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EGOSOFT

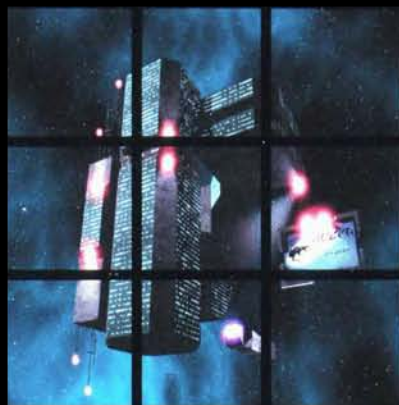
THQ

Beyond The Frontier

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SYSTEM REQUIREMENTS

Operating System: Windows 95/98

Computer: 100% Windows 95/98 DirectX-compatible computer

CPU: Pentium 166 MHz or faster

Memory: 32 MB RAM

CD-ROM: 2x CD-ROM drive

Video: 3D graphics card

Sound: 16-bit sound card or better

Input devices: mouse and keyboard, other input devices optional

DirectX: DirectX 6 is included on the CD and must be installed before playing.

Windows Media Player: Windows Media Player is included on the CD and must be installed before playing.

NOTE: Your system may need the latest Windows 95/98 drivers for your hardware.



INSTALLATION

1. Start your operating system (e.g. Windows ® 95, 98 or NT) and put the **X - beyond the frontier** CD into your CD-ROM drive.

2. If the installation screen appears, go to step 3. If the installation screen does not appear, double-click on the My Computer icon on your desktop, then double-click on your CD-ROM drive to begin the installation.

NOTE: Another way to begin the installation is to click and hold the Start button on your task bar in the lower left corner of your screen. In the menu that pops up, select Run. In the dialog box that pops up, type: X:\Setup, where X is the letter of your CD-ROM drive (for example, D). Then click the OK button.

3. When the installation program begins, click on Install and follow the on-screen instructions. When you select the type of installation you want, pick the one that best fits your system. A full installation occupies the most hard disk space, but it also accelerates gameplay.

NOTE: You must have DirectX 6.0 installed on your computer to run this game. The installation program checks the version number of your DirectX version and installs Version 6.0 if necessary.

4. After you successfully install the game, you can start it by clicking on Start X. Of course, you can start the game anytime from the Start button menu on your task bar.

STARTING THE GAME

To start the game (if you selected the default location during installation), select Start->Programs->X-beyond the frontier. When the Start screen appears, click on Start X.

NOTE: If you created a program group during installation, you must start the game from there.

IF THE GAME WON'T START: When you start the game for the first time, it automatically determines the optimum configuration for your system and records in it the Windows Registration File. If you later change your hardware configuration and then try to play **X-beyond the frontier**, it may not start. If that happens, uncheck the Use settings check box before you start the game.



OPTIONS

The Start screen appears after the opening screens. You may choose from these options:

Start game To start a new game, use the arrow keys to select this option and confirm it by pressing the Enter key. You can also start a new game by pressing the S key. After an introduction, the training sequence begins.

Load game To load a previously saved game, use the arrow keys to select this option and confirm it by pressing the Enter key. You can also load a game by pressing the L key.

Options To access the Options menu, use the arrow keys to select this option and press the Enter key. You can also access this menu by pressing the F8 key. For details on the Options menu, go to page 16.

Introduction To see the introduction sequence again, use the arrow keys to select this option, then press the Enter key. You can also press the I key to activate this option.

Credits To see the credits, use the arrow keys to select this option, then press the Enter key. You can also press the C key to see the credits for this game.

Exit game To exit the game, use the arrow keys to select this option, then press the Enter key. You can also press the SHIFT + Q keys to exit the game.

THIS IS THE STORY OF THE ULTIMATE DREAM.

Man's dream...a dream of escaping from the confines of his own planet... a dream of freedom within his own universe...a dream of reaching the stars!

The first frontier was earth's gravity. Their first target was to reach the moon. Powerful rockets soon challenged this frontier.

However, another barrier soon faced them—the restriction of travelling at the speed of light. After many years of research, man's ingenuity created jump gates. These devices allowed spaceships to travel many millions of light years in one leap. Now man's exploration of new systems and universes could begin. Colonization of new planets was difficult—adverse planetary conditions, difficult terrain, and the shipping of materials made building difficult and very expensive. Again, research and invention supplied the answer—powerful robots were created to terraform planets and construct colonies.

After the Terraformers completed their work, the colonies were ready for man to inhabit, and many settlers traveled to new lives among the stars.

As the years passed, man spread through many different star systems. But during this passage of time, the Terraformers began to develop their own intelligence—they began to think for themselves. Secretly they began plotting against their creators. Suddenly they turned and attacked, plunging man into the most deadly and destructive war ever fought. Man's far-flung colonies were taken by surprise—many were destroyed in the first attacks. Soon the Terraformers were preparing their final attack on earth itself!



Only a small group of brave pilots saved the earth from annihilation by tricking the larger Terraformer fleet into chasing them through a hidden jump gate. Both fleets disappeared—never to return—and the jump gate was destroyed.

It took mankind over 500 years to recover from the destruction wrought by its attackers—500 years in which man once again was confined to his home planet. But the dream never died. For ten generations, scientists struggled to regain the stars, and eventually a new type of space ship was created. This ship—better known as the X-perimental Shuttle—is the first ship in which it is possible to bridge vast interstellar distances without the use of a jump gate.

THE PROTOTYPE IS NOW READY TO BE TESTED.

You are prepared for this moment too. After going through countless tests—and passing them all—as well as spending hours, days, and weeks in the simulator, you have been chosen to be the first test pilot for the X-Prototype.

You are mankind's only hope to break the boundaries of our solar system. If this test is successful, the universe will once again be open to all people of the earth...

COCKPIT AND CONTROLS

After Supreme Command has confirmed you as the test pilot for the virgin flight, we'd like to re-familiarize you with the Cockpit and the controls of the X-Prototype. Let's start on the left:



7 THRUST CONTROL: This is a graphic representation of your current and your standard speed. During the docking process, the maximum docking speed is also displayed.

