

STAR WOLVES 3

CIVIL WAR



CONTENTS

INTRODUCTION	2
INSTALLATION	2
MAIN MENU AND SETTINGS	3
Game Settings	4
Additional Settings	5
Graphics Settings	6
STARTING A NEW GAME	7
GAME INTERFACE	9
PILOT PANEL	9
COMMAND PANEL	10
CAMERA PANEL	13
CONVERSATIONS	14
SYSTEMS INTERFACE	14
Hangars	15
Ship	16
Warehouse	16
TEAM CONTROL INTERFACE	17
Team	17
Log and Mail	18
Shop	18
Office	19
COMBAT TACTICS	19
Game Universe	24
Factions	25
Reputation	29
SHIPS	29
MOTHERSHIP	30
Firmware	30
Turrets	34
Mothership Systems	34
FIGHTERS	35
First Generation	36
Second Generation	37
Third Generation	38
Fourth Generation	39
Fifth Generation	40
Fighter Hardware	40
Weapons	40
Missiles	41
Systems	42
CONTROLS	44
CREDITS	46
REGISTRATION	51
TECHNICAL SUPPORT	51
INFORMATION REQUIRED	51
CONTACT	51

INTRODUCTION

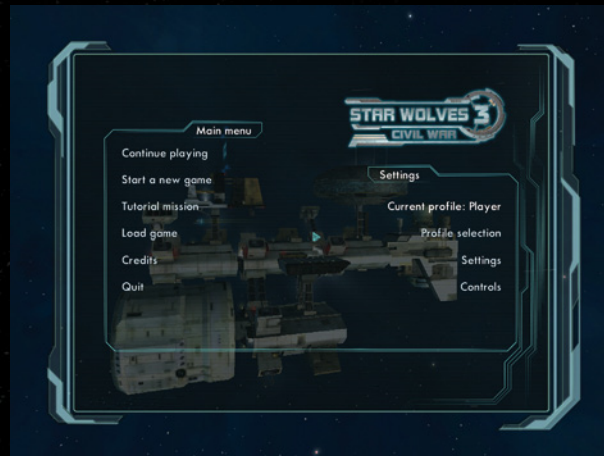
The golden age of human space expansion came to an end. The war against Aliens uncovered multiple controversies of the existing world order and resulted in a civil war. The once monolithic Empire split into several warring camps struggling over power.

This is the world of Star Wolves 3: Civil War. This is the world you will have to live in, survive and find true friends, discover mysteries of distant space and reveal political intrigues. This world is awaiting you! Have a good game.

INSTALLATION

1. Insert the Star Wolves 3: Civil War disc into your DVD-ROM drive. The setup menu will open automatically. If for some reason the DVD autoplay is disabled on your computer, run the Setup program manually using Windows Explorer.
2. Left-click Install in the Setup menu.
3. Follow the instructions on screen until setup is complete.
4. To remove the game from your PC, select Delete in the Setup menu, or use the "Add/Remove Programs" menu in the Windows Control Panel. (Start-> Control Panel-> Add/Remove Programs).

MAIN MENU AND SETTINGS



Continue playing - Resume the current game.

Start a new game - Start a new game of Star Wolves 3: Civil War.

Tutorial mission - This section is strongly recommended to rookie pilots, to give them their first taste of navigating space fighters and the Mothership.

Load game - Load a previously saved game.

Credits - Shows the list of developers who created this game.

Quit - Quit to Windows.

Current profile - Shows player name.

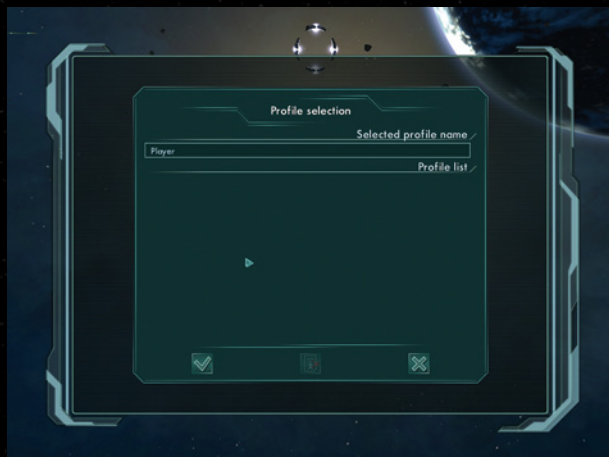
Profile selection - The game can save multiple player profiles. You can load an existing profile or create a new one.

Settings - Graphics and sound settings.

Controls - Review controls.

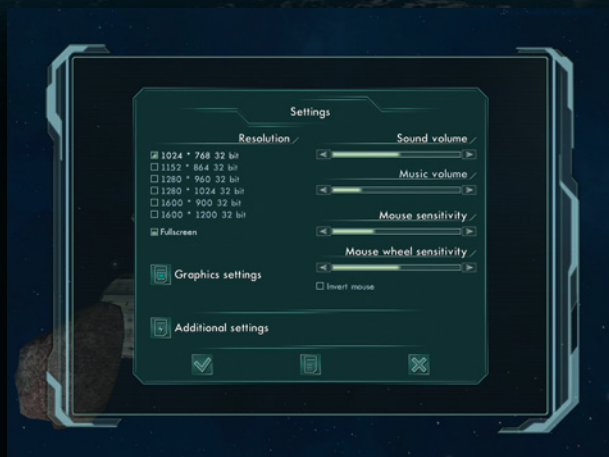
YOUR PROFILE

First of all, you will need to create a new player profile and set up the game. Go to the **Profile selection** menu, type in and confirm your player name.



Game Settings

After that, you can start the game with default settings. However, we do advise that you take a look at the Settings menu.



Resolution - Change screen resolution. The higher the resolution the better the graphics, but also the more powerful your computer will need to be in order to run the game.

Fullscreen (mode) - You can play either in full screen or windowed modes (if your desktop resolution is higher than game resolution).

Sound volume - Controls speech and battle effects volume.

Music volume - Controls background music volume.

Mouse sensitivity - Adjusts mouse pointer speed.

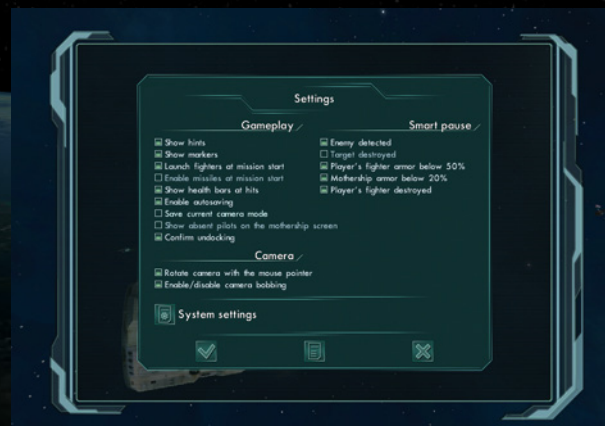
Mouse wheel sensitivity - Adjusts mouse wheel speed.

