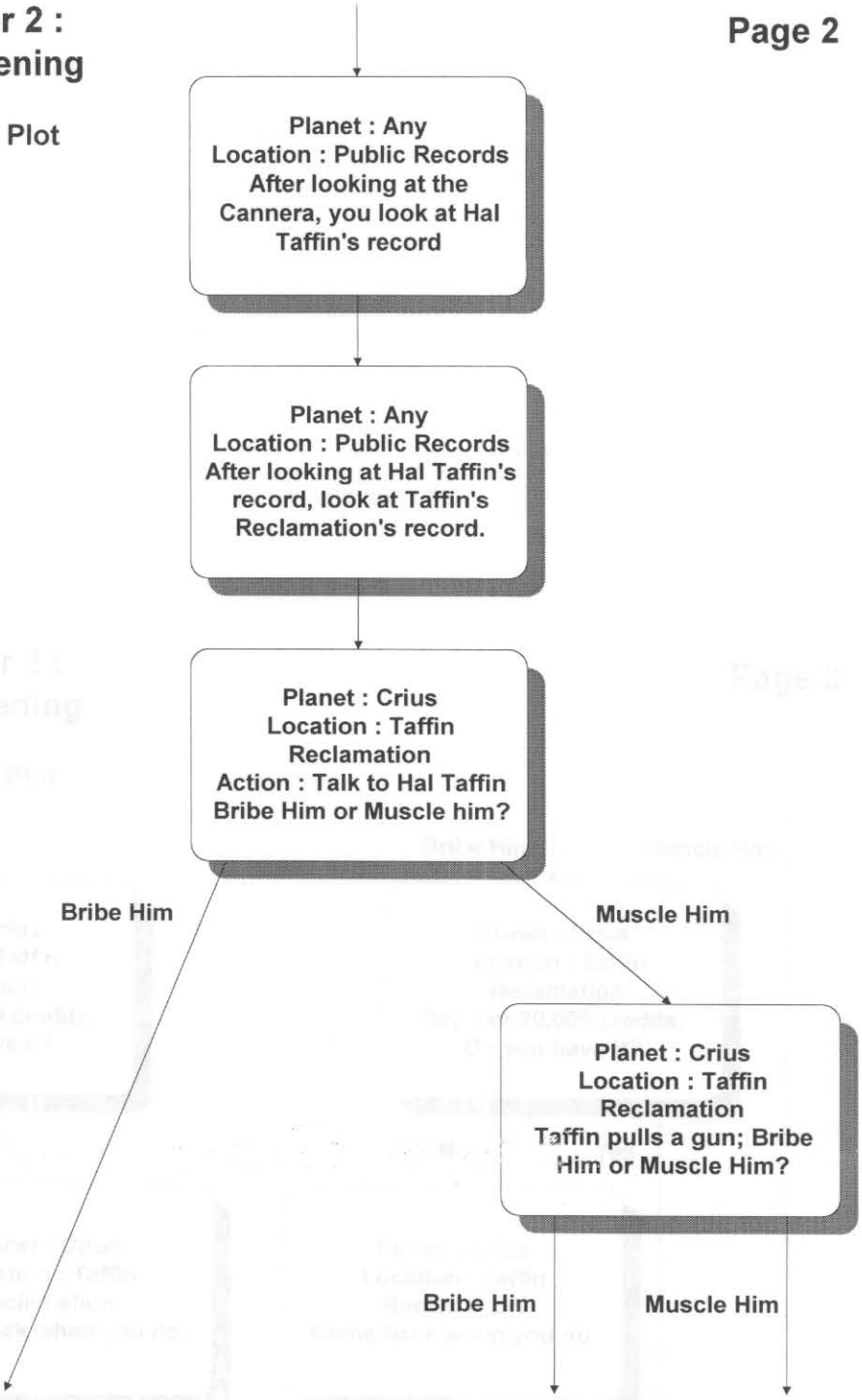
Privateer 2 : The Darkening

The Main Plot



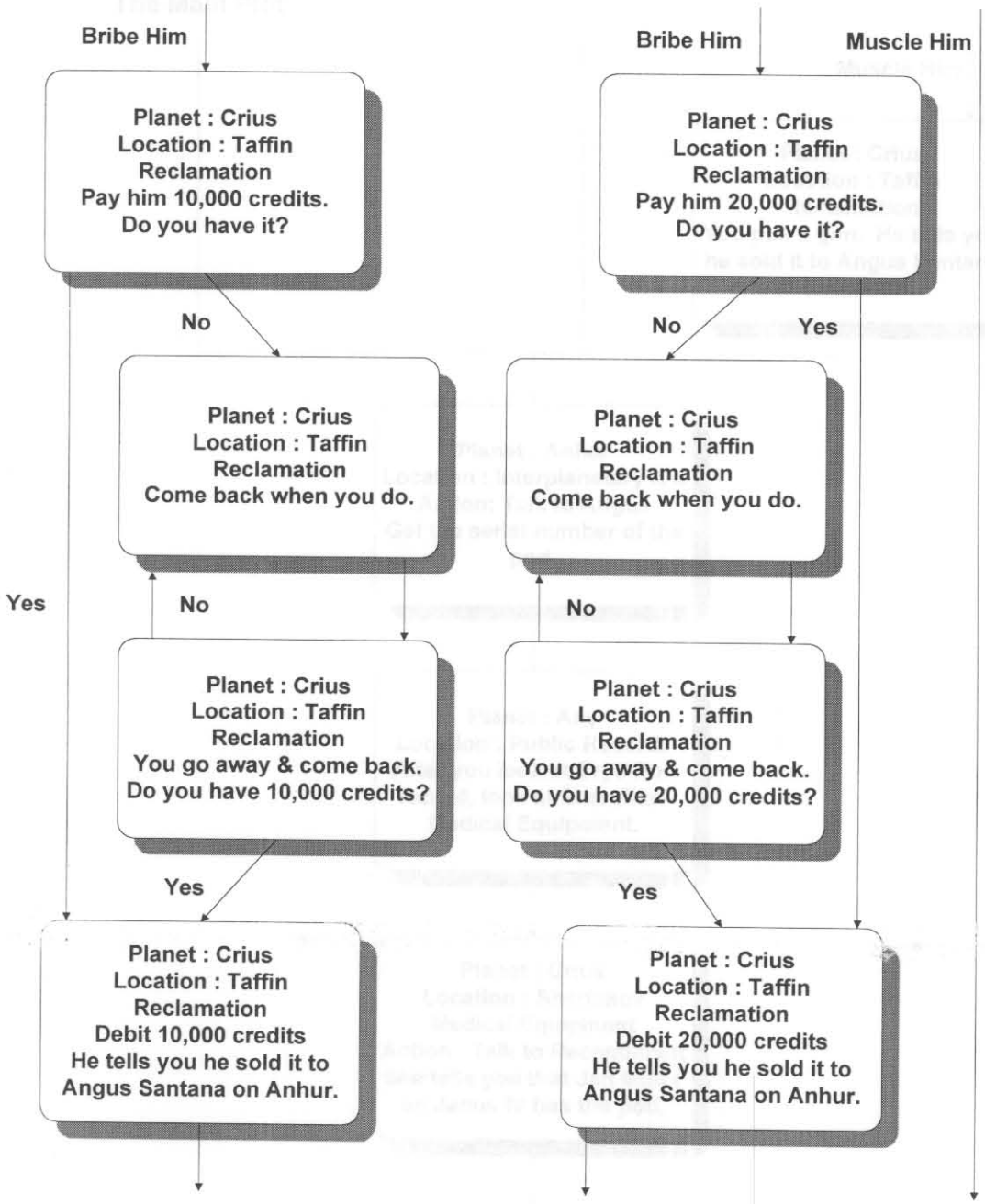
Privateer 2 : The Darkening

The Main Plot



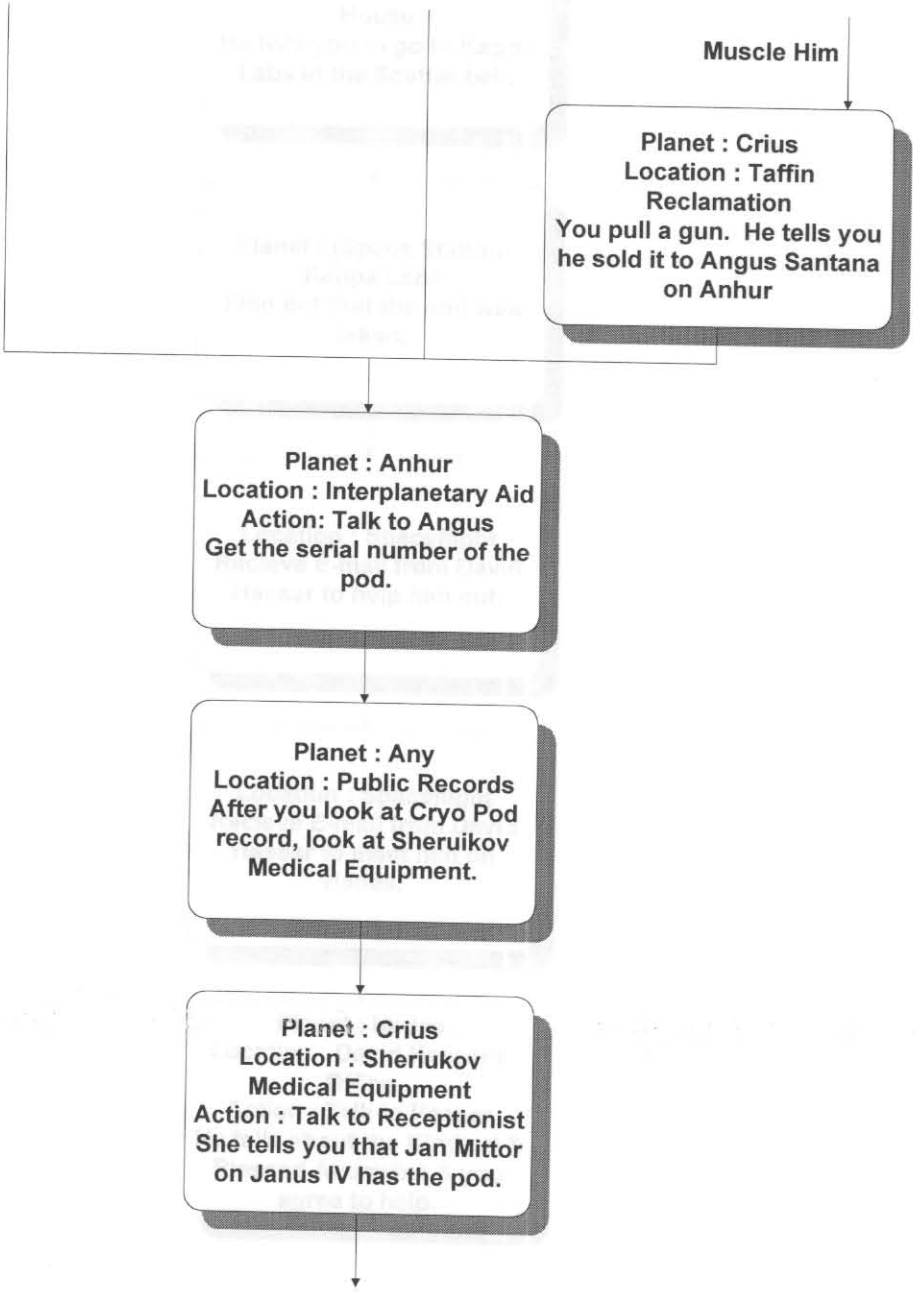
Privateer 2 : The Darkening

The Main Plot



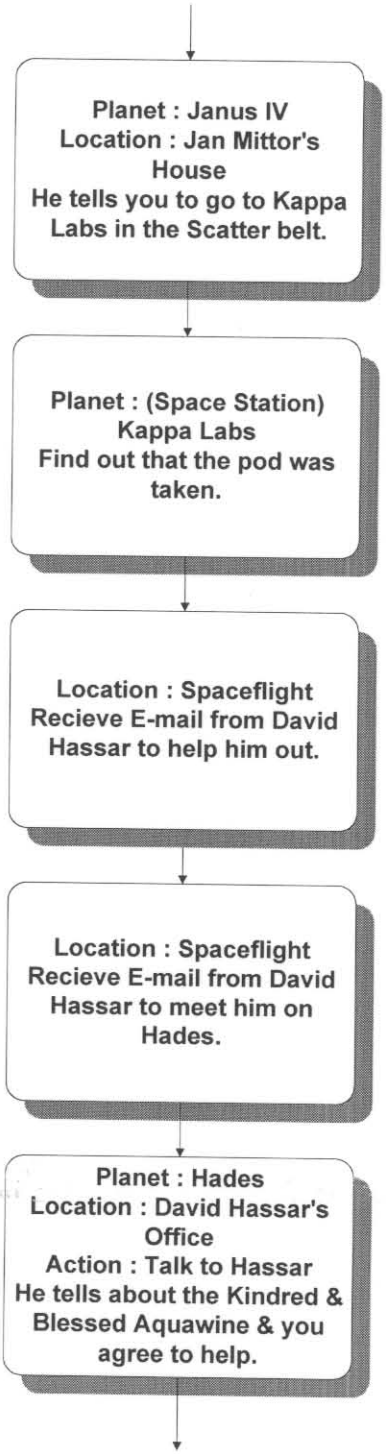
Privateer 2 : The Darkening

The Main Plot

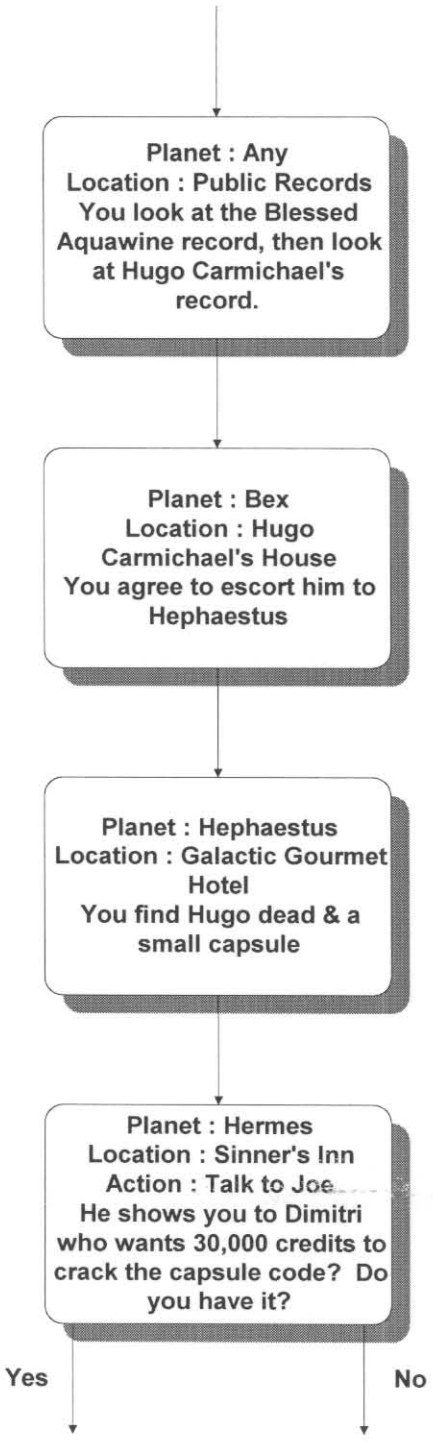


Privateer 2 : The Darkening

The Main Plot

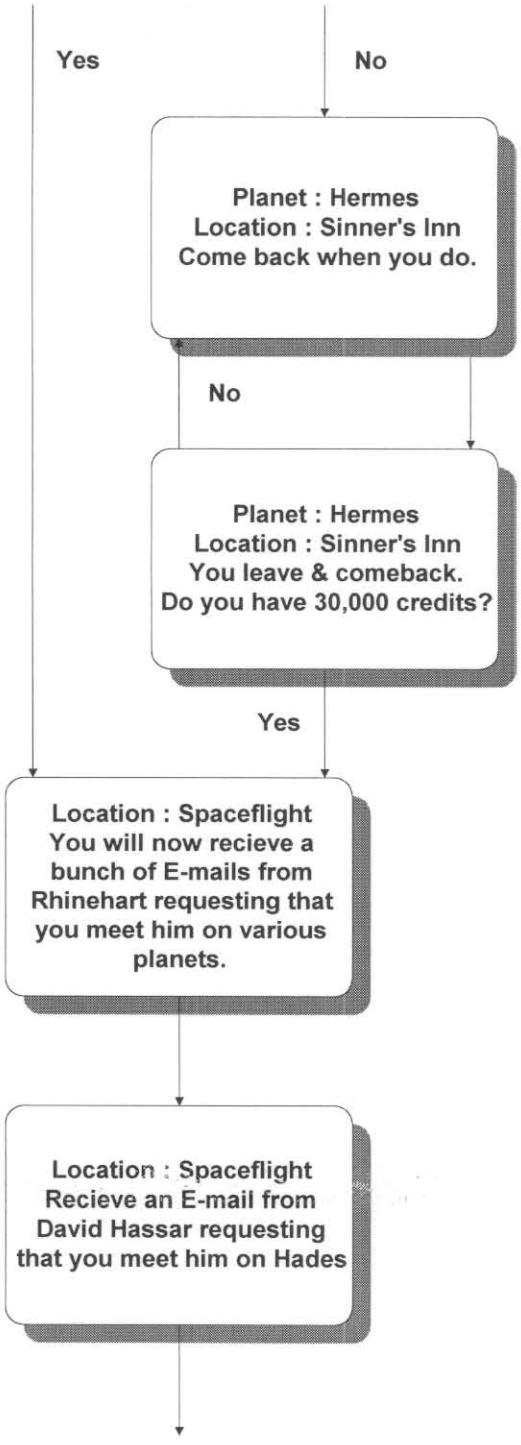


The Main Plot



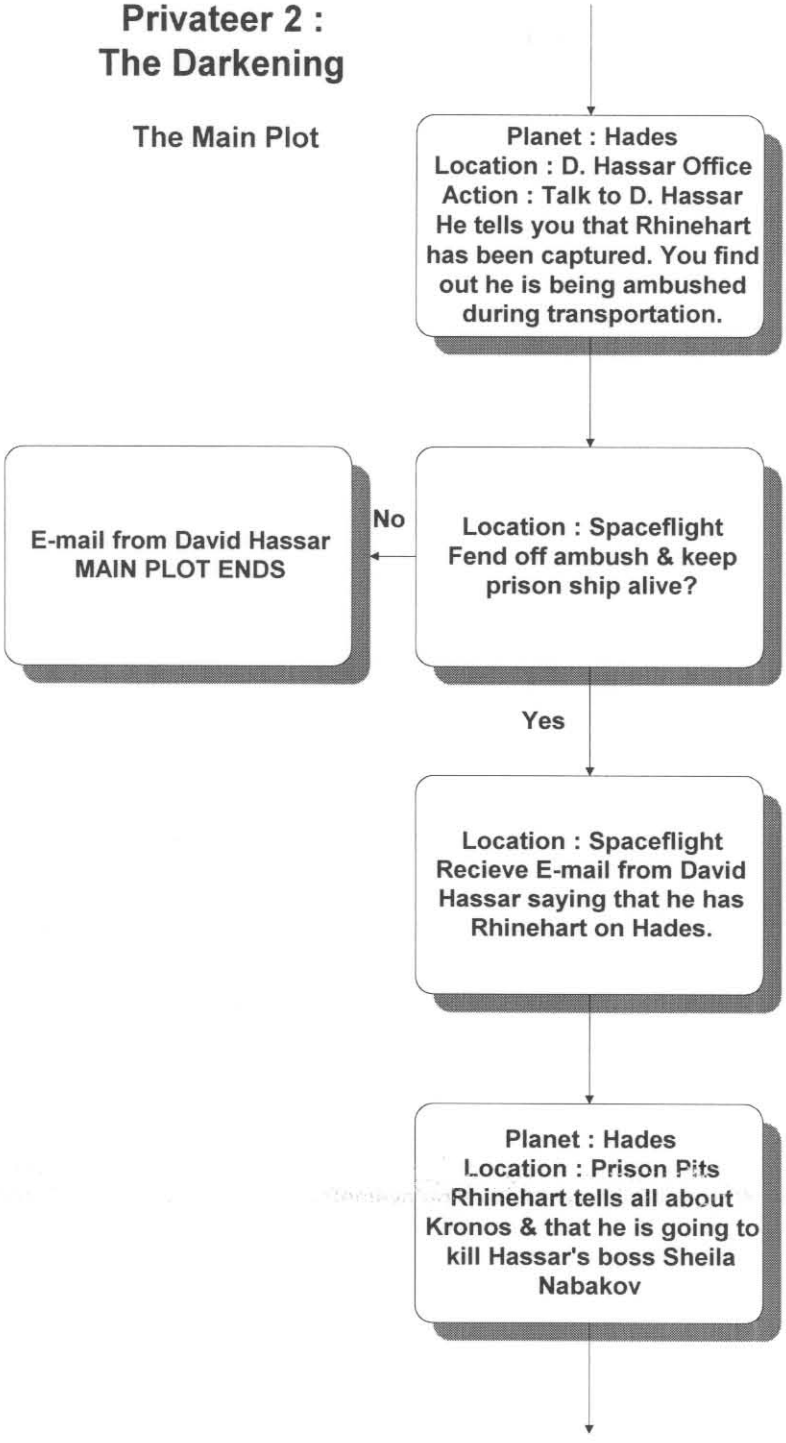
Privateer 2 : The Darkening

The Main Plot



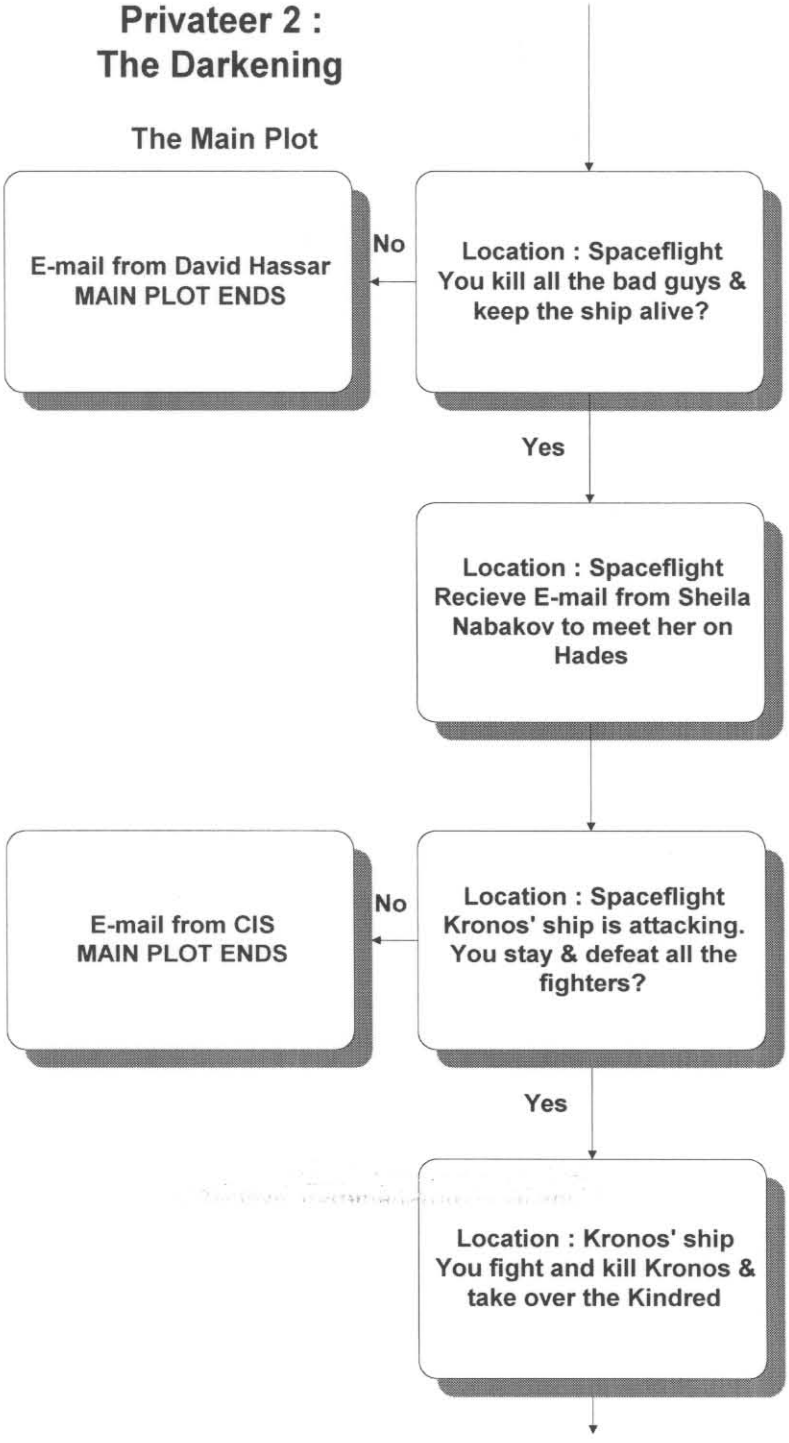
Privateer 2 : The Darkening

The Main Plot



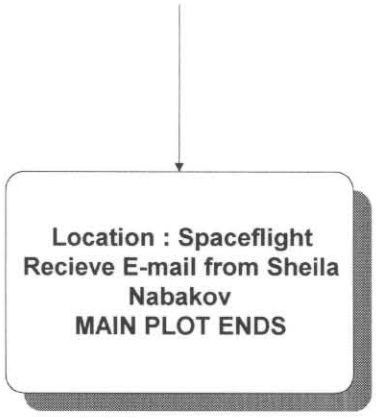
Privateer 2 : The Darkening

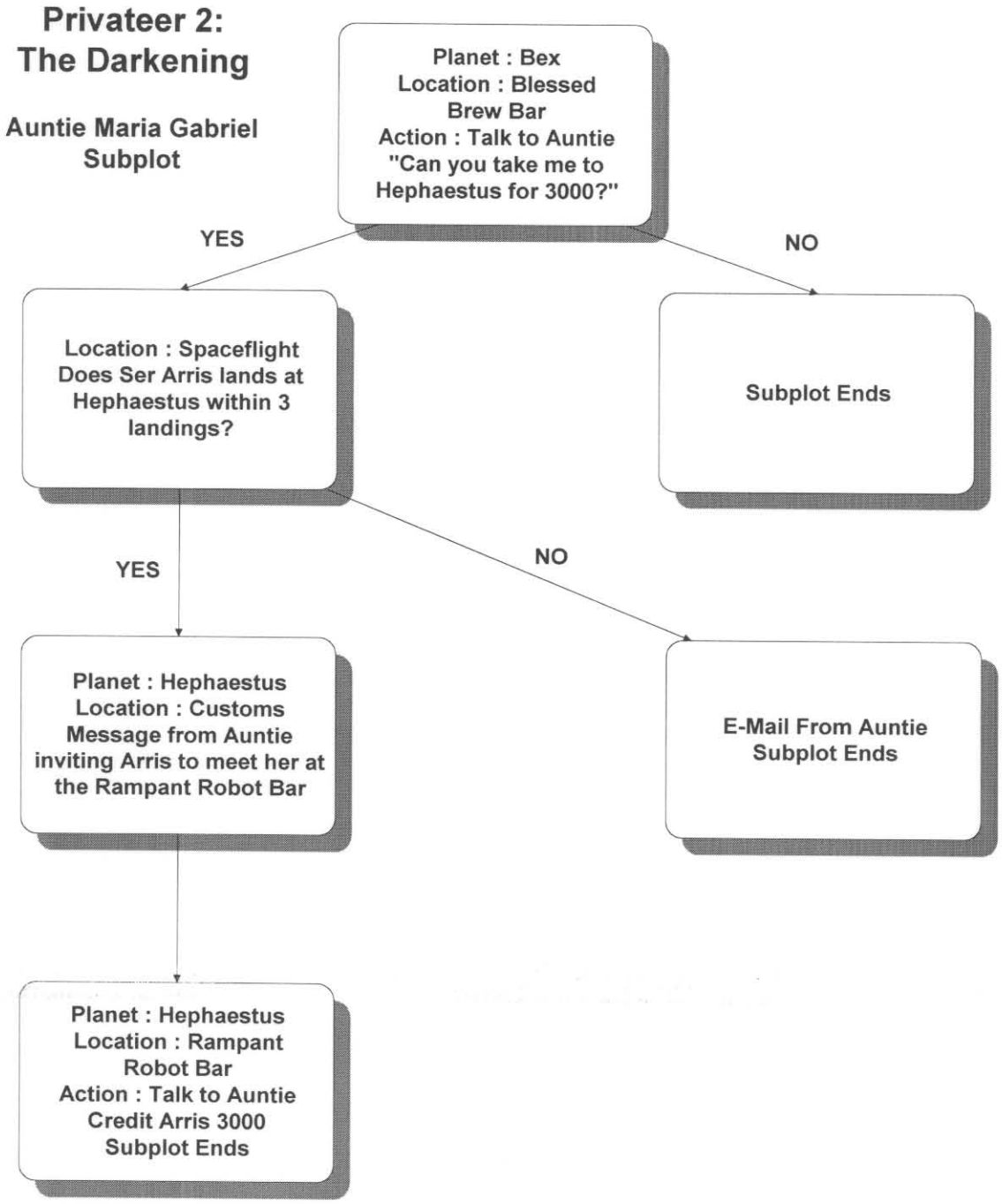
The Main Plot

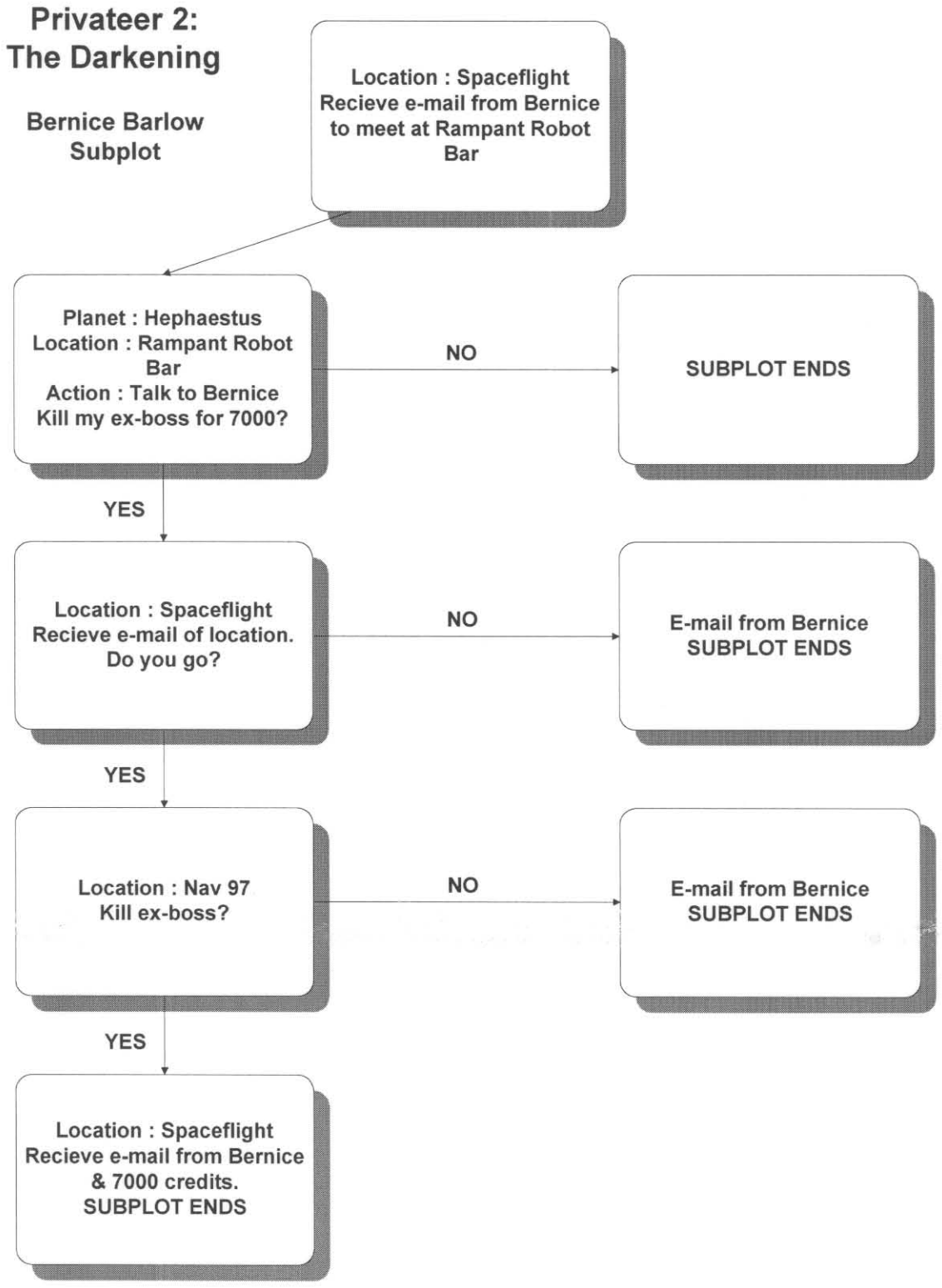


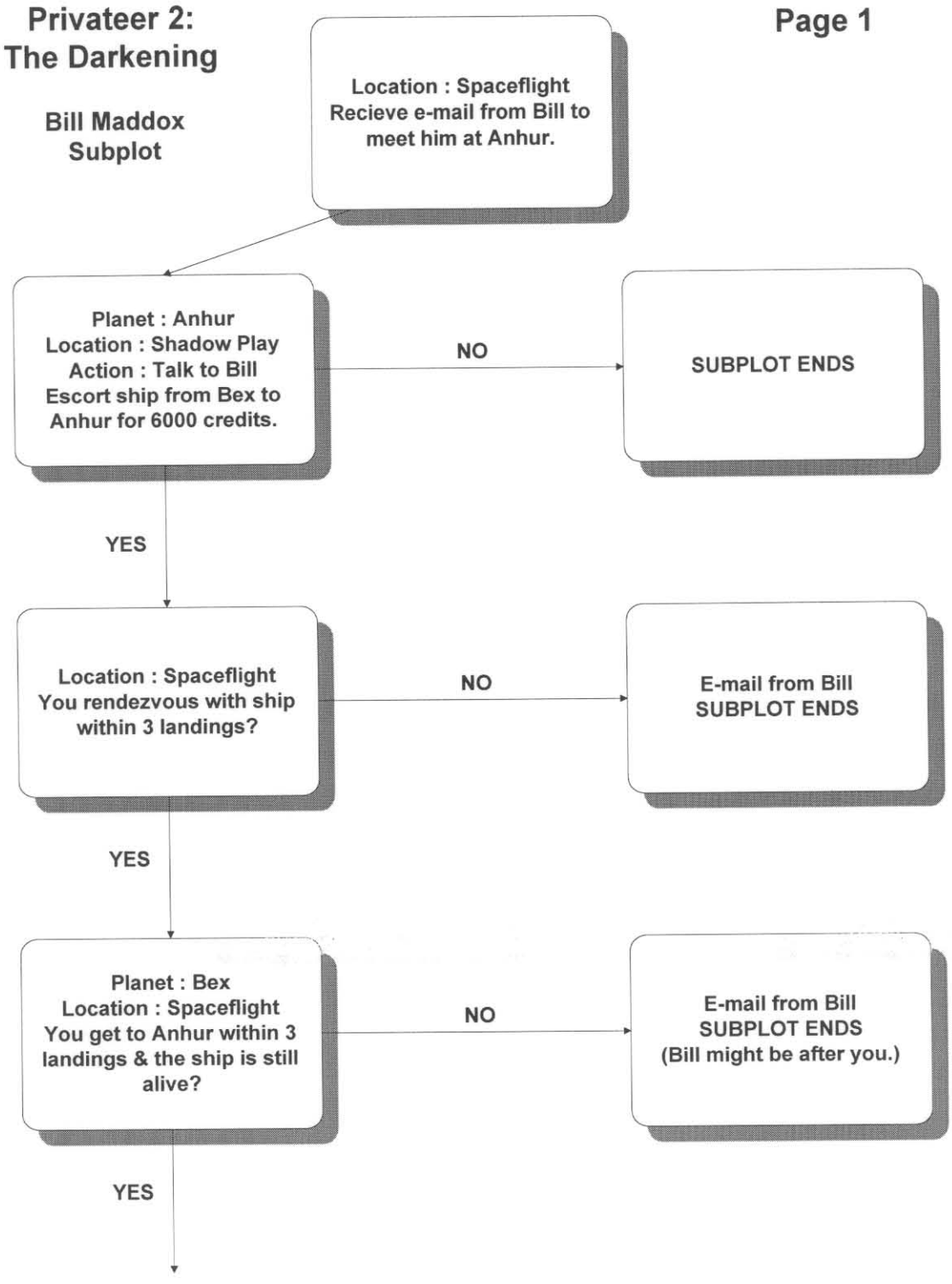
Privateer 2 : The Darkening

The Main Plot

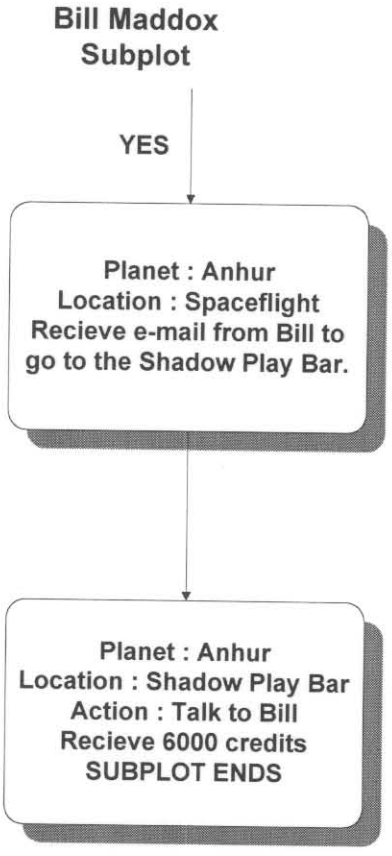



Privateer 2:
The Darkening
Auntie Maria Gabriel
Subplot
Planet : Bex
Location : Blessed
Brew Bar
Action : Talk to Auntie
"Can you take me to
Hephaestus for 3000?"
YES
NO
Location : Spaceflight
Does Ser Arris lands at
Hephaestus within 3
landings?
Subplot Ends
YES
NO
Planet : Hephaestus
Location : Customs
Message from Auntie
inviting Arris to meet her at
the Rampant Robot Bar
E-Mail From Auntie
Subplot Ends
Planet : Hephaestus
Location : Rampant
Robot Bar
Action : Talk to Auntie
Credit Arris 3000
Subplot Ends


Privateer 2:
The Darkening
Bernice Barlow
Subplot
Location : Spaceflight
Recieve e-mail from Bernice
to meet at Rampant Robot
Bar
Planet : Hephaestus
Location : Rampant Robot
Bar