2 TARGET ID: The ID number of your current target is displayed here.

3 CARGO BAY: Find out whether the cargo bay is open or closed. **CAUTION:** If the cargo bay is open, your shields are deactivated.

4 CROSSHAIRS: Use the crosshairs to target enemy installations. Whatever is targeted is highlighted on screen—or you can see arrows pointing in the direction of your current target if it happens to be outside your line of view.

5 LASER: Your ship can be equipped with up to two laser guns. The laser guns are displayed as symbols.

6 MISSILES: If you have missiles on board, you will find a symbol for the currently selected missile type. Underneath, you'll see the number of missiles available of that type.

7 LASER ENERGY: This is a graphic representation of the laser energy. As soon as you fire your lasers, the energy levels go down and the bar gets shorter. Laser energy is recharged automatically when you are not firing.

8 SHIELD ENERGY: A graphic representation of your shield energy. Like laser energy, shield energy will automatically recharge. **CAUTION:** If you activate your turbo engines, the shields will slowly lose energy.

9 RADAR: Provides long-range information.

IN THE FOLLOWING CHAPTER, THE CONTROLS OF THE PROTOTYPE AND ITS INFORMATION SCREENS ARE EXPLAINED IN MORE DETAIL

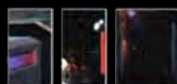


7 FLIGHT CONTROL:

This display shows the current and the set speed of the X-Prototype. The red vertical bar shows the set speed. You can increase the speed by pressing [A] and decrease with [Z]. Pressing [Backspace] brings your engines to full stop.

To reach higher speed levels, you can activate the Turbo Boost with the [TAB] key—but be careful—the ship will be more difficult to control and the your shields will decrease.

The X-Prototype is also equipped with lateral control jets, which you can use to roll the spacecraft clockwise (using [W]) or counter-clockwise ([Q]). Use the horizontal and vertical control jets to change the X-Prototype's direction of flight (up/down, left/right). To do this, you can use the mouse, the arrow keys on your keyboard, or another input device (for example, a joystick).



2, 4, 9

TARGET

ACQUISITION/RADAR:

The X-Prototype is equipped with a revolutionary target acquisition system. All the data (such as size, shape, structure, type of engines, and so on.) that the radar receives from targets is compared to the shuttle's database, and the object can usually be identified. Press [T] to hold the crosshairs in the HUD and aim at the target. As soon as your target is inside the scanner range, it will be identified.

Press [Pg Up] and [Pg Dn] to scroll through all available targets in your scanner range. The ID number of the respective target will be displayed in your Cockpit.

If you take part in armed conflict, your ship's computer updates the target database, and all enemy ships are highlighted accordingly. The markings of your target acquisition system appear in red as soon as they have locked on to an enemy ship. Alternatively, you can press [E] to automatically target the enemy craft closest to you.

In addition to your short-range scanner, which allows you to identify targets you have already locked on to, you have a long-range scanner at your disposal. Its scanning results are displayed on your radar screen in the central lower area of your cockpit. Objects that

have been scanned have an appropriate symbol allocated (according to their type). Unknown objects are represented by a standardized place-marker.

Your own position is represented by a point in the middle of the radar screen. All other objects are displayed relative to your position. If there is an object over you, there will be a line between the object and your own position. The longer the line, the bigger the distance between you and the object. Accordingly, objects that are situated under your own position will have a line connecting them to your (higher) level. All lines end on your level. If an object is directly on your level, there is no line connecting it to you. Objects that

are located in your flight direction will be displayed on the radar screen over the point marking your own position. Accordingly, objects that are displayed to the left of you on the radar screen will be to your left, objects that are displayed to the right of you on the radar screen will also be to your right, and objects that are displayed underneath you on the screen are behind you.

If you change your target, the symbol representing the new target will flash on the radar screen for a short period. It will also be displayed in a lighter color.

COLOR CODINGS ON THE RADAR SCREEN:

OBJECT	COLOR OF SYMBOL	COLOR OF LINE
Space stations	light blue	light blue
Spacecraft	red	light blue
Enemy ships	red	red
Missiles	red	red
Cargo containers	green	green
Asteroids	blue	blue



S, E, T, B WEAPON CONTROLS:

Your ship is armed with high-energy plasma lasers that enable you to defend yourself in case of emergency. Use [Ctrl] or the left mouse button to fire. Your laser energy is reduced whenever you fire. It is automatically recharged, but the recharging capacity cannot compensate for the energy loss caused by sustained fire.

Furthermore, the X-Prototype is equipped with a missile bay that you can load with a variety of missiles (if available). Choose the missile type using the [M] key, and fire a loaded missile with [L].

Your shield energy is displayed in the cockpit too. Be careful when the bar is nearly depleted. Your hull is not designed to withstand massive strains.

NOTE: When you open the cargo bays (for example, when you eject or load a cargo container in space), your shields are deactivated, which means your hull is unprotected.



J, K, L, M CARGO CONTROLS:

Because the X-Prototype was designed for one person only, the cargo control is largely automated. As soon as you dock at a station, everything else happens automatically. Cargo will automatically be loaded and unloaded. Use the up and down arrow keys to choose the desired product and use the left and right arrow keys to determine the number of units to be loaded/unloaded. Confirm your action with the [Enter] key, or cancel with [ESC].

For example, if you want to manually load cargo in space, you first have to open the cargo bay by pressing [O]. But watch out—whenever the cargo bay is open, your shields are down. If there is a cargo container nearby, it will be drawn into the cargo lock. After a few seconds, the cargo will automatically be transported into the cargo hold, and the lock is closed.

If you want to eject cargo manually, first load the cargo lock by pressing [F]. Press [F] until the cargo is in the lock, then open the bay by pressing [O]. The cargo will automatically be ejected. Once again, be careful—after this maneuver, the cargo bay is not closed automatically. It stays open until you close it. Remember, your shields remain deactivated while the hatch is open.

