

Space Rogue:

Your ship is really the "character" you'll develop, by equipping it with armament and

other gear. Concentrate on learning to fly the ship first, for which a joystick is

essential. Use the Query option to pick up messages and detect other spacecraft.

Making Money:

Forget playing Hive, which takes too long to make Credits. For trading, outfit the ship

with four cargo pods, then load some cargo aboard. The best trade route is to/from

Deneb Prime (Deneb) and Free Trader's (Bassruti) . The cargo lists and prices change

every 24 hours at each Station, generally fluctuating four to eight Credits either way.

At Free Trader's, buy Forged Credits, Explosives and X-Rated Holograms to sell at Deneb

Prime. At Deneb Prime, buy Brandy, Exotic Pets (MEGA bucks!), Videogames and Souvenirs

to sell at Free Trader's. You can often get better prices on all items elsewhere, but

these are the most efficient trade routes for making money in a hurry. To sell

contraband, you need Forged Cargo Papers from Robocrook. If planning a life of piracy,

pick a Scow for you first target. Pack at least ten plasma torpedos and three SM-1 and

two Nova missiles. A particle beam laser is also handy. When firing missiles, be sure

your opponent has an inactive computer and isn't in an elude maneuver. As you make more

Credits, invest in Turbo thrusters, more shielding and a 75% ECM unit. (By completing

certain missions, you'll get more gear.)

Robocrook & other characters

Robocrook appears randomly in bars across the quadrants. Keep offering cash, and he may

sell you some useful items: Forged Cargo Papers (see above), Keycards, the Ruby Cube.

Other randomly appearing characters to seek out: Ilricki (for useful information on the

Black Hand and the Manchi), Wandering Spaceman, Veda the Ursellus (sells Amoebic Lenses),

One-eyed Pirate, Merchant. Bartenders always have current information and tips, and you

should talk to everyone you meet for more. It's possible to steal from safes, but

expect to pay a fine and kicked off the base or planet if caught.

The Missions:

Most of these may be completed in any order, though a few require items from other

missions. Each mission's starting point is noted after its names.

Stealth Box: Micon I

Talk to Sir Eld on Micon I (Karonus) . He'll give you a Statuette to deliver to Orellian

at Hiathra Starbase. Do so, saying it is not a bribe. Return to Eld, who'll give you

some valuable information and a Stealth Box, which reduces the chances of detection of

enemy ships.

Pilot's License: Hiathra

This is obtained by answering multiple-choice questions when you meek Orellian on

Hiathra (Karonus) . Ask him for the CRC-07 Form, used to visit Koth Carrier.

Cebok's Sister: Karonus

Cebok tells you to find her sister on Lagrange for information on Hive. Then deliver

the letter to Cebok for more tips.

Beam Lock: Deneb Prime

See Dr. Felsane on Deneb Prime for a quest to find the Beam Lock, which makes it easier

to target ships with you laser.

Microchip Delivery

After meeting the One-eyed Pirate in a bar and accepting a job, take the microchip to

Chisa at the Free Guild Outpost (Bassruti) .

Null Damper: Arcturus

After finding Veda the Ursellus (who appears randomly in bars) and buying the Amoebic

Lenses for 250 Credits, head for the ISS Koth (Arcturus). Use a keycard to open the

door to the restricted area, then go through and immediately got to the left (to avoid

the hidden floor alarm) . Examine the Power Generator in the back of the room and get

the Transmutation Coil. Take it to Professor Prosk on Micon IV Mining Station (Zed).

Accept the Null Damper when offered.

Repair Droid: Random

Eventually, you'll encounter a Droid names LUX 23A, who wants you to look for his Droid

friend MAID. MAID's hiding at Free Trader's under the name Chisa. Mention LUX 23A, and

she'll come with you as a Repair Droid. Return her to LUX, and you'll get no reward

beyond a good conscience. Keep her and you've got a VERY valuable Repair Droid for your

ship.