Action : Talk to Bernice
Kill my ex-boss for 7000?
NO
SUBPLOT ENDS
YES
Location : Spaceflight
Recieve e-mail of location.
Do you go?
NO
E-mail from Bernice
SUBPLOT ENDS
YES
Location : Nav 97
Kill ex-boss?
NO
E-mail from Bernice
SUBPLOT ENDS
YES
Location : Spaceflight
Recieve e-mail from Bernice
& 7000 credits.
SUBPLOT ENDS

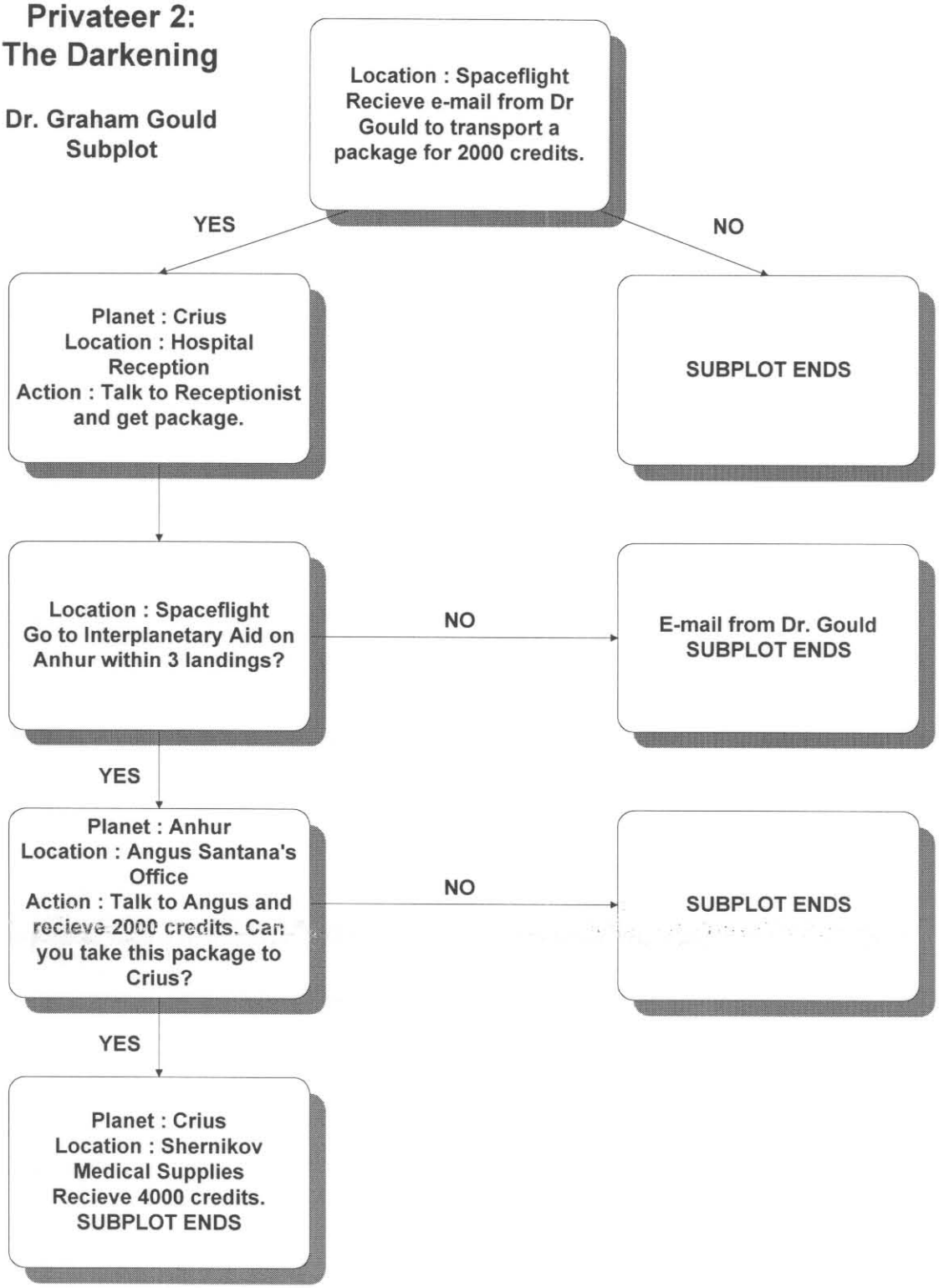

Privateer 2:
The Darkening
Bill Maddox
Subplot
Page 1
Location : Spaceflight
Recieve e-mail from Bill to
meet him at Anhur.
Planet : Anhur
Location : Shadow Play
Action : Talk to Bill
Escort ship from Bex to
Anhur for 6000 credits.
NO
SUBPLOT ENDS
YES
Location : Spaceflight
You rendezvous with ship
within 3 landings?
NO
E-mail from Bill
SUBPLOT ENDS
YES
Planet : Bex
Location : Spaceflight
You get to Anhur within 3
landings & the ship is still
alive?
NO
E-mail from Bill
SUBPLOT ENDS
(Bill might be after you.)
YES

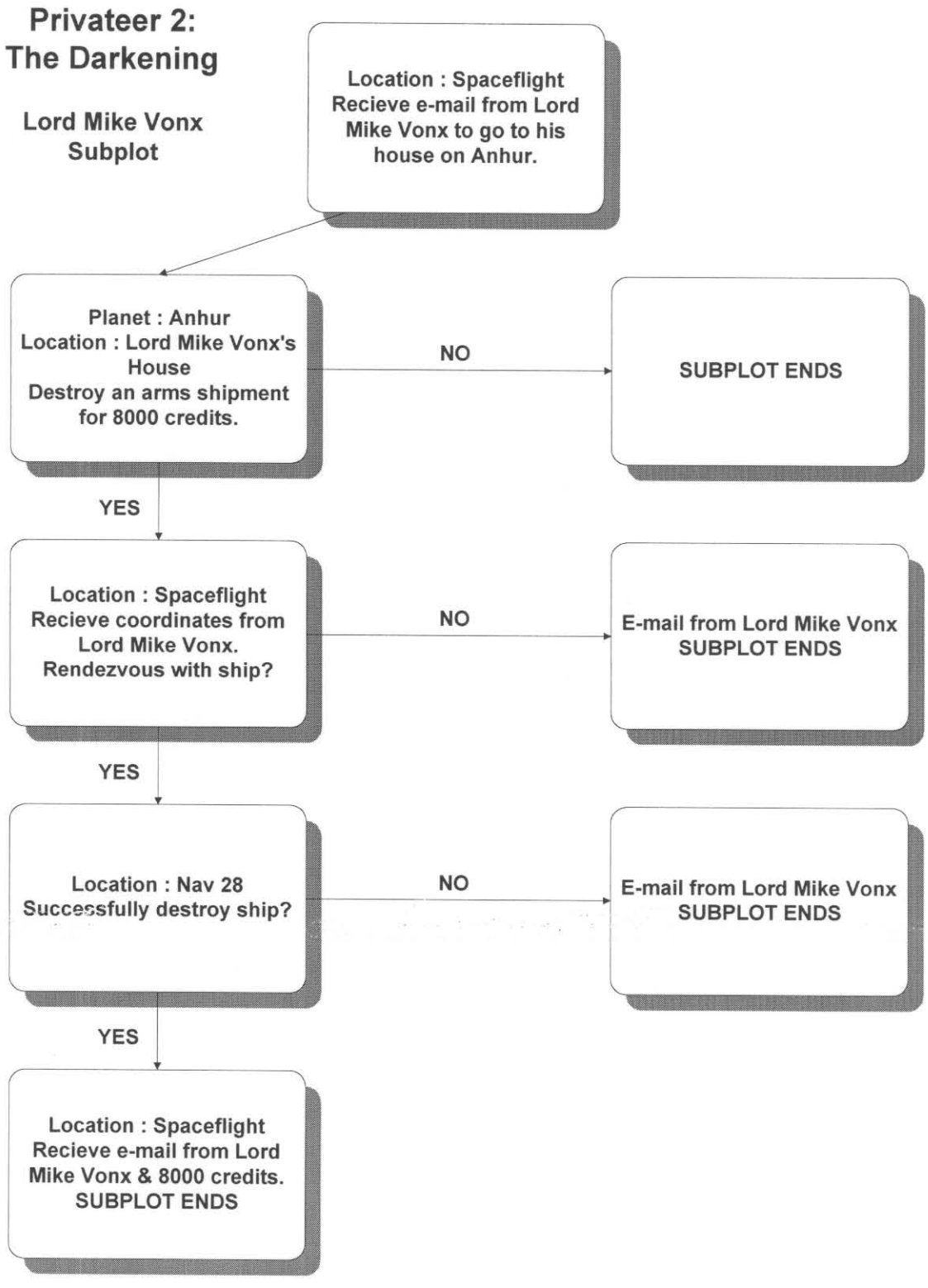
Privateer 2:
The Darkening



Privateer 2: The Darkening

Dr. Graham Gould Subplot

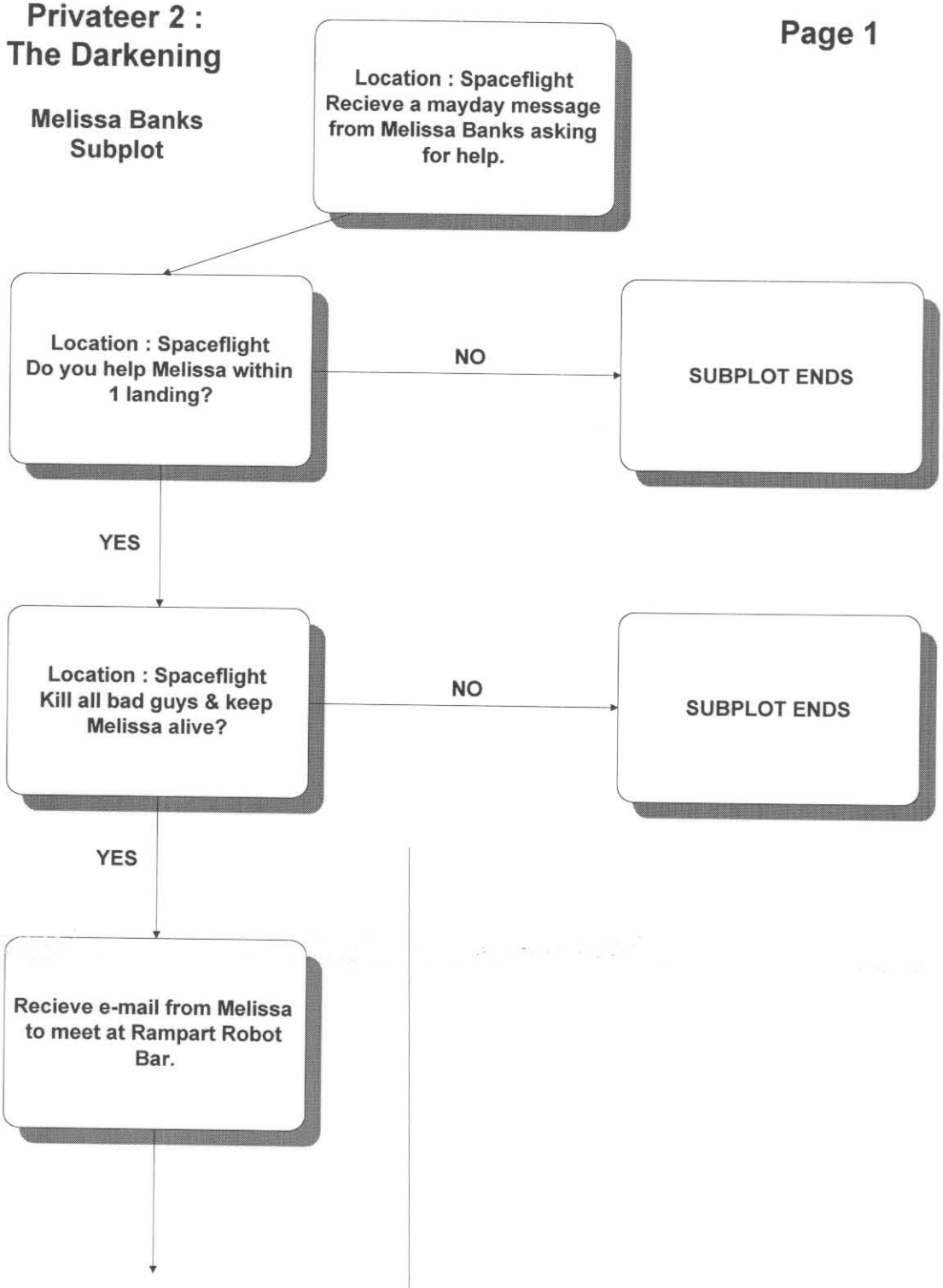


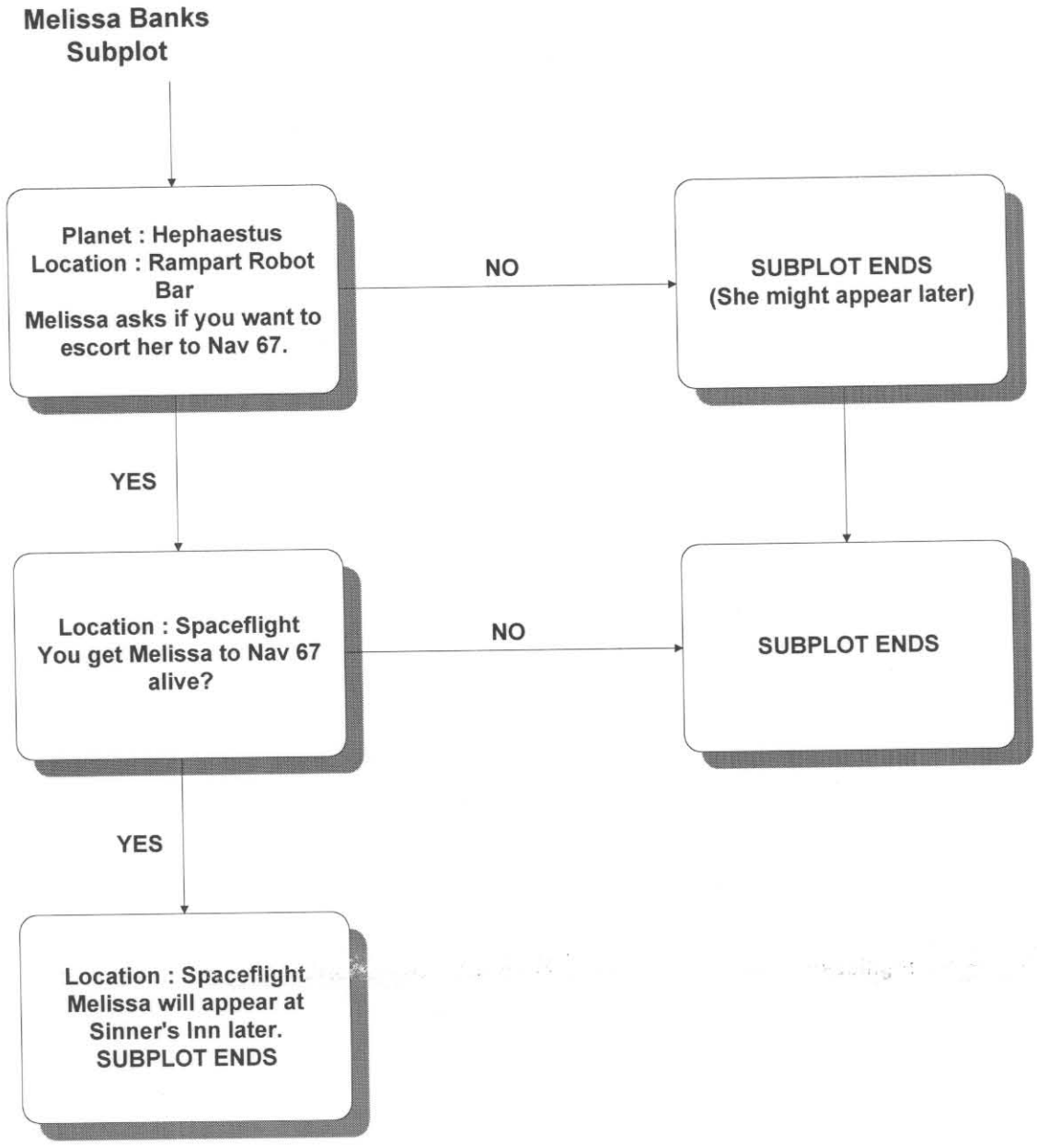

Privateer 2:
The Darkening
Lord Mike Vonx
Subplot
Location : Spaceflight
Recieve e-mail from Lord
Mike Vonx to go to his
house on Anhur.
Planet : Anhur
Location : Lord Mike Vonx's
House
Destroy an arms shipment
for 8000 credits.
NO
SUBPLOT ENDS
YES
Location : Spaceflight
Recieve coordinates from
Lord Mike Vonx.
Rendezvous with ship?
NO
E-mail from Lord Mike Vonx
SUBPLOT ENDS
YES
Location : Nav 28
Successfully destroy ship?
NO
E-mail from Lord Mike Vonx
SUBPLOT ENDS
YES
Location : Spaceflight
Recieve e-mail from Lord
Mike Vonx & 8000 credits.
SUBPLOT ENDS

