

X REBIRTH

GAME MANUAL



EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long 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 suggested when children are using a 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.

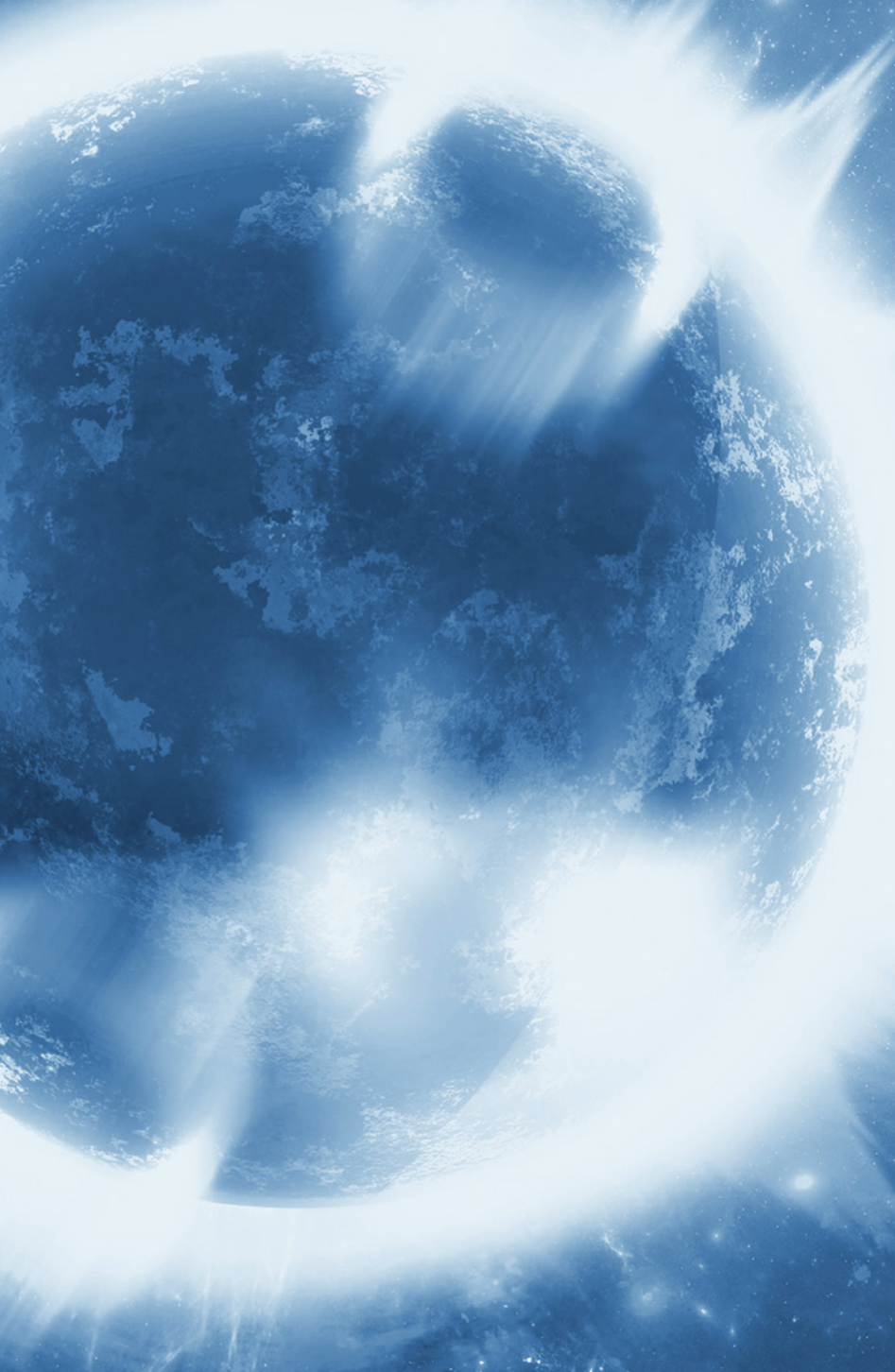
PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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1. GETTING STARTED

1.1. SYSTEM REQUIREMENTS

1.1.1. MINIMUM SYSTEM REQUIREMENTS

- ▲ OS: Windows 8 (64-bit), 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

1.1.2. RECOMMENDED SYSTEM REQUIREMENTS

- ▲ OS: Windows 8 (64-bit), 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

1.2. TROUBLESHOOTING

1.2.1. 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 minimum and 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, and 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, 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, 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.

1.2.2. 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.

- ▲ One of the most common causes of sound errors are audio codecs. Try removing, adding, or adjusting their priorities in Control Panel.
- ▲ Sound errors can also be caused by a corrupt game installation, particularly one where the wrong updates or patches have been installed.
- ▲ It's recommended to have a separate sound card (i.e. not onboard) and drivers really can make a difference. Many problems occur because of poor sound hardware, poor sound drivers or incorrect audio codecs.

1.2.3. 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 installation disc is clean, and update the drivers for the optical drive, if needed.
 - ▲ 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.
- ▲ Make sure that you have downloaded and installed the latest updates and patches. Check that you have installed the right versions for your copy of the game, and that you have installed them to the correct location.
 - ▲ 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 stuck with a single, corrupt save.
 - ▲ 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:

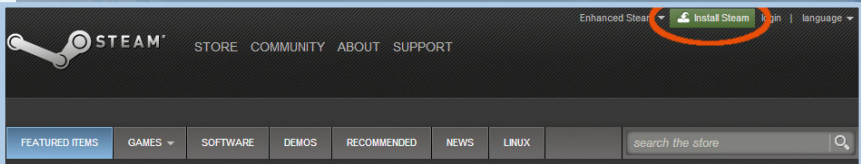
- ▲ Exact error message, if any.
- ▲ Steps that should be taken to reproduce the error/fault.
- ▲ Details of programs running at time of fault, including Anti-Virus and firewall applications.

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

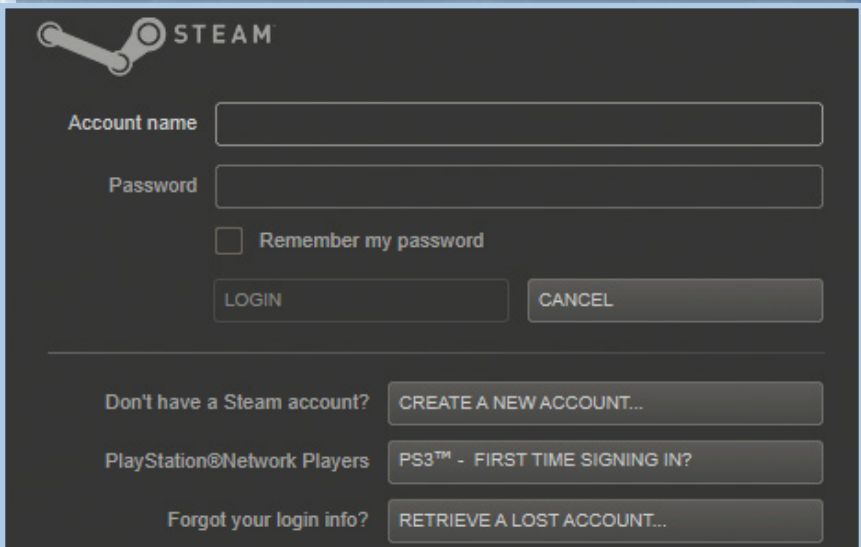
- ▲ Click the START button on your Windows task bar, and then click run and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the “Save All Information” button at the 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.