Invert mouse - Inverts mouse vertically.

Graphics options - Determines how detailed the objects in the game will be. Additional graphics options can significantly affect graphics quality and game performance.

Additional settings - Opens the advanced settings menu.

Additional Settings



Show hints - Check this box, if you want the computer to show you popup hints during the initial stage of the game.

Show markers - Special markers will indicate current objectives of your ships (moving, attacking, defending and docking).

Launch fighters at mission start - Allows to auto-matically launch all fighters after you've jumped into a new star system.

Enable missiles at mission start - By default characters can not fire missiles after a jump into a new star system. Check this box to allow characters to fire missiles at will.

Show health bars at hits - Show armor and shield values near a ship, when this ship is receiving damage.

Enable autosaving - Save progress automatically at key moments of the storyline.

Save current camera mode - Save current camera mode after a jump. If this option is disabled, the camera will switch into the Focus mode.

Show absent pilots on the Mothership screen - If this box is checked, all pilots available in space will be shown, when you dock to a trade station. Otherwise, only pilots, who made docking will be shown.

Confirm undocking - If this option is enabled, a confirmation dialog will appear, when leaving a trade station (by means of the Esc key or interface controls).

Enemy detected - Autopause when an enemy ship has entered your scanner range.

Target destroyed - Autopause when an enemy ship has exploded.

Player's fighter armor below 50% - Autopause when player fighter health has dropped below the critical level.

Mothership armor below 20% - Autopause when Mothership armor has dropped below the critical level.

Player's fighter destroyed - Autopause when one of your fighter has exploded. You may still have a chance to pick up the pilot drifting in an escape pod and let him or her reenter the battle on a backup fighter (provided that one is available).

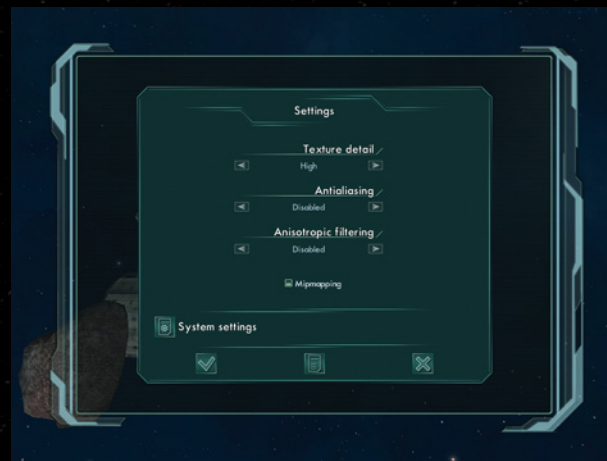
Rotate camera with the mouse pointer - Enable this option to have your camera turn, when you move the mouse pointer to screen edge.

Camera bobbing - Enable or disable camera's bobbing moves.

System settings - Return to the main settings menu.

Graphics Settings

Texture detail - Sets texture quality. The lower is the capacity of your graphics memory, the lower this value should be.



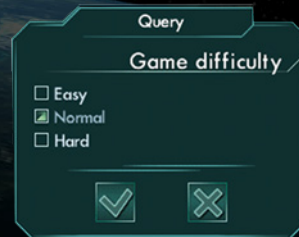
Antialiasing - Smoothes jagged object edges. High antialiasing reduces performance considerably.

Anisotropic filtering - Greatly improves texture quality. High anisotropic filtering may slightly reduce performance.

Mipmapping - Improves rendering and removes moiré, but does not affect performance.

STARTING A NEW GAME

After you've clicked **Start a new game** in the main menu and watched the opening movie, you will need to select the difficulty level. Choose carefully as you won't be able to change it later. Choose a name for the main character (Hero by default), and the specialization.



This choice will affect starting skills of your hero. The game offers four specializations: **pilot, gunner, missiles and systems**.

A **pilot** can become a true ace able to fly any fighters in the game with equal excellence. However, even an ace may get into trouble without reliable cover of an anti-missile defence.

A **gunner** may become a legendary sniper, striking enemies with formidable accuracy. But he will not be able to outmanoeuvre a true ace.



A **missile gunner** does not care about regular guns and is not that good at using them. His torpedoes and missiles are his weapon of choice. This specialization is invaluable when comes to destroying large targets.

A good **system engineer** can add a great deal to team success. His accuracy leaves much to be desired, but he can suppress enemy missile attacks or repair damaged ships of his teammates. The skill tree shows possible variants of character development. For completing missions successfully pilots will receive experience points to spend on skills.

The skill tree is different for each specialization. Take your time, you will not be able to change it later. Other characters, which will be joining the hero in his adventures, will have skill trees of their own.

On this screen you can also read about the hero and get more details on the skills (by right-clicking skill icons).

GAME INTERFACE



The screenshot above shows main interface elements, which indicate status of teammates, current objectives and other essential information. The interface is divided into three main areas: pilot panel, command panel and camera panel. Let's review these interface elements in detail.

PILOT PANEL

The bottom left corner shows the essential information about your team. The Mothership panel features three key command icons:



Open the Mothership and hangars. You can also do this by right-clicking the Mothership icon.

Hotkey - "**B**"



Order all fighters to dock to the Mothership.

Hotkey - "**Z**"



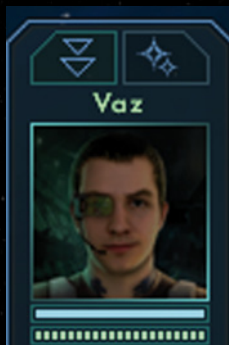
Order all fighters to leave the hangars.

Hotkey - "**Ctrl + Z**"



The value above these icons indicates how many credits you currently have.

The image below the ship name shows the current ship hull or Mothership pilot. Bars below the Mothership icon and pilot portraits show the status of shields and armor. These indicators are the most important in combat.



On each pilot's panel you can see two icons. One opens the objectives menu while the other opens the **actions menu**. In the **objectives menu** you can set pilot's role in the team; the **actions menu** allows to use expendable systems and special abilities.

Red icons in the bottom left corner of a pilot portrait indicate that a pilot is out of missiles or that a ship has no guns.

The next important part of the interface is the command panel.

COMMAND PANEL



Icons controlling game speed (paused, real time, double speed and quadruple speed) are located in the bottom part of the commands panel.

Main action icons are located in the upper part of the screen:



Horizontal and vertical movement. The first left-click sets the initial point in the horizontal plane, the second left-click sets the height of the destination point.
"M"



Escort target.
"E"



Dock the selected team to the Mothership.
"D"



Order the selected team to stop.
"S"



Attack target.
"A"



Missile attack.
"R"



Select all fighters and the Mothership.
"Ctrl + A"



Hold position (fighters will not attack).
"C"

Additional Commands



Show/hide all special action panels.
"X"



Show/hide message log.
"L"



Show/hide mission log.
"Q"



Show star system map.
"Tab"

The star system map is an important part of the game interface. It is useful for issuing orders: if your teammates are separated, if a ship needs to travel a long way, or if you need to watch enemy actions, given the enemy is within the scanner range.



