

# JUMP GATE

THE RECONSTRUCTION INITIATIVE



MIGHTY GAMES™



**PILOT MANUAL**

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## 1.0 Getting Started!

Welcome Traveller!

On behalf of The Reconstruction Initiative, I welcome you to our Universe! If you aren't fully familiar with your new family, The Reconstruction Initiative is an ongoing intersectional effort with two major missions: to bring relief to those in need, and to advance the evolution of universal civilization. You have joined the quickest and brightest terra-bound individuals from several sectors across the galaxy to aid in achieving our goals. Study this Pilot's Manual thoroughly. The path to success lies in knowing the limits, strengths and weaknesses of the world around you. These components of the world are laid out in detail below. Proper leveraging of the environment will create prosperity for all.

I, Sarath, Fifth Prime of the Initiative, do hereby welcome you to an adventure more exciting than any surface dweller can imagine. Our Initiative is the hope for the future; the destiny of the galaxy is ours...

The Choice - The Power - The Future



Sarath V.  
Fifth Prime of  
The Reconstruction Initiative

## 1.1 System Requirements

Here is what you will need to play Jumpgate. Before you install, make sure that your computer meets all of these requirements.

- Windows 95 (with Winsock 2.0 upgrade), 98, 2000 or ME
- DirectX 8.0a
- 200 MHz Pentium (350+ recommended)
- Direct3D compatible 3D-Accelerator with at least 8 MB RAM
- 64 MB RAM (128 MB recommended)
- At least 170 MB free hard drive space
- A 28.8 TCP/IP connection to the Internet (56kbps recommended).
- 4.0+ Web Browser (MSIE or NS)
- Windows compatible sound card
- CD-ROM drive (for installation only)
- Keyboard and mouse (Joystick recommended)

You must have Winsock v2.0 (comes installed in Windows 98, 2000, and ME) and DirectX 8.0 installed on your computer. Both of these files are available directly from <http://www.microsoft.com>.

It is also recommended to use a joystick suitable for simulators, such as MS Sidewinder or one of the many CH Products. You may play with the keyboard/mouse if you wish, but a joystick will give you much better control.

## 1.2 Installation

To install Jumpgate, first place the CD-ROM labeled Jumpgate: The Reconstruction Initiative into your CD-ROM drive, and follow the on-screen instructions. If your CD-ROM does not autorun, double-click on the CD-ROM drive icon under "My Computer" from your desktop. When you see a listing of the files on the CD-ROM, look for AUTORUN.EXE and double-click to install Jumpgate



*View Readme. The readme file contains last minute information and changes that could not be printed in this manual. If you have any problems with Jumpgate, please review the readme file for any known problems and workarounds.*

### 1.3 Setting up your pilot account with Mightygames

Once you have installed Jumpgate successfully, you need to register online at [www.mightygames.com](http://www.mightygames.com). Click on the Registration button to register as a Mightygames



Fig 1.3a Join today!

user. Follow the instructions given on the website for registration. Once registration is complete you can proceed to the Jumpgate homepage. Click on "Register". You will then be taken through the registration process automatically. After five or ten minutes you will have access to your pilot account. Since it costs you nothing to play for the first month, you are now ready for take off.

Caption: Register now!

### 1.4 Link to the Jumpgate server

You will now find a Play button instead of a Registration button on the Jumpgate homepage. When you click on play an automatic update of your game version will be provided whenever available.

Before you get started you should read carefully sections 4.0 and 4.1.9 of the Manual so that you avoid being smashed to bits by the first asteroid that happens to come your way.

Capture: To play online click on OK in the "Connect to Server" pop-up.



Fig 1.4a o play online, click "OK" on the "Connect to Server" pop-up

### 1.5. Billing

Once your first free month has come to an end you can chose from a month, three-month or year's subscription. Payment is convenient, fast and of course secure, by credit card. You will find more details regarding the transaction process and forms of payment at [www.mightygames.com](http://www.mightygames.com).

### 1.6 JOSSH.

Our comprehensive information website including everything you'll ever want to know about the Jumpgate game, we call it JOSSH (Jumpgate Operating System SHell), is available for your use at the URL <http://jumpgate.mightygames.com> or directly via the hyperlink on the Jumpgate homepage. You can call up statistics, news and performance records for individual pilots.(4.0)

## 2.0 The Impetus of Space

### Observations and experiences of a TRI Pilot

By: *Unknown Pilot*

#### 2.1 Can't ever go back

Life on the planet was uneventful. I was a simple dockworker - my job was to unload the never-ending stream of merchandise sent by the space stations in orbit above us. We provided them with basic items, such as water and foods, and in return they delivered things I'd never seen before and whose application I did not know. And so my days slowly withered away between work and being too tired to do anything else. I did, however, have plenty of time to think, and inevitably my thoughts always revolved around my future. I didn't like what was in store for me. I was 20 standard years old with nothing to look forward to but 30 more years of carrying the fruits of a better man's labor on my back. All I had going for me was my health and my willingness to take a risk.

One day, as I was scanning a new shipment for foreign organisms, I noticed a transport shuttle pilot resting under a Sitherwood tree, soaking up the warm glow of our two suns, as a group of us unloaded his vessel. I took my break and - being careful not to seem obvious - found myself a place to sit close to him. He was a friendly sort, and in no time at all we had a lively conversation going. He kept talking about his job, his wife and family, so I carefully tried to change the topic to the spacers or, as they are sometimes called, the reconstruction pioneers. It earned me a puzzled, albeit concerned look.

"You don't actually think about joining those crazy bastards?" he asked incredulously.

His comment took me by surprise. I've always admired these brave pilots, and I was not about to let anyone insult them.

My voice rose, "Why? What makes them crazy?" I tried hard to conceal my growing

anger. I've always been a bit of a hothead. "They do an important job. They keep us alive. And if one of them dies, at least it's for a worthy cause. Sure as blazes beats hauling around sacks of whatever it is you're bringing."

"Listen, kid," he said with an air of conspiracy, leaning closer towards me. "These guys ain't no heroes. There are in it for the money and the glory. And to get that they will not hesitate for one second to kill the same guy that they called "friend" yesterday. Besides, once you are a TRI pilot you can't ever go back planet side."



I couldn't help but give him a sneer. With my left hand I made a sweeping motion over the landscape.

"Why would anyone want to come back here?" I asked sarcastically. "This place is as dead as the Calvorian Desert after a niphstorm. Nothing ever happens here. If the universe has an armpit, this is it! Besides, you work for TRI."

He flashed a crooked smile at me. "Yeah, but I ain't altered! I fly to the station, pick up my load and at night I am at home with my family. One week in a TRI fighters cockpit and this armpit is gonna seem like paradise to you. And what about your kin? Don't you have family or a girl here?"

"I do and I am going to miss them. But their lives are just as miserable and empty as mine. If I were a pioneer I could help them with credits and bring back some dignity into their lives."

He shook his head. "Look here, kid. I've heard this kind of talk before. It never works out that way. Pioneer might have a nice ring to it but what it really means is soldier. It seems to me you've made up your mind though. You seem like a nice guy, so I'll just

wish you good luck."

With that he rose, patted the dust off his pants and started walking towards his shuttlecraft. Shortly before he reached the hatch, he stopped, turned around and yelled, "Hey, kid! It ain't all bad. Some of them guys are the real deal. But only some!"

That's when I truly made up my mind. I was going to join. And I was going to be the real deal!

Blad Ferucci, my foreman, saw me sitting there and came walking over. I've never got along that well with any of my co-workers and this guy was a particularly nasty specimen. All these guys ever did was stand around talking about women, drinking and zero-grav power ball. I could see that Ferucci was gearing up to chew me out.

He started yelling as soon as he came within earshot, "Listen, you lazy bastard, get your ass back there, and do the job we're paying you for. Move your useless carcass..."

That was all he could get out before I sunk my fist into his bloated face. He fell flat on his fat behind and it was instantly clear that he was not going to rise to my challenge. He just sat there and stared at me like the moron he was.

"That's no way to talk to a pioneer, lardbutt!" . I turned towards the city heading straight for the recruiting station. I didn't look back once.

## 2.2 Through the door

The recruiting station was housed inside an unassuming building on the main street of downtown. Only the rotating, holographic sign projecting the silvery TRI symbol gave a hint of its presence. I gathered all my courage and stepped through the door.

The inside was an altogether different story. The reception area was decked out with posters depicting pioneers in all kinds of heroic poses - usually stepping on the heads of their defeated opponents and saying something smart like, "I wanted to see if he was as dumb as he looks, so I took out his brains to check."

Up front was a small stage with three scantily clad females swooning over a guy that looked suspiciously like a male model in a TRI uniform. Epic music was piped into the room through a set of booming speakers, occasionally interrupted by announcements talking about dead snails, squids and eels - whatever that meant. Holo-Projectors showed several ships of various sizes in battle with explosions happening left and right.

The whole scene was dazzling.

I was greeted by a soft female computer voice, "Welcome to the TRI recruitment center. You have made a great choice in coming here. Please proceed to an available representative."

One of the stage bimbos came running up to me, took my arm and smiled at me.

"Don't forget about me when you're rich and famous, soldier!" she said.

It was like a circus in there. My new friend led me towards a desk that was occupied by a thin, tall man with a permanent grin etched in his face. He noticed me and immediately changed his grin to smile. He wore a bright yellow button that read, "You Ain't Hip Until You Rip."

"Why, hello there, young fellow. Looking for fame and fortune?"

I just nodded.

"Fill out these papers and we'll get the ball rolling for you. You read and write, don't you? When you're done, go to the examining room for your physical. If the doc hands you a yellow piece of paper, come back here. If not, go home."

I panicked. 'Go home?' I thought. It hadn't even occurred to me that they might not want

me. What if I am rejected? I just punched out my foreman. I am sure he'd love to see me rot in jail for that.

Nervously I filled out the forms. I didn't even read them - just signed my name on everything that required a signature. With all the ruckus in here it was impossible to concentrate anyway. It still took a long time to get through all of them. When I was done I went into the examining room. One of the doctors was already waiting there for me. He held out his hand and I gave him the papers.

"Take off your clothes," he said in a neutral voice. He was the first person that seemed to act normal in here. I was almost glad.

I did what I was told, and he began with the examination, poking me here and there, testing my reflexes and making me cough. This went on for about an hour. He motioned towards my clothes and started filling out a piece of paper.

It was yellow!

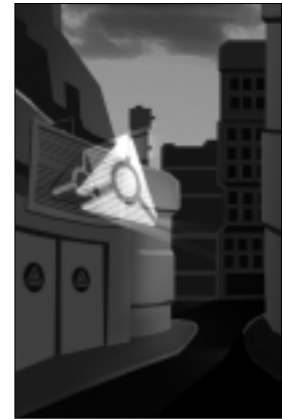
### 2.3 Pay attention!

"Well, well, well!" The recruiter seemed very pleased. "Looks like we got ourselves a recruit here."

The girls were beside themselves and wouldn't stop applauding.

I tried to smile but barely managed a grin.

"OK, son, now listen carefully to everything I tell you. You'll have to make a big deci-



on based on what you'll see and hear next. Have you heard about the different factions?"

Remembering his earlier remark I just nodded.

"Good. Now it's up to you which one you choose. All of them are military by default, but they also have certain areas of expertise, besides fighting that is. Solrain is partial to trading goods, Quantar likes mining, and the Octavians are mercenaries. But that's mostly in the beginning. Later on, after a few promotions, all factions are pretty much free to choose whatever they like best. There is also Amananth and Hyperial, but they are non-flying factions. Bunch of weirdo's, if you want my opinion. But at least you can trade with them. You won't get any data for them on the terminal."

That was a surprise. I always thought that Amananth and Hyperial were the same as the other factions. I guess it just goes to show that you can't believe everything you read or watch.

He continued, "There's no good or bad faction. Most people choose the faction closest to their home planet, but it really doesn't matter one way or the other. Just pick the one you're most comfortable with."

"I am going to leave you alone for a while. You sit right here at the faction terminal. It'll tell you everything you need to know about them. This terminal is very special. It's a part of J.O.S.S.H., the same database our pilots use. Just point to the faction you want information on. If you are smart you'll check them all and pay attention real good. You hear me? Pay attention now or you'll regret it later! "

At least the guy was sincere. He really wanted me to make an informed decision. And



he was right. After all, once you choose your faction you are bound to them by an oath. And from what I hear, the pioneers take this oath very seriously. There is a lot of myth involved, of course. Every child on my planet knows the stories about the great pilots of TRI. They were like gods to us, and all the kids had their own favorites. We listened to their adventures on the holo-recorders, we watched them on the news and imagined that we were one of them. If you wanted to pick a fight with somebody in the schoolyard, all you had to do was insult his pilot hero and little fists started flying.

But once we got older our dreams of becoming a pioneer slowly faded. In my quarter everybody came from a worker family, and finding a job to support your family became more important than naïve fantasies. Somehow you value life more as you mature, and the very real possibility of being blown to bits or smashing into an asteroid and getting a hero's funeral became less appealing. Then there was also genetic alteration.

I tried hard to push that thought out of my mind. 'It's the only way,' I reminded myself, 'There are no exceptions.' I thought about my own childhood hero, a great pilot who single-handedly broke through a station blockade set up by an opposing faction, to deliver food to the starving people on the planet below. That was of course during the Uranium crisis, and surely that sort of thing doesn't happen anymore. We've been told that there hasn't been a crisis or military action in a long time.

The recruiters voice brought me back to reality. "Well kid, you gonna look at the faction terminal or not? Or do you have a question before you get started?"

"Yes, Sir, I do. What does it matter which faction I choose if we are all working toward the same goal?"

He gave me a quizzical look.

"Yeah, sure, that's right, kid. Don't matter at all. So just look at them all, and don't forget to tell me when you're done."

