
GAME EXPANDER PORT

FOR ESCAPE VELOCITY NOVA!

(Version 1.1)

Escape Velocity Game Expander was an expansive scenario for *Escape Velocity*, the classic Apple Macintosh space adventure game, adding a bevy of new systems to explore, two new major factions added to the storyline, many new ships, enhanced sounds, and more.



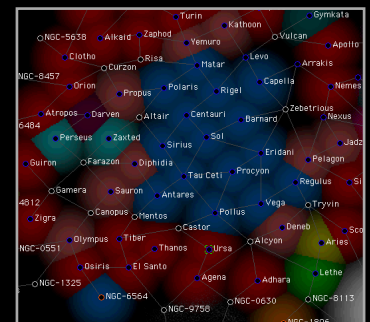
Confederate
BaseShip

Thanks to the magic of SpacePort, and the combined efforts of community members new and old, this classic plugin is now available on *Escape Velocity: Nova*, the last game in the *Escape Velocity* trilogy, with the most advanced game engine and support on modern systems.

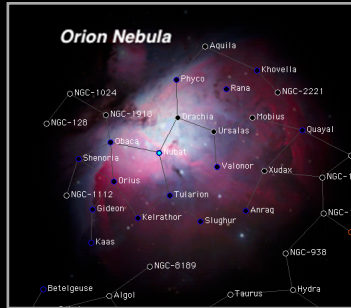
CHANGES AND UPGRADES

The port features many changes made for compatibility with the *EV Nova* engine. As a part of the SpacePort process, ship and projectile speed values were increased, largely due to the difference in operational frame rate between the two games. As a result, the handling of ships will feel as close to the original as possible. The resource structure of *EV Nova* is also fundamentally different from the original game, as the functionality of many of the engine's resource types are greatly expanded. Much of this was automated by the SpacePort process, with additional testing and fine tuning performed manually. Minor errors of the automated process were also corrected.

As for upgrades, features specific to the *EV Nova* engine were integrated into *EVGE* where practical. As one example, faction border colors were added to the map, and the button to toggle their visibility added to the classic map interface.



Borders on



Additionally, the map was upgraded with a nebula image over Orion Union space, as it was originally the intent to have a nebula appear there, but it was left out of the original plugin due to issues with the engine.

Aside from the visual enhancements introduced in version 1.1, the plugin for *EV Nova* also includes many patches to mission operation and system visibility, enabling behaviors that emulate quirks of the original game that are not present in the current game engine. Many of these patches were also available in the 1.0 release of the port.

Please see the change log for additional information if you are curious, and also Enk's reference for updates to control bits and other resource data.

ACKNOWLEDGEMENTS

All intellectual property related to *Escape Velocity*, *Escape Velocity: Nova*, and *Escape Velocity Game Expander* are the property of their original authors, and used by permission (as applicable), or by fair use. All assets used in this port likewise.

Special thanks to Michael Hewitt, Brian Norwood, and Andrew "Guy" Simmonds for their stellar work on SpacePort.

ENK'S EPILOGUE

FOR EV GAME EXPANDER

(A Major Update)

The EV Game Expander greatly enriched the world of *Escape Velocity*, but by the author's own admission lagged in terms of mission content to accompany the many new factions and systems. This optional plug-in contributes major new mission strings to the game. It broadly adheres to the *EVGE* precedent that the player is an independent actor who can freely dabble in the business of many different governments, even those that are unfriendly to each other. Still, in order to wrap up the story in a satisfying way, there is a small number of mutually exclusive paths near the end of the scenario, ultimately resulting in eight possible endings. Of course, the end of the story doesn't mean the end of your pilot! With the exception of these mutually exclusive story beats, the rest of the game's missions remain available to complete even after an ending is reached.

STORY TEASERS

Alpha Proxima is a mysterious faction with a short, well-hidden mission string in *EVGE* that ends abruptly with a major reward. This faction has received a substantial story expansion, which has allowed for the original reward to be spaced out a bit more logically while also introducing new rewards along the way. The new mission content reveals the secret explanation for this faction's existence and has implications for the broader political landscape.

The Aliens have a modest mission string in *EVGE* that is also somewhat easy to miss. Their story has been substantially expanded, with new secrets revealed about their relationships to the various human factions and the original conflict that sparked the Great War.

Cassiopeia has an unusually detailed mission string for an otherwise minor faction in *EVGE*. Their story has been extended into the endgame, connecting up with the broader political landscape.

The Rebellion and the Confederation have both received additional story content relating to their imperialist tendencies.

The Polaris Alliance and Orion Union have received touchups to their mission strings so that the player has a bit more agency in deciding how they wish to relate to these two factions.

COMBAT BALANCE AND CONVENIENCE

In addition to the new story lines, *Enk's Epilogue* also makes some considerable changes to weapon balance in *EVGE*. Weapons that consume ammo have been assigned a per-launcher ammo maximum, and the player's ammo count is automatically reset to its allowed maximum with each passing day. For example, each Missile Rack has an allotment of 6 Missiles; if you have two Missile Racks, whenever you take off from a port or make a hyperjump you'll start the next day with 12 Missiles. Since ammo counts are automatically defined by their launchers, you can no longer buy or sell any ammo directly and ammo no longer takes any mass. Launcher mass has been audited accordingly so that the damage-per-mass of each weapon is appropriate. A standout change is the Flare Launcher which now starts each new day with 40 Decoy Flares and has an upgraded rate of fire to actually intercept Missiles somewhat effectively, although the ammo won't last through an extended fight.