You can zoom the map in and out by means of the mouse wheel or by pressing "+" and "-". To tilt the map, press and hold the right mouse button and move the mouse.

In the map mode you can see scanner ranges of your ships by pressing "V". Pressing this key again will show scanner ranges of all ships visible to you at the moment, including enemies, allies and neutrals. This can be useful to avoid being detected. Pressing this key yet again will hide scanner ranges.



The global map indicates the location of your ship in the star system. It is divided into a number of sectors: Phoenix, Aquarius, Unicorn, Centaur, Capricorn, Border and Sagittarius. Each sector has several star systems marked with different colours. Colour indicates which faction controls the system at the moment (see the World section). If a mission requires a long flight, star systems you will have to visit will be marked with yellow borders for your convenience. **"Backspace"**



Menu. Invokes the standard game menu allowing to save or load a game, change settings, or quit to Windows. **"Esc"**

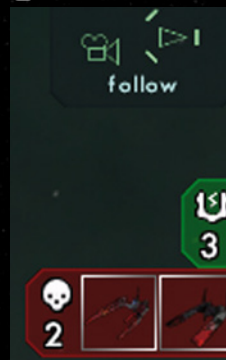


Mail. Shows your alter ego's log and mail. This icon blinks, when new mail arrives. **"I"**



Show/hide altitudes. Shows object altitude relative to Mothership plane, allowing for its precise positioning. **"Caps Lock"**

CAMERA PANEL



The camera panel shows tabs of teams currently within scanner range. Enemy ships are marked red, neutral ships are marked yellow, and friendly ships are marked green. Clicking a team icon shows what ships it consists of. Double-clicking a team icon centres the camera on the team. Also, press "<" to open or ">" to close all team tabs.



There are four camera modes in the game:

Free **"F9"**
Follow **"F10"**
View **"F11"**
Chase (default) **"F12"**

These modes can be toggled by left-clicking the camera menu items or pressing the hotkeys.

The Chase mode is primary and enabled by default. It follows the selected object and allows to adjust the perspective. To turn the camera, you can either move the mouse pointer to screen edge or - and that is a lot more convenient - press and hold the right mouse button and move the mouse. To zoom in or out, use the mouse wheel or hold the left and right mouse buttons simultaneously.

In the Follow mode the camera remains still but

is always centered on the selected object.

In the View mode (third-person view) the camera is always positioned behind the ship providing a view of events as seen by the pilot.

In the Free mode the camera can be moved in any direction at any angle controlled by both mouse and arrow keys.

CONVERSATIONS

During the game, you will enter into conversations with all kinds of characters.



You can select answers by clicking them or by pressing number keys. Your responses may affect further development of the storyline and even the lives of your teammates, so choose wisely.

SYSTEMS INTERFACE

The Mothership window can be invoked during a flight by pressing "B" or right-clicking the Mothership pilot icon:

It is primarily needed to maintain team combat efficiency: equip fighters, assign pilots, inspect available equipment, view details of fighters and equipment.

The interface is separated into three parts.



HANGARS



In hangars you can assign teammates to fighters or the Mothership.

The upper left image depicts the current Mothership and the portrait in its bottom right corner shows the pilot.

The six boxes to the right display characters on board the Mothership. Right-clicking a pilot portrait opens the team control interface (see below). To assign a character to a ship, right-click his or her portrait, hold down the right mouse button drag the portrait onto the Mothership or a fighter. The selected

character must have the piloting skill adequate for a fighter of the given generation.

Hangars, where you put fighters and assign pilots, are shown in the bottom part. Note that some motherships have no hangars. Left-clicking a hangar invokes the fighter maintenance window, right-clicking shows fighter details and description.

If the **Show absent pilots** option is enabled, pilots outside the Mothership will be shown in the hangar marked with a special symbol:



Team financial standing (credits) is shown at the very bottom.

SHIP

This window shows the details of the Mothership or a fighter parked in a hangar: shields (current/maximum), armor strength (current/maximum), maximum speed, scanner range and manoeuvrability. These parameters can vary depending on installed equipment and pilot's skills.



Under these figures is ship layout showing gun and system slots. Unlike the Mothership that can only be refitted at a docking station, fighters in hangars can be reequipped at any moment.

Right-clicking an installed gun or a system shows its description and details, which may change affected by other systems or pilot's skills.



WAREHOUSE

The warehouse is where all the equipment available on the Mothership is kept. It may be fighters, weapons, missiles, and cargo.

Tabs provided for your convenience make it easier to find items you are looking for.

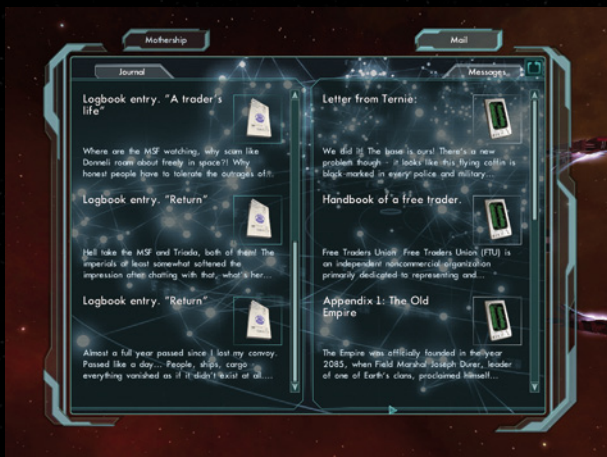
TEAM CONTROL INTERFACE TEAM



This screen allows you to allocate experience points to your teammates. When you start a new game, you need to choose main character's specialization (pilot, gunner, missile gunner, or system engineer). Other characters have different skills and perks indicated by their individual skill trees. Skills that can be currently advanced are marked white. Right-clicking a skill shows its description.

To advance character skills, the Mothership needs to be docked to a trade station and the character must have enough experience points. When selecting skills, remember the choice is permanent.

LOG AND MAIL



Log

The log shows notes made by your alter ego during the course of the game.

Mail

This section shows messages from friends and employers. Many of them contain important information on current missions.

SHOP



Docking to a trade station invokes an equipment screen that has two more tabs in addition to the Ship: Store and FTU Warehouse. The store offers standard fighters, weapons and systems available also on the free market. The FTU Warehouse offers unique items that you won't find anywhere else. Gaining access to it requires spending some experience points.

OFFICE

The office is available only at trade stations.



Mercenaries

This screen allows you to hire mercenaries to assist you in missions, fight enemies or do other tasks. It is always good to have someone reliable at your side. You pay mercenaries for services rendered in the current star system. If you fly to another star system, they will demand an extra.

News

This screen shows latest news broadcasted by various channels. News let you know what is going on in the galaxy and how your actions affect the current course of events.

