

About MStar Games

Space Pirates represents our second outing onto the Xbox Indies channel. In May 2009 we released Carrum to critical praise and have developed a small but loyal fan-base. For this release we decided to set our sights high and pay homage to possibly the most important game in computing history – Elite.

We're an almost microscopic team of husband and wife (no don't pull a funny face like that), with Mike writing the code and music, and Charlotta working the graphic design. Mike's worked in IT in one form or another for 15 years and Charlotta has Bachelors and Masters degrees in design and illustration.

Space Pirates from Tomorrow will be released Q4 2009 on the Xbox LIVE Indie Games marketplace, priced 240 MS Points. We believe Space Pirates to be the largest Indie game in terms of playing area and objectives. Since all elements of the game are programmatically generated, the playing experience can be infinitely extended for as long as the player wishes.

MStar Games

The games you play
define who you are

For more information on Space Pirates from Tomorrow...

Including screenshots, downloadable soundtrack, and selected graphical assets from the game, visit our website at www.mstargames.co.uk

Direct requests for information or interviews should be sent to DrMistry@mstargames.co.uk

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FIELD GUIDE

New pilots are requested to read the field guide before disembarking from their home station

For more on Space Pirates, go to
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Welcome!

Your new life in space starts here!

For as long as lifekind has had eyes, it has looked upwards and wondered why, of all the magnificent places in the universe, he was left stuck on some God-forsaken rock. Today, thanks to advances in ship technology and the almost total failure of law enforcement throughout our sector, anyone can get hold of a ship and set a course anywhere they like...provided they're willing to handle the consequences! You've just got your first ship, and you're keen to get started. But the sector is a big place, and there are one or two things you should know before you set out. The main thing you need to remember is that WHAT HAPPENS OUT THERE IS ENTIRELY UP TO YOU. All 6,000 populated star systems are open to you!

Economic survival

There are several ways to make money in the sector. You can trade (buying commodities in one system and selling them in another), you can mine asteroids (using mining droids purchased from space stations), you can perform tasks for others and get paid for them, and of course you can blow other ships out of the sky and steal their cargo. It's up to you, but you should be aware that actions have consequences...

Physical survival

Everyone's out to get you. You've always suspected it, you've always feared it, and it's true. Every last bug-eyed pilot in the galaxy wants to shoot your lips out and sell your skin to the highest bidder. But fear not! You can always fight back. All ships are supplied with a good shield system, defensive front-mounted laser and 4 missile bays. These can be replenished or upgraded at most space stations, and once you're used to your ship you'll be killing xenomorph aggressors with the best of them!

ACTIVITY SUMMARY

TRADING

Trading is probably the least physically risky activity available to you, but you're still at the mercy of pirates when flying between stations with your booty. Buying food from an agricultural system and flying it to a high-tech system is the classic trading move with electronics and other high-tech goods coming back the other way, but keep an eye out for cheap slaves, psychoactives and other entertainment items. Also, the more cargo you can "liberate" from other ships by blowing them up the better – it really is money for old laser exhaust!

MISSIONS

Possibly the most lucrative but most risky activity. Taxi, courier and hit man missions start you on your way. Once you've established a reputation, some bigger players will ask you to try bigger jobs. These include seek-and-destroy missions, kidnappings, heists, laying entire systems to waste and finding anniversary presents for their hood wives. OK we made that last one up, but really who knows? Missions can take as little as 5 minutes with one hyperspace jump to an hour, chasing goons throughout the sector. No-one ever said it was going to be easy did they?

MINING

You can buy mining droids from most space stations. Fly close to an asteroid, deploy the droid, and it'll fly to the rock and start digging, ejecting cargo crates for you to capture and sell. What could be easier? Not being attacked by all and sundry while you're trying to collect space-rocks, that's what.

OUT AND OUT PIRACY

We all need to unwind once in a while, and what could be better than blowing some goon out of the sky, stealing his cargo, and buzzing off to sell it before doing the whole thing again? Watch out though, the police in some systems won't take too kindly to aggressive pilots.



A typical view of a lawless pit of scum, gnarwump molesters and nose-pickers

Cause and effect

As you progress through your life in the sector, your ranking and legal status will change depending on how you conduct yourself. If you want lucrative assignments then you need a high ranking. Complete basic missions from the Jobs screen on your onboard computer to establish contacts on both sides of the law – when you've gained their respect they'll be in touch with more challenging work.

Some types of work require special hardware, which you'll have to buy. Short-range teleports and cloaking devices open up new missions to you, provided your ranking is high enough. They say that one day a real meteor storm will come and wash all the scum from the galaxy – will YOU bring the tempest down on the heads and tentacles of the heathen masses?

Whatever path you choose to take, keep your missiles stocked and your fuel tank full. And above all, remember you are utterly alone in an almost infinite universe and no-one cares!