X REBIRTH

TRADE FIGHT BUILD THINK

MANUAL

CONTENTS

DEAR CUSTOMER,

Congratulations on purchasing this product from our company. We and the developers have done our best to provide you with polished, interesting and entertaining software. We hope that it meets your expectations, and we would be pleased if you recommended it to your friends.

If you are interested in our company's other products or would like to receive general information about our group of companies, please visit one of our websites:

www.kochmedia.com
www.deepsilver.com

We hope you enjoy your Koch Media product!

Sincerely,

The Koch Media Team

▲ EPILEPSY WARNING

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights over longer periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game. Parental guidance is always recommended when children are using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, TURN IT OFF IMMEDIATELY AND CONSULT YOUR DOCTOR BEFORE PLAYING AGAIN.

Precautions during use:
▲ Do not sit too close to the monitor. Sit as far as comfortably possible.
▲ Do not use an excessively large monitor or TV.
▲ Do not play when tired or short on sleep.
▲ Make sure that there is sufficient lighting in the room.
▲ Be sure to take a 10-15 minutes break every hour.

GETTING STARTED

▲ SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS
OS: Windows 7 SP1 (64-bit), Vista SP2 (64-bit) XP SP2 (64-bit)
Processor: Intel i-Series at 2GHz or AMD equivalent
Memory: 4 GB RAM
Graphics: Nvidia GT400 series with 512MB RAM or better, ATI 4870HD with 512MB RAM or better
DirectX: Version 9.0c
Hard Drive: 10 GB available space
Sound Card: DirectX 9.0c Compatible Sound Card

RECOMMENDED SYSTEM REQUIREMENTS
OS: Windows 7 SP1 (64-bit)
Processor: Intel i5 (Quad) or i7 at 2.5GHz or AMD equivalent
Memory: 8 GB RAM
Graphics: Nvidia GT500 series with 1GB RAM or better, ATI 5870HD with 1GB RAM or better
DirectX: Version 9.0c
Hard Drive: 10 GB available space
Sound Card: DirectX 9.0c Compatible Sound Card

▲ TROUBLESHOOTING

General System Performance

1. **Check your system against the System Requirements above.**

   The minimum specification is the basic requirement to play the game smoothly. At this specification, performance may vary or be quite slow at times and does not guarantee that you will always see a particular frame rate. Below this specification the game may not run.

   The recommended specification should provide smooth game play in almost all situations. However, because the game universe is complex and varied, there may occasionally be situations in which even this specification is pushed to its limits.

2. **Make sure that your PC is configured for best performance.**

   Processor speed, graphics card and available memory are all important factors.

   Update motherboard drivers where possible, In particular update any additional drivers if you have on-board chipsets such as sound.

   Keep your operating system and drivers up to date, but do not automatically assume that newer is faster and better. If you find that a driver version is slow or unstable, remove it and reinstall one that you know is good. Use a driver cleaner between versions.

   Do not run any software in the background. In particular, switch off applications that access the Internet as these often check to see if the connection is still there, and which can cause pauses.

Make sure your PC is clear of viruses and spyware which can slow a PC down as well as causing other problems. When playing in Steam Offline Mode however, you should consider switching off your antivirus software, since this too can slow things down.

3. Set the in-game settings so that they are appropriate for your specification.

Playing at a lower resolution is the simplest way to reduce the load on your graphics card, but there are a few cases where graphics cards seem to work better at specific resolutions so try higher resolutions and see what works for you.

Anti-aliasing (AA) provides smoother edges to objects so that they don't appear jagged. However, anti-aliasing is demanding of processing power, so you should only consider using it on mid- to high-end graphics cards.

Use in-game settings rather than driver settings where possible. Many drivers allow you to force features such as AA or V-sync, but these will normally adversely affect performance.

Try setting anisotropic filtering to off for increased performance, as well as adjusting the shader quality.

Basic Errors

1. Graphical errors.

The most common causes of graphical errors are issues with the driver, which may have errors, or may simply be corrupt.