1.3. PURCHASING AND INSTALLING ON STEAM

X Rebirth requires Steam to activate and play. If you do not have Steam or a Steam account, please visit www.steampowered.com and select “Install Steam” from the upper right hand side of the page. You will be brought to another page, and then select “Install Steam Now”. Your web browser will ask where you want the file to be downloaded and then will begin downloading.



Once the program has finished downloading, start up the file and the Steam client will run, follow the dialog boxes that come up to properly install. Once the Steam client is finished, you will be presented with a box to either input an existing account (if you have one) or to create a new one. Creating a new account requires an email account to verify the Steam account.



If you already have Steam client and have already pre-ordered X Rebirth, the game will automatically begin downloading on its release date and time. If you are purchasing X Rebirth on Steam for the first time, add the game to your cart and select "Purchase for Myself". If you have entered in your credit card information on your account, make sure that it displays the correct payment method and billing address in the Review and Purchase screen.

After ticking the box for agreeing to the Steam Subscriber Agreement, selecting purchase will charge the amount to your credit card and add X Rebirth to your Library.

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.

1.4. 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 right-clicking on X Rebirth in your Library and selecting the "Properties" menu item. 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.

2. GAMEPLAY

2.1. 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. Refer to “Modifying X Rebirth” for additional information.
- ▲ 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?

2.2. 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 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.

2.3. THE STORY OF X REBIRTH

The system of Albion, once part of the mighty Argon Federation has been cut off for decades. The failure of the Jump Gates left the people of Albion to fend for themselves in their harsh system. After years of power struggles, the influential Plutarch Mining Corporation rose to power but stability has its cost. You are Ren Otani, Captain of the Albion Skunk. Along with your co-pilot Yisha Tarren you are thrown into a universe reopening and conflicts old and new.

2.4. 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.

2.4.1. MOUSE AND KEYBOARD CONTROLS

Flight Control

There are two different steering modes for the player to use with the mouse in X Rebirth. To switch steering modes between keyboard to mouse, 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 (Allows sub-menus to be opened)
	Confirm selected item in tables
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 zone map
, (COMMA)	Opens sector 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. This is stored at Documents/Egosoft/X Rebirth/screenshots. Multiples can be made without worry of overwriting.

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
SPACE	Jump
CTRL	Crouch
Left Mouse Button	Interact

2.4.2. 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.

2.5. TRAVELING IN SPACE

Traveling in space 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 superhighways.

2.5.1. 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 draft off of the ship's gravity wake, 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.

2.5.2. SUPERHIGHWAYS

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

2.6. 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.

2.6.1. 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) and 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

2.6.2. 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

2.6.3. 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 the weapon to cease firing 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 go too hot! At 75% the bar will turn yellow, with the bar turning red at 100%.



2.6.4. 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. Missiles and other objects are sometimes dropped by destroyed ships and can be scavenged by flying over them. You will be given notification when the item is picked up.



2.6.5. 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 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 first be close enough 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.



2.6.6. 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.

If using a controller, select the ability by holding the stick in the direction of the ability and press A. The selection of the ability will be highlighted in relation to the direction of the stick's movement.

2.6.7. 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 tasks. 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 maneuver and move.

A drone 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.



AI Drones

Interceptor URV	Launches AI drone with Pulse Masers
Intrepid URV	Launches AI drone with Plasma Repeaters
Overrun URV	Launches AI drone with V Crushers
Smart Defense	Launches all AI drones at once

Player Drones

Assassination ROV	Launches player drone with fight ability
Beholder ROV	Launches player drone with scan ability
Trojan ROV	Launches player drone with hack ability
Traitor ROV	Launches player drone with demolition ability

Scanning with Beholder Drone

There are times where using the Beholder Drone to scan ships or stations is a prudent and necessary action. After selecting the Beholder Drone to pilot, fly towards the ship or station you wish to scan and target it. Once you are in range, interact with the target and select Drone Scan. A waypoint bracket will appear on the target, complete with a mission objective bar. Get within 30 meters of the waypoint target indicator and right-click. You'll hear a rising tone indicating that the drone is scanning and once complete, another target indicator will appear. Repeat this process until the mission objective bar is full.

2.7. DOCKING

Docking on space stations and ships is 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



Repair Platform



Shipyards



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 for 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



Commander



Mission Actor



Engineer



Ship Trader



Manager



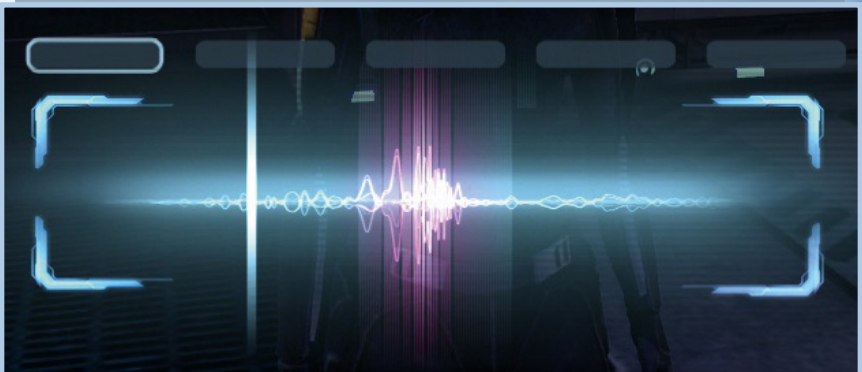
Trader

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 an 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 for it to land at the highest point in the graph. 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.



2.8. TRADE

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 change all of that.

A smart trader is a wealthy trader!

2.8.1. 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

Wares sold by Stations

Rahanas (Energy) (V2)
 Albion / Far Out / Exhaustless Mines
 Planned Trips: 0
 Overall Cargo Capacity: 7,596 / 110 k

Categories: 2 All Bulk Container Energy Liquid

Ware	Distance	Amount	Adj.	Price	Total Price
+ Antimatter Cells	0G - DJ	5,859	+1%	168.09 Cr	984,839 Cr
+ Ion Cells	0G - DJ	5,009	+1%	161.34 Cr	808,152 Cr
Meat	0G - DJ	32,506	-14%	48.08 Cr	1,562,400 Cr
+ Plasma Cells	0G - DJ	6,595	-3%	145.12 Cr	957,066 Cr
Spices	0G - DJ	26,301	-15%	24.57 Cr	646,216 Cr
+ Wheat	0G - DJ	28,664	-8%	12.83 Cr	367,759 Cr

297x Antimatter Cells for 49922 Cr at AES Cell Fab Matrix I in Albion / Far Out / Woodland Pasture

Back
To Offers
Details
Next

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, total price, which station 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).

2.8.2. 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 are remainders of the processes by which raw crystals are harvested and shaped. They find their main use in scanning arrays and 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

Meat comes in a great variety. Recently, the most sought-after type is so-called "vegan meat", synthesized 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

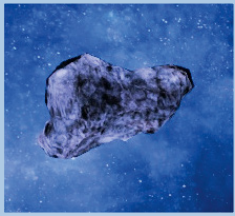
2.9. MINING

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

2.10. BUILDING

There is more than 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.