INFORMATION AND COMMUNICATION

The following controls supplement the target acquisition system. They allow you to access information about targets, your ship, or your status:

SHIP STATUS[S]:

Press [S] to get information about your own ship (for example, current location, type and status of your lasers and shields, number of missiles available, ship extensions and upgrades installed, and cargo on board).

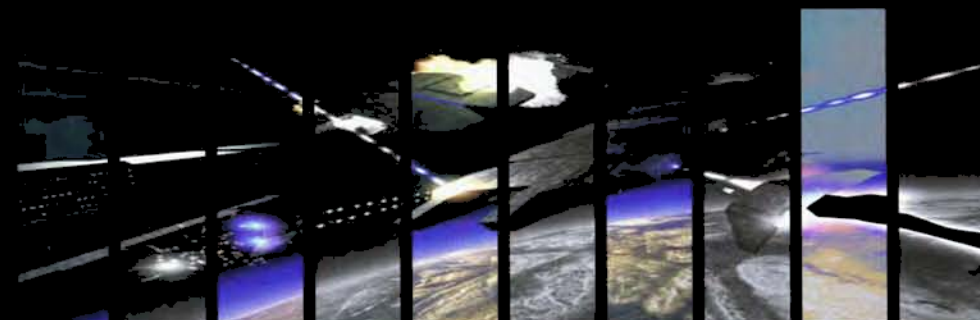
PILOT STATUS [P]:

Find out about personal data like flight time, account balance etc. You can also access the automatic entries in the log.

TARGET INFO[I]:

Press [I] to get to the information screen where important details about your current target are displayed. You will find information about targeted ships as well as stations. The ship information includes details like class and ID of the ship, shield and laser equipment, number of missiles available, and cargo. The Information Screen for Space stations provides similarly important data.

To hail the target, press [C]. The Communication Screen, where you can communicate with the target, is displayed. Use the up and down arrow keys to choose a message, and send it by pressing [Enter], or cancel with [ESC].





VIEW:

Activate the Cockpit View by pressing [F1]. Use the keys on the number pad to look in other directions.

Use [F2] to activate the external view and [F3] to use the external camera, which will then follow the current target. You can change the target in both the external and camera views by locking on to another target using the [Pg Up] and [Pg Dn] keys.

You can rotate the camera around the object by using [4] and [6] on your numpad. Use [8] and [2] on your numpad to zoom the object in and out.

SPECIAL CONTROLS/SAVE GAME INSURANCE:

In all stations, you will be offered an insurance contract. If you agree to sign it, the insurer guarantees that the status of your ship and all your personal belongings will be reset to the status at the time of completion when you press [Shift + L].

PAUSE:

You can pause the game by pressing [Shift + P]. To end the pause, press [Shift + P] again.

QUIT GAME:

Press [Shift + Q] to quit the game.

SUMMARY

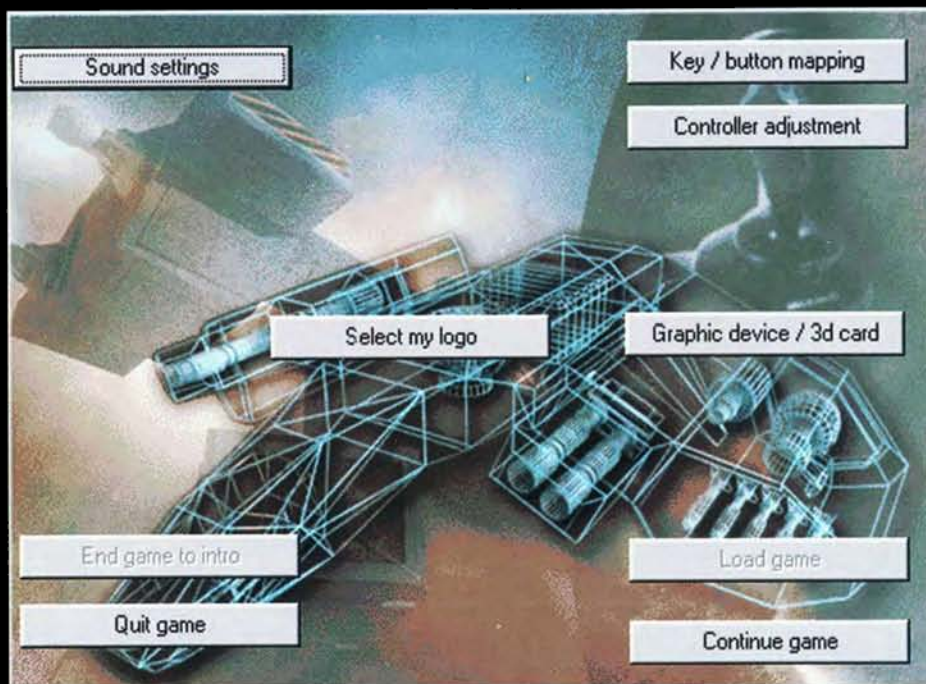
<div> <div>A</div> <div>Z</div> </div> <div> <div>Tab</div> </div> <div> <div>Backspace</div> </div> <div> <div>Q</div> <div>W</div> </div>	FLIGHT CONTROL	Speed	<div> <div>Ctrl</div> <div>LMB</div> <div>LEFT MOUSE BUTTON</div> </div> <div> <div>M</div> </div> <div> <div>L</div> </div>	FIGHT	Fire Laser
		Turbo			Choose missile
		Stop ship			Launch missile
		Roll			
<div> <div>T</div> </div> <div> <div>E</div> </div> <div> <div>PgUp</div> </div> <div> <div>PgDn</div> </div>	FLIGHT CONTROL	Lock on target	<div> <div>I</div> </div> <div> <div>C</div> </div> <div> <div>S</div> </div> <div> <div>P</div> </div>	INFO AND	Target Info
		Lock on next enemy			Hail target
		Next target			Ship status
		Last target			Pilot Status
<div> <div>F</div> </div> <div> <div>O</div> </div>	FREIGHT	Load cargo lock	<div> <div>F1</div> </div> <div> <div>F2</div> </div> <div> <div>F3</div> </div>	INFO AND	Cockpit
		Open/close cargo hatch			External View
					Remote-control camera
<div> <div>Shift</div> </div> <div> <div>Shift</div> </div> <div> <div>Shift</div> </div>			<div> <div>Shift</div> <div>+</div> <div>L</div> </div> <div> <div>Shift</div> <div>+</div> <div>Q</div> </div> <div> <div>Shift</div> <div>+</div> <div>P</div> </div>		Redeem insurance contract
					Quit game
					Pause

You should now have enough information to survive the training sequences with your X-Prototype without problems. Good luck!

