

Missions Guide for Frontier: First Encounters

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Introduction

FINALLY, a complete and comprehensive guide to all the hand coded missions in the game. Included are also many tips and tricks to aid you in your quest, as well as how to get around all the program bugs that occur in the missions.

The standard missions include the postings, both civilian and military, on the bulletin boards of each station. The civilian missions include searching for people, transporting people and packages, and assassinations. The military missions include transporting items, classified (a photo mission), assassination, photo reconnaissance, and bombing missions.

The following hand coded missions (the programmer wrote this specific mission into the game, versus routine missions generated by the game) will appear at certain dates in the game. The missions will be offered on the bulletin boards after the newspaper release for that month, which starts around the 25th, and decreases as the game is played. The exceptions are the Wiccan Ware Race, and the Invaluable Artwork, which are offered at the start of the game. With the exception of the Thargoid missions, there are no requirements in combat rating or military rank for any of the hand coded missions.

Some missions do not always have positive results, so remember the Golden Rule, and save the game before accepting a mission. Note the requirements for getting paid for each mission, as some require you to return to the original system where you accepted the mission on the bulletin board. Also note that the all the events in the game will still occur whether or not you take a mission, as the game will have someone else take the mission if you don't.

The missions coincide on or just before the monthly newspaper releases, which occur every 28 days starting with 00:00:00 29 Jan 3250. The following table gives the newspaper release dates for the first three years.

	3250	3251
Jan	29	28
Feb	26	25
Mar	26	25
Apr	23	22
	3252	
	3250	3251
May	21	20
Jun	18	17
Jul	16	15
Aug	13	12
	3252	
	3250	3251
Sep	10	9
Oct	8	7
Nov	5	4
Dec	3	2
Dec	31	30
		Nov 30
		29

This mission guide tells all, so if you only want a little help, then read the title and date of the mission without looking at the text below the title. That will give you the message on the bulletin board, and the date you can expect to see it. Read a little more, and you get a little more...

Wiccan Ware The Race is on! Be the first to get the Dream to Ghandi and make them all come true. Contact here to collect your copy.

Jan 3250

Rock 'n Roll is here to stay! The first mission is a race in space to see who can be the first to deliver the music group Jjagged Bbanner's new Dreamware release *Life on the Edge* to Ghandi on Wicca's World in Alioth [0,4]. It is reported in most of the newspapers. Upon arriving at Ghandi, the winner gets 1010 credits, but more importantly, a boost in reputation. This will allow you to gain another 10 percent in passenger fees, and a few offers for other special missions.

Your game starting position is Old Blackwell on Hope in Gateway [-1, 4]. Start the mission at the beginning of the game by flying to Old Curie on Hope in Gateway [-1, 4], then accept the Wiccan Ware message on the Bulletin Board. Old Curie is on the same planet you are currently on, and is 2185.72 km behind you.

As the Saker Mark III has a maximum jump range of 10.71 ly, and the distance to Alioth is 12.29 ly, you cannot make it in one jump. You will have to make two jumps, so get some extra hydrogen fuel before departing. Then jump to either

Bewagre [-1, 4] or Soholia [-1, 5] for the intermediate jump. Next month, after winning the race, you can read about yourself in the papers. Perform this mission quickly as, if you are late arriving, you will find the port full of ships, and you will not be able to land.

MEDICAL SUPPLIES wanted. Best prices paid.

1 Jan - 26 Feb 3250

Per reports in the newspapers, a plague has infected the system of Soholia [-1, 5], and they are in urgent need of medical supplies. If you just completed the Wiccan Ware Race, and are in Alioth [-1, 4], then you have many stations where you can buy the medical supplies. Transport them to Soholia and land at any station, then answer the Medical Supplies Wanted message (NOT the price offer for Medical Supplies), and sell them. You will get 2000 credits for the first ton you sell, then 3600 credits per ton for all the rest. This will also add a few more reputation points! A few round trips and you can upgrade your ship, carry more cargo, and make more credits. Continue this until it runs out in late Feb, and you will have a great ship, with lots of credits.

Save the game before going to Soholia as there will be pirates lurking about, and you will get into combat situations. Another trick is to sell all nonessential equipment from your ship, giving you additional space and credits, then load it with medical supplies for huge profits on the first runs.

Invaluable Artwork required to be transported to Beta Hydri.
Good price paid for safe transport.

1 Jan 3250

The Duval Artefact, an Imperial statue, requires transporting. Accept the Invaluable Artwork message on the bulletin boards. Then pick it up after 12:00 noon on 14 Mar 3250 at Checkovport on Conversion in Achenar [1, -4] buy landing at the spaceport and waiting. You will get a message that the Artefact has been load on your ship. Deliver it to Scott Town on Homeland in Beta Hydri [0, -2] by 4 Apr 3250, and collect your reward of 6000 credits. The newspapers will report later that the Artefact was stolen, and the Empire is not happy with you. No problem as you will laugh about it as you sip Arcturian Slispa while watching the sunset at Olympus Village.

