



a plug-in for Escape Velocity Nova

Support Documentation

**PLEASE READ THIS SUPPORT DOCUMENTATION
BEFORE ATTEMPTING PLAY**

Table of Contents

Table of Contents.....	1
About this Plug-in.....	2
Changes for the Nova Release	3
Installation.....	5
Troubleshooting.....	7
Acknowledgements	11

About this Plug-in

[Realm of Prey](#) is a plug-in that was originally written for Escape Velocity Classic by Tim Isles. Tim is the creator of the popular Empire series of plug-ins, which include [Empire](#), [E2: Dark Horizons](#), [E3: Endgame](#), [\(E4\) Empire of Crime](#), [\(E5\) Heart of Darkness](#), and [\(E6\) Brotherhood of the Kestrel](#). The original plug-in was built using ResEdit 2.1.3 whilst EV-Edit 3.3.2 was employed to add the new systems. Tim's own outfit designs were drawn courtesy of GraphicConverter (U.S.) 3.8.2. All of the missions were created using Schmelta-V v1.0d10 and the entire plug was both designed and tested on a 68LC040 Performa 580CD with 30 Mb of memory allocated to EV.

The Nova conversion of Realm of Prey was done by Agee (A.K.A. MacDevil) with Tim's blessing. The port was created on a Powerbook G4 1.67GHz with 1.5 GB of RAM using SpacePort v1.1.1 and Mission Computer v3.3.3. There have been several changes made to take advantage of the more advanced EVN game engine. These changes are detailed more fully later in this readme.

The plug-in offers no less than **70** new outfits and weapons. Some of the standard EV weapons have been renamed (eg. proton cannon is now the pulse cannon) or altered. Please note that some of the new outfits are only available as mission rewards. As you travel and discover new worlds and stations, you will come across different technologies, all of which have their pros and cons depending on the circumstances. You must decide which weapon or device is best for the job.

Expect to discover **54** new ships (as well as numerous variants), ranging from simple cargo transports to heavy cruisers. Some of these ships are available only at certain planets and some only upon success of certain mission suites. Wherever possible, the starfighter types have had their spin sizes set at 24x24, which not only adds greater realism but also makes for a more challenging target.

A new splash screen has been added. The holo-vid graphics are new, as are all of the "news" and "commercials". All of the bar, planet, ship and weapon descriptions have been either altered or completely rewritten. You will find several new landing pictures, and custom graphics for certain outfits.

Changes for the Nova Release

As mentioned above, there have been many changes made to the original plug-in. These were made with the goal of taking advantage of some of the features of the Nova game engine that were not present in the EVC engine. At the same time, the goal was to make no changes that noticeably altered the gameplay. The changes include:

Graphical

- Added smoke trails to all projectile weapons
- Added Nova-style explosions.
- Altered the outfitter graphics of some Faction outfits to better integrate them with the Faction ships
- Added government specific news graphics and news reports
- Altered the scoutship and light hauler sprites
- Altered the gambling screen
- Added a new title screen

Ships

- Added ship variants for all ships
- Escorts can now be upgraded and sold
- Altered the weapon exit ports on all ships for greater realism
- The shield and armor values for all ships have been multiplied by 10 to make the gameplay closer to that of the original plug-in.

Outfits and Weapons

- Made armor mass and price dependent on ship mass
- The EMP emitter and the anti-shield laser now ionize
- The mining laser and the spatial charge do x10 damage to asteroids
- The defensepod is now deployable as a fighter
- Chaff now functions as a point defense weapon (it will fire automatically)
- The Anti-Viral Cannon can now be bought and sold at the Acceleron Shipyard facility and will pass through shields
- Added several new “Nova-style” outfits

Gameplay

- Increased the in-game speed by 50%. This was done to make gameplay closer to that of the original plug-in
- Added map borders and modified attributes of a few governments.
- Added 3 types asteroids, which are mine-able.
- The asteroid miner will now mine asteroids.
- Made a few more planets trade tucharium (for asteroid mining)

Installation

This plug-in **REQUIRES** that the Nova port of Escape Velocity Classic be installed in order to run properly. It is important to note that there are, in fact, two EVC ports out there. The plug-in should work with either one installed. **HOWEVER**, it has only been tested extensively (read: for more than 10 minutes) on the official port created by ATMOS. Therefore, it is strongly recommended that you use this version of the port.

To install the EV Classic port (do this BEFORE installing Realm of Prey):

1. Download the EV Nova port of EVC from the Ambrosia addons page. The Mac version can be found at:

http://www.ambrosiasw.com/cgi-bin/vftp/dl-redirect.pl/mac_evnova_classic.sit?path=evn/essentials&file=mac_evnova_classic.sit

And the Windows version at:

http://www.ambrosiasw.com/cgi-bin/vftp/dl-redirect.pl/win_evnova_classic.zip?path=evn/essentials&file=win_evnova_classic.zip

2. Remove all of the data files that came with your copy of EV Nova from the “Nova Files” folder. Put them in a safe place.
3. The EV Classic port you downloaded in step 1 will contain a number of replacement data files for EV Nova. Place these in your “Nova Files” folder. The “Nova Files” folder should now only contain the data files from the EV Classic port.