I sat down in front of the terminal and flicked it on. The names of the three active fac-



tions appeared. I started reading, and soon I had made my choice. I based it simply on geography and chose the faction that officially belonged to my home planet.

## 2.4 What have I done?

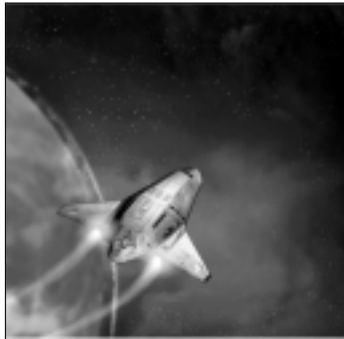
"SHUT THE HELL UP, MAGGOTS! YOUR SORRY BUTTS BELONG TO TRI NOW! GET IN LINE AND NO MORE TALKING UNTIL YOU ARE SPOKEN TO!"

The TRI recruiting sergeant was clearly in a bad mood. I obeyed his order and jumped in line. That seemed to calm him down a little - but only a little. At least he stopped shouting. This was quite a change from the scene inside the recruiting center.

YOU! SISSY BOY! WHERE ARE YOU FROM?"

I told him where I was from. He made some colorful comparisons between the local wildlife and me. Eventually he ran out of insults and told me to sit down again. He proceeded to address our group.

"We are taking you to PAS754. There you will receive the necessary genetic alterations that will enable you to use the jumpgates. There are three lines in front of you. Follow the blue if you are Sol-rain, the red if you are Octavius, and the green if you are Quantar. DO NOT TALK TO ANYBODY FROM ANOTHER FACTION! THEY ARE NOT YOUR BUDDIES!"



Our group of 12 split up, and four of each of us followed their respective lines to the shuttle. We filed into the passenger chamber, took our seats, and fastened the constraints. Then we just sat there, none of us daring to talk. I looked at my future faction mates. 'What have I done?' I thought. 'We are nothing but a bunch of scared kids.'

Eventually one of us broke the silence.

"What did he mean by that? When he said they are not our buddies. I thought we are all pulling on the same rope here?"

We all shrugged in unison.

"Probably just a silly rule he has to follow," one of us said. "Don't worry."

"Yeah, right," another one said. "Probably just protocol, that's all."

I was just about to say something when a sharp hissing sound came from the ships ceiling. I looked up and saw an almost fluid mist being sprayed into the cabin. Then I lost consciousness...

To be continued on JOSSH

### 3.0 Basic Flight Guide (Quick Start)

*Welcome Pilot. This is Solder Ronin speaking, sectional leader of the TRI Department for Novice Pilot Affairs. Please follow the guidelines below in preparation for your first assignments. This is only a primer for those pilots that are foolishly impatient. Make sure to read the complete pilots manual as soon as you can. You should also verify that your system meets the minimum requirements.*

*We trust you have undergone your practically painless genetic enhancement by now and are ready for the adventure of a lifetime. It might not have been entirely pleasant, but it sure beats having your guts liquefied by gravitational forces. Anyway, it's too late now to start whining. Just think how impressed your neighbors will be when they hear about this. Of course, there might be a tad of a problem with some of your reproductive organs, but that's the price one must pay for the glory that surely lies before you.*

Examine the universal ship controls, section (4.1.1) and communication commands, section (4.1.9) before you try launching. Otherwise, you'll end up babbling to your very close friend, the nearest asteroid.

#### 3.1 Basic Flight

We suggest that you practice your flying skills in off-line mode. Just start the game without logging in to the server. This will allow you to familiarize yourself with all of the features, and you can fly around in a starting sector all by yourself. Go ahead and try everything... there is no one around to make fun of you. If you see some ships blow 'em up... it's cool!

Now remember: this is space, not a joyride on the Galacto-Bahn of Delphan IX. Out here, the physics are different. If you need to change direction, it is not a simple matter



Fig 3.1a To fly offline click "Cancel" on the "Connect to Server" pop-up

of pointing your ship's nose that way. That's because there is only minor gravitic drag (actual resistance) in space, and therefore your original momentum will decrease very slowly. Eventually your thrusters will align you with your target, but that can take a while. This depends largely on your speed at the time of the course correction. Your rate of turn directly correlates with your engine thrust; the more power you give your engines, the slower your spin will be.

When landing your craft, it is important to line up right in front of the docking bay. Fly towards it slowly, otherwise you will overshoot. When you are close enough (about 300 meters), stop completely and close in on it with short bursts of acceleration. Your velocity must be under 100 m/s when entering the docking bay, otherwise you will crash into the bay doors... this is not fun. Docking is automatic once in the docking bay.

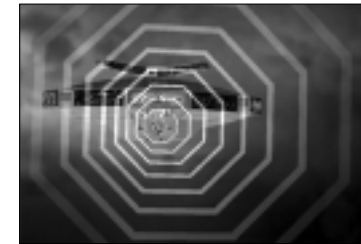


Fig 3.1b When targeting a station, your HUD will display holographic docking guides to help you find your way home

#### 3.2 Your First Mission

Press the 'Esc' key to bring up the Options screen. Connect to the Jumpgate servers by clicking on 'Connect' in the options menu. Type your callsign (username) and password in the appropriately labeled fields. You will be notified if your attempt is successful. If your connect attempt fails, read the resulting error message carefully, and refer to the JOSSH website for current server status and information. Remember, for your safety, you must be a registered TRI pilot before we let you into space.

At this point you have been assigned your first ship. It is most likely a shuttle with enough cargo space to store no more than four universal cargo units. To view your ship, click the 'Ship Configurator' tab near the bottom of the screen.

Take a good look at your ship. Note all the important statistics, such as cargo capacity, gun and missile hard points, equipment slots, armor, and others. For more ship statistics, click the 'Info/Purchase' button. You should find out everything there is to know

about your vessel. Missions are an important way to gain rank which is used to determine the ship and equipment you are authorized to buy. Now it's time for the real thing. Go to the mission computer, and choose a simple patrol mission. Patrol missions require you to fly into certain sectors of space to gather information that is automatically uploaded into your faction's central computer. While patrolling, you may occasionally run into ...



Fig 3.2a Standard Octavian shuttle ship

well ... best leave that up to you to discover. Once you have accepted the patrol mission, call up the map ('m' key in-flight, or click the 'map' button while in station) and plot your course. You will notice that each sector is connected to other sectors with blue lines. These lines represent the inter-sector connections made by jumpgates. For more information on using the map see section (4.1.7). You can also see the mission waypoints before selecting the mission by looking at the map when the accept mission dialog box is displayed.



Fig. 3.2b The Jumgate Universe

Find the sectors you need to patrol (these should be highlighted with a red mission waypoint icon). Now look for a blue glow, and a small representation of your ship. This is your current location. You can assign your own waypoints by clicking on the sector representations. Plot a course from your current location to each of the mission waypoints. There are also a number of

display modes you can toggle on or off at the bottom of the screen. Experiment with the best display mode for what you would like to do. Now close the map ('Esc' key or 'x' button in the lower right hand corner.) If you have not yet launched, do so by clicking the 'Request Launch' button in the lower right hand corner of the screen.

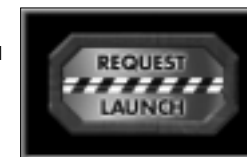


Fig 3.2c Request Launch

If you do not see the Request Launch button, something may be happening that prevents you from launching, such as refueling or loading cargo. If there is something else preventing you from launching, you will be notified in yellow text in the chat window.

"LAUNCH" Welcome to TRI space, pilot! You have just launched from your faction's Core station - the "home base" of your nation.

In the lower left hand corner of the HUD, you will notice a miniature representation of your current target. Cycle through targets until you come upon a Jumpgate with the word 'WAYPOINT' above and to the right of this target. This gate will fold you into the next sector, so begin flying towards it. To initiate a jump, you must be within the jumpgate's field. A yellow triangle will appear at the top of your central data display ring when you are in position to jump. To initiate the jump sequence press 'j' on the keyboard, or the appropriate joystick button. After you have flown to all your waypoints, return to the nearest station. NOTE: Press "ESC" whilst in flight to access the options screens 'control settings'.

Congratulations, you have completed your first mission! Before you start trading and/or engaging other entities in combat, fly a few more missions. Apply the credits you earn towards improvements for your ship. It's also a good idea to team up with other pilots and fly under the protection of a group. Once you have enough credits, you may also purchase a mining laser and start missions to mine asteroids for high-demand ore. (NOTE: Quantar pilots start with this equipment, and may begin mining immediately.)

Aside from the Dynamic Station Mission Computers, another good way to make money is flying missions for other pilots. You may find bounty hunters rounding up a posse to bring down a known criminal. You may find squad representatives wanting new members or hiring someone to do their dirty work. In exchange for your services, many freighter pilots will carry cargo for you or pay you in credits to protect them. They normally hang out in the bar trying to recruit people. Just look for the guy telling stories about flying through Conflux infested space with a load of Uranium-238 on his back.



Fig 3.2d Preparing to jump to a waypoint

This is just a quick guide to get you started, and is by no means all you will need to know if you want to thrive in the Jumpgate universe. There are many other ways to spend your time in this universe (the rest of this manual describes these options in detail). Be sure to talk to other pilots. You can broadcast a message to all players in your current sector by typing 'F3', then a message, then press 'Enter'. There are several other communication modes, found in the Communication section (4.1.9). Swap war stories, exchange ideas, and get as much information out of veterans as you can. The right information can save you thousands of credits, and maybe even your life! Good luck, pilot. You're going to need it.

## 4.0 JOSSH Overview

*Welcome Recruit. This is Solder Ronin speaking again, sectional leader of the TRI Department for Novice Pilot Affairs. I have been charged with educating you about TRI's JOSSH system. There's a lot to learn, so pay attention! With a little work on your part, we'll have you up to speed in no time. Are you ready, recruit?*

The following documentation will briefly describe the JOSSH interface. This guide will teach you what to expect from JOSSH and how to find what you're looking for.

The acronym JOSSH stands for Jumpgate Operating System SHell. The external JOSSH system contains a plethora of information that can be useful to pilots of any rank. The internal JOSSH device allows pilots to access station systems and interact remotely with each station's operations crew.

The internal JOSSH device can only be accessed while docked at one of the known space stations. This PDA-like unit can be used to remotely access different systems from anywhere on any modern space station. The internal JOSSH device can be used to input configuration requests to the station's repair and maintenance crew, place purchase and sale orders, accept missions from the station's mission computers, initiate trade with other pilots, and access the TRI-wide flight simulator, all without knowledge of the local languages.

The external JOSSH system contains detailed data about each and every TRI pilot in the universe, as well as links to the TRI Recruitment Center, where new pilots register. Within the JOSSH database you will find instructions and descriptions about every facet of the galaxy. TRI and its associates are constantly improving the system, as well as posting system alert and status messages, so check back regularly.

#### 4.1.0 The Internal JOSSH Device (Jumpgate Interface)

The following documentation will briefly describe the internal JOSSH device. This guide will teach you what to expect from JOSSH and how to find what you're looking for.

Upon entering a station your internal JOSSH device will automatically open and present a multitude of options. This device provides many more options than the external system, and involves much more pilot interaction. There are three basic components that make up the internal JOSSH device: the communications display module, the location module, and the command module.




Fig 4.1a JOSSH for Insider

#### Communication Display Module

The communications display module is located in the upper left hand corner of the JOSSH device. The chat window along the top of the screen enables pilots to communicate with other pilots who are currently on duty. For more information on communication functions and commands, check the communications guide section (3.1.9).

Pilots will notice a small gray button in the left of the communications display. This button will expand the communications display. You will also notice two yellow scroll arrows that may be used to review previous communication chatter.

 Pilots may also access the Options screen from this section by clicking the Options icon (green arrow in a circle). From the Options screen, users may configure Jumpgate according to personal preference. Pressing the 'Esc' key will also open the options screen. For more information on configuring your client via this screen, take a look at the Options screen guide, in section (3.1.1).

#### Location Module

The location module can be found in the upper right hand corner of the screen.

The green text box is the location indicator. This component is used to display which station a pilot is currently docked at. If said pilot is not currently connected to the Jumpgate universe, their location will be displayed as 'offline'.

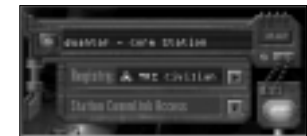


Fig 4.1b The Location Module

To the right of the location indicator is a button labeled 'map'. Clicking on this button opens the 3D Jumpgate Universe Map, with all known sectors. Take a look at the map guide section (4.1.7) for more information on using the map.

Below the location indicator is the Registry selection box. This device allows you to select your flight registry, which is a way for you to communicate your current intent

and attitude at every launch, see section (6.7).

The "Station Commlink Access" tab, located directly below the Registry selection box, is a handy feature that can be used to display a list of pilots who are currently docked at this station. Pilots are displayed in the color of their native faction, although they may not necessarily be loyal to that faction.

The final component of the location module is a large light located to the right of the Station Commlink Access tab. A green light indicates that you are currently connected to the Jumpgate Universe. A red light will be displayed if you are either offline or in Simulator mode.

### Command Module

This portion of the JOSSH device interface allows pilots to issue commands to the station's personnel. This module spans the bottom of the internal JOSSH device.



Fig 4.1c The Command Module

Along the top of the Command Module are five tabs: Ship Configurator, Market, Mission, Trade and Simulator. When clicked these tabs will bring up five different holographic screens that allow pilots to customize their ship, purchase goods, accept missions, trade with other pilots, and access the simulator.

A red flag labeled "Sim Mode Active" is displayed to the right of the Command Module tabs, above Request Launch if you are offline or in simulator mode. Indicating whether a pilot is launching into the Simulator or real space.