2.10.1. 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



Ship Dealer Ninu Kellar

Select Drones

Drones	Stock	Your Ship (0 of 150)	
Cargoite URV	137	0	SE
Construction URV	103	0	SE
Interceptor URV Mk 1	161	0	SE
Interceptor URV Mk 2	190	0	SE
Intrepid URV Mk 1	171	0	SE

- ▲ 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.



Ship Dealer Ninu Kellar

Building costs for Rahanas (Container)

Name	Amount	Price
Energy Cells	244	1,068 Cr
Food Rations	116	3,141 Cr
Microchips	24	33,510 Cr
Bio-Optic Wiring	22	42,380 Cr
Reinforced Metal Plating	14	61,130 Cr
Scanning Array	10	130,811 Cr
Podkletnov Generators	8	243,468 Cr
Plasma Flow Regulators	4	157,716 Cr
Fusion Reactors	4	104,412 Cr
HITMA Turret	2	57,242 Cr
Total Price		2,942,009 Cr
Own Account		2,837,992 Cr

2.10.2. 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, you’ll be able to get 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.

2.11. CAPTURING SHIPS

Capturing ships are an easy way to save credits and sometimes might be required for a mission. Adding the ship to your squad will require a captain, so be sure to have one on hand. To capture a ship, follow the directions below:

- ▲ First hire a marine officer. Afterwards, find a recruitment officer and hire 20 marines.
- ▲ Once you have your marine officer and 20 marines hired, find a capital ship you wish you capture. Target the ship and open the interact menu and select board. Be sure to be close enough to select this option and note that not all ships can be boarded and captured.
- ▲ Take out the jump drives and the all the engines on the target ship.
- ▲ Protect your marines while they board, surely no one is going to give up a perfectly good ship.
- ▲ The ship target outline will turn green once it is captured. However it will take a few minutes before it can be added to your squad.
- ▲ Once added to your squad, dock with the ship and instruct the captain to work the ship.
- ▲ Talk to the marine officer on board the captured ship and instruct him and the marines to return to the Albion Skunk.

If all goes to plan, you now have added a capital ship to your squad!

3. GAME SETTING

The X Universe is full of unique characters, ships, factions, and more. There isn’t enough room to fit everything you’ll run into out there, not to mention there are unknowns that need to be discovered. The more you explore, the more that will be added to your Encyclopedia.

3.1. CHARACTERS

You'll run into a host of unique and intriguing characters in the X Universe. Some can be counted on as allies, some you'll have to keep your eye on...

Ren Otani

- ▲ Represents: The Player
- ▲ Species: Argon
- ▲ Gender: Male
- ▲ Age: 24
- ▲ Also Known As: Ren, Citizen Otani, "Flyboy" (by Yisha)
- ▲ About:

Early Years

Ren Otani was born on Plutarch Commune Station B during the several years after the fail of the Jump Gates. During his early formative years, had gained a number of childhood friends, notably several Teladi. Due to this, Ren is one of the few Argons that have ever learned to speak rudimentary Teladian.

Raised on Plutarch stations due to his father, Plutarch Analyst Olan Otani, Ren enjoyed relative comfort and a substantial education until he was 12. However, due to the untimely death of his father he and his mother, Wenya, departed Plutarch to live a simpler life in Albion.

After this Ren is largely self-taught, especially in astrotech, mechanical engineering, astrophysics, and programming.

Freelance Career

Once settled in their new lives, Ren was drawn to the life of a trader, first opening a small stall dealing with clothing and personal equipment. At 17 he purchased his first ship, a small interceptor he named the Vigilant Harrier. Spending time exploring areas of Albion usually used as dumping grounds, Ren spent much time alone before returning to stations to sell finds of value.

As an independent agent in Albion, Plutarch was particularly interested in his activities and capabilities, sometimes extending an invitation for contract work. The one and only time he accepted a job from the Plutarch Mining Corporation resulted in his first dogfight when defending a PMC freighter from a Sovereign Syndicate raid. While successfully defending the freighter and fellow wingmen he did not receive compensation to the damage of his ship, leading to a quite hostile encounter with a high ranking supervisor.

The Pride of Albion – Albion Skunk

Returning to trade runs and scavenging debris fields, Ren managed to save enough credits for a substantial freighter which he envisioned himself captaining. A new challenge however presented itself when he came across the derelict Albion Pride, apparently renamed the Albion Skunk by those who dumped it. The old and unique ship used by Plutarch was barely functional but with several days of work the ship-board computer was reactivated as well as propulsion.

With the logs erased it remains a mystery how the ship became so damaged to the point of being dumped. Given its novel and historic value, Ren continues to repair and restore his new ship.

Yishasamē Tarren

- ⤴ Represents: Heart of Albion
- ⤴ Species: Argon
- ⤴ Gender: Female
- ⤴ Age: 27
- ⤴ Role: Lieutenant in the Heart of Albion Resistance
- ⤴ Also Known As: Yisha, Lieutenant Tarren
- ⤴ About: Yisha becomes the co-pilot of the Albion Skunk after meeting Ren during a botched sabotage mission. She is a member of the Heart of Albion resistance underground and does what she can to cause trouble for Plutarch. Knowledgeable of Albion and a skilled engineer, she becomes the ideal co-pilot for Ren.

Sassy, intelligent, an excellent engineer and pilot, and cool under fire. Initially weary of Ren's ship when they first meet as she links the Albion Skunk to Plutarch.

Her official job in the Heart of Albion is as an engineering technician, but she has been an active member of the resistance movement for several years achieving the rank of Lieutenant. Her technical skills, combined with extensive weapons training, make Yisha a very capable saboteur.

Yisha is extremely knowledgeable of the Albion System and its sectors.

She knows Falk "Boots" Borman long before the player does and has great respect for him. She often uses spacer and pilot terms ("Go or no-go?" "Throttle back, flyboy!"). She can be sarcastic and cynical and hard-bitten, but she also knows when people are genuinely hurting and will treat them with appropriate respect.

Captain Falk "Boots" Borman

- ⤴ Represents: Heart of Albion
- ⤴ Species: Argon
- ⤴ Gender: Male
- ⤴ Age: 63
- ⤴ Role: 'Captain' of the Heart of Albion flagship, head of Heart of Albion
- ⤴ About: After the Fall of the Gates, the then Lieutenant Falk Borman found himself in command of the few Argon Military forces in the Albion System. After a brief time struggling to maintain order with his small collection of ships, the Plutarch Mining Corporation (PMC) would step in and take over this responsibility. As the years passed, the power and influence of the PMC would continue to rise. In an effort to check the PMC's growing hegemony in the system, Borman helped negotiate and form the Heart of Albion.

The formation of the Heart of Albion led to the dissolution of the remaining Argon Military in Albion, and Falk Borman, then a Captain, became the head of the Heart of Albion.

The Heart of Albion, a civilian council tasked with providing a voice to the population, would prove ineffective in challenging the dominance of the PMC. In response, Falk Borman would begin to mould The Heart of Albion into an underground resistance.

He is confident, driven but not single-minded, and somewhat of a mentor to the player and Yisha, whom he treats with an amused, almost grandfatherly, tolerance.

3.2. FACTIONS

The X Universe is a vast and unending space filled with characters, ships, and factions. You'll run into a number of them, some that are friendly, some that are out to make a quick pile of credits, and some that have heinous plans going on in the background.