Duchess Avenstar: Deneb Prime

After fifteen or twenty cargo runs between Deneb Prime and Free Trader's, you should

have enough Credits to fully outfit you ship, assuming you've been adding equipment all

along. You'll need at least 500 armor, some missiles, good Shields and a Particle Beam.

Before you can successfully communicate with Duchess Avenstar on Deneb Prime, you must

prove yourself by killing a few Manchi in space. (Destroying Vultures will help).

After doing so, she'll tell you about General Targon, AKA Rayson, and his mission's code

name: Ferret.

Targon: Micon II (Arcturus)

Though you can find him here, Targon is insane and needs an injection of NSB before he

can reveal anything to you. The NSB is at the Bassruti Mining Station (Bassruti),

guarded by a mutant monster. To get it, land at Bassruti, walk around the front of your

ship to the left and down. Wait a few seconds by the southern door; the monster will be

trying to get to you but will get trapped in a storage compartment. After a few more

seconds, enter the door to you left. Go through the door to the lower left in the

Generator Room. Keep going to the left, and you'll be in the Inner Office. Head

straight for the file cabinet in the corner and search it for the NSB. Retrace you path

back to the ship. If this method fails, try again, but wait a little longer for the

monster to get trapped. You have to be careful not to accidentally lure him out of the

compartment. (Another way: lure monster to right side of room, keeping tarash pile

between him and yourself. Go through southwest door, use Keycard on south door, open

safe, get NCB and return to ship) .

Now you can head for Micon II (Arcturus), and find Targon rambling around the halls.

Talk to him and give one Credit. When you get the "Other" option, take it and enter

"NSB". Then you'll get another Option, so type in the name of his mission (above).

He'll spill all he can before going nuts again. Take this info to the Duchess, who'll

send you to find Droughton Gut, leader of the Scarlet Brotherhood at the Free Trader's

Outpost.

Psionic Shield: Gryphon

You'll need this item, which protects you from the powers of Vilnie, to complete the

final mission. First talk to Omas in the back room of the ConvecEast Mining Station

(Gryphon) . He'll ask you to rescue his wife from the the Black Hand Cult. She's at the

Meditation Room in Trochal Outpost (Sigure) . After you talk to her, she'll tell you

she's abandoned Omas. Return to him for the Psionic Shield.

Droughton Gut: Free Trader's

Gut won't talk to you 'till you prove your allegiance to the Scarlet Brotherhood. To do

so, attack a few Tankers or Scows, take their cargo to Free Trader's , and talk to Omar.

He'll grant you permission to speak with Droughton. After doing so, he'll help you

steal the Chi-Gonger (Manchi holy Egg) from Vilnie on Trochal.

Manchi Egg: Trochal (Sigure)

Due to a diversion by the Scarlet Brotherhood, the guards will be in a state of

confusion when you land. Go straight to Vilnie's room. When you stops and tells you to

remove the Psionic Shield, DON'T. The guards won't respond to her summons. Go to the

far right side of the room and pick the lock on the door. Enter, take the Egg and get

outta there.

Ilricki and the Baakili

After obtaining the Egg, return to Gut. He'll tell you to find a Baakili trader and ask

him about the Manchi. The Baakili also require payment--some Dilithium Crystals from a

trash pile outside the back door of the bar in the upper corner of Ross Mining Station

(Deneb), (keep searching until you find them). Keep searching bars until you find

Ilricki, then ask about Manchi and pay him with "Gems". Write down the co-ordinates he

gives you for the Manchi's home system, Ja-Karn. Then return to Gut and tell him you

findings. He'll direct you to Professor Prosk, the mad scientist from Micon IV.

The Warp Drive & End Game

Prosk is working on the Warp Drive. When you tell him the situation this time, Prosk

will warp you to the co-ordinates you give him: enter the ones from Ilricki. You've

got to be heavily outfitted just to reach the Manchi homeworld. Plot a course for the

planet, and save the game frequently. This saves you the trouble of having to start all

over from the far corner when you get blasted by a pack fo Vultures. Once you reach the

planet, dock with it like any Mining Station.