Friends of the Valhallan Democratic Peace Party wish to arrange for a
prolonged holiday for a friend from Valhalla. c50000 paid to the right Commander.

13 Aug 3250

You are offered 50000 credits to kill Dentara Rast, Leader of the Valhallan Liberation Army. Rast will be departing on or around 2 Dec 3250 from Lowing on Valhalla in Tiliala [-4, -1]. The exact date, time of departure, ship type, and ship ID, will be given to you in the bulletin board message.

This is a standard assassination mission with the exception that you have to destroy the ship before it hyperspaces to another system. Otherwise you will not get the credit for the kill. If you succeed, you will be labeled a Fugitive in both the Federal and Imperial systems. This will cost you 10,000 credits to clear your status in each of these systems. However, your permanent record will have the charge of " Piracy and Murder " added to it. This will stay with you forever, as such is the price of fame and glory. You will also have the charge of " Unlawful discharge of Weapon " added to your permanent record, but there is a way to avoid this entry.

This requires a good ship with about 150 shields and some good manual flying. Arrive at Lowing station about a week early. After landing at the spaceport, use your outside view and Name ID to identify the target ship, then lock your navigation target to the ship (not the battle target). Now relax until the time nears for the departure: enjoy the sights of the station, check the bulletin board, service the ship, etc.. Use your Stardreamer set to maximum to accelerate time to the departure date.

About 90 seconds before the ship is scheduled to launch, request launch permission. Once received, take off, accelerate to about 150 kph with the nose up and slowly climbing. Level off at 200m, and slowly fly around the station until the ship takes off. Turn your ship to see the target ship in the front crosshairs. When the target ship is higher than you and climbing into the sky, activate the autopilot. Your ship will slowly approach and crash into the target ship. If you have sufficient shields, the target ship will be destroyed without you ever firing at it. As you did not fire, the Unlawful discharge entry will not go into your permanent record.

You can activate your communications and pay your Federal fine by remote transfer before hyperspacing out of the system (You will not be able to land at a Federal or Imperial station until the fines are paid.). Then return to the system where you accepted the mission to receive your payment.

Not enough shields? Then you will have to fire either lasers or missiles. You can use the same procedure as above, but lock the battle target to the ship. Then you will be ready to fire a missile at it after it takes off. If the ship still hyperspaces after you attack, you can follow him and usually will get the credit for the kill after finishing him off in the other system.

Now have fun reading the newspapers about the assassination, the search for who did it, the bounty offered for your destruction, and your subsequent demise. Funny thing is no one ever bothers you, and you're still breathing.

Associates of Dr Joreb Innitu of the Department of Alien studies wish him to find the gift of silence. Highest prices paid.

Military BBS - 28 Jan 3251

You are offered 1500 credits to kill Dr Joreb Innitu of the Department of Alien studies. It seems the doctor is getting a little too close to the truth about the Thargoids, and the military is not happy about it. You will find this mission in the Military postings, and not in the regular ones. Dr. Innitu will be departing on or around 2 Mar 3251 from Fort Grant on New Caledonia in Beta Hydri [0, -2]. The exact date, time of departure, ship type, and ship ID, will be given to you in the bulletin board message.

This is a standard assassination mission, with the exception that you have to destroy the ship before it hyperspaces out of the system. If you lock both the Navigation and Battle Targets onto the ship, then follow the ship closely after it takes off, it will often fly low to evade you, and crash into the planet. You get the kill without firing a shot. Return to the system that gave you the mission for payment. You will also receive military points for completing the mission.

PASSAGE REQUIRED for two hitch-hikers to Solo's Rock, Urtize [3, -4] by 25 Mar 3251. HIGHEST PRICES PAID.

28 Jan 3251

They are actually Federal spies with the need for speed...Drop them off at Solo's Rock in Urtize [3, -4] by 25 Mar 3251. Pick them up after 20 May 3251, then drop them off at Singh star port on Finn in Edethex [3, -3] by 17 Jun 3251. Take too long in doing this and they blow up your ship (in early releases of the game, there is a bug where they will blow you up anyway.). There will be lots of news releases on their activities.

BOUNTY OFFERED for the assassin of Valhallan Liberation Army Leader Dentara Rast. c50000 offered for information leading to the arrest or destruction of Jameson.

25 Feb 3251

REWARD of c50000 for Jameson Dead or Alive. [Wanted for Murder]. Fugitive last seen flying a (your ship) number (your ship ID).

If you did not take the mission, then you are offered 50,000 credits to go after the Commander who did. If you did take the mission, and reply to this message, the following message will appear.