3.2.1. MAJOR FACTIONS

Plutarch Mining Corporation (PMC)

- ▲ Base: Albion
- ▲ Area of Operation: Albion
- ▲ Leader: The CEO
- ▲ Relations: Antagonistic
- ▲ The Past (Albion Prelude): During the time of X3: Albion Prelude, PMC, along with Jonferco, made up the majority of presence in the Albion sectors. Plutarch aimed to become dominant in Albion, going as far as to hand the Terrans information wrongly accusing Jonferco as being behind the Terraformers deployed by the Argon Military. As Jonferco's presence in Albion fell and Plutarch's plot uncovered, the Argon Military stepped in to provide security until the scale of Plutarch's actions were investigated. The whistle blower, Falos Disanos Hunas I, the Teladi economic director of PMC represented them during the investigation.

As the gates shut down, the Argon Military was already stretched, with only a few patrol vessels in Albion. Albion itself had grown into a thriving system with millions of civilians and PMC as the top employer. With the disconnection to the rest of the Argon Federation, panic broke out and continued for several weeks as the Argon Military strained to maintain control. Plutarch stepped in initially to solve a worsening food crisis, taking charge of several minor food corporations. It wasn't long until Plutarch ships were again patrolling the system, outnumbering the Argon Military by 5 to 1.

As the years passed, relations between the remaining Argon Military and Plutarch deteriorated. To avoid PMC becoming an unchallenged regime, a civilian council representing the people of Albion was proposed and negotiated for. The Argon Military was disbanded and many joined the newly formed Heart of Albion in hope that Argon values and civilian voices remained at the for-front of Plutarch's actions. Unfortunately, the Heart of Albion was blocked at every attempt at change.

- ▲ The Present (X Rebirth): PMC maintains close watch over the production of all goods within the system, and permits no competition within its own sector that is not "paid for", both in advance and monthly. Operators in the outlying sectors have a degree of autonomy, but it is known that this is subject to change at a moment's notice and without explanation. It is commonly known, though

rarely spoken of, that the corporation employs slave labour: the threat of “the mines” or “the walls” (the vast stockpiles of unrefined materials or scrap waiting to be recycled) is usually enough to produce obedience, and the company ‘enforcers’ frequently use it for their own benefit as well as the company’s.

The PMC operates the vast majority of the merchant fleet in the system and commands a number of high-end battleships to protect its base of operations.

The organisation is ruled by a mysterious figure known only as “The CEO”, whom very few people have ever seen. Numerous rumours circulate about this shadowy and secretive person: some say that he or she - or it - does not even exist and that it is just a personification of a cabal of obscenely rich managers.

Heart of Albion

- ▲ Base: Albion
- ▲ Area of Operation: Albion
- ▲ Key Members: Captain Falk Borman, Yishasam “Yisha” Tarren
- ▲ Relations: Cautious
- ▲ The Past: As the years passed, relations between the remaining Argon Military and Plutarch deteriorated. To avoid PMC becoming an unchallenged regime, a civilian council representing the people of Albion was proposed and negotiated for. The Argon Military was disbanded and many joined the newly formed Heart of Albion.

With Falk Borman at its head, Heart of Albion strived to represent the masses and argue their wishes to Plutarch but they were mainly ignored. As time went on, the Heart of Albion became a toothless collection of delegates and observers. Many proposals were put forward to Plutarch to improve living and working conditions as well as security but only minor adjustments were made. Some major proposals were implemented, but in such a way that they didn’t have the desired effect, with all the blame going to Heart of Albion.

- ▲ The Present (X Rebirth): Heart of Albion now seldom puts forward proposals to Plutarch. For the most part, Heart of Albion has devolved from a civilian council to a union of little influence. People regularly use them as an outlet on living or working conditions but don’t expect any real action.

Heart of Albion appears to be a modest mercantile concern of a couple of stations and assorted cargo ships. They command a couple of veteran battleships, constantly patched up and kept in a state of readiness, together with several wings of fighters. Though the ships are old, they are not to be underestimated. The faction also controls several stations and has a presence on many more.

Recently, several attacks on PMC assets have been blamed on Heart of Albion. Whilst on the surface Heart of Albion is powerless in the face of Plutarch, under the leadership of Falk Borman, they are fast becoming an effective underground resistance movement.

Republic of Cantera

- ▲ Base: DeVries
- ▲ Area of Operation: DeVries

- ▲ Relations: Neutral
- ▲ The Past: During the time of the Terran Conflict, the Terrans again attempted to push out of their Solar System and colonise newly discovered sectors within the gate network. DeVries was a system discovered soon after the Torus was destroyed, during the height of the war. As the Terrans struggled to keep up with the vast resources of the Community of Planet races, this asteroid rich system was alluring enough to become a major mining outpost within months. The mining operation was codenamed 'Operation Cantera'.

Note: Cantera is a mineral, of which its name is derived from the Spanish for "quarry".

With their colonising, mining and highway research activities, the members of Operation Cantera were simply civilians, armed only with a smattering of defences. A Terran fleet was always on standby to jump into the system should there be a need. When hostile ships appeared, apparently from the commonwealth, the Canterans signalled for Terran assistance, which never came. The gates had shut down.

The Canterans hunkered down in their main sector for weeks, only sending a handful of recon drones to investigate the gates and the other faction. The drones which returned confirmed that the Jumpgates had shut down and that the other faction would attack on sight. A year passed until the first major encounter occurred. An attack force, identifying themselves only as Reivers, hijacked a fully laden food transport and left the sector with it, including the crew.

- ▲ The Present (X Rebirth): The Canterans rarely venture out of their sector, but when they do, any freighters are well protected by point defences and escorting ships. They have experienced great hardships over the decades but have grown into a close and efficient society.

Their sector holds the majority of structures in DeVries and is in a very defensible location with only one highway into the sector.

They still consider themselves as Terran but don't consider the Reiver threat as a continuation of the Terran Conflict. Their main drive is survival and would accept aid from anyone, including Argon. Their initial dealings with Ren and Heart of Albion are favorable but the Argon Military and Beryll throw up difficult questions about their history and the war which never ended. The fact that there is a community of Terran happily living in Omicron Lyrae sways them to leave questions of the conflict to history.

Argon Military

- ▲ Base: Omicron Lyrae
- ▲ Area of Operation: Omicron Lyrae
- ▲ Leader: Fleet Admiral Heather Berensson
- ▲ Relations: Neutral
- ▲ The Present (X Rebirth): Omicron Lyrae was the main base for the Argon Military during the era of the Community of Planets. After the Fall, this system was one of the best placed to preserve the spirit of the Argon Federation,

given its rich resources and large military contingent. While responsible for millions of lives, the Argon Military is now more of a defence force.

The Argon Military have always had sour relations with Beryll Astrotech, but there is the hint of a possibility of the opening of relations between the two.

Xenon

- ▲ Base: Unknown
- ▲ Area of Operation: Maelstrom, with incursions going into Omicron Lyrae
- ▲ Leader: Unknown
- ▲ Relations: Hostile
- ▲ The Past: Descended from the Terraformer Fleets sent out from Old Earth to create worlds where humans could live, these machine intelligences now continue to perform the same functions, but on their own terms. It is not entirely understood by what manner they are controlled, from where they operate or what, if any, their plans may be: it is simply known that they are a life form of their own, utterly inimical to other forms of life and that death and destruction follow in their path.
- ▲ The Present (X Rebirth): After being starved of resources in Maelstrom for so long, the Xenon pushes out into DeVries and Albion. This can change the situation in those systems entirely as factions fighting with each other are forced to fight the Xenon for survival. Plutarch is particularly susceptible due to their unmanned ships being based on Xenon technology, possibly allowing them to be controlled by the invading Xenon.