2. Sound errors.

Sound errors can also be caused by a corrupt game installation.

Crashes

1. Eliminate system configuration issues first.

It is perfectly possible for problems with a game to be caused by the configuration of the system it is running on, even if it runs other software and games without problems.

If there is a problem while installing, make sure you switch off any drive emulation software that the copy protection system might have problems with. Check that the disc is clean, update the drivers for them.

If you are overclocking any part of your system, then throttle it back to normal speed.

Check your other hardware. Hardware problems with components such as the graphics card and system memory can show in one game even if those are fine when running other games.

Check for viruses and also for other software interfering with the game. A wide range of software can do this, from anti-virus software to utilities such as drive emulators, instant messaging software and file-sharing tools.

Update your drivers. If they are already up to date, try older ones. Use a driver cleaner between versions. If you are having problems with third party drivers, use drivers supplied with the original hardware.

Try different audio codecs. One of the most common causes of game crashes is the installation of third party codec packs. Ironically, installing such codec packs can often also be a solution to codec problems because of the way Windows handles its codecs.

2. Once you have eliminated system problems, check the game itself.

It is possible for saved games to become corrupted, either by external causes or by game problems. Try starting a new game and see if the problem still occurs. Save regularly and use several save slots so as not to get caught out by this.

Try uninstalling and reinstalling the game. The installation may have become corrupt due to a disc error, or an important file may have been overwritten. After reinstalling, try starting a new game first before trying your saved games again.

A frequent cause of in-game problems is the installation of third party scripts or mods. If reinstalling the game, but not installing these additional items solves the problem then the chances are high that they are the cause.

When submitting a fault via our helpdesk please include the following information:

- Exact error message, if any.
- Steps that should be taken to reproduce the error/fault.
- Details of programs running at time of fault, including Anti-Virus and firewall applications.

Most importantly, email to us a Direct X Diagnostic report. Follow the instructions below:

Click the START button on your Windows task bar, and then click run and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the „Save All Information" button at the bottom. This will save a text file called „DxDiag", which you can just attach to any correspondence. This information will best assist us in resolving your query as quickly as possible.

INSTALLING ON STEAM

If you have purchased the boxed retail version of X Rebirth, you can enter the product code in Steam to download it to your Library. To do this click the "+ Add Game" at the bottom left of the Steam window. In the menu that pops up, select "Activate a Product on Steam". After agreeing to the Steam Subscriber Agreement, enter in the product code and click Next. If the code is valid, it will start downloading and become available in your Library.

UPDATING X REBIRTH AND AUTO-UPDATE OPTIONS

With X Rebirth on Steam, updates are applied automatically through the Steam service. You can disable receiving auto-updates through Steam by selecting X Rebirth in your Library and right-clicking on it on the menu on the left. A menu will pop up with a row of tabs on top – select "Updates", and a drop down menu will appear with two options: "Always keep this game up to date" and "Do not automatically update this game". While it is personal preference that makes the final decision, it is recommended to allow automatic updates.

BONUS MATERIAL

The soundtrack and the encyclopedia can be found in the folder "Bonus Content"

To access the folder, you will need to navigate to the Steam folder on your hard drive, and then open the following folders:
SteamApps→common→X Rebirth→Bonus Content

GAMEPLAY

MAIN MENU

New Game – Start your new adventure in the X Universe

Load Game – Continue where you left off from a saved game

Save Game (during gameplay) – Save your progress to resume at a later date

Extensions – Here you can activate installed extensions

Settings – Here is where you can change the graphics settings, sound settings, game settings, and controls for X Rebirth

Exit Game – Exit the game and return to your system's desktop, but that's something you don't really want to do, right?

TRADE, FIGHT, BUILD, THINK

Trade – Interact with a living economy to meet supply and demand. Set up trades with trading ships in your squad and cash in on rare wares or upset the balance by intercepting trade ships.

Fight – Not everyone you meet will be friendly. In fact, there are going to be those that will outright destroy everything in their path. Arm yourself with state-of-the-art weapons and protect the Albion Skunk with powerful shields. Recruit allies to your squad and outfit them with combat ships that you choose to build. Each weapon has its strengths and you must master it to ensure victory in battle or find your ship drifting as debris.