" Well thank you Commander, that's saved us a lot of trouble. You are under arrest. Your court martial took place in your absence and you were found guilty of Crimes Against the Continued Peace of the Galaxy. Predictable if unfortunate from your point of view. Good bye. "

RENOVATION REQUIRED : The renovation committee of the Friends of Dien W"rit require structural alterations to the Rockforth Legal Academy.

20 May 3251

Per many newspaper reports, the lawyers at the Rockforth Legal Academy on Thompson's Planet in Achwada [-5, -3] have gone too far in their litigations. They have earned the wrath of many, including the family D'Writ, and the Adademy requires reconstruction. In other words, blow it off the face of the planet! Buy some MV2 missiles and shields, and head for the Academy.

The easiest way to get there is to set the Autopilot for Birminghamport, the orbiting station above Thompson's Planet. Arrive a little early and you can refuel, add missiles, etc, before attacking. After arriving at the station, use the Orbital Map and Battle Target to lock onto the station labeled 'rontier' on the surface of the planet. That is the Academy. Then, select a system to Hyperspace to after the attack run is completed, as you will be too busy to do this during the attack. As the Committee has a diversion planned, launch and manually fly down to the Academy on the evening of 2 Aug 3251.

Come in LOW and FAST as you will be greeted by the Rockforth welcoming committee, a swarm of ships all firing at you! This is serious combat as there are Imperial Couriers with some big lasers pointed in your direction. They keep coming forever, so take out the ones you have to, and dodge the others with maneuvers and acceleration, but keep moving towards the Academy. When you are in range fire your missiles, then pull the nose up and accelerate. At 11,000 km hyperspace away. Return to the system where you accepted the mission for your 10,000 credit payment.

Completing this mission will require that you have a fast ship with sufficient shields and weapons for combat. You will also need excellent manual flying and combat skills to survive. The faster you approach the Academy, the less time their ships have to respond, and the less number of ships you will have to deal with, so perfect your manual flying at high speeds. You will use this often in the game.

TRANSPORT REQUIRED for single visitor to Thompson's Planet.

20 May 3251

Interesting this mission comes up at the exact same time as the Rockforth Legal Academy. Transport the visitor around 1 Aug 3252 to Yorkville on Thompson's Planet in Achwada [-5, -3] and collect 6000 credits upon arrival.

DOLPHIN TRANSPORTER REQUIRED. Help cheer up Junior the lonely dolphin.
Deliver a friend to keep him company. Good price paid to careful driver.

17 Jun 3251

The RIG newsletter has been drumming up support to get Junior a friend. Pickup Junior's friend at Fort Cousins on New California in Liaququ [2, -2] and deliver him to Edmunds on Tracy in Fawaol [2, -3]. You will then collect 2000 credits. So what is the problem? The ports are unusually busy. Even with 4 landing pads at Fort Cousins, you may have to wait around until you can get clearance to land. Edmunds only has two pads so count yourself very lucky if you get in on the first time. Just rough land near the station and use the Stardreamer and Scanner to await an open pad. Then request landing clearance, get it, and land at the pad.

CULTURALLY INCLINED transport required to
return the 5-Furries Statue to its rightful home.

19 Apr 3252

Collect the Statue and deliver it within a three day period in Jul 3252 from Fort O'Brian on Emerald in Cemiss [-2, -2], to Oliverport on Goldstein's Rock in Eridani [1, 0]. Ignore the dates. Just go do the mission immediately after accepting it, and collect 6000 credits.

HITCH-HIKER STRANDED on the outer system of Mairgre [-8, -3]. Close
relatives will pay for Commander to find and return to any Federal Base.

19 Apr 3252

Jan Thikka is stranded and needs to be picked up on 18 Jul 3252 at Camp Campbell on New America in Miargre [-8, -3]. You will need a ship with a good hyperspace range to get there. You will also need to arrive a week early because there are only two landing pads, and they are always full. Land near the station and use the lower Stardreamer settings to pass the time. Carefully watch the station and your Scanner for a ship liftoff, then quickly set the Stardreamer to normal time, and request clearance to land at Camp Campbell. Once clearance is given, manually lift off and land at the designated pad. Now wait for Jan to arrive on 18 July, then transport Jan to any station in a Federal system to collect 2000 credits.

INFORMATION FOR SALE : I have information for sale that may
be of interest to friends or colleagues of Jo Merion of Olwain.