It is due to how destructive and menacing the Xenon was that AI research is outlawed, with drones being limited in scope and capability.

3.2.2. MINOR FACTIONS

Beryll Astrotech

- ▲ Base: Albion
- ▲ Area of Operation: Albion
- ▲ Leader: Unknown
- ▲ The Past: During the time of the Terran Conflict, the Beryll were a sophisticated criminal group with ties to the Yaki. They specialised in illegal technological goods, including Xenon and Terraformer technology. During the final phases of the Terran Conflict, they, with the support of the Argon Military and Argon Secret Service, constructed millions of Terraformers, along with CPU ships and sent them to attack the Solar System. The attack resulted in the destruction of the Earth Torus. During Albion Prelude, they were based in Albion along with the other corporations Plutarch Mining Corporation and Jonferco. Terraformer research was conducted in relatively low populated systems, one of which was Albion.

Beryll Astrotech was formed soon after the gates shutdown by the small group of Beryll researchers in Albion. Beryll Astrotech and the PMC quickly became partners. As the smaller faction, BA

provided the PMC with the best technology and equipment in the system. In turn, the PMC supplied them with the resources and manpower needed for their further research and corporate expansion.

The unmanned ships used by the PMC are created from components from Beryll Astrotech. There is an amalgamation of Terraformer and Xenon technology, with many safeguards and removed functions. While the Beryll are cavalier with their use of this technology, they are not ignorant to its dangers.

Relations between the Argon Military and Beryll were always tepid. With Beryll Astrotech, the Argon Military of Omicron Lyrae hope to open dialogue.

- ▲ The Present (X Rebirth): Beryll Astrotech aims to remain a legitimate business in the X Universe, but the reconnection of the gates bring up sore subjects and questions about their past. This does not stop them from being interested in Xenon technology and will frequently send out research teams to the Maelstrom.

Reivers

- ▲ Base: DeVries
- ▲ Area of Operation: DeVries
- ▲ Leader: Unknown
- ▲ Relations: Murderous and insane
- ▲ The Past: In the time following the Fall, those remaining alive in the DeVries sector faced unimaginable hardship and privation: many died through accident or starvation, leaving the remainder to continue try to eke out an existence on failing stations with no hope of rescue. For some, the unexpected severing of contact with the rest of the universe, the loss of supplies and the terrible knowledge of their likely ultimate fate, was simply too much to bear: their minds buckled beneath the stress, singly or in groups they stole ships and set off into space, determined to find a way out, a place of succour and safety that in their rational minds they knew did not, and could not, ever exist.
- ▲ The Present (X Rebirth): Driven outward by fear, they were impelled back to the stations for food and supplies; what the remaining inhabitants would not give them voluntarily they began to take at the point of a gun before returning to space in search of their mythical 'way out'. Over the passing years, the frantic search became simple madness and the return to the stations nothing more than piracy, pillaging and rape. Once, they may have been human; while these creatures may still have that shape, nothing more remains.

The Reivers do not produce anything and cannot be interacted with.

Family Ryak

- ▲ Base: Maelstrom
- ▲ Area of Operation: Maelstrom
- ▲ Leader: Patriarch Kol Ryak
- ▲ Relations: Abysmal

- ▲ The Present (X Rebirth): Short-tempered, violent, paranoid, isolationist, xenophobic, duplicitous, scheming, untrustworthy, patriarchal and misogynistic --- all words the Split use of themselves on a regular basis.

Family Ryak had been ordered by the Patriarch of All Split to establish a secret forward base in a group of asteroids in the Maelstrom system before the Fall, planning to keep a close eye on what the Argon were doing in the sectors nearby and, if necessary, muscle in on the action. When the jumpgate closed and left them stranded, and the Xenon began to arrive shortly thereafter, the then Patriarch of Clan Ryak took the decision to go into complete hiding.

3.3. SHIPS

The X Universe is full of different types of ships and fighters. From long-range ore-haulers to fast and nimble fighters, each ship serves a distinct purpose. Some will be piloted by allies that you can add to your squad, while some will be piloted by enemies that want nothing more than to destroy your ship.

Below are just a fraction of ships Ren will see in his travels. As you explore the X Universe, more and more ship types will be added to your Encyclopedia.

Albion Skunk

Originally conceived by Argon Shipwrights as a long-range reconnaissance ship for use within the Terran Solar System, this particular ship has now been re-purposed as Ren's personal ship. It was found by Ren while exploring various debris fields to clean up from past battles. It's unknown how many of these ships are still in use, but some have been sold to major corporations as personal command ships for high-ranking executives.

Artio

This unique ship undeniably looks like a customized hovercraft - only that it's not. Designed by Beryll Astrotech - the successor organisation of the then illegal Beryll hi-tech syndicate - the Artio builds on technology gleaned from Terraformer artifacts, like much of the machinery and ships manufactured by Beryll Astrotech. The Artio has only a "token weapon" which makes it basically unfit for combat. However, with its highly responsive main and attitude thrusters, this little craft is extremely well suited for covert operations near or between orbital installations.

Camulos Raider

The Camulos Raider is a fighter craft featuring better-than-average acceleration and manoeuvrability, as well as good or average weapon systems. As with all vessels manufactured by Jonferson Space Systems, this ship is based on two-way antimatter conversion technology (M-AM/AM-M). When Jonferson Space Dynamics Division (JSDD) disbanded right after the Fall of the Gates, several of the firm's subsidiaries located in different sectors continued operations on their own. Jonferson Space Systems is the largest of them. Common to all subsidiaries was JSDD's head start in M-AM/AM-M conversion. Despite many efforts of competitors to reverse-engineer or just steal it, this innovation (called a "tech miracle" by some) has remained firmly with the JSDD subsidiaries.

Consumer Compact Craft

Consumer Compact Crafts, better known as CCCs, come in many different shapes and configurations. Ranging from slow boats, used for the occasional family trip, to passenger vehicles and fast courier ships, CCCs are the most common class of small spacecraft across all sectors. While targeted at the consumer market and the private customer, CCCs are the spacecraft of choice for smaller businesses and commercial operations. Curiously, most species have their own Consumer Compact Craft layout, although generally, all CCCs adhere to similar basic design patterns.

Daito

Based on the Katana, the Daito is the first new ship design from the Republic of Cantera Shipwrights for a decade. Often running trials and undergoing revisions and updates, this vessel is not as durable as its older cousin by a far stretch and it usually looks that way too. With average acceleration and manoeuvrability, its weak weapon systems makes it second choice at best when it comes to tactical situations.

Dwalin

The Dwalin is a basic mining vessel designed to launch mining drones harvesting metal ores but it is also equipped with a mining/drilling laser. It has no on-board ore processing facility. Its thrust-to-payload ratio is low as is its manoeuvrability. Like most commercial craft the Dwalin is unarmed.

Escape Pod

The Escape Pod is the best choice when the heat of battle approaches face melting temperatures. Whereas it cannot guarantee the user's safety, most manufacturers claim it to provide an at least 10% higher survival rate of pilots who have them built into their ships and a 99% survival rate for those who actually use them - manufacturers also usually add that these numbers refer to the first couple of seconds after using the pod as they have no control over further hostilities towards the pilot after leaving his ship.

