

BATTLECRUISER:3000AD OFFICIAL FAQ

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This document assumes that you have read the manual and are familiar with the terms used herein.

[VERSION CONTROL]

If you bought the game in Europe AND it has a bluish-grey manual by GameTek, it's the UK version.

If you bought the game in the States AND it has a white manual by Take Two, it's the US version.

GameTek was selling the English version of the game with foreign translated manuals. The original and those translated manuals, are obsolete, inaccurate and were done by the publishers for a game in progress that they released before it was ready. In short, you got screwed. Period. My apologies.

[MANUAL]

The game is still not finished and I have spent the past year with my team working hard on getting it done. In order to alleviate some confusion, I did a preview manual which reflects the state of the game as it currently stands. There are only a few end chapters missing and contain information that you won't need to play the game. The appendix, because it contains screen shots and quite large, is available as a separate file. Create a DOCS directory off your BC3K install directory and unzip the contents of both files. Then install Adobe Acrobat and use it to read and print the manual. A final version, including a tutorial, will be available once v2.0 is finished next year. For more news on the future of v2.0 see the press release below which was previously posted at www.game-wire.com

[PATCHES]

If you already patched the game and want the latest **v1.01D7c** (11/05/97) you need to do a new install if you missed any of the patches. To determine which version you're running, check these files. Interim patches are no longer available.

BC3000AD.DAT 1941867 23:15 (US v1.00)
BC3000AD.DAT 1987262 2:01 (UK v1.01R4C)

To download the latest patch go to www.bc3000ad.com, look in the cargo bay area and download ONE the following files

BC3KUSD7.ZIP [Patch for US version]
BC3KUKD7.ZIP [Patch for UK version]

You then need BOTH of these files for either version.

BC3KMAN.ZIP [Preview Manual]
BC3KNDX.ZIP [Manual Appendix]

Go to www.adobe.com and download Adobe Acrobat Reader v3.01 for use with the manuals Once you've installed the game, create a directory called DOCS in your install directory, i.e. C:\BC3K\DOCS. Then unzip BC3KMAN.ZIP and BC3KNDX.ZIP into it.

[TUTORIAL]

There is no tutorial for the game but I will be doing one for the final v2.0 (if not before). For now, please read the manual in **BC3KMAN.PDF** thoroughly because it contains the information you need.

Here are some hints/tips.

- Q. Why can't I jump out of the region?
A. In order to jump, you MUST disable the ship's weapon systems, using W. The ship will only jump while in NAV mode. If the crew activate the weapon system during a jump transition, you will have to manually disable it.
- Q. The ship is not flying the course I plotted in Navitron
A. Once you exit Navitron, activate the autopilot and disable the weapon system. To cancel the course plot, simply disable the a/p and with the waypoint list showing in the NID (left display), press **[alt+x]** to delete it.
- Q. I'm a newbie and want peace and quiet to get acquainted with my ship and crew
A. Select the Free Flight option in MISCON. Once you launch from GALCOM HQ, jump to the Moon region. It is a relatively safe area and the station is not subject to frequent attacks. If you want combat practice, use Xtreme Carnage

Q. I keep being boarded.

A. Activate your ship's cloaking system if you detect carriers or cruisers in the region. There is a chance that you will get boarded if your ship is visible. Once you get boarded, your marines will go into search duty. You can manually assign more if you'd like using the TACTICAL computer. Always use the PerScan computer to monitor personnel movement in your ship. You cannot take intruders prisoner in this version, therefore all engagements are to the death. Make sure they don't get to the bridge. If your alter-ego dies, the game ends.

Q. My shuttle won't launch!

A. A shuttle needs someone in it to fly. Simply put any engineer or prepped marine in it. Wait until the person gets there (use PerScan to check) and then the shuttle will be launch ready.

Q. I can't mine from tacOPS

A. You can but the surface engine is work in progress and planet ops from tacOPS have problems as a result of this. To mine, do the following..