Jul - Sep 3252

This person tells you that he has some details of Mic Turner's last words. The message is posted intermittently for 1-2 days, then removed. For example, at Fortress Culloden the message displayed on Aug 31, Sep 5, 17, 23, and 27. After paying 50,000 credits, you get the following message:

" According to Jo, Mic Turner was destroyed by a Military Defence Satellite which transmitted the ID of the ' Turner's Quest ' to INRA. You will need a Transmission Jammer and a Nuclear Missile to successfully destroy the Satellite before you can safely leave the system. The best way to get them is to take on a secret mission from the Imperial or Federal Navy. They will give you what you need. "

This message gives you the information about the needed items for the trip. As you are reading this guide, you already know what you will need, and you can keep your credits.

This message was found in the Alioth system AFTER the completion of the Thargoid missions. Donate 10,000 credits and the following messages appears:

"You were obviously a friend of Keil's. I'm sorry not to have met you before. Perhaps you would like to join our new group, the concerned Friends of Keil Newent? We are attempting to find out why Keil was killed and are currently pooling out information.

"Yes, Thank you. I would like to join. Please include me on your mailing list."

Accepting the offer also suggests that you will be notified later of new information. However, subsequent contacts only repeat the following message:

"So far all we know is that Mic Turner was trying to locate a secret base in the northern sector - one of the co-ordinates was 32. We have not yet found the second co-ordinate. We also believe that the system may have an INRA defence satellite in place."

The Thargoid Missions

These missions are the best, and the worse, in the game. Best, as you will get access to the most powerful ships in the universe, and make huge profits. Worse, as the programming bugs can kill you just as easily as the enemy ships. The hand coded mission data at times conflicts with the running routines in the program. Thus the game will intermittently hang up, or the Navigation Target will not lock (flashing square) onto an object, or routines that should come up next don't. Many a player, and even programmers, have become frustrated with these problems. Never fear, as the following information will escort you safely through each level of the missions. Now, more than ever, remember the Golden Rule and save the game.

Whenever the program starts acting up, the hand coded mission data is conflicting with the registers. This is easily resolved by resetting them. From a playing point of view, all you have to do is to start a new game. So, if you save your game, verify the save, start a new game, and then reload your save game, all will be fine. Thankfully, all the controls you need to do this are built into the program.

The procedure is called the **GAME RESET**. When the program causes problems and you still have control, go to the options page (click on the Stardreamer pause twice) and save the game, then reload the game to ensure the save was successful. 'Most' of the time it will save fine. If it does not, then save it again, and retry the load until it does. Go back to the options page and click on the 'start a new game' button. When the introduction animation starts, click the left mouse button and the new game load is complete. Go to the Options Page again reload your saved game. This will resolve the problem each time it comes up.

A **REGULAR GAME SAVE** will be to simply save the game. You can also reload the game to verify that it saved correctly. However, if your version seems to save the games OK, then this might not be required. Your option.

If the program totally locks up, then reset the computer and load your previous game save.

Perform a **GAME RESET** during any docking sequence with an alien craft. Also, keep the Stardreamer at normal time during the docking sequence, as accelerated operation prevents the next sequence from loading. Finally, perform a regular game save whenever you arrive at your destination system. Follow these procedures and you will happily complete the missions.

You will need a Competent or higher combat rating to qualify for the missions. You will also need to acquire a Transmission Jammer and Nuclear Missile from the Military. To get access to the equipment, you will need to be at least a Colonel in the Federal, or a Baron in the Imperial Navies.

The Hidden System [32, 32]

TURNER'S REQUIEM Tickets available here for Mic Turner's memorial service. All donations go to the new Quest maiden voyage.

30 Sep - 6 Oct 3252

Accepting the following mission will double your credits, so maximizing your credits by selling your ship and equipment before answering the message will give you even more profit. Go anywhere in Alioth [0, 4], preferably New Rossyth on Argent's Claim (that's where the shipyard is), and answer the Turner's Requiem message. This message will appear as early as 30 Sep, and will remain as late as 6 Oct. It will always be there on 4 - 5 Oct. Buy a ticket for 10,000 credits. If you meet the qualifications, the following message appears:

" We don't require further credit, you have given enough to show your commitment. We require a Commander to re-trace Mic Turner's steps in order to find out what happened. You are of suitable skill and seem to have the necessary commitment. Would you be interested in taking on this mission? "

Accept the mission and the following message appears.

" You are now in possession of the ARGENT'S QUEST - the most powerful ship in the known Universe. You must travel immediately to the last place that Mic explored - the Hidden System at 32, 32. We believe the Turner's Quest is still there - you should photograph it as proof of your successful arrival. It is also likely that Mic's Flight Recorder will be there - either in or near the ship. Please return it to us. You have enough fuel to make the return journey and your weapons should ensure your survival. Take Care. You will make a lot of enemies this way. Please launch now. Good luck. "

You now have the Argent's Quest which includes lots of equipment, a class 4 military drive with a 94.33ly jump range, and your credits have doubled! You also have the StowMaster Fighter, a souped up version of an escape capsule with weapons and hyperspace capability. To successfully complete this mission also requires a Transmission Jammer and a Nuclear Missile. You will need to accept a bombing mission from the military to get them. As you will not actually do the bombing mission, you will fail the mission, and the military will deduct 18 points from your ranking. If you have 18 or less points since your last promotion, you will be reduced one rank. No problem as a few earned points later can always get it back. Note that the Transmission Jammer is automatic in operation as there are no controls for it.