Fedhelm

The Fedhelm is an all-in-one mining solution for ores of all kind. It is capable of launching mining drones, but has no on-board processing facility. It is not agile or fast, nor is it equipped with a tactical weapon system.

Golem

Being under development for many years, the Golem has only recently been released into active duty. Built upon advanced technology obviously gleaned from as-yet unknown sources, it is speculated, and widely-accepted, that this ship must have been a co-development between PMC and Beryll Astrotech. Featuring an impressive thrust-to-payload ratio for a vessel of this size, its manoeuvrability is equally astonishing considering the sheer mass involved. Just as notable is the handsome array of weapons; it can pick a fight anytime without hesitation. All round, the Golem does not repeat the design flaws seen in other PMC productions but is instead one of the finest ships bribery can obtain.

Hayabusa

The Hayabusa is the most commonly-observed fighter within the confines of the Republic of Cantera. Initially a small mining survey ship, the Hayabusa was retrofitted to a combat role to defend against the Reivers. The Hayabusa has good acceleration for a ship its size, while its manoeuvrability is only average. Its weapon systems are at best described as weak. Just like the Daito, the Hayabusa is a good choice for day-to-day patrolling duties but is only second-best when it comes to combat.

Heavy Sul

Significantly larger than the Light Sul, the Heavy Sul has also improved on armament over its older sibling. While manoeuvrability may not be essential for a carrier, good acceleration certainly is. Regrettably, the Heavy Sul does not deliver in this regard either; sometimes, it is thus mockingly called "Lazy Sul" by friendly and enemy combatants alike. The PMC military advisory board actively prosecutes occurrences of this sort of slander, as it is perceived as eroding crew morale.

K

Descendant from the original Terraformers released by Earth about a millennium ago, the Xenon underwent many waves of machine evolution. Mechano-taxonometrists are fairly certain that the line of TF/Xenon present in the known sectors today belong to the ninth diversification branch (of roughly 27). The K/BRANCH9 - commonly referred to as just K - is a large destroyer with decent manoeuvrability and an above average weapons system.

Katana

The Katana is a fighter first deployed during the Terran Conflict. Once the cutting-edge of Terran engineering it is now technically average. About two decades ago the then newly launched Cantera Operation acquired a small fleet of used Katanas for security patrols after survey ships reported possible sightings of distant Argon ships in DeVries. The Republic of Cantera's Katana fleet is considered their greatest defensive asset and remains well maintained.

Light Sul

The Light Sul is, by all measures and standards, pretty average for a carrier. The reason for its obvious shortcomings can be found in the limited budget available to the PMC advisory board during the design phase of this ship. The reason for the then low budget was the uncertainty on how the resources of Albion would support a stranded population and their infrastructure. With PMC now dominant, the Light Sul continues to play a major role in consolidating their position of power.

Midir

First designed and released by TerraCorp, this ship is now in production by a number of manufacturers across all sectors, most notably, Albionmetals. It is an ion plasma mining vessel that has seen many revisions since its initial introduction; its basic parameters, however, remain unchanged. Although capable of launching mining drones, the mass-to-acceleration-ratio of the Midir is very low, and so is its manoeuvrability. Its weapon systems are not intended for tactical use - as can be expected from a commercial mining vessel.

Nechtan

Although considerably larger than its sibling and just as agile, the Nechtan does not improve much on tactical capability when compared to the Artio. A saying amongst BA pilots states that, although

it looks like a fighter, “the Nechtan can run, but it can never fight”. This is only partially true, as was proven in the “Split Blitz” operation following the “Split Downtime”, where three Nechtans alone managed to incapacitate a carrier.

Talorcan

With its basic layout unchanged for more than two decades, the Talorcan has seen only minor technical revisions since its introduction by JSDD. Originally intended as an escort vessel for diplomatic missions, the Albion Energy Subsidiary acquired the design plans for this type of vessel to serve on a number of different tasks. Though still used as an escort for larger ships, it's frequently sent on scouting and reconnaissance missions, used for scientific observations, and at times, as a means of fast transportation for high ranking officials of the firm.

3.4. SYSTEMS, SECTORS AND ZONES

Zones are areas of interest that feature places where space stations are established, generally along important areas of interest such as mining or by important highway locations. Sectors are made up of several zones are only accessible via superhighways. Systems contain sectors and the zones within it.

Not all systems and sectors are listed here; some must be discovered and explored, which will then be added to your in-game Encyclopedia.

3.4.1. SECTORS IN THE ALBION SYSTEM

LOOKOUT ALPHA

Sometimes treated a little like the older and uglier sibling of Ascendancy and Inner World, this sector has as much heavy industry as any other Albion sector, if not more. Noteworthy are its many gas and metal refineries, as well as its arrays of solar power plants run by the Albion Energy Subsidiary. Contrary to its image however, Lookout Alpha is the seat of the Albion government and was the first to join the Albion Alliance when it was proposed by Telman Hedna, a former Argon senator, shortly after the Fall of the Gates. Although the seat of the government, the strategic value of Lookout Alpha is relatively low and therefore not much military presence is shown by Plutarch Mining Corporation (PMC) and other factions.

INNER WORLD

Another sector dominated by Rupture, the moon that was torn apart eons ago, Inner World belongs to what is called “the heavy metal heart of Albion”, sometimes also referred to as “the brains of Albion”. Besides its industrial production stations and refineries, some administrative units of Plutarch Mining Corporation (PMC) and Ledda Industrial can be found here. Both companies run their Albion operations from Inner World giving the sector an economic and strategic importance that is not always beneficial to the system's government and civilian population. Owing to this fact, Inner World is heavily guarded by the forces of PMC as well as those of the Albion government.

Inner World is rich in natural resources and its asteroid belts have not yet been mined near exhaustion like those of Ascendancy. It is, however, not always easy to navigate the sector because of its dust nebulae, whose origins are not fully understood as of yet.

ASCENDANCY

There's little doubt that the dominating object in Ascendancy is Rupture, the "broken moon" that is famous far beyond its sector, and that has become the object of many modern-day tales. When Rupture was torn asunder by an unknown cataclysmic event millions of years ago, its core of molten iron and other metals became exposed to space, cooling off over time. Also, the debris from the supposed impact has since formed a number of asteroid fields rich in resources; however, relentless mining has exhausted them to a large degree. Home to a host of high-tech manufacturing and mining subsidiaries like Ledda Industrial, Beryll Astrotech and Plutarch Mining Corporation, Ascendancy - together with its neighboring sector Inner World - is called "the heavy metal heart of Albion". Both sectors have a working class culture that is distinctly different from that of other sectors, claiming to be superior to others in their working morale.

FAR OUT

On the verge of becoming independent from the Argon Federation over diplomatic differences during the Terran Conflict, the Fall of the Gates likely spared Albion more trouble than it caused. Far Out, as one of the wealthier Albion sectors, has managed to turn its already profitable gas scooping and refining operation into big business by becoming one of the main H and anti-H suppliers. Backed by the Far Out's economic success, other lines of business found fertile ground to grow. Far Out's agricultural stations are famous across all sectors for their fine assortments of wholesome foods; together with the ability to satisfy its own energy requirements, Far Out is one of the sectors that are self-sufficient regarding their basic needs.