1. Put someone in a shuttle
2. Make sure there is a mining drone in the shuttle. Each shuttle contains one by default.
3. Launch the shuttle and manually fly it to the planet
4. At an altitude of less than 200ft, deploy the mining drone using the menu on the right side of the cockpit. To view the drone, go to an F8 external cam view or put the TACSCAN in ground mode, select the drone and press F10 to view it. It should be deployed a short distance from the shuttle.
5. Land the shuttle, kill the throttle to 0 and leave it there. After several hours, you can switch back to this shuttle, which should be located near the drone and extract the drone using the menu. Leaving the shuttle there ensures that you can find the drone. This method can also be used for ATVs
6. Once you extract the drone, dock with the Battlecruiser and from Tactical, transfer the drone's minerals to the cargo bay. If you don't have enough space, some will remain in the drone. You can also dock the shuttle with a station and sell the minerals.

*** It takes 4 hrs for a drone to fill up to 100% capacity.**

- Q. I cannot deploy/extract personnel from the shuttle or ATV
A. You can't do it manually from the shuttle cockpit in this version. It's work in progress. You can do it from tacOPS if you set waypoint **above** the ground. This way, the shuttle won't crash. You can also use the transporters (safest) from tacOPS.
- Q. I can't extract deployed personnel
A. To extract personnel, freeze the dynamic update from the tacOPS command palette and then **[shift+leftclick]** on the person to put an **X** in their TTD. Then, you can either send a shuttle with evac orders or use the transporter by positioning the reticle over the people and activating it.
- Q. I can't locate my ships on the planet!
A. It's difficult but activate TACSCAN in air or ground mode. All cyan targets are yours. Select one and fly to it. Note: Since TACSCAN has a limited range, no dots will appear if you're out of range. If the other ship is a shuttle, ATV or interceptor, simply switch to it.
- Q. My Battlecruiser keeps taking off!
A. It will. To prevent this, activate the TACSCAN and press x to cancel the current target. Disable the a/p and throttle back to 0 or closer. The ship should now stay put when you switch out.
- Q. My interceptors are not using missiles all the time
A. That's a decision that the pilot has to make based on a number of factors. Combat time increases their skills and ai
- Q. How do I rotate my crew?
A. You don't need to. The crew will go off-station when they are tired or hungry. You can over-ride this and put them back on station but doing so will affect their health, ai and other attributes. Check your food supply regularly.
- Q. Why is my crew not moving to assigned locations?
A. The crew use path finding logic to traverse the ship. EVERY region is modeled and contains a 'link'. If that link, ie a corridor, turbo shaft etc, is broken, i.e. damaged/destroyed, access to that area from the current location will be impossible until that area is repaired. Crew will pick an alternate path if one exists.
- Q. What are the various paks for?
A. Nutripak - Food supplement. Consumption is 1 per person per day
Medpak - Used for healing. Each one heals by 25%
Vacpak - Used for infections. Each one clears infection by 100%
- Q. What are the fuel minerals
A. Iridium - Cloaking System
Plutonium - Shield
Radine - Reactor

- Q. I've run out of cargo space on the Battlecruiser
A. Transfer stuff to your shuttles and ATVs cargo bays
- Q. I'm broke.
A. Buy stuff at GALCOM HQ and sell at Centron or Velari stations
- Q. Where do the galactic links go?
A. See the **NAVLINK.PDF** file in **BC3KNDX.ZIP**
- Q. How do I get out of nullspace?
A. Target the fluxfield, disable your weapon system and make a normal jump. It should take you back to your last region. If it fails, it probably doesn't know where you came from.
- Q. How can I get the artifacts?
A. They are only available in ACM mode and since not all the missions are finished, you won't be able to get all of them. If you have the debug version of the game, you can cheat and give yourself all the artifacts (whether they work or not) by using cheat code 6 in **[CTRL+ALT+SHIFT+6]** Remember to start the game using /d1 (debug level 1)
- Q. I keep getting killed!
A. Use debug level **/d1** and **/i** for invincible mode, i.e. **BC3000AD /d1 /i**
- Q. There's this annoying target I want to destroy. Plus, I want to see what a station looks like when it's destroyed and being repaired
A. Use debug level /d1. Target the object in the TACSCAN, switch to the F10 camera mode if you'd like and press alt+x to destroy it.
- Q. I can't enter debug mode
A. Only the tester's version contains it but I think I forgot to disable it when I did the single patch above. Check for the **DEBUG.TXT** file. If this file is created when using /d1, then you're in debug mode. There are 5 levels and each provides more information. It's quite interesting reading. If you want to see how complex and advanced BC3K is, run the game for about 15 minutes in debug mode and look at this file.
- Q. My PTA system is on but I'm still being pounded...hard
A. The PTA system has a target list which it uses to track all targets. It then filters this list and acquires the hostiles. It does not flush the non-hostiles. Therefore, if the target list is full of friendlies it is using its friendly fire avoidance logic on, it won't contain any hostiles. This means it won't fire. This is the downside of the PTA system and there is no way around it. Try turning it off and on a couple of times so that it builds a new list. Hopefully, that pesky ship will be in it.
- Q. I can't get FATAL to work
A. FATAL only uses Vagrant and Ralix missiles. Once you've assigned it a target, it will fire the missile once the target is in range. Once you've assigned a missile to a FATAL target, you cannot fire it manually. You will have to cancel the target in order to have access to the missile.