Selling all of your shields and the Large Plasma Accelerator (in Gateway [-1, 4]) will greatly increase your cargo space. You will need a minimum of 100 tons of military fuel to complete this mission, so buy additional fuel. Fly to Pleione [32, 32] which is 333.88ly away from Alioth. Dump your radioactives along the way if you desire. Upon arriving you will get a restricted military space message - ignore it. Save the game. Then locate and destroy the defense satellite which is located in orbit around Pleione 4b (If you don't, INRA fighters will attack you wherever you go, forever...). The satellite will have an ID of two letters and three numbers, for example NR-527. Turn on the Text Labels and use the Orbital Map and lock the Navigation Target onto the satellite, then use the Autopilot to fly to it. Large gravitational forces exist in this system, so reduce your Stardreamer settings as you near the satellite for effective control of your approach. Turn the autopilot off just before arriving (or you will crash into the satellite) and manually fly to within 30 km of the satellite. Lock your Battle Target onto the satellite and fire the Nuclear Missile.

During your travel time to the satellite the following message will display.

" Thargoid Clone Leader to Followers: All drive engines destroyed. Hyperspace no longer possible. All followers withdraw to Forward Base 2. The ship is highly infectious. Clone members preparing to die. Do not attempt to board. Repeat, do not attempt to board. "

Once the satellite is destroyed, locate the nearby Turner's Quest. Near the Quest will be many cargo canisters floating in space. The Flight Recorder will be in with them. Fly to the Quest, but do not get any closer than 0.30km as the program will have you crash into it before you actually get to it. Take some photos of it, then cruise around and use your Tractor Beam Cargo Scoop to pickup the canisters and the Flight Recorder. If you are 2km or more from a canister, you can lock the Navigation Target onto it, and activate the Autopilot to recover it. If a canister is moving relative to you, then lock the Navigation Target to it, manually center the crosshairs on the canister, and "follow it" until it settles in the center of the screen, then activate the Autopilot.

Another ship labeled " ???? " will also be in the vicinity. Approaching it will soon reveal a breached Thargoid ship. Floating near it will be many canisters, which your Text Labels will identify them as alien artefacts! Scoop them up as well. You now have the photos, Flight Recorder, and an additional 20 tons of commodities. It's been a good day. Time to return to New Rossyth.

The Flowers Mission

This mission activates should you fail the first mission to the Hidden System [32, 32]. You can deliberately choose to do this just for the fun of it. Otherwise, skip this section and go to the Hidden System [0, 76] mission.

If you return from Pleione to New Rossyth without the Flight Recorder, you can still continue the Thargoid missions. The following message will appear when you land.

“ Commander (your name), You have failed to collect Mic’s Flight Recorder. This was a major part of your mission. You are not as competent as we believed. We are prepared to allow you to retain the ‘ Argent’s Quest ‘ for another, smaller mission to rectify the gap in our knowledge. Are you interested? “

Accept the mission. The following message will appear.

“ Good. You have a chance to redeem yourself. INRA have a Northern base on Liaethfa at sector co-ordinates [0, 7]. We have an agent on Gold who requires urgent pick-up. Go to Werner Star port and look on the Bulletin Board for an advertisement relating to floral arrangements. If the color code is RED, answer the ad. If it is GREEN, leave immediately and return here. Please leave now. “

Upon arrival at Werner Star port, you will find the following message on the bulletin board.

“ **INTERGALACTIC FLORA AND FAUNA INC** has an urgent delivery of Old English Roses to be made to before tomorrow to a relative in RED square. All options considered. “

Answer the ad, and the following message will appear.

“ Thank you. My cousins will be most grateful. Your ship ID suggests that you come from Alioth. Co-incidentally, that is where the delivery must be made. Will you take it? “

Answer yes. The agent will board your ship and say, “ I suggest we move out as fast as this thing will go. “

Take off and return to Alioth. Upon landing at New Rossyth, the following message will be displayed.

“ Commander (your name), our agent has recovered the log from Mic’s escape capsule. Apparently Mic found another Hidden System with a Thargoid Shuttle and we believe it may still be functional. Would you be interested in a new mission to investigate it? “

Accept the mission. The next screen to appear will be the one you would get if you had originally brought back the Flight Recorder. Note that this smaller mission is actually easier than going to Pleione to get the Flight Recorder. You may now continue with the Hidden System [0, 76] mission.