There is a large green text box below the command tabs. This is the pilot data bar, and

displays various statistics on the current user. These statistics are (in display order) 'rank,' 'name,' 'credits,' 'squad,' 'experience,' and 'cargo'. The three numbers displayed after Cargo are in order: first number, the amount of cargo that is currently loaded; second, the maximum cargo that can be loaded; and third, the amount of floor space that the station crew will allow you to use. Floor space includes the ship's cargo. Floor space can be used as temporary storage space, but will need to be cleared before a pilot can launch.

To the right of the pilot data bar is the 'Request Launch' button. By clicking this button, a pilot will be placed into a launch tube and propelled away from the safety of the station into space. This button will occasionally be covered while tasks are being performed, and a pilot will not be able to launch during that time. If you do not launch when you think you are allowed to, check the Communications Module for any yellow error messages.

### 4.1.1 Options Screens

The Options screen can be used to configure Jumpgate for your specific hardware configuration and preferences.

Pilots can access the Options screen either by pressing the 'Esc' key, or clicking  on the Options icon in the upper left hand corner JOSSH interface.

The options menu contains the following menu choices:

#### Connect

Clicking on this option allows you to connect to the Jumpgate Universe.



Fig 4.1.1aThe Options Screen



The connect submenu contains both a callsign (username) and password field. If you are connecting for the first time you will need to type your pilot callsign (username) and password, and click 'Connect'. In all subsequent connects, this information will automatically appear, and simply clicking 'Connect' will connect you to the Jumpgate Universe.

## Sound

Clicking on this option enables you to adjust sound options and volume control for music and in-game sound. Clicking on the blue arrow in the sound options menu cycles through several supported 3D sound configurations.

To adjust the volume for music and sound, move the sliders in the volume controls towards the '+' or '-' arrows.

## Grafik

You will want to adjust the video settings to get the best performance vs. quality you prefer. Clicking on this option reveals a new window with a number of choices:

### – Video Card

Determines if Jumpgate should use a primary or secondary video card. In most cases primary will be the logical choice. If you have a 2d card and a 3d-accelerator card, choose secondary.

### – Resolution

Enables you to choose your screen resolution. Please note that some monitors and/or video cards may not support all the resolutions displayed.

### – Colors

Choose the color bit depth at which you'd like to play Jumpgate.



### – Text Options

You have a choice between 2D and 3D-text. Many pilots find 3D-text easier to read. 3D text is recommended.

### – Buffering

Choose between double and triple buffering. Not all video cards support triple buffering.

### – Tooltips

This option allows you to disable on-screen tooltip help.

### – Hardware T&L

Some of the newer video cards support a function called hardware transformation and lighting. If you own such a card, you may check this box to activate T&L.

## Control

This submenu can be used to configure your controls to fit your preferences.

The first step is to select your input type. Click the 'Cycle Input' button until the preferred device is selected. Your options are keyboard, keyboard and mouse, keyboard and joystick, keyboard and joystick with throttle, and keyboard and joystick with throttle and rudder. Once you have selected an input type, the default commands for the selected device(s) will be loaded.

Now you can customize your controls. You will notice several buttons near the top of this submenu labeled 'Flight,' 'Combat,' 'Display,' 'MODx,' 'Basic,' 'Radar,' and 'View'. By clicking through these buttons, you will notice that the commands and controls listed on the lower half of the screen will change. To change these controls, you will need to select the box to the right of each command, and then press the preferred button, key, or control. Be sure to hit 'save' if you wish to have these keys mapped next time you play.

*(Note: make sure you have your joystick and throttle centered when mapping keys.)*



## Credits

This screen contains credits and legal information related to Jumpgate.

## Jumpgate verlassen

Click this button to exit the Jumpgate Universe. (Doing so in flight will count as a death.)

## 4.1.2 Ship Configurator

*Welcome back Pilot. Solder Ronin speaking, once again. I hear you're having trouble configuring your ship, and it is my duty to help you to be all you can be. Let's get started, I've got a transport full of recruits coming in within the hour...*

The following section will teach you the basics of configuring your ship. Keep in mind: this is an interface explanation only, and you will not be given hints and tips regarding specific customizations.

## Ship Purchase Dialogue

The ship purchase section of the ship configuration screen can only be accessed from your faction's stations. To view a ship's statistics you will first need to select a ship using the left and right scroll arrows. Once you have selected a ship click the 'Info/Purchase' button. The information and purchase pop-up will provide you with further statistical information on the selected ship, and confirm your intent to purchase the ship.



Fig 4.1.2a Ship Purchase Dialogue

## System Selection Menue

The system selection menu is a green, arched list of systems, located to the left of the graphic representing your current ship. When a system is selected via this menu, the equipment assignment slots will change accordingly.



Fig 4.1.2b  
System selection Menue

## Graphical Ship Layout

In this portion of the Ship Configuration screen, you will see a top down view of your current craft. Depending on which system you have selected you will see various icons displaying where each component resides on your ship.

## Equipment Assignment Slots

The Ship Configurator contains eight equipment assignment slots, located directly in the center of the screen. This is the most vital portion of the Ship Configurator. From here you will input all equipping orders for your ship.

Each equipment assignment slot contains four basic components: the standard item image and icon, inventory scroll arrows, size indication boxes, and an equip status button.



Fig 4.1.2c Equipment  
Assignment Slot

### – Standard Item Image and Icon

The item images and icons are standard throughout the interface, and you have undoubtedly familiarized yourself with them already. This portion of the slot displays graphically what item you are looking at, and is accompanied by an icon indicating an item's type and what faction produces it (determined by color). See also the Market section (4.1.3).



### – Inventory Scroll Arrows

These blue scrolling arrows, when clicked, will scroll through every item in your inven-



◀ ▶ tory that corresponds with the slot's type (i.e. shields, missiles, engines, etc.).

#### – Size Indication Buttons

Size boxes are also a standard throughout the interface. In the Ship Configurator, you will notice three different size boxes: open green, solid green, and solid red. An open green box means that you have an open size slot. A solid green box means that the current piece of equipment is taking up that size box. You may see a mixture of green boxes in a slot. For instance, if you can fit a size three engine, but have a size two engine equipped, you will see two solid green boxes and one open green box. The final box type, solid red, indicates that an item is too big for your ship.

#### – Equip Status Button

The equip icon will only display if an item will fit on your ship. A blue arrow pointing towards the ship diagram indicates that the item is in inventory, and can be equipped on your ship. Once you have clicked on the blue icon, the item will be equipped on your ship. A red icon with an arrow pointing away from the ship indicates that the selected item is already equipped, and can be unequipped and added to inventory.

This Engine fills all available slots on this ship, and can be equipped. It is currently in inventory, as denoted by the blue equip icon.

Note the four red size boxes along the bottom of the screen. This indicates that the capacitor is too big, and cannot be equipped. (Thus the missing equip icon.)

This item is currently equipped, because the equip status button is red. Also, note the size boxes: this powerplant is a size one, and a size two powerplant can be equipped on this ship.



#### PGA (Power Grid Analyzer)

The Power Grid Analyzer allows you to compare the performance of different components that are equipped on your ship. You will notice that the PGA flows from the bottom to the top. A powerplant is required for every ship to function. The next required item is an engine, so only the remaining power from equipping the engine is available for other equipment.

On the PGA, an item that is equipped will be outlined in green. If an item is powered, it will be filled with yellow. To the right of the PGA you will notice several numbers. These numbers are subtractive from your base power (generated by your powerplant) based on the maximum amount of power drain caused by each component.



Fig 4.1.2d Power Grid Analyzer

#### 4.1.3 Market

*Greetings, pilot. This is Dorakk Thol, sectional chief of the TRI Bureau of Trade Regulation. TRI has noticed that your TRI credit account has been steadily growing, and I think it's important that you learn how to use the market interface in case you would like to begin spending.*

TRI and their various partners offer a huge selection of wonderful toys for every pilot. These are available for purchase at the market. Every single item found here cannot only be applied for personal use, but can also be sold for a tidy profit (assuming you can find the proper buyer).

The basic market interface can be used to perform two basic tasks - purchasing and selling. The left portion of the screen displays the station's inventory, and the right portion displays your inventory. You will notice that the station inventory section has a list of equipment types - this portion of the market display is used to simplify item browsing at a station, due to the large amount of items that are kept in stock. To the left of



Fig 4.1.3a Market Station Inventory

each sub-category you will notice an icon. These are useful symbols to know, as each item will always display this icon for easy reference.

Along the top of the market inventory list you will notice several small buttons - these are sort options.

The market inventory can be sorted in several ways:



#### Name

Alphabetical sort by item name. An item's name is also displayed in green text below its picture.



#### Price

Numerical sort by retail price before tax. An item's price is also displayed in black text in the thick green band below each item.



#### Size

Numerical sort by size. An item's size is graphically displayed with a set of boxes to the right of each item. Each box represents 1 cubic unit.



#### Rank

Sort by rank required to purchase item. Rank requirements can also be found in the upper right hand corner of the item purchase pop-up. You will need to click on the item for this to be displayed.



#### Quantity

Numerical sort by quantity in stock. The quantity of an item at the current location can be found in the upper left hand corner of each market item box.



#### Ascending / Descending

Determines sort order of inventory. If the "up" arrow is selected, the largest/last items will be displayed at the bottom of the list, and the smallest/first at the top. The opposite is true for the "down" arrow.



#### Show All toggle

With the "show all" option turned off, out-of-stock items will be hidden from view.

It is also important to familiarize yourself with the items available at each station. Below is a short description of each sub-category displayed in the market:



### Commodities

Commodities are the basic elements that are used to produce every other piece of equipment in the Jumpgate universe. These items range from essentials such as food and water to advanced chemicals, medical supplies and electronics. Commodities are generally the most profitable items to trade. Like with any other market item, clicking on a commodity reveals additional information, such as size, price and a more detailed description.



### Powerplants

Powerplants furnish the energy needed to power a ship's various systems. This unit produces the energy needed for all ship functions. This does not necessarily mean it provides enough energy for all other systems to function at maximum efficiency all the time. If you are flying at full speed, your engines might draw so much energy from the powerplant that there isn't enough left to sufficiently power your other systems.



### Engines

Engines provide the thrust needed to propel your ship forward. Your main engine system is also hooked into your unidirectional braking thruster subsystem, and the strength of one directly affects the other.



### Radar

Radar allows you to keep an eye on the activities taking place in your vicinity. The better your radar, the greater your range. Different objects will appear in different colors,

to make them easily identifiable. Asteroids are gray, faction ships are their respective faction colors, stations, jumpgates, beacons, and all other targetable objects are yellow. The currently targeted object is light blue. See also section (4.1.8)



### ECM

Electronic Counter Measures, or "jammers", distort the signals emitted by the radar systems other ships receive about your vessel. By distorting these 'scans' the effective range of enemy radar is reduced. While these devices will not make you invisible, they will make it much harder for other pilots or enemies to spot you and pinpoint your location.



### Capacitors

Capacitors are energy storage devices that hold a charge used to power your guns. This is a vital piece of equipment since so many weapon systems require a large amount of power to fire. Keep in mind that the more guns you mount, the more energy you will need. Sometimes it may be more effective to mount only one powerful gun instead of several weaker ones.



### Shields

The shield module's main function is to protect the hull of a ship from outside damage. This includes not only enemy fire, but also collisions with other objects. Like all equipment, shields need energy to function. Each time your shields absorb and disburse damage, they lose some of their power and then slowly recharge. Once shields are depleted, your hull will take direct damage. Your hull is still protected by armor, but several direct hits will eventually destroy any ship.



### Guns

These weapons are either energy or projectile based, or a combination of both. All energy weapons must be recharged by your powerplant through your capacitor before they can be fired again. The damage done by this type of gun diminishes over distance and eventually dissipates completely. On the other hand, projectile-based weapons do not require much energy and may be fired continuously, but they have a limited number of ammunition and generally do less damage. These guns will be automatically re-loaded upon docking with a friendly station, or a Re-arm Arsenal. Ammo-based weapons require you to lead your target, i.e. you have to aim where your target will be at the time of impact. To aid you with this technique, you can supplement these weapons with a targeting computer (available as MODx at participating station markets).

One special item listed among the guns is the mining laser. The mining laser represents a special sub-category of the weapons section. This device is mounted to a gun hard point and activated by pressing the fire button. Mining lasers extract ore from asteroids, which is then transferred into your cargo hold. While a mining laser is not a weapon, its extractor beam will do a small amount of damage to a target.



### Missiles

Missiles do much more damage than guns, but their number is limited to the amount of hard points on your ship. After softening up your opponent's shield and armor with your guns, a well-placed missile is the last magno-bolt in their escape pod.

Missiles are divided into dumb fire and intelligent categories. Dumb fire rockets travel on a straight path and are best fired at targets that are very close. Intelligent missiles have built-in targeting devices that lock on and follow their target until they either hit home or run out of fuel.



### MODx

MODx are special items that can be used to perform various tasks. Every ship is outfitted with several special equipment slots. These items can be cameras, scanners, BCUs, targeting devices, or other items yet to be developed. See section (4.1.4) for more on cameras and scanner.

### Buying and selling

Clicking on any item in the market or your inventory will bring up the purchase or sell screen. You will see a detailed breakdown of the item including any Rank or Political Status requirements. Also you will see the final cost or sale price of the item, including any Tax collected by the station. See also section (6.6) on Taxes.



Fig 4.1.3b Purchase popup

#### 4.1.4 Missions

*Welcome Pilot. This is Alywn Pinguar speaking, sectional leader of the TRI Department for Galactic Mission Oversight and Regulation. Below is the overview of mission standards and objectives that you requested. Since you have not filled out a 103104xz requisition form, you are limited to declassified data and general mission information.*

This section explains the basic information and parameters related to each mission. You will notice that each mission has certain requirements that you will need to fulfill before the mission will be marked as complete.