COMBAT TACTICS






A team is the primary element of tactical combat. Assigning a team leader, pay attention to character's skills. It is equally important to select the right

supporting ships and set appropriate objectives: attacking, defending, or antimissile defence. By adjusting objectives and even replacing the team leader during a battle, you can fine-tune the team depending on enemy types and numbers, weapons and special equipment.

You can make changes to your team during a battle in the tactical pause mode (press "**Space**"). Combat is ever-changing, so a team that was effective at battle start might turn into an easy prey later. To assign a team leader, drag a pilot portrait onto the leader icon. To create a team, drag a supporting teammate icon onto the leader icon.



Supporting teammates can perform the following tasks:

-  **Attack** - A teammate will attack leader's target.
-  **Defense** - A teammate will only return fire to enemy ships attacking the team.
-  **Repair** - A teammate will focus on remote repairs of all team ships (provided that he or she has a remote repair system installed).
-  **AMS** - A teammate will use an antimissile system to shoot down incoming missiles.
-  **Stealth** - A teammate will use stealth systems to conceal the team from enemy scanners and launch surprise attacks.

Special abilities - Special abilities of certain pilots allow them to work miracles in combat, increasing team's overall efficiency. However, these abilities can only be used a limited number of times during a battle.

Teams can both fly on their own or as an escort.

A team, a fighter group, or a single fighter can escort any neutral ship, defending it from hostiles. Once

in the escort mode, fighters always stay close to the escorted ship, providing space for manoeuvres.

Single fighters escorting the Mothership.



Two teams escorting the Mothership.



The Mothership escorting a cargo ship. Fighters are ready to repel attacks.



When creating teams, you should pay attention to pilot specializations and current skills. System engineers, for example, are natural repairmen

and AMS users. Incorrect pilot assignment may eventually result in defeat.

Not all characters like teamwork, some receive bonuses when flying alone. Also, certain pilots do their best in certain team roles. Taking these nuances into account can increase overall combat efficiency of the team.

Another important part of the tactical combat is correct team armament. Each teammate has skills for particular weapons:

- Machine guns - A character with this skill does better when firing light guns (except Berserk lasers) and large multi-barrelled rapid-fire weapons. This skill is natural for system engineers and missile gunners.
- Large guns - A character with this skill does better when firing large kinetic and plasma guns except multi-barrelled. This skill is natural for pilots and gunners.
- Lasers - A character with this skill does better when firing lasers and particle accelerators. This skill is natural for gunners only.

Some gunners can choose between lasers or large guns. Once chosen, this speciality is permanent. Though an expert in lasers will still be able to fire plasma guns, for example, the accuracy will leave much to be desired.

Except guns, a fighter can be equipped with missiles, which are particularly effective when handled by missile gunners. A skillful missile gunner can destroy lots of enemies with a few accurate salvos. Missiles are very powerful and require careful and sensible handling. There are several types of missiles available:

- Unguided missile - Deals damage on direct hit and cannot change course, thus rendering active and passive antimissile systems useless. Another advantage is the large number of missiles per pod, which allows for salvos. While such missiles are ineffective against small, fast and manoeuvrable targets (e.g. light fighters), they are good against large ships like cruisers and battleships.
- Short-range missile (SRM) - Has a small damage radius and deals most damage directly

to the target. Ideal for close combat. However, a missile gunner must remember that SRMs are vulnerable to jammers and active antimissile systems. The latter may inflict damage to the missile gunner, if the missiles he has fired are destroyed right away. SRMs are the most popular weapon in most battles. On hit they also veer targets off course.

- Long range missile (LRM) - Deals lots of damage to everything within lethal radius. This allows using them against multiple enemy ships. To avoid being hit with own missile, a missile gunner must have a long range scanner, allowing to hit targets from as far away as possible. This is the most effective tactics for this kind of weaponry. Obviously, LRMs are not the best choice for close combat.
- Torpedo - The most destructive missile type. Delivers great damage to everything within lethal radius. Torpedoes are designed for attacking capital ships or other sluggish targets. Torpedoes cannot manoeuvre, but can slightly adjust course nevertheless. To avoid being hit with own missile, a missile gunner must have a long range scanner, allowing to hit targets from as far away as possible. He or she must also make sure there are no fighters with active AMS nearby. A torpedo can eliminate a dozen of enemy fighters or at least damage them greatly. Be extremely careful when firing torpedoes and don't let your enemy use them against you.
- MIRV missile - Can eliminate a group of hostiles with no threat to nearby friendly ships. Launched, a MIRV missile separates into several warheads, each aimed at a specific target. If there's only one target, all warheads hit it with nearly one-hundred-percent accuracy, as no AMS can handle this number of missiles at once. MIRVs are especially effective against fast and poorly protected targets. Still, a missile gunner must make sure there are no fighters with active AMS nearby, because a detonated MIRV inflicts heavy damage to everything in its lethal radius.

Correct use of missiles, organization of teams and selection of fighter armament will result in victories over enemies superior in number and firepower.

One key tactical advantage is to know the composition and armament of both enemy and allied teams.



A scanner providing details on ships and their equipment will help you understand whom to attack and whom to avoid. To perform a scan, hold down Shift + Ctrl, so a question mark appears near the mouse pointer. Then left-click a single

ship or select a group of ships by means of the mouse.

GAME UNIVERSE

The universe of Star Wolves 3: Civil War consists of 113 accessible star systems in 7 sectors. These are the most inhabited and established human colonies. The global map shows star system locations and lines that interconnect them. These lines indicate corridors created by portals. A blinking circle around a star system indicates your location, while yellow marks show your route to the current target.



Star systems are usually controlled by certain factions and the map shows who rules any particular corner of the world. Faction colour legend is as follows:

Green - New Empire
Blue - InoCo Corporation

Orange - Old Empire
Yellow - USS Corporation
Red - Triada Corporation
Black - A neutral system controlled by pirates or separatists.

When plotting routes, have in mind that it is quite easy to get into trouble in black systems, where pirates are aplenty and patrols are afew. Also remember that the Phoenix, Centaur, Unicorn, and Sagittarius sectors are the safest, while there are lots of pirates in the Aquarius and Capricorn sectors, where neither empires nor corporations are sufficiently strong. The Border Sector separates the inhabited area from the so-called Wild Space where man has never set foot.

Note that the global map on the screenshot is not complete. There are portal corridors leading beyond screen edges. For example, one from Valencia to Alpha Centauri in the Central Sector, where the Sun and the oldest colonies are located. That area was cut off from the transportation network by emperor's order early in the civil war. This is the place where Earth, the capital of the Old Empire, is located. The Central Sector is only reachable by means of a hyper spring or a hyper catapult. Also note that some sectors are ruled solely by pirates, while other are under corporation control. The latter require special authorization to get into.

FACTIONS

There are several factions in the game. Some are strong enough to have own armies and control entire star systems, while other are relatively independent.

Below is a brief description:

Old Empire - The remains of the Empire that once spanned all inhabited space. The emperor relies on loyal military and aristocracy. The Old Empire is very strong. Despite numerous armed conflicts and "turf wars," it still controls multiple star systems and has the largest military fleet.