OPTIONS MENU

You can access the Options menu from the Title Screen and by pressing [F8] at any time during the game. This menu provides you with several settings you can modify. For example, you can choose a logo for the texture of your spacecraft. If your settings cause the game to crash when it starts or lead to other problems, or if you decide to cancel your

changes but you can't remember the original default settings, uncheck the Use settings check box on the Start screen to deactivate your changes. This will cause the default values to be rewritten to your registration file so that the game will work without further difficulty.



OPTIONS MENU DETAILS

SOUND SETTINGS:

MUSIC VOLUME:

Adjust the slide bar to the volume level you want.

SOUND VOLUME:

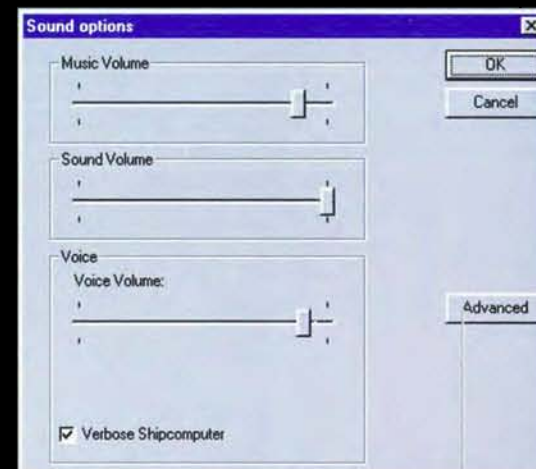
Adjust the slide bar to the volume level you want.

VOICE VOLUME:

Adjust the slide bar to the volume level you want.

VERBOSE SHIP COMPUTER:

If you don't want to access additional explanations and information on the ship's computer, uncheck this check box to deactivate this feature.



NEXT PAGE

ADVANCED:

Click on this button to access a submenu that enables you to adapt the sound options for your system.

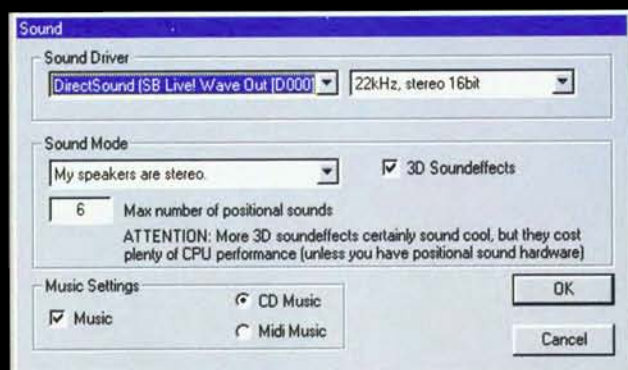
SOUND DRIVER:

Choose another sound driver and the sound quality settings.

SOUND MODE:

Indicate whether you want to use only your stereo speakers or headphones too. Furthermore, you can activate/deactivate 3D sound effects by clicking on this option or determine the maximum number of 3D sounds (if 3D sounds are activated). Remember that the game may run more slowly if too many 3D sounds are activated.

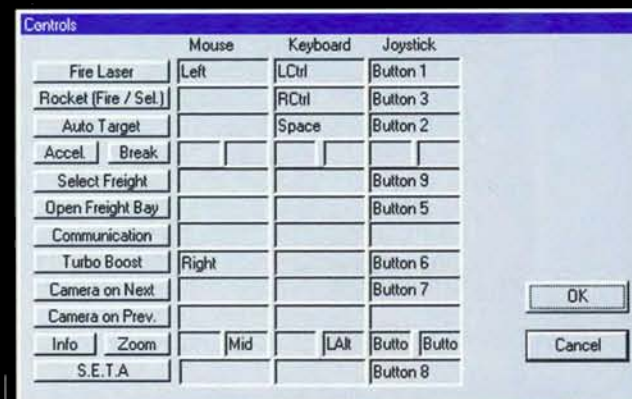
Click on **OK** to confirm your changes and leave the menu or **Cancel** to reverse your modifications.



KEY / BUTTON MAPPING:

Use this menu item to adapt the default keyboard and/or joystick settings to your own input devices. Click on the key you want to change and then on the new key, mouse button, or joystick button.

Alternatively, you can type the new setting into the appropriate text box. Click **OK** to confirm your changes and leave the menu, or **Cancel** to reverse your modifications.



CONTROLLER ADJUSTMENT:

Select the input device you prefer.

JOYSTICK SETTINGS: Click on the arrow next to the text box and choose your preferred input device.

FORCE FEEDBACK SETTING: If you are using a Force Feedback joystick, you can set the strength of the Force Feedback effect.

DEADZONE: Use this option to change your joystick's Deadzone.

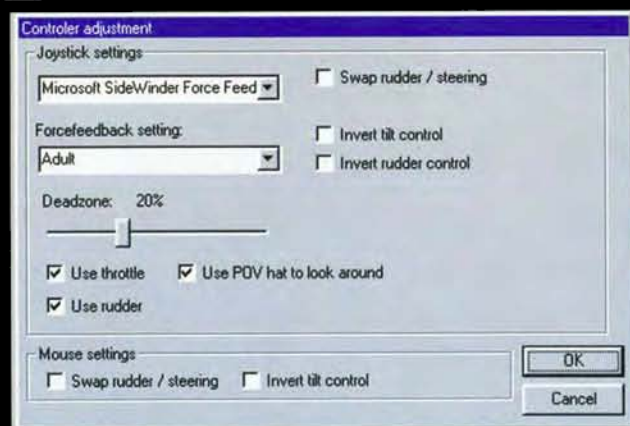
SWAP RUDDER/STEERING: If you are using rudder pedals or a joystick with rudder control, activating this option will enable you to steer your ship left and right using the rudder. The roll movements of your ship will be determined by the X-axis (left/right) of your joystick or the mouse.