Completing missions is critical to gaining experience, rank and political status in the Jumpgate Universe. Higher rank allows for more difficult and rewarding missions as well as expanded ship and equipment purchases.

#### Mining Missions

Mining is a good way of collecting raw materials without stripping a planet of its resources. Since each station is constantly consuming these materials, mining missions are always available and often pay very well. Before you can mine you will need to obtain a few pieces of equipment. The first is a mining laser, the best of which are produced primarily by the Quantar. Secondly, you will need a capacitor to power the laser.

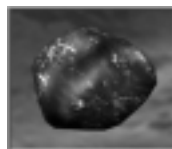
Now you are ready to begin mining. Before you launch, take a moment to figure out where the best place to mine would be. Since you are not cleared for galactic mineral surveys and distribution charts, you may want to take a few scout or patrol missions and note which sectors contain which types of deposits.

*(Tip: due to the spatial disturbances that ripped apart known space in the first place, there are large deposits of all types of minerals near the epicenter.)*



#### Common metals

These are the most basic asteroids containing trace elements of common materials. Although such materials sell for a very low amount, they are often needed in large quantities.



#### Precious metals

The materials mined from this type of asteroid often are rich in metals such as gold, platinum, and silver. On average, the ore mined from this asteroid will be worth more than common materials.



#### Radioactive metals

Radioactive asteroids are by far the most profitable to mine. Due to the high demand for such materials in reactors and weapon systems, radioactive metals will always be in high demand.



#### Semifluxors

Semifluxor asteroids are the most despised asteroids in all space due to their dark color, which has created a navigational hazard for many a pilot. Rich in silicon, this type of asteroid will often fetch you a profit comparable to a precious metals mining run.



#### Ice ore

Formed in the icy depths of space, this type of asteroid is rich in frozen water deposits, but also contains trace amounts of various other elements. Mining these lumps of ice is not as profitable, as some, but is very necessary for life forms needing water to survive.

## Transport Missions

Transport missions are fairly simple missions. Once you accept a transport mission, a unique item will be loaded into your cargo bay. These items may contain sensitive data or equipment, such as weapons and equipment prototypes, sensitive data discs, or personal belongings.



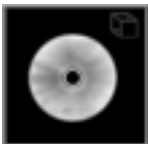
Once you have received your transshipment container, all you have to do is deliver it to the designated station. Unlike most other missions, transport missions will pay on the spot. You do not even have to sell the item, you must simply dock at the station, and the dock crew will take care of delivery for you.

The biggest fear for a transport pilot is splashing against a 'roid, or being shot down by rogue fighters. If you splash during the course of a transport mission, the item will be permanently lost, resulting in a failure.



### Standard Cargo Crate

Used for transporting any number of personal or sensitive items. Each crate is magnetically sealed.



### Standard Data Disc

Although small in size, each disc can contain virtually unlimited amounts of data. Secured using any number of encryption techniques.

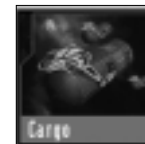


### Standard Liquid Transport Containers

Can also be used for pressurized gases. Sealed and locked using magnetic or other means.

## Cargo Missions

Cargo missions are slightly more advanced than transport missions. A station offers cargo missions when the supply of a particular commodity is low. To complete a cargo mission, you will need to fly to a space station which stocks the particular item, purchase the specified quantity, and then return to the station of origin.



These missions consist mostly of profit margin comparisons and long hours behind the flight stick. They are one of the riskier missions available. Since pilots are often weighed down by cargo, they will need to keep an eye out for renegade fighters. In fact, on an expensive haul, it may be worth your time to split the profits with a few wingmen, and hire an escort fighter wing.

Another thing to keep in mind is that you, unlike the transport pilot, will have to pay for the cargo load out of your own pocket! As risky as this type of venture is, the profits are usually worth it.

Cargo missions can be very lucrative to a pilot who can afford a freighter or transport, but will be considerably more difficult for a low level pilot in a fighter or shuttlecraft.

## Patrol Missions

Patrol missions are imperative to local defense within a faction's sphere of influence. These missions are extremely straightforward, in that all you need to do is pass through a series of these sectors. Once you have docked, the dock crew will make sure that your ship's flight recorder information is downloaded and sent to central command for processing. A helpful resource for patrol missions is the in-flight map. See also section (4.1.1) on how to use the map.



These missions can also be used in conjunction with personal cargo or beacon runs since they are relatively easy to complete.

## Combat Missions

Although TRI encourages peaceful conflict resolution, the protection of enlisted pilots comes before communication with the Conflux. To date no method of communication has succeeded, which leaves no choice but to rip 'em and send them back where they came from... wherever that is. Combat missions are often offensive in nature, and are by far the riskiest of all missions.



Once you have accepted a combat mission, you will need to locate and destroy a given number of Conflux craft. Combat missions will usually pay better than expected, as each Conflux kill will generate a bounty as well as an experience point bonus.

Combat missions have been assigned against mercenary pilots in the past as well. It is not unlikely that various factions and TRI will do so again.

## Scout Missions

Scout missions are one of the more important missions available, from TRI's perspective. These assignments, should you choose to accept them, provide TRI with much needed reconnaissance data about spatial anomalies and the like.



On occasion, you may also receive scouting assignments from your faction, which often consist of snapping a few pictures or scans of an opposing faction's stations. These assignments can be especially risky if other pilots catch on to your intent. In fact, once enemy pilots have uncovered your mission, be prepared to face espionage charges (usually dispensed at point blank from the steaming barrel of a gun).

Before accepting a scout mission, you will want to make sure that you have purchased the necessary mission equipment. Depending on the mission, you will need either a camera or a scanner MODx equipped.



### – Scanning Equipment

Each Faction's standard data recording device is configured to record any number of frequencies directly to an internal disc drive.



### – Visual Recording Devices (Cameras)

Each Faction's standard camera includes automatic zoom and digital image compression. These cameras can be used on even the most invasive espionage missions

## TRI-Missions

TRI often issues missions that serve their interest (and supposedly everyone else's). These missions range from keeping the Conflux population down to running large loads of a particular commodity to a TRI certified production facility. TRI missions can be accepted from any station, and are universally uniform.



## Faction Missions

Faction missions are issued from each faction's home world, and provide a specific objective for their members. Faction missions, when completed often, will build a specific building for that sector, which adds varying benefits and abilities to this faction's station(s) and/or pilots.



### 4.1.5 Trade

*Hello again, pilot. This is Dorakk Thol, sectional chief of the TRI Bureau of Trade Regulation. We've noticed that you have been attempting to trade lately, and have decided to step in and inform you of a few rules and regulations. Trade is a serious thing which pilots need to learn about and respect...*

The trade interface is a fairly simple interface that can be used to directly exchange items between pilots. To initiate a trade, you will first need to click on the 'Trade' tab along the top of JOSSH's command module. The command module resides at the bottom of the screen, see section (4.1). Next you will need to select the name of the pilot you wish to trade with from the pilot list. You can only trade with pilots docked at your current station. Now hit "Offer", and it's up to the other pilot to "Accept" if he wishes to continue.



Fig 4.1.4s Tooling Center and Nano Assembler

If the pilot you offered to trade with declines your offer, you will not be able to trade with them. However, if the pilot accepts, the pilot selection screen will disappear. You will now see three (3) sets of eight (8) inventory slots. The first set is your current inventory, the second set is what you are offering, and the third and final set is the other pilot's offer to you.



Fig 4.1.5a Pilot-to-Pilot Trade Selection

You now have the opportunity to trade goods. Select an item from your inventory, or type an amount of credits in the credits box along the bottom of the trade screen. Now press the "Offer" button. A pop-up will appear informing you that the trade has been offered and that you

are waiting on the other pilot.

Now the other pilot is given the same options you were, and will be able to offer a counter trade. Once they are finished, the pop-up will disappear. If the offer is good enough, select "Accept" and the trade will be completed. If the offer was not to your liking, you will be able to offer a counter offer as well, which will restart the cycle.

You may cancel a trade at any time by pressing "Cancel".

### 4.1.6 Simulator

*Solder Ronin speaking, sectional leader of the TRI Department for Novice Pilot Affairs. The simulator is the most important tool TRI has to offer. I have personally trained hundreds of pilots that emerged from the simulator as seasoned veterans. That's how effective simulator training is.*

Life as a TRI pilot is not only dangerous and risky, but also complex and demanding. To fully grasp all aspects of this daring profession, it is necessary to practice. For this reason, TRI has outfitted all stations with Simulators, accessible via your internal JOSSH.

Flying a space ship, accomplishing missions, and surviving combat encounters requires practice and experience. Likewise, the sheer number of items available at the market can be a little overwhelming at first. Fortunately there is a way to familiarize yourself with all these aspects without risking money or your statistics. Just use the Simulator!

The Simulator is accessible from most TRI friendly stations, regardless of faction. To access it, simply click the "Simulator" tab along the bottom of your JOSSH device. The message "Sim Mode Active" will appear at the bot-



Fig 4.1.6a One of the many Simulator arenas



tom right of your screen, just above the launch button. You are now free to test anything you like. In simulator mode, you have ten million credits to your name and every market item is available for one single credit. You can buy any ship you like, equip it with any weapon, missile, power plant or engine available. Each item carries a symbolic price of one credit.

There are several different simulator environments available. A description of those environments is available next to its name. Click on the simulation you want. Start the simulation by clicking the launch button.



Fig 4.1.6b Sim Mode Active Indicator

Nothing you do in the simulator affects your real-game statistics. Certain functions, like map, Trade, or Missions are not available in Simulator Mode.

#### 4.1.7 Map

*Welcome Pilot. I am Zhilaa Katdinal, Divisional Chief of the TRI Bureau of Stellar Cartography. I've heard you needed some help using your sector map, and I was hoping we could work out some sort of.... deal. You see, I helped design that system. I can tell you everything you need to know about it. The thing is, we're a little light on sector information from The Gurge...*

This section briefly reviews basic map usage and functions. The map can be accessed in flight by pressing 'm', or in station by pressing the button labeled 'Map' in the upper right hand corner.

The standard TRI sector map module comes pre-installed on all ships, and can be accessed from any station. Activating the map will display a 3D representation of every known sector. This module consists of four main components and functions: a 3D map

display, waypoints, visibility options, and view controls.

#### 3D-Map Display

The map display is the core object of the map module. This display contains three basic objects: sectors, stations, and jump paths. Right clicking on a sector or station will zoom in and center on the selected object.



##### – Sector

Represents a known space location. Color changes depending on sector beacon control (default display mode).



##### – Station

Represents a space station sector. Colored per faction.



##### – Jump Path

A blue line that represents the space spanned by linked jumpgates.

#### Map Waypoints

The TRI map module uses two types of waypoints: mission waypoints and user-defined waypoints. Mission waypoints are set at the time of mission acceptance, and user waypoints can be set at any time. Waypoints will only remain active on your map until the marked sector is visited. Certain mission waypoints will remain until the mission has been completed.



#### – Mission Waypoints

This red icon displays locations of space that are directly involved with the current mission.



#### – Userdefined Waypoint

This white icon displays waypoints of your choosing.

### Visibility Options

The visibility options are located in the lower left hand corner of the map. These options can be used to display sectors based on faction location or control.

To display sectors by faction location, disable both the "ALL" and "Control" buttons (located in the center function set). Now select each faction that you would like to be displayed from the first tier. The inverted TRI logo represents neutral sectors. Sectors near the selected faction will now be displayed.

To display sectors by control, enable the "Control" toggle, and select each faction whose control you would like to see displayed.

To display all sectors, enable the "ALL" button again.

In the third tier, on the far right, are two waypoint icons. By disabling these buttons each waypoint type can be displayed or hidden.



Fig 4.1.7g Map Visibility Options

### View Controls

The view controls are located in the lower right hand corner of the map. This section of the map interface contains camera control functions such as zoom, slide, and rotate.

*NOTE: If using a joystick many of the map functions have been programmed to your controls.*

The square button in the middle of the map control module will reset the map to a top down view, and the "x" button in the lower right hand corner will close the map.



Fig 4.1.7a Map View Controls

### 4.1.8 HUD

*Solder Ronin here again. Now that you have a working knowledge of flight mechanics and space travel, it's time to begin standard TRI interface training. Once you have familiarized yourself with the HUD, we can move onto something useful... what are you waiting for, recruit?! Get studying!*

This documentation will guide you through the basic components of the TRI standard heads up display (HUD). You may want to <Alt+Tab> between your browser and Jumpgate, and experiment with the HUD components. Also, as you read through this information, take note of which pieces of data you think you will use most.

Also of note: you can toggle the HUD state by pressing 'h'. Pressing 'd' will turn off the external hud.

### Central Data Display Ring

This is the core of the HUD. The CDDR contains nearly every piece of data that a pilot will need. Here are a few examples of the CDDR. You may notice that virtually every part changes depending on your ship's current status.



Fig 4.1.8a CDDR Examples

### 1. Jumpgate-Indicator

This portion of the CDDR will be outlined in yellow when you enter a Jumpgate. While this icon is outlined, the jump command is available.

### 2. Velocimeter

Displays your current velocity in mps (meters per second). Text will display green if afterburners are active, and red if braking thrusters are firing.

### 3. Cargo Capacity

Watch this while mining, or you may find yourself trucking across ten sectors going slower than a Philkken Korthag.

### 4. Shield Gauge

This outermost curved line will disappear from the extremities inward depending on your shield level.

### 5. Armor / Hull Gauge

This display works the same as the shield gauge, but displays hull damage instead. Watch this one! If it disappears, so do you.

### 6. Desired Throttle Level

This thin green line displays the throttle level set by you, the pilot. This is not your actual speed, but the thrust you are outputting

### 7. Actual Velocity

This thick green bar mirrors the capacitor charge display, and displays your current velocity as a percentage of your maximum velocity.