Old Empire sub-factions:



MSF - Military Space Forces, the mainstay of the Old Empire. Well-trained and well-armed, MSF pilots are ruthless combatants and formidable enemies who prefer to attack in large groups. The MSF fleet has lots of cruisers and battleships.



Imperial Security - The security service of the Old Empire commanded directly by the emperor. The IS network had spanned all inhabited star systems long before the civil war started. IS pilots are true aces. Well-armed and well-equipped, they prefer surprise, lightning-fast attacks.



Patrol - This police force has been maintaining law and order in the Empire for over a century. But today they are having a hard time, being between hammer and anvil of hostile factions. On the other hand, everyone understands that only the Patrol can protect numerous star systems from pirate outrage.

New Empire - Established just a year ago and ruled by the empress who claims to be the daughter of the previous emperor and thus the only rightful heiress to the throne. Based in the industrial Llanowar, the New Empire has assembled the second strongest military fleet in alliance with InoCo Corporation and certain allied star systems. The New Empire is almost as strong as the Old Empire it fights with.

New empire sub-factions:



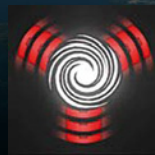
NESF - New Empire Space Fleet, armed forces of the New Empire. Supported by InoCo Corporation, the NESF doesn't yield to and sometimes even surpass the MSF in terms of armament. New Empire Special Operations (NESO) - led by Red Corsair. While they yield to the Old Empire's IS, their agent network is growing quite fast. In terms of equipment, NESO is only surpassed by InoCo's own special forces.



InoCo Corporation - Primarily focused on technological progress, InoCo is probably the strongest of all corporations. Its security agents have advantage in any battle due to their top-end hardware. These days it is managed by the stepbrother of the ruler of the New Empire, which allows for a mutually beneficial alliance. Selling guns to the New Empire, InoCo relies on the latter's military support and unlimited funding to invest into economies of New Empire star systems.



USS Corporation - A manufacturing giant that produces all sorts of items, from frying pans to powerful space cruisers. USS was one of the first to fight against the Old Empire. Having realized that it could not manage alone, USS offered the other two corporations an alliance to put an end to the hated regime once and for all. Triada took up the call, while InoCo preferred to side with the recently established New Empire. USS has the largest security force enlisting well-trained professionals. Its combat tactics is similar to that of the MSF and implies use of large numbers of fighters.



Triada Corporation - Ruled by the Triumvirate, this group of clans controls the entire black market and comes up with most financial frauds. Triada is an individualist's heaven. Its security force enlists mostly lone agents - assassins and the like - but is poorly suited for large-scale battles. For this reason, this corporation had to side with USS. Triada's key peculiarity is use of loyal pirate clans in military operation and star system control.



Pirates - Not a true faction, but rather a multitude of ever-warring clans. Every pirate's main trade is plundering the weak. During a civil war, these thugs can be seen in almost any star system. Many underdeveloped colonies have found themselves under full control of pirates exploiting local population.



Scavengers - While often taken for pirates, scavengers do not attack traders, but loot junkyards and battlefields. Battleship debris can be pretty valuable at times, so scavengers thoroughly guard their possessions and will attack any possible rival.



Rebels - Or separatists as the Empire calls them. Residents of certain colonies fighting for independence. Never siding with empires or corporations, rebels just want to be in control of their lives.



Border Guards - Border Sector militia. Left in the lurch, inhabitants of border star systems have to defend themselves from pirates and other dangers of Wild Space.



FTU - Established recently, the Free Traders Union has already become an irreplaceable faction. Loyal to other factions, the FTU is the main transporter of cargoes in the inhabited space and the only reason that the global economy still stands. Each day thousands of FTU traders transport tons of cargoes, often from hostile faction to another.



Mercenaries - Hired pilots and guns. The New Empire wants to have them under control, but most mercenaries prefer freelance jobs. As a rule, they eagerly help traders with protection and escort.



Traders - The mainstay of mankind's space expansion. Seen everywhere, they transport various cargoes as well as information and rumours.



Neutrals - Not a true faction, but rather certain communities, which are sometimes hard to categorize. Star system militia or station security forces can be an example.



Aliens - An alien race, whose ambassador ship was destroyed during the first encounter by order of Emperor Azar IV. This resulted in a war that brought the mankind to the brink of annihilation. More technically advanced, the Aliens turned out to be smart and ruthless warriors. The outcome of the war could be tragic, if the corporations didn't manage to sign a separate peace treaty with the Aliens. Having realized that humans could not sort out their own interrelations, the Aliens abandoned the imperial space and broke off any contacts with the humankind.



Precursors - An ancient race that had been extinct long before the mankind conquered the space. Still, Precursors left lots of traces - devices, artifacts and the like. One theory says that Precursors are Aliens' ancestors. But if it is true, what caused such a regression is unclear.

REPUTATION

When you start a new game, you are neutral to all factions. As you progress deeper into the storyline, your actions will affect your reputation. For example, if you attack Old Empire ships, your reputation with the MSF will be damaged and pilots of the Old Empire will attack you on sight. If your faction standing has been damaged, there are certain NPCs who will restore it for a fee. But pirates are an exception. Since they all fight with each other, you can spoil the relations with one pirate clan and remain neutral to another.

SHIPS

During the game you will have access to various fighters based on board the Mothership. The latter must be protected at all costs. If it is destroyed, the game is over. Fighters can be purchased at

any store. If a fighter has been destroyed, its pilot will eject in an escape pod to be picked up by the Mothership later. Both the Mothership and fighters have gun and equipment slots. Higher-quality hardware makes fighters more combat-effective.

MOTHERSHIP

The home to your team: characters' living quarters, ship hangars, trophy storage. Losing the Mothership is fatal.

The Mothership can be piloted by any teammate or its onboard AI. Note that character's combat, piloting and engineering skills will benefit the Mothership.

FIRMWARE

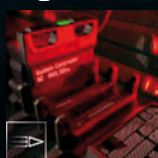
Mothership AI can be improved by upgrading its firmware. There are three types of firmware found at maintenance stations - weapon, system and flight - and only one can be installed at a time. Install the one you need most at the moment. Firmware can only be changed at maintenance stations.

Basic ship controller.



Helps to pilot the Mothership and fight. Each capital ship has such a controller. Not quite an artificial intelligence, it still can perform any task.

Flight Firmware Mk 1.



Optimizes engines and navigation system. Improves basic Mothership specifications:

Manoeuvrability: 110%

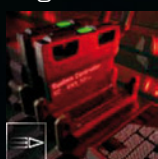
Top speed: 120%

Weapon accuracy: 120%

Antimissile defence: 110%

Hull repair and shield recovery performance: 120%

Flight Firmware Mk 2.



Optimizes engines and navigation system. Improves basic Mothership specifications:

Manoeuvrability: 135%

Top speed: 120%

Weapon accuracy: 120%

Antimissile defence: 110%

Hull repair and shield recovery performance: 120%

Flight Firmware Mk 3.