USE THROTTLE: Activate this option if you are using an input device with speed control.

USE RUDDER: If you are using rudder pedals or a joystick with rudder control, activating this option will enable you to use the rudder function. Please also read the section titled "Swap rudder / steering".

USE POV HAT TO LOOK AROUND: If your joystick has a POV (Coolie Hat), you can use it to control your cockpit view (keyboard: numpad) if you activate this option.

Click on OK to confirm these changes and leave the menu, or click on Cancel to reverse your changes.



GRAPHIC DEVICE/3D CARD:

Adapt the settings to your graphics or 3D card. Most settings will be adapted to your hardware by the program during the game using the "Automatic quality control" (AQC) to ensure an optimum frame rate. Furthermore, you can change the following settings:

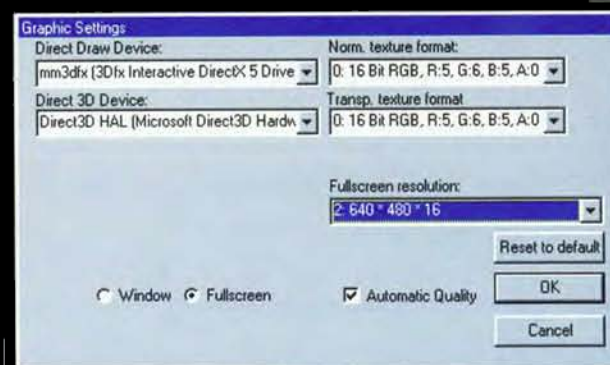
DIRECT DRAW DEVICE: If you have more than one graphics card or a separate 3D accelerator card, you can use this option to determine which card the game will use.

DIRECT 3D DEVICE: Use this to choose a 3D acceleration method. The default is **Direct3D HAL**. Don't change these settings!

NOTE: *X-beyond the frontier* requires a **3D HAL** (Hardware acceleration through Direct 3D). *X-beyond the frontier* will not run with a software emulation package.

TEXTURE FORMAT/TRANSPARENT TEXTURE FORMAT: Use this to determine the format of textures for objects in the game. The default is 16 bit RGB, R:5, G:6, B:5, A:0. 16 bit represents the color resolution of the textures, and the other figures detail the division of the 16 bit (red, green, blue, Alpha Channel). If you are using a fast computer or a fast graphics card, try setting the texture format to 32-bit color resolution. Choose the settings 32 bit RGB, R:8, G:8, B:8, A:0 or similar. Please note that these settings use a lot more graphics memory and are thus not applicable for all systems! 32- or 24-bit textures will only be of optimum quality in combination with 32- or 24-bit screen resolution (see further down).

FULL SCREEN RESOLUTION: Use this to set the screen resolution for the game. If the game slows down too much, decrease the resolution setting.



WINDOW/FULL SCREEN: Here you can determine whether you want the game to run in a window or full-screen mode. **NOTE:** Not all graphics cards support window mode.

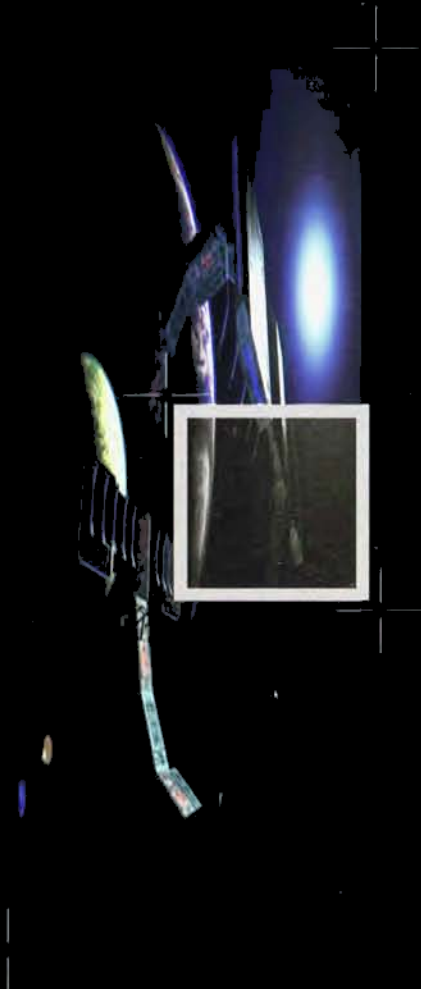
SELECT MY LOGO: You can choose your own logo in JPEG format, which will then appear on your space ships.

END GAME TO INTRO: When this option is selected, instead of quitting to Windows when you press [Shift + Q], you are returned to the introductory sequence, followed by the title screen.

QUIT GAME: Click on this button to quit the game.

LOAD GAME: Click on this button to load a game.

CONTINUE GAME: Click on this button to get back to the point in the game where you accessed the options menu.



TROUBLESHOOTING

If you encounter problems with *X-beyond the frontier*, please read this paragraph and the FAQ.TXT file located on the CD before calling our customer service. You may find that your problem is described here and get important tips on how to solve it.

➤ How do I save a game in X

➤ You must buy salvage insurance, available in every factory!

Technical problems with the playable demo:

- Speech doesn't work.
- Speech never seems to end.
- Background music is not played.

➤ If the volume settings in the Options menu are correct, the only other possible solution is that you don't have the latest version of DirectX (Version 6 or higher) or of Windows Media Player installed on your computer. To solve the problem, you must install a complete version of Windows Media Player or DirectX 6.0. During the installation of *X-beyond the frontier*, you can also install Windows Media Player. If you haven't already done this, you can try downloading it from the Internet (www.egosoft.com, www.thq.de or www.microsoft.com) and install it separately. Alternatively, try de/reinstalling the game.