- Q. I'm very close to a target and firing the IOD but I can't seem to hit it.
A. The Battlecruiser is a large ship and the IOD photon shots are scaled accordingly. This means that small ships can actually fly between shots. The IOD will also fail to hit a small target head on. Try targeting at a broadside angle.
- Q. How do I view the NID, TACSCAN and CVD displays at the same time in the interceptor?
A. Fly from the co-pilot seat
- Q. I have all but 1 spare part but can't seem to repair a system to 100%
A. The missing system may be a key component in which case you can only replace it or buy the missing component.
- Q. I have spare parts but can't seem to repair a system
A. Some systems can only be replaced
- Q. I lost an interceptor, how do I replace it?
A. Buy one from a station and install it from TACTICAL. An interceptor slot must be empty in order for it to be replaced. This means it must be listed as destroyed in TACTICAL. The same goes for shuttles and ATVs.
- Q. I can't clone my marines
A. You can only clone officers and pilots. Give power to the Cloning Module in LOGISTIX and then clone the person from MEDIBAY. Cloning takes 1 hour.
- Q. Radiation on the ship is spreading even though I've degaussed the ship using the Radiation Control Unit in LOGISTIX.
A. If personnel were radiated and are moving around the ship, they will spread the radiation to those locations and to other crew. Quarantine all affected personnel to the MEDIBAY, treat them and degauss the decks again.
- Q. My crew are infected!
A. This can happen if you deploy them on a planet and evac them. When you evac personnel, check their stats and quarantine them in MEDIBAY. Infections, spread like radiation and can only be treated using Vacpaks.
- Q. My interceptor ejected. Where are the pilots?
A. When the pod ejects, it will attempt to locate and dock with the Battlecruiser. Once it docks, the surviving pilots are transferred to MEDIBAY. Warning: The pod cannot jump to another region.
- Q. I can't communicate with other ships
A. You can't. This feature has been removed from the game. Look for it in the upcoming sequel, Battlecruiser 3030AD.

- Q. In ACM, I don't know if my mission was a success or not
A. ACM is free form (like the rest of the game) and your ability to progress is not measured based on success. If you have carried out your orders, consider the mission a success. You can blaze thru all missions and not do a thing. This will reflect on your record and you won't be promoted or be able to get any artifacts or be a part of something.
- Q. I'm keeping getting damage when a target blows up
A. The fragmentation will cause damage. Each of those fragments has its own damage value. If you're hit by several fragments, expect some major damage.
- Q. I'm a tough guy and want a real challenge, dammit!
A. Go to Sygan and pick on the insurgents. If you live to talk about it, let us know.
- Q. Where are all the special people I read about in the appendix docs
A. You will only interact with most of them in ACM
- Q. What do I use my mines for?
A. A myriad of things. A favorite tactic is to deploy Crab mines near jump anomalies and watch them pick off hostile targets that jump in. You can also, halt the Battlecruiser and create a net (use tacOPS for positioning) of Crab mines around it. They will supplement the PTA system and pick off hostile targets on contact.
- Q. What do I use my probes for?
A. Peeking into regions you're not in. Probes are good for snooping and gathering intel on hostile regions. A deployed probe will relay information back to your ship from anywhere in the galaxy. In tacLINK mode, you can link to a probe in Mars (you being in Earth for instance) and view the Mars region from tacOPS as if you were there. When attacking hostile stations, it's a good idea to scope the region with a probe and use tacOPS to plan and coordinate the attack based on detected targets.
- Q. My Orbit To Surface missile does not work.
A. It does but since planetary ops is work in progress, the missile may not operate as designed. They are used for attacking surface targets from space.
- Q. I'm in a different region and sent an RTB order to my interceptor/shuttle but they didn't come.
A. There is a bug in the ai traversal system which prevents them from jumping because of the jump limitations. This has been fixed and will be in the next patch. Your ships will be able to find you wherever you are, planet or space.