Optimizes engines and navigation system. Improves basic Mothership specifications:

Manoeuvrability: 150%

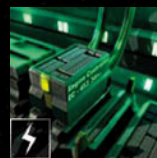
Top speed: 135%

Weapon accuracy: 120%

Antimissile defence: 110%

Hull repair and shield recovery performance: 120%

System Firmware Mk 1.



Optimizes missile trajectories, active antimissile defences, damage diagnostics, and shield circuitry cooling. Improves basic Mothership specifications:

Manoeuvrability: 110%

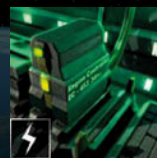
Top speed: 110%

Weapon accuracy: 120%

Antimissile defence: 135%

Hull repair speed and shield recovery performance: 155%

System Firmware Mk 2.



Optimizes missile trajectories, active antimissile defences, damage diagnostics, and shield circuitry cooling. Improves basic Mothership specifications:

Manoeuvrability: 110%

Top speed: 115%

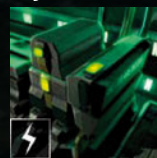
Weapon accuracy: 120%

Antimissile defence: 155%

Hull repair performance: 180%

Shield recovery performance: 220%

System Firmware Mk 3.



Optimizes missile trajectories, active antimissile defences, damage diagnostics, and shield circuitry cooling. Improves basic Mothership specifications:

Manoeuvrability: 110%

Top speed: 125%

Weapon accuracy: 120%

Antimissile defence: 200%

Hull repair and shield recovery performance: 250%

Weapon Firmware Mk 1.



Improves targeting performance and optimizes anti-missile defence. Improves basic Mothership specifications:

Manoeuvrability: 110%

Top speed: 110%

Weapon accuracy: 140%

Antimissile defence: 135%

Hull repair and shield recovery performance: 120%

Weapon Firmware Mk 2.



Improves targeting performance, increases lethal range, optimizes anti-missile defence. Improves basic Mothership specifications:

Manoeuvrability: 110%

Top speed: 110%

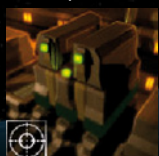
Weapon accuracy: 155%

Weapon range: 125%

Antimissile defence: 135%

Hull repair and shield recovery performance: 120%

Weapon Firmware Mk 3.



Maximizes targeting performance, increases lethal range, optimizes anti-missile defence. Improves basic Mothership specifications:

Manoeuvrability: 110%

Top speed: 110%

Weapon accuracy: maximum

Weapon range: 125%

Antimissile defence: 135%

Hull repair and shield recovery performance: 120%

No firmware can replace a skilled pilot, but your choice between a pilot and firmware depends on your tactics.

At trade stations you can find weaponry and auxiliary systems to install onto the Mothership. Weaponry can be turrets to protect the base against fighters or major-calibre guns for dealing with large stationary or sluggish objects.

Auxiliary systems are used for repairs as well as to boost shields, increase scanner ranges, improve gun cooling and such.

MAJOR-CALIBRE GUNS

Major-calibre guns turn the Mothership into a powerful weapon capable of destroying a station or an enemy cruiser. Dealing enormous damage, these guns are so massive that only capital ships, like the pirate transport Mastiff, can carry them. There are four types of major-calibre guns:



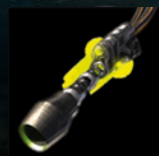
deadly for any enemy.



Lasers. Manufactured by InoCo for its own fleet. The main advantage of this weapon type is high firing accuracy.



Plasma cannons. Manufactured by USS Corporation, these guns offer unrivalled power. No ship can survive a couple of plasma hits. On the other hand, such cannons have low projectile speed which makes it hard to fire accurately.



Particle accelerators. Jointly developed by the New Empire and InoCo, these powerful guns are extremely expensive and as effective. The NESF has them installed on cruisers and battleships to gain advantage in combat against the MSF of the Old Empire.



Both empires and corporations also have major-calibre turrets installed onto cruisers and battleships. These cannot be afforded by individuals due to high prices and complex manufacture.

TURRETS

Universal turrets based on regular large guns - kinetic, lasers, plasma, and particle accelerators - are used on capital ships to combat enemy fighters.



MOTHERSHIP SYSTEMS

Standard modular systems that boost certain specifications are used to improve Mothership combat efficiency.



Antimissile defence modules provide reliable protection against enemy missile attacks.



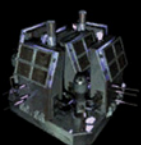
Sensors modules extend Mothership scanner range.



Repair modules restore ships during battles.



Engine boosters increase the Mothership speed or manoeuvrability.



Shield boosters protect hull against enemy fire, increasing shield power and recovery performance.



Antilaser systems envelop the Mothership in a protective force field, reducing power of enemy laser strikes.



Stealth systems allow to approach enemies unnoticed for surprise attacks.



Rate of fire boosters allows to plaster enemies with heavy fire.

FIGHTERS

While big guns and powerful systems make the Mothership a dangerous weapon, one still cannot conquer alone. For this reason, Mothership's primary weapon is fighters it carries. A team of three fighters is a formidable force, so fighters and their weapons must be well thought-out.

There are several types of fighters:

- Reconnaissance - Quick and manoeuvrable, but poorly protected and armed.
- Special-purpose - These carry lots of systems and support the team by providing repairs, antimissile protection and the like. Usually poorly armed.
- Light - Quick and manoeuvrable, moderately armed, but poorly protected.
- Heavy - Well-armed and protected, but sluggish.
- Missile - Carry missiles and almost no regular guns.

Also, there are five generations of fighters.

FIRST GENERATION

The simplest ships. Usually obsolete, but still popular among pirates, mercenaries and patrolmen. Almost harmless to higher generation fighters.

Light fighters:



Brigand Yari

Special-purpose fighter:



Machete

Heavy fighter:



Excalibur

Missile carrier:



Naginata

SECOND GENERATION

These ships are able to oppose third-generation fighters. Very popular among mercenaries, pirates and sometimes empires and corporations. A 3rd grade pilot or more skilled is required.

Recon fighter:



Raptor

Light fighters:



Stormcrow Tie-Fly

Heavy fighter:



Cleaner

Attack fighter:



Hammerhead

THIRD GENERATION

A powerful weapon when handled by an experienced pilot. The basis of military fleets of all factions. A 2nd grade pilot or more skilled is required.

Light fighters:



Stiletto Black Stormcrow

Heavy fighters:



Tiger Eraser Jaguar

Missile carrier:



Bident

FOURTH GENERATION

Up-to-date ships. Still rarer than third-generation fighters, these vessels have already proved their superiority. Quick, manoeuvrable and lethal, they are hard to come by and expensive, but well worth buying. Used by military and rich mercenaries. A 1st grade pilot or more skilled is required.