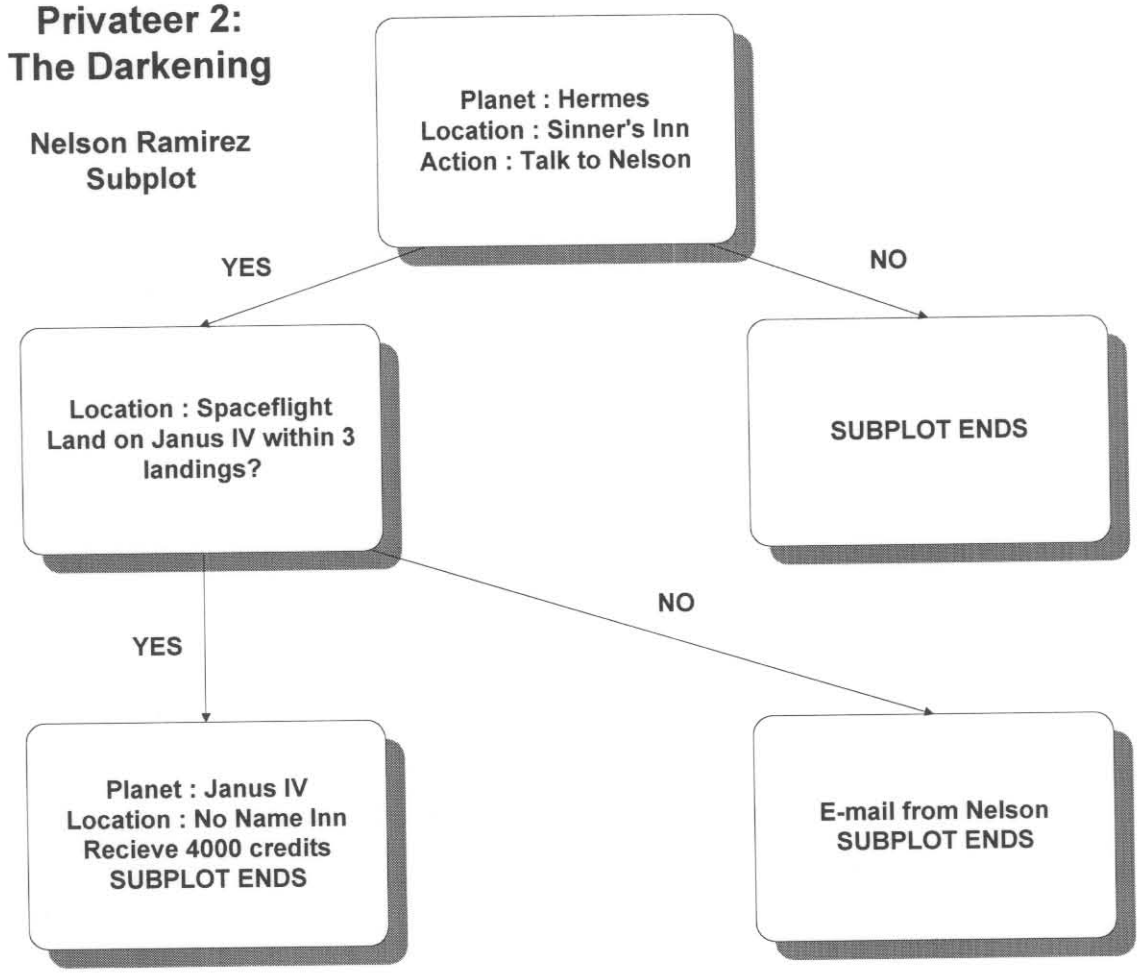
Privateer 2 : The Darkening

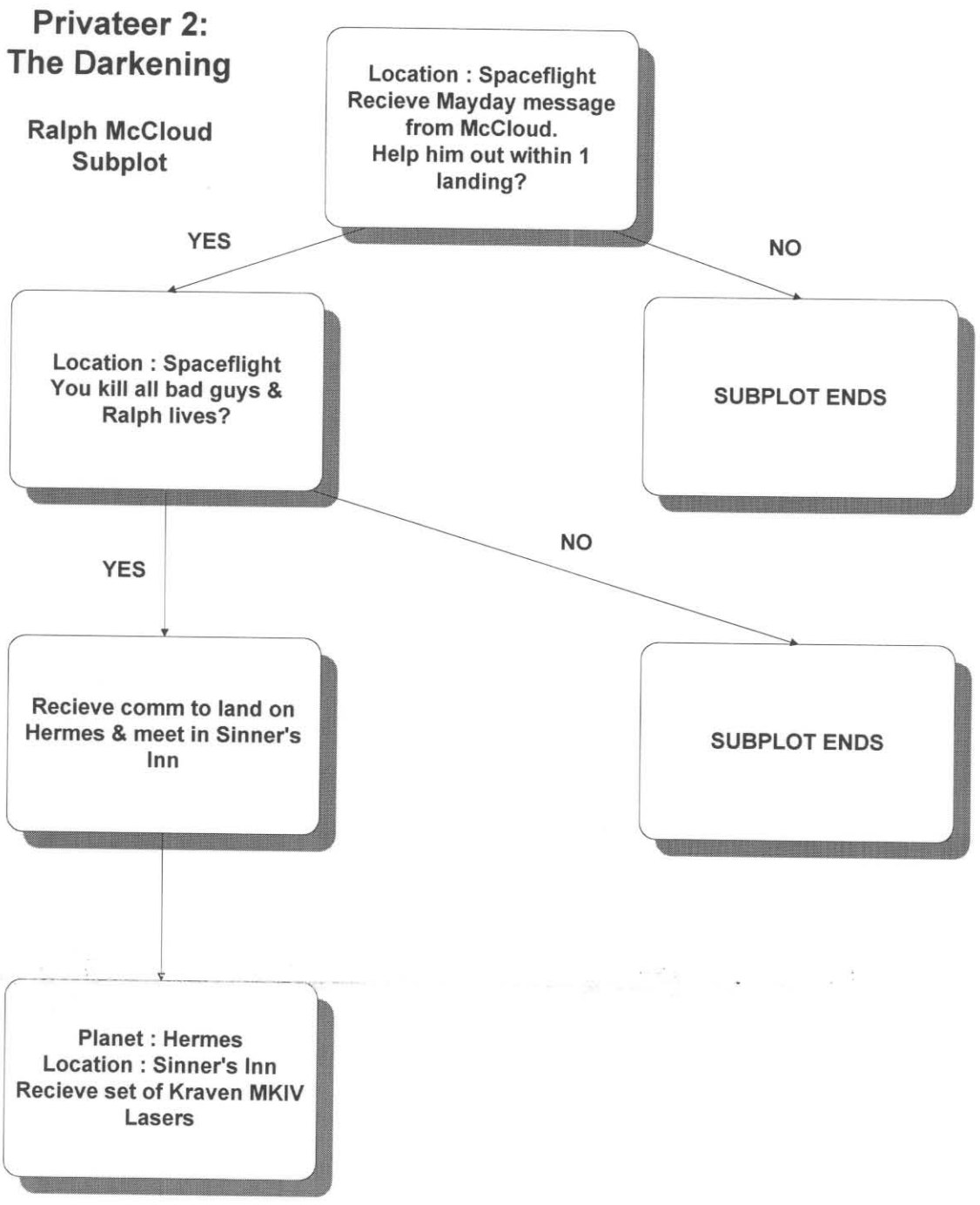
Melissa Banks Subplot

Page 1



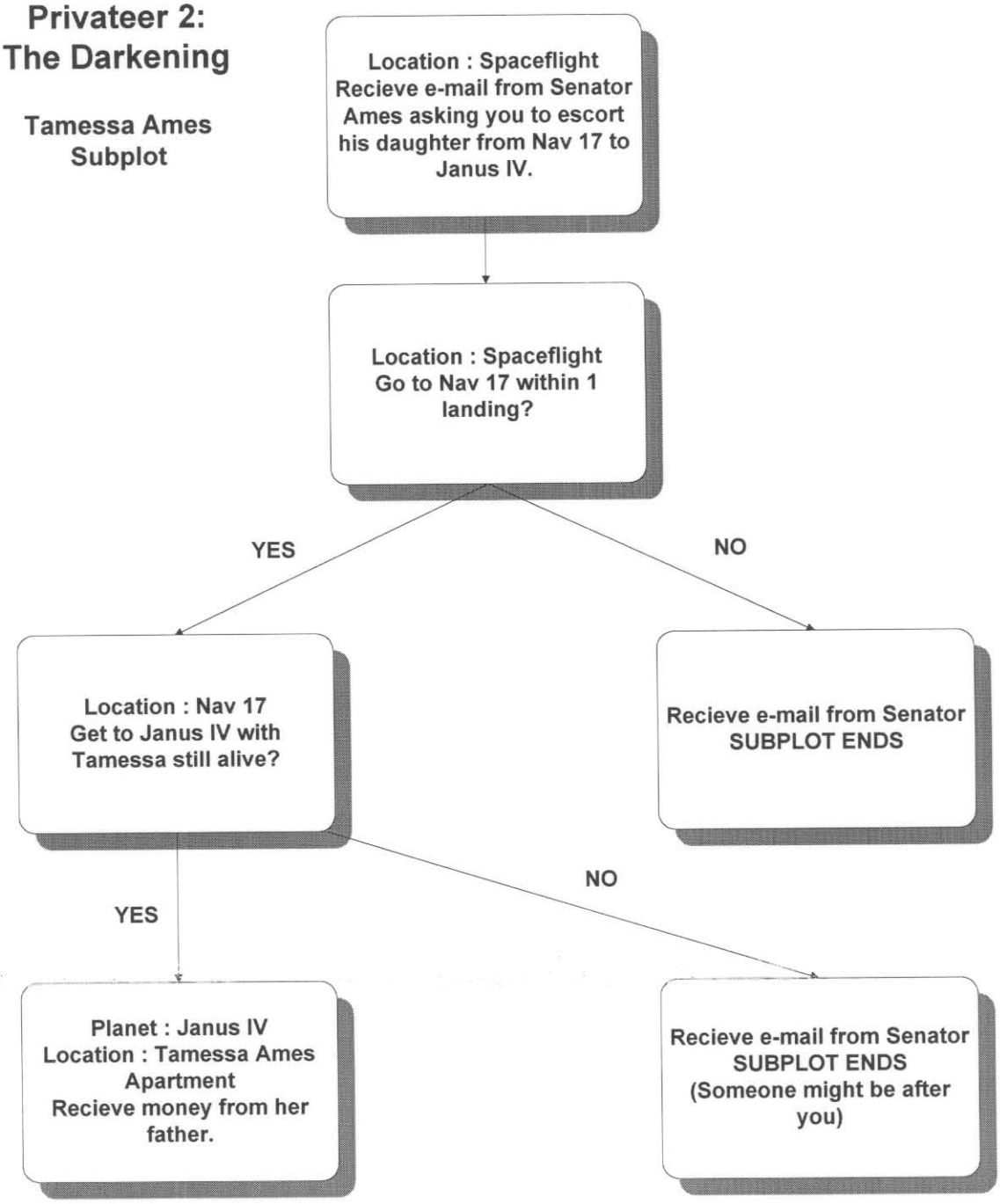

Melissa Banks
Subplot
Planet : Hephaestus
Location : Rampart Robot Bar
Melissa asks if you want to escort her to Nav 67.
NO
SUBPLOT ENDS
(She might appear later)
YES
Location : Spaceflight
You get Melissa to Nav 67 alive?
NO
SUBPLOT ENDS
YES
Location : Spaceflight
Melissa will appear at Sinner's Inn later.
SUBPLOT ENDS

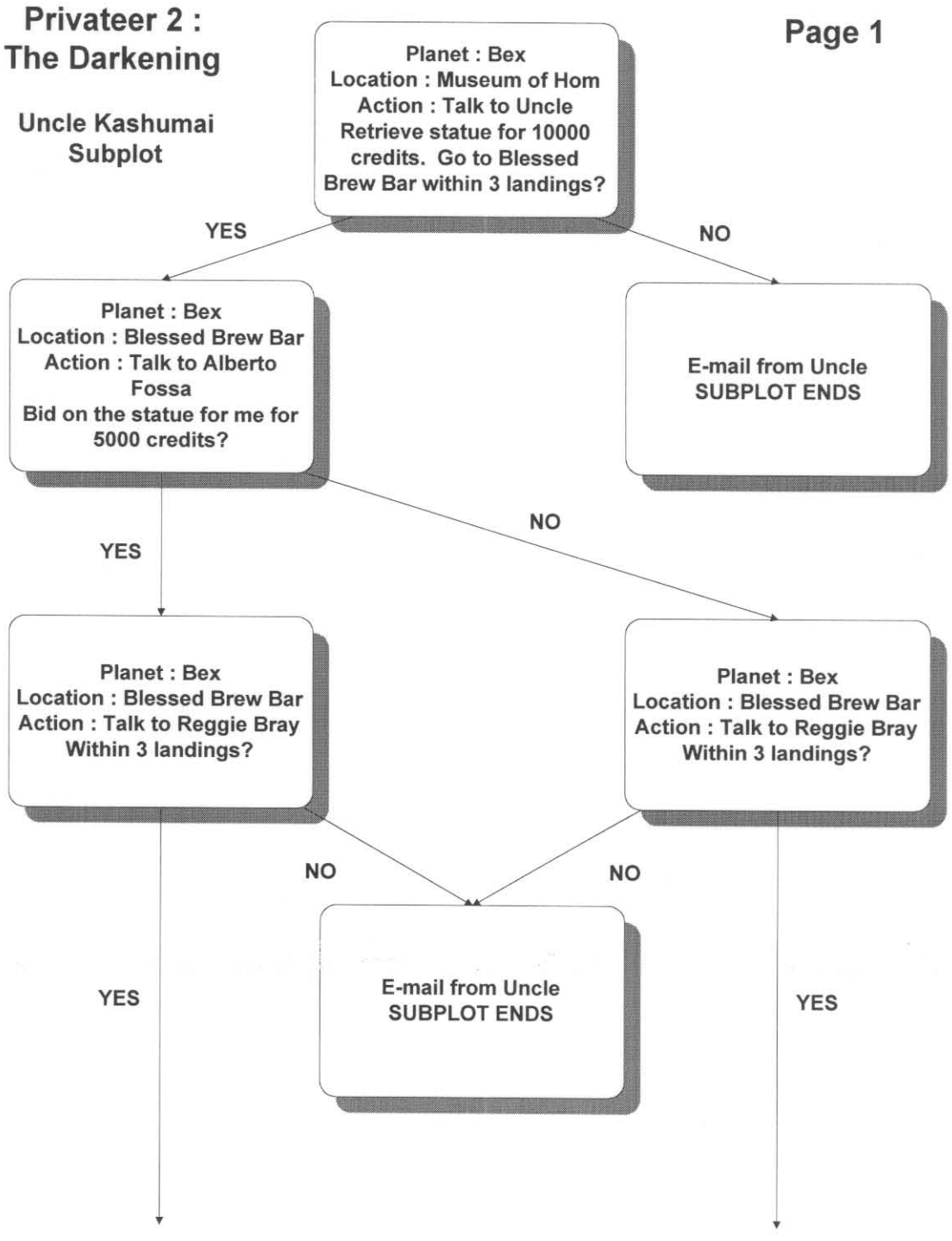

Privateer 2:
The Darkening
Nelson Ramirez
Subplot
Planet : Hermes
Location : Sinner's Inn
Action : Talk to Nelson
YES
NO
Location : Spaceflight
Land on Janus IV within 3
landings?
SUBPLOT ENDS
NO
YES
Planet : Janus IV
Location : No Name Inn
Recieve 4000 credits
SUBPLOT ENDS
E-mail from Nelson
SUBPLOT ENDS


Privateer 2:
The Darkening
Ralph McCloud
Subplot
Location : Spaceflight
Recieve Mayday message
from McCloud.
Help him out within 1
landing?
YES
NO
Location : Spaceflight
You kill all bad guys &
Ralph lives?
SUBPLOT ENDS
YES
NO
Recieve comm to land on
Hermes & meet in Sinner's
Inn
SUBPLOT ENDS
Planet : Hermes
Location : Sinner's Inn
Recieve set of Kraven MKIV
Lasers

Privateer 2: The Darkening

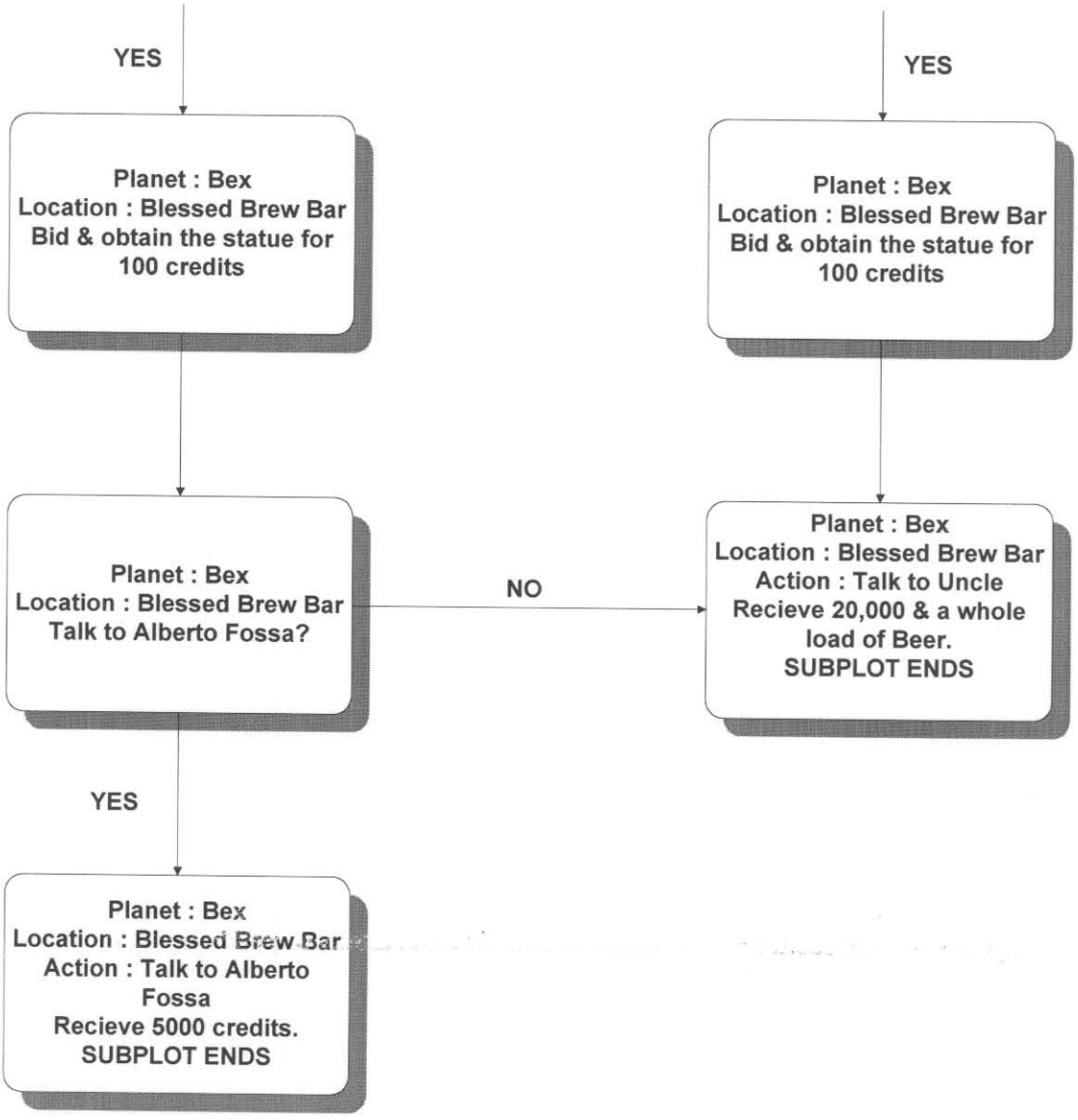
Tamessa Ames Subplot

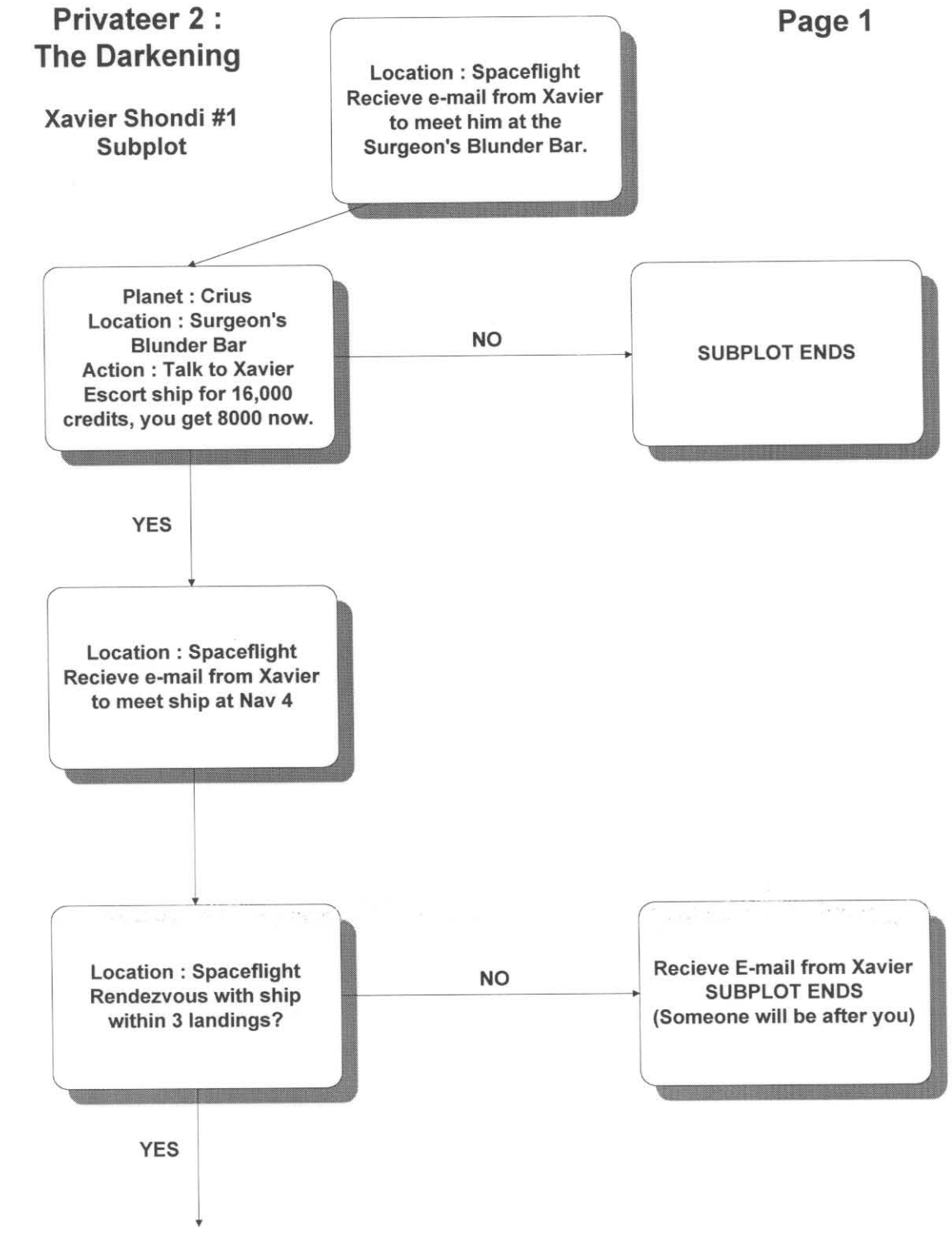



Privateer 2 :
The Darkening
Uncle Kashumai
Subplot
Page 1
Planet : Bex
Location : Museum of Hom
Action : Talk to Uncle
Retrieve statue for 10000
credits. Go to Blessed
Brew Bar within 3 landings?
YES
NO
Planet : Bex
Location : Blessed Brew Bar
Action : Talk to Alberto
Fossa
Bid on the statue for me for
5000 credits?
E-mail from Uncle
SUBPLOT ENDS
YES
NO
Planet : Bex
Location : Blessed Brew Bar
Action : Talk to Reggie Bray
Within 3 landings?
Planet : Bex
Location : Blessed Brew Bar
Action : Talk to Reggie Bray
Within 3 landings?
NO
NO
YES
E-mail from Uncle
SUBPLOT ENDS
YES

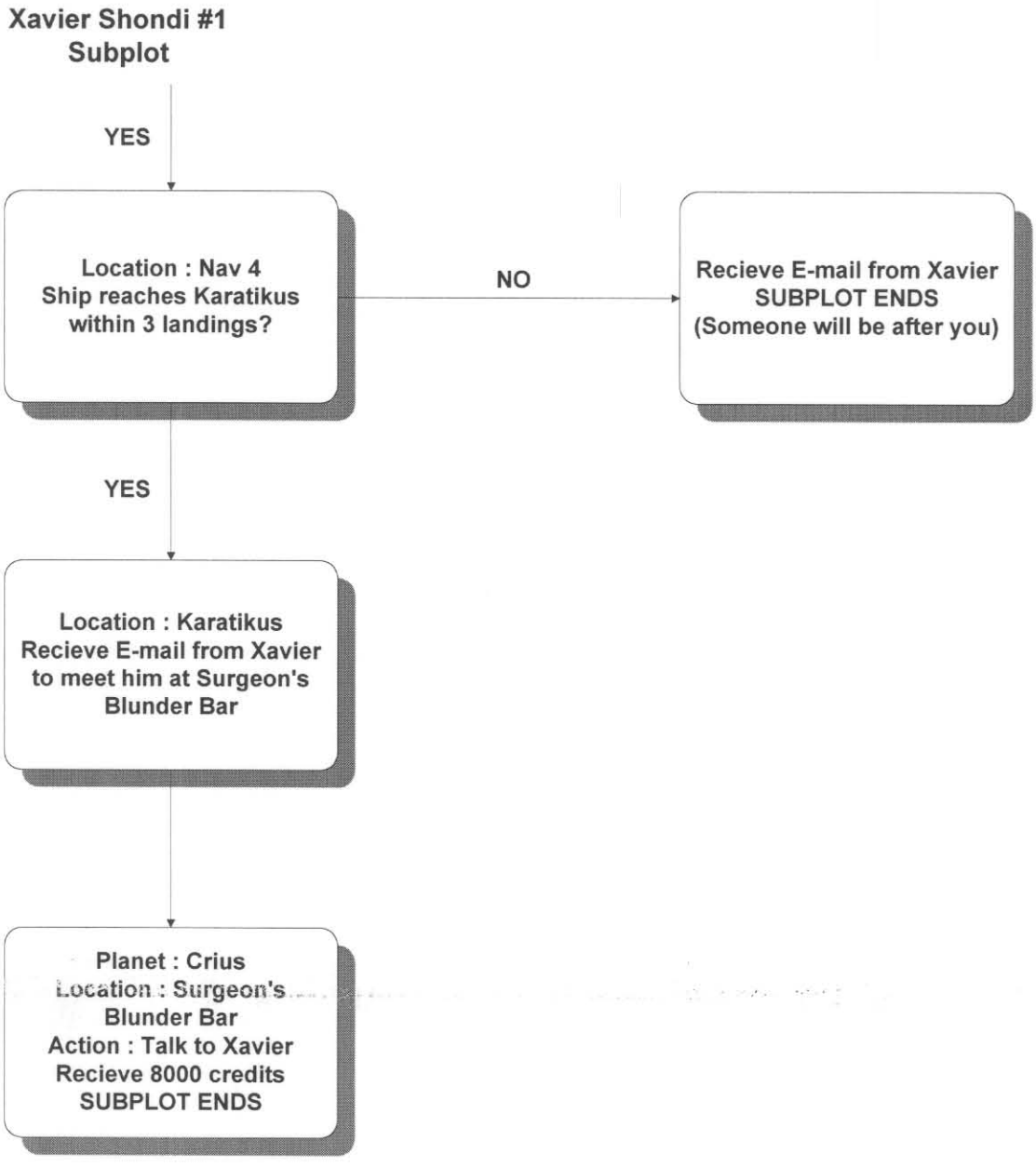
Privateer 2 : The Darkening

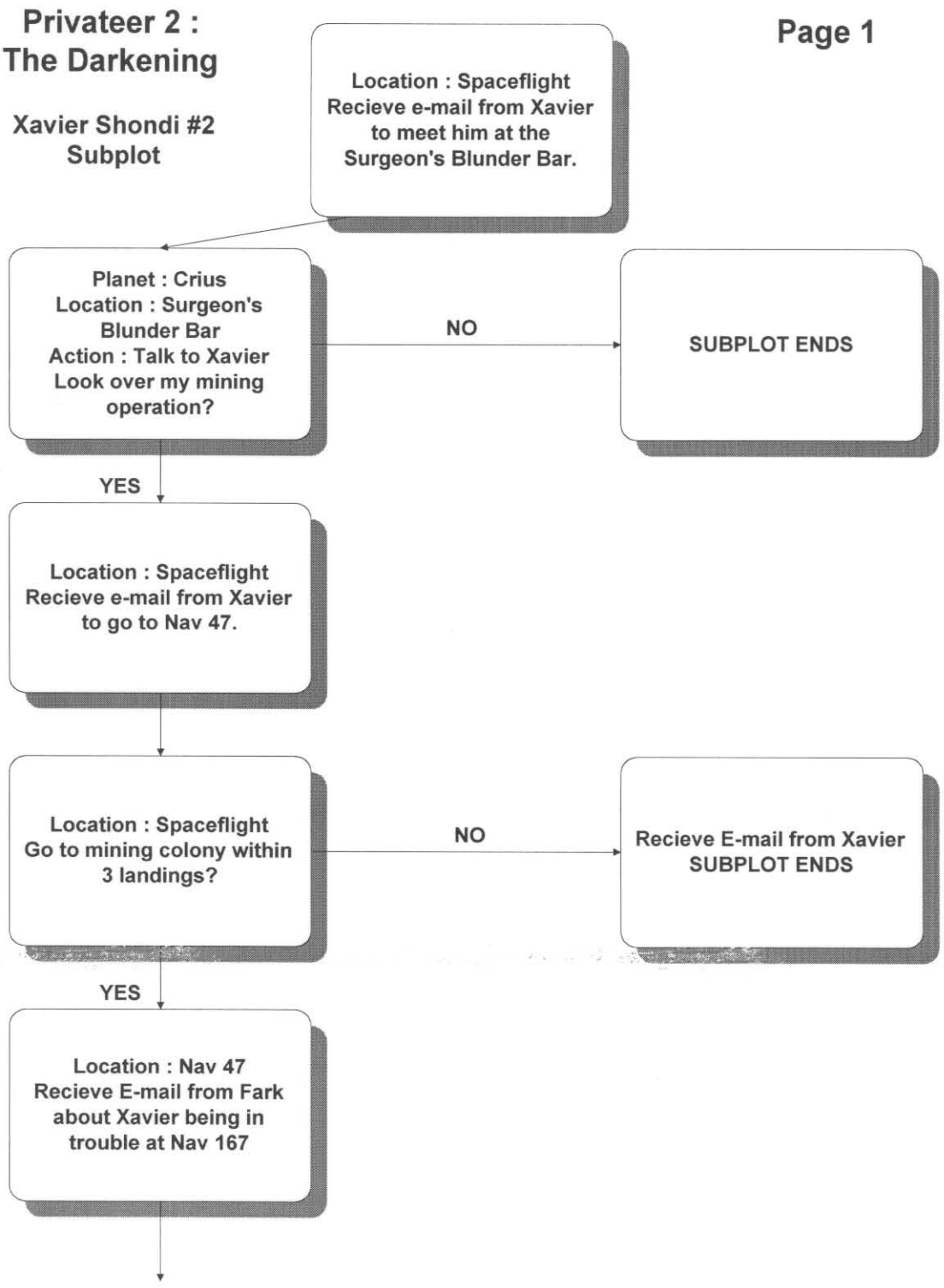
Uncle Kashumai Subplot



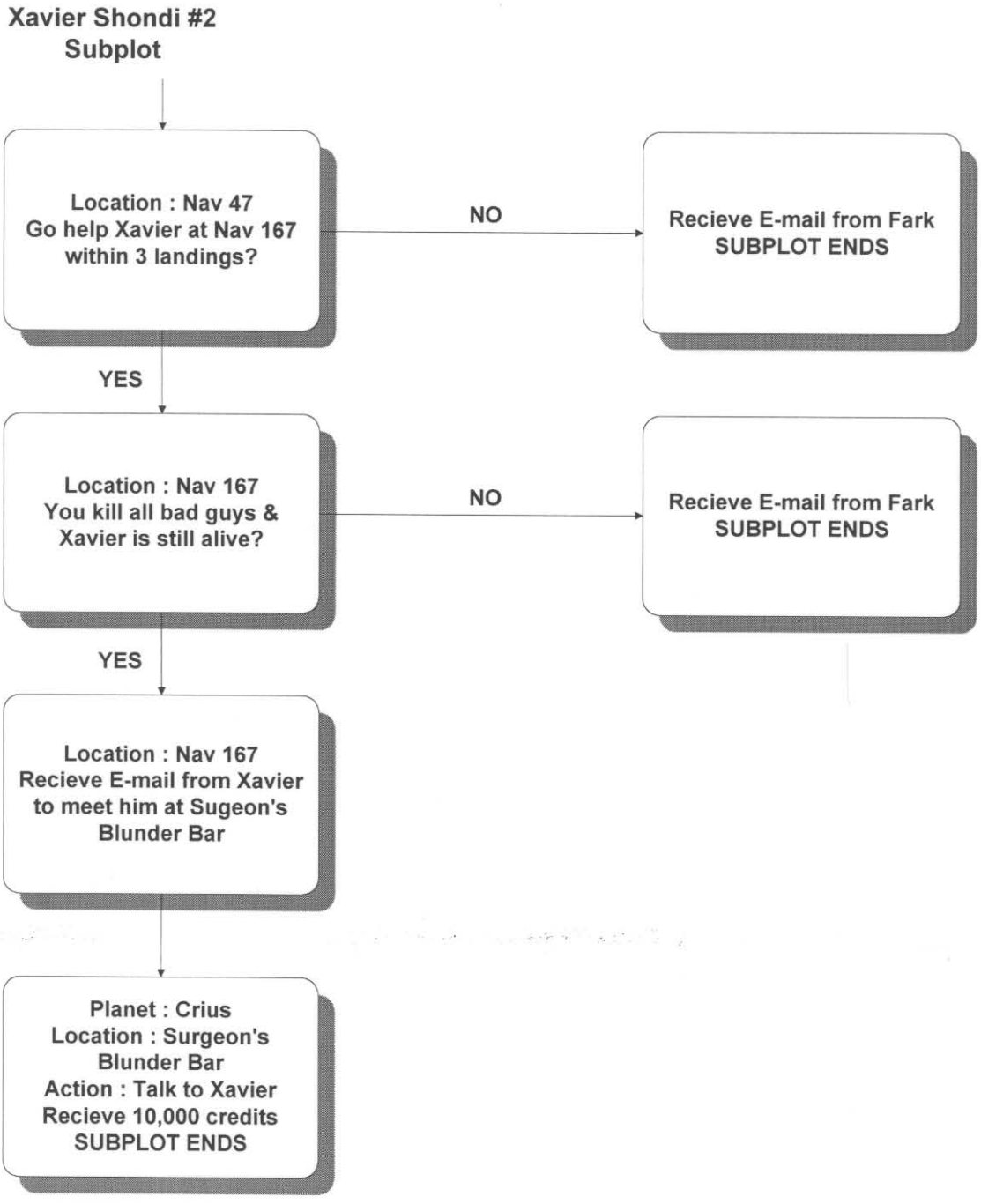

Privateer 2 :
The Darkening
Xavier Shondi #1
Subplot
Page 1
Location : Spaceflight
Recieve e-mail from Xavier
to meet him at the
Surgeon's Blunder Bar.
Planet : Crius
Location : Surgeon's
Blunder Bar
Action : Talk to Xavier
Escort ship for 16,000
credits, you get 8000 now.
NO
SUBPLOT ENDS
YES
Location : Spaceflight
Recieve e-mail from Xavier
to meet ship at Nav 4
Location : Spaceflight
Rendezvous with ship
within 3 landings?
NO
Recieve E-mail from Xavier
SUBPLOT ENDS
(Someone will be after you)
YES

Privateer 2 : The Darkening



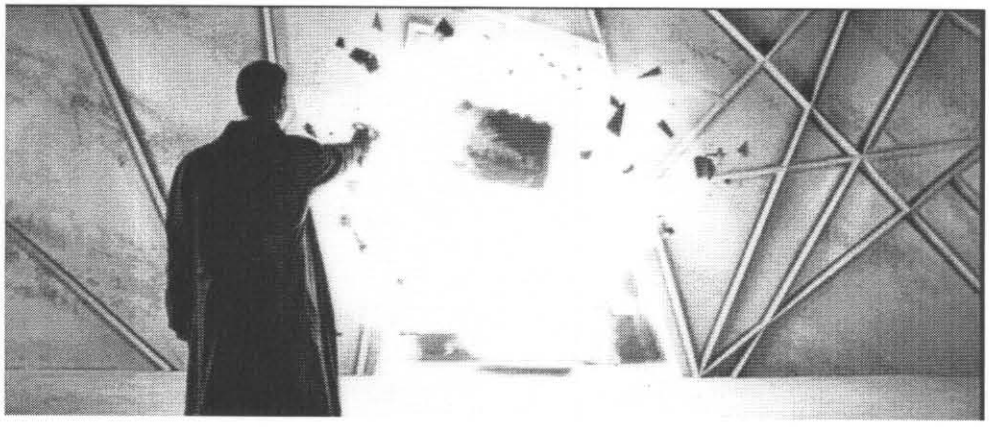

Privateer 2 :
The Darkening
Xavier Shondi #2
Subplot
Page 1
Location : Spaceflight
Recieve e-mail from Xavier
to meet him at the
Surgeon's Blunder Bar.
Planet : Crius
Location : Surgeon's
Blunder Bar
Action : Talk to Xavier
Look over my mining
operation?
NO
SUBPLOT ENDS
YES
Location : Spaceflight
Recieve e-mail from Xavier
to go to Nav 47.
Location : Spaceflight
Go to mining colony within
3 landings?
NO
Recieve E-mail from Xavier
SUBPLOT ENDS
YES
Location : Nav 47
Recieve E-mail from Fark
about Xavier being in
trouble at Nav 167

Privateer 2 : The Darkening



Other Documentation

Install Guide



THIS BOX CONTAINS:

(3) **CDs** (your game).