Once you have installed the EV Classic port, install Realm of Prey (instructions are on the next page).

To install Realm of Prey for EV Nova:

1. Remove all plug-ins from your “Nova Plug-ins” folder. Put them in a safe place.
2. If you are a Windows user, convert the plug-ins included in this archive to .rez format using the plug-in converter included with your copy of EVN. If you are a Mac user, skip this step and proceed to step 3.
3. Place “Ream of Prey Data”, “ROP Graphics”, “ROP Graphics 2”, “zROP Ships,” and “zzROP New Planets” into your “Nova Plug-ins” folder.
4. Launch EV Nova and start a new pilot file.

It is also recommended that you read the Preamble, which is included with this plug-in archive, before attempting to play.

Troubleshooting

The following is a list of common questions that may arise about this plug-in. Should you experience any problems please consult the following list before e-mailing me with any concerns - it will save both of us a great deal of time and effort.

REALM OF PREY F.A.Q.

- How do I install Realm of Prey?
- Can I use cheater applications or third party pilot files?
- Why can I still see ships, systems, etc. from the stock EVN scenario?
- EVN crashes while loading. Why?
- Who can I fly for?
- How do I get missions for...?
- Can I play for more than one faction at once?
- Are there any hidden systems?
- How do I get access to the faction warships?
- Why is it that on some planets, I find a unique ordinance but no related launcher?
- What if I find a bug?

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- How do I install Realm of Prey?

See the installation section of this guide

Remember, it is vital that you remove any and all other EVN plug-ins from the Nova Plug-ins folder. Also, you MUST start with a new pilot file. This is important because older pilot files will likely have had their mission bits already set to different values not matching up with what this one allows.

- **Can I use cheater applications or third party pilot files?**

Downloadable "cheater" plug-ins or utilities should **never** be used with this plug-in under **any** circumstance. Failure to follow this instruction will lead to a variety of situations such as disappearing systems, altering legal status and sudden ship changes, just to name a few. Consider yourself warned!

- **Why can I still see ships, systems, etc. from the stock EVN scenario?**

If you are still seeing anything from the stock EVN scenario, it is likely that you still have either original EVN data files in your "Nova Files" folder or other plug-ins in your "Nova Plug-ins" folder. Check to make sure you have installed the EVC port correctly (remember only the files from the port should be in your "Nova Files" folder). Also check to make sure that only the plug-ins included with this guide are in your plug-ins folder.

- **EVN crashes while loading. Why?**

Usually when EVN crashes while loading, it is because the pilot file being loaded tells the game to look for a resource (like a ship or outfit) that does not exist in the data files and plug-ins currently installed. The easiest way to deal with this is to remove all of your pilots from your pilots folder (put them in a safe place) and try launching the game again. If this does not fix the problem, make sure you have installed both the EVC port and Realm of Prey correctly.

- **Who can I fly for?**

Missions are available from either The Faction or the Earth Confederacy. There are a variety of other governments, depending on who you choose to side with, that you will find yourself interacting with as the missions progress.

- **How do I get missions for...**

(1) THE FACTION.

The first mission for The Faction is available at ANY Faction controlled stellar, with a probability of about 15% each time you land. An "Excellent" combat rating is needed and legal status should be at least "Decent Individual".

(2) THE EARTH CONFEDERACY.

The introductory mission for the Confederacy is anywhere in Earth controlled space with a probability of 15%. You will need a minimum of a "Decent Individual" legal record and an "Excellent" combat rating.

You will be directed as to where to find future missions by mission text. However, in general, subsequent Faction missions will be available from Blackthone in the Darven system and Earth missions will be available from Gateway Station in the Sol system.

To increase your legal standing and combat rating, target aggressive pirate ships or fleets whenever you encounter them. You can also target a government's 'enemy' vessels within its own systems, e.g. attacking Faction vessels in Earth space and vice versa.

- **Can I play for more than one of the two factions at once?**

Absolutely not, as many of the planets and systems change hands throughout the plug. Any attempt to, for example, play the Earth and Faction storylines simultaneously will ultimately fail as certain key destinations will either alter allegiance or disappear altogether.

- **Are there any hidden systems?**

Yes, you will find them if you choose to play for Earth or The Faction.

- **How do I get access to all the different government warships?**

You will be able to purchase **ALL** of the different warships and their outfits in **Realm Of Prey**. While some are available at the outset (mostly "entry level" platforms), the majority of these are mission bit controlled and you cannot get them until you have done a particular mission or campaign.

Bit-activated items are available from:

- The Faction (and partisans)
- the Earth Confederacy (and allies)
- the Spittal Syndicate

- **Why is it that on some planets, I find a unique ordinance but no related launcher?**

Specialized ordinance (e.g. plasma torpedos) are available at certain faction homeworlds; however, their associated launchers are not and to get them you must successfully complete specific missions. You will be advised when new ships and technologies become available.