- Q. My crew are taking injury but I'm not in combat!
- A. Are they located in a part of the ship that is severely damaged? If they are, move them because crew will get injured when trying to move through damaged areas of the ship. This attempts to model the effects of moving through an area riddled with debris, exposed and dangerous cables etc. If you can't move them, repair the area ASAP.
- Q. My ship was set to evacuate but I repaired it. However, the status is not cleared.
- A. This bug has been fixed and will be in the next patch. Ignore the condition and blame it on your tactical officer for not flipping a switch.
- Q. There was an explosion in the cargo bay of my ship and I was NOT in combat!
- A. A combination of Kryptonium, Strontium and Uranium in high quantities will cause an explosion big enough to wipe out the entire deck and cause radiation. Keep these levels below 125 units to avoid a reaction. If your Research Engineer is smart enough, she will monitor the levels and warn you of the imminent disaster.
- Q. How do I collect cargo pod?
- A. Put someone in a shuttle so that it is launch ready. Then from tacOPS, left click on the cargo pod and collect the cargo with one of the shuttles. Once the shuttle docks, you can transfer the contents. If there is no space in a shuttle, it will leave behind some items, this means that you will still see a cargo pod in space. If you cannot collect a pod even though the shuttle cargo bay is empty, it means the cargo pod contains an item that is larger than the combined space of your shuttle bay.
- Q. My contraband was confiscated when I docked!
- A. You should be fined as well. If you have illegal items on board, put them in a shuttle and launch the shuttle. Dock the Battlecruiser and when you launch, recall the shuttle.
- Q. How do I get rid of prisoners?
- A. They should be transferred when you dock. If not, put them on a shuttle and leave them on a desolate planet with no rations. They'll die eventually. You have no control over intruders in this manner.
- Q. I just noticed an unauthorized launch message from the Tactical Officer!
- A. An intruder or escaped prisoner will steal a shuttle or interceptor if they get to the deployment bay and are smart enough to do so and there is no opposition. You will lose control of the craft (cannot switch to it). You will have to wait until it jumps. The system will then list it as destroyed. You can then replace it. If you can, destroy it yourself or you won't be able to replace it until the person abandons it. If they're flying to a distant region (picked at random), it will take a while before it's listed as destroyed. You won't be able to replace it during that time.

Q. I cannot evacuate all my crew!

A. Blame it on GALCOM. In the case of a total evac, some personnel will perish because there aren't enough shuttles to evac everyone. If you're doing a manual evac, let the marines die. That's what they signed up for. However, in reality, can you imagine about 10 marines who can't be evacuated standing their in front of the commander telling them they're going to perish? Not really, they're probably thinking, well, there's 10 of us here and this jackass who thinks we're staying...get 'im!!!!!!

If you have time and a conscience, put excess personnel on the nearest planet using the transporter. You can come back later and get them once you get the new ship. You can also put 16 more people in the ATVs

Q. I can't fly from the interceptor pilot seat!

A. If the pilot is dead, you can only fly from the co-pilot seat and vice versa

Q. My shuttle was towing a ship but when I docked, the ship stayed behind.

A. You can only bring your own ships into the Battlecruiser

Q. My ship is cloaked but I'm still being pounded

A. When you're cloaked, if you do any ship launch/extract ops or fire weapons, it briefly de-cloaks the ship making it a valid target. Even if you're cloaked, hostile ships have the tendency to fire in a pattern around your last known location. When you cloak, change locations and cease all operations which will make the ship visible.

Q. I can't dock at some stations.

A. You can't dock with hostile stations

Q. How do I improve the stats of my pilots and crew

A. Pilots, send them on frequent sorties and leave them in ai mode. Crew, their ai increases with time on-station and experience

Q. Just when I'm about to destroy a ship, it hyperjumps!

A. Well they're not stupid you know. Try to figure out where it's going (usually the nearest jump anomaly) and hyperjump after it.