The Ship keeps rotating when I start the game.

Press [F8] to get to the Options menu. Click on Input Devices and change the settings for

your joystick in the upper left corner. If your joystick does not have rudder control (an additional 3rd axis for roll movements), you should deactivate it by clicking on the "Use rudder" setting to de-select it. Click on OK to confirm your input. The problem should now be solved. Another reason for the malfunction could be that the 3rd axis of your joystick (slide bar or rotation function of your joystick) has not been calibrated. To do this, go to the Windows system.

➤ The game won't start. It crashes and I get the message "wrong graphics settings" or similar.

➤ Maybe you chose the wrong settings in the Options menu, which were then saved in the Windows registration file, or you have added another graphics card to your hardware. Deactivate the option "Use settings" on the Start screen and restart the game.

➤ The Ship is accelerating even though I'm not pressing [A].

➤ Sometimes I cannot control the speed of my ship.

➤ You are probably using a joystick with throttle control. This input device will override the keyboard input. Use either the throttle control of your joystick, deactivate it in the Options menu or remove your joystick.

After certain sequences, the graphics are corrupted and remain so for awhile. (I can only see lines instead of full polygons.)

➤ This is an error of the graphics card driver. The problem occurs with two DirectX drivers of graphics cards which use their own clipping. One of these errors (for the RIVA TNT) has been rectified in the latest driver version. Check whether there is a new driver available for your graphics card if you encounter this problem.

➤ The physical flight features are incorrect... Some effects in space are simply ignored... etc.

➤ The game should be as realistic as possible and still be playable. Hence, some of the space phenomena were not included in the game.

➤ The game ignores the volume settings I set under Windows.

➤ In addition to the Windows volume settings, you can also determine the volume levels during the game. Press [F8] to get to the Options menu and click on "Sound settings". Now you can reset the various volume levels.

➤ The game crashes or hangs during loading of after the intro.

➤ Make sure you've reserved enough virtual memory. X requires quite a lot of memory, which it will try to create making use of the Windows swap file. Click on Start/Settings/Control Panel, double-click on System, and choose the tab Performance. Now click on the "Virtual Memory" button and check the settings.

CUSTOMER SERVICE

Please visit SouthPeak Interactive's web site at:
<http://www.southpeak.com> to obtain additional information or to contact our Technical Support team.
Email: support@southpeak.com
Phone: 1-888-774-6918
8 am to Midnight Eastern time
Monday through Friday
8 am to 8 pm Eastern time
Saturday and Sunday

We will be able to help you more quickly if you have the following information available when you contact us:

- The brand name of your computer
- The type of CPU and its operating speed (e.g., Pentium-90Mhz)
- The operating system and version (e.g., Windows 95; Windows 98)
- The amount of memory
- The brand name and model of sound card
- The brand name and model of video card
- The brand name and model of CD-ROM drive

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Thanks to the rest of THQ international for all their hard work on this title.

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A P P E N D I X

CONFIDENTIAL INFORMATION ON ALIEN TECHNOLOGIES

IMPORTANT: The following are descriptions of some of the additional parts and updates for spacecraft which you will be able to buy and install during the game. If you don't want to spoil the surprise for yourself and would rather discover these technologies in the course of the game,

DON'T READ ON!

But if you are curious to find out how you will be able to update your ship later in the game and want to know which different types of accessories and equipment are available...

Go on, read on, turn the page!

ADDITIONAL ACCESSORIES FOR STANDARD SPACESHIPS

You can find these at the trading posts or equipment docks of the various peoples. Obviously, no single culture will have all technologies available. In other words, you may have to travel quite far before certain additional items will be offered to you.

These are the most important upgrades:

SALVAGE INSURANCE (SAVE GAME)

Pilots have always taken out salvage insurance policies. The insurance company guarantees the pilot that the insured ship will be repaired when damaged and that his personal possessions will be reset to their actual status when the insurance was taken out/the policy was signed. Thus, the pilot can venture forth to more dangerous areas, perhaps even risking his ship. This veritably wonderful service does not, of course, come cheaply. The actual cost depends on the pilot's personal data and the value of his ship.

USE:

Redeem your insurance policy by pressing [Shift + L]. (Load game)

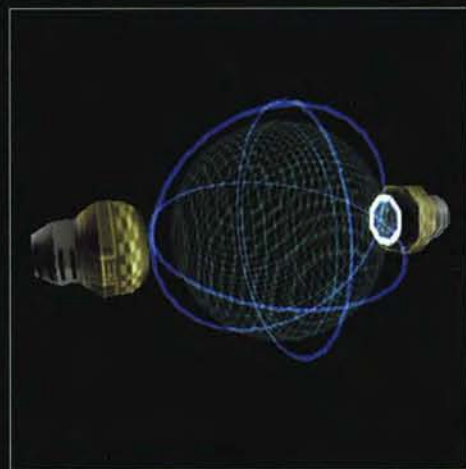




ECLIPTIC PROJECTOR

The Ecliptic Projector projects the ecliptic sphere as a visible disk into the pilot's LOV (Line of View).

USE:
Activate with F5.

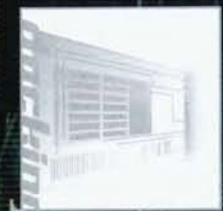


CARGO SPACE EXTENSION

Your cargo hold can be extended by 5 units through high-tech subspace compression technology. This extension will be more difficult if your cargo hold has already been compressed.

USE:
Automatically after installation.