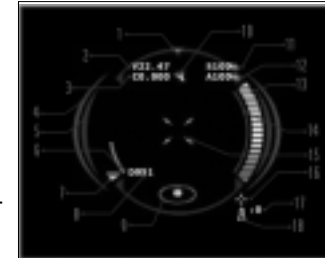


Fig 4.1.8b CDDR Diagram

### 8. Distance to Target

Displays, in meters, the distance to your currently selected target.

### 9. Target Location Arrow

The target location arrow points in the direction of your current target.

### 10. Current Drift Vector

The CDV points in the direction of your current drift.

### 11. Shield Level Indicator

Displays current shield percentage remaining.

### 12. Armor Level Indicator

Displays current armor percentage remaining.

### 13. Capacitor Charge

Displays the amount of charge currently held in your capacitor.

### 14. Fuel Gauge

This little blue bar displays how much afterburner / braking fuel you have remaining. This is an important statistic, assuming you ever plan to dock.

### 15. Targeting Crosshairs

A reference point that serves as a centering mark, useful for combat as well as everyday navigation.

### 16. Firing Mode

This indicator will be highlighted with yellow to indicate one of three states:

- Single Fire (single dot - shown): fires currently selected weapon.
- Group Fire (2 of 4 crosshair points highlighted): fires all guns of the same model and make as currently selected gun.
- All Fire (all crosshair points highlighted): fires all guns.

### 17. Projectile Inventory

This number indicates the quantity of currently equipped rockets, missiles, and other projectiles.

### 18. Missile Lock Indicator

Once a missile has locked onto your ship, this yellow missile outline will display. Evasive maneuvers are encouraged.

### RWM bar



Fig 4.1.8c RWM-Diagram

The RWM bar, or radar/weaponry/mission bar, consists of just that: radar statistics, weaponry statistics, and mission statistics. The following sections will help you to familiarize yourself with the standard RWM bar.

### 1. Holo-model

A holographic miniature of the targeted object, rendered from radar data.

### 2. Transponder Data

Each ship, station, jumpgate, or other manufactured item is built with an internal transponder, which emits certain data about itself to anyone who is in range. Transponder signals are received and displayed in the following manner:

Rank: pilot\_name/squad/bounty

### 3. Radar Display Plane

Displays objects in space relative to your ships x/y (ground) plane. Blips are colored as per the object's alignment. (I.e. red - Octavians, yellow - fixed structures, gray - non-aligned, etc.)

### 4. Target Statistics

Displays velocity, armor, and shield levels for targeted ships and ship-like objects.

### 5. Distance To Target

Displays your current distance from targeted object.

### 6. Target Alignment Reference

The target alignment reference will change color depending on the targeted object's alignment.

### 7. Radar Display Data

Displays current radar group (toggle with 'e'), and current radar power setting in meters (toggle with 'r'). In this example x20000, meaning all objects within 20000 meters will be visible on radar. ALL means all targetable objects will be displayed.

## Weapon Readouts

Vital to any pilot who may be (intentionally or unintentionally) engaging in battle, these display points will tell you what guns and missiles you have equipped. By pressing 'g' you can toggle your active weapon, and by pressing 'n' you can toggle your active missile. Also by pressing 'F' you can select your fire mode.

## Mission Status

The mission status section of the RWM bar displays remaining mission requirements, if any exist. For more information on mission requirements, see the mission's overview, section (4.1.4).

## Standard Communications Display

This section of the HUD is visible at the top of your screen, and contains communication and system messages relevant to you and your ship. For more information on communication, see section (4.1.9).

### 4.1.9 Communication

#### Communication – Receiving

An integral part of any multi-unit operation is communication. The standard TRI communications window will be located at the top of your HUD in flight, and in the upper left-hand corner of your PDA while docked.

Each line of text will contain several different attributes that will help you to discern the purpose of each message. The first thing you will notice is a color variance per line. The following chart will familiarize you with text coloration:

## Grey

Grey text is an echo of your communication inputs, if you are on a channel that does not already come back to you (such as a booth).

## Red

Red text is the Octavian faction's private broadcast color. To see this text, you must be an Octavian. A message broadcasted in this mode can only come from a fellow Octavian in your current.

## Green

Green text is the Quantar faction's private broadcast color. To see this text, you must be a Quantar. A message broadcasted in this mode can only come from a fellow Quantar in your current sector.

## Blue

Blue text is the Solrain faction's private broadcast color. To see this text, you must be a Solrain. A message broadcasted in this mode can only come from a fellow Solrain in your current sector.

## Aqua

Aqua text is reserved for private squad broadcasts. To see this text, you must be a member of a squad. A message broadcasted in this mode can only come from a fellow squad member, but crosses sector boundaries across the entire galaxy.

## Orange

Orange is the general public sector comm color. A message received in this mode may be coming from any pilot in your current sector, regardless of race, religion, or sex.

## White

White text lines denote whisper mode communications. White messages can be received from any pilot anywhere in space. Whisper messages are sent to only one player at a time privately.

**Lime**

Lime text is received from your currently selected booth. Booths are player defined, cross-sector channels, which may be occupied by any player. They are semi-private in the respect that you must know the name of the channel to join, and anyone who does join is announced (except for newbies in the help booth). Beware of spies and intelligence gatherers who may be snooping.

**Purple**

Purple denotes an administrator or system broadcast. These broadcasts are seen by every active pilot in game, and usually contain important system information such as server status and imminent downtime.

**Yellow**

Yellow text means a system message directed only at you. System messages consist of reports and warnings sent from the client or server depending on your current condition. Pay attention to these messages, as they often contain important directions or error warnings.

**Communication - Broadcasting**

Now that you have a basic understanding of incoming communications, you will learn how to broadcast via standard TRI communication channels. Before you attempt to send a message, you will need to consider your target audience. As you already know, TRI supports five standard communication methods, accessible via the F1 – F5 keys located along the top of your keyboard. To access a comm channel, you will need to press the appropriate F key, and then type your message or commands according to the syntax rules provided in the chart below.

**F1**

Faction specific, local sector broadcast

No specific syntax. Press F1, type your message, and press 'Enter'.

*<F1>your message here*

**F2**

Squad specific, local sector broadcast

No specific syntax. Press F2, type your message, and press 'Enter'.

*<F2>your message here*

**F3**

Local sector broadcast

No specific syntax. Press F3, type your message, and press 'Enter'.

*<F3>your message here*

**F4**

Whisper individual pilot, universal broadcast

To define a target user, you must type a colon, then the callsign, and finally your message. Once you have specified a pilot to communicate with, you will NOT need to type the ":callsign" portion again until you decide to communicate with a different pilot.

(Note: the callsign is case-sensitive, it must be an exact match.)

*<F4>:JoeQPilot your message here*

*<F4>further communication with JoeQPilot*

**F5**

Booth specific, universal broadcast

Booths are player defined, universal channels, which may be occupied by any number of players. To join a booth, you will need to type F5, a colon, and a four character, alphanumeric codename, then hit 'Enter'. From this point on, you will be communicating to all players in the specified booth without typing the ":booth" portion again.

*<F5>:help your message here*

*<F5>further communication in "help" booth*

**Macros (F6- F10)**

Macros are programmable communication keys that can be used to store and send commonly used messages. Five macro keys are provided, F6 - F10.

To record a macro, you will need to press Shift+Function key (F6, F7, F8, F9, or F10).

This is the F key that the macro will be recorded to. You are now in record mode. Now type which channel you want the message to be displayed in, dropping the F. (So if you want it to play in F3, type 3.) Now type your message exactly as you would if you were using the channel normally.

For example, a macro that displays the message "hello world." in channel F1, would look like this if mapped to F6:  
*<Shift+F6>1hello world.*

Alternately, a macro that would whisper the message "hi there." to player Scorch would look like this if mapped to F12:  
*<Shift+F12>4:Scorch hi there.*

To play a macro, press the key that it was mapped to. If you pressed Shift+F7, press F7. If you pressed Shift+F8, press F8, etc.

### Comm Line Commands

Certain commands can be entered via the command line. The following chart gives a brief description of each comm line command:

#### **/bounty**

Displays your maximum bounty.

#### **/cargo**

Displays your current cargo.

#### **/credits**

Displays your current credits.

#### **/give**

Used to transfer funds while in flight. Target a pilot, and type '/give 500' where 500 is

the amount of credits you wish to transfer. A usefull tool to pay wingmen or pirates whilst still in space.

#### **/mission**

Displays your current mission.

#### **/exp**

Displays your current experience points.

#### **/ignore [callsign]**

Adds callsign to the file ignore.txt in your Jumpgate install directory, and you will no longer receive text messages from them.

#### **/voice [callsign] or /hear [callsign]**

Removes callsign from the file ignore.txt in your Jumpgate install directory, and negates /ignore.

#### **/q**

Quickly logouts and exits the program (counts as a death if in space).

#### 4.2.0 External JOSSH System (Website)

The external JOSSH system can be accessed from the World Wide Web at <http://jumpgate.mightygames.com>. The external JOSSH system contains six basic subsystems that can be accessed from the navigational device on the left side of your screen. These subsystems are: News/Statistics, Recruitment Center, Universal Biblio System (UBS), Database, Flight Academy, and Communications.

##### News/Statistics

This subsystem is by far the most important system within the external JOSSH system, and will be loaded by default every time you access JOSSH. This subsystem will give you a status report on the Jumpgate Universe. From the primary news/statistics display, pilots have access to near real-time statistical profiles on each registered pilot, up-to-date news articles, statistical leader boards, and other relevant statistics. Once a registered TRI pilot logs into this page, they may edit their account details and quickly access their personal statistics. Pilots should also pay special attention to the news sections. This area of JOSSH often contains valuable information about new trade routes, unusual discoveries, special accomplishments and the like.

##### Recruitment Center

The Recruitment Center is a basic walk through of the Jumpgate Universe, in addition to registration. TRI's Recruitment and Promotions Department designed this section in an effort to better educate the planet-side populous about space travel and the need for new recruits. Have you enlisted yet?

##### Universal Biblio System

The Universal Biblio System, or UBS, is an authoritative guide to the Jumpgate Universe. This guide gives a basic history lesson on TRI, the known sectors, and each of the five prime factions.

##### Database

This Database contains information on all known commodities, equipment, ship classifications, corporations, and other items. This database, maintained and updated by TRI, is a very useful resource for all pilots.

Flight Academy - the Flight Academy is a user's guide to the Jumpgate Universe. Here you will find various tutorials, explanations, tech specs, and guides related to everything Jumpgate.

##### Communications

The Communications Center can be used to contact TRI officials and fellow pilots alike.



## 5.0 Jumpgate-Universe

Jumpgate: The Reconstruction Initiative takes place in a galaxy under construction. A catastrophic event of cosmic proportions has recently shaken the entire galaxy, leading to TRI's attempt to rebuild what once was. The information in this section has been downloaded from TRI's Universal Biblio System.

### 5.1 A Brief History

#### The Great Collapse

It was a time of light; it was a time of darkness. The four systems had prospered greatly within the balance that only peaceful coexistence could bring. Each of the known systems had something to offer the others, who were all eager to receive. The ancient axes which had been ground for millennia between the traditionalists of the Octavian Empire and the rebellious commonwealth of Solrain had long since been buried. The vicious, seemingly eternal struggles between Quantar and Hyperial forces had been resolved. Then occurred the unthinkable... an event of religious Armageddon for some, an event of impossible chaotic chance for others.

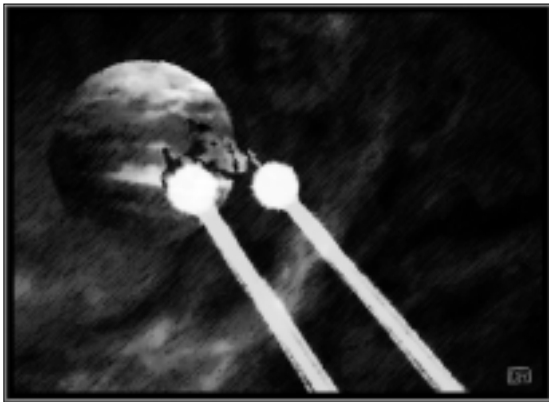


Fig 5.1a "Awakening", oil on canvas,  
from Memoirs of Time That Was -  
Desigrey Hettir

To this day, no one fully understands what happened, but the memoirs of Desigrey Hettir, Cornea Station's first commanding governor, attempt to provide the simplest description possible.

*A great vibration of unknown origin quaked across the fabric of the universe. Entire planets were torn to pieces in great flashes of light. Countless life forms, thousands of years of prosperity and technology, and all that made sense disappeared in the blink of an eye. It was a tragic event of proportions grander than we have known, or ever will know.*

- Desigrey Hettir, *Memoirs of Time That Was*

When the dust settled, chaos and confusion were all that remained. The planet Solrain, so long the seat tribunal of the four systems, had vanished. Although remote contact with the planet's massive informational databases was still possible, no one was able to locate its physical position. All communication between the systems was lost.

#### First Flight

Some millennia passed, as the inhabitants of the sixth planet of the Solrain system began to rediscover the mysteries of the new world around them. The ancient technologies that powered the great civilization were mysteriously ineffective. Indeed, it was a great task to rediscover the basic natural principles that now seemed to govern the galaxy. The Solrain Reconstruction Initiative was founded in order to overcome these obstacles, and begin the re-establishment of what once was. After some time, SRI scientists discovered strange fluctuations in gravity fields within the galaxy. After much trial and error, the first gyroscopic gravity de-fluxer was created. The great Sorian thinker, Watt Jeffries Samon, conjectured that if one could counter the gravitational fluctuations, long distance space flight could again become a reality. His theories proved true, and the first "jumpgate" was born.

The gravity anomalies in certain points of space became commonly known as "gravity wells". W.J. Samon's plans were to build artificial

de-fluxers surrounding a gravity well, thus allowing physical matter to simultaneously exist in 2 completely different points in space at the same time. If it worked, a spacecraft would be able to "jump" between the two points instantly.