Q. I launched an interceptor to the planet and it has no surface weapons
A. You can change it's launch profile from the CVD or TACTICAL. A launch profile determines the type of weapons it will carry. The computer will rearm it immediately based on the configured profile.

Q. All my systems just went offline!
A. If the nuclear reactor shuts down, this will happen. If your chief engineer is smart enough, he will do some auto power reallocation using stored solar power. If not, from the bridge, orient the ship perpendicular to the Sun and once the solar reactor indicator starts to increase, hold that position until the nuclear reactor is repaired or you buy more Radine.

Q. I cannot locate and dock with the planetary starbases
A. They're there but until planetary ops is completed and tacOPS modified to display the entire planet surface, you won't be able to locate or dock with them.

Q. After a while, the game starts to run slowly
A. BC3K was released incomplete and therefore the system requirements at the time of release were inaccurate. The game requires a P166 with a minimum of 16MB of RAM. A P200 or higher is recommended.

As the game progresses, it's dynamic free form nature causes it to have to handle more data especially when you visit several regions and 'active' them. BC3K runs in real time and updates all **91** space regions, **75** planets, **145** moons and ai entities (which sometimes exceed 500) in each 'pass'. To disable this would defeat the purpose of having a real time, living and free form galaxy which continues to operate regardless of your involvement. Memory allocation, caching, sequencing and scheduling technologies are being revised all the time, reducing the impact of the dynamic world on the host machine.

Q. I keep getting an error when playing from a saved game
A. This bug has been fixed and will be in the next patch. It is caused by an invalid item being stored in the save game file. This will not happen all the time and usually happens when you save the game with a hyperjump anomaly forming for a ship about to make the transition.

Q. When the time changes, the planetary palette goes all funny
A. The virtual palette for the surface is work in progress. Turn off the clouds to solve the problem.

Q. What, no multi-player?
A. This generation of BC3K (up to v2.0) does not and will not support multi-player. However, the sequel, Battlecruiser 3030AD, will have support for a multi-player add-on specially designed for Internet play. If BC3K is anything to go by, expect the multi-player universe in the Skirmish Pak to be as advanced as the game is. For more, please see the press releases at www.game-wire.com

[SUPPORT FILES]

The following files are installed by the patches.

- BC3KVER.TXT** contains important version control information that may have changed since the manual was done.
- BC3KBUGS.TXT** contains the current bug list. Check this before reporting a bug.
- BC3KHELP.TXT** provides help on installing and configuring the game.
- BCKEYS.TXT** keyboard template. Identical to **KEYBOARD.PDF**

Parts of the **README.TXT** and **WALKTHRU.TXT** files that were created by Take Two and GameTek are *****INVALID***** and *****MISLEADING*****. They were written for the original v1.00 and v1.01C4 versions of the game.

[APPENDIX FILES]

The appendix will not be part of the final manual. They can be found in the zip file called **BC3KNDX.ZIP** which contains the following files. The preview version of the manual is in **BC3KMAN.ZIP**.

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| ARTIFACT.PDF | List of artifacts available in ACM |
| ATVSYSTEM.PDF | ATV system specs |
| BCALIENS.PDF | List of aliens and special characters in ACM with images |
| BCPOWER.PDF | Battlecruiser power allocation specs |
| BCSYSTEM.PDF | Battlecruiser system specs |
| CASTES.PDF | List of castes in the game |
| CRAFTS.PDF | Ship database with images |
| EP.PDF | Experience Points table |
| ICSYSTEM.PDF | Interceptor system specs |
| KEYBOARD.PDF | Keyboard commands |
| MEDALS.PDF | List of medals available in ACM |
| NAVCHART.PDF | Galactic navigation chart |
| NAVLINK.PDF | Galactic navigation links |
| NAVMAPS.PDF | Galactic navigation maps |
| PARTS.PDF | Repair parts database |
| SHSYSTEM.PDF | Shuttle system specs |
| STATIONS.PDF | Starstations database with images |
| THREATS.PDF | Threats database |
| TRADE.PDF | Trading database |
| WEAPONS.PDF | Weapons database |