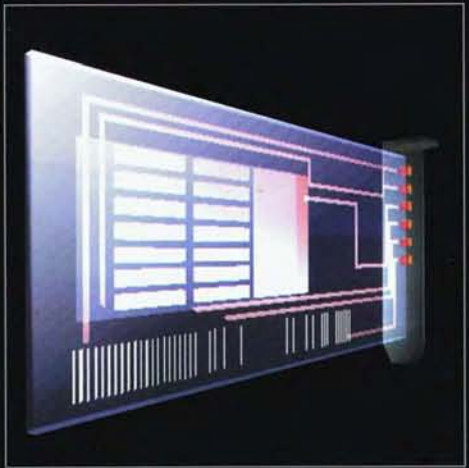




DOCKING COMPUTER

This device enables your ship to create a connection to the control beam system of a station or factory. Your control systems will automatically be overridden by the control beam system to land on the station safely.

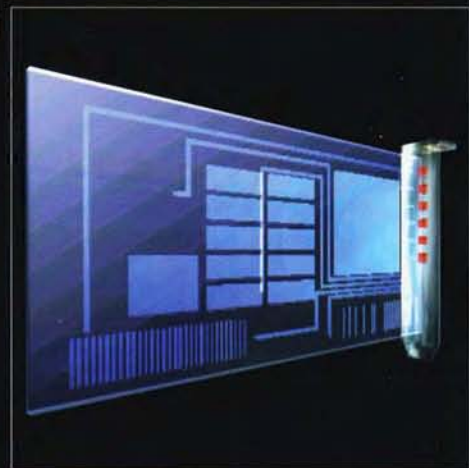
USE:
[D]



TARGET PROJECTION UPGRADE

This device is commonly known as ZIPER and enables the board computer to accurately lock on a target and automatically adapt to its speed. The ZIPER is a very popular device among fighter pilots.

USE:
[U]





TACTICAL NAVIGATION SYSTEM

The tactical navigation system is an upgrade of the standard radar system and is used on nearly all spaceships. All objects of a system will be projected onto a two-dimensional map, which is based on the ecliptic of the system. This upgrade is a must for every trader.

USE:
[N]



DIGITAL VISION ENHANCEMENT SYSTEM

Designed by the Argons during the Boron War, it provided fighter pilots with a clear advantage, because it made it easier to identify remote ships.

Later, the system was introduced to the commercial market and developed further.

USE:
[ALT]





SINGULARITY TIME DISTORTION ENGINE

This cutting-edge technology is based on relativist time-space distortion phenomena, which are usually observed near singularities. The **SINZA** is an upgrade of the common engine and can shorten the travelling time down to a tenth.

One of the limitations of this engine is the fact that the pilot cannot change his course and speed during time compression. Any correction of course deactivates the **SINZA** immediately. No further unwanted side-effects of this engine have been discovered, but they cannot be totally ruled out.

USE:
[J]



SINZA-BOOST-UPGRADE

In a very complex procedure, specialized engineers adapt turbo engine technology to that of singularity time distortion engines and thus manage to combine the advantages of both systems.

The expected result is that the ship can sustain full turbo speed while flying with a 10x time compression factor.

USE:
[Shift + J]





ALPHA IMPULSE RAY EMITTER

This is the basic laser that is used in many light weapon systems and smaller battleships.

USE:
Left mouse button or [Ctrl]



BETA IMPULSE RAY EMITTER

This laser is used in larger weapon systems and in many bigger battleships.

USE:
Left mouse button or [Ctrl]





GAMMA IMPULSE RAY EMITTER

This laser is used in many of the larger weapon systems and in many larger battleships.

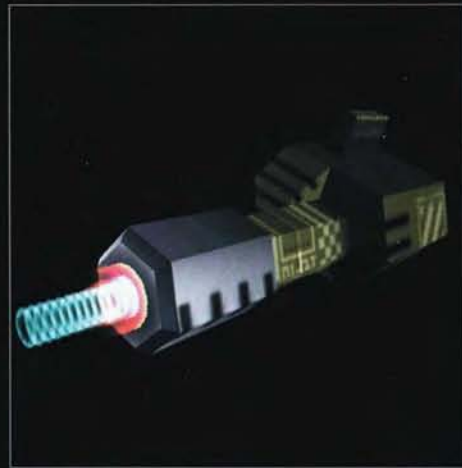
USE:
Left mouse button or [Ctrl]



ALPHA PARTICLE ACCELERATOR CANNON

This weapon is usually installed on larger battleships and smaller destroyers.

USE:
Left mouse button or [Ctrl]



gamma impulse ray emitter

alpha particle accelerator cannon



BETA PARTICLE ACCELERATOR CANNON

This weapon is often installed on larger battleships and some destroyers.

USE:
Left mouse button or [Ctrl]



GAMMA PARTICLE ACCELERATOR CANNON

This weapon is installed on some of the big fighter craft, destroyers, and some battleships and carriers.

USE:
Left mouse button or [Ctrl]

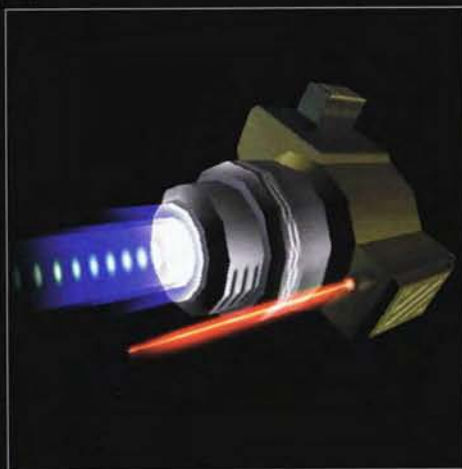




ALPHA HIGH-ENERGY PLASMA THROWER

All battleships and destroyers are equipped with this deadly weapon.

USE:
Left mouse button or [Ctrl]



BETA HIGH-ENERGY PLASMA THROWER

An awesome weapon that is installed on many destroyers and carriers.

USE:
Left mouse button or [Ctrl]

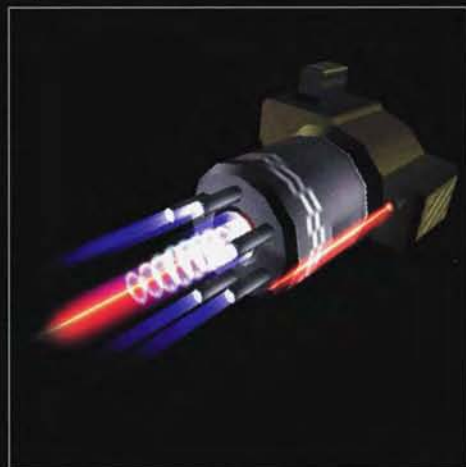




GAMMA HIGH-ENERGY PLASMA THROWER

One of the most deadly and powerful weapons in the universe. It's usually found on carriers and battleships.