Pilot's Manual (32 pp.) which tells you how to get around, planetside and in space.

Reference Card (6 pp.) listing all keyboard, joystick and game pad commands in the game.

Install Guide (28 pp.), which is what you're reading now, including trouble-shooting tips, steps for creating a boot disk and *Windows 95* information.

Your Guide to the Universe (48 pp.) — your introduction to the world of *The Darkening*.

Registration Card — we'd love to know who you are.

IF YOU'RE RUNNING PRIVATEER 2: THE DARKENING FROM A WINDOWS 95 SYSTEM, GO TO PAGE 3.
IF YOU'RE RUNNING THE GAME FROM A DOS-BASED SYSTEM, GO DIRECTLY TO PAGE 8.

PRIVATEER 2: THE DARKENING
INSTALL GUIDE

Welcome to *Privateer 2: The Darkening*. This guide begins with installation instructions for people who are about to play the game for the first time. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements. The basic requirements are listed on the bottom of the *Privateer 2: The Darkening* box. A detailed list of system requirements and recommendations are in **System Requirements**, p. 28.

Note: *Disk compression of any kind will result in increased load times.* Privateer 2*: The Darkening has been tested with several popular disk compression utilities and has been found to be compatible. However, for best performance, we recommend installing to a drive without disk compression.*

Note: Privateer 2: The Darkening *is native to DOS. To run the game from a Windows 95 system, you will have to either* ***reboot*** *to DOS via a shortcut or create a boot disk. We* ***strongly*** *recommend making a DOS shortcut to play* Privateer 2: The Darkening *on a* Windows 95 *system.*

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WINDOWS 95

QUICK INSTALL

Privateer 2: The Darkening is native to DOS. This section will explain the best way to play *The Darkening* on a *Windows 95* system. **If you are running the game from a DOS based system, go directly to page 8.**

***Note:** Computers with factory-installed Windows 95 may not have DOS-based hardware drivers pre-installed. To play The Darkening from a DOS reboot or shortcut, you will need drivers that allow your CD-ROM drive, sound card and mouse to be used in DOS mode. If you do not have these drivers on your system, you should contact your computer's manufacturer for information on obtaining them.*

1. Turn on your computer and wait for *Windows 95* to load.
2. For important prep suggestions, see ***Windows 95* Installation Prep**, p. 4.
3. Insert the *Privateer 2: The Darkening* disc into the CD-ROM drive.
4. The Gateway interface should automatically open. (If it doesn't, double-left-click on your **MY COMPUTER** icon. Then double-left-click the *Gateway* folder. Finally, double-left-click the **GATEWAY.EXE** icon. This should start the program.)
5. Click the **SHORTCUT TO DOS** button. An icon should appear on your desktop.
6. Exit the *Gateway* interface by clicking **EXIT**.
7. Double-left-click the *Privateer 2* icon and select **YES** to shutdown the computer and return to MS-DOS mode.
8. Wait for your computer to reboot into DOS mode.
9. Type the letter of your CD-ROM drive (usually D:), then press Enter.
10. Type **INSTALL** and press Enter.
11. Follow the prompts on-screen. For a more detailed explanation, see Installation Details, p. 18.
12. When the installation is complete, type **DARK** to begin the game.
13. To re-enter *Windows 95* after playing *The Darkening* from a DOS prompt, type **EXIT** at the DOS prompt.

GATEWAY FOR WINDOWS 95

The Gateway is a utility to make it easier to move between *Windows 95* and *Privateer 2: The Darkening*, as well as providing easy access to other features included on your *Privateer 2* disk. If you're in *Windows 95* the Gateway should automatically appear any time you put the *Privateer 2* CD in your CD-ROM drive.

The Gateway is a simple point-and-click interface. Just select the option you want and click on it. Available options are explained below:

SHORTCUT TO DOS: Attempts to create a shortcut to DOS based on your configuration files. The shortcut will appear on your desktop.

COMING ATTRACTIONS: In addition to the catalog (see below), previews of other Electronic Arts games are included in the Gateway.

CATALOG: Opens ORIGIN's interactive catalog, with information on all the latest ORIGIN games.

HELP: Opens the README file, which contains important last-minute information about the game.

EXIT: Closes the ORIGIN Gateway program.

WINDOWS 95 INSTALLATION PREP

README FILE

To view an important text file that contains last-minute changes in the game or documentation, refer to the README file.

1. Insert *Privateer 2: The Darkening* Disc 1 into your CD-ROM drive.
2. From the Gateway interface, left-click the **HELP** button.

PRE-INSTALLATION PROCEDURES

Before installing any piece of software, it is critical that your hard drive be in proper working order. *Windows 95* provides the disk tools SCANDISK and DEFRAG to ensure the hard drive is working correctly. Once you've tested your hard drive, you should create a shortcut.

1. *First you should run **SCANDISK**.*

   Left-click on the **START** button.

   Move the mouse up and highlight ***Programs***.

   From ***Programs*** a new menu will come up. In that menu select ***Accessories*** (usually at the top).

   Another menu will appear — within that menu select ***System Tools***.

   Highlight ***ScanDisk***, left-click on it and a menu will pop up.

   Once activated, make sure there is a check mark in the ***Automatically Fix Errors*** box and select the hard drive to which you are installing *Privateer 2: The Darkening* (i.e., if you are installing the game on drive C:, make sure C: is highlighted).

   Once everything is set up correctly, click **START** to have the program scan the drive and correct any errors.

2. *Next, run DEFRAG.*

   In order to activate **DEFRAG**, go to ***System Tools*** (as in previous step).

   Highlight and click on ***Disk Defragmenter*** and a menu will come up.

   As with **SCANDISK**, select the drive to which you are installing *Privateer 2: The Darkening* and left-click **OK**.

CREATING A SHORTCUT

You should create a DOS shortcut to allow your computer to easily and reliably move between *Windows 95* and the game. You should first try the Gateway program's shortcut maker. If that fails, make a *Privateer 2: The Darkening* DOS shortcut by following the steps below.

1. Right click on the desktop.
2. Select New, then left-click Shortcut.
3. Type **C:\COMMAND.COM** in the command line box. Left-click on Next.
4. Type in **PRIVATEER** 2 in the shortcut box, left-click on Finish.
5. *Right*-click on the new *Privateer 2* icon.
6. *Left*-click on ***Properties***.
7. *Left*-click on the ***Program*** tab.
8. Make sure the ***Close on Exit*** box is checked.
9. *Left*-click on the ***Advanced*** button.
10. Check the ***MS-DOS Mode*** box.

    Make sure the ***Warn before Entering MS-DOS Mode*** box has a check in it.

11. Click in the ***Specify a New MS-DOS Configuration*** circle.

Note: If you cannot find your CD-ROM drivers or sound card drivers in the following steps, you will need to contact your hardware manufacturers to get the appropriate DOS drivers for your system. Once these drivers are installed, you can add them to your shortcut.

EDITING YOUR PRIVATEER 2 SHORTCUT

12. In Your CONFIG.SYS Box

You will need the four following lines in your ***CONFIG.SYS*** box. The lines below should be similar to lines you already have — some of the directory names may be different.

DEVICE=C:\WINDOWS\HIMEM.SYS
DOS=HIGH
FILES=40
BUFFERS=40

If you have a Plug and Play driver line (for example: C:\PLUGPLAY\DWCFGMG.SYS) you will need to keep it. If you don't already have one, don't worry.

You will also need mouse and CD-ROM driver lines. (To find the CD-ROM lines, look for lines that include a /D: and the device name of your CD hardware — an example of a CD-ROM line might be DEVICE=C:\SB16\SBCD.SYS /D:MSCD001. Your mouse driver line should include the word MOUSE.) You shouldn't have to change these lines.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, p. 16, for sample lines for the sound cards that *The Darkening* supports. No modification to these lines is usually necessary.

You may remove all the lines in your file not mentioned above. There are several lines you ***must*** remove. If you see a line that resembles one of the following lines, remove it. Remove the *entire* line — there may be additional information on the line; you will need to remove that as well.

DEVICE=C:\WINDOWS\EMM386.EXE
DEVICE=C:\WINDOWS\SHARE.EXE
DEVICE=C:\DOS\POWER.EXE
DEVICE=C:\WINDOWS\IFSHLP.SYS
DEVICE=C:\QEMM\QEMM386.SYS
DEVICE=C:\QEMM\DOSDATA.SYS
DEVICE=C:\QEMM\DOS-UP.SYS C:\QEMM\DOS-UP.DAT
DEVICE=C:\QEMM\LOADHI.SYS R:#
DEVICE=C:\QEMM\LOADHI.SYS R:# SIZE=# C:\QEMM\ST-DBL.SYS

***Note**: Lines beginning with "QEMM", other than the above, may contain sound card or CD-ROM drivers, or other important information. In all other lines where "QEMM" appears, delete everything between DEVICE= and the second C:*

13. In Your AUTOEXEC.BAT Box

There are several lines you must have in your ***AUTOEXEC.BAT*** box. The three lines below should be included, although some of the directory names may be different.

PROMPT PG
PATH=C:\WINDOWS;C:\WINDOWS\COMMAND
C:

You will also need mouse and CD-ROM driver lines. (To find the CD-ROM lines, look for lines that include a /D: and the device name of your CD hardware — an example of a CD-ROM line might be C:\WINDOWS\COMMAND\MSCDEX.EXE /D:MSCD001. Your mouse driver line should include the word MOUSE.) You shouldn't have to change these lines.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, p. 16, for sample lines for the sound cards that *The Darkening* supports.

There are several lines you should remove from the AUTOEXEC.BAT of your shortcut. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional information on the line; you will need to remove that as well.

C:\WINDOWS\SHARE.EXE
C:\WINDOWS\POWER.EXE
WIN
C:\COREL\CORELCDX.EXE /D: E

***Note:** When you remove this line, you'll have to replace it with the line C:\XXX\MSCDEX.EXE, where \XXX\ is the directory of your MSCDEX file. On* Windows 95 *computers this will be \WINDOWS\COMMAND\. You may confirm the location of your MSCDEX file by typing DIR MSCDEX.EXE /S from the root directory of your C: drive in a DOS box, or by using the **Find** function under the **Start** menu in* Windows 95 *to search for MSCDEX.EXE.*

14. Left-click **OK** to accept the changes.
15. Left-click **OK** to complete the shortcut.
16. You're done!

To Use Your New Shortcut

1. Double-left-click your shortcut, then click ***Yes*** to enter DOS mode.
2. To enter the installation program, go to your CD-ROM drive (usually D:) and type **INSTALL** [Enter].

   To start the game, go to your game directory (C:\DARK if you installed to the default directory) and type **DARK** [Enter].

***Note:** When you use the shortcut to run the game, type EXIT to return to Windows 95.*

DOS-BASED SYSTEMS

QUICK INSTALL

You will need 300K of available conventional memory to run the *Privateer 2: The Darkening* install program. If you do not have 300K free, you will need to make a boot disk before you install (see **Boot Disks**, p. 9).

1. Turn on your computer and wait for the DOS prompt (C:\>). Some machines boot directly to *Windows* or another shell program. Be sure to exit *Windows* (or other shell program), and install directly from the DOS prompt.
2. For important prep suggestions, see **MS-DOS Installation Prep**, p. 8.
3. Insert the *Privateer 2: The Darkening* disc into the CD-ROM drive.
4. Type the letter of your CD-ROM drive (usually D:), then press Enter.
5. Type INSTALL and press Enter.

Follow the on-screen instructions. For more explanation, see **Installation Details**, p. 18.

Starting the Game

Once the game is installed, to start playing go to the directory you installed to (C:\DARK if you used the default settings) and type DARK at the DOS prompt.

MS-DOS INSTALLATION PREP

README.TXT FILE

To view an important text file that contains last-minute changes in the game or documentation, refer to the **README.TXT** file.

- Insert the *Privateer 2: The Darkening* disc into your CD-ROM drive.
- Go to your CD-ROM drive prompt (usually D:\>) and type EDIT README.TXT.
- To print this file, type COPY README.TXT > PRN at the CD-ROM drive prompt (this command may not work if you have adjusted your printer settings from the default — refer to your printer documentation.)

PRE-INSTALLATION PROCEDURES

IMPORTANT: Before installing any piece of software, it is critical that your hard drive be in proper working order. Failure to verify this may result in corrupt data. Follow these steps if you do not have Windows 95 *installed.* ***IF YOU ARE USING WINDOWS 95, DO NOT USE THESE STEPS*** *— they can damage your configuration files. See* **Windows 95 *Installation Prep***, *p. 4.*

If you are using DOS version 6.2 or later, it is extremely easy to verify your drive's condition with a few simple commands.

To check which version you are running:

- Type VER Enter from your C: prompt (C:\>).
- The DOS version you currently have installed will be displayed on the screen. If it says **MS-DOS VERSION 6.2** or any version later than that, follow the instructions below.

  Note: If you are using DOS version 5.0, or are unable to use the commands in Steps 2 and 3, you may need to use other utilities (such as Norton Utilities *or* Central Point Tools*) to check your drive's condition. DOS 5.0 users can also use* ***CHKDSK*** *to check the condition of their hard drive.*

1. Type SCANDISK C: Enter from your C: prompt.

   This determines if your drive is in good repair. If any damage is found, you should repair it before continuing. Follow the instructions in your DOS manual.
2. Type DEFRAG C: /F Enter from your C: prompt.

   This runs a complete defragmentation of your hard drive to ensure all of your data is sorted properly. It also optimizes your system for faster load and access times. (Caution: Do **not** run DOS DEFRAG in *Windows 95*.)

BOOT DISKS

If you use your computer for other tasks besides playing games, it may take a little extra work to get any game running. Using *Windows* frequently, or hooking your computer up to a printer, a network, a modem, a fax machine or any sort of useful external device ties up a lot of the resources the game needs to use.

To ensure maximum performance from *Privateer 2: The Darkening*, it is recommended that you create a boot disk that will optimize your computer specifically for installing and running the game when you boot with the disk. If you are experiencing problems installing and/or running *The Darkening* or do not have enough free memory, try creating a boot disk.

CHECKING OUT THE FOUNDATION

If you've got a computer that meets the specifications printed on the bottom edge of the box, you should be able to run the game. First, make sure your computer has everything you need.

1. Type VER [Enter] at the DOS prompt (C:\>).

   The line MS-DOS VERSION 6.0 (or any other version as long as it is 5.0 or later) should appear. If it does, so far so good. If it gives a version earlier than 5.0, you won't be able to run the game, and you will have to upgrade before you can play *Privateer 2: The Darkening.*

2. Type MEM [Enter] at the DOS prompt.

   This checks to see if you have enough memory. You must have at least 300K for your largest executable program size, and at least 7104K of XMS. (See **Memory Requirements**, p. 28, for details).

3. Ensure that you have a 100% Microsoft compatible mouse driver. When your mouse driver loads, look for a statement resembling "Microsoft mouse driver (or software) version #.#." If the number given is 6.03 or higher, your mouse should be 100% compatible. If you don't know what mouse driver you have, check the documents or README.TXT file that came with your mouse software.

4. Check that you have a sound card that's directly supported or 100% Sound Blaster compatible. (See **System Requirements**, p. 28, and **Changing Sound Card Configuration**, p. 16.)

CREATING A BOOT DISK

Privateer 2: The Darkening comes with a program that will create a boot disk for you. This program will not work with all machines — for example, it is looking for DOS CONFIG.SYS and AUTOEXEC.BAT files and DOS CD-ROM drivers, which some *Windows 95* machines may not have. If this program fails to run on your system, it does not mean that there is a problem with your system, it simply means that the boot disk creation program could not find the files it needed to create a disk. See **Boot Disk Error Messages**, p. 11.

To start the Boot Disk Maker:

1. Go to your CD-ROM drive prompt (usually D:\>).
2. Type BOOTDISK [Enter].
3. Place a high-density disk in drive A: when the program prompts you.

Note: Low Density Disks. *If you see the message "INVALID MEDIA OR TRACK 0 BAD - DISK UNUSABLE" you may be using a low-density disk. If you do not have a high-density disk, you must format the low-density boot disk manually and then type* BOOTDISK - S *e to transfer the system files to the disk and create the configuration files. If you already have your system files on a low-density disk, and just need the boot disk maker to create the configuration files, type* BOOTDISK - N [Enter].

- The boot disk maker will then examine your computer's configuration files, format the disk and copy the system files to the disk, creating the boot disk.
- The program has the ability to detect certain system components which are needed to run the game. The boot disk maker will inform you if it cannot detect your CD-ROM driver, sound card or mouse driver.

Upon completion, you'll be informed whether the boot disk was created successfully. If the boot disk maker was unsuccessful, see **Boot Disk Error Messages,** below.

To use your new boot disk:

1. Restart your computer with the boot disk in the A: drive.
2. Return to your CD-ROM drive (usually D:) and type INSTALL [Enter] to install the game, or return to your game directory (usually C:\DARK) and type DARK [Enter] to start the game.

Note: When you use the boot disk to run the game, make sure the boot disk is in the A: drive when you restart your computer. After you are finished playing Privateer 2: The Darkening, *remove the boot disk from the A: drive and restart the computer — your computer will automatically return to its original configuration.*

BOOT DISK ERROR MESSAGES

Below is a list of possible error messages and what they mean.

"Possibly missing CD-ROM driver line in CONFIG.SYS"

This generally means your CD-ROM is not configured correctly for DOS. Contact your computer manufacturer for help configuring your CD-ROM for DOS mode.

"Missing MSCDEX.EXE line in AUTOEXEC.BAT"

This error will occur if a CD-ROM driver is not found in the CONFIG.SYS file. Correcting the "Possibly missing CD-ROM driver line in CONFIG.SYS"

above and re-running the boot disk maker will also correct this error.

"Missing SET BLASTER line — Privateer 2 may have problems with sound"

Most sound cards on the market use the "SET BLASTER" line in the AUTOEXEC.BAT as a means of configuring and/or identifying themselves. If this line is not found in the AUTOEXEC.BAT, you may not have sound while in DOS mode. If you do not have sound, or receive an error message relating to sound, your card may not be correctly configured for DOS. Contact your computer manufacturer for help.

"Possibly missing mouse driver"

The boot disk maker has not found a mouse driver in your CONFIG.SYS or AUTOEXEC.BAT. You may be loading a driver for Windows, but the Boot Disk Maker did not detect one for DOS. Contact your hardware manufacturer to get a DOS driver for your mouse.

EDITING YOUR BOOT DISK

*It is **strongly** recommended that you print a copy of your CONFIG.SYS and AUTOEXEC.BAT files before attempting to edit them.*

Editing Your CONFIG.SYS

Go to the A: prompt and type **EDIT A:\CONFIG.SYS** [Enter]. This will open your CONFIG.SYS in an editor screen where you can change it.

You will need the five following lines in your CONFIG.SYS file. The lines below should be similar to the lines in your file — some of the directory names may be different.

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
FILES=40
BUFFERS=40
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
```

If you have a Plug and Play driver line (for example: C:\PLUGPLAY\DWCFGMG.SYS) you will need to keep it. If you don't already have one, don't worry.

You will also need mouse and CD-ROM driver lines. (To find the CD-ROM lines, look for lines that include a /D: and the device name of your CD hardware — an example of a CD-ROM line might be DEVICE=C:\SB16\SBCD.SYS /D:MSCD001. Your mouse driver line should include the word MOUSE.) You shouldn't have to change these lines.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, p. 16, for sample lines for the sound cards that *Priavateer 2* supports. No modification to these lines is usually necessary.

You may remove all the lines in your file not mentioned above. There are several lines you *must* remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the *entire* line — there may be additional information on the line; you will need to remove that as well.

```
DEVICE=C:\DOS\EMM386.EXE
DEVICE=C:\DOS\SHARE.EXE
DEVICE=C:\DOS\POWER.EXE
DEVICE=C:\WINDOWS\IFSHLP.SYS
DEVICE=C:\QEMM\QEMM386.SYS
DEVICE=C:\QEMM\DOSDATA.SYS
DEVICE=C:\QEMM\DOS-UP.SYS C:\QEMM\DOS-UP.DAT
DEVICE=C:\QEMM\LOADHI.SYS R:#
DEVICE=C:\QEMM\LOADHI.SYS R:# SIZE=# C:\QEMM\ST-DBL.SYS
```

***Note:** Lines beginning with "QEMM", other than the above, may contain sound card or CD-ROM drivers, or other important information. In all other lines where "QEMM" appears, delete everything between DEVICE= and the second C:*

Exit and save your CONFIG.SYS by pressing [Alt][F], then [X], then [Y].

Editing Your AUTOEXEC.BAT

Go to the A: prompt and type **EDIT A:\AUTOEXEC.BAT** [Enter]. This will pull up your AUTOEXEC.BAT in a editor screen where you can change it.

You will need several lines in your AUTOEXEC.BAT file. The three lines below should be included, although some of the directory names may be different.

```
PROMPT $P$G
PATH=C:DOS;C:\WINDOWS
C:
```

You will also need mouse and CD-ROM driver lines. (To find the CD-ROM lines, look for lines that include a /D: and the device name of your CD hardware — an example of a CD-ROM line might be C:\DOS\MSCDEX.EXE. Your mouse driver line should include the word MOUSE.) You shouldn't have to

change these lines.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, p. 16, for sample lines for the sound cards that *The Darkening* supports.

There are several lines you should remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional informatino on the line; you will need to remove that as well.

C:\DOS\SHARE.EXE

C:\DOS\POWER.EXE

WIN

C:\COREL\CORELCDX.EXE /D: E

Note: *When you remove this line, you'll have to replace it with the line* C:\XXX\MSCDEX.EXE, *where* \XXX\ *is the directory of your MSCDEX file. On* Windows 95 *computers this will be* \WINDOWS\COMMAND\, *and on non-*Windows 95 *computers it will often simply be* \DOS\. *You may confirm the location of your MSCDEX file by typing* DIR MSCDEX.EXE /S *from the root directory of your C: drive in DOS, or by using the* ***Find*** *function under the* ***Start*** *menu in* Windows 95 *to search for* MSCDEX.EXE.

Exit and save this file by pressing Alt F, then X, then Y. You're done! Reboot your computer with the boot disk in drive A: to play the game.

Note: *If you experience problems with the boot disk, please see* ***Troubleshooting****, p. 20.*

TO USE YOUR NEW BOOT DISK

1. Restart your computer with the boot disk in the A: drive.
2. To enter the installation program, go to your CD-ROM drive (usually D:) and type **INSTALL** Enter.

   To start the game, go to your game directory (C:\DARK if you installed to the default directory) and type **DARK** Enter.

Note: *When you use the boot disk to run the game, make sure the boot disk is in the A: drive when you restart your computer. After you are finished playing, remove the boot disk from the A: drive and restart the computer. Your computer returns to its original configuration.*

OTHER INSTALLATION CONCERNS: (*WINDOWS 95* AND DOS)

INSTALLING VESA-COMPLIANT DRIVERS

VESA compliance is a standardized system used to enable different graphics hardware to comply with the same basic command set.

Privateer 2: The Darkening requires a 100% VESA 1.2-compliant SVGA driver. Some video cards have the necessary driver within the hardware BIOS. Computers with these cards need not load any other drivers. Other cards, however, may require a memory-resident program (TSR) to be loaded prior to the application being loaded. You must load this driver prior to running *The Darkening*.

If you receive an error message when attempting to install *Privateer 2* that prompts you to load a VESA 1.2 driver, check with your video card manufacturer to see if you need to load such a driver.

If you cannot find a VESA-compatible video driver on your system or you need an upgrade, contact the video card manufacturer or a third-party VESA driver provider such as SciTech Software which produces the UniVBE series of VESA drivers. See the README.TXT for more info.

To contact SciTech Software:

SciTech Software, Inc.
5 Governors Lane, Suite D
Chico, CA 95926-1989
www: www.scitechsoft.com
ftp: ftp.scitechsoft.com
AOL: Keyword VESA
CIS: GO VESA
Free 15-day driver available

CHANGING SOUND CARD CONFIGURATION

Creative Labs Sound Blaster

CONFIG.SYS: none

AUTOEXEC.BAT:

```
SET BLASTER=A220 I5 D1 T1
SET SOUND=C:\SB
```

Note: This card's settings are usually determined by physical jumpers on the card.

Creative Labs Sound Blaster Pro

CONFIG.SYS: none

AUTOEXEC.BAT:

```
SET SOUND=C:\SBPRO
SET BLASTER=A220 I5 D1 T4
```

Note: This card's settings are usually determined by physical jumpers on the card.

Creative Labs Sound Blaster 16 and Sound Blaster 32

CONFIG.SYS:

```
DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5
DEVICE=C:\SB16\DRV\CTMMSYS.SYS
```

AUTOEXEC.BAT:

```
SET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 T6
SET MIDI=SYNTH:1 MAP:E
C:\SB16\DIAGNOSE /S
C:\SB16\SB16SET /P /Q
```

Creative Labs Sound Blaster AWE32

CONFIG.SYS:

```
DEVICE=C:\SB16\DRV\CSP.SYS /UNIT=0 /BLASTER=A:220
DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5
DEVICE=C:\SB16\DRV\CTMMSYS.SYS
```

AUTOEXEC.BAT:

```
SET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 E620 T6
SET MIDI=SYNTH:1 MAP:E MODE: 0
C:\SB16\DIAGNOSE /S
C:\SB16\SB16SET /P /Q
C:\SB16\AWEUTIL /S
```


Pro Audio Spectrum

CONFIG.SYS:

```
DEVICE=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:1,330,2 J:1 V:99
```

AUTOEXEC.BAT

```
SET BLASTER=A220 D1 I5 T3
```

Note: Pro Audio Spectrum cards usually have their settings determined by the CONFIG.SYS. Make sure the MVSOUND.SYS driver (see the CONFIG.SYS line above) is loaded. Copy the line from your original CONFIG.SYS setting.

Gravis UltraSound

CONFIG.SYS:

```
DEVICE=C:\ULTRASND\ULTRINIT.SYS ULTRASND=220,1,1,11,5
```

AUTOEXEC.BAT:

```
@SET ULTRASND=220,1,1,11,5
@SET BLASTER=A220 I5 D1 T1
@SET ULTRADIR=C:\ULTRASND
@SET GUSMOD=C:\ULTRASND\MOD
@C:\ULTRASND\ULTRINIT.EXE -EJ
```

Note: The SET ULTRASND=<variable> must match the settings defined by the ULTRINIT.SYS line in your original CONFIG.SYS. Do not try to load any emulation drivers — run the card in native mode (as indicated above) for best results.

Gravis UltraSound Max

CONFIG.SYS: none

AUTOEXEC.BAT (do not alter order):

```
@SET ULTRASND=220,1,1,11,5
@SET ULTRA16=32C,0,0,1,0
@SET BLASTER=A220 I5 D1 T1
@SET ULTRADIR=C:\ULTRASND
@SET GUSMOD=C:\ULTRASND\MOD
@C:\ULTRASND\ULTRINIT.EXE -EJ
```

Ensoniq Soundscape

CONFIG.SYS: none

AUTOEXEC.BAT (do not alter order):