Build – Build space stations to earn more credits and research and build new ships and parts. There is no limit to what your imagination can do when it comes to building your stations.

Think – Explore and discover new sectors, ships, factions, and more to unlock information and knowledge from your Encyclopedia and find new opportunities of employment or trade secrets. You might get a trade tip to increase your credits from trading, or a tactical hint to aid in battle. Being intelligent is not only wise, but deadly to your foes.

CONTROLS

X Rebirth will switch automatically between mouse, joystick and gamepad controller. The game detects active devices and switches modes instantly. The player needs to do nothing to switch between mouse and controller. Simply pick up and use.

MOUSE AND KEYBOARD CONTROLS

Flight Control
There are two different modes for the player to use with the mouse in X Rebirth. To switch modes from keyboard to mouse steering, press the spacebar.
Aim-to-steer: The ship will turn in the direction of the mouse pointer. Simply aim and turn.
Click-to-steer: Click and hold down the LMB and the ship will turn in the direction of the mouse pointer.

FLIGHT CONTROL

UP ARROW	Steer up
DOWN ARROW	Steer down
LEFT ARROW	Steer left
RIGHT ARROW	Steer right
X or Mouse wheel up	Accelerates the ship
Z or Mouse wheel down	Decelerates the ship, press again to go in reverse
Backspace	Resets thrust to 0%
TAB	Boost and sets thrust to 100% (drains shields)
Q	Roll left
E	Roll right
A	Strafe left
D	Strafe right
W	Strafe up
S	Strafe down
SPACE	Change steering mode
Z	Leave local highway

WEAPONS

Right Mouse Button/CTRL	Fire primary weapon (cannon)
L	Fire secondary weapon (missiles)
N	Next primary weapon
M	Next secondary weapon

MENUS

T	Ability menu
ENTER	Main menu (opens sub-menus) Select options in menus
ESC	Opens/Closes in-game option menu (if no menu/conversation is open) Goes one step back in menu/conversation
DEL	Closes menu/conversation totally
UP/DOWN arrows	Select row
TAB	Selects next interactive element in menu
F	Opens interact menu OR instantly executes instant action
. (PERIOD)	Opens sector map
, (COMMA)	Opens system map
C	Open com menu with target
I	Opens details menu

OTHER

PAUSE	Pause
SHIFT + S	Quick save
SHIFT + L	Quick load
SHIFT + O	Opens/Closes in-game option menu (if no menu/conversation is open)
PRINT SCREEN	Take screenshot

SPACE PLATFORM MOVEMENT

W	Move forward
S	Move backward
A	Strafe left
D	Strafe right
UP ARROW	Look up
DOWN ARROW	Look down
LEFT ARROW	Look left
RIGHT ARROW	Look right
SHIFT	Hold to Walk
SPACE	Jump
CTRL	Crouch
Left Mouse Button	Interact

Xbox 360 CONTROLLER

X Rebirth can be played quite easily with a Microsoft Xbox 360 controller. Below are the standard controls for the device in gameplay.

FLIGHT CONTROL

Left stick – X-axis	Strafe left and right
Left stick – Y-axis	Strafe up and down
Right stick – X-axis	Turn the ship left and right
Right stick – Y-axis	Turn the ship up and down
Left trigger	Throttle
LB	Moves ship backwards
Right trigger	Fires primary weapon (cannon)
RB	Fires secondary weapon (missiles)
Directional pad Up/Down	Changes primary weapon (cannon)
Directional pad Left/Right	Changes secondary weapon (missiles)
Y button	Opens main menu
X button	Opens ability menu
A button	Interact – for interacting with stations, etc
B button	One step back in menu/conversation
Start button	Closes menu/conversation totally Opens/closes in-game option menu (if no menu/conversation is open)
Push down left stick	Boost (drains shields)

PLATFORM MOVEMENT

Left stick – X-axis	Strafe left and right
Left stick – Y-axis	Move forward/backward
Right stick – X-axis	Look left and right
Right stick – Y-axis	Look up and down
A button	Interact
RB	Jump
LB	Crouch

Rebinding Keys

To change the bindings of the controls, visit the Settings menu from the main menu and select Controls. Pressing ENTER or double-clicking the left mouse button will engage the ability for the player to assign a different button to the action.