Light fighter:



Stiletto Mk 2

Special-purpose fighters:



Trident Cheetah

Heavy fighters:



Panther Puma Gunslinger

Missile carriers:



Hrimthurs Smilodon

FIFTH GENERATION

Fighters of the future, fresh out of the lab. Even a single ship is quite formidable, so these vessels are very hard to come by, and prices are exorbitant. An ace pilot is required.

Heavy fighters:



Dragon

Wyvern

Wyvern Mk 2

FIGHTER HARDWARE

Like the Mothership, fighters can carry weapons (machine guns, cannons, missiles) and systems improving their specifications. Well thought-out armament and systems will considerably improve your ships and help pilots in combat.

WEAPONS

Main fighters weapons are cannons and machine guns, ranging from kinetic to particle accelerators.



Machine guns are the simplest weapons usually mounted on light fighters and missile carriers. Their main advantages are high rate of fire and compact dimensions. Despite low stopping power, a large number of machine guns should never be taken lightly.



Kinetic weapons have low accuracy and long recharge times. They deal moderate damage and are the cheapest - a natural choice for pirates and mercenaries of average income.



Rapid-fire cannons have low accuracy, but high rate of fire and projectile density. Do not require much aiming, which makes them the favorite weapon of the Patrol.

Combat lasers are snipers' choice. Long recharge times are their primary disadvantage. The favorite weapon of InoCo agents.



Pulse lasers have lower accuracy, but higher rate of fire. They emit series of laser impulses, giving hope that at least some will reach the target.



Plasma cannon is an expert's weapon. Not quite accurate and takes long to recharge, but most powerful. A couple of hits and enemy is done for. The favourite weapon of USS gunners.



Particle accelerators are the most expensive and accurate weapons. The best for a sniper ace.



MISSILES

Except for guns many fighters carry missile launchers. A good missile salvo can destroy a whole enemy team. Or, if you fire torpedoes, eliminate a Stalingrad-class battleship.



Unguided missiles are the cheapest and simplest of all available in the market. But this does not mean they are most useless. A pod of ten unguided missiles or more is enough for an experienced missile gunner to throw any enemy formation into disorder.



Short-range missiles are highly effective in combat. Sitting on enemy's tail, you can easily put him out of misery with a couple of these.



Long-range missiles are the best attack weapon. Designed to deal with enemies from a distance, these missiles have large lethal radius, which makes them useless in close combat, as you can hit yourself or an ally.



A MIRV missile can eliminate several fighters at once. Fortunately, such missiles are very rare and as expensive - one fact that makes space a safer place.



Torpedo is one of the best means to fight enemy capital ships. Slow and cumbersome, it carries enormous charge of large lethal radius. Some missile gunner aces even use torpedoes against enemy fighter teams.

SYSTEMS

There is a multitude of systems - single-use and reusable - called to improve fighter combat efficiency.

Single-use systems:



Emergency vessel repair systems quickly restore fighters in combat.



Emergency engine boosters increase fighter top speed for a few seconds.



Emergency cannon cooling systems greatly boosts cannon rate of fire for a few seconds.

Reusable systems:



Early warning scanners allow to detect (and eliminate) enemies before they learn about you.



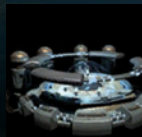
Flare release systems keep pilots safe, distracting enemy missiles.



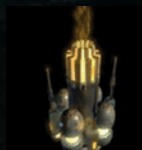
Active antimissile systems are ideal against enemy missiles, when handled by an experienced pilot. Otherwise, these are just expensive toys.



Vessel stealth systems allow to approach enemies unnoticed for surprise attacks.



Team stealth systems allow pilots - system operators - to conceal their teams for surprise attacks.



Remote repair systems allow pilots - system operators - to repair all fighters in their teams. The higher is the pilot's skill, the faster are the repairs.



Vessel repair systems allow to restore single fighters in combat. Unlike single-use repair systems, these are slow, but operate for a longer time.



Shield boosters are ideal for keeping single fighters intact. They reinforce shields and speed their regeneration.



Engine boosters gradually increase fighter speed, providing an advantage over a slower enemy.



Cannon rate of fire boosters are perfect arguments in any combat.



Manoeuvrability boosters help to avoid enemy fire and outmanoeuvre hostiles.



Antilaser systems are very effective against enemy lasers.

CONTROLS

MOUSE

LMB (left mouse button) — Select
RMB (right mouse button) — Default action (move, attack, etc.)
Double-click LMB — Focus on object
Alt + LMB — Focus on object
Mouse wheel — Zoom in/out
LMB + RMB + Move the mouse — Zoom in/out
Ctrl + Shift + LMB — Scan weapons and systems
Ctrl + LMB — Attack object
Ctrl + RMB — Move aggressively or attack
Shift + RMB + Move the mouse — Change altitude

Shift + LMB — Highlight selected teams

KEYBOARD

[— Slow down game time
] — Speed up game time
< — Show contacts
> — Hide contacts
+ — Zoom in
_ — Zoom out
Ctrl + A — Select all ships
S — Stop selected ships
D — Dock the selected team to the Mothership
Z — Dock all teams to the Mothership
Ctrl + Z — Launch all teams
X — Toggle special action panels
M — Move horizontally and vertically
A — Attack
R — Missile attack
E — Escort
B — Bring up Mothership window
I — Show log and mail
1 to 9 — Select the corresponding reply during a conversation
1 to 6 — Select the corresponding team
Shift + 1 to 6 — Select corresponding teams
TAB — Show sector map
BACKSPACE — Show global map
V — Toggle scanner ranges on map
Caps Lock — Show/hide altitudes
Q — Toggle mission log
L — Toggle messages log
H — Toggle target helpers
Esc — Unselect all ships; press again to invoke the game menu

CAMERA CONTROLS

F — Toggle follow/free camera
G — Cycle camera modes
F9 — Free mode
F10 — Follow mode
F11 — View mode (third-person view)
F12 — Chase mode

MISCELLANEOUS

F1 — Help
F5 — Quicksave
F8 — Quickload

CREDITS

ELITE GAMES TEAM

Project Lead / General Manager

Alexander "Tramp" Kolesnikov

Project Coordinator

Evgeny "Kish" Andreev

2D/3D Artists

Oleg "SparkS" Zemlyansky

Evgenya "Kovad" Pomortseva

Yuri "sedoy" Topoev

Andrey "DOOM" Nenko

Denis "Kalashnikov" Choukhmanenko

Programmers

Igor "Kalembas" Safonov

Kirill "ASKirill" Razgulyaev

Scripters

Lev "Lion[MX]" Mukhamedzhanov

Alexey "Rokar" Kramarenko

Ilia "Guest" Plotkin

Script Writers

Nikolay "Kosh" Bakhovets

Dmitry "NRG" Vladimirov

Ekaterina "Lastochka" Troitskaya

Olga "-=J=-" Potapova

Dmitry "d4mon" Skoptsov

Composers

Vadim "Goobs" Tregubov

Yakov "Ivory" Oskanov

OST

Vadim "Goobs" Tregubov

Dmitry "Elvis" Provotorov

Alexander "Schip" Schipulin

Vadim Dolgin

Elite Games Testers

Dmitry "Demi" Andreev

Evgeny "kapral" Preobrazhensky

Sergey "ssaga" Ambartsumyan

Stanislav "Wraith" Gormanyuk

Evgeny "Bart_j" Barton

Alexander "Black Raven" Voron

It's hard to overestimate the great and hard work you did armed solely with the idea to put life into the world of Star Wolves, to give it one more chance to captivate and surprise players, and present us all with new adventures.