```
SET SNDSCAPE=C:\SNDSCAPE
SET BLASTER=A220 IXX DX T1
C:\SNDSCAPE\SSINIT /I
```

Note: Privateer 2: The Darkening *supports the Ensoniq Soundscape in native mode. The configuration lines above will allow Sound Blaster emulation mode,*

but users should pick the Ensoniq Soundscape option during sound card configuration. The "XX" found in the SET BLASTER line is normal. SSINIT /I (ver. 5.01) initializes the card for Sound Blaster emulation. The switches GM, FM and MT32 are all found only on the older SSINIT executable (ver. 2.21). If the SSINIT line (last line listed above) contains one of these switches instead of /I, the drivers should be updated. Contact Ensoniq for the latest version.

If you do not have one of the above sound cards, you must have a 100% compatible card. You may have to adjust your settings to ensure that your sound card is in a compatible mode. Check your sound card documentation.

INSTALLATION DETAILS

To install *Privateer 2*, begin with the instructions on page 3 or 8 (as appropriate). This section gives more detailed explanations for the subsequent on-screen instructions.

Once the install program is running, you will see a screen displaying:

- SOUND CARD

You *must* configure your sound card in order to install the game.

- MUSIC CARD

You *must* configure your music card in order to install the game.

- DIRECTORY

Initially this will display the default of C:\DARK.

- CONTROL

Initially this will display the default control option of Mouse.

Click on any of the above options you wish to change from the default. (You must configure your sound and music cards in order to install.)

To select your mouse or joystick type after installation, you may do so from the game's Option Screen (see pp. 4 - 5 of your *Pilot's Manual*).

SOUND AND MUSIC CONFIGURATION

1. Click on the button marked **SOUND CARD**. A list of possible sound card choices will appear. The "highlighted" selection is blue.
2. Use the light blue and red arrows to highlight the sound card which most closely matches the one installed in your computer.
3. Left-click on **OKAY**.
4. Select one of the two possible choices: Autodetect or Manual. If you select Autodetect, the machine will check your sound card and enter the settings it finds. After appropriate settings are selected, a test sound screen will appear.

Most users should be able to left-click Autodetect without problems. If you encounter difficulties with Autodetect, simply select **MANUAL SETUP** and you'll be taken to a screen where you can enter your card's relevant settings.

5. Left-click the button to hear the test sound.
6. Click **OKAY** to continue.
7. Repeat steps 2-6 for the **MUSIC CARD** selection.

Directory Configuration

This option simply allows you to specify the drive and directory to which *Privateer 2: The Darkening* will be installed. If you prefer the game be installed anywhere other than the default drive and directory (C:\DARK), select this option and enter the address of the drive and directory you prefer.

8. (Optional) Install the game to a directory other than C:\DARK by clicking **DIRECTORY** and entering the drive and path.

Control Configuration

Available control options are Mouse (the default), Joystick and Joystick/Throttle. Even if you select Joystick or Joystick/Throttle, you must have a compatible mouse and mouse driver installed in order to play the game.

9. Click **CONTROL** to change the flight input device. Select **MOUSE** if you do not have a joystick. Select **JOYSTICK** if you have a joystick. Select **JOYSTICK/THROTTLE** if you have a CH Products Joystick and Throttle. (Supported throttles are the CH Flightstick, CH Flightstick Pro, CH Throttle, and the CH Pro Throttle.)
10. Select **OKAY** to accept your selection.
11. Press the **INSTALL** button, when all of your choices are correct, to begin installing the game. (While files are copying, useful information about the game appears in text format.)

Adjusting Sound Preferences

If you need to change your sound card preference, run **SETSOUND** from your installed directory. This will not interfere with your saved games.

TROUBLESHOOTING

WINDOWS 95 QUESTIONS

Q: When I click on my shortcut icon, it takes me to DOS, but I get an "INVALID DRIVE SPECIFICATION" prompt when I try to go to my CD drive to install the game. Why?

A: You don't have your CD-ROM driver installed for DOS. You will need to create a shortcut and load the correct driver to run the game. Some systems with factory-loaded *Windows 95* may not come with installed DOS drivers. Contact your manufacturer for information on obtaining the necessary drivers.

Q: When I click on my shortcut icon, it takes me to DOS. When attempting to install/run the game, I get an "ABORT, RETRY, FAIL" prompt.

A1: Ensure that your CD is inserted and correctly seated.

A2: You may not have a CD in the drive. Check your CD-ROM drive for the correct CD.

A3: If you get this error, first try to wipe off any dust or stains from your CD. If the CD-ROM is visibly damaged, see p. 23 for information on ORIGIN's customer support.

Q: I made a shortcut, but the game locks up when I try to play it.

A1: You do not have enough free memory to run the game. You need at least 300K free conventional memory, and a total of 8 MB RAM (with at least 7104K free) to play *The Darkening* in DOS. Type MEM at the DOS prompt or check with your computer manufacturer to ensure that you have 8 MB installed on your computer. (See **Memory Requirements**, p. 28.)

A2: You may have memory allocated to other applications. Try making a shortcut. See **Creating a Shortcut**, p. 5.

A3: The problem may be your sound card. If you have a Sound Blaster or 100% compatible sound card, and the game still locks up, you may not have a DOS driver for your sound card (*Windows 95* sound drivers do not work in DOS mode). This is particularly likely on certain systems with factory-loaded *Windows 95*. Contact your computer or sound card's manufacturer for information on obtaining the correct drivers.

A4: You may not have enough files specified to run the game. Follow the directions to edit your shortcut and make sure FILES=40.

A5: You may not have enough buffers specified to run the game. Follow the directions to edit your shortcut and make srue your BUFFERS=40.

START-UP QUESTIONS

Q: The game locks up when I try to start it.

A1: You do not have enough free memory to run the game. You need at least 300K free conventional memory, and a total of 8 MB RAM with at least 7104K free. Type MEM at the DOS prompt or check with your computer manufacturer to ensure that you have 8 MB installed on your computer. (See **Memory Requirements**, p. 28.)

A2: You may have memory allocated to other applications. Try making a boot disk. See **Boot Disks**, p. 9.

A3: This may be a sound card problem. Ensure that your sound card is one of those listed on the box or 100% compatible.

A4: Make sure you have all of the necessary sound lines for your sound card loading in the CONFIG.SYS and AUTOEXEC.BAT of your boot disk or shortcut. Refer to your sound card documentation to determine which lines are necessary for the card to work correctly. A list of supported cards and the lines needed to initialize them are given in **Changing Sound Card Configuration** (p. 16).

A5: If your card is one of the supported cards listed in the install program, make sure you disable any emulation software you may have running. *Privateer 2: The Darkening* provides native support for these cards.

A6: You may not have enough files specified to run the game. Follow the directions to edit your shortcut and make sure FILES=40.

A7: You may not have enough buffers specified to run the game. Follow the directions to edit your shortcut and make srue your BUFFERS=40.

AUDIO QUESTIONS

Q: I have loaded all the correct sound lines and still get an error when I run Privateer 2: The Darkening.

A: *Privateer 2: The Darkening* can only provide reliable support for those cards listed on the box and in the installation program. Other sound cards may load software that is not compatible. Consult your sound card manufacturer for more information and the latest software drivers.

JOYSTICK QUESTIONS

Q: Why doesn't my joystick work correctly?

A1: Ensure your joystick has been calibrated correctly. While in spaceflight, press Alt O to access the ***Spaceflight Options Menu*** Left-click on CALIBRATE JOYSTICK. Move the joystick around its extents, and let it re-center. Use the + and - keys to increase/decrease the "dead-zone" of the joystick, until the gray dot is inside the yellow box.

A2: Some joystick ports on sound cards or multi-I/Os won't read accurately when used with faster machines, because these processors communicate with the joystick faster than the game expects them to. You might want to consider getting a speed-adjustable gamecard to fine-tune the communication between your joystick and your processor. Consult a hardware technician for the game card that's best for you.

MOUSE QUESTIONS

Q: My mouse doesn't work in Privateer 2: The Darkening, *or I get an error when attempting to begin the game indicating that I have no mouse driver.*

A1: Make sure your mouse is plugged in and connected to the correct port, and that your driver software is loaded.

A2: You may not be loading a DOS-based mouse driver in your AUTOEXEC.BAT or CONFIG.SYS. *Privateer 2* only recognizes DOS-based drivers. Some multi-tasking environments (such as *Windows 95*) load their own mouse drivers, which are not compatible with *Privateer 2*. If your mouse works in *Windows* but not in DOS, you may need a DOS mouse driver. Try making a boot disk to run the game in DOS – see ***Boot Disks***, p. 9. If you are attempting to run the game with a boot disk, consult the manual that came with your mouse, or contact your hardware manufacturer to get a DOS-based Microsoft mouse driver (v. 6.03 or higher).

A3: Your mouse may not be 100% Microsoft compatible. You need to find and load a DOS-based Microsoft mouse driver version 6.03 or higher.

OTHER COMMON QUESTIONS

Q: The game runs slowly.

A1: Try turning off in-flight music in the **Spaceflight Options** screen. See the *Pilot's Manual* for more information.

A2: Try resetting your Details in the OPTION menu to speed up the game. See the *Pilot's Manual* for more information.

Q: The game occasionally locks up.

A: You may be loading software that is not compatible with *The Darkening*. First try running the game from a boot disk. Refer to **Boot Disks** (p. 9) for more information. Also, you may not meet all of the system requirements. Refer to **System Requirements** (p. 28) to check this possibility.

Q: When playing the game, sometimes the game crashes with the error message: "Error reading file." What's wrong?

A: *Privateer 2: The Darkening* is having a problem reading the CD or the files on the hard drive. This can be attributed to a configuration problem, outdated CD-ROM drivers, dirt/dust on the surface of the CD, a physically damaged CD or a corrupted file on your hard drive.

If you get an error, first try to wipe off any dust or stains from your CD. If that doesn't work, try to start the game from an earlier save. If the CD-ROM is visibly damaged, see p. 23 for information on ORIGIN customer support.

Q: My game crashes when I attempt to run Privateer 2 *through Microsoft* Windows *or* Windows NT, *IBM* OS/2, Desqview *or* Windows 95.

A: Multi-tasking environments such as these conflict with *Privateer 2* in their memory usage and other system resources. We recommend that you make a boot disk or shortcut and run with MS-DOS.

Q: Privateer 2: The Darkening *still doesn't work after I made a boot disk and tried the other options in this guide.*

A: Copy down the exact error code and information the computer displayed and/or an exact description of the problem. Then see **Tech Support/Customer Service**, next page.

ORIGIN TECH SUPPORT/CUST. SERVICE

If, after reviewing **Troubleshooting**, you are still having a problem with the ***Privateer 2: The Darkening*** software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer, hardware manufacturer or system software publisher in order to properly configure their product to run with our game. When you do call us, if at all possible, be near your computer. If it is not possible to be near your computer, be sure to have the following information:

- **Error message that displayed when the problem occurred**
- Contents of your CONFIG.SYS and AUTOEXEC.BAT files
- Listing of your machine's type and hardware contents
- DOS version number and publisher that you are currently running
- Type and version of mouse driver you use
- Type and speed of your CD-ROM drive
- The brand of your video card and version of VESA-compliant video driver
- The brand of your sound card, and its IRQ, I/O address and DMA setting
- Contents of a CHKDSK and MEM /C statement

PRODUCT SUPPORT MUST HAVE THIS INFORMATION IN ORDER TO EFFICIENTLY SOLVE ANY PROBLEMS.

Contact ORIGIN Product Support at (512) 434-HELP (4357), Monday through Friday, between 9 a.m. and 12:45 p.m., and 2 p.m. to 5:00 p.m., Central time, **hours are subject to change**.

Online Services

Many of the most popular online services provide access to ORIGIN company news, product updates, release dates, technical support and game hints.

FAX. The ORIGIN FAX number is (512) 795-8014. Be sure to include a return FAX number. FAXes will be responded to by FAX.

Internet. You can e-mail technical support and upgrade questions to ORIGIN Customer Support at **support@origin.ea.com**. You can also retrieve demos, patches, press releases and screen shots from ORIGIN's anonymous FTP site at **ftp.ea.com**. You can also reach the ORIGIN web site at **http://www.ea.com/origin.html**.

America Online. You can e-mail Customer Support at ORIGIN CS. To reach our Customer Support board in the Industry Connection, press Ctrl K for "Go to Keyword." Then type ORIGIN in the Keyword window. In addition to reading messages, you can download files from the "Origin Software Library." For membership information and a free starter kit, you can call America Online toll-free at 1-800-827-6364.

CompuServe. To reach our Customer Support board in the Game Publishers Forum, type GO GAMAPUB at any "!" prompt. Then select the Origin Section (Section 12). In addition to reading the messages, you can download files from the "Library Files" menu. To reach our Customer Service department by e-mail, our address is 76004,2612 (or you can post a message in the Origin Game Publishers' Section). You can reach ORIGIN Marketing at 71333,136. For membership information and a free starter kit, you can call CompuServe toll-free at 1-800-848-8199 and ask Representative #361 for your free introductory membership and $15 usage credit.

International Customer Service

Australia (EA Australia) P.O. Box 432 / Southport QLD 4215 / Australia, or call **1 902 261 600.** This call is $.95 per minute, ITM. Lines are open 7 days a week, between 10 a.m. and 8 p.m. If you are under 18 years of age, parental consent is required.

England (EA UK) P.O. Box 835 / Slough SL3 8XP, or call **01753 546 465.**

France (EA France) Centre d'Affaires Telebase / 9 Rue Claude Chappe / 69771 Saint Didier au Mont d'or Chedex / Lyon, or call **7253 2500.**

Germany (EA GmbH) Pascalstraße H6 / 52076 Aachen, or call **240 8940 0.**

Spain (Drosoft) Edificio Arcade / Rufino González 23 bis. Planta 1. Local 2 / 28037 Madrid, or call **1304 7091.**

Japan (EA Victor) 2-4-12 Jingumai / Sibuya-Ku, Tokyo 150, or call **813 5410 3111.**

ORIGIN SYSTEMS, INC. LIMITED 90-DAY WARRANTY

ORIGIN warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase.

If the recording medium is found defective within 90 days of original purchase, ORIGIN agrees to replace, free of charge, any such product upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by ORIGIN. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If failure of the software product, in the judgment of ORIGIN, resulted from accident, abuse, mistreatment of neglect, or if the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to ORIGIN, at the address noted below, with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and ORIGIN will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check (2) a brief statement describing the defect and (3) your return address. Canada and Foreign Orders Note: Only U.S. money orders are accepted.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warrant of merchantability or fitness for a particular purpose, and no other representation of claims of any nature shall be binding on or obligate ORIGIN. In no event will ORIGIN be liable for special, incidental or consequential damage resulting from possession, use or malfunction of this product, including damage to property and to the extent permitted by law, damages for personal injury, even if ORIGIN has been advised of the possibility for such damages. Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages, so the above limitation and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights. You may have other rights that vary from state to state.

PRIVATEER 2: THE DARKENING
CREDITS

AN ERIN ROBERTS GAME

Starring ..... Clive Owen, Mathilda May, John Hurt, Jurgen Proknow, David Warner, Amanda Pays, David McCallum, Brian Blessed, and Christopher Walken as Hassan

Producer and Director ..... Erin Roberts

Game Programmers ..... Paul 'Yosser' Hughes, Tony 'The Count' Stockton

3D Programmer ..... Brian 'Aqharn' Marshall

ART & DESIGN

3D Artist/Object Designers ..... Chris Battson, Michael P. Cottam, Nick 'Mushroom Head' Elms, John Miles

3D Artist & Software / Hardware Engineer ..... Dan 'Starsky' Blackstone

Graphic / Information Designer ..... Paul Chapman 'Stitch'

Associate Game Designer ..... Lawrence 'Skeletor' Doyle

3D Artist / Animator ..... Mark Goldsworthy 'The Master'

Nick 'Dr G' Goldsworthy — Original Game Direction & Office Manager

Art Director ..... Adam 'Headfirst' Medhurst

Artist / Designer ..... Phillip Meller 'El Loco'

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Product Design Assistant ..... Darren 'Lurker' Tuckey, Julian 'Sickboy' Glover

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Dimitri Avignoni ..... Kevork Malikyan
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Holographic Lady ..... Stasha French
Hospital Receptionist ..... Lynn Thompson
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Hugo's Assailant ..... Stephen Jenn
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Joe The Bartender ..... John Hurt
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Lev Arris ..... Clive Owen
Lord Mike Vonx ..... Eric Carte
Louisa Philips ..... Liana Bridges
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Man 2 — Kronos's Ship ..... Thomsa Craig
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Prison Police Officer ..... Bruce Byron
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Rhinehart ..... David Warner
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Temessa Ames ..... Nadia Sawalha
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Sound Mixer ..... Richard Flynn
Boom Operator ..... Andy Moffat
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Wardrobe Assistant .. Michael Mooney, Karen Jackson, James Pavlou, Tabitha Doyle, Rose Goodhart
Make Up & Hair Designer ..... Joan Hills
Make Up & Hair Artist ..... Sally Harrison, Carol Cooper, Maureen Hannaford-Naisbitt
Make Up Artist ..... Melissa Lackersteen
Kronos's Prosthetic Make Up ..... Nick Dudman
Special U.V Make-Up / Hair ..... Carolyn Cowan
Construction Manager ..... Steve Bohan
Construction Manager / Snr. Carpenter .Dave Pearce
Carpenter ..... Dave Lowery

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Painter .....Brian Morris
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SFX Technician .....John Van Der Pool, Ian Lowe
Unit Nurse .....Clare Litchfield

SYSTEM REQUIREMENTS

Computer. *Privateer2: The Darkening* requires at least a Pentium™ 75MHz or 100% compatible system, and MS-DOS version 5.0 or higher.

Video Card. At least 1 Meg VESA 1.2-compliant SVGA (640x480) is required. A local bus video card is required. VESA 2.0 is recommended.

Hard Drive. You must have a minimum of 40 MB free on your hard drive to install and play this game.

CD-ROM Drive. You must have at least a double-speed CD-ROM drive (one with a sustained transfer rate of 300,000 bytes/second or higher).

Mouse. *The Darkening* requires a Microsoft or 100% compatible mouse using Microsoft software driver version 6.03 or higher or 100% compatible software driver.

MEMORY REQUIREMENTS

You will need a total of 8 MB of RAM. To find out how much conventional and XMS memory you have available:

From the DOS prompt, type: MEM [Enter].

When the memory information is displayed on the screen, look for the following:

- LARGEST EXECUTABLE PROGRAM SIZE — This number indicates how much DOS conventional memory is available. You must have at least 300K listed here.
- TOTAL EXTENDED (XMS) or TOTAL CONTIGUOUS EXTENDED — This is the amount of extended memory in your computer. You must have at least 7104K listed here.

(If you are unsure about any details regarding the different types of memory, consult your DOS manual.)

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MISSILES
PYTHON MISSILE
GUNS
KRAVEN MKIV LASER
MINES
12
PROXIMITY MINES
DAMAGE
ARMOUR
COMMS
FLIGHT CONTROL
AFTERBURNERS
WEAPONS
SHIELDS
TARGETTING
TARGET
TYPE: GEA TRANSIT
RNG: 2698.0

PRIVATEER® 2
THE DARKENING™
REFERENCE CARD

**NOTE: Page numbers in parentheses refer to sections in the* Flight Manual *(CD insert).*

THRUST/BRAKE (PP.4-5)

[+]	Increase speed	[-]	Decrease speed
[X]	Match speed of target	[\]	Set speed to zero
[Tab]	Afterburner (hold)	[ ]	Increase speed to maximum (without afterburners)

RADAR (PP.10-12)

[Alt][R]	Toggle between radar modes
[E]	Cycle through radar ranges

DAMAGE (P.21)

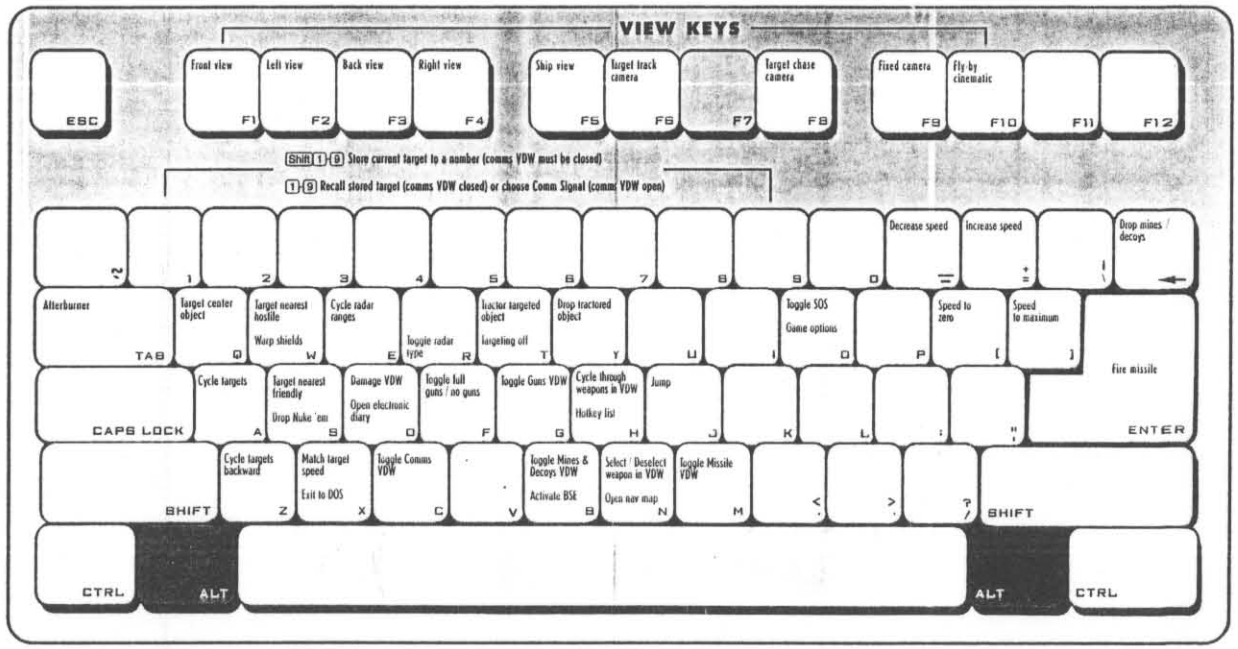
[D]	Open damage VDW (closes automatically)

TARGETING (PP.13-15)

[A]	Cycle forward through targets
[O]	Target object closest to center of screen
[S]	Target nearest friendly
[W]	Target nearest hostile
[Z]	Cycle backward through targets
[Alt][T]	Turn targeting off
[1]-[9]	Recall stored target
[Shift][1]-[9]	Store current target to number key (if Comms VDW closed)

WEAPONS (P.16-21)

[B]	Toggle Mines/Decoys VDW	[G]	Toggle Gun VDW
[Backspace]	Drop mines / decoys	Joystick Trigger	Fire gun(s)
[M]	Toggle Missile VDW	[F]	Toggle full guns / no guns
[Return]	Fire missile	[H]	Cycle through ordnance in current VDW
		[N]	Toggle selected ordnance on / off



VIEWS (BACK PAGE)

[F1]	Front view	[F6]	Target track camera
[F2]	Left view	[F8]	Target chase camera
[F3]	Back view	[F9]	Fixed camera
[F4]	Right view	[F10]	Fly-by cinematic
[F5]	Exterior ship view (pan with [↑][↓][←][→])		

NAVIGATION (PP.6-9)

[Alt][N]	Nav map	[+]	Zoom nav map in
[F]	Nav map search	[-]	Zoom new map out
[J]	Jump	[R]	Rotate nav map

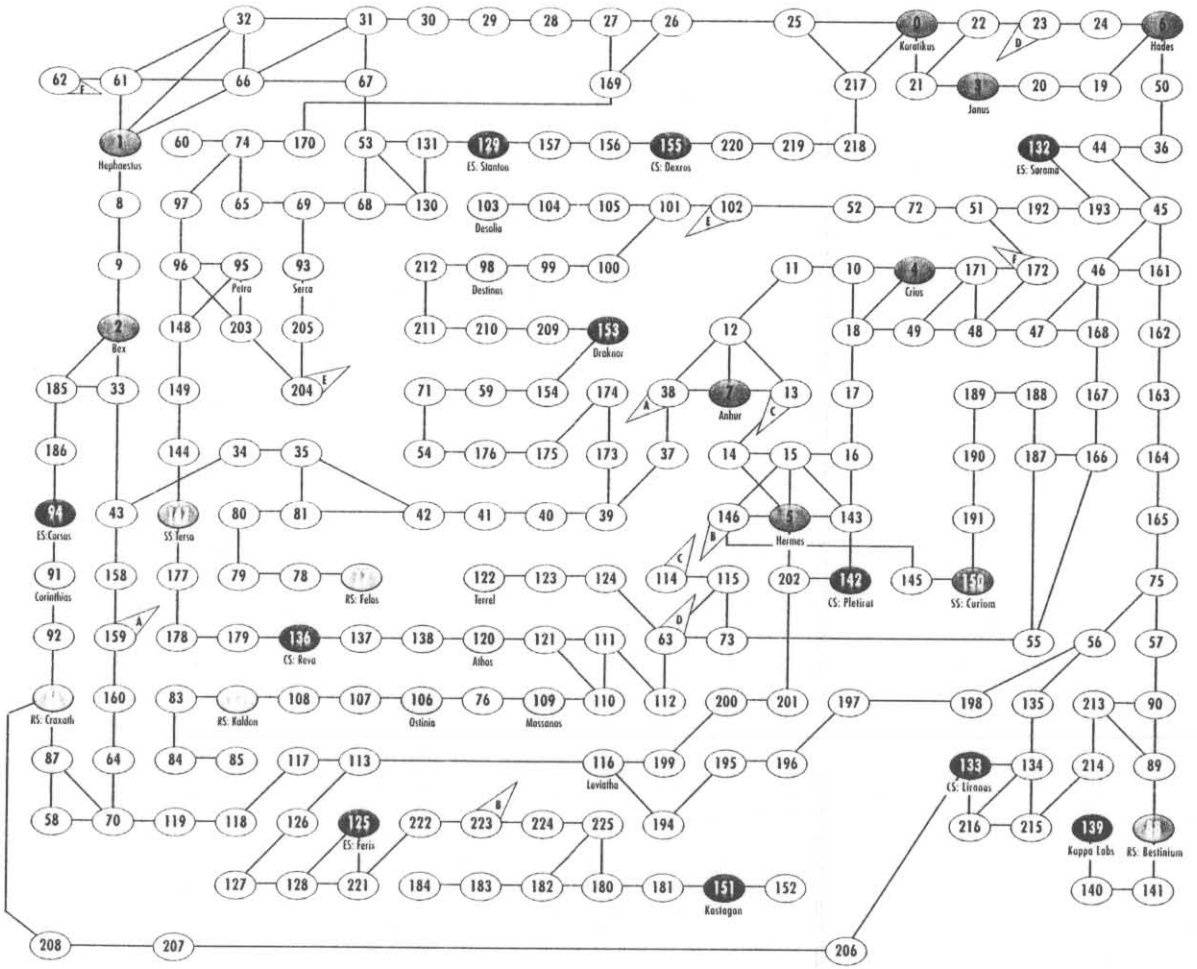
SPECIAL FEATURES (PP.23-29)

[Alt][B]	Activate BSE system	[Alt][W]	Activate warp shields
[Alt][D]	Open electronic diary	[Alt][X]	Exit to DOS
[Alt][H]	Open hotkey list	[O]	Toggle SOS receiver on / off
[Alt][O]	Game options	[T]	Tractor targeted object
[Alt][S]	Drop Nuke 'em	[Y]	Drop tractored object

COMMUNICATIONS (P.22)

[C]	Toggle Comms VDW
[1]-[9]	Choose comm signal

**NOTE: To adjust gamma correction (brightness) during cinematics press* [+] *and* [-]



SCHEMATIC MAP OF THE TRI-SYSTEM UNIVERSE

Legend

- Planet
- Minor Planet
- Equipment Station
- Repair Station
- Commodity Station
- System Jump Gates
- Super Station
- Pirate Base
- Navigation Buoy
- Jumpline (Crossed lines do not indicate interconnecting jumps. For example, there is no jump line between Nav 148 and 203.)

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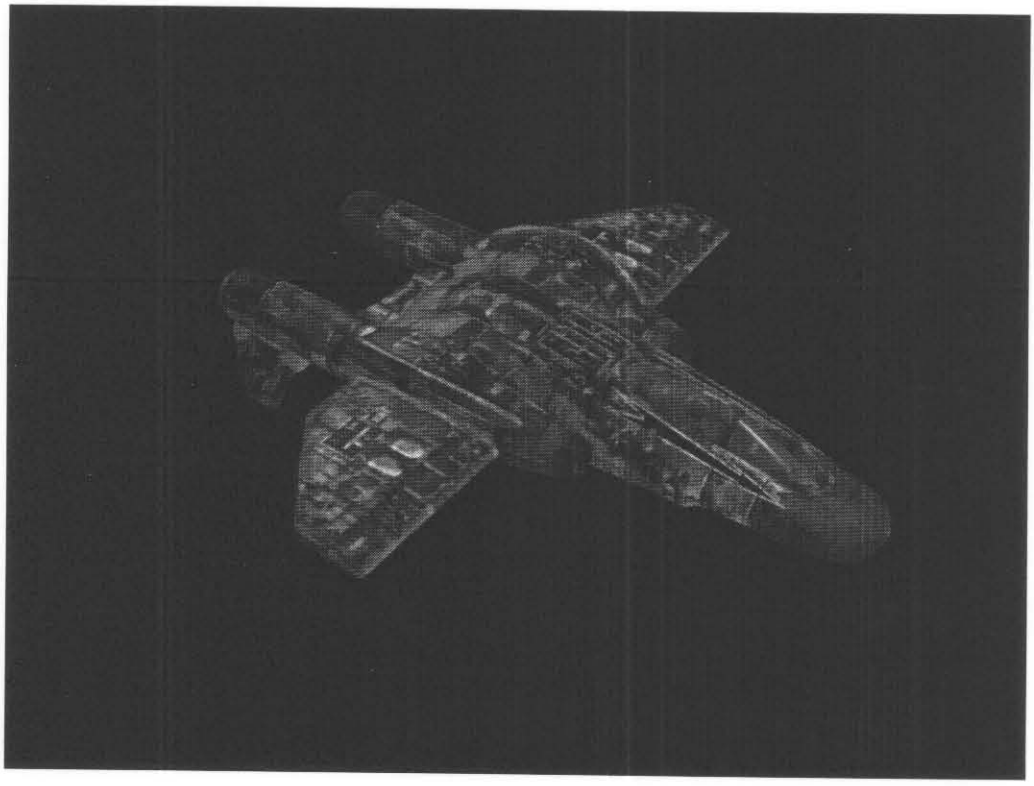

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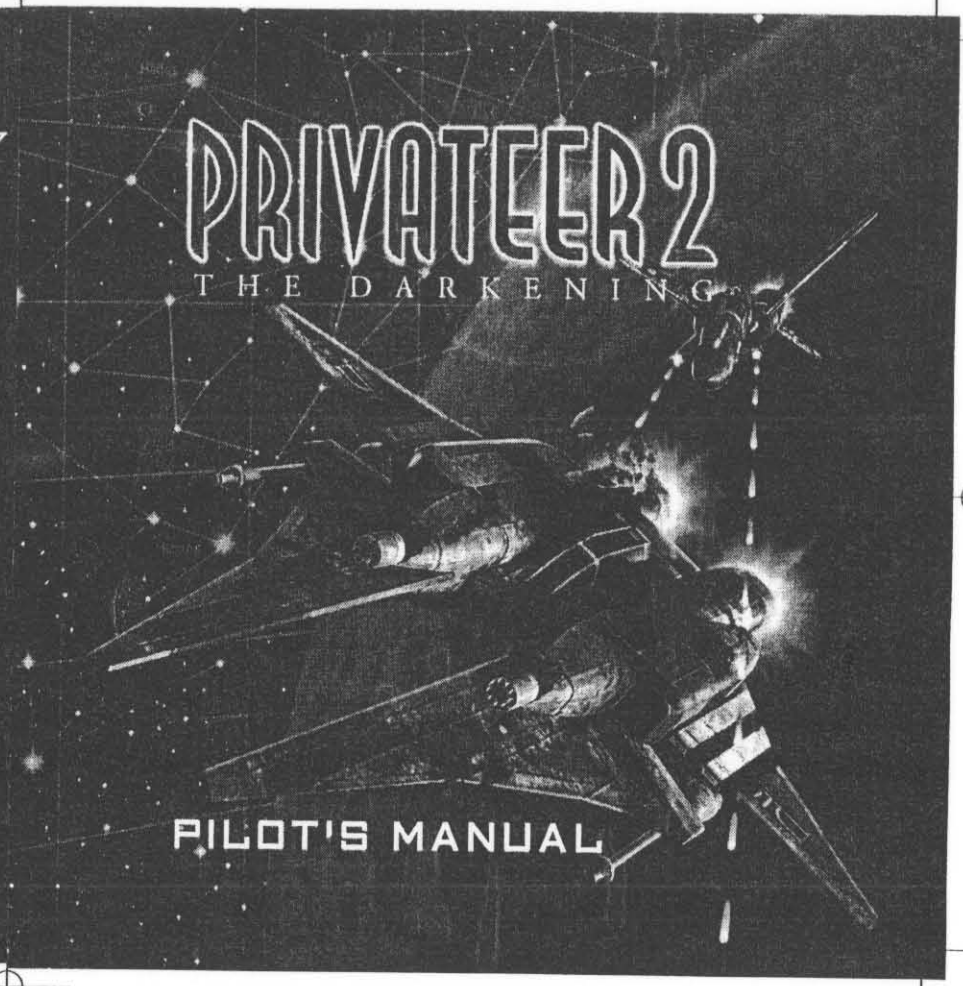

PILOT'S MANUAL

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BASIC FLIGHT

Taking Off and Landing

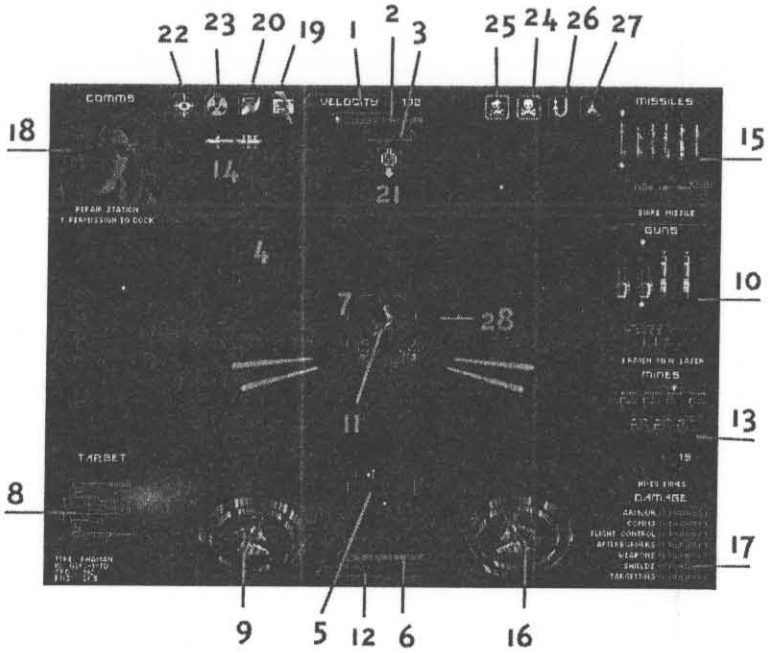
Planetary takeoffs and landings are automatically controlled by the local Off-Planet Control (OPC). Similar control units handle docking procedures at space stations.

Once you have entered your ship (which you do whenever you click on the LEAVE [NAME OF LOCATION] area of a customs screen), takeoff procedures will be initiated automatically. Your ship's computer announces the takeoff procedure; details are displayed briefly on your HUD.

To initiate landing:

1. Press [C] to call up your Comms VDW.
2. Fly directly toward the planet or station until its name appears in the Comms VDW. (Don't get too close, however, or your ship will burn up in the atmosphere.)
3. Press the number listed in the Comms VDW next to *Planetary Control*.
4. Press the number next to *Permission to Land*.
5. Sit back and relax — OPC will take over from here.

In the Cockpit



Page numbers indicate where the item is discussed later in this manual.

1. Velocity bar (p. 4)
2. Afterburner Fuel (p. 5)
3. Jump Drive bar (p. 6)
4. Nav Indicators (p. 8)
5. Radar (p. 10)
6. Radar Range (p. 12)
7. Target indicators (p. 13)
8. Target VDW (p. 14)
9. Target Shields/Armor (p. 15)
10. Gun VDW (p. 16)
11. Lead indicator (p. 17)
12. Gun Temperature (p. 17)
13. Mine/Decoy VDW (p. 18)
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15. Missile VDW (p. 20)
16. Shields/Armor (p. 21)
17. Damage VDW (p. 21)
18. Comms VDW (p. 22)
19. E-Mail (p. 23)
20. SOS Receiver (p. 24)
21. Tractor Beam (p. 24)
22. Blindfire (p. 25)
23. Nuke 'em (p. 25)
24. BSE (p. 26)
25. Signal Filter (p. 26)
26. RTS (p. 27)
27. Warp Shields (p.27)
28. Throttle Bar (p. 4)

IMPORTANT NOTE: *Not all of the VDWs pictured on the screen to the left can actually be open at the same time.*

1. Controlling Your Ship

Move your joystick or mouse around, paying attention to the way the starfield moves relative to your ship. Pull the mouse or joystick back to raise the nose, push forward to lower the nose. Pull to the left to yaw left and to the right to yaw right.

Note: *You can choose your flight controls, calibrate your joystick and flip your flight orientation from the* Options *screen.* *See* ***Options Screen****, p. 28.*

Forward motion is controlled by your throttle. To control throttle with the keyboard:

[+] Increase velocity

[-] Decrease velocity

[]] Accelerate to maximum speed (without afterburners)

[[] Brake to zero

The separate throttle wheel on your joystick allows you to accelerate to max speed (without afterburners) and brake to zero, overriding key commands.

The velocity bar (1) at the top of the HUD shows your current velocity. Also, a vertical bar gauge (28 on the cockpit diagram) appears to the right of your gunsight. The higher the indicator, the faster your speed.

Calibrating a Joystick or Mouse

All ships support several standard control devices.

To select and calibrate a control device:

1. Press [Alt][O] while in flight to activate the *Options* screen.
2. Choose JOYSTICK (regular one-/two-button joystick), JOYSTICK AND THROTTLE CONTROL (joystick with a CH Products throttle control device) or MOUSE.
3. Select the corresponding CALIBRATE option.
4. Follow the calibration instructions on the right.
5. Click on EXIT to return to space flight.