The Hidden System [0, 76]

Upon your return to New Rossyth, your cargo will be checked, and the following message will appear.

“ Well Done, Commander. We will examine the photographs in detail. In the meantime, the Flight recorder read-out has revealed the existence of a second Hidden system. Mic found a Thargoid Shuttle there and we believe it may still be functional. Would you be interested in a new mission to investigate it? “

Accept the mission and the following message appears.

“ Thank you. We have serviced the ‘ Argent’s Quest ‘ and added a Nuclear Missile and Transmission Jammer that you will need. The second Thargoid Base is at Polaris [0, 76]. Please go there immediately, and return here when you get back to human space. Thank you. “

Once again, you will not require shields or the Large Plasma Accelerator. You will need military fuel and plenty of it! Stock a minimum of 300 tons, more if you can.

Fly to Polaris [0, 76] which is 572.44ly away from Alioth. Dump your radioactives along the way if you desire. Upon arriving you will get a restricted military space message - ignore it. Save the game. Then locate and destroy the defense satellite which is located in orbit around Polaris 3d. The satellite will have an ID of two letters and three numbers, for example NR-527. Turn on the Text Labels and use the Orbital Map and lock the Navigation Target onto the satellite, then use the Autopilot to fly to it. Large gravitational forces exist in this system, so reduce your Stardreamer settings as you near the satellite for effective control of your approach. Turn the autopilot off just before arriving (or you will crash into the satellite) and manually fly to within 30 km of the satellite. Lock your Battle Target onto the satellite and fire the Nuclear Missile.

Bring up your Navigation Computer, and click on the '????'. The Autopilot will fly you to the Thargoid Shuttle, which is in orbit around Pleione 4b about 95 Au away. Accelerated travel tricks work fine here as there will be a docking sequence upon arrival.

Once the docking sequence starts, Perform a GAME RESET. If this is not done, then the upcoming communications with the Thargoids may not occur. Now complete the docking sequence using normal time.

After docking, notice the change in the texture of the interior. By entering the Thargoid Shuttle, you have now been 'teleported' to another Shuttle in the system Miackce [37, 144] which is 1162.76 ly from Alioth! This only works one way, so you will later have to fly back on your own. Its good that you bought all that military fuel!

Launch from the Shuttle and you will be surrounded by many Thargoid ships. As long as you do not fire at them, they will not fire back. However, they will escort you wherever you go in this system.

Bring up the Navigation Computer, and you will see two '????' listed. The second one is the Shuttle you just exited from. The first is a Thargoid station which orbiting around Miackce 1 at about 10 Au distance. Click on the first one and the Autopilot will fly you to the station, and another docking sequence will start. During the flight, the following message will appear.

" Incoming message from the Thargoid Clone Leader. Message reads:
Thargoid Clone Leader to human ship. We fire only in self-defence. If you agree to our demands you will be safe in Thargoid space. Please dock in our Leader Ship so that we may disarm your ship. Message ends. "

The Thargoids like shields, and weapons, and will take them from you. As you did not bring them, tough luck.

This message must appear before you enter the station. If it does not, start a new game, then reload your last save game. Again, use normal time during the docking sequence. A trick is to save the game during the docking sequence when you are exactly 0.30km away. When you reload, after loading a new game, the time to dock will be short, but also long enough to get the message just before the docking sequence is complete.

Upon entering the station, the following message will appear.

" Incoming message from the Thargoid Clone Leader: You have been to Pleione and Polaris. We believe that you are here for personal gain and wish to make you an offer that it will be in your interest to accept. If you do not wish to consider our offer, you may request launch as usual and we will release your ship. You should depart immediately before the ' Argent's Quest ' becomes terminally infected with the INRA mycoid. If you intend to stay and accept our offer, please click ' YES '. Message ends.

If you do not accept the offer, you will be immediately launched by the Thargoids. They will not make the offer again.

Accept the offer and the following message will appear.

" Incoming message from the Thargoid Clone Leader: Thank you for your trust in us. Our proposal is this: We require the Vaccine to combat the effects of an engineered micro-organism which is infecting our ships and our systems. We know that it exists in large quantities in underground bunkers on the INRA research base at the planet Hotice 1 in the system of the same name at co-ordinates [-3, -2] measured from the zero point of your star Sol. We request that you travel there and recover the stocks. If you accept, we will provide you with the equipment required to lift the stock from the bunkers and we will also replace your weapons with others of significantly enhanced fire power to increase your chances of surviving both legs of the journey. If you succeed, we will give you, on your return, a Thargoid War Ship plus access to other areas of our technology and the Friendship of perpetuity of the Thargoid race. If you wish to accept our offer, please indicate as before. Message ends. "

If you do not accept the offer - Big Mistake. The following message will appear.