LOCAL HIGHWAYS

Superhighways is as simple as increasing throttle and pointing the Albion Skunk at a destination. Traveling in a zone is easy for the Albion Skunk to handle, but for farther destinations, you must make use of highways and super highways.

Highways

Highways were created by Jonferson Space Systems (formerly known as Jonferson Space Dynamics Division) as a way to link various points of interest within a Sector together. They are highly visible and appear as flowing threads amongst space. They are only one-way, with the heads up display showing the next destination above the highway.
Entering the highway is as simple as flying into it. The Albion Skunk will be thrust through at incredible speeds. In the highway are a series of space lanes, you'll see faster ships cruising through and you'll pass the slower ones. Immediately moving behind a faster ship will allow you to slipstream of the ship's speed trail, allowing the Albion Skunk to travel faster. Exiting a highway is as simple as entering it, just press Z or keep moving towards the edge of the space lanes.

Super Highways

Super highways connect Sectors to other Sectors. The main difference from a regular highway is that since a super highway operates at even higher speeds, exiting a super highway is not possible during transit. You will only be able to leave a super highway once you arrive at the next destination.

SHIP COCKPIT

Here is where all the action happens. You're sitting in the captain's seat as Ren Otani, with your hands on the Albion Skunk's controls. From here you'll see weapon status in the cockpit, see open space in front of you outside the forward view window, and where you'll conduct most business from your menu screen to your side.

Interface

The Albion Skunk is outfitted with all the necessities of space combat and exploration. And some creature comforts as well.

1   Shield/Hull display – shows the shield (the %-value), the hull (color background)
2   Secondary weapon monitor – shows what missile type the player is currently using
3   Primary weapon monitor – shows the primary weapon the player is currently using
4   Event monitor – shows important/interesting information to the player
5   Target arrow – shows the direction to your selected target
6   Mission arrow – shows the direction to the active mission
7   Speed bar – shows the speed of the ship
8   Damage indicator – starts to blink when the ship is damaged
9   Heavy damage indicator – displayed when player is getting heavily damaged.
10 Mission objective bar – shows the current objective of the mission

MAIN MENU

The main menu is where you can access various modes, information, and even the ability to have Ren walk to the back of the Albion Skunk to talk to crew members.
By pressing ENTER, the main menu opens at the bottom of the screen. There are six choices, with some opening up additional sub menus:
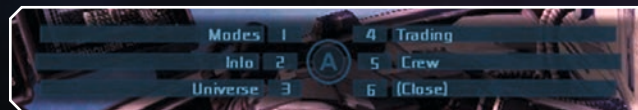
Modes – Shows Build Mode, Cargo Collect Mode, Ore Collect Mode, Law Enforcement Mode, and Long Range Scan

Info – This selection opens up a sub menu of your own status, property owned (ships, stations, drones), the status of the Albion Skunk, and the mission manager (active missions that are open)

Universe – Opens the Encyclopedia that shows all the things in the universe that you are aware of at the time. Also has Navigation to show the universe map in different modes

Trading – Opens trading menu

Crew – Stand up and walk to the back of the ship to talk to crew members

Close – Closes the menu

PRIMARY WEAPON MONITOR

The Primary Weapon Monitor will display your currently activated primary weapon, you can cycle through your available primary weapons by pressing (N)
During battle, the Albion Skunk can have its components damaged, including its weapons. Damaged weapons will appear yellow on the monitor. Broken weapons will appear in red.

The Albion Skunk's weapons aren't capable of firing for an unlimited amount of time. Gradually heat will build up in the weapon system, leading to the weapon ceasing to fire while it takes some time to cool down. Be sure to keep an eye on the bar below the Primary Weapon Monitor so that you don't end up missing the killing blow on an enemy because the barrels get too hot! At 75% the bar will turn yellow, with the bar turning red at 100%.