Two Sorian years after construction began, the brave initiates for the maiden voyage boarded the virgin craft built to travel through the first jumpgate, christened the "Revival I". They carried with them the hopes and dreams of a broken system and its life forms. It was the chance that all had been waiting for, to restore the golden age that the history databases described with such honest detail.

Unfortunately, triumph led to tragedy as the Revival hurtled towards the jumpgate... it vanished, and never returned...

### A Communion

Deep in Quantar space, a strange bluish pyramid appeared in the heavens, quickly noted by Quantar astronomers. It was quickly decided that a probe should be sent to investigate the strange ornament, which crackled with unknown energies. As the probe came closer, an alien craft was found drifting less than a click away from the pyramid. The craft was covered in a liquid black film and whatever was alive inside was now dead, charred bodies shaken into pieces as if struck by an ancient disrupter. Later research confirmed that co-existing in multiple points of space simultaneously causes a specific set of synapses in the normal human brain to overload and misfire. This malfunction sets off an enormous chain reaction of gravitic energies within the body. In the case of the Revival I, this caused spontaneous combustion of all of her crew.

Ancient Quantar religious texts prophesized a "visitor of the night, who swims the bottomless seas..." which was instantly applied to the find. The prophecy predicted a re-dawn of prosperity. This generated massive excitement and hope for the Quantar people, and so an unmanned ship was built to send into the pyramid in hopes of fulfilling the prophecy. The craft contained an assortment of messages in various languages, hoping for some communication with whoever was responsible for the pyramid's

appearance. The mission met with success, and dialog began between the people of Quantar and Solrain. Not long after initial contact, Quantar scientists discovered the genetic breakthrough that allowed safe passage of life forms through the gravity wells. Quantar joined the Sorian Reconstruction Initiative, which then became known, as it is today, simply "The Reconstruction Initiative". TRI began to grow in power and credibility.

[UBS auto-notification: some portions of the following paragraph have been altered by:]

[TRI-83349220101: Agent Inquisitor: Chaney Gateson, TRI Rep.]

[These changes are marked in **bold type**]

*The genetic alteration, however, was determined to have some **highly desirable** side effects, most notably that the recipient **typically gains super-human abilities** within an environment of constant low gravitational force. The Reconstruction Initiative **proudly released** these results and began a large-scale recruitment program delivering fame and fortune for all who signed. Rules and regulations, law and order, ethics and morals were all suspended from the Initiatives' charter in favor of rapid expansion. The move proved valuable to TRI as all manner of life forms from all corners of the known systems began joining in hopes of a brighter future . . .*

[UBS error: unexpected EOF (end of file)]

## 5.2 Solrain

### Solrain Societal Overview

The civilians of this system are adept at the manufacturing process, and as such have access to many different types of technology. The Sorian trading prowess is a result of their stranglehold monopolies on the agricultural markets and several trade routes



Fig 5.2b Typical Solrain Representative



more so than on their skill as negotiators. Solrain values the deep space trade routes above all else, thus the existence of its "persuasive" defense wings. Solrain society is based heavily on experience, as are most of the recognized formal societies. Sorian pilots gain status in a plethora of ways. Actions of brutal efficiency which maximize profits for either individual or nation are the best for gaining status as a promising Sorian pilot.

### Personnel Profile

The civilians of this system are adept at the manufacturing process, and as such have access to many different types of technology. The Sorian trading prowess is a result of their stranglehold monopolies on the agricultural markets and several trade routes more so than on their skill as negotiators. Solrain values the deep space trade routes above all else, thus the existence of its "persuasive" military defense wings. A pilot from the Solrain system can expect large profits if he is ready to cross many sectors of space. The benefits of many Sorian friendly stations, however, should ease the journey.

The Solrain society is based heavily on experience, as are most of the known societies. Sorian pilots gain status in a plethora of ways. Actions of brutal efficiency, which maximize profits, are the best for gaining status as a promising Sorian pilot. Please refer to JOSH for the Solrain rank matrix and a list of meadals and goals.

### Solrain System Overview

The Solrain System is located between Hyperial and Octavius, and consists of approximately 25 sectors. At present the Sorians have built 3 space stations - Solrain Core Station, Wake Station, and Cornea Station. These stations are located near the dominant planets of the Solrain System - Soria, Hellion, and Amanra.

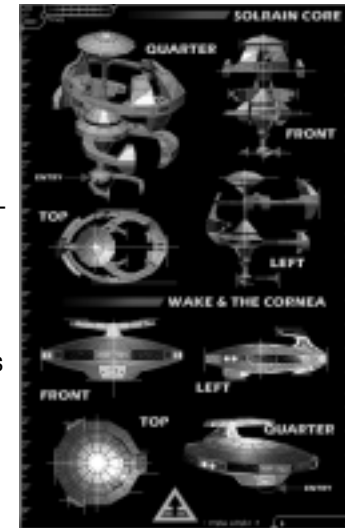
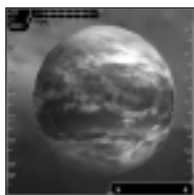


Fig 5.2c Delta and Bravo Class Space Stations



### Solrain Core: Soria

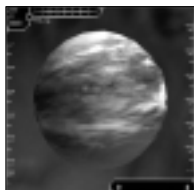
Population: 7,000,000,000

Capital City: Halicon

Cities of note: Kalibas, Hermenion, Eltherios

Corporations: T&P, Infinite Heavy Industries, Dorator, Aristo, Annihi-litech, and Lexxor

Soria is the premier planet of the Commonwealth of Solrain, and the seat of the STCC (Solrain Traders and Citizens Council). Soria is a resource-rich planet, bustling with activity. Space harbors are found everywhere, as commerce, trading and export are Soria's main source of income.



### The Wake: Hellion

Population: 2,900,000,000

Capital City: Hellion City

Cities of note: Hidros, Argolis, Magna

Corporations: T&P, Infinite Heavy Industries, Dorator, Aristo, Annihi-litech, and Lexxor

The biggest planet of the Commonwealth consists primarily of oceans. The majority of Hellion's population resides on the many islands and archipelagos, although sub-oceanic harvesting domes have also been constructed.



### The Cornea: Amanra

Population: 5,600,000,000

Capital City: Alexios

Cities of Note: Arestol, Sutonia

Corporations: T&P, Infinite Heavy Industries, Dorator, Aristo, Annihi-litech, and Lexxor

Amanra prides itself on its excellent educational facilities. Amanra's capitol is best known for the Sorian School of Trading, the biggest institution of higher learning in all known systems with well over 100,000 students.

## 5.3 Quantar



### Quantar Societal Overview

Quantar in a nutshell is a highly advanced hunter-gatherer tribal culture. Quantar pilots are religious zealots, ingrained with deep spiritual beliefs in relationships to the Great Cosmos, Nature, and Matter.



Fig 5.3b Typical Quantar Representative

From a very early age until the day they die, Quantar mine the raw resources of space for use in their religion, art, and science, which is one in the same and also referred to as "Quantar". Quantar vehicles are sleek and well crafted, and closely blend natural form with technological function. This emphasis on design and efficiency often results in increased top leben - und sterben. speeds, making Quantar ships faster on average than their Solrain and Octavian counterparts. Although advanced weapons are readily available, most ship designs allow little room for bulky weaponry.

The Third Book of Hamalzah, part of the Quantar religious doctrine, states, *"What weapon do I require? For behold, I am the Lion... I am the weapon."* A philosophy Quantar pilots live and die by.

### Personnel Profile

The Quantar are highly protective of the territory they inhabit, which is held as sacred space to them. They control access to a multitude of mineral products, and the majority of the Great Venure Belt, lying between Quantar and Hyperial. Quantar established control in these areas during the GVB Wars with Hyperial, referred to by Quantar as Jihad al Din (or Faith Wars). Although the war for the Great Venure Belt is officially over, there are still scattered reports of wanton Hyperial terrorism in the area. It is even rumored that captured Quantar are dissected and sold as spare body parts on various stations in Hyperial.

To the Quantar, mining resources is more than a source of income; it is a way of life and an entire belief system. In fact, every Quantar ship is manufactured with a Busard Mining Scoop for increased mining productivity. This device, through the use of electromagnetic particulate collection fields, increases the efficiency and speed of mining. Of course, this device is only useful when used in conjunction with a mining laser. Although mining, trading, and fighting for honor are essential to a Quantar's status, loyal teamwork and selflessness are the religious keys to ascension. Please refer to JOSH for the Solrain rank matrix and a list of meadals and goals.

### Quantar System Overview

The Quantar System is located between Amananth and Hyperial, and consists of approximately 30 sectors. At present, the Quantar have built 3 space stations - Quantar

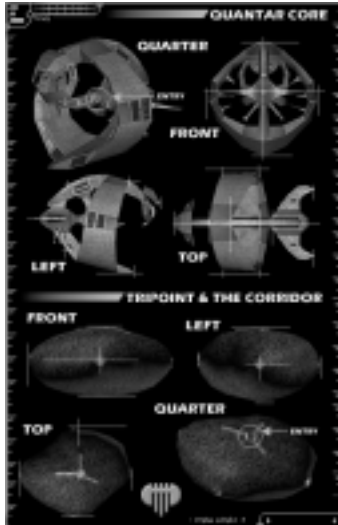
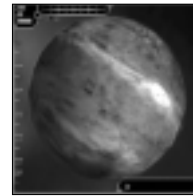


Fig 5.3c Delta and Bravo Class Space Stations

Core Station, TriPoint Station, and The Corridor Station. These stations are located near the dominant planets of the Quantar System - Quanus, Perasca, and Kapenja.

### Quantar Core: Quanus



Population: 8,000,000,000  
Capital City: Petrios  
Cities of note: Admantar, Khalar Fa'el, Quezos  
Corporations: Aristo, Annihilitech, Lexxor, Venurian Prospecting

Quanus is the dominant planet of the Quantar System, and the seat of the "Fa'hil Memta", the Quantar government. Just as their space-bound brethren, the inhabitants of the planets are primarily miners. Quanus is rich in precious stones and minerals that also represent their primary export articles. Like all citizens of the Quantar Systems, the Quani refuse to wear such adornments themselves.

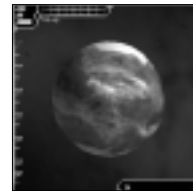
### Corridor: Perasca



Population: 4,300,000,000  
Capital City: Jenos  
Cities of note: Zravion, Bankalla, Sa'ing Matar, Puunjah  
Corporations: Aristo, Annihilitech, Lexxor, Venurian Prospecting

Perasca is the smallest planet in the Quantar System. The presence of the administrative headquarters of the Venurian Prospecting Ltd. in Jenos gives its inhabitants a reprieve from mining. The Jenos School of Mines is well known for its geological department.

### Tripoint: Kapenja



Population: 5,500,000,000  
Capital City: Kapenja  
Cities of Note: Quelos, Xerxos, Fakar  
Corporations: Aristo, Annihilitech, Lexxor, Venurian Prospecting

Kapenja is rich in fossil fuels and carbonized rock, making it the main provider of refined fuels. Therefore, refineries and purification facilities dominate the Kapenjian landscape. Kapenja is also believed to be the birthplace of the famed Quantar hero Amraza.

## 5.4 Octavius



### Octavius Societal Overview

Octavius is known for its commonly mercenary attitudes, where blood is often thinner than water. Other than genetics and bloodline, there is no unifying organization to Octavius as a whole. This gives rise to all manner of inner-faction power struggles, as various squads and rogue gangs constantly scramble for some semblance of control. The typical mindset of these groups is simply Might Makes Right. Perhaps this is why the weapons coming from Octavius Core (the seat of the system) are rarely paralleled in effectiveness and low power consumption. Ship speeds are slightly lower than other factions on average. A few inter-faction equipment trades can make these vessels some of the most feared in the universe.



Fig 5.4b Typical Octavius Representatives

Civilian life is a constant battle for survival in Octavius. This might shed some light to the large number of volunteers for the TRI funded branch, as well as the tendency of most Octavians to trust no one.

### Personnel Profile

Octavius is resource poor, often struggling through famines and food shortages. This drives the Octavian involvement in The Reconstruction Initiative, as resources must constantly be transported from external sectors of space to feed a largely broken civilization. Octavian pilots prefer to gain recognition for actions of personal glory and personal financial success. This includes combat, mining, trading, and exploration, fitting in nicely with TRI's objectives. Please refer to JOSH for the Octavian rank matrix and a list of meadals and goals.

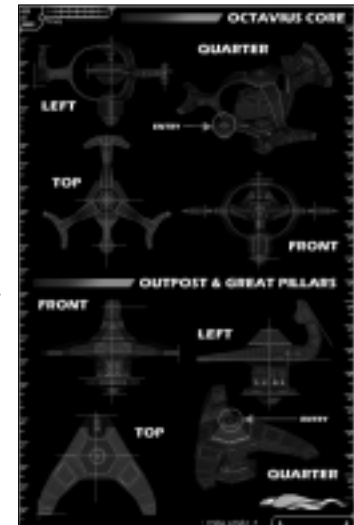
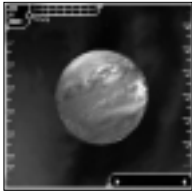


Fig 5.4c Delta and Bravo Class Space Stations

### Octavius System Overview

The Octavius System is located between Solrain and Amananth, and consists of approximately 20 sectors. At present, the Octavians have built 3 space stations - Octavius Core Station, Great Pillars Station, and Outpost Station. These stations are located near the dominant planets of the Octavius System - Ares Prime, Martius, and Cinatus.