Fighter bays have received a similar treatment. If your ship comes with a fighter bay or if you buy one after-market, you'll need to recruit some pilots before you have any fighters available to launch. Every outfitter now offers a Recruit Pilots item for purchase which grants a random number of reserve pilots. Over time, reserve pilots are automatically trained and fighters brought into service at no additional cost to the player. As with ammo, fighters can no longer be bought and sold directly, but the recruitment system affords you a limited means of replacing lost fighters without returning to port. There are two special fighter bays that use the old system for a very good reason, but you can discover these for yourself...



Add Pilots

Weapons that don't consume ammo have mostly been converted to primary weapons. Since ammo-consuming weapons are a lot more practical now, this helps keep the secondary weapon cycle less crowded. It also means that weapons like Neutron Blaster and Mass Driver are easier to work into your setup. Weapons that saw little use in *EVGE* have had their stats audited to make them more competitive with popular

alternatives. Generally, this was accomplished by reducing their mass so as to keep combat with NPCs consistent. However, in cases of severely underpowered weapons or weapons that already saw very little use in NPC loadouts, some changes to damage and range were also contemplated. A standout change is the Laser Turret, which has the best damage-per-mass ratio of any turreted weapon while still achieving reasonable range and projectile speed.

With launchers receiving ammo allotments, there were many ships whose stock loadout exceeded the newly defined ammo maximum. These ships have received perks that grant them higher than normal ammo allotments. For example, the Corvette receives 50 additional Javelin Rockets and the Rapier receives 4 additional Heavy Rockets. These perks only take effect if the ship has at least one associated launcher, but they help to give each ship a unique flavor. Standout changes include the Lightning with +4 Space Bombs and the Argosy with +3 Hawk Light Fighters.

Once ammo-consuming weapons were made more convenient to use, it became apparent that most of them occupy a cramped portion of the stat space. To create more diversity among the weapons, Torpedoes and Grenades were given a substantial blast radius, Polaris Missiles were given greater speed but substantially worse turning, and all weapons with damage at or above Heavy Rockets were given ionization. Furthermore, a selection of super dangerous weapons are now disabled whenever the ship is ionized.

MISCELLANEOUS UPDATES

One unintended consequence of tripling the galaxy map size was that the Mission BBS offerings from the original game tended to require very long journeys for meager pay. Some invisible modifications to gövt resources were made to define “core” and “fringe” regions of the map, and a variety of new Mission BBS offerings are available that give attractive compensation for traveling between the two regions. Also, there are now some heavy freight missions with suitably high compensation for those who are willing to figure out how to safely and efficiently move about the galaxy in a freighter (it’s possible!)

The original *Escape Velocity* included anti-escort fleets that would harass the player every day if they had more than an incidental amount of cargo space among their escorts. Some invisible logic has been added so that these fleets only appear occasionally, at random intervals (and still only if you have freighter escorts.)

The original game also made it so that faction-specific ships and outfits could only be obtained after completing the faction's entire story. *EVGE* generally followed this precedent, resulting in a variety of mid-tier ships that unlock too late in the story to have any practical use. Ship and outfit unlocks have been audited so that a reasonable amount of proprietary equipment is made available to the player once they have proven their worth to each faction.

Another curiosity of *EVGE* is that the author reduced all ship speeds by 100 as a matter of taste. This change had some interesting interactions, boosting the effective acceleration of all ships while also widening the gap between fast and slow ships. *Enk's Epilogue* increases all ship speeds by around 50%, bringing the average speed up to the level that's seen in Guy's port of *EV* to the Nova engine. Speeds that were excessively far from the average have been compressed somewhat as well, and acceleration has been increased to mimic the original *EVGE* experience. With all the speedup that has occurred, *Enk's Epilogue* is designed to be played more or less exclusively on 1x speed. It is recommended to install *Geek's Planets* in tandem with *Enk's Epilogue*, as it helps support the original intent of "scale" with the increased speeds.

SHIPS AND OUTFITS

A small number of new ships and outfits have been added to the game. Depending on the player's choices, they may encounter the Rebel Puma, a fearsome addition to the Rebellion navy that clearly has Polaris origins. Based on the fact that Orion's Cobra Interceptors have Mass Drivers, this special weapon is now unlocked by both the Orion and Rebellion mission strings, along with a new gatling-themed weapon for the player to discover. There are also a few new fancy persistent outfits that can be earned by completing certain mission strings.



Rebel Puma

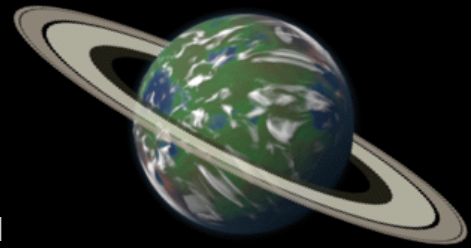


GEEK'S PLANETS

FOR EV GAME EXPANDER

(A graphical upgrade)

Greetings, and thanks for your attention so far. I am the cosmic entity known in the *EV Nova* community as Geek, and it was my pleasure to work with Enk on bringing this port to life. As part of my signature on every port from *Escape Velocity* I have worked on thus far, I've included my planet graphics mod with *EVGE* as well, with the inclusion of three new gas giant images, which you'll just have to explore and find on your own.



Northstar

In addition to the new images for planets, this mod also adds additional visual flavor to the game in the form of system background color and murk, applied to systems inside the Serpens and Orion nebulas. The positions of planets in close proximity have been changed as well, to prevent overlapping, and further enhance the feeling of scale as you explore the vast galaxy of *EVGE*.

I hope you enjoy using this mod as you explore this fantastic scenario, perhaps for the first time.

Special thanks to mrxak for the planet generator template for Blender.