▲ SECONDARY WEAPON MONITOR

The Secondary Weapon Monitor on the Albion Skunk monitors missile systems. Like primary weapons, secondary weapons can also be damaged and broken in battle.

The key difference between primary and secondary weapons is that secondary weapons carry a limited ammo supply. The bar below the missile counter is the reload time until the next salvo can be fired.

Once you run out of missiles, you will either have to purchase more or scavenge them on the battlefield.

▲ NAVIGATION MENUS / TARGET

To interact with objects and ships in space, all you must do is either point your crosshair at it or your mouse cursor and select it. When the object is selected it is known as a target and it will have a white box over it. Selecting it again will open a menu around the soft-target box that will have a few choices to pick.

▲ SCANNING

Scanning a ship or station module will reveal additional information, such as its type, storage, allegiance and more. To scan, the Albion Skunk must be close enough first to do so. With the object selected and interacted with, the menu around the crosshair will show if it is able to be scanned or not by having the "Scan" option either be active or inactive.

▲ ABILITY MENU

The ability menu on the Albion Skunk allows a number of abilities to be performed by a variety of drones. If there are no drones, no ability can be used, so be sure to keep stocked up before heading out on a mission. By pressing T, the ability menu pops up and shows the available abilities that can be used. Selecting an ability can be done by clicking on it with the mouse cursor or pressing the number associated with it. For the Smart Defense ability, it is required to use the mouse cursor or gamepad joystick to select it.

▲ DRONE CONTROL

The Albion Skunk is capable of releasing a variety of types of drones that are designed to specialize in a narrow field of t asks. Some drones function autonomously (known as Unmanned Ranging Vehicles or URV) and some can be directly controlled (known as Remotely Operated Vehicle or ROV). Drones cannot fly in the highways.

AI research has been outlawed to avoid the possibility of the AI in drones to become sentient and rebel against their creators, but research from the Xenon has led to advancements in drone technology.

Accessing drone control can be done by accessing the ability menu (T) .Drones that can be directly controlled can use either aim-to-steer or click-to-steer control, as well as the traditional controls that the Albion Skunk uses to manuever and move. Drones cannot function too far away from the Skunk, it will lose connection if it goes out of range. The meter at the top of the drone control screen indicates this, along with the Skunk's relative position on the compass dial below it. Don't waste your drones as you have a limited supply until you can take more in.

Docking on space stations and ships are an excellent way to interact with various characters and NPCs. There are many different docking ports, such as shipyards, bars, and more. To dock, fly towards the icon and once you are in range, the crosshair over the icon will change, indicating you are able to interact with the icon to dock.

LANDING PLATFORM ICONS

▢	Bar	▲	Shipyard
▢	Repair Platform	▢	Trade Platform

While docked, you are able to explore the inside of a station or docking platform and open up boxes and lockers. While exploring the station or docking platform, you might run into doors that will not open automatically, so look out f or an access panel nearby.

There are different types of NPCs you will run into as well, some that you can trade with, hire for your ships, plot and mission characters, and decorating characters that can improve your stations environment. You can see what each NPC character is capable of by looking at the icons above their head.

CHARACTER ICONS

▢	Architect	▢	Marine	▢	Ship Trader
▢	Marine Officer	▢	Mission Actor	▢	Trader
▢	Engineer	▢	Manager		

Making Small Talk with NPCs

While aboard a station, you will come across different characters to speak to. Not all talk can be business – there are still races out there that enjoy making small talk. Making small talk with NPCs can lead to better commissions on trade offers or have a character reveal their real skill values to you.

To make small talk, interact with a NPC on a station. If the option is available (not everyone wants to make small talk!), select it and the small talk mini-game will open. The object of the small talk mini-game is to time the marker (1) for it to land at the highest point in the graph (2). Locking the marker is done with the left mouse button. Getting the marker within the highest point in the graph will lead to winning the game, while missing outside the high point will have you "lose" the conversation.