Note: *When calibrating, use [+] and [-] to increase/decrease the joystick dead zone. Make sure the gray dot is in the yellow box before you exit.*

2. Afterburners

All ships operating in the Tri-System area are required to have basic afterburner capabilities. Afterburner enhancers, which boost your max afterburn speed, can be purchased through the CCN booth system.

[Tab] Hold down to afterburn

Remember that afterburner fuel won't last forever, so save it for emergencies. The afterburner fuel bar (2) shows how much fuel you have left; a light on the bar comes on when you are using your afterburners. Afterburner fuel containers are automatically refilled every time you land

3. Traveling From Point to Point

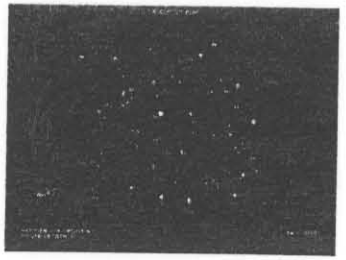
Tri-System space consists of pockets of local space connected by jumps. If there is no planet or major space station in a pocket, it is marked by a navigation buoy. To move from nav point to nav point along your route, you will have to activate your jump drives and jump.

Before you can activate your jump drives, you must select a destination with the nav map (see facing page). Once you have a destination, watch the jump drive bar in the top center of your screen (the smallest bar — 3 on the cockpit diagram) . It will turn green when your drives are powered up and you can jump.

[J] Jump from nav point to nav point

Note: *A ship powering up for a jump is an easy target. For this reason, you cannot jump if there are any hostiles in your area. The jump drive bar will turn red and you will have to eliminate the hostile ships or travel 3600 klicks away from an enemy before you can jump.*

Nav Map



All ships for sale through the CCN come with a nav map of all planets, nav points and space stations in the Tri-System. With this map you can plot a course to any of these locations.

[Alt][N] Call up the Nav Map (while in flight)

[R] Rotate Nav Map

[C] Center map again

[+], [−] Zoom in, out

You can also right-click-and-hold on Nav Map — it will then rotate around its center as you move the mouse around.

To make the map easier to read, you can turn some elements on and off:

[1] Toggle planets

[2] Toggle nav points

[3] Toggle nav point numbers (Only if nav points visible)

[4] Toggle space stations

Your position on the map is marked by a red dot. To select a destination, left-click on it — your route will be plotted and shown with a red line. Click on EXIT or press [Esc] to close the Nav Map and return to the HUD.

Nav Map Find Feature

The Nav Map also has a "Find" feature. To search for a location by name or nav number, press [F]. Type in the name or number of the location you are looking for (often the first few letters of a name are enough), then press [Enter] and the computer will select it.

You do not need to type "0" before 1- or 2-digit numbers. To clear your search, press [Enter]. To try begin a new search, type [F] again.

4. Nav Indicators

When you exit the Nav Map and return to the cockpit, thin blue brackets on the viewscreen surround the nav buoy, planet or station that is your current nav point. When this nav point moves off-screen, a small blue arrow in the center of the HUD indicates which way to turn to bring it back into view.

Note: *Never fly directly into a nav buoy — it is a solid object and can damage or destroy your ship.*

Using Jump Gates

When you select a route on the nav map, the number of nav points in the route is displayed in the bottom left of the screen. To shorten some routes, you can use ***jump gates*** (system jumps) shown as dotted rings connected by yellow lines. You will be charged a 200-credit toll for using this type of jump, but if you've got valuable cargo, it's a good way to avoid hostile pirates.

Because of the toll, nav routes do not automatically include jump gates. To use a jump gate to shorten your route:

1. Select the entry gate as your destination on your Nav Map.
2. Travel to that jump gate, point the nose of your ship toward the jump gate and fly through the ring.
3. The toll fee is deducted from your credit account.(If you do not have 200 credits, you will not be allowed to jump.)
4. After you've jumped, pull up your Nav Map again and choose your final destination.

COMBAT

5. Using Radar

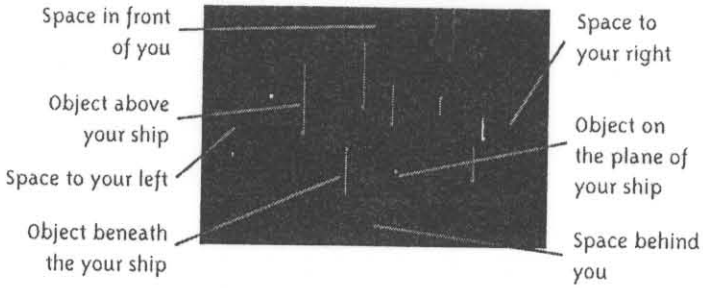
Standard radar systems feature two modes — the 3-D Celestial™ and 2-D Patriarch™.

Alt R Toggle between radar modes

Radar Color Coding

- Unclassified (assume Pirate or Kindred)
- Military
- Neutral (most privately owned vessels)
- Missiles, debris and canisters
- Current target
- Nav buoys and stations

3-D Celestial™ Mode

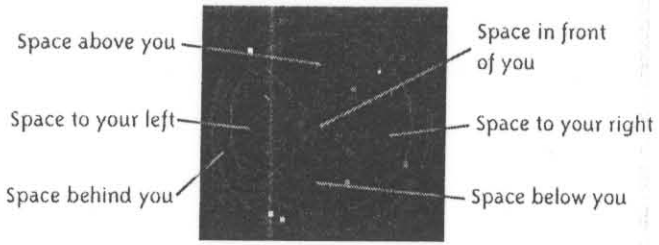


The plane of your ship is represented by the elliptical disk. Your ship is in the center of this disk, and objects in space to the front, back, left and right of you ship are displayed on the disk as marked in the picture above.

If an object is in the same plane as your ship (i.e., somewhere *on* the elliptical disk) it will appear as a small dot. An object above or below your ship (above or below the disk) appears as a small dot with a line leading to the radar disk. The length of the line is an indication of how far the object is above or below you.

The closer a dot (or dot and line) is to the center of the radar disk, the closer it is to you. To bring an object directly in front of you, pick a dot or line on the radar and maneuver until it is a dot on the front of the radar as marked on the diagram above.

2-D Patriarch™ Mode



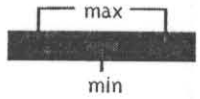
This is a slightly older radar mode, preferred by some of the more seasoned Tri-System pilots. It uses a 2-dimensional circle to represent space around you. The circle is divided into six sections. The outer ring shows the position of ships behind you; the center circle shows ships ahead of you; and the four middle quadrants represent ship positions alongside, above or below you.

To bring an object directly in front of you, pick a dot on the radar screen and maneuver your ship until it is in the center circle of the radar.

6. Radar Range

The bar directly beneath the radar represents radar range. If the entire bar is orange, your radar is reading at maximum range. If only the center section is orange it's at minimum range.

[E] Cycle through radar ranges.



Targeting

You must target ships or objects in space to identify them, communicate with them or fire missiles at them. (You can't target planets or space stations. To communicate with them, simply get close enough to them that they comm you.) Be sure not to fly too close to a planet, however, or you will burn up in the atmosphere.

[A] Cycle through targets in random order (also opens the Target VDW the first time it is pressed)

[Z] Cycle through targets from closest through farthest away

[Q] Target object closest to center of screen (if within 10° of center)

[W] Target closest hostile

[S] Target closet friendly

7. Target Indicators

When you target an object, a target box appears around it. If your target moves offscreen, a small arrow indicates which way to turn to bring it back into view. The box and arrow are red if the target is within the standard range of a Stream Laser (Mk 1), and yellow if the target is outside this range.

8. Target VDW

Selecting a target (press [A]) opens up the Target VDW in the bottom left of the screen. This window displays a line render of the object, the type of object, the registration ID for the object (if available), and the object's speed and range relative to you.

***Note:** The only way to close the Target VDW is to turn the ship's entire targeting system off ([Alt][T] turns the system off). However, this also locks out all of the targeting keys and hides the target box.*

The line render of the object is color-coded according to CIS Color Radar Coding. (See **Radar Color Coding**, p. 10.)

Storing Targets

To store a target for quick recall:

- Target the object.
- Press [Shift] and a number between [0] and [9].

To recall a stored target (if it is still alive and within range):

- Press the number key you assigned it. (Do *not* press [Shift] again.)

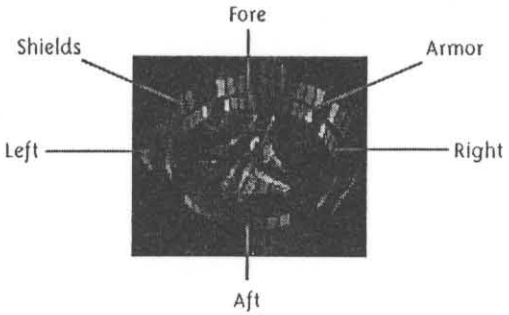
***Note:** The Comms VDW has priority over the stored-target function. While the Comms VDW is open, you can't use the number keys to store or retrieve targets.*

Match Speed with Target

Pressing [X] sets your speed equal to the current speed of your target. If your target is moving faster than your ship can (without afterburners), then your computer will set your speed equal to the highest speed possible (without afterburners).

9. Target Shield/Armor Display

When you fire at a target, a shield/armor status display pops up to the left of the radar. The blue outside ring represents the target's shields, and the yellow inside ring, its armor. Both rings are divided into fore, aft, left and right quadrants. Inside the rings is a red model of the target ship. Flashes of light on this model indicate exactly where the ship is being hit.



10. Using Guns

All fighters have two or more gun hardpoints. By default, all of these are *active*, meaning that when you pull the trigger, all of them fire at once. (This is called *full guns*.)

[F] Toggle between **full guns** active and **no guns** active

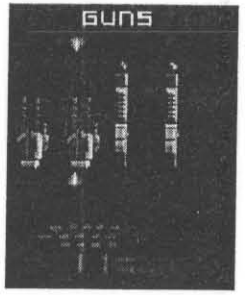
The Gun VDW displays icons for all of the guns loaded on your ship. Active guns have a red icon; inactive guns have a gray icon.

If you want to activate or deactivate some of your guns:

[G] **Open/close** Gun VDW (toggle)

[H] **Cycle** through the guns in the window. Two small arrows scroll above and below the guns. The name and a larger picture of the highlighted gun are displayed at the bottom of the window.

[N] **Activate/deactivate** the indicated gun (toggle). Active guns are red.



The Gun VDW will close automatically after a few seconds, or when you open the Missile or Mine VDW. You can still fire guns while the Gun VDW is closed.

11. Leading Targets

Your guns fire concentrated packet of electromagnetic energy that move more slowly than the speed of light and must be aimed in front of a moving object in order to hit it. Based on your target's current speed, range and direction, your targeting computer estimates where it will be when your gunfire reaches it. The computer then marks the spot where you should aim with a small orange star. Fire at that and you have a much better chance of hitting your target.

12. Overheating Guns

Using guns excessively will result in their overheating, which means they will fire sporadically or not at all. When the laser temperature bar at the bottom of your screen turns extends to its full length, your guns are in great danger of overheating.

Buying a coolant unit upgrade for your laser weapons can keep you firing longer. Several models are available through the CCN Booth System.

***Note:** The only exception to this is the mass ion cannon, which does not use electromagnetic energy and therefore cannot overheat.* *See p. 12 of* Your Guide to the Universe *for more details.*

13. Using Mines/Decoys

Mines. Mine launchers sold through the CCN contain 10 mines. Mines float in space where you drop them, and destroy or disable anything that comes into contact with them. They do not discriminate between targets, and it's possible to blow yourself, your wingman or your cargo ship up with your own mine.

Decoys. Decoy launchers contain 15 decoys. Use decoys to distract incoming missiles and lure them away from your ship. Decoys available through the CCN are effective against all standard types of missile (For more information, see p. 15 of *Your Guide to the Universe.*)

When you press [Backspace], the computer activates a launcher and releases a mine or decoy from it. It will continue to launch mines or decoys from that launcher until the launcher is empty or you choose a different launcher.

Use the Mine/Decoy VDW to manually activate a launcher.

[B] **Open/Close** the Mine/Decoy VDW

[H] **Cycle** through the launchers. An arrow scrolls above the launchers, and the highlighted launcher turns red. The type of mine or decoy and number remaining, appear next to a larger green picture of the selected launcher.

[Backspace] **Launch** decoys or mines from the highlighted launcher

The Mine/Decoy VDW will close automatically after a few seconds, or when you open the Gun or Missile VDW. You still can launch mines and decoys even if the Mine/Decoy VDW is closed.

14. Missile Lock Indicator

This icon appears on your screen when a missile locks onto you. Launch decoys until the missile loses its lock and the icon disappears.

15. Using Missiles

Note: *For information on missiles available from the CCN, see p. 9 of* Your Guide to the Universe.*)*

The Missile VDW displays all missiles currently loaded on your ship; *active* missiles have a red icon, *inactive* missile have a gray icon. When you press [Enter], any active missile will fire. You can specify exactly which missile fires, or prepare a salvo of missiles to be fired at once with the Missile VDW.

The Missile VDW works just like the Gun VDW (see p. 16):

[M] **Open/Close** the Missile VDW

[H] **Cycle** through the missiles in the window

[N] **Activate/deactivate** the indicated missile

[Enter] **Fire** a missile

When firing a missile, make sure you center the target in your view. This allows the missile to lock. To set a missile salvo, activate multiple missiles. (When you fire off a "salvo," you launch several missiles at once.)

The Missile VDW closes automatically after a few seconds, or when you open the Gun or Mine VDWs. You can fire missiles while the Missile VDW is closed.

Missile Lock

Once you have a missile ready for launch, keep your target onscreen long enough for the missile to lock onto it. The target box closes around the target, and your ship's computer announces: "missile lock."

Assessing Damage

16. Shield/Armor Display

The shield/armor display for your ship appears to the right of your radar and works exactly like the target shield/armor display. See **Target/Shield Armor Display**, p. 15. Your ship appears as a blue profile in this display.

17. Damage VDW

The Damage VDW graphically displays the condition of your ship's systems. Each system is listed next to a bar that normally ranges from red to green. As a system becomes damaged, the green end of its bar begins to disappear. When only the red end of the bar is left, the system is near failure.

[D] Open the Damage VDW (closes automatically)

Auto repair droids — for sale through the CCN booth system — will repair systems in flight. For information on damage, see *Your Guide to the Universe*, p. 26.

18. Communication

A sub-theta radio system allows you to bark orders at cargo ships and wingmen, request permission to land and dock, taunt hostile ships and query friendlies.

[C] **Open/close** the Comms VDW

The Comms VDW displays a numbered list of your current target, your wingman and/or cargo ship, and planets or stations, if you are within their OPC range. The VDW will close automatically after a few seconds.

[1]-[9] Press the number next to the object with which you want to communicate

The VDW now displays a list of available communications.

[1]-[9] Press the number next to the message you wish to send

If the ship you wish to communicate with is not on the list, cycle through all targets in the area using [A]. If a planet or space station is not on the list, fly closer to it until its name appears in the VDW.

***Note:** The Comms VDW has priority over the stored-target function. While the Comms VDW is open, you cannot use the number keys to store or retrieve targets.*

ADDITIONAL SHIP FEATURES

Electronic Diary

The electronic diary system stores memos and information on current mission status. It interfaces with onboard computer systems and the PAD.[TSM]

[Alt][D] Open electronic diary

NEXT DIARY ENTRY See next page

PREVIOUS DIARY ENTRY See previous page

Your available credit (CREDS) and the value of your ship, equipment and cargo are listed under CREDIT. RATING tells you how good a pilot you are — GREEN, APPRENTICE, AVERAGE, etc. NUMBER OF KILLS lists your kill total.

19. E-Mail

During flight, you receive e-mails containing mission offers and other important information. Particularly important info will be automatically logged into your electronic diary. The mail icon flashes as you're receiving e-mail, then the message is superimposed over your screen.

YES/NO Respond to a mission offer and exit the mail screen (not all e-mails have this option)

EXIT Exit the mail screen if no offer was made

20. SOS Receiver

When your SOS receiver is active, you will receive emergency e-mail from all over the Tri-System, asking you for help. Rescue missions usually, but not always, offer rewards. The SOS icon appears at the top of the screen when SOS receiver is active.

[O] Toggle SOS Distress Receiver on/off

21. Tractor Beam

You sometimes find it necessary to tractor in objects floating in space. The standard fighter tractor beam is capable of maintaining a lock on relatively small objects — an escape pod, a person or at most a cargo bay — and storing them in the hold. The tractor beam icon appears when your tractor beam is engaged.

To operate the tractor beam:

[A] Target object you wish to tractor and get close to it (within 25 klicks)

[[] Cut velocity to zero

[T] Tractor in an object

[Y] Release a tractored object/jettison whatever is in your hold

22. Blindfire

This add-on makes your lead indicator (see p. 17) light up when you have centered sights accurately enough to hit with your guns. Blindfire is still available only to military pilots — you will have to make friends high up in the CIS to get one of these installed. The Blindfire i con appears when the system is installed.

23. Nuke 'em

This horrible device emits a blast wave from the vicinity of your of ship powerful enough to annihilate almost everything within close proximity. Damage is worst near the epicenter, dissipating outward.

A Nuke 'em device carries with it a small Synchronic Temporal Warp (STW) generator, which throws you marginally forward in time at the moment of detonation. You "reappear" in the same place after the blast, protected from the carnage of the explosion in the immediate past. STW generators are currently neither powerful nor sophisticated enough to protect any cargo ships or wingmen, however. Point your Nuke 'em away from your travelling companions, and make sure they are far enough away to survive.

[A] Choose a target and maneuver so it is in the center of your screen

[Alt][S] Release and detonate Nuke 'em bomb

Nuke 'em bombs can be purchased through the CCN. The Nuke 'em icon appears when you have one loaded.

24. BSE

A Binary Sickness Emitter (BSE) device infects its target's computer systems, leaving the target completely defenseless until it can get the systems back on line. The BSE icon appears when you activate the BSE module.

Alt B Send a BSE transmission to your current target

Each BSE unit can be used four times. BSE modules can be purchased through the CCN booth system.

25. Signal Filter

A signal filter will give you partial protection from computer viruses being transmitted to your ship in the form of viral coding, viral mines and BSE signals. Given the rate that new viruses are being written, nothing can be 100% effective, but this is better than nothing. Signal filters are available through the CCN booth system. The signal filter icon appears when the signal filter is triggered by an enemy BSE. Once installed, this filter works automatically.

26. RTS

The Return to Sender (RTS) system has a 50% chance of sending a locked missile back to the ship that fired it. The RTS icon appears when it is activated by an enemy missile. Once installed on your ship, your computer will activate the RTS deflector automatically whenever a missile locks on you.

The RTS is currently only available through contacts outside of the CCN. If you are looking for one of these, watch for some shady and/or influential character who might give you one in exchange for a favor.

27. Warp Shields

Warp shields provide invulnerability to all known types of weaponry for 10 seconds. They are extremely expensive, and they only work once. They are not currently available through the CCN, but prototypes are in the last stages of testing and they are expected to hit the market very soon.

Alt W Activate warp shields.

Hotkeys

An emergency aid, this screen lists all of the in-flight key commands in the game.

Alt H	Bring up the *Hotkeys* screen
NEXT/PREVIOUS	Go from page to page
EXIT	Return to the cockpit

Option Screen

The DANNI™ computer system has an internal *Options* screen, which allows you to turn several features on and off. You will also find the calibration routines for flight controls (such as a joystick) here.

Alt O Bring up the *Options* screen

Options that are *on* are bright; options that are *off* are grayed out. To toggle an option on or off, click the button next to it.

These options are only available in flight:

HIGH DETAIL LEVEL	When on (default), lighting effects are enabled. Turning this option off can increase frame rates. (Affects spaceflight graphics only.)
JOYSTICK FLIGHT CONTROL	Select joystick without throttle as flight control
JOYSTICK/THROTTLE CONTROL	Select joystick with built-in throttle, as flight control
MOUSE FLIGHT CONTROL	Select mouse as flight control
FLIGHT MODEL ORIENTATION	When on (default), pushing mouse or joystick forward pushes nose down, pulling back pulls nose up. When off, pushing control forward pushes nose up, pulling back pulls nose down.
CALIBRATE JOYSTICK	Click to go to joystick calibration screen
CALIBRATE THROTTLE	Click to go to throttle calibration screen

The following options are also available on the P.A.D. See **Game Options**, in *Your Guide to the Universe*.

VIDEO TRANSITIONS	IN SPACE MUSIC
ANIMATED TRANSITIONS	BOOTH/PAD SOUND EFFECTS
GLOBAL SOUND	COMPUTER VOICE
ON PLANET MUSIC	ENGINE NOISE

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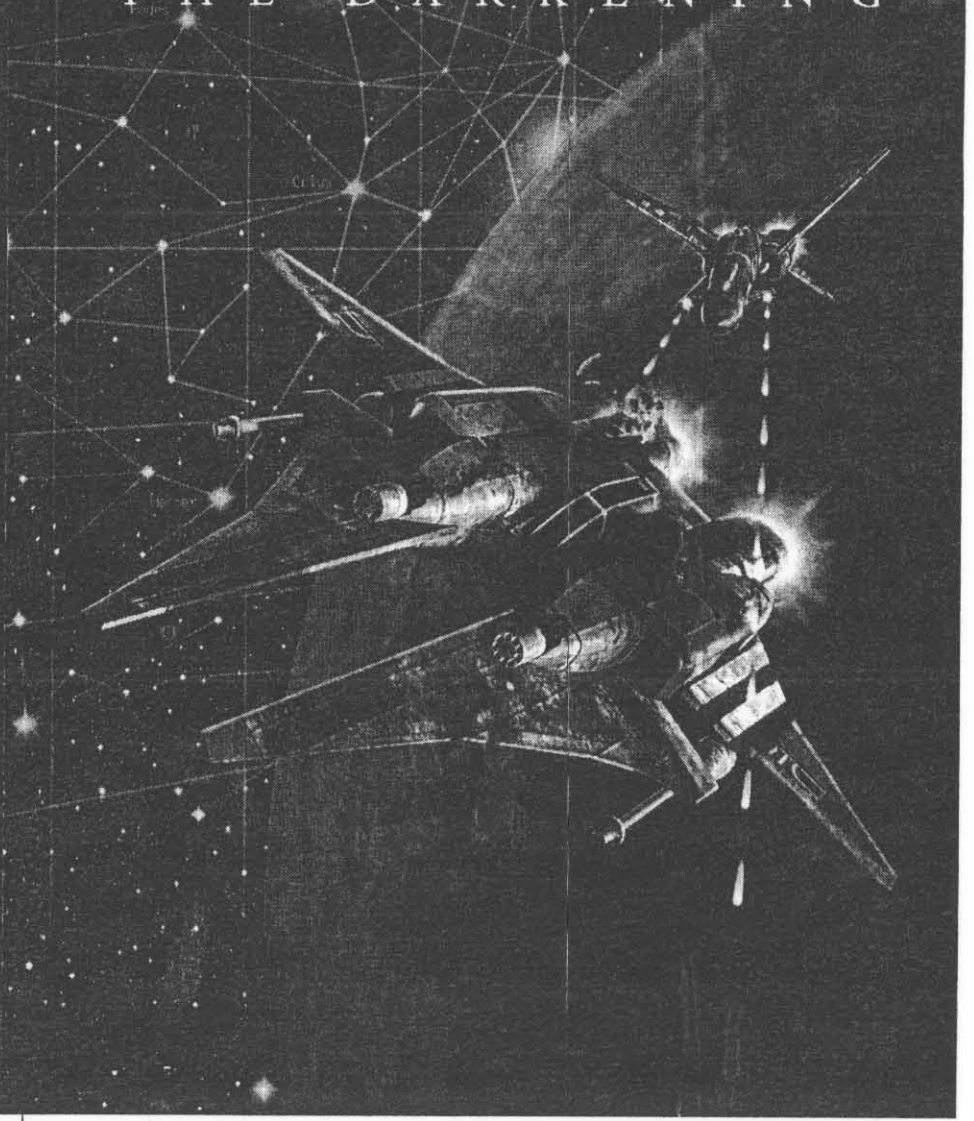
PRIVATEER 2

THE DARKENING



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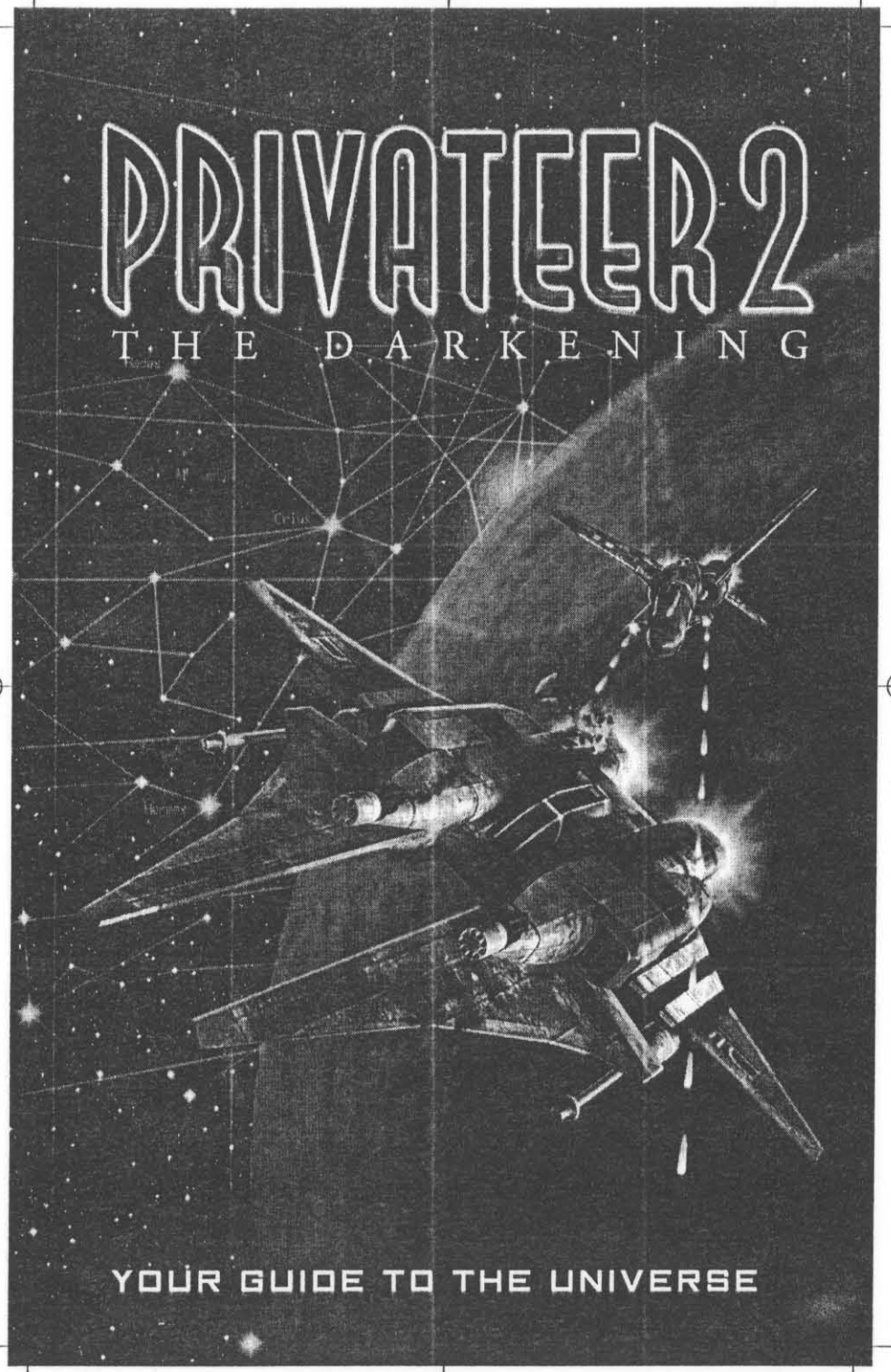

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PRIVATEER 2

THE DARKENING

YOUR GUIDE TO THE UNIVERSE

Written by Paul Chapman, Jennifer Spohrer

Edited by David Ladyman, Tuesday Frase

Design and Layout by Roger Kriegel

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GETTING STARTED

Quick Start

If you have not yet installed *Privateer 2: The Darkening*, see your *Install Guide* for instructions.

1. Turn on your computer (if it's not on) and switch to your *Darkening* directory (type CD \DARK Enter). Type DARK Enter.
2. To bypass the introduction sequences and the movies, press Esc. (You'll miss part of the plot if you do this.)
3. After the intro movie, you see a flick of your character walking into a bar called the Sinner's Inn. Next you will see a shot inside the Sinner's Inn. Move your mouse around on the screen until you find the hotspot that triggers the words: TALK TO JOE THE BARTENDER (the words will appear at the bottom of the screen). Left-click on that spot.

Note: *When you're at an on-planet location screen (such as a bar or customs area) you can click the right mouse button to cycle through hotspots. (Not available in booth or PAD screens.)*

4. During your conversation with Joe, you have to make a choice. Push your mouse to the top or bottom of the screen to highlight one of the choices and left-click. (You can also use ↑, ↓ and Enter.)
5. At the end of the conversation, you see the shot of the Sinner's Inn again. Move your mouse around to find the EXIT SINNER'S INN hotspot and left-click.
6. Your PAD pops up, in *transit* mode. This is the PAD mode that lets you pick places to travel to when you're on a planet. The PAD pops up automatically in this mode whenever you exit an on-planet location. Click on the CUSTOMS AREA button to choose that as your destination and click EXIT.
7. Your character hops on a transit taxi to the customs area.

There is a customs area screen on all planets and space stations, although each looks quite different. Each has ENTER BOOTH and EXIT **[the name of planet or station]** hotspots. The larger, more inhabited planets in the system also have an EXIT TO TRANSIT hotspot. Move your mouse around to find the hotspots, or right-click repeatedly anywhere on the screen to cycle through the hotspots.

ENTER BOOTH	Most business — getting missions, buying a ship, hiring a wingman, trade — is conducted through the CCN booth system. (On some stations, there may be separate booths for ships/equipment, commodities and missions, but it's all the same system. See **CCN User's Guide,** pp. 1-18.)
EXIT [NAME OF PLANET OR STATION]	Leave the planet or station. (You'll need a ship, of course.)
EXIT TO TRANSIT	Head out to another location on the planet. You control where you go using the PAD (See **PAD Owner's Manual: Transit Mode**, p. 19.)

8. You're on your own now. You'll probably want to buy a ship and some weapons and make some money. Left-click on the ENTER BOOTH hotspot.

9. Once in the booth system, left-click on:

SHIPS	To buy a ship and weapons. (You have to have a ship to exit the planet. Make sure you buy weapons, too. They don't come with the ship.)
BULLETIN BOARD	To hire a cargo ship or wingman, or sign up for a mission.
COMMODITIES	To buy goods to trade.
PUBLIC RECORDS	To find out more about the people, companies, vehicles and planets in the Tri-System.
NEWS BULLETINS	For possible hot trade tips.

For information on any of these interfaces, see **CCN User's Guide**, pp. 1-18.

Loading and Saving Games

In a customs area or other on-planet location, press [P] to bring up the PAD.

To save a game:

- Click on the **SAVE GAME** button.
- Left-click on a slot.
- Type in the name of your save game ([Bksp] over an old name if you need to) and press [Enter].
- Click on **EXIT**.

IMPORTANT NOTE: *You must press [Enter] after you type in the name of your save game — otherwise the game won't be saved.*

When you load the game any time after you've saved a game, you will skip immediately to a screen that lets you load a saved game or begin a new one.

- To load a saved game, highlight the name of the game and click on **LOAD.**
- To begin a new game with a new character, click **NEW.**
- To quit to DOS, click **EXIT.**

You can also load a saved game with the PAD:

- Click the **LOAD GAME** button.
- Click on one of your save games.
- Click the **LOAD GAME** button at the bottom of the screen.
- Click on **EXIT.**

IMPORTANT NOTE: *You must click the second* **LOAD GAME** *button — otherwise the game won't load.*

Exiting

To exit the game, press [Alt][X]. At the prompt, type [Y].

Note: *The exit command is unavailable in booth and PAD screens.*

Office of
Incident
Investigation

HERMES

Off-Planet Control

My dear Ser Arris:

Thank you for responding to my PAD message. I heard you had been released from On-Site Emergency Medical shortly after you regained consciousness. I wasn't certain how thoroughly you had been debriefed on the circumstances of your arrival here, and I thought I would try to anticipate a few of your questions.