Thank you, guys. The world of Star Wolves owes you much!

The Elite Games Team is sincerely and infinitely grateful to the website pilots and the fans of Star Wolves who sent in their photos to be used as game characters. Your very faces have animated the game world and made it unique. We sincerely hope that you will like the roles we have chosen for you!

1C COMPANY

Producer

Konstantin Shavruk

Technical Producer

Dmitry Dolgov

PR and Marketing

Nikolay Baryshnikov

Anatoly Subbotin

QA

Alexander Shishov

Magomet Zolotarev

Alexander Lobanov

Kirill Pogonin

Packaging Design and Pagination

Sergey Yakovlev

Alexander Mayorov

Localization

Oleg Mironov

Voice recording

Steve Breslin

Voice Actors

Todd Benzin

Chris Brandjes

Steve Cooper

Keith Elkins

Dan Walker

Michele Benzin

Lindsey Hair

Sales Team

Daniela Buryankova
Petra Plaminkova
Tomas Stromsky

Localization and Production Manager

Jan Olejnik

Marketing, Graphical Design

Andrea Sladkova
Lubos Bachura

We express our sincere gratitude to Sergey Gerasev and all those who spent their free time helping and consulting our young team, entering the world of game development with their first large project.

Our gratitude for helping us make the game goes to:

Dmitry "Demon Ru" Parfenov
Gleb "Zubr" Petrov
Sergey "Svarog" Dolbnin
Dmitry "Zadrot" Nekhaevsky
Elena "ALiSE" Gareva
Victor "Alone" Zaytsev
Dmitry "AHILLES" Voronkov
Vyacheslav Gavrilenko
Oleg "Hendrickson" Khomich
Olga Reutskaya
Elena Rezaeva
Tatiana Kramarenko

Personal thanks

Oleg "SparkS" Zemlyansky:
Thanks to my family and relatives for understanding, patience and care during that "reclusive" time of my life. I wouldn't be able to do anything without your support.

Igor "Kalembas" Safonov:
No words can adequately express my gratitude to my family: my mom, grandma, grandpa and uncle for support, love, patience and understanding. Nothing would be possible without you. Thank you so much! Also I would like to thank:
Dmitry "Demon Ru" Parfenov: I wouldn't be able to cope with all the development without your friendship and support. And I'd surely have gone mad without our strolls.

Dmitry "Zadrot" Nekhaevsky: If it weren't for you, who knows what the result might have been. Your good mood was always timely and to the point.
Gleb "Zubr" Gleb, thank you for attention you paid to me during hard times. I really appreciate that.
Sergey "Svarog" Dolbnin: Indeed, without you I'd surely have failed my part of the project. Your timely help was very important. Thank you, friend!

Kirill "ASKirill" Razgulyaev:

I'm very grateful to my wife Elena Gareva for her support and patience. I would also like to thank my family and friends for understanding. And I'm grateful to Dmitry Dolgov for his help with the project.

Alexey "Rokar" Kramarenko:

I'd like to thank my wife Tatiana whose helpful hints made lots of missions far more interesting and captivating.

Ilya "Guest" Plotkin:

I'm very grateful to the Elite Games community for their moderately obtrusive jokes and the incredible atmosphere of friendship that helped overcome lots of hardships during the development.

I would like to thank the Dragons of Earth-2, Shumil in particular. You helped me keep my imagination keen in the labyrinth of scripts! Special thanks to my family for patience and support, to my friends, for phone calls at night, to the planet Earth, for its existence (it wouldn't be as nice to live on an asteroid), and to the Universe, for lots of ingenious design ideas!

Nikolay "Kosh" Bakhovets:

I'd like to thank my family, my brother for support and understanding. Especially in times, when I was almost out of real life. I'm also grateful to my friends, especially Vyacheslav Gavrilenko and Dmitry Voronkov, for moral support and helpful hints.

Dmitry "NRG" Vladimirov:

I'm heartily grateful to my wife Ksenia and my mom whose support helped me cope with my tasks during the development. I'd also like to thank my friends for not considering me a complete psycho (though it was probably quite close to the truth) and for being constantly interested in the project.

Dmitry "d4mon" Skoptsov:

I'd like to thank my parents for support and understanding, my wife Tatiana Cherkas, for patience as well as support,

healthy skepticism and pre-editing.

Ekaterina "Lastochka" Troitskaya:

I'm very grateful to my friends, mom and dad, grandma, brother and all my family for supporting me, approving my actions, encouraging and inspiring my work. Thanks to those who didn't get in the way, too.

Special thanks to Oleg "Hendrickson" Khomich for his great patience, wonderful sense of humour and support, Alexander "Tramp" Kolesnikov, for inspiration and helpful brainwash, Victor "Alone" Zaytsev, for being able to encourage and create mood, Olga Reutskaya, I wouldn't have done without your incredible buoyancy and support, you're great!

Elite Games Team is heartily grateful to the huge and diverse Elite Games community. First of all, we wanted to create this game for you - people we've known for years, people who share our passion for space.

We are extremely grateful to Victor "Alone" Zaytsev, the leader of the EG community. Without your colossal help and support, our project could have easily become another abortive scheme. Not only you provided us with a development studio, your time and knowledge, you also offered us a great incentive to finish the job.

We bow deeply to people who created the unique world of Star Wolves and inspired us to create this humble sequel:

Ino-Co Game Development

Aleksey "Skelos" Kozyrev
Maks "Nutcracker" Bodnikov
Dmitry "Elm" Gulin
Pavel "PEK" Kondrashov
Sergey "Brother" Semenov
Alexander "Tigra" Ivlgin
Andrey "Black Rider" Shershnev
Marina "Katarina" Gulina

We express special gratitude to the German fans and modders of the world of Star Wolves:

Tech and his team who developed a multitude of interesting tools, ships, objects and manuals (<http://freenet-homepage.de/allaway>). We hope you will like our project.

REGISTRATION

Join the 1C community by registering on our website www.1cpublishing.com and receive all the latest news on 1C games, events, contents etc.

TECHNICAL SUPPORT

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

INFORMATION REQUIRED

- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced

CONTACT

Via e-mail at: support@1cpublishing.eu
Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:
www.1cpublishing.com

© 2010 1C Company. Developed by Elite Games Team. All rights reserved.

© 2010 X-BOW SOFTWARE. All rights reserved.

Uses Bink Video. Copyright (c) 1997-2010 by RAD Game Tools, Inc.