Trading can be a lucrative form of earning credits in the X Universe. With trading, you can use the earned credits to outfit the Albion Skunk with better equipment, new weapons, or towards buying the parts to build a station or a ship. The Skunk isn't designed to haul large amounts of cargo, but by buying or building a trader ship and adding it to your squad; you'll be able to conduct larger trade missions.

Trading in the X Universe is a dynamic and living market that exists and operates like any real economy without the player interacting. This means that with careful study of the market, you can observe when wares are going to be in high demand to sell for the highest profit, but unplanned and unscripted situations can changes all of that.

A smart trader is a wealthy trader!

Trading using a Trade Ship

To conduct trade runs with trade ships, first build or purchase a trader ship, then add the ship to your squad via the interact menu (F Key). After the ship is in your squad, collect a station's trader offer, which appears as a briefcase with a lightning-shaped arrow in it. Wares that are bought by stations are marked with a "+" on the icon, with those that are sold by the station marked with a "-". Take note that you can get better deals on trader offers by discovering and collecting commissions, which is done by flying close to the surface of stations.

To start trading, follow these steps (after the trader ship is in your squad):
Open main menu by pressing ENTER or Y-button on the Xbox 360 controller.
Select "Trading". Trade Menu will then open.

Trade Menu

Box 1 contains information on the current trade ship, such as:
▲ Ship name/type
▲ Location in the universe
▲ Number of trips already planned
▲ Cargo capacity
▲ To select a different trade ship (if you have more), click the arrows on the right or left

Box 2 contains the categories that can be filtered between different types of wares. The default is set to ALL

Box 3 contains the following information about trade offers:
Ware – what is for trade
Distance – measured in Gates and Jumps
Amount – the total units offered/sold by the station within this trade offer
Adjustment (Adj.) – commissions which will affect the end price
Price – price / unit
Total price – the total price of all units if they are to all be included in the deal
The "+" sign represents additional places to trade in the area

Box 4 is the trade offer summary, which shows the amount/type of units, to what price and where in the universe and what station the trade offer is available.

Box 5 is a button field that contains the following:
Back – back to the previous menu
To offers/To Sales – switches between wares bought and sold by stations
Details – shows the details of the trade ship and trade offer
Next – opens the menu where you can specify how many units you'll want to trade

Once you have selected the trade ships and trade offer, select "Next", then the amount of units you want to trade. Selecting "OK" will be greeted with a voice confirmation of completing the action and you'll be returned to the trade menu once more.

The trade ship will then head towards the destination of the trade offer. Once at the destination, the trade ship will begin to transfer the wares via their drones; the higher amount of drones, the faster the transfer is. Once the transfer is complete, the pilot of the trade ship will send a notification indicating that they are finished and will move out to a holding position and await new orders (if it doesn't have any).

Wares
There are a lot of wares that can be sold or bought on the market. Some are sought by many and will carry a high price, and others are incredibly common and don't garner much profit. Finding (if you can) and trading rare wares is a great way to make some credits but can't be too depended on as a way to make a living, but then again there are those who are foolish enough to travel unprotected in the trade lanes. . .
Below is just a fraction of what is tradable in the X Universe. Explore and discover more stations and locations to expand your range of wares to trade. Be aware that some wares can be illegal according to certain factions' laws, don't get caught!

Antimatter Cells
Antimatter Cells are highly advanced magnetic storage devices that can carry up to 1kg antimatter each. Due to the effect of Hawking radiation and because they are self-powered, Antimatter Cells cannot store antimatter indefinitely. They are mainly used in warheads, fusion reactors and field generators, and they are manufactured from Hydrogen via Jonferson M/AM conversion technology.

Cut Crystals
Cut Crystals form the output of processes by which raw crystals are cut, shaped and polished. They find their main demand as items for jewellery, but may also see technical use within the production of lasers, scanning arrays and the processing of silicon wafers.