- **What if I find a bug?**

This plug-in has been thoroughly beta tested, and no fatal bugs have been discovered.

[Any problems encountered should be reported to the author of this conversion at \[ags10@duke.edu\]\(mailto:ags10@duke.edu\)](#)

Acknowledgements

Escape Velocity Nova is ©2002 by Matt Burch and Ambrosia Software.

Escape Velocity and Escape Velocity Override is ©1997 by Matt Burch and Ambrosia Software.

Realm of Prey for Escape Velocity (Classic) is ©2002 by Tim Isles.

Realm of Prey for EV Nova is ©2007-2008 by Tim Isles and Agee Springer.

Nicholas Williams (www.geocities.com/Shades_Shipyard and nicholas@netaccess.co.nz) rendered the new-look shuttlepod, the new light and bulk freighters, heavy tanker and asteroid miner in addition to ship sets for the Earth Confederacy, Atinoda Design Bureau, Maskirovka, DREC, Aceleron Biogenics, the modified pirate vessels and the new alien ships. His other work includes the orbital defensepods, mineable asteroid (not appearing in the Nova release), mass driver outfit and the "load new pilot" splash screen graphic. Please note that the ship sets for DREC, Maskirovka and the aliens were exclusively designed for this plug and should NOT be used without the plug author's (Tim's) consent.

Matthew Dailey (<http://www.grand-novice.com>) designed the Defender, Vindicator, tactical bomber and provided the ships used for The Faction (reshaded using GraphicConverter) and a few sounds and landing scenes. He also designed the light hauler, scoutship, and plasma cannon and turret graphics seen in the Nova release.

Meowx Shipyards (<http://www.meowx.com>) provided the Syndicate Behemoth.

Sabre Studios (<http://saberstudios.evula.net>) was the source of a few new-look starports and a few selected landing pictures.

Eeun's EV Shipyard (this website can now be accessed via <http://www.evula.com>) was the source of the light hauler seen in the original release.

Weepul (<http://www.jps.net/btaenzer/shipyard>) made the fast courier.

EVO Incomplete (courtesy of [UniversalWolf](#)) yielded several new ships which include the Fringe Miners Guild ship set and two Syndicate military vessels. Selected weapons and outfit graphics are all courtesy of this marvelous plug, as are several space stations, a few landing scenes and sounds.

Onyx (<http://www.onyxshipyard.net>) made the replacement station graphics included with the Nova release. He also made the Faction torpedo pod and torpedo outfit pictures seen in the Nova release, as well as a few landing pictures.

rEV (see included rEV license file) was the source of all the replacement planet graphics, as well as a few of the landing pictures included with the Nova release. Reuse of these files was done in accordance with the included rEV license document.

Michael Judkins created the map dialogue screen seen in the Nova release and gave permission to alter the comm dialogue for escorts to allow for upgrading. These dialogue screens came from his “EV Novarized” collection.

The New Splash Screen seen in the Nova release was made by Agee using elements from the “new pilot” splash made by Nicholas Williams. The image of Earth came from “Jeff’s Homepage.” The image can be found at (www.geog.ucsb.edu/~jeff/wallpaper2/blue_marble_globe_east_wall.jpg)

Tim wrote most of the government news reports, and made the news graphics for DREC, FMG, Earth, Atinoda, and the Gods of Anarchy. The rest of the news graphics (Faction, Spittal, Maskirovka, Accelaron, NPU, Mercenary, Starbound/UGE, ConEx, and the other pirate factions) were made by Agee using graphics provided by Tim.

Legal Disclaimer (From MacDevil)

Due to a past attempt to pass off an altered version of one of my plug-ins as original work, I must now make sure the usage permissions for all my plug-ins are explicit. This plug-in is freeware and I had never in the past seen a need to have a bunch of legal junk for a free product. However, I will now be abundantly clear: this port is © 2007-2008 Agee Springer. The original plug-in is © 2002 Tim Isles. If you wish to use any part of this plug-in in your own work, you must e-mail both myself and Tim and receive written permission first (and if you do e-mail me, there is a 99.9% chance I will give you permission). Any attempt to use any or all of this plug-in in another work without my permission and this readme with NOT be tolerated. Also, under no circumstances is this plug-in to be sold or exchanged for profit in any form.

I can be contacted at ags10@duke.edu.

Tim can be contacted at ethology101@yahoo.com.

I am sorry to have all that bother over something I enjoy doing and is free to all. However, let me reiterate: I WILL NOT TOLERATE THEFT OF MY WORK.

Special Thanks

Goes to ~vlsitor~ for nearly single-handedly beta testing this plugin for me.

Also to Guy for his help with increasing the game speed.

To Kauthor for his continuing interest and support of my work.

And finally, many thanks to Tim for creating this plug-in and for providing invaluable support during the Nova conversion process!