Concerning the ship you were in when you landed here on Hermes, I am sorry to inform you that a check on its make and registration has turned up a CIS report. Apparently it is a private vessel that was boarded and stolen a few weeks ago near Nav 153. It has been confiscated by the relevant authorities.

A check of the ship's computer indicated that a nav course from Crius local space to Hermes was entered into the computer before the ship took off at Crius. As you know, you have testified that you have no memory of plotting this nav course. You have maintained that you were wounded in a firefight at Crius Hospital and thrown into a ship, whereupon you swiftly lost consciousness. You have stated that you remember nothing more except waking up in the emergency center at OPC HQ on Hermes.

As you were dressed in a physical rehabilitation uniform when you arrived, we took the liberty of contacting Crius Hospital. They confirmed that your name was indeed Lev Arris, and that you had been declared missing after an explosion and firefight inside the rehabilitation area of the hospital, such as you described.

Crius Hospital also confirmed that you were recuperating from cryogenic sleep at the time that the ship you landed in was stolen from Nav 153. Thus, given your testimony and corroboration by the hospital, you have been cleared of all charges in that matter.

You will find your credits restored to you (less landing fees, EMS charges, impoundment fees, the cost of your new clothes and PAD, etc.). You will also find that your access to the CCN booth system has been reinstated.

Given your amnesia, I have put together a few pamphlets which I hope may help you in the coming weeks:

Getting Started (front of this book). A quick tour of the basics.

CCN User's Guide (pp. 1-18). The Commerce and Communications Network is the backbone of Tri-System life. With it you can purchase ships and equipment, find missions, look up records, etc.

PAD Owner's Manual (pp. 19-22). The PAD is your own personal life-organizer -- you need it to use the transit systems, check your pilot rating, etc.

Crius Hospital Medical Report (p. 23). For your records.

Combat Advice (pp. 24-26). Excerpts from Slade "Tex" Carver's *CIS Interplanetary Combat Manual*. Some solid advice from a Tri-System legend.

Tri-System Ship Guide (pp. 27-40). Photo-reference guide to ships in the Tri-System.

Places of Interest (p. 40-42). This little brochure may give you an idea of what Tri-System space has to offer you.

Welcome to Hermes, Ser Arris. I hope you enjoy your stay.

Sincerely,

Ian Esperanto
Office of Incident Investigation
Hermes Off-Planet Control

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CCN USER'S GUIDE

"Helping you not to lose it"

Today's Commerce and Communications Network (CCN) has evolved in much the same way as other intersystem data nets. Intersystem travel made native planetary currencies irrelevant, and language and culture barriers made tourism and trade difficult. The CCN data-system grew to fill this gap, combining purchase and information outlets in one easy-to-use format. However, customer service monitors have revealed that even Tachyo-tripiolotic physicists tend to stare at our terminals in bemused puzzlement during the simplest of transactions. In an attempt to alleviate this problem and try to "help you not to lose it," we've created this guide to finding the best Wheels and Deals, using CCN (or the "booth system" as it is sometimes called).

Editor's Note: *In this guide, "click" means "left-click," unless otherwise specified.*

Log-On

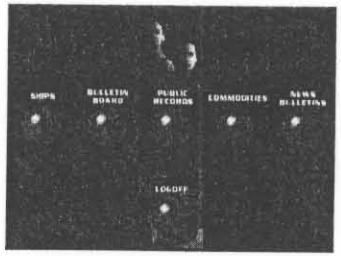
CNN booths have been installed in the customs areas of all planets and major space stations in the Tri-System area. Click on one of these booths to activate the net.

There is a brief introductory sequence while CCN downloads information on your credit, ship, cargo and recent movements from your Personal Access Directory (PAD).

Main Menu

From the main menu you may log off, or click one of the five buttons to enter one of the CCN databases:

- SHIP
- BULLETIN BOARD
- PUBLIC RECORDS
- COMMODITIES
- NEWS BULLETINS



Ships

Whether you're looking to buy or sell, whether you need a ship, equipment or repairs, the CCN ships database has the most up-to-date pricing and best selection — guaranteed. From the *Ships* menu, there are three options — PURCHASE/SELL SHIP, REPAIR SHIP and PURCHASE/SELL EQUIPMENT.

Purchase/Sell Ship

Logged into all the leading local dealers, the CCN ship-trading database is the place for the discerning traveller to pick up a new vessel.

Key financial data is listed in the box on the upper left to help you make your purchase:

Current Ship. Lists the class of ship you currently own. (If you don't have a ship, you'll see NONE.)

Current Ship Value. Credit you would get if you sold your ship (includes the value of all the weapons and other equipment left on it).

Credits. How much you have in the bank.

Total Credits. *Credits* plus *current ship value.*

We honor trade-ins with all sales, so you've got your total credit value to work with.

To sell your old ship and buy a new one:

- Scroll down the *list of available ships* on the lower left. (Click on the arrows to the left of the list. A highlight bar will move down the list.)
- The BUY button becomes bright when a ship in your personal price range is highlighted.
- Click BUY to trade in your old ship (plus any equipment add-ons left on it) for the new one. The difference in price will be deducted from your account.

Ship Stats

On the right side of the screen is a full view of the highlighted ship. Below this are technical specifications.

Max Speed. The longer this bar, the faster the ship is at full speed (without afterburners).

Agility. This is a relative indication of how well the ship handles — how sharply and quickly it turns and how quickly it accelerates. The longer the bar, the more maneuverable the ship.

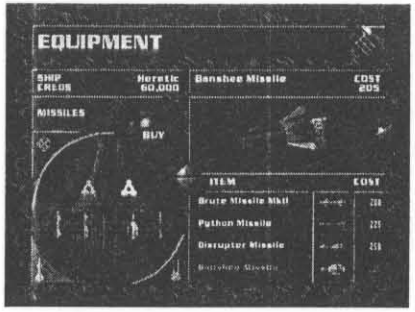
Shields and **Armour.** These bars indicate relative shield and armour strength — the longer the bar, the greater the strength.

Gun Mounts, Missile Mounts and **Module Mounts.** The number of green dashes on these bars tells you how many gun, missile and module hardpoints the ship has.

To exit the screen, click the *exit button* (a dashed arrow) in the top right corner.

Check out the **Tri-System Ship Guide**, p. 27-39, for more extensive statistics on ships available through the CCN booth system.

Purchase/Sell Equipment



With the CCN equipment database, you can purchase guns, missiles, mines and decoys. You can also update your ship systems by purchasing of modules.

The box at the top left of the screen lists your *ship* (current class of ship) and *creds* (number of credits you have available without selling anything). Below this box is a picture of the underside of your ship, detailing its hardpoints. There are three types of hardpoints — *gun, missile* and *module* — and only one type of hardpoint is displayed at a time. To see and load a different set a hardpoints, click on one of the three icons to the left and right of the ship picture.

Laser guns and ion cannons can be mounted on gun hardpoints. Missiles and torpedoes can be mounted on missile hardpoints. Module hardpoints accept decoy launchers, mine launchers, system upgrades and special offensive and defensive equipment.

When you select a module, missile or gun icon, the computer also displays a list of all the equipment that can be mounted on it to the right of the screen. To scroll through this list, click on the arrow buttons in the center of the screen. A highlight bar moves up and down the list. An animated image of the currently highlighted object appears in the window at the top right of the screen. Clicking on the arrow to the right of this image toggles between the image and a text description of the object. Above the image are the name and cost of the object.

To buy a piece of equipment:

1. Click on the module, missile or gun hardpoint icon to display the appropriate type of hardpoint.
2. Click on an empty hardpoint.
3. Highlight an item on the list.
4. If you have enough credit, click BUY to place the item on that hardpoint. Your account is debited automatically. (If you don't have enough credit, the BUY button is grayed out and won't work.)

To sell a piece of equipment:

1. Click on the hardpoint where the item is mounted.
2. The BUY button changes to SELL.
3. Click SELL to get rid of the item and credit your account.

Below is a list of all the equipment available through CCN. Note that some equipment is not available on every planet and station.

Missiles

Damage points. Amount of damage delivered to target.

Lock time. Time (in seconds) required for the missile to gain a solid lock on its target.

Snipe

A dumbfire missile. Flies straight ahead and does not maneuver to target.

Damage points 450

Lock time 3

Brute Mk I

More Maneuverable than the Snipe. As its name suggests, this missile means business.

Damage points 650

Lock time 3

Brute Mk II

It takes longer for this beast to lock on, but it's even more powerful than the Mk I model and gets to target faster.

Damage points 800

Lock time 3

Python

A high-powered missile with a very long range. Extremely quick and very manoeuvrable. You can't escape this one with ease.

Damage points 1000

Lock time 3

Disrupter

This cunning missile shuts down its target's power and flight control systems on impact, leaving the target completely defenseless for several seconds.

Damage points N/A

Lock time 3

Banshee

Also known as the "shield destroyer." One these will usually take out a fighter or small ship's shields.

Damage points N/A

Lock time 3

Proximity

Detonates when something comes within range, killing indiscriminately. Be extremely cautious using this near wingmen and cargo ships.

Damage points 2000

Lock time 3

Stingray Torpedo. Designed to cause extensive damage to whatever it hits. The punch it packs is well worth the wait.

Damage points 8000

Lock time 3

Hellraiser Torpedo. Packed with explosives, it has a relatively low speed but enormous explosive capability. Not even capital ships are safe.

Damage points 16,000

Lock time 3

Guns

Damage. Amount of damage delivered to target.
Rate of Fire. Number of shots per second the gun is capable of firing.
Energy Rating. A measure of each gun's energy efficiency on a scale of 1 to 10, with 10 being very efficient and 1 being very inefficient. The lower this number, the more likely the gun is to overheat.

Stream Laser Mk I

Although this is a fairly weak laser, it regenerates quickly, and is useful against all but the largest ships.

Damage	22
Rate of Fire	4
Energy Rating	7

Volt Laser

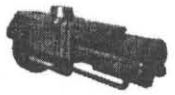
Consisting of bolts of accelerated electron chains, this weapon is more powerful than the Stream laser. Efficient and effective in close combat.

Damage	30
Rate of Fire	5
Energy Rating	5

Flux Beam Mk I

This weapon owes its power to its high-capacity trifluxoid generators.

Damage	25
Rate of Fire	6
Energy Rating	5



Flux Beam Mk II

An upgraded model, boasting a faster fire rate and greater damage potential.

Damage	30
Rate of Fire	5
Energy Rating	4

Stream Laser Mk II

A vast improvement over the original, this is not a weapon to be taken lightly.

Damage	35
Rate of Fire	6
Energy Rating	3

Mass Ion Cannon

This gun is not a laser weapon and therefore doesn't overheat. It rapidly fires dense ionic charges and, because of its high fire rate, can cause great damage even though the amount of damage per shot is relatively low.

Damage	25
Rate of Fire	12
Energy Rating	N/A

Kraven Laser MK IV

This weapon features a new kind of ignition chamber that provides a dramatic increase in damage. It overheats unbelievably fast however, and is only available through contacts outside the CCN.

Damage	40
Rate of Fire	7
Energy Rating	1

Modules

Note: *Buying more than one coolant unit, auto repair unit, afterburner enhancer or shield enhancer does* ***not*** *increase the performance of these systems. In other words, buying two Mk I coolant units will not raise your ship's coolant speed above 10%.*

Coolant Unit Mk I. A coolant unit helps your lasers to dissipate heat, keeping them from overheating when used heavily. A Mk I upgrade increases your ship's base cooling speed by 35%.

Coolant Unit MK II. Increases your ship's base cooling speed by 45%.

Coolant Unit MK III. Increases your ship's base cooling speed by 55%.

Coolant Unit MK IV. Increases your ship's base cooling speed by 65%.

Auto Repair Unit Mk I. Repairs damage in-flight. A bit slow, but it keeps you from having to stop and saves on repair bills.

Auto Repair Unit Mk II. Hot off the conveyor belt, this unit has all of the features of its predecessor, but works at a much faster rate.

Afterburner Enhancer Mk I. Increases afterburner acceleration by 10%.

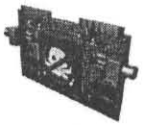
Afterburner Enhancer Mk II. Increases afterburner acceleration by 20%.

Afterburner Enhancer Mk III. Increases afterburner acceleration by 30%.

BSE Virus Transmitter Mk I. The Binary Sickness Emission (BSE) system encodes and transmits a computer virus within your ship's ID signal. If the virus is not caught by a filter, it can shut down a target's computer systems for several seconds, rendering it defenseless. Each module can be "fired" four times.

BSE Virus Transmitter Mk II. Same as Mk I model, but with a more updated virus database less likely to be caught in a filter screen.

For instructions on using BSE transmitters, please see your *Pilot's Manual*, p. 26.



Signal Filter. Blocks almost all known viruses in viral mines and missiles, as well as BSE transmissions.

Shield Enhancer Mk I. Shields usually take a good pounding, and this device increases their regeneration rate by 20%, saving your ship unnecessary damage.

Shield Enhancer Mk II. The Mk II increases shield regeneration rate by 40%.

Shield Enhancer Mk III. Increases shield regeneration rate by 50%.

Warp Shields. Provides complete invulnerability for a few seconds. Can be used multiple times, but must recharge upon landing.

For instructions on using warp shields, please see your *Pilot's Manual*, p. 27.

Nuke 'em. Emits a blast wave from the vicinity of your ship powerful enough to annihilate all but the largest ships within close proximity. Damage is worst near the epicenter, dissipating outward. Includes a small Synchronic Temporal Warp generator which protects your ship from the blast.

For details and instructions on use, please see your *Pilot's Manual*, p. 25.

Hi-Ex Mines. Launcher contains 10 high-explosive mines that detonate on contact, damaging whatever hits them. Mines cause damage to you as well as your opponents.

Damage Points: 500

Proximity Mines. Launcher contains 10 mines that detonate on contact with a single object; their large blast radius damages other nearby objects as well. Mines damage you as well as your opponents.

Damage Points: 400

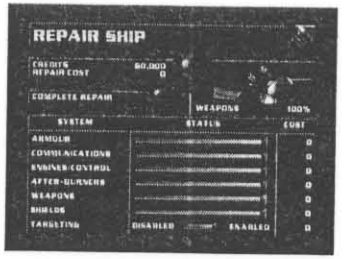
Viral Mines. Launcher contains 10 mines which activate when a ship comes within range. The mines send out constant virus-infested transmissions, which can shut a ship's computer systems down completely for 5 to 10 seconds.

Decoys Mk I. Launcher contains 15 decoys. Each has a 75% chance of luring an incoming missile away from your ship.

Decoys Mk II. Same as MK I, but with an 85% chance of fooling an incoming missile.

Repair Ship

Allow CCN to broker the repair of your ship and equipment — we guarantee quality work performed by reputable mechanics. Using sophisticated diagnostic software, CCN assesses the level of damage to various aspects of your vessel.



Credits. The credits you have available to spend on things like repairs.

Repair Cost. The total cost of all repairs you've authorized using the system status slider bars (see below).

Click on the button to the right of these two figures to accept the repairs. The cost of the repairs will be automatically deducted from your credit account.

Complete Repair. Clicking the button next to this option brings all damaged systems up to 100% repair. If you do not have enough credits for a complete repair, the computer will use the credits you do have to repair all systems as much as you can afford. (All systems will repaired to an equal level of function.)

System Status Slider Bars

At the bottom of the screen is a list of ship systems. To the right of each system name is a slider bar. There is a button on the right end of each bar. Clicking on a button displays an image of the corresponding system in the upper right of the screen.

Each slider bar serves a dual purpose — it tells you how much a system has been damaged, and you use it to set how much of that system will be repaired.

- The amount of green in the bar tells you how badly the system has been damaged — if the entire bar is green the system is functioning at 100%; if a quarter is green, the system is at 25%.
- Click-and-drag the button on the right end of a bar to set how fully that system will be repaired. The cost for the repairs to that system appears in the column to the right.

Once you've set repair levels with the slider bars, you must click the button to the right of CREDITS and REPAIR COSTS to actually make the repairs. If you exit the screen without clicking this button, no repairs will be made.

Click on the exit button (a dashed arrow) in the top right corner of the screen to exit the screen.

Bulletin Board

Local hotshots often post wingman-for-hire ads in the CCN bulletin board database, as do freelancing cargo pilots. This is also the first place you should look for missions of all types — patrol, bounty hunting, anything.

Bulletin board posts appear as minimized windows across the *Bulletin Board* screen. To see more details about a post, click on it to enlarge the post window. Click the exit button (a dashed arrow) at the top of the *Bulletin Board* screen to return to the main menu.

Missions

This is an ideal place to find profitable missions. As newbie pilots tend to get over-zealous and bite off more than they can chew, the system will not allow you to accept a new mission if you have three missions open already. ("Open" means you have accepted the mission — either from the bulletin board, in a conversation or through e-mail — but you haven't gone to the nav point where the mission takes place or received the message that the mission has been given to someone else.)

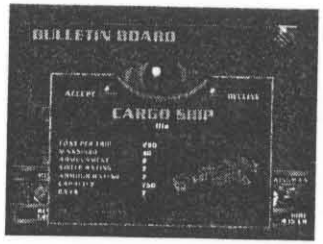
Note: *CCN cannot always guarantee the integrity of the people who post missions through the Bulletin Board system. CCN cannot be held liable for credits not paid, etc. Accept at your own risk.*

The *reward* offered is listed on the minimized mission post. This reward will be paid you when you have achieved your mission objectives. To find out what these objectives are, enlarge the window (click anywhere on the post). Each enlarged mission window gives the name of the person or organization posting the mission, and a brief description of the objectives, location and risks. A brief synopsis of the mission objectives will be posted to your diary when you accept the mission.

Note: *You chances of being attacked by marauding pirates increase as your mission routes get longer. Check out the chart on your* Reference Card *to gauge how many jumps there are between locations. You have a chance of getting attacked at each jump.*

Click **ACCEPT** to accept the mission or **DECLINE** to close the window and look at another posting.

Cargo Ships



If you want to trade commodities between the different planets and stations, you will need a cargo ship to convey them. Cargo pilots charge per trip — when you accept a cargo-ship-for-hire ad from the *Bulletin Board* screen, it will be waiting to take off with you the next time you leave the planet/station. The cargo ship hire fee will be debited from your account when you take off.

Note: *If you hire a cargo ship and then go to the commodities screen to load up, make sure you save enough credit to pay for the hire fee. You will not be allowed to launch until payment is settled or you dismiss the cargo ship and sell off all commodities. (See* ***Cargo Inventory****, p. 21.)*

A maximized cargo ship window displays the class of ship (Ogan, Ilia, Gea Transit or Monolith) under *Cargo Ship* and a picture of the ship. The following stats are listed for each ship:

Cost per trip. The amount that will be deducted from your credit account when you take off.

Max speed. The highest speed the ship is capable of traveling. (Note that cargo ships are much slower than fighters. Target your cargo ship occasionally on long trips and make sure you're not leaving it behind.)

Armament. Number of guns the ship has (if any).

Shield rating and **Armour rating.** Strength on a scale of 1 to 10. Four or below is relatively weak, 7 is about average.

Capacity. Total tons of cargo the ship will carry.

Bays. Number of cargo bays on the ship. (Only one type of cargo can be loaded in each bay. The more bays you have, the more different types of cargo you can carry.)

To hire the cargo ship, click on the ACCEPT button. Click DECLINE to close the window and look at another posting.

Wingmen

It is relatively easy to post a wingman-for-hire ad. Keep this in mind when hiring wingmen and read the profiles carefully. To get the most for your credit, hire someone suitable for the difficulty and complexity of your mission.

Wingmen are hired on a mission-by-mission basis. The fee is deducted from your account the minute you click ACCEPT. Your wingman will take off with you the next time you take off. If you decide you want a different wingman before you take off, you can go back to the *Bulletin Board* screen and choose another (but you will only be refunded 50% of the previous hire fee). Tri-System law prohibits the hiring of more than one wingman at a time.

An enlarged wingman window lists the following stats:

Name. Name of the wingman.

Rating. This is a general indication of a how well a wingman flies and fires (Novice, Above Average, Reputable, etc.).

Ship. Wingman's ship of choice.

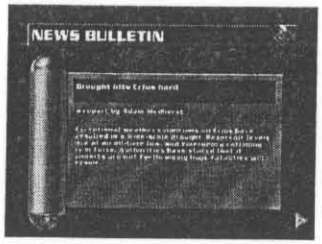
Hire. Amount deducted from your account when you choose ACCEPT.

Quote. Another general indication of how well a wingman is going to perform. Generally, the tougher they sound, the better they are.

Background. The straight scoop on what you can expect from this hire. Click on the arrow buttons to the left of the text to scroll through it.

Click **ACCEPT** to hire a wingman — the fee will be deducted from your credit account. Click **DECLINE** to close the window and look at another posting.

News Bulletins



Gathered from all the major news agencies throughout the system, this collection of relevant (and sometimes slightly less than relevant) items often contains insights into lucrative trading opportunities. Check this out before you buy cargo for your next run.

Click the exit button (dashed arrow) in the upper right corner to return to the main menu.

Public Records

The CCN Public Records provides detailed information on people, companies, vehicles and planets. Because this database is so inconceivably large, it has been designed to customize itself to fit each individual user's needs. Only the most general information is accessible at first. However, as you travel, meet people and use the booth, CCN uploads diary information from your PAD and adds relevant Public Records entries to your customized database. You will find that the list of entries grows as time goes on.

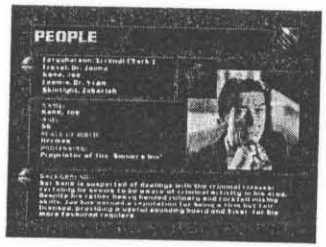
Also, it is important to remember that some entries in the Public Records database may trigger others — for example, looking up the name of someone you've just met in the People database may trigger his or her company's name in the Companies database. Sometimes, in order to use the transit feature of your PAD (see **Transit Mode**, p. 19) to go to a specific location, you may have to first look up the address in Public Records. To find an office building, for example, you may have to look up the company's name in the Company database. The company's address will be automatically downloaded to your PAD and you can reference it to transit to the office building.

After choosing **PUBLIC RECORDS** from the main menu, you can choose one of four sub-databases by clicking on the buttons beneath them, or you can click **DONE** to return to the main menu.

For each of the sub-databases below, a list of entries appears in the upper left. Click on the arrow buttons next to the list to scroll through it. Click on an entry name to highlight it. Left-click on the exit button (a dashed arrow) in the upper right corner of the screen to return to the Public Records main menu.

People

This database includes entries for important people you met visiting different locations, or any names you have noted in your PAD diary.



Name, **Age**, **Place of Birth** and **Profession** are listed for the highlighted entry. A digital image of the person is displayed to the right.

A brief **Background**, giving a general history of the person's life and any criminal charges or convictions on record, appears at the bottom of the screen. Click on the arrow buttons next to ***Background*** to scroll the text.

Companies

This database includes entries for every kind of business or organization — bars, weapons dealers, network companies, pirate operations, etc.

Name. Name of the organization.

Owner. Legal owner of the establishment.

Employees. Number of employees currently employed by the organization, per the most recent tax assessment.

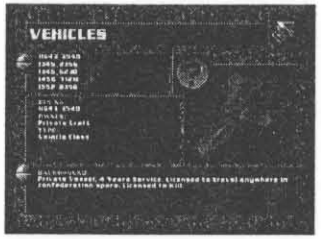
Location. Lists the building and/or city if the company is on a planet. Lists "*Space Station*" or "*Pan-System Locations*" if the company is based in space. "*Nomadic*" means the company has no known permanent location.

Business. Type of operation.

Background. Click on the arrow buttons next to the text to scroll through this brief synopsis of the history and character of the organization.

Vehicles

This database contains entries for registered vehicles, including ships of all kinds and cryopods.



REG No. The registration number for the vehicle.

Owner. Lists the organization that owns the vessel (*Military* or the name of a company) or *Private Craft* if the vessel is owned by a single person. *Cryopod* appears here if the entry is for a cryopod.

Type. Lists the class of ship or type of cryopod.

Background. Gives a brief history of the vehicle and any licensing information, restrictions or violations on record. Click on the arrow buttons next to the text to scroll it.

Planets

The database holds information on all major and minor planets in Tri-System space.

Name. Name of the planet.

System. Lists the system where the planet is located. Tri-System space consists of three tightly interlinked systems — Irrulan, Isaac and Ham.

Atmosphere. Description of the atmosphere.

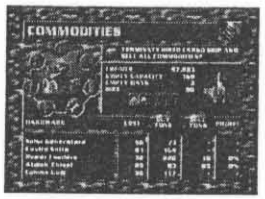
Diameter. Diameter of the planet in miles.

Population. Latest figures of registered citizens and non-citizens expecting to reside on-planet for at least one census cycle.

Background. A brief history of the planet. Click on the arrow buttons next to the text to scroll through it. A scene from the planet is displayed on the right.

Commodities