Delexian Ale
Delexian Ale is an alcoholic beverage consisting of up to 45% methanol - instead of ethanol. Poisonous to humans and Boron, Delexian Ale is popular with some alien races, especially the Split. As a trial of courage, human adolescents are known to consume small doses of Delexian Ale, frequently resulting in permanent injuries and even fatalities. It is illegal to sell Delexian Ale without a licence.

Engine Components
Engine Components can be anything from bolts and valves to complete Etherscel single-block engines. A detailed list of components must be specified in the accompanying freight papers.

Food Rations
Food Rations come in a large variety; as far as rations for the species Homo sapiens are concerned, they mainly contain wheat, freeze-dried meat and different spices as well as vitamins and essential minerals.

Fuel Cells
A Fuel Cell is a specialized type of antimatter cell that is consumed by a jump drive at the exact instant of the jump. Fuel Cells are designed to completely release their energetic potential within a picosecond. Without them, the energy threshold required for opening a jump tunnel could not be achieved.

Fusion Reactors
Fusion Reactors are considered ancient technology, invented by most space-faring species relatively early on in their technological development. They come in different sizes, ranging from pocket-size fusion batteries to carrier-size aggregates and are, naturally, used in drones, ships and stations.

Hydrogen
Historically, Hydrogen has been used mainly in H-fusion generators. These days however, with the rise of sustainable M/AM mass conversion, Hydrogen is routinely converted into anti-Hydrogen for use in Antimatter Cells.

Ion Cells
Ion Cells have many uses in advanced technology, for example in refining chemical compounds of all sorts, and manufacturing of devices like the Podkletnov Generator.

Meat
Since meat comes in a great variety, the most sought-after type as of lately is so-called „vegan meat", synthesised and cloned not from real animals, but from cell cultures. However, real Argnu meat is still popular within the human population of many worlds.

Microchips

Microchips, nowadays, are „micro" only by their name; actually, they are more in the realm of „pico". Almost every device in common use today contains one or more chips, but also machines that are not so common, for example plasma flow regulators, fusion reactors, missiles, drones and ships. It must be noted that hacker chips are also Microchips; however, not every Microchip is a hacker chip.

Nividium

A noble and once rare metal known as platinum to humans and Nividium to Teladi, this metal has become a very common sight over the last four decades. Its value dropped considerably when several huge asteroids consisting of almost 90% pure Nividium were discovered. Today it still has some technical applications but is mainly used to make Nividium Cubes, mostly for Teladi clientele.

Ore

Ore, today, is not usually mined anymore on habitable worlds, but more or less „harvested" from other celestial bodies, mainly asteroids. As could be expected, Ore must always be refined to be of any use.

Plasma Cells

Plasma Cells have many technical applications, notably in the production of chemical compounds, warheads and plasma flow regulators.

Silicon

Silicon, required for the production of the most common types of silicon wafers, is usually mined (or „harvested", as some say) from asteroids or other uninhabited celestial bodies.

Spices

Without Spices, food rations - not only those intended for human consumption - would taste bland, unsavoury and, over time, repugnant. Easy to grow, but hard to grow to taste, Spices bring culinary joy to many individuals across all sectors.

Warhead Components

Warhead Components come in different configurations and are usually built to order and built in number by licensed defence contractors like Theonray Defence Systems. Depending on configuration, they can be outfitted with special types of antimatter cells and tool-level AGI.

Water

Essential to all known biological life forms, water has never become much of a catalyst for dispute amongst species, owing to its ubiquity in space. It is being used somewhere in the manufacturing process of nearly all goods available across the sectors, especially, however, in the production of edible goods

▲ MINING

The Albion Skunk comes prepared to mine for resources with a mining laser, a high-frequency laser device that carries enough energy to ionize traces of matter along its path. Upgrades to the mining laser will result in faster mining, allowing for quicker resource collection. While perfect for mining purposes, the mining laser is not a dependable ship-to-ship combat weapon. Upgrades can improve upon the mining laser's power against ships though, but don't expect it to be anything more useful than a last resort-type weapon.