3.4.2. SECTORS IN THE OMICRON LYRAE SYSTEM

DEVOID CLIME

Located in the L2 point of an uninhabited planet, Devoid Clime is said by some to exist solely "to fill the void" - but its history of economic successes tells an entirely different story. Originally founded by a Teladi and Boron joint venture long before The Dark, this sector provides ample space for production facilities of all sorts; it is mostly low-tech components, however, that are manufactured here by and for independent contractors. Producing small parts for large hi-tech companies like Universal Strongarms, Gigurum Heavy Launchers and many others, proved to be a highly profitable venture, until Devoid Clime was hit by the Fourth Xenon Uprising (also known as the IRQ4 Conflict). The economical backlash following this event has been overcome only recently; but today, it appears, the sector is back on its track, poised for renewed success.

COMMERCE CORE

Besides being the seat of the OL Central Bank and the OL Stock Exchange (formerly known as Argon CB and Argon SE respectively) which lend the word "Commerce" to the sector's name, Commerce Core is famous for its fantastic Argnu meat. Praised by aficionados across all known sectors, the Fiji Argnu are generally kept under the best species-appropriate conditions, regardless of cost, which makes the meat slightly expensive, but highly exquisite.

Aquarius Corporation, another famous company originating from Commerce Core, was once a government run organisation; today it is privatised, but the government still retains its right to veto. Affectionately dubbed "The Aquarians" by residents, the Aquarius Corporation is known for its reliability even under difficult conditions.

Commerce Core today is very popular with young families looking for a secure and peaceful place to settle down.

ECLIPSE CLOUDS

Not as secure a place as Commerce Core, Eclipse Cloud is located inside a so-called "smoke ring", a sort of nebula consisting of carbon dust and fine-grained debris. Besides a handful of gas refineries run by Aquarius Corporation, Eclipse Clouds is rumored to be home to an illegal pharmaceutical operation called "Franton Pharma". Due to the fact that the presence of the authorities here is low to non-existing, the alleged illegal business has not yet been found. Even though Eclipse Clouds has a few asteroids fields, its main resource are the always-drifting clouds of rare gases that are constantly being scooped by Aquarius Corporation and its lesser known competitors.

RADIANT HAVEN

Radiant Haven is one of the few lucky places that are not way out in the dark of the void, but are orbiting a real, live and, most importantly, inhabited planet. While frowned upon by residents of other not so lucky habitations, almost everyone living here agrees that the mood of the local population is lighter than elsewhere and living and working here is downright joyous. Some foreigners speculate, however, that this apparent joy must be coming from the intake of certain substances allegedly produced by an illegal pharmaceutical operation in a neighbouring sector...

The main source of income for this sector is its large array of solar plants that is powering the cities down on the surface of the planet. Also well known for its high-tech firms and production lines, Radiant Haven is home to Jonferson Space System (formerly known as "Jonferson Space Dynamics Division", or "JSDD"). Protected by the Argon Military, this sector means hope to millions; it is - quite literally - a radiant haven in the bleakness that is The Dark.

3.5. WEAPONS

Not everything you'll experience in the X universe will be a peaceful matter. There will be times where you must defend yourself in the Albion Skunk or allies against threat.

Weapon systems can range from energy-based to missile-based launch systems. Energy systems can overheat and will be unable to fire until they cool down, while missile launchers can only store

limited ammunition. Knowing when and what type to weapon to use in battle can lead to an easy victory, while being caught with broken systems and no ammo stores will have to lead to a hasty departure before destruction.

The weapons listed here are just a few that you'll find in your adventure, the in-game encyclopedia will update as new weapons are discovered and purchased.

3.5.1. ENERGY WEAPONS

Pulsed Maser Mk1

The Pulsed Maser represents the pinnacle of high-energy no-projectile weaponry. It delivers high firing rates, unmatched accuracy, short travel-times, and good impact damage when scoring consecutive hits. The Pulsed Maser is seen as the standard-issue weapon for many fighter craft of most known space-faring species.

Plasma Repeater Mk1

The Plasma Repeater fires small charged plasma projectiles by venting a previously pressurized containment chamber. This process yields excellent energy efficiency and high impact damage, but due to the nature of plasma dynamics the firing vector can vary, resulting in reduced accuracy.

The plasma projectiles travel comparatively slow and are rendered harmless after their charge dissolves and returns the plasma to a gaseous state. Still, it remains the weapon of choice against slow and easy targets.

Inertial Hammer Mk1

Accelerating charged particles in a synchrotron and then shooting them through a layer of ferromagnetic fluid causes said fluid to be violently accelerated in a small cone away from the muzzle, causing considerable disturbances in hit shield matrices and easily tearing apart thick armor plating. However the Inertial Hammer has poor accuracy and short range – its best to get in close and blast away at your target where sure hits can be devastating.

IHC Cannon

The Integrated High Caliber Cannon, or 'Insanely Huge Cannon' as it is sometimes known as, fires a supersized dense matter projectile at high muzzle velocities resulting in it being one of the most destructive weapon systems to be found far and wide. The plans of all IHC weaponry are based on the same principles even though most of them are custom made for a specific ship type and are therefore to be considered integral to it.

3.5.2. MISSILE WEAPONS

The missile launcher is a common feature found on fighter craft that allows for various types of missiles to be loaded and fired safely. There are integrated thrust pipes that keep the ship steady and not be pushed in the opposite direction as the missile is fired.

Newtonian V Crushers

Also known as a “Vector Crusher” or just “V Crusher”, the Newtonian V Crusher missile is the most common missile type across the universe. Without a guidance system, the V Crusher is relatively inexpensive and easily mass-produced. This lack of a guidance system however means that it is not useful for taking out small or moving targets, as the missile travels in a straight line once launched (hence the “vector”) and will travel until its proximity sensor triggers the warhead. This missile is more efficient at taking out turrets on capital ships and stations and for breaking shields, although a barrage of these missiles can pose a threat to smaller ships.

Sunstalker Missiles

The Sunstalker Missile is equipped with a sub-AGI guidance system capable of autonomously re-targeting in case of initial targets being destroyed or escaping the battlefield. Like the Newtonian V Crusher, the Sunstalker Missile is just as common in the X Universe, but is significantly larger and more versatile. This weapon is perfect for taking down small to medium-sized moving targets. The launcher for the Sunstalker Missile still faces some technical limitations – it cannot be fired in quick succession and pilots must wait until the next missile is loaded.

Astrobee Swarmkillers

Fired as a swarm (or euphemistically, shoals), the Astrobee Swarmkiller is a missile that is equipped with a tool-level AGI that stays in contact with its fellow swarm missile brethren, forming a hive-mind like a flock of birds or a shoal of fish. While approaching an assigned target, or targets, Astrobee Swarmkillers splits up into several smaller divisions to seek out individual targets. This makes the missile system incredibly effective against fighter formations or drone swarms, but its advanced technology makes it a costly weapon.

Novadrones

In terms of explosive force, the Novadrone is easily the largest missile in current use, but also one of the slowest. While not equipped with a guidance system, Novadrones are instead remotely controlled via neuronal interfacing technology by specially-trained operators. It is typical to see Novadrones deployed against capital ships and stations, but due to its destructive force there have been fears of causing unwanted collateral damage.

3.6. SHIELDS

A bare hull isn't enough to protect the Albion Skunk from harm. Shields come in a variety of forms and have their own strengths and weaknesses. Going into a fight with weak shields is tantamount to failure, as well as using your ship's boost to the point where the shield energy level is nil.

3.7. RACES

There are many races in the X Universe and come in a variety of temperament and allegiance. Some are allies, some are enemies, and some want to be left alone. Knowing how to interact with a species is tantamount to success, and failure to heed to their wants and needs, or make them angry can lead to conflict.