“We regret that you now know our weakness. You cannot be allowed to leave here. Your decision is regrettable. Go to your gods in peace. “

Your ship is destroyed, leaving you in the StowMaster fighter. You are in the launch bay and free to move, however the Thargoids outside are firing at you. You have a jump range of 21.42 ly and 2 tons of fuel, so you can make it to another system, but that is all. At best, you will be stranded on a remote world.

Accept the mission and the following message will appear.

“ Incoming message from the Thargoid Clone Leader: Thank you. Your ship has been equipped with a Thargoid Laser and a rack of Thargoid missiles. These are far superior to those which you were previously armed although none of them contain nuclear warheads and will not extend their damage beyond the area targeted. The mining machine will collect Vaccine if you place it onto a breached bunker.

You may safely leave now and should leave our systems immediately to avoid contamination. If you return with the Vaccine, you will be made most welcome, Go in peace. Message ends. “

The Thargoid laser will destroy any ship with one shot, and takes a long time to heat up. The missiles are invulnerable to any ECM, and never miss. They are the best weapons you can get! Request launch permission and launch from the station. Prepare to hyperspace back to human space. You are now ready for the mycoid mission.

The Mycoid Mission

It was a long trip from Miackce, with about 12 jumps across 1200 light years! Upon returning to human space, stop and replenish your ship, including servicing the drive and equipment. Do not return to Alioth as they will expect you to return their ship to them. Tau Ceti [0, 0] is a good port as they have a good selection the equipment, and radioactives are legal. Also install 20 shields as they will be helpful later. Once you are ready to go, hyperspace to Hotice [-3, -2].

Upon arrival save the game, then use the Orbiter Map and lock the Navigation target to Hotice 1. Activate the Autopilot and fly to the planet. There are usually quite a few INRA ships to deal with on the way in - good that you installed the shields! Upon arrival locate the crash site by visual on the planet, or use the Orbiter Map. Lock your Battle Target onto the crash site (so you can get distance readings), and fly to it manually. hover over the bunker and fire a quick laser shot at it to breach the walls.

Soft land next to the bunker at about 1.5km distance. Any closer, and your ship will rub against the bunker, with a loud thumping sound to let you know. Unload the mining machine and IGNORE all status information it gives you, except for unload and load. Wait one minute, then reload the mining machine. Check your cargo hold and you should have one ton of ‘ mycoid vaccine ‘. Lift off and hyperspace to Tau Ceti.

Replenish your ship again and be sure to buy at least 160 tons of military fuel. You can keep your shields this time. When you are ready to go, request launch permission and launch. Prepare to hyperspace to Miackce.

Thargoid War Ship

Go directly to Miackce, and not via way of Polaris (teleporting won't work this time as the Thargoid Transporter in Miackce is no longer there). Upon arriving at Miackce, use the Navigation Computer and click on the first ‘ ???? ‘. The Autopilot will fly you to the Thargoid station. During the trip, the following message will appear.

“ Incoming message from the Thargoid Clone Leader: Please dock with our ship as before. Message ends. “

Perform a GAME RESET during the docking sequence, then complete the docking sequence using normal time.

Upon entering the station, the following message will appear.

“ Incoming message from the Thargoid Clone Leader: Your mission has been one hundred percent successful Commander. We are in your debt. If you wish to wait, we will create for you a modified Thargoid War Ship that will far exceed anything you have ever commanded in drive power and military capabilities. It will take some time to create a ship that is free of infection and we suggest that you enter your altered time state to reduce the tedium of the wait.

Alternatively, if you wish to leave us immediately, you may request launch now and we will furnish your ship with items which, if traded will bring you untold wealth. Please indicate as before if you wish to stay with us and collect the warship, Message ends. “

You can keep your current ship and they will fill your cargo hold with Alien Artefacts. You also get to keep the Thargoid Lasers and Missiles. You will have to return the ship to the owners upon your arrival at New Rossyth. Not a good deal.

Accept the Thargoid War Ship! Set the Stardreamer to the middle setting (3rd arrow from the bottom), and after 12 minutes game time the following message will appear.

“ Incoming message from the Thargoid Clone Leader: Welcome aboard your new ship, Commander. It will respond to similar commands as your previous ship although there are some changes which you will discover as you progress. Your cargo hold contains goods which will bring you inestimable wealth on your trading market. We will follow you now to your own systems and will attempt to negotiate with those who sent you here. We suggest that you launch now and return to your home worlds. Message ends. “

Well, if they are following, then their stealth technology is perfected! There is no indication of any ships following you back to human space. However, later newspaper releases will have continuing interaction between the Thargoids and the rest of the galaxy.