#### Octavius Core: Ares Prime

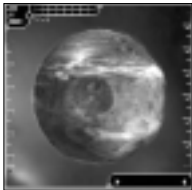
Population: 4,000,000,000

Capital City: Trivera

Cities of note: Nova Carthago, Eiro

Corporations: Infinite Heavy Industries, Dorator, Aristo, Annihilitech, Octave Propulsion Labs, and Cromforge

Only since Octavius joined TRI has Ares Prime become the premier planet of the Octavian Empire. Previously, planetary in fighting, civil and faction wars prevented the emergence of dominance on any of the three planets. Yet even today, the political climate remains unstable. Ares Prime only barely holds on to its status, mainly due to its superior weapons manufacturing plants.



#### The Great Pillars: Martius

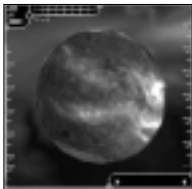
Population: 4,100,000,000 (disputed)

Capital City: Etruscera

Cities of note: Alva Longa, Perdios, and Danubia

Corporations: Infinite Heavy Industries, Dorator, Aristo, Annihilitech, Octave Propulsion Labs, and Cromforge

Martius has long been known for its martial academies where the best warriors are prepared for a life of combat and vigilance. It grudgingly recognizes Ares Prime's status as the main planet, although it's inhabitants are convinced of their own superiority.



#### Outpost: Cinatus

Population: 3,900,000,000 (disputed)

Capital City: Cina

Cities of Note: Lepsia, Bizyanth, Justos, Phyrra

Corporations: Infinite Heavy Industries, Dorator, Aristo, Annihilitech, Octave Propulsion Labs, and Cromforge

The people of Cinatus (Cinati) take exception if referred to as the "third planet of the empire" - an attitude that might be justified. Cinatus has consistently provided the empire with the best military forces and is also the home of the Octavian heroes Enkido Khan, Hespenorr, Namtarr and Sandoz.

## 5.5 Hyperial

### Hyperial Societal Overview

The battles over the Great Venure Belt, which lies between Hyperial and Quantar, have left the once glorious Hyperial system in a state of decay. Although the war is officially over, there is still great hostility between the two factions. Hyperial government claims no knowledge of the rumors of reselling Quantar body parts on faction stations.

Hyperions pride themselves on tradition and order, and object to the neutral, non-political stance of The Reconstruction Initiative. This, coupled with internal economical troubles from the lost GVB wars with Quantar, has brought Hyperial's space program to a grinding halt. They are therefore currently unable to participate in TRI's efforts. Hyperial's reformed government is now focusing all efforts to advancing medical and weapons research. Most of the other systems in the galaxy depend on Hyperial for advanced medical supplies, often ironically as a result of the highly destructive weaponry from the same sector.

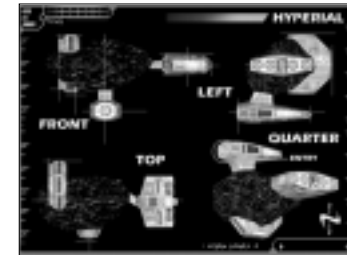
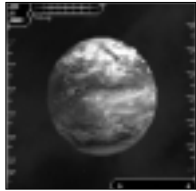


Fig 5.5b Alpha Class Space Station

## Hyperial System Overview

The Hyperial System is located between Quantar and Solrain, and consists of approximately 10 sectors. At present the Hyperions have built 1 space station - Hyperial. This station is located near the dominant planet of the Hyperial System - Hypsos.

Hyperial: Hypsos



Population: 3,400,000,000  
Capital city: Barnard  
Cities of note: Rongen, Nobleus  
Corporations: Dorator, Lexxor, Samsun, Particle Systems

Hypsos is believed to be the only Hyperion planet that survived the Great Collapse. Its famous medical and research facilities provide employment for roughly half the working population, while the remaining work force is split between weapons manufacturing and several fringe industries.

## 5.6 Amananth

### Amananth Societal Overview

Amananth is somewhat of a mystery. No one really knows who or what the Amananth are, and TRI does not officially acknowledge Amananth's sovereignty. Pilots who have ventured into Amananth territory have not reported any hostility, or much of any activity for that matter. It is known that Amananth possesses superior technology. Several brave TRI pilots have docked at Amananth station, and report it to be a somewhat eerie and unsettling experience. The hallways are completely deserted and devoid of life, yet the station is kept clean and polished. Trade and sales are entirely automated, and portions of the station are kept locked at all times.



Unknown before the Collapse, this race boasts many pieces of technology formerly unknown and unheard of to the dominant races. Amananth appears to have the most technically efficient powerplant design to date, kept under heavy lock and key. Many an industrial spy has disappeared attempting to get their hands on Amananth power-plant specs. Their ships are rumored to be virtually self-sustaining, although there are no official records of anyone actually observing one. Most of the equipment originating from this sector requires little to no extra power. If Amananth ever surfaced the desire conquest, their destructive force would be difficult to fathom.

## Amananth System Overview

The Amananth System is located between Octavius and Quantar, and consists of approximately 10 sectors. At present, as far as can be determined, the Amananthii have built 1 space station - Amananth. This station is located near the only known planet of the Amananth System - AM I.

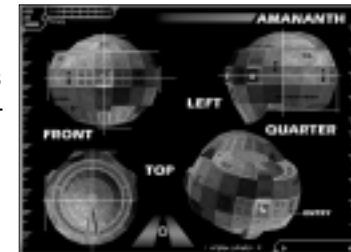


Fig 5.6b Charlie Class Space Station



### Amananth: AM I

Population: unknown  
Capital city: unknown  
Cities of note: unknown  
Corporations: Amananth

There is no reliable data available for AM I. TRI surface scans have not yielded any results due to a distortion field of unknown origin. No one has ever been permitted close approach to the planet.



## 6.0 Intelligence Reports

Here you will find TRI intelligence reports and standard briefing materials. It is a good idea to brush up on these before blasting off your core station.

### 6.1 Beacon Tech Specs

*Hello Pilot. This is Silivaar Ivyx speaking, sectional chief of the TRI Ministry of Technology. I've attached a brief description of beacon specs and operational guidelines. Until I receive your 330347k form and your technical security clearance, I will not be able to send you specific design readouts. Contact the Secure Data Distribution office for further information.*

This document will explain basic usage of the standard TRI beacon, as well as limited technical data. This documentation has been requested by several TRI pilots, and has been declassified for training purposes only.

#### Standard Beacon Design

The standard TRI beacon is made of five parts: a transponder core and four redundant intercept detection rings (RIDRs). The transponder core contains basic power and logic systems, which interface with the intercept detection rings. The transponder core reads and processes RIDR data, and transmits faction specific signals across space. Transector radio transmitters located within each jumpgate receive and forward these signals, allowing for cross sector beacon data transmission.



Fig 6.1a Beacon Identification Specifications

The RIDR, or redundant intercept detection ring, is used to track BCU activity within the beacon's detection fields. Beacon design requires a pilot to pass thru two, or even three, detection fields to insure that a detected signal is in fact a pilot, and not the result of subspace anomaly. If the signal is a confirmed BCU, the beacon will download minor orientation corrections and software upgrades to its transponder core.

### Beacon Operation and Orientation

Flying thru several of the RIDR detection fields with a faction specific BCU equipped will activate and reorient the beacon. Due to the large amounts of subspace noise created by the Collapse, the nearer a pilot is to the center of the beacon, the better the chance of activation. A beacon cannot be reset if already controlled by your faction.



Fig 6.1b Typical Solrain BCU

### Beacon Control Units

BCUs, or Beacon Control Units, are faction specific and can be purchased from your home station when available. A BCU activates once a pilot is within close proximity of a beacon signal. Once activated, the BCU emits a low level frequency, which in turn sets a beacon's state. Each BCU is configured with a standard ship transponder interface, allowing TRI to track not only when a beacon's state changes, but also which pilot set the unit and what faction is responsible.

### Beacon Experience Charts

By holding beacons for certain intervals of time, pilots gain experience points. Experience earned is dependant on the beacon's location. For example, if a Quantar pilot takes control of a beacon deep in Octavian space, the risk taken will bring a higher reward than flipping a local beacon. The following chart shows the bre-

	Friendly Space	Neutral Space	Hostile Space
20 minutes	100 exp	200 exp	300 exp
40 minutes	100 exp	300 exp	400 exp
60 minutes	300 exp	400 exp	500 exp
120 minutes	300 exp	400 exp	600 exp

akdown of experience earned over time, per location. These reward values may change depending on how many pilots are currently active in TRI space.

Unfortunately, beacons will lose their signal orientation approximately every two and a half hours. Their location is constantly changing due to galactic rotation and other minutiae forces at work in space. TRI is willing to reward pilots so many experience points simply because the beacon location grid is imperative to galactic surveys and chartings.

## 6.2 Conflux

*Good day, trooper. This is Tache Uzelin, Divisional Leader of the TRI Ministry of Defense. This information is very sketchy, but it's all we've got. This information should probably be coming from the stellar sciences department, be we've got pilots getting ripped out there by these creeps. I don't got time to wait for no scientist types to write a report... Now get out there and rip us some squid!*

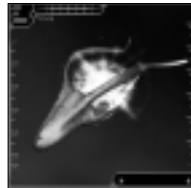


Fig 6.2a TRI Pilot Teeleton's initial scan data of a "Squid"

### Initial Contact

Not much is known about the Conflux. The word "Conflux" is actually a temporary label applied by TRI; their real name (if they even have such a things) and nature is unknown. All attempts at communication have utterly failed, often fatally. Additionally, there are no records, stories, or myths of any space life remotely similar to the Conflux pre-Collapse.

A Solrain cargo convoy traveling through the Pulsar sector first discovered the

Conflux. Needless to say, the convoy was all but destroyed. Shortly after this incident, several more attacks took place - all within the vicinity of the Pulsar. Several squads gathered together and began to rip Conflux members. Pieces of debris were collected and handed over to TRI scientists. This material is still under analysis and highly classified.

Conflux kills continued to rise for several days, and several pilots spent countless hours in the cockpit attempting to rid space of this threat. Some daring pilots even managed to get close enough to scan members of the Conflux. At this point it was noticed that several types of Conflux were becoming active in space. Shortly thereafter, all contact with the Conflux stopped.

### The Conflux Return

Some saw the silence as a sign of victory, but anyone who had engaged the Conflux in combat knew they would be back. Within a week of disappearing the Conflux returned.

One of the first things that pilots noticed was an increase in defensive and offensive response from the Conflux members. The Conflux also began appearing in sectors much further from the Pulsar, apparently drawn by the energy signatures of Jumpgates. However, no one has yet been able to determine their mode of travel, not to mention communication between their own.

Several 'ship' classifications (if they are even ships) began to appear as well, some stronger than others much stronger. The distinct coloring and white glowing orb which appears to be some sort of power source or thruster, easily identifies members of the Conflux.

### 6.3 Exploration

*Psst! Pilot! Over here! I'm Zhilaa Katdinal... You know, the Divisional Chief of the TRI Bureau of Stellar Cartography? Anyway, I've heard that you've got a lot of time on your hands and you're sick of these TRI sponsored missions. Well, I've got this idea... If you'll scout out a few sectors and return the data to me, I'll let you sell say, 20% of the information you find to other pilots...*

### Untamed Space - Profits in the Making

One often-overlooked aspect of space flight is exploration. More timid pilots stay in the vicinity of stations and jumpgates, changing sectors quickly to complete missions in a fast and safe manner. However, there is a lot more to discover within any given sector than meets the eye. Pilots that stray from the beaten path are very likely to discover some unexpected, potentially profitable surprises. Even though radar systems have a limited range, stations and jumpgates will always show up on the radar, regardless of distance. These objects have been equipped with transponders that will emit a 'homing signal' into deep space, in addition to hard-coded coordinates in standard navigation computers.



Fig 6.3a  
Rotacol

### 6.4 Political Status

*Greetings pilots. My name is Nivs Solamis, political advisor to Sarath V. Welcome to this year's political overview conference. The first item on our agenda is to review the new Political Status system, and then we'll get into the current political atmospheres on a per faction basis...*

#### Political Status - What it Means for You

The TRI political status system is a useful tool that can be used to determine each

faction's current view of you as a pilot. This system takes into account several different statistics including the number of missions that you have successfully completed, and how many rips you have accumulated per faction. Political status affects your individual tax ratings on a per faction basis. If your rating with a particular faction is extraordinarily good you will receive a considerable tax break, in addition to being allowed access to higher levels of technology. However, if your political status against a faction is too low, that faction will no longer sell you equipment or refuel and repair your ship. They may even launch automated defense droids at the first sight of you.

#### Political Status Levels

If you take a look at your statistics you will notice that you have been assigned one of the following levels for each faction. This list shows each political status level in order from best to worst.

Worshipped (125 - 128)  
Exalted (116 - 124)  
Honored (101 - 115)  
Unfailing (81 - 100)  
Devoted (61 - 80)  
Dedicated (41 - 60)  
Dependable (21 - 40)  
Legitimate (1 - 20)  
Neutral (0)  
Resistant (-1 - -20)  
Defiant (-21 - -40)  
Hostile (-41 - -60)  
Notorious (-61 - -80)  
Feared (-81 - -100)

Political Atmospheres					
Solrain		Octavius		Quantar	
Worshipped	Worshipped	Worshipped	Worshipped	Worshipped	Worshipped
Exalted	Exalted	Exalted	Exalted	Exalted	Exalted
Honored	Honored	Honored	Honored	Honored	Honored
Unfailing	Unfailing	Unfailing	Unfailing	Unfailing	Unfailing
Devoted	Devoted	Devoted	Devoted	Devoted	Devoted
Dedicated	Dedicated	Dedicated	Dedicated	Dedicated	Dedicated
Dependable	Dependable	Dependable	Dependable	Dependable	Dependable
Legitimate	Legitimate	Legitimate	Legitimate	Legitimate	Legitimate
Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
Resistant	Resistant	Resistant	Resistant	Resistant	Resistant
Defiant	Defiant	Defiant	Defiant	Defiant	Defiant
Hostile	Hostile	Hostile	Hostile	Hostile	Hostile
Notorious	Notorious	Notorious	Notorious	Notorious	Notorious
Feared	Feared	Feared	Feared	Feared	Feared
...You		Honored	Legitimate	Legitimate	Legitimate

Fig 6.4a Example Political Atmospheres

## Political Atmospheres

This readout, available on the external JOSSH website, displays the average political status for each faction. It is usually wise to check this statistic before strapping into your cockpit. If a particular faction is at war with yours, it is probably a good idea to steer clear of them while in-flight. The higher your rank, the more influence you have on the Political Atmosphere.