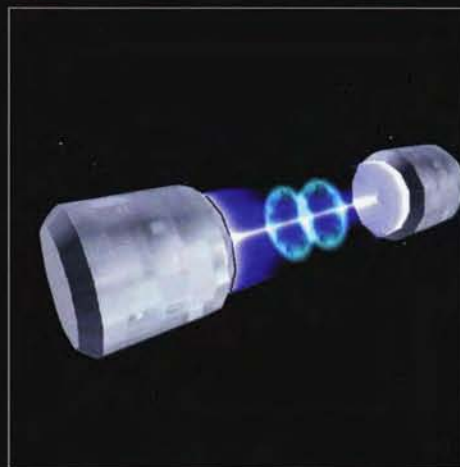
USE:
Left mouse button or [Ctrl]



1 MW SHIELD

The 1 MW Shield is the lightest armor currently produced. Shields are essential for survival in space. They protect the ship against the impact of smaller objects (like mini-asteroids) as well as in battle.

USE:
Automatic

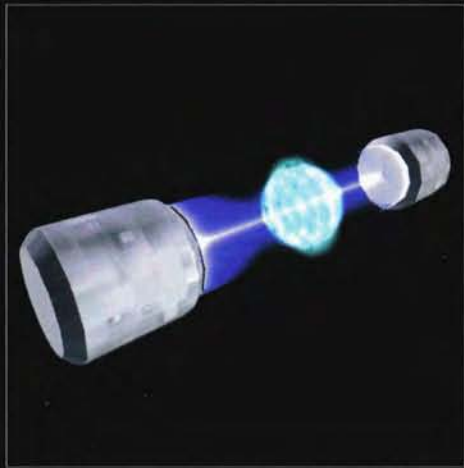




5 MW SHIELD

The 5 MW Shield is a medium-strength armor often used on bigger battleships and transporters. Shields are essential for survival in space. They protect the ship against the impact of smaller objects (like mini-asteroids) as well as in battle.

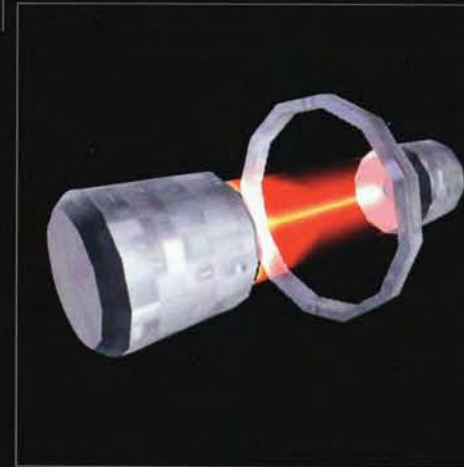
USE:
Automatic



25 MW SHIELD

The 25 MW Shield is typical for big ships like destroyers. Shields are of the utmost importance for survival in space. They protect the ship against the impact of smaller objects (like mini-asteroids) as well as in battle.

USE:
Automatic

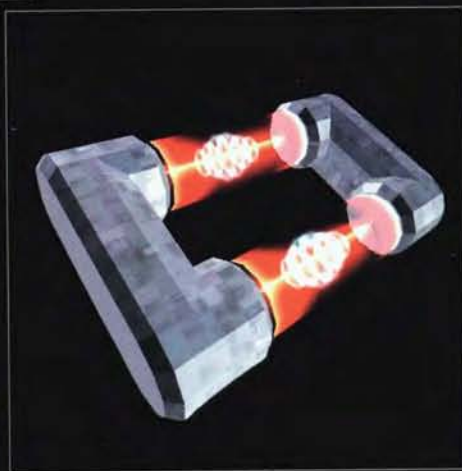




125 MW SHIELD

The 125 MW Shield is the strongest known armor. It's most often found on large space installations and carriers. Shields are of the utmost importance for survival in space. They protect the ship against the impact of smaller objects (like mini-asteroids) as well as in battle.

USE:
Automatic



The following table provides you with a categorization of all ships, stations and factories in *X - beyond the frontier*. The symbols enable you to identify the ships on your radar or the navigational system even from large distances.

X beyond the frontier SHIP AND FACTORY CLASSES

<i>description</i>	<i>id</i>	<i>for friendly factories</i>	<i>radar symbol</i>
Freighter	TS	YES	—
Large Transporter	TL	NO	☐
Small Battleship	M5	YES	↓
Medium Battleship	M4	YES	+
Large Battleship	M3	YES	+
Destroyer	M2	NO	☪
Carrier	M1	NO	☰

docks

Trading post	HA	-	☉
Equipment Dock	HA	-	☉
Shipyard	WE	-	☪

factories

Energy / Power Plant	E	-	☪
Mine	M	-	☪ ☪
Nature (Farms) Kl. 1	N	-	☪
Nature (Farms) Kl. 2	N	-	☪

Nature (Farms) cl. 3	N	-	III
Food Factory cl.1	F	-	I
Food Factory cl. 2	F	-	I
Food Factory cl. 3	F	-	I
Space Missile Factory	T	-	IR IR IR IR IR
Shield Armor Prod. Facility	T	-	IS IS IS IS
Laser Forge	T	-	IL IL IL
Weapon Component Factory	T	-	I
Crystal Fab	T	-	I
Quantum Tube Fab	T	-	I
Chip Plant	T	-	I
Computer Plant	T	-	I

other objects

Asteroid	A	-	□
Jumpgate North	NO	-	I
Jumpgate South	SÜ	-	S
Jumpgate West	WE	-	W
Jumpgate East	OS	-	E
Container	CO	-	□