As you are now a friend of the Thargoids, you can dock at the Thargoid Transporter in Polaris, where you will have full docking privileges. Who better to service your ship than the Thargoids? You can also dock with the Leader Ship in Miackce , but it does not have any services.

You now have a base from which you can search for the Thargoid home world. The communications and Journals suggest this system is out there somewhere. Maybe there is a Thargoid system where you can buy some interesting items. However, no one has reported finding this system.

The Thargoid War Ship includes 4 Thargoid Lasers, 8 Thargoid Missiles, 12 Shields, a class 4 Military Drive with a 659.34 ly range, 70 tons of military fuel, and 65,323 Alien Artefacts as a reward for the Mycoid vaccine.

If you accept the Thargoid Warship, then save the game, you will lose the 65,323 alien artefacts when reloading the game (That's why the game save is important before entering the station.). The number of alien artefacts is reduced to 100. So, to get them all, you have to fly to a station and sell them, then save the game. Getting home will not be an easy task as the Thargoid Warship has minimum navigation equipment, so your approach will be manual all the way. Prepare to hyperspace to New Rossyth.

Completing the Missions

That was a much better trip! Two jumps and about 20 tons of fuel used. Upon arriving in Alioth, use the Orbiter Map to locate New Rossyth on Argent's Claim by Alioth 4. Lock the Navigation Target onto New Rossyth, and then fly there manually. With all the manual deep space flying you have done, this should be easy by now. Request landing clearance, and land. You made it! You will be praised beyond all measure, and you get to keep the Thargoid ship. The following message will appear.

“ CONGRATULATIONS Commander! You have succeeded beyond our wildest expectations. You are free to go now - the Galaxy is yours to explore as you wish. You will be aware that both the Federation and the Empire have outlawed you. Take care if you approach their systems. The Alliance remains your friend and New Rossyth Shipyards will continue to service your new ship whenever you require it. Our engineers are looking at your new Thargoid ship at this moment. I am certain that we will be able to learn a great deal from it. THANK YOU GO IN PEACE... “

A bit of public relations hype here, as the Feds and Imperials have not outlawed you. It seems the Alliance wants to ensure that anyone flying around in a Thargoid ship is their friend!

After you have played all the missions, and understand them, there are many other possibilities as to how to complete the missions. For example, how about going directly to Miackce after you obtain the ' Argent's Quest ' ?

Now its time to design your ship! The maximum capacity that the ship will take is 65,535 tons, including hull, cargo, and all equipment (exactly how much does a Thargoid Laser weigh?). If you exceed this limit, then when you reload your saved game file, you will only have a 100 ton capacity, and 100 Alien Artefacts. Not good after all that work!

Here is one working solution. After landing at New Rossyth, sell enough Alien Artefacts so that you have 59, 500 left. Buy enough Military fuel so that you have 500 tons. Your cargo should now be 60,000. Now go buy everything you can on the equipment board, including 2 MV2 Missiles, 200 passenger cabins, 10 mining machines, and 988 shields (you already have 12 = 1000). Might as well service the drive and equipment, THEN save the game. Upon reloading you will have all the equipment installed, and still have a cargo capacity of 60, 000 tons! Not bad at all.

Another limit is the amount of shields you can have. 1023 is the limit, as going over this reverts the amount of shields to zero, and you start again. Meanwhile, you lose all the money you spent for the first 1023!

You can now sell alien artefacts to your heart's content. A good place to sell is in the Zaeex system [3,-2] where the bulletin board can bring over 6000 credits per ton. However, a money limitation exists in the game. As you exceed 214 million in credits, your credit value goes negative! Then you will not be able to buy anything until you sell another 214 million in credits, and the credit value starts going positive again. The change takes place at 214,748,364.8 credits. Adding 0.1 results in a display of -214748364.7 credits, and you're broke. So it is a good idea to keep your maximum credits to around 200 million.

A neat trick you can do is sell some of them, then donate funds to a charity. Repeat this until you have the number of credits you want, and all the Alien Artefacts are sold.

Ok, your are a really bad pilot, and somehow manage to destroy this ship. Fly your escape capsule to a station, and you will receive your Thargoid ship back, including all equipment. There will probably be some hull damage.

So plan your ship design carefully, and you will end up with a Thargoid War Ship with 60,000 ton cargo capacity, a 659.34 ly jump range, and all the goodies including Class 4 Military Drive (actually rated a Class 20!), 1000 shield generators, 4 Thargoid lasers, 8 Thargoid missiles, and 200 million in credits. Still have a few thousand kills before obtaining an Elite rating? With this ship it will be easy.

You have also proven your abilities in piloting a ship in deep space, as well as all the manual maneuvers for approach and docking. You have survived pirates and INRA fighters, and know how best to use your ship and equipment for any given situation. The universe is yours to explore, and the core of Elite awaits...