## 6.5 Production Overview

*Greetings Pilot. This is Dorakk Thol speaking, sectional chief of the TRI Bureau of Trade Regulation. I hear your looking to start trading for profit... well, before you start, there are a few things you'll need to learn. I'm sure you've read sections bw34-2227 through mf52-3543 of the Galactic Trade Regulations Index, so I won't bore you with details. Just keep in mind the number one trade rule: the rule of supply and demand. Unless you're the son of a senator, you'll never get access to the TRI profit margin tickers, so take notes as you fly and figure out a trade route or two. Oh, and one last tip: hire some friends... it never hurts to have a pilot at your six!*

The following documentation will briefly describe the current supply and demand model active in the Jumpgate universe. This document should prove useful for anyone hoping to profit through trading, or who wishes to understand what is involved in creating specific pieces of equipment.

### Supply and Demand: a Universal Constant

Since the beginning of time, the line of definition between the higher races and the lower species has been the ability to produce tools. However, as technology continues to increase, so do the materials required to produce such equipment. As an ecologi-

cally minded land-based species, any planet capable of supporting life can be used to supply the elements required to produce even the most advanced tools and equipment. However, as soon as space travel is factored in, one must begin to worry about the classical problem of strip mining. If a race isn't careful, their glorious home world can be scarred and empty of raw materials in only a few short decades. Thus comes the need for supplementary raw materials, as well as limited planet-side distribution.

Mining asteroids, in conjunction with station-based refineries, largely solves this problem. By limiting planetary exports to mostly renewable resources, this danger can be diffused indefinitely. Although this solution is prime ecologically, economical dilemmas begin to abound. The first and foremost problem is distribution. Luckily, transport pilots can fill this void by watching profit margins and running supplies based on profit percentages.

As simple and profitable as this system sounds, one can't help but wonder why anyone wouldn't run cargo. Quite simply put, hauling commodities is risky business. Between pirates, blockades, fanatic factionalists, spatial anomalies, and hostile aliens, freighter pilots definitely have to earn their keep. The damaged hulls of such pilot's craft stand as proof that trading is not for the weak of heart (or pocketbook).

### Supply: Providing for the Masses

Through the direction of the Bureau of Trade Regulation, TRI has managed to balance the production of individual elements and commodities so as to allow every faction access to a wide variety of raw materials. Each station is allowed an allotment of landside exports as defined in the Galactic Trade Regulations Index. Any pilot who is serious about trading ought to take some time and watch the production averages for a variety of commodities at several different stations. Given the proper amount of time, any pilot will be able to develop a keen sense of commodity production.

## Demand: Building an Empire one unit at a time

Demand is a much more elusive statistic to track than supply, and without a firm understanding of demand, knowledge of supply is virtually worthless. Fortunately, factional leaders have pressured TRI into publishing their requirements per device in the universal equipment catalogue and station production database, which can be found in the external JOSSH system.



Fig 6.5a Sampling of Commodities for Trade

At the bottom of each database entry you will see a table of Required Components. Every element listed is required to produce the selected device. You may notice that there is no specified quantity for each commodity. This information has been withheld for obvious reasons by factional intelligence agencies. Obviously, the more commodities you can supply, the greater the number of items will be produced. With this in mind, it will often prove beneficial to take as much as you can handle.

Another thing to keep in mind is production time. You will not be able to claim the produced equipment by simply delivering the goods. What this means is that if you need a certain missile or device, it is definitely worth your time and money to keep a station saturated with the required commodities.

## The Starving Time

Production can also be influenced by current events and global disasters. The biggest problem for space based communities is famine, be it forced or by chance. In fact, Hyperial's eventual loss of power can be cited as a direct result of Quantar blockades during the GVB wars.

You may notice that stations will consume food and water during the production cycle. Since station personnel will always need to eat, foodstuffs are always a safe commodity to haul.

## Craft and Crew Maintenance

Another economic factor to keep in mind is the constant upkeep of equipment and personnel. Ships often come into dock damaged due to combat and everyday wear and tear. Pilots often suffer from injuries and sickness as well.

When a ship comes into dock damaged, armor will be used to patch up hull damage. When a ship is destroyed, one unit of synthetic organs (or five units of medical supplies) will be used to help the pilot get back into their cockpit.

## 6.6 Taxation

*Hello pilot, this is Sagrith Hubri. This is never a pleasant topic, but nonetheless one that needs to be discussed - taxes. Here's a basic overview of the TRI taxation system, and what it means to you as a TRI citizen.*

### Tax Percentages - How to Calculate your Payment

Every purchase you make is based on two tax systems. The first is the standard TRI tax, and the second is a faction specific tax. The total of these two taxes average out to be about 1% of every purchase. However, this tax changes on a per-pilot basis.

Each faction calculates tax based on political rating. The exact formula is not public knowledge, but from the following examples you can estimate your tax.

#### Beacons - Tax Break

Since beacon positional data is invaluable to TRI, tax brakes are given to each faction depending on the current number of beacons they control. For each beacon, 0.01% of a faction's overall tax is removed. So if a faction were to control 100 beacons, pilots of

that faction would not pay any faction tax. Beacon tax breaks are calculated at the time of the sale, so it's worth checking your map before purchasing high credit items.

### Tax Calculation Example

Let's assume that you are a Solrain docked at Quantar Core Station. You have a political rating of 50 (Dedicated) with Quantar, and Solrain currently owns 25 beacons. You are trying to purchase a gun that costs 122445 credits before tax.

First calculate your tax break from beacons. Since 25 beacons are held, subtract 0.25% from the average tax, which is 1.0%. Your tax after beacons is 0.75%.

Next calculate your political status tax modifier. Since your rating with Quantar is 50 (Dedicated), assume there will be a +1% tax change. This leaves you with a 1.75% tax.

Since the initial item cost 122445, your tax will be about 2143. Your total cost should then be 124588.

political rating:	total tax change:
-100	+8%
0	+2%
100	+0%
125	-0.5%

Fig 6.6a Tax Table

### 6.7 Flight Registry - Honor Guard

*Greetings pilots. Nivs Solamis, political advisor to Sarath V, at your service again. I have an addendum for you from last year's political conference, concerning your Honor as a pilot and a faction representative...*

Every time you launch from known stations, you must select a flight registry to broadcast to other ships in space. Your flight registry indicates your current intent and gene-

ral attitude to all other pilots near you, via transponder signal. The default registry for new TRI pilots is "TRI Civilian", meaning non-aggressive intent. You may also select "Honor Guard" if you are feeling a little more ... shall we say, "frisky"? Once you launch, your flight registry cannot be changed until you dock once more.

### Honor Guard - Defend your Faction's Honor



As The Reconstruction Initiative matures from its baby frontier stages, methods of keeping stability between pilots and factions also grow. A Code of Honor has begun to emerge TRI wide, allowing for penalty-free combat between honorable parties. TRI has sanctioned the Honor Guard to uphold each faction's reputation and honor against political accusations and insult.

Flying for the Honor Guard carries a certain amount of responsibility. Honor Guard pilots fly on the premise of not initiating aggression against TRI Civilian registered flights. Rather, they may openly engage other Honor Guard registered ships at no political penalty. This allows for tensions to be vented in a universally accepted manner. Of course, if a TRI Civilian flight is openly hostile to an Honor Guard pilot, all bets are off.

### TRI Civilian - Just Minding Business



By registering your next flight as TRI Civilian, you are telling the universe you are minding your own business, and requesting to be left alone. You are promising not to open fire on any neutral or friendly craft, and expecting the same from others. Should either you or someone else break these assumptions, the offender will pay dearly in political status with the insulted faction. This allows day-to-day Reconstruction efforts to proceed unimpeded, in political terms at least.

Keep in mind the Conflux don't seem to care about politics much...

## 7.0 Support/Troubleshooting

### Developer, Publisher & Game Information

#### Developer

Netdevil Ltd.

#### Publisher (Europe)

Mightygames.com (Planetactive GmbH)

#### Genre

Massive Online Space Game Simulation

#### Support (Europe)

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#### Publisher Anschrift

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Everything you need to know about Jumpgate, such as an introduction into the art of flying, or an extensive Jumpgate library, can be found at <http://www.JOSSH.com>. You will also find an extremely useful FAQ (Frequently Asked Questions) page for your questions on all topics!



## 8.0 Credits USA

### Programming

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### Voice

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Bracket. Bracket. Bracket.

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Louisville, TB, McD's and Chipotle.

Pudge Bro's Louisville, TB, McD's und Chipotle.





## 8.1 Credits Europe

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Rouven Slominsky & Hartmut Lege for their fantastic texts



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#### § 2 Scope of utilisation

(1)  
The issue of the licence entitles the Licensee to install and operate the software in one screen workplace (single place application) in one location. The software may not be used by means of remote data transmission.

On registration, the Licensee must specify a password which the Licensee must make very effort to keep secret. No employee of the Licensor will ask you about your password by e-mail, by telephone or otherwise. Even if we offer the Licensee a function which allows the password to be stored or noted on the hard disk, the Licensee should be aware that third-party access to the hard disk cannot be excluded.

(2)  
The utilisation right described in § 1 (1) is restricted to the object code of the software program. The Licensor is not obliged to make the source code available to the Licensee. The Licensee is forbidden to reengineer or reassemble the object code of the software, or process or change it in any way. The Licensee is entitled to decompile the object code only to the extent that this is required in order to create interoperability with other programs, the necessary information for this purpose has been provided to it and the decompilation work is limited to the parts of the original program.

(3)  
Any duplication of the software stored on data carriers, particularly copying on to electromagnetic, optoelectronic or other data carriers, and of the accompanying material is forbidden. As an exception, this does not apply to once-off installation of the software from the data carrier to the hard disk and downloading or print-out of data from the current application exclusively for personal use. Another exception to the duplication ban applies for the production of a security copy to the extent required for security of future utilisation of the software - exclusively for personal use in accordance with the contractual conditions.

(4)  
The Licensee is furthermore forbidden to use third-party software to modify the software stored on the data carrier so that the Jumpgate game is altered. Any action is also forbidden which serves to allow the software to be used for play by third parties in avoidance of these conditions and the rights of the Licensor, eg server emulators. Sales and/or auctions of characters, objects, play money or copyright material relating to Jumpgate are also forbidden.

#### § 3 Guarantee

Claims relating to defects in the software must be addressed to the dealer.

#### § 4 Passing on

(1)  
The Licensee is not allowed to rent out the software and accompanying material for commercial gain.



(2)  
In other regards the Licensee is entitled to pass on the software and accompanying material only if

- it deletes the installed software and all data stocks which may have been saved on the hard disk or a security copy,
- the recipient gives a written declaration of its agreement with the content and validity of these licence agreement amendments,
- this written declaration of agreement is sent to the Licensor and
- the Licensee passes the software and accompanying material to the recipient without keeping copies of any kind.

#### § 5 Duration and amendment of the Agreement

(1)  
The Agreement runs for an indefinite period.

(2)  
The Licensee's right to utilise the software and accompanying material lapses if the Licensee infringes the utilisation conditions stipulated in this Agreement. An infringement in this sense is constituted if the Licensee fails to comply with the utilisation rights granted to it in accordance with § 2 or the regulations about passing on in accordance with § 4.

(3)  
In cases covered by clause 2, the Licensee is obliged to return the original disks and all copies of the data carriers; all data files produced on the computer unit must also be removed completely so that they cannot be retrieved.

(4)  
Orderly utilisation of the software and accompanying material is a condition for the utilisation rights granted in accordance with this Licence Agreement. If the Licensee breaches this condition, its utilisation authorisation lapses without notice of termination of the Agreement being required.

(5)  
The Licensor is entitled to amend individual performance features of these conditions. The Licensor will notify any amendment in the performance features to the Licensee. At the same time the Licensor will expressly inform the Licensee that the amended contractual relationship applies unless the Licensee objects to the amended Agreement within six (6) weeks in writing or by e-mail. The contractual relationship will then continue under the amended conditions. If the Licensee objects in good time, both parties will have the right to terminate this contractual relationship with one month's prior notice up to the end of a calendar month.

#### § 6 Liability

(1)  
The Licensor is not liable for consequential damage or loss as the result of defects, including in particular the loss of data, and in other regards only in accordance with the following conditions, although liability for promised characteristics and fraudulent intent is not affected.

(2)  
Outside the guarantee the Licensor is liable only

- without restriction to the amount of damages, for damage or loss caused by wilful intent or gross negligence;
- with restriction to damage or loss which is typical and foreseeable on the basis of contractual use of the contracted software, for damage or loss resulting from culpable infringement of key contractual duties.

(3)  
Liability in the case of minor negligence (eg for distant consequential damage or loss) is restricted for each individual incident to the amount of the purchase price.

(4)  
No liability is accepted for delays or function breakdowns originating in an area over which we have no influence.

#### § 7 Saving clause

If individual clauses in these contractual conditions should be partly or wholly ineffective, this will not affect the validity of the remaining clauses. In such an event, the parties undertake to replace the ineffective clause by another effective clause which comes as close as possible to the economic purpose of the ineffective clause.





MIGHTY GAMES™

