



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 stars 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.

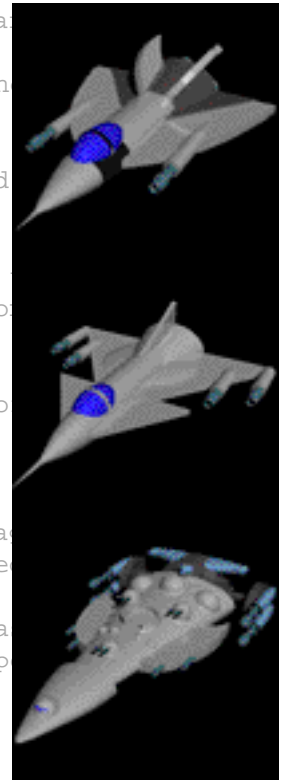
Starships:

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:

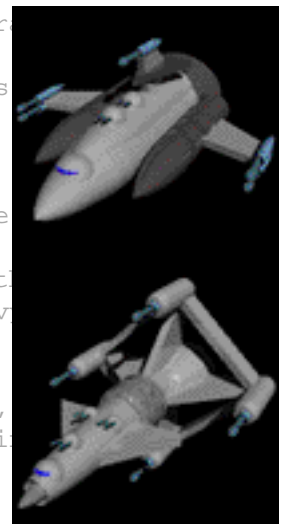
LEAGUE POLICE SHIPS:

- Viper Fighter - A new fightercraft developed by the shipyard 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, torpedoes 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.

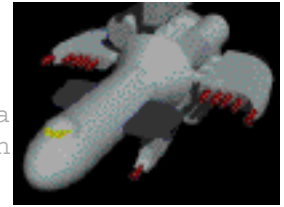


THARGONIAN TRIUMVIRATE SHIPS:

- 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 defence 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.