Trade goods can be bought and sold through the CCN Commodities database. For the savvy privateer, there is a profit to be made by buying low and selling high.



Commodities are paid for at the time of purchase and automatically loaded onto the purchaser's cargo ship. You must hire a cargo ship to purchase commodities. If you do not have a cargo ship hired when you enter the Commodities database, you will see the prompt: *No cargo ship detected. Hire standard ship?* To accept, click the button to the left of the prompt. (Standard ship is a Gea transit — to choose your own ship, exit the *Commodities* screen by clicking the dashed arrow button in the top left, and click BULLETIN BOARD to see the ship-for-hire ads.)

Once you have hired a cargo ship, a picture of this ship appears in the middle right of the screen, along with icons representing each of your cargo bays and the following:

Credits. Total credits that can be used for the hire of a cargo ship and the purchase of commodities.

Empty capacity. Number of additional tons of cargo that can be loaded onto the ship.

Empty bays. Number of empty bays. Only one commodity type can be loaded into each bay, so this indicates how many more cargo types you can carry.

Note: *Cargo bays expand and contract to fit your cargo needs. If your ship has five cargo bays and holds a maximum of 500 tons, you can buy 500 tons of one type of cargo, or 100 tons each of five types of cargo, or 350 tons of one type of cargo and 150 of another, etc.*

Hire. Amount that will be deducted from your credit account to pay the cargo ship when you take off. You must be sure you have this amount left in your account, or you won't be able to take off.

Commodity Information

The circular commodities window is surrounded by seven category buttons. When you click on a button, the commodities in that category, along with their current price and tonnage, display at the bottom of the screen.

The first column lists the names of the commodities in the selected category. Click on one of these commodities to highlight it. A picture of the commodity appears in the circular commodities window.

Cost. The second column lists the current price for each commodity. These prices will vary depending on where you are and what is happening locally.

Buy Tons. In the third column, beneath the BUY TONS button, the number of tons available for purchase is listed for each commodity.

Sell Tons. In the fourth column, beneath the SELL TONS button, the number of tons of each commodity (if any) that you have in your cargo bays is listed.

Profit. For each commodity in your hold, the last column lists the percent profit you would make if you sold at current prices. If this number is red, you would be selling at a loss.

Purchasing

To buy a commodity:

1. Click the name of the commodity to highlight it.
2. Click-and-hold **BUY TONS** until you have bought as much of this stock as you want, or until your ship is full, you've run out of credits, or there's no stock left.

- Buy one ton at a time by single-clicking **BUY TONS**.

Selling

To sell a commodity:

1. Click on the appropriate cargo bay.
2. Click-and-hold the **SELL TONS** button.

- Sell one ton at a time by single-clicking **SELL TONS**.

To sell all of your cargo at once, click the button next to the prompt: *Terminate hired cargo ship and sell all commodities?* You may do this at any time, and the cargo will be sold at local rates.

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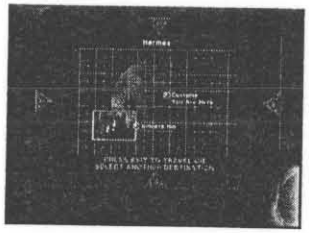
PAD OWNER'S MANUAL

This small hand-held unit has proved to be a useful asset to most people's lives. Almost an "extra brain," the Personal Access Device, or PAD, continually updates, organizes and guides you through your day, storing information and transferring and receiving data to and from the CCN and ship's computers.

you cannot access your PAD during spaceflight. Instead, your ships computer takes over most PAD functions, such as diary and e-mail.

The PAD has two modes: *transit* and *normal*. You cannot shift between these modes, transit mode is activated when you go into a transit area or exit a location, and normal mode comes up at any other time.

Transit Mode

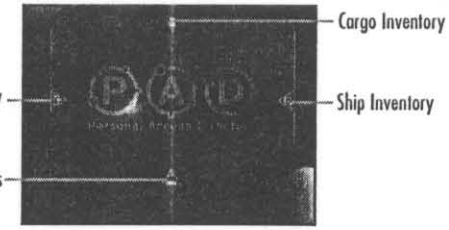


Your PAD interfaces with local on-planet transit services — taxi, rail, zeppelin — allowing you to direct them to where you want to go. The PAD comes up automatically in transit mode whenever you click the **EXIT TO TRANSIT** area on a customs area screen or exit the room you are in (by clicking the **EXIT SINNER'S INN** hotspot, for example).

Dots on the grid mark currently available destinations. In many cases, the PAD uploads the addresses of any individuals or organisations you may wish to visit from Public Records or your ship's diary. It will also cleverly remove these locations when the relevant business there is taken care of.

Click on one of the dots to choose that destination, then click **EXIT**.

Normal Mode



In normal mode, the PAD controls many game and personal functions. To call the PAD up in normal mode, press [P].

Note: If you're in a transit area, this won't work. You can be anywhere — in a bar, in a customs area, in the hospital — except a transit area.

Click on one of the four triangular buttons to choose an option — status diary, cargo inventory, ship inventory or game options. Click EXIT to close the PAD.

The PAD is also a limited mobile communications device. It can receive e-mail and prompts from CCN or civil authorities (for instance, if you have insufficient funds to pay a cargo pilot you have hired). The PAD will come up automatically if it receives a message.

Status Diary

Entry. This section reminds you of your present status and mission objectives to be met (if any). Entries will be displayed in order of priority, with the most important coming up first when the screen appears. Click NEXT DIARY ENTRY and PREV DIARY ENTRY to move between entries.

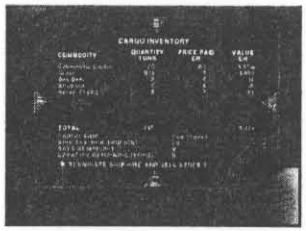
Credits. This section lists the credit values for the following:

CREDITS	Your liquid assets. The number of credits you have in the bank.
CARGO	The credit value of your cargo at current planet prices.
SHIP	The market value of your ship.
EQUIPMENT	Market value for all equipment loaded on your ship.
TOTAL	Total number of credits including ship, equipment and cargo values.

Rating. Your current rating as a pilot, based on your kill total — GREEN, ABOVE AVERAGE, REPUTABLE, etc.

Number of Kills. Total for all groups (pirates, military, private) and all types of vessels.

Cargo Inventory



This display shows you what commodities you currently own, along with the cargo ship you are hiring.

Commodity. This column lists all the commodities you currently own.

Quantity (tons). This column lists the tonnage for each commodity.

Price Paid (cr). This column lists how many credits (cr) you paid for each commodity.

Value (cr). This column lists the value for each commodity at current planet prices.

Total. The total value of all of your cargo.

Should you need to liquidate these assets quickly, click the button next to *"Sell all cargo at local prices and terminate cargo ship hire"* in the bottom left of the screen.

Ship Inventory

This display shows you what ship and equipment you currently own, along with levels of damage for ship systems.

Ship. Your current class of ship.

Modules. Modules you currently have loaded.

Missiles. Missiles you currently have loaded.

Software. Any special software you may have received. (Note these usually cannot be acquired through CCN.)

System Status. Lists the current functional level for each system (100% is fully functioning, 0% is completely dead).

Guns. Guns you currently have loaded.

Game Options

Save Game Click this button, then click on one of the slots, and type in the name of your save game ([Bksp] over an old name if you need to). Press [Enter]. Then click on **EXIT**.

IMPORTANT NOTE: *You must press [Enter] after you type in the name of your save game — otherwise, the game won't save.*

Load Game Click this button, then click on one of your save games and click the **LOAD GAME** button at the bottom of the screen. Then click on **EXIT**.

IMPORTANT NOTE: *You must click the second* ***LOAD GAME*** *button, otherwise the game won't load.*

Video Transitions Toggle landing and transit animations on/off

Animated Transitions Toggle CCN and PAD loading animations on/off

Global Sound Toggle all sound on/off

On Planet Music Toggle planet background music on/off

In Space Music Toggle space background music on/off

Booth/Pad Sound Effects Toggle CCN and PAD sound on/off

Computer Voice Toggle ship computer voice on/off

Engine Noise Toggle engine noise on/off

CRIUS HOSPITAL
MEDICAL REPORT

NAME: Ser Lev Arris

AGE: 30

SEX: Male

SPECIES: Humanoid

DIAGNOSIS: Anterior Amnesia

CONSULTANTS: Dr. Janna Frevel, Dr. Yvan Loomis

RECENT HISTORY:

Ser Arris's condition was probably caused by accelerated decrepitude due a long artificial sleep in frozen state. This was further complicated by trauma sustained from the wreck of the *Canera*.

The patient was pulled from the wreckage of the *Canera* following its impact just short of the landing bay at Mendra spaceport. Although the cryopod had shielded the patient from severe injury, damage to the pod started the thaw cycle, meaning the patient was already partially revived before clinical resuscitative procedures were begun.

From tests conducted during resuscitation, the subject was found to be suffering from Amyotrophic Ossicular Degeneration. This was cured with the self-viral treatment program specific to this disease.

It is presumed that Ser Arris was put into suspended animation some years ago when it was found that he had the AOD virus, which until recently was incurable.

The subject is in excellent shape and is making a speedy physical recovery. However, restoration of his long- and short-term memory cannot be predicted. Bathycephalic scans and a Hypercutaneous Cephalic Remedial Leucotomy were carried out, but no improvement noted.

Subject received standard counseling program. However, as an identity check turned up no records, he was advised to pay particular attention in the near future to e-mails and other messages from people he may not know. It is possible that a relative, friend or associate may be trying to contact him. As his birthplace/home could not be discovered, it was also suggested he take every opportunity to visit various locations on the planets he might visit.

COMBAT ADVICE

"Listen up rookie!!!"

— Excerpts from Slade "Tex" Carver's *CIS Interplanetary Combat Manual.*

Introduction by Commander Brett Stryker, CIS Special Ops

Let me introduce you to possibly the toughest hombre in the universe. He's won every honor possible, and is a walking, talking, 24-carat legend.

Look up "tough" in the dictionary and you'll find a picture of this guy next to it. Ask anyone in the Tri-System about Tex and they'll tell you about his now legendary One-Way Ticket Torpedo Run in the Scatterbelt Wars. They said no man could complete that mission, but then Tex is no ordinary man.

His honours include: Golden Cluster (only four men have won this honour, and three died in the process), the Silver Comet, Legion of Honour, the Platinum Star, Distinguished Medal of Honour (for conduct above and beyond the call of duty), the Black Eagle of Courage and Standard of the Brave.

This is a man who demands respect — pay attention.

Colonel Slade "Tex" Carver
CIS Special Ops "Blackwatch" Regiment

Listen up, rookie, and listen good. I know what you're thinking — you're going to go out there and kick ass, right? Well, think again, cherry. You go into combat unprepared, before you know it you're history.

Those sons of bitches ain't gonna cut you no slack so you better show some savvy. You want to play hardball, then you'd better be packin' some heat. No point in bringing a switchblade to a firefight.

Getting your hands on some real hardware doesn't come cheap. To start with, you need to avoid dangerous missions and make some quick money. Begin with some simple cargo runs, nice and short runs though 'cause you can bet your butt there's gonna be pirates sniffin' around for that easy kill.

OK. Now you got yourself a rig that's going to give you a fighting chance, here's some pointers picked up during twenty years of military service.

1. Never go head to head and take unnecessary damage when you can afterburn past a target.
   Latch on to his tail and erase his butt.
2. Use wingmen. The quality of these mercs can vary, but if you're going on a mission or a cargo run where you know it's going to get heavy, a wingman can be useful in taking some of the heat.
3. Missiles. Make sure you use the right missile for the right job. Hellraisers for capital ships, Pythons for fast ships, you know the score. Look at the specs for details.
4. Defend your cargo ship. You go glory hunting and your cargo ship is gonna be chopped liver. Protect him, and he'll protect you.
5. Communications. A mistake I've seen a lot of rookies make is to neglect the

comms. Make sure you don't. Why? I'll tell you — You're getting your butt chewed up by some pirate. Your cargo ship's got turrets, your wingman's got a loadout — get them to help you out.

6. Who says you have to use cargo ships just for cargo runs? Some of these suckers have got four monster turrets on board — now that's a lot of fire power. If you've got a tough mission ahead of you it would be a good idea to hire one of these babies to give you some back up.
7. Roll. Use your ship's lasers to their full potential. Hold down the top joystick button and push left/right to roll and align yourself with the target. If you're really keen you can do a 90° roll to fly down the gap between his lasers. Remember, you paid good money for this kit — use it.
8. Attacking ships with turrets can get pretty hairy. Brass balls will only get you so far. However, most ships have an Achilles' heel, where the turrets can't touch you. It might be under the belly, rear, whatever. Take refuge here and then blow that hairball to hell.

Well rookie, that's about it. Tricks of the trade like this have got me through the last twenty years of fighting for the Corps. Hopefully, they'll do the same for you.

Give 'em hell out there.

FINAL BRIEFING

Protecting Your Cargo Ship

A hardy bunch of individuals, the cargo pilots of the systems will doggedly follow you around space carrying your cargo for little more than a few creds and a slap-up feed at Fat Pats' transport diner in the Scatter Belt.

They will also tell you when they are being attacked. Cargo is a temptation for hostiles, so taking it on a mission to wipe out a bunch of pirates may not be advisable. And don't fire on your cargo ship, as it will only take so much before firing back, and many of the bigger rigs have some pretty awesome firepower at their disposal.

You can ask a ship to hold its position while you go on ahead, but this puts it at risk while unguarded. And bear in mind that these monsters take longer to jump than you, so give them a second to catch up on long routes.

If the military scan your cargo ship and detect black market goods such as pleasure borgs, there is a chance that they will fire on you.

Wingmen

A wingman makes a useful ally when going into a tricky situation, providing that you have chosen one of the more reliable and adept ones out there. By using the communications channel you can instruct them to perform certain tasks during combat. Again don't fire at them, because after a while they will turn on you like a grumpy guard dog, armed to the teeth with lasers. (Okay, guard dogs rarely have lasers, but wingmen do.) Hire them from the bulletin board in the CCN Booth system.

Escort Missions

You may find yourself carrying out escort missions. In these situations you must rendezvous with a ship at a given point in space, and then select the destination given in the mission description on your Nav map. It is advisable to store the ship as a target (see

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TRI-SYSTEM SHIP GUIDE

The following pages list ships commonly found in the Tri-System area. Statistical information was only available for ships sold through the CCN booths at the time of printing. (Read: the military officials we tried to bribe didn't show up for work the next day — or any other day — and the researchers we sent to uncover pirate ship stats came back in little plastic baggies.)

Model. Ship model as classified by the CIS.

Price. Current purchase price through CCN booth system.

Max Speed. Highest speed ship is capable of attaining (in klicks per second) without engaging afterburners.

Max Turn Rate. Rate at which the ship can pivot on its pitch, roll and yaw axes, given in degrees per second.

Afterburner Speed. Maximum speed on afterburners, before you've bought any Afterburner Enhancer. upgrades.

Shield and Armor Strength. Relative strengths of shields and armor.

Agility. A relative rating of a ship's handling ability between 1 and 10 (with 1 lowest and 10 highest). The rating is assessed by looking at the ship's max speeds, acceleration and turn rate.

Module Mounts. Number of module hardpoints.

Missile Mounts. Number of missile hardpoints.

Gun Mounts. Number of gun hardpoints.

Neutral Ships

Light Fighters

Straith

Model	PL01
Price	10,000 credits
Max Speed	288 kps
Afterburn Speed	576
Max Turn Rate	45°/s
Shield Strength	Light
Armor Strength	Light
Agility	3
Module Mounts	2
Missile Mounts	2
Gun Mounts	2

Aurora

Model	PR01
Price	34,000 credits
Max Speed	320 kps
Afterburn Speed	640
Max Turn Rate	65°/s
Shield Strength	Medium
Armor Strength	Light
Agility	3
Module Mounts	4
Missile Mounts	4
Gun Mounts	2

Velacia

Model	PL02
Price	20,000 credits
Max Speed	320 kps
Afterburn Speed	640
Max Turn Rate	50°/s
Shield Strength	Light
Armor Strength	Medium
Agility	3
Module Mounts	3
Missile Mounts	3
Gun Mounts	2

Duress

Model	ML01
Price	60,000 credits
Max Speed	380 kps
Afterburner Speed	759
Max Turn Rate	80°/s
Shield Strength	Medium
Armor Strength	Light
Agility	5
Module Mounts	4
Missile Mounts	6
Gun Mounts	2

Drakkar

Model	KN01
Price	90,000 credits
Max Speed	400 kps
Afterburner Speed	800
Max Turn Rate	80°/s
Shield Strength	Heavy
Armor Strength	Light
Agility	4
Module Mounts	5
Missile Mounts	5
Gun Mounts	4

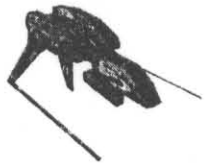
Medium Fighters

Shaman

Model	PR02
Price	17,000 credits
Max Speed	320 kps
Afterburner Speed	640
Max Turn Rate	50°/s
Shield Strength	Medium
Armor Strength	Light
Agility	4
Module Mounts	4
Missile Mounts	4
Gun Mounts	2

Jendevi

Model	PR04
Price	45,000 credits
Max Speed	280 kps
Afterburner Speed	560
Max Turn Rate	75°/s
Shield Strength	Medium
Armor Strength	Medium
Agility	4
Module Mounts	4
Missile Mounts	4
Gun Mounts	3



Skecis

Model	PL03
Price	85,000
Max Speed	360 kps
Afterburner Speed	719
Max Turn Rate	70°/s
Shield Strength	Light
Armor Strength	Medium
Agility	5
Module Mounts	5
Missile Mounts	4
Gun Mounts	4

Skecis Mk II

Model	PL3A
Price	80,000
Max Speed	360 kps
Afterburner Speed	720
Max Turn Rate	65°/s
Shield Strength	Medium
Armor Strength	Medium
Agility	4
Module Mounts	4
Missile Mounts	5
Gun Mounts	3

Kalrechi

Model	PL04
Price	110,000 credits
Max Speed	360 kps
Afterburner Speed	720
Max Turn Rate	75°/s
Shield Strength	Medium
Armor Strength	Medium
Agility	4
Module Mounts	6
Missile Mounts	4
Gun Mounts	4

Heretic

Model	ML02
Price	100,000 credits
Max Speed	428 kps
Afterburner Speed	855
Max Turn Rate	65°/s
Shield Strength	Medium
Armor Strength	Medium
Agility	4
Module Mounts	5
Missile Mounts	6
Gun Mounts	4

Heavy Fighters

Karnenan

Model	PR03
Price	70,000 credits
Max Speed	360 kps
Afterburner Speed	720
Max Turn Rate	65°/s
Shield Strength	Light
Armor Strength	Medium
Agility	4
Module Mounts	5
Missile Mounts	5
Gun Mounts	4

Icarua

Model	PR05
Price	105,000 credits
Max Speed	412 kps
Afterburner Speed	825
Max Turn Rate	65°/s
Shield Strength	Medium
Armor Strength	Mediumt
Agility	4
Module Mounts	5
Missile Mounts	6
Gun Mounts	4

Freij

Model	ML06
Price	180,000 credits
Max Speed	400 kps
Afterburner Speed	800
Max Turn Rate	75°/s
Shield Strength	Heavy
Armor Strength	Medium
Agility	5
Module Mounts	7
Missile Mounts	7
Gun Mounts	4

Freij Mk II

Model	ML6A
Price	200,000 credits
Max Speed	440 kps
Afterburner Speed	880
Max Turn Rate	95°/s
Shield Strength	Heavy
Armor Strength	Medium
Agility	5
Module Mounts	7
Missile Mounts	7
Gun Mounts	5

Danrik

Model	KN02
Price	250,000 credits
Max Speed	440 kps
Afterburner Speed	880
Max Turn Rate	100°/s
Shield Strength	Heavy
Armor Strength	Medium
Agility	5
Module Mounts	7
Missile Mounts	7
Gun Mounts	5

Faldari

Model	ML03
Price	160,000 credits
Max Speed	360 kps
Afterburner Speed	720
Max Turn Rate	80°/s
Shield Strength	Medium
Armor Strength	Medium
Agility	5
Module Mounts	6
Missile Mounts	6
Gun Mounts	5

Faldari Mk II

Model	ML3A
Price	125,000 credits
Max Speed	360 kps
Afterburner Speed	720
Max Turn Rate	90°/s
Shield Strength	Medium
Armor Strength	Light
Agility	5
Module Mounts	6
Missile Mounts	6
Gun Mounts	4

"Unknown Ship"

No record of this class of ship is available through the CCN, and no statistics for it could be found. However, reports of a ship fitting this description have been increasing. If you sight a ship resembling the picture to the right, please contact the office of Jak Synaslew, CIS Director of Vehicle Indentification and Classification.

Cargo Ships

Model. Ship model as classified by the CIS.

Cost. Hire fee for a single trip, payable at take off.

Max Speed. Maximum attainable speed, in klicks per second.

Turrets. Number of turret guns mounted on ship.

Shield and **Armor Strength.** Relative strengths of shields and armor.

Capacity. Maximum weight of cargo that can be loaded onto ship, given in tons.

Bays. Number of cargo bays. This is the number of different types of cargo that you can carry.

Gea Transit

Model	CR01
Cost	50 credits
Max Speed	228 kps
Turrets	0
Shield Strength	Light
Armor Strength	Light
Capacity	250 tons
Bays	5

Gea Mk II

Model	CR1A
Cost	100 credits
Max Speed	228 kps
Turrets	0
Shield Strength	Light
Armor Strength	Light
Capacity	400 tons
Bays	6

Ogan

Model	CR02
Cost	240 credits
Max Speed	220 kps
Turrets	1
Shield Strength	Light
Armor Strength	Medium
Capacity	550 tons
Bays	6

Ilia

Model	CR03
Cost	390 credits
Max Speed	200 kps
Turrets	2
Shield Strength	Medium
Armor Strength	Medium
Capacity	750 tons
Bays	7

Ilia Mk II

Model	CR3A
Cost	630 credits
Max Speed	200 kps
Turrets	2
Shield Strength	Medium
Armor Strength	Medium
Capacity	750 tons
Bays	7

Monolith

Model	CR04
Cost	920 credits
Max Speed	140 kps
Turrets	2
Shield Strength	Medium
Armor Strength	Heavy
Capacity	1500 tons
Bays	9

Military Ships

Light Fighter

Model: ML1B

Medium Fighter

Model: ML2B

Heavy Fighter

Model: ML3B

Extra-Heavy Fighter

Model: ML4X

Destroyer

Model: ML4D

Carrier

Model: MCOS

Dread-nought

Model: MDRE

Cargo Carrier

Model: CCTB

Capital Ship

Model: MCPH

Known Pirate Ships

Kindred Ships

Vendetta

Model: KN1B

Class: Light Fighter

Blade

Model: PL4B

Class: Heavy Fighter

Jincilla Clan [orange markings]

Skull

Model: SKUL

Class: Light Fighter

Veldor

Model: ML05

Class: Medium Fighter

Tacon

Model: Heavy Fighter

Model: PRHA

Jincilla Shuttle

Model: SH1A

Jincilla Cruiser

Model: PR6B

Kiowan Clan [red markings]

Vector

Model: PLM2

Class: Light Fighter

Leighat

Model: MLA5

Class: Medium Fighter

Krell

Model: PRHB

Class: Heavy Fighter

Kiowan Shuttle

Model: SH1B

Kiowan Cruiser

Model: CR2A

Chirichan Clan [yellow markings]

Demon

Model: PLM3

Class: Light Fighter

Heron

Model: ML04

Class: Medium Fighter

Testmos

Model: PR2A

Class:Heavy Fighter

Chirichan Shuttle

Model: SH2A

Chirichan Cruiser

Model: CR2B

Papagod Clan (brown markings)

Tembler

Model: PLM4

Class: Light Fighter

Ecantona

Model: PR2B

Class: Medium Fighter

Ashearer

Model: ML4B

Class: Medium Fighter

Papagod Shuttle

Model: SH2B

Papagod Cruiser

Model: PR06

PLACES OF INTEREST

Planets

There are eight main planets in the Tri-System — Karatikus, Hephaestus, Bex, Janus IV, Crius, Hermes, Hades and Anhur. These are the largest planets, and are the planets where life in the systems originated, or the first colonized.

Several minor planets are also scattered across the systems — Corinthias, Serca, Petra, Destinas, Desolia, Ostinia, Massanas, Leviatha, Athos and Terrel. Most of these planets are relatively small, and either unfit or unpopular for mass colonization. Some have become important mining or research bases, however.

Detailed information on all planets is available in the PUBLIC RECORDS database of the CCN booth system.

Space Stations

Tri-System space stations are registered according to the following convention:

Abbreviations for the types of stations are RS (repair station), CS (commodities station), ES (equipment station) and SS (super station)

Super Station. Repair your ship, buy equipment or trade commodities at any self-contained super station.

Repair Station. Taken some flak? Make it better at one of the many repair stations found around the systems.

Commodity Station. Need to move some goods fast without going planet-side? These outposts are the place for you.

Equipment Station. Fresh out of implements of destruction? No problem — get some more at these "Mayhem Mega Markets."

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Laboratories

Many of these can be found dotted around space — most provide private companies and institutions with vital zero-gravity research.

Kappa Labs. An outpost of the giant Hephaestan scientific research conglomerate, KBRG, Kappa Labs was established for the testing of life support and other spacecraft systems in a near-vacuum environment.

Pirate Stations

Pilots, beware — these stations and the local space areas near them are swarming with hostile ships.

Kiowan Station. Headquarters of the hideous Cybernetic pirate clan.

Chirichan Station. Although the Chirichan are fairly lightweight career criminals, they favor computer hacking and fraud, and this base is armed with the latest state-of-the-art defensive machinery.

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Miscellaneous

Jump Gate (System Jump). Creating artificial wormholes in space, these gates provide swift carriage between the three systems for a small toll fee. See *Pilot's Manual*, p. 9.

Navigation Buoy. Marking all the main routes across the Tri-System, these fixed transmitters allow spacecraft to quickly navigate the space lanes. Although your ship's navigation system will be locked onto one of these when you jump into a pocket of local space, *never fly directly into one.* They are solid objects.

Turret Tower. These deep space laser emplacements are used by both neutral and hostile elements. Approach with extreme caution.

Satellite. Predominantly used for communication purposes, a pilot must constantly look out for these structures to avoid nasty and often fatal collisions.

Escape Pod. Only used in extreme emergencies, these unarmed capsules will keep a human alive for a few days until he or she can be picked up. Most have communications systems, but no form of propulsion.

Spacesuit. A rather antiquated device, spacesuits are still occasionally used to conduct repairs or enter a ship covertly. A bit cold and very risky.

#

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