In the X Universe each sentient race is categorized under the "Kardashov Scale" – a scale that goes from Type 0 to Type IV depending on the civilization's level of development. The most common races such as the Boron, Teladi, Split, Paranid, Xenon, Argon and Terran are at most labelled a Type II Civilization, but are generally a Type I. This means that the race has achieved varying degrees of interstellar travel and has begun colonization beyond their solar system, but their psychosocial maturity is underdeveloped.

The Ancients, the race that built the vast jump gate network billions of years ago is labelled a Type III Civilization. It is rumoured there is another race that is a Type V, and originates from another universe.

Argon

The Argon are descendants of Terrans led by Nathan R. Gunne that were stranded from Earth many centuries ago after a desperate maneuver to prevent the sentient terraformer fleets from destroying Earth. Settling on planets that were terraformed by the Terraformer Fleets, the Argons created the Argon Federation and went on to create their own new civilization that spanned many systems. In their short history the Argon Federation has been plagued by war, notably with the Xenon.

However, one of their greatest challenges wasn't from an alien race, but of the reconnected Terrans of Earth. The Terran's return from being cut off from the X universe led to the Terran Conflict, which preceded the mass disconnection of the Jump Gates

Terran

Hailing from Earth, the Terrans worked hard throughout the centuries to reach the stars. After exploring the Jump Gate network, the sentient terraformer fleets launched by the Terrans turned on their creators. The Terrans were faced with no other choice but to conduct a desperate maneuver to lead the Terraformers through a jump gate and then destroy it.

Separated from the X universe, the Terrans advanced technologically far enough to reconnect many centuries later. This isolation led the Terrans to become xenophobic, even against their long-separated kin the Argons.

Boron

The Boron are a predominantly peaceful aquatic race, hailing from the planet of Nishala. Initially they were a pacifist race, but the discovery of their homeworld by the Split forced them to invent weapons and defences to fight.

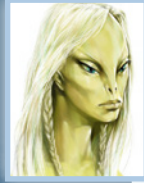
The Boron enjoy a close relationship with the Argon, who view them as a wise and measured race.



Split

The hot-tempered and aggressive humanoid Split live in a society that continuously sees changing leadership, where challenging factions rise up and impose a new Patriarch. This also matches up with how they interact with other species, where their fiery anger sees them engaging in war, usually with the Boron and the Argon.

Generally the Split are allied with the Paranid, who also engage in multiple conflicts with other races.



Paranid

Physically imposing, arrogant, intelligent and incredibly religious, the Paranid are a race that is by no means easy to work with. They are distrusting of the Argon and are allied with the Split, engaging in several conflicts.

Their exceptional mathematic skills and intelligence has led to the Paranid to create incredible technologies and enjoy tactical advantages in battle.

Teladi

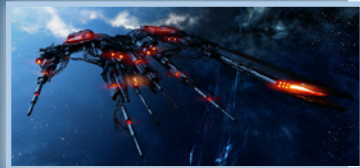
One of the founding members of the Community of Planets, the lizard-like Teladi have a natural affinity for business and profiting from it. Because of their business-like demeanor, the Teladi enjoy friendly and favourable relations with other races, although some of them see it as a way to gain more profit and are more intent on money than being allies.



The Teladi enjoy long lifespans, and it is because of this they have a unique view of the Jump Gate shutdown: they had experienced being cut off from their home system of lanamus Zura.

Xenon

Xenon are the mechanical race that was borne from the Terran terraformer ships that gained sentience and evolved into a terrifying intelligent race. They are seen as a threat in many areas of the galaxy, with some believing the Jump Gate shutdown was their idea.



The Xenon have no known allies, and communication with them is seen as impossible, even relegated to folklore.

The Ancients

The Ancients aren't exactly a race, but a collection of races that gave up their ties to the physical universe to live in a virtual environment. This event became known as "The Transcendence" and occurred one billion years before the first human evolved on Earth.

The Ancients are the ones that constructed the vast array of jump gates, allowing for interstellar travel.

3.8. LANDMARKS

In your travels you will come across many great sites and locations that have been discovered by past explorers or created by one of the many races in the X Universe.

Badlands Colony

Originally installed by the Plutarch Mining Corporation, the so called Badlands Colony, not actually a colony but a mining operation, was however repurposed after the Albion gate powered down and has since served as an actual colony and stronghold to PMC senior staff. The fragment of the Broken Moon the station was built into had supposedly been chosen due to a large tunnel leading all the way from one side of the rock to the other allowing easy access to its interior through many shafts driven into its walls. One part of the installation still serves as a mining facility and is commonly referred to as The Mines.

Lonely Giant

A likely candidate for the title of Profiteroid 2.0, the Lonely Giant brims with a strange concentration of 99% pure Hydrogen-3 in crystalline form. The visible crystals on the surface only amount for a tiny fraction of what deep scans have revealed to be immense chasms on the inside filled up with frozen Hydrogen-3. However, both the reason why the Lonely giant did not yet melt under the heat of Albion's central star nor willingly spread its wealth is the immensely hard silicate a majority of the rock is made up from, giving the PMC a hard time twisting its innards. For the meantime the two massive rocks orbiting one another are held in a containment field trapping the subliming Hydrogen-3 gas emanating from the surface crystals with the pretty side-effect of illuminating the whole scene in a soothing picturesque turquoise as the gas touches the particle barrier.

Core Dig

The Core Dig is of the most prominent sources for the Iridium isotope Ir-209, also known as the famous 'Unobtainium' for it is a stable highly heat resistant anti-ferromagnetic complex agent perfectly suited for fusion reaction containment which had suffered from the lack of any such material that would also not be radio-activated under constant neutron radiation. Iridium-209, formerly considered inexistent in nature and cost-inefficient to synthesize, fits the bill, however, as the M/AM technology emerged and steadily increases in market share, the Unobtainium faces a decline in overall demand. The Core Dig now operates with a reduced crew and plans to repurpose the facility have been discussed among its holders with no definite results yet.

Lost Colony

The crude technology this large installation is based on still bears a glimpse of genius. Its core consists of a series of tunnel connections between some junction structures of different sizes upon which the surrounding gases were made to condense and crystallize under the influence of a chemical catalyst. Today the station has a crystalline coating of varying thickness between 100 and 500 meters and will most likely form a solid asteroid-like mega-crystal a couple hundred years from now. The Lost Colony already has pioneers dig into the thicker areas of the coating expanding the station into it with some success now which makes it clear that this colony may very well grow into something far more befitting of such name.

The Aqueduct

As the M/AM drives gained popularity this behemoth among freshwater supply stations was quickly abandoned in favour of more readily accessible water sources. Before that however the Aqueduct was the Maelstrom system's largest freshwater supply installation and probably one of the largest facilities of its kind in the known universe. Today it is being swarmed by Xenon who lurk within the dense clouds of frozen H2O that span the space between the many asteroids around the Sable Vortex.

4. ABOUT EGOSOFT

EGOSOFT, founded in 1990, is one of Germany's leading game developers. Its team of industry veterans and dedicated game enthusiasts entered the international stage with the widely-acclaimed X-Beyond the Frontier space simulation game in 1999. EGOSOFT is now exclusively dedicated to setting new standards in the space game genre and continuing to improve the gameplay experience for fans of the X Universe. For more information on EGOSOFT and its products visit <http://www.egosoft.com>.



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