To begin mining or order a ship in your squad to mine, you must first be in a zone with asteroids. There are two types of mining: Passive and Active. Passive mining does not have the mining ship sending out any help to mine, aside from drones to pick up asteroids that have been tagged. Passive mining will result in more ore being mined with you doing the mining manually. Active mining (also known as automatic mining) will have the ship in your squad launch mining drones and will pick up suitable asteroids without tagging from you, with the capital ship using its own mining laser to break down the larger asteroids into collectible pieces.

Large Asteroid / Medium Asteroid / Small Asteroid

To mine passively:

Fly to friendly capital ship and add to your squad.

Hail the ship and select "Passive mining assistance".

Find asteroids that can be mined. Larger asteroids need to be broken down into smaller pieces with your mining laser. Only the smallest asteroids will be able to be picked up.

Once an asteroid is able to be mined, an icon will be visible and your crosshair will show "COLLECT"

Interact with the icon to fire a tagging missile towards the asteroid. Once tagged, a collector drone from the capital ship in your squad will collect the asteroid and return it to the ship.

To mine automatically:

Fly to friendly capital ship and add to your squad.
Hail the capital ship and select "Active mining assistance". The capital ship will then begin its own mining run.

▲ BUILDING

There are more to just trading, mining and fighting – you have the ability to build ships and stations that are made to your needs and wants. Constructing a station or a ship will first and foremost need credits and resources.

Building a Ship

Building a ship is an excellent way to add a ship of your wants and needs to your squad to assist you in the X Universe.
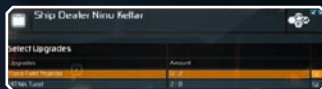
Follow the directions below to build a ship:

Land at a shipyard platform

Find the ship trader and interact with them

Select "Select ship for building" to open a menu to choose a ship you want to build

Select the upgrades you want to have on the ship and once you are finished, select "OK"

Select the drones that you want the ship to be equipped with

Once you've selected the ship, upgrades, and drones you wish to build, you'll see the final cost of the ship as well as the estimated time it'll be finished.

Building a Station

There is a certain amount of joy that can come from building your own space station to suit your needs.

Follow the directions below to get started:

Build or buy a construction ship and add it your squad. An icon will be visible as to where you can build a station, fly to it and interact with it and select "build" from the menu.

Select "Select station for construction" and pick the one you wish to build.

Select your upgrades you wish to add to your station.

If you have the right amount of credits and resources, you'll be able to get the construction started, make sure you have the proper amount!

Select "I want you to take care of. . .", then "Start and let me know. . .", then "Build this station" The construction ship will then begin building your station.

Adding extensions and upgrades to your station is simple. After the station has been complete, hail the station via the interact menu and call for the architect. You'll be able to choose to extend the station (adding new modules) or upgrade the station (add surface objects like turrets). The menus that pop up will depend on your selection, but will show available extensions and modules that can be built.

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We have put this product through rigorous tests and you shouldn't experience any problems. However, it's impossible to test every configuration and should you experience any problems regarding this product, please go to our support section at http://www.faq.kochmedia.co.uk

Here you will be able to browse through our Frequently Asked Questions (FAQ) where the most common problems are identified.

If you cannot find what you are looking for in the FAQ section, then please find contact details below or call the following numbers:

Technical Support Hotline 0906 732 9005 (Calls are charged at 1.00 GBP per minute)
Available: Mon - Fr 11am - 7pm. Weekends and Public Holidays 11am - 5pm

email: support@kochmedia.co.uk

Tips & Tricks hotline 0906 906 0015 (Calls charged at 1.50 GBP per minute)
Available: Mon - Sun 9am - 12pm
Address:
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Technical Support
The Bullpens
Manor Court
Herriard - Hampshire - RG25 2PH

Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault via our helpdesk please include the following information:

▲ Exact error message if any.
▲ Steps taken to reproduce the error/fault.
▲ Details of programs running at time of fault, including . Anti-Virus and firewall applications.
▲ Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the „Save All Information" button at the bottom. This will save a text file called „DxDiag", which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.