

FREELANCER: EVOLUTIONS

WELCOME TO FREELANCER: EVOLUTIONS

Evolutions is a Freelancer modification. Created by the Pathfinder Studios team, Freelancer: Evolutions is essentially designed to make Freelancer all that it should have been, and then some. You have made an excellent choice!

Installing Freelancer: Evolutions is a simple process, as outlined below. For people who have not used modifications before, see "Section A." For people who have used, or are currently using other modifications, see "Section B."

Section A: People who have **never** used modifications before.

1. Download and install the latest version of the Freelancer Modification Manager (FLMM). At the time of writing, the latest version is 1.3, available at Lancers Reactor.
<http://www.lancersreactor.com/t/download/download.asp?id=927> is the download link.
2. Download and install the Microsoft 1.1 patch if you haven't already. Visit http://www.microsoft.com/games/freelancer/downloads_06.asp to download.
3. Download and install the Freelancer SDK from <http://www.pathfinderstudios.com/downloads/SDK1.3.exe> or <http://www.lancersreactor.com/t/download/download.asp?id=721>.
4. Download the Freelancer: Evolutions modification from <http://www.pathfinderstudios.com>, and activate it in FLMM. You must activate Evolutions **first**; before activating any others.
5. Enjoy!

Section B: People who have used or are currently using modifications.

1. Using **the latest version** of FLMM, deactivate **all** other modifications and restore backups.
2. Uninstall Freelancer from your system completely, including saved games and multiplayer accounts. Delete the Freelancer folder found in \My Documents\My Games\ to be sure. You may wish to save your multiplayer Account ID before uninstalling, though.
3. Empty your Recycle Bin.
4. Insert your Freelancer CD and reinstall Freelancer.
5. Download and install the Freelancer SDK from <http://www.pathfinderstudios.com/downloads/SDK1.3.exe> or <http://www.lancersreactor.com/t/download/download.asp?id=721>.
6. Download the Freelancer: Evolutions modification from <http://www.pathfinderstudios.com>, and activate it in FLMM. You must activate Evolutions **first**; before activating any others.
7. Enjoy!

You are not to report any problems or bugs unless the instructions are followed to the letter. Any problems encountered during startup of Freelancer (before playing a game) are because you did not follow the instructions. **Do not report these crashes**. Only crashes or bugs found during play are to be reported; and please do report them. Visit the Pathfinder Studios forums to report problems <http://www.nightedgehosting.net/chips/index.php?>.

It is important to note that FLMM doesn't always deactivate properly. If you have been deactivating and reactivating Evolutions or other modifications and begin to experience crashes, simply repeat the above process.

EXPLORING THE EVOLUTIONS UNIVERSE

Evolutions adds new commodities, equipment, ships, and systems, among other things, to Freelancer. You will need to familiarize yourself with these additions in order to survive in the hostile environment that is the Sirius Sector. Most of this will be accomplished through exploration, but it couldn't hurt to have a guide to help you on your way.

EQUIPMENT

One of the most fundamental changes in Evolutions is the new power assembly. There are limitless opportunities to customize your ship from this perspective. Outlined below are the basics on powering your ship.

Main Power Unit: Don't leave home without one, or you'll be dead in the water. Every ship comes with one, and every ship needs one. This device is responsible for generating power for your ship. You'll need power if you want to do . . . anything. The Main Power Unit comes in classes I (one) through V (five). It is generally best to equip the highest class unit your ship will support.

Capacitor Unit: Another must-have for any would-be pilot. Once you have your Main Power Unit installed, you'll need a place to store all that energy. Capacitor Units come under four types: Light, Medium, Heavy and Super. Each type comes in classes I through X (ten). Bigger isn't necessarily better with Capacitor Units. Although the lighter capacitors do not store as much energy as the heavier ones, they are capable of stocking much more thruster charge. You will need to pick the unit that best suits your needs, as there are no restrictions on equipping Capacitor Units.

Power Booster: These ingenious items will augment your Main Power Unit and help regenerate your energy stores. Coming in classes I through X, it is generally best to equip the highest class booster your ship will support.

Thruster: If time is money, you'll want to reach your destination as quickly as possible. Thrusters allow for a quick burst of speed to accomplish just that. As an added bonus, they'll also help you evade enemies. In Evolutions, there are three types of Thruster: Military, Civilian and Pirate. Military Thrusters have been tweaked to allow for a lower energy drain compared to the Civilian line, meaning you can thrust for longer. The Pirate thrusters are designed for speed, although the energy drain is greater. Each type is available in four classes: Standard, Heavy, Deluxe and Advanced. It is best to use the Advanced class of each type, but whether you use the Military, Civilian or Pirate type is based on your personal preference.

The shield system is another area where major reconstruction was done. Although somewhat complicated, the new format again allows for customization, and tweaking to best suit your piloting skills.

Shield: There are three main types of Shield: Civilian, Cenataur and Phalanx. These three types are broken down as either Graviton, Molecular or Positron. Each Shield is available in classes I through X. The Cenataur Shields boast high regeneration rates. Cenataur Shields will regenerate twice as fast as their respective Civilian counterpart. The drawback, however, is they only have half the capacity. Phalanx Shields boast large capacities; twice as large as their respective Civilian counterpart. And yes, as you may have guessed, the drawback is they only have half the regeneration rate. You may also have deduced that the Civilian Shields are the "in-between" type. Once again, it is generally best to equip the highest class Shield your ship will support, whether it is a Civilian, Cenataur or Phalanx.

Shield Capacitor Unit: Not unlike the energy Capacitor Unit, this item allows for more Shield energy to be stored, increasing the amount of damage your Shields can absorb before failing. Available in two types: Small and Large, and five classes: I through V, it is generally best to equip the highest class Shield Capacitor your ship will support.

Shield Generator Unit: As you may have guessed from the name, Shield Generator Units increase the regeneration rate of your Shields. Available in four types: Small, Standard, Medium and Large, and two classes: I and II (two), it is generally best to equip the . . . well, I think you understand.

Another interesting feature included in the Evolutions modification is the ability to enhance your ship's armor.

Armor Upgrades: Available in Standard or Military builds in four classes: I through IV (four), Armor Upgrades increase your ship's armor by a set multiplier. Don't journey too far into the Borderworlds without one.

WEAPONRY

The Evolutions modification includes its fair share of new weaponry, too. Pilots will have a wide variety of devastating beam weapons, missiles, mines and the sort to annihilate any poor soul trespassing through your territory. You'll have to explore to find most of it, as I don't want to spoil your fun, but below are a few examples of the "tools" at your disposal.

"Auto Mag" Missile: An entirely new approach to missile design, the "Auto Mag" Missile is built more compact than the standard form. With its smaller size, the Missile can be launched at a faster rate. Rain fire down upon those who oppose you!

"Mine Pod" Mine: Based on the same approach as the "Auto Mag", "Mine Pod" Mines are built smaller, and are able to be launched at a faster rate. Perfect for eliminating enemies trailing you, or creating a dazzling spectacle of lights for those special occasions.

"DEVIL RAY" Laser: What will the Liberty Navy think of next? An eloquent design combining a high rate of fire with devastating damage potential, the "DEVIL RAY" will not disappoint.

"Long Beam" Laser: Primarily used by the Bounty Hunters, this long range Laser is designed for delicate operations. Able to knock out targets in a single volley, the "Long Beam" is the

assassin's weapon of choice. Try not to stand still for too long when facing off a "Long Beam" Laser.

COMMODITIES

What's that you say? You'd rather pilot a bulky Freighter than a nimble Fighter? Constantly searching for the best deals? Evolutions didn't forget you, my merchant friend. Again, not to spoil the fun of exploration, you'll have to find most of it yourself.

Ice Cream: Nothing refreshes like a bowl of Ice Cream on a hot afternoon. I'm sure you'll find transporting tons of the sugar-loaded substance satisfies your every need.

Absinthe: Liberty Ale isn't strong enough for you? No worries, a few drums of Absinthe are available for sale. If you're sneaky enough to avoid Police and Navy patrols, you're in for quite the payoff.

LSF Pilot: Wait! There's something for you Fighters out there. The Evolutions modification has included Pilots from (nearly) every faction in the game! You can't leave them floating in space after they eject from their exploding craft, can you? I'm sure there are plenty of people interested in purchasing their very own LSF Pilot.

SYSTEMS

If you're not tired of exploring the same systems over and over again, you ought to be. Fortunately, you now have a colourful array of new systems to choose from! Of course, you'll need to search to find the lot of them.

The House Romanov: Well, it appears as though the Russians from ancient Earth made it to the Sirius Sector after all. With a handful of systems to themselves, the House Romanov is doing quite well. Perhaps you should pay them a visit . . . If you want to know the entire story, read Kirghiz's "House Romanov Sourcebook".

Aleutia: Where are the Pirates getting all these Battleships? The experience is impossible to describe in writing. Fly out to Aleutia; you won't be disappointed. Don't head out unless you're properly equipped, though.

The Frontier: Fresh, untouched space! Oh boy! Perhaps you'll be the first to explore this largely uncharted region. Unfortunately, no one knows if it's dangerous or not, as none of the scouting vessels have returned. You ought to bring a camera, though, as I hear The Frontier is especially beautiful this time of year.

SHIPS

Probably what you've all been waiting for, added into Evolutions are exciting new craft designs. You'll love blowing these beauties to shreds. Once again, explore! You're only being shown a small sample of what's available!

The Sentinel: Designed by Osprey, the Sentinel is the ultimate Liberty Fighter. Boasting an impressive payload and armor rating, this ship is one tough cookie. You won't find this for sale to the general public.

The Basilisk: A fan of the Light Fighters? You'll absolutely flip when you find the Basilisk. One of the most manoeuvrable ships in the game, and a respectable weapon arrangement too. Don't underestimate this small Fighter; it will be your last mistake.

The Orca: The Bounty Hunters' line of ships has never been the apex of firepower, but that was all in the past. The Orca is a force to be reckoned with. Criminals: beware.

The Testudo: If you think all Freighters are weak, you haven't flown the Testudo. If you think all Freighters are slow and bulky, you haven't flown the Testudo. This Freighter is capable of holding its own against Fighters, while terrorizing Transports and the lesser Freighters. You'll be able to make off with all the loot, too. A Pirate's dream.

WRECKS AND THE EXISTING UNIVERSE

If you know the location of every wreck in Vanilla Freelancer, good for you! That knowledge won't help you here, though. Wrecks have been added, removed, and repositioned. Some existing wrecks have had different loot loaded into them. In addition, there are over thirty upgrades which cannot be purchased anywhere. Certain new equipment and weapons are only available from looting wrecks or NPCs, and are quite useful, too.

Furthermore, new bases have been added to existing systems, adding another incentive to explore. Don't focus on simply exploring the new systems, as you'll be leaving a large portion of the spoils behind.

SURVIVING IN THE SIRIUS SECTOR

If the new equipment, ships, systems, etc., weren't enough to satisfy you, the improved AI will. Evolutions is much more difficult than "Vanilla" Freelancer, as the AI has been enhanced dramatically. NPCs will shoot straighter and more often, their piloting skills are improved, and they use Nanobots and Shield Batteries. This section will provide you with tips on how to survive in the Sirius Sector.

GETTING STARTED

Starting off with several thousand credits is tricky. In order to put food on the table (and buy yourself a table), you'll need to earn some scratch. One of the easiest ways to turn a profit early on is mining. If your new character is stationed on Planet Manhattan, you don't have far to travel. The Silverton Field in Colorado is a great place to start. Here, believe it or not, you'll find Silver. The friendly folks on Manhattan buy Silver from you for approximately 900 credits. In a Starflrier capable of carrying ten units of Silver, that's 9000 credits each run. Not bad, eh? After a few quick runs, you'll be able to afford one of those fantastic new ships.

Of course, not everyone enjoys mining. It can be rather dull at length, especially when you're out there all alone. Fortunately, many bases will offer you missions. Starting out, one should only accept missions with difficulties of one, two or three. Remember, the AI has been improved. If you're not an antisocial person, you'll probably make some friends online and will be able to complete missions with them in a group. Although this method may take longer than mining, it's slightly more exciting.

A key point to remember is that a Pilot will eject from every ship you destroy (lucky for them, they *a*lways manage to hit the eject button right before disintegrating.) These Pilots can

be sold at nearby bases for quite a bit of money. Explore various bases and use common sense to determine which bases pay the highest price. Don't forget to activate your Tractor Beam after every explosion.

FREIGHTER PILOTS

For those of you who get a kick out of hauling goods across the galaxy, you'll have your work cut out for you. With the improved AI, you'll be putting your life on the line if you attempt any of the more . . . lucrative trade runs.

Invest in Nanobots and Shield Batteries, