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# GAME EXPANDER PLUG

## FOR ESCAPE VELOCITY!

*(v1.0, probably the first, last and only edition)*

Here is an all-new scenario that I have put together for the game *Escape Velocity*. It does not completely change the game environment, but expands the existing one greatly. The Confeds and Rebels are still there, but they've got company. Two new galactic super-powers have found their way into the game, the Orion Union (Confed-friendly) and the Polaris Alliance (Confed-haters, thus Rebel-friendly). Some smaller local governments are also added to the EV universe. To offer more playing space, lots of new systems and stellar objects have been added, as well as tons of new ships and outfits. To make trading a little more exciting, lots of new trading-items, organized in a complex web of trade-routes, has also been added. If you figure them out, you may find a quick way to wealth. Some new missions have also been added, not as many as I would have liked, but that may come as an add-on later.

For those interested, I will here describe more exactly what this plugin will do to your game! If you don't care, go to the end of this text (chapter 4) and read that part instead.

## 1. TABLE OF CONTENTS:

1. Table of Contents (duh...)
2. Some numbers on the new stuff
3. More details on what the plugin does
4. Other information

## 2. SOME NUMBERS ON THE NEW STUFF:

- New systems: 175 (gives the EV universe a more vast feeling)
- New stellar objects: 149 (lots of new places to explore, some with new graphics)
- New trade items: 25 (distributed all over the galaxy in trade-routes)
- New governments/types: 12 (see below)
- New missions: 16 (oh well...)

- New game-events: 35 (changes the price-levels on some planets)
- New outfits/weapons: 38 (see below)
- New personalities: 29 (Pirates, Aliens and patrol-cruisers.)
- New ships: 23 (see below)
- New fleets: 24 (Pirates, Orions, Polaris, Aliens, Confeds and Rebels)
- New starbase-types: 8 (a bunch of new types of space-stations with graphics)
- New planet-types: 3 (some new "Gas Giant" planet types with graphics)

### 3. MORE DETAILS ON WHAT THE PLUGIN DOES:

#### GOVERNMENTS:

Aside from adding the two major governments, the Polaris Alliance and Orion Union (see below), the plugin gives the independent systems a more personal touch. Instead of the map just displaying "Independent", it will now tell a little more about the government type of that colony (Democracy, Corporational govt, Anarchy, Military govt etc...).

This applies to both the new independent systems, and those in the original EV universe. It will also adds some local governments (for example the Enceans and Tiacans who are at war with each other, and the technocratic Proxima-government). It also adds a little more action and power to the Aliens, see below for more info about them...

Here is just some short info about the new galactic super-powers:

The Polaris Alliance is an alliance of 16 systems on the southern galactic fringes, founded as a trade and defense alliance to offer better economical conditions for the member-worlds, and protection from pirates and other outlaws. The leaders of the Confederation did not like this as they thought the Alliance became too powerful, and the Alliance is under constant attack from the Confed Space Navy. In order to survive, the Polaris Alliance threw together the resources of their worlds to design powerful warships and build a strong military force capable to hold back the Confed invasion forces. As their forces grew, and their ship-designs were newer and more powerful than the old Great-War era Confed ones, the leaders of the Confederation realized that a complete invasion wouldn't be possible as they needed the Navy against the Rebellion too. They then switched tactics to terrorism; quick raids into Alliance space to disrupt trade and strike border-colonies. -- As they shared a common enemy, the Polaris Alliance started to cooperate with the Rebellion to some extent, but they are not all-out allies.

The Orion Union is a federation of 18 systems located within and beyond the Orion Nebula (which graphics I unfortunately couldn't add to the galaxy map due to some strange bug in EV, but it's there anyway :)). The Union was founded during the initial stages of the Great War as just a few worlds isolated from the rest of the galaxy within their nebula, and so they were forgotten about by the rest of the galaxy. During the war and the time before the Civil War, the Orions stayed within their Nebula and concentrated all their efforts building up a powerful empire of prospering worlds and a strong

merchant navy to trade between their worlds. As they were isolated and unknown to the rest of the galaxy, they could use all of their resources to this, left alone by pirates and aliens, and as time passed they became both wealthy and technologically advanced. Later, during the Civil War, an expeditionary force from the Rebellion entered the nebula, looking for a possible secret Confed Navy outpost. They then bumped into a convoy of Orion Bulk Freighters, and at the sight of these massive ships, the rebel commander mistook them for a hostile fleet of unknown warships, got scared and ordered his fleet to attack. The Orion Union got furious over this unprovoked attack on one of their peaceful trade-convoys and immediately started to build a strong military navy to fight this new enemy. The Confeds of course took advantage of the situation, and sent representatives to the Orions, telling stories about the evil barbarian Rebellion who had attacked them. Today the Orion Union and the Confederation are semi-allies, with free trade between their worlds, and to some extent coordinate their attacks on the Rebellion.

## SYSTEMS, WORLDS AND TRADE:

The Game Expander plugin expands the EV universe with 175 new systems and about 150 new planets and stations. This gives the universe a better feeling of vastness, and forces you to be more careful when you accept missions with a time-limit as some deliveries will be impossible to do within the deadline even with a fast ship. The new systems are basically added in 5 different locations:

- Orion Union Space beyond the western fringes, in and beyond the Orion Nebula
- Polaris Alliance space, beyond the south-east fringes
- A region of independent, mostly poor developed systems beyond the Serpens Nebula
- A region of independent, mixed developed systems beyond the northern fringes
- A region of sparsely settled systems on the southern fringes beyond the Trugati Asteroid Belt.

The Aliens are only a brief part of the original EV game, but to add a bit more challenge, they are more present in force with this plugin. For those who feel really brave, there are even a few Alien-controlled systems at the very fringe of the galaxy (but be forewarned that you will have to help the Aliens if you want to leave if you go there, and you may need to hang around there for a while before you are offered that mission! Be sure to hail all "Alien Motherships" in the Maia system to be offered your ticket back out of Alien controlled space).

Trade was rather simple and non-developed in Escape Velocity, and to make it a more exciting and important part of the game-play, this plugin adds lots of new items to trade, and more specific trade-routes. That means that some items which are very profitable to trade in has been added, but they can only be bought at one place and sold at another (if you want to make profit). The trick is to find these trade-routes, and I have added a whole bunch of them, some more profitable than others (and to add a little excitement, the most profitable ones usually run through pirate infested space). Some hints to some of these routes can be found if you look at the ISN newsflashes when you drop by a spaceport bar.

If you got a big trader ship, or even better a fleet of big freighters, you can make large profit if you find and use these routes. And you do have the ability to get a big freighter, as the standard bulk-freighter is purchasable, and if you are a really serious trader, you can invest in one of those HUGE Orion freighters. -- Some of the new trade-items is considered illegal black-market stuff (gives large profit), but unfortunately you can't define some stuff as illegal in EV, so you will hardly be caught smuggling these things. I have also added lots of game-events in this plugin, that will affect the price-levels on some planets (for example higher medical-price when there's a mining accident on a mining-colony, and an almost constant low price of food on an agricultural world with a huge production surplus) which will also do the game more interesting and serve as some kind of trade-routes.

## MISSIONS:

To make this scenario really rock, it would really need some new missions involving the new actors in the galaxy. Unfortunately I have temporarily run out of ideas, so this plugin only contains some repeating small missions and a mission-suite for the Polaris Alliance (which will allow you to buy their ships), a few pirate/black market missions and a small alien mission suite (which you need to accept to get out of the alien systems, past the Hyperspace forcefield). It is possible that I will release some more missions as an add-on plugin later when I get new inspiration, but if anyone feels like creating missions for this scenario, you are welcome...

## STARSHIPS:

This plugin adds a lot of new ships to the game; a bunch of civilian/independent ships, pirate and alien associated ships, some new Confed and Rebel warships and ships associated with the Orion Union and Polaris Alliance. It also alters the standard-ships in the game slightly, and all in the same manner to fit the model of the new ships. As I thought the ships in EV looked way too fast, I have removed 100 speed-units from ALL ships (and torpedos, missiles and rockets) to make the stellar systems appear larger, and to increase in-system travel a little. I personally think the game behaves better now that the ships don't move that extremely fast. And as all the ships are changed, they still behave in the same manner. I have also added slightly more expansion-space to all the ships.

Below is a short description of the new ships, sorted by their type/alignment:

## CIVILIAN/INDEPENDENT SHIPS:

- Atinoda Condor - A meaner and bigger thing with a design somewhat resembling that of the Kestrel. More powerful than the Kestrel in both shields and armor, it also holds a squadron of Century Fighters. Can be bought at tech-level 5 shipyards. Somewhat expensive.
- Atinoda Century - A fast and maneuverable interceptor fighter that is almost bird-like in design. Relies more on maneuverability than raw strength, has no missiles but is armed with two powerful pulse-cannons that delivers quite a punch. Can be bought at normal shipyards.
- Firebird Raider - A delta-winged interceptor manufactured on pirate moons. It is a fast and decently shielded fighter that packs two pulse-cannons, providing it with good non-depletable firepower. Used by pirates to raid freighter-convoys in swarms or by its own. A good match for anything less than a Corvette. Can be bought on any pirate moon or space station.
- Bird of Prey - The Bird of Prey is a new type of light Attack Cruiser. It is a high-tech vessel with many new powerful weapon-systems, and it is built to make better use of the cloaking device (if you are lucky enough to get your hands on such a high-tech toy), being equipped with large fuel-tanks and fast-regenerating (but somewhat weak) shields. Can only be bought on the high-tech world that designed and builds them, but that you will have to find for yourself, that's part of the challenge.



## REBEL SHIPS:

- Thunder Gunboat - A new Rebel ship, a Rebel Gunboat, which is armed with missiles, rockets, javelins and swivel-lasers. A little more maneuverable than the Confed Gunboat, but otherwise quite equal to it in strength. Can be bought at Palshife.





- Rebel Carrier - This huge ship operates 10 Manta fighters and 4 Rebel Gunboats in addition to its quite impressive defensive armament. It also has decent shielding, armor and maneuverability making it more powerful than any Confederate ship. It is however "slightly" expensive, so they are quite rare. They can be bought at Palshife if you got the credits and the right contacts...



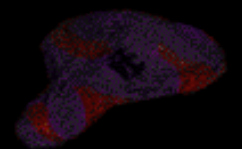
## CONFEDERATE SHIPS:

- Confed BaseShip - This enormous ship is more a movable military navy base than a ship. Operating 8 Patrol-ships and 4 Confed Gunboats, it is a horrifying force to be reckoned with. It is however quite capable to hold its own even without the fighters, as it is armed with lots of missiles and anti-starfighter guns.
- Confed Navy Base - This isn't really a ship but a space-station, but EV treats it as a ship. It is really large, really powerful, and only appears in a mission. It cannot be bought or taken over, and is completely stationary. It is armed with tons of missiles, torpedos and anti-starfighter batteries, and has a number of gunboat-squadrons stationed there for defense too. One of the few human-built things that can beat a fully armed Galaxy Destroyer in a close-combat dogfight with ease.

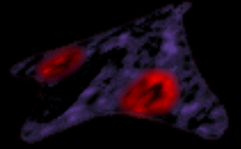


## ALIEN SHIPS:

- C&C Mothership - A HUGE Alien Command Ship, housing 4 Alien battlecruisers within its massive hangars. Aside from the cruisers used for offensive action, its armed with a powerful front-mounted slicer beam and a turreted beam-weapon. This ship cannot be bought, but they can be disabled and taken over if you are really good and really lucky.
- Battlecruiser - A different version of the Alien Cruiser, but this time with no fighters, more shields and a powerful slicer-beam as its primary weapon-system.

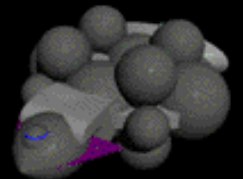
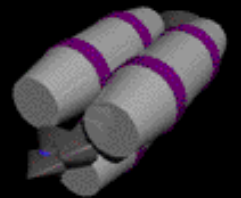


- Attack Fighter - An alien fightercraft with less shielding but a more devastating weapons-system in form of a dual-fire pulse-cannon. Most ships won't last long in a dogfight against this baby.



## ORION UNION SHIPS:

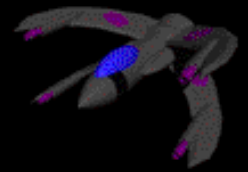
- Orion Shuttle - The Orion Shuttle is a large shuttlecraft designed to transport people, troops and smaller shipments of cargo. It is rather speedy, has lots of expansion space and is well armed.
- Light Freighter - The Orion Light Freighter is a craft designed for the purpose to transport cargo. It has a crew-section, an engine-section and three huge cargo-bays in between. It is quite slow, and is totally helpless in its stock form as it has no weapons. However, it is fairly well shielded, and has lots of room for weapons and outfits for being a freighter.
- Heavy Freighter - The Orion Heavy Freighter is the standard large trading ship in the Orion Union that is used on the fringes and in systems with possible enemy forces as it is heavily armed with turbo-lasers. It can carry lots of cargo, has good expansion-space and a lot of fuel tanks for long trade runs.
- Bulk Freighter - The Orion Bulk Freighter is really only a huge metal skeleton with an engine and crew-section attached. It can however carry huge amounts of cargo. It has rather nice shielding to protect its thin weak hull, but it is very slow and have almost no defensive weapons, making it a sitting duck if exposed to a large-scale attack. These ships handle most of the trade between the Orion Union worlds, where they can rely on others to defend them.
- Cobra Fighter - The Orion Union Cobra Fighter is a cheap very fast and maneuverable light fighter. It is usually only operated from capital ships or colonies due to its bad hyperspace capabilities (2 jumps), but it be fitted with extra fuel-tanks. It is not very well shielded, but its maneuverability and cheap price makes up for that (be sure to install an escape pod and an auto-ejector).





- Cobra  
Interceptor

- The Cobra Interceptor is a faster, more shielded and better armed attackship than the Cobra Fighter. It is in fact one of the fastest ships designed today, which makes it excellent as an in-system interceptor. It still has as bad hyperspace capability as the Cobra Fighter though.



- Orion Gunship

- The Orion Assault Gunship is a heavily armed semi-capital scale ship that can take on most other ships due to its heavy armament. It has lots of heavy weapons, tons of missiles and has better shields than a Corvette. It fills the gap between the Cobra fighters and the Galaxy Destroyer.



- Galaxy  
Destroyer

- The Orion Galaxy Destroyer is probably the largest warship ever built. Its massive appearance (3 km in length), which is larger than some star bases, is enough to get most enemies to flee or surrender without a fight. But the Destroyer is also a very battle worthy warship, armed with a massive amount of heavy weapons and anti-starfighter guns along with its standard complement of 14 Cobra Fighters. Appearing almost unbeatable, its only weakness is its lack of long-range weapons aside from the fighters.



## POLARIS ALLIANCE SHIPS:

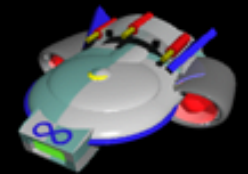
- Barracuda  
Fighter

- The Polaris Alliance Barracuda Heavy Fighter is the principle fighter craft in the Alliance Navy. It comes standard with heavy weaponry and decent shielding, making it one of the best starfighters around.



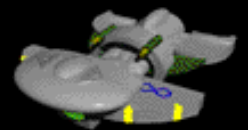
- Puma Destroyer

- This is a new vessel that has recently left prototype-state and is being phased into the Polaris Alliance Navy. It contains the latest from Polaris R&D, among other things a new type of engine that makes it very fast and maneuverable for a ship of its size.



- Dragon Frigate

- The Polaris Alliance Dragon Frigate is the mid-range attack vessel of the Alliance Navy. The Dragon Frigate is speedier and has heavier armament than the Confed Frigate. It also carries an experimental powerful beam weapon as its main capital scale weapon instead of rockets, giving it tremendous firepower.



- Heavy Cruiser – The Polaris Alliance Dominator class Heavy Cruiser is the crown-jewel and flagship of the Polaris Navy. It comes heavily armed and carries 5 Barracuda fighters. It also has lots of room for expansion and outfits. The Cruiser is slightly faster than the Rebel cruisers, and is comparable in shields and armor to the Confederate ones.



## WEAPONS AND OUTFITS

The Game Expander plugin also adds a wide variety of new outfits and weapons. It would take too much space to describe them all here, so you will have to find them in the game. They can be found in various places throughout the galaxy, and some items can only be found in one or a few worlds outfitters. Here is a short list of the different outfits:

### ♦ Orion Union outfits:

- Spearhead missiles w. Spearhead racks
- Energy Proximity Mines w. Mine drop-tubes
- Cobra Fighters (for use with the Galaxy Destroyer)
- Turbo Lasers
- Cobra Blaster Cannon (no buy, mounted on the Cobra Fighter only)

### ♦ Polaris Alliance outfits

- Nuclear missiles w. Nuclear missile racks
- Repulsor Beam emitters
- Plasma Accelerators
- Barracuda Fighters (for use on with the Polaris Heavy Cruiser)
- Codename: Black Lightning (large, POWERFUL prototype weapon)
- Plasma Cannons
- Plasma Turrets

### ♦ Pirate/Black market outfits

- Faked ID-papers for the Rebellion, Polaris Alliance and Orion Union
- Raider Fighters w. Raider launch Racks
- Pirate Pulse Cannons (no buy, mounted on the Firebird Raider only)
- Proton Disruptors (eg Confed military weapon, Black Market sale only)

### ♦ Civilian/Independent outfits

- 20 TW Beam Lasers
- Hyperspace Engines
- Jump point Generators
- Century Fighters (for use with the Atinoda Condor)
- Pulse Cannons (no buy, mounted on the Century Fighter only)
- Flux Disruptors (no buy, mounted on the Bird of Prey only)
- Pulse Phasors (no buy, mounted on the Bird of Prey only)
- Plasma Torpedo Bays (no buy, mounted on the Bird of Prey only)

### ♦ Alien outfits

- Slicer Beams (no buy, mounted on the Alien C&C ship and battlecruiser only)

- Alien Pulse Cannons (no buy, mounted on the Alien Attack Fighter only)
- Alien Battlecruiser (for use with the Alien C&C ship)
- Seeker Drones (nothing new, but you can now buy them for the Alien C&C ship)

#### ♦ **Confed/Rebel outfits**

- Rebel Gunboats (for use with the Rebel Carrier)
- Confed Gunboats (for use with the Confed Battleship)

Aside from these new weapons and outfits, some changes to a few existing ones have been made too:

- The amount of Shield capacitors and fuel-tanks you can buy have been raised to 300 and 100
- The shield-capacitors are now adding 10 shield-units (shipyard info units) per capacitor
- The shield boosters effectiveness has been doubled.
- The amount of Mantas and Patrolships you can buy is now 10, to work with the Carrier and BaseShip.
- The name/description of the LaserCannon has been slightly altered (as comparison to the Beam Laser).

## 4. OTHER INFORMATION:

Some ship graphics and designs come from a plugin named "My Ship Collection" that I released earlier some months ago. If you are using this plugin, you can throw it out, as the Game Expander pretty much replaces and enhances everything the ship-collection does.

You should start with a new pilot file when you play this plugin, as some things won't work the way they are supposed to otherwise. The plugin is also best experienced if you start from scratch.

As this plugin adds a whole lot of cool (IMHO) stuff and changes some of the existing, it is not very likely that it will work together with other plugins (with the exception of pure mission-related plugs), so you better remove any such from your plugins folder before you install the Game Expander. If you like the game expander and want to keep it, but have some other smaller plugin that you also love, you can open the Game Expander with ResEdit to check which resources that still are unused, and then alter the other plugin to use those resources. Requires some work, but it's possible.

This plugin is completely for free. I take no responsibility for things this plugin does to your computer. If it causes a crash or blows your computer to pieces, not my fault! Use it at your own risk. However, due to the nature of this plug, it is highly unlikely that anything nasty would happen. I claim no rights for this plugin and you may distribute it freely, but please include this readme file if you do. I don't want any credit for this plug. I

made it mostly for my own enjoyment and to make EV a better experience. If you use it and like it, that is enough credit for me. If you don't like it, simply throw it away.

*mkb - 1997*

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# GAME EXPANDER UPDATE

## FOR ESCAPE VELOCITY!

This is an update for the Escape Velocity plugin "EV Game Expander" that I released earlier. The Update fixes loads of bugs and mistakes in the initial plugin, as well as adding loads of new stuff. You can read more about that below...

Adrian Turkington (uaturkin@mcs.drexel.edu) has joined in and made a bunch of the new missions found in the updated Game Expander.

Note that this is an **update** for the EV Game Expander, meaning that you will need to have that plugin before you can use this. The update comes in form of a ResCompare patch to save space and download time.

### SYSTEMS AND WORLDS:

About 30 new systems and 25 new stellar objects have been added in the update, forming a new region of space. This region is newly discovered, and both the Confeds and Rebels were involved in a colonization frenzy recently, both trying to gain control of those worlds, resulting in a very high military presence from both sides in the area. Aside from that, some slight modifications have been made to existing worlds, such as changes in the stellars description and a few spaceport bars being added. Some planets, mostly those of the Polaris Alliance, have also gotten new landing pictures.

### GOVERNMENTS:

Only some slight changes have been made to the governments. The Alpha Proxima government and the Thargonian Triumvirate has been added. Other than that only some small problems have been solved.

### MISSIONS:

This upgrade includes a large number of missions to give the new EV universe some more action and to include the new governments and planets in the game. To not spoil any of the fun, I won't go into any details about the missions, but they are both suites of missions and smaller single missions, and can be found with the Polaris Alliance, Orion Union, Pirates, Rebellion and several independent worlds. Some of the missions now give access to ships and outfits which were in the previous release without any restrictions, to make some powerful stuff harder to get.

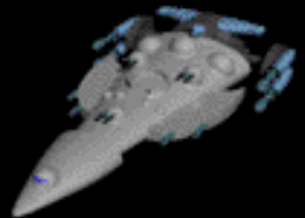
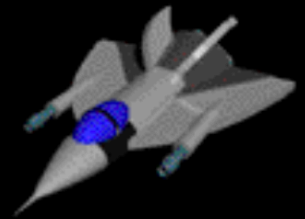
## STARSHIPS:

The update includes a number of new ships to give the game more flavor. The league Police forces have gotten some ships of their own, the Thargonians have a new ship, and the pirates have gotten some more specific pirate ships. Several of the other ships have been slightly modified to include new stuff or adjust the balance of power.

Below is a short description of the new ships, sorted by their type/alignment:

### LEAGUE POLICE SHIPS:

- Viper Fighter – A new fightercraft developed by the shipyards on Starbase Denigrada for use by the League Police forces of the democratic worlds in the region. They use it as the principle patrol craft, and it is a rather average fighter, somewhere between the Confed Patrol Ship and the Rapier in power.
- Stinger Gunboat – A heavier patrol and strike craft made for the League Police by the Cassiopeian shipyards on Starbase Denigrada. The Stinger is heavily armed with missiles and rockets, and with its decent shielding it is a craft capable of taking on pirate corvettes if necessary. It is slightly faster than a Rapier.
- Panther – A medium sized capital ship used by the League Police, the Panther Battleship is mostly used for long range patrol and to repel pirate invasions and large raids. It is a fairly fast and powerful ship, armed with missiles, torpedos as well as proton turrets. It also holds a complement of 3 Viper fighters.





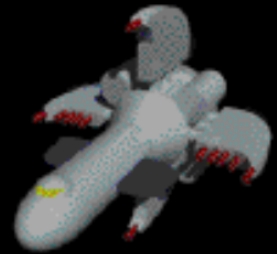
## PIRATE/RAIDER SHIPS:

- Banshee – The Banshee is a ship developed by the Pirate shipyards on Evildrome. It is essentially a freighter of some kind with powerful engines, decent shields and armor and some serious firepower with laser turrets, missiles, ion cannons and a pair of raider racks. It also has good cargo space for the salvage.
- Dark Stalker – The Dark Stalker is a pirate ship made by the shipyards on Evildrome. It is a type of heavy Corvette with decent cargo space and good shielding. It is armed with laser turrets, missiles, rockets and a pair of beam lasers, giving it enough firepower to take on anything weaker than a Rebel Destroyer with ease.



## THARGONIAN TRIUMVERATE SHIPS:

- Thargon Corvette – The Thargonian Corvette is a ship developed for the Thargonian militia by Terran Naval Yards, giving it some resemblance to Confed warships in design. The Thargonians needed a good warship for their defense forces and contracted Terran Naval Yards and Maskirovka Inc for the construction. The result is a ship somewhere between a Rebel Destroyer and a Maskirovka Corvette in strength.



There is one more new ship, but it is a powerful ship you can't buy which is connected to a mission, and to not spoil all the fun, you'll have to discover that one yourself. :-)

## WEAPONS AND OUTFITS:

The update also adds a bunch of new outfits and weapons. The Hyperspace Flux torpedos, the Ion Cannon, Space Grenades and Polaris missiles can be bought at some outfitters, while the Fuel Replicator and the Tritorium Armor only can be obtained by completing certain missions. Viper fighters for the Panther Battleship can also be bought at some of the democratic and corporational worlds in the northern region of space. Aside from that, minor adjustments have been made to some of the weapons and outfits. Some weapons have got new sounds too.



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# GAME EXPANDER PLUG

## FOR ESCAPE VELOCITY!

*(Second Update Information)*

This update to the plugin was largely ment to be a maintenance update, where (hopefully) most bugs are corrected, the game components are somewhat tweaked to better reflect my ideas of how I ment them to be, some adjustments of the balance of power and that sort of things.

However to make it worth downloading, some new stuff is added as well. It is possible that there will be one more update to the plug, but that should be the last one.

As there are lots of small changes here and there, I won't list them all here (also I don't remember all of them offhand). The more major things that are changed or added are:

### PLANET DOMINATION

In previous versions of the EVGE, lots of planets would surrender without a fight if you demanded tribute from them. This is not the way it was ment to be, and hopefully all those planets have been fixed so their defense fleets appear properly. Also, if you dominate planets, you'll have to face a somewhat nastier foe than the regular Bounty Hunter Kestrels we all learned to know and love :)

### STAR SYSTEMS

I had planned a bunch of new systems for this version, but as EEdit (which I use to place out the systems) is extremely buggy with large plugins, those have to wait before they are added. There are however 7 new systems added which are related to a mission.

### SHIP CHANGES

Some of the ships (both standard and EVGE added) have had their specs somewhat tweaked to better live up to the performance I expect from them when interfacing with other ships. Most notable here are the Confed Frigate, Confed Patrolship and Rebel Cruiser, Alien Attack Fighter, Alien Battlecruiser and Alien Commandship. The Orion Cobra Interceptor has also been heavily altered. Others have been slightly altered too, but those are the major ones. The Bird of Prey have also been "altered" so it will actually use its torpedos and beam when computer controlled.

## NEW SHIPS

There are a number of new ships added to this update too. Those are the Alien Marauder (mission-related, very powerful), the Predator Battlecruiser (new Alpha Proxima capital ship), a remake of the Bird of Prey and a completely revamped Polaris Barracuda fighter (the old graphics looked horrible...).

## WEAPONS/OUTFITS

Some of the weapons have been altered to better reflect their intended strength and operation. The foremost example is the Black Lightning, which was far too powerful before. Turret bolts have been somewhat sped up to make them track better. The Mass Driver has also been altered and put to heavier use. There are also a number of new weapons and outfits added, which include the Disintegrator (alien weapon), Hellfire torpedos (alien weapon), Plasma Torpedos (Predator weapon), Alien attackfighter bay (used by Marauder), weapon miniaturizer (mission related outfit).

## MISSIONS

Two mission suites are added to the game, one anti-alien mission for the Orion Union, and an Alien mission suite (you work for the Aliens) which appends to the old Alien Ops mission (which you used to get out of the Maia system). More was planned, but I ran out of inspiration. If anyone who likes to make missions has any good ideas and want to make missions for the plug, you are welcome to do so.

## SOUNDS/GRAPHICS

There are a number of new sounds added to the plugin, both related to new weapons, and which replaces some old sounds which I found boring. :-)

On the graphics front: Two new planetary landing pictures are added as well as new ship graphics for the Alien Marauder, Barracuda and Predator Battlecruiser.

## GENERAL/MISC

Lots and lots of smaller bugfixes are also made. These include correction of my bad English. Many thanks to Ray Hachey and David Parker for doing this. A number of fleet types (flēt) and AI personalities (përs) have also been added to add to the variety of ships you may run across. This has also made it easier to run into pirates and aliens. Make sure you stay within Confederation space until you have a ship which is capable of running away (or fighting) to make it easier to stay alive. Aliens and pirates will not show up in the Confederation core worlds.

## CONCLUSION

Of course I have probably forgotten a whole bunch of changes this wide update will introduce to EVGE, but you should eventually discover them... ;-)

ATTENTION: It is strongly recommended that you start with a new pilot file when you play with the updated plugin. This is also true if you had a previous version of EVGE installed. Due to changes made when updating the plugin, and some slight reconstruction of things, this is necessary if you want the plugin to work fully the way it is supposed to work.

You may think it is hard to start over, but due to the way EV works, there is nothing else to do. To make it a bit easier for those who don't want to start from scratch, I have included a "new" pilot file (Captain Scumdog) which equips the player with a spiced up Kestrel to start with instead of the shuttle.

*(Editor's note: This pilot file is not compatible with the Nova port of EVGE, and is not included)*

## ACKNOWLEDGEMENTS

The contents of the original readmes are the property of the original author(s) of the EVGE plugin, and have been exported from their original formats and remade for the Escape Velocity Nova port of this plugin. The styling for this document is based on the "First Update" manual which was recovered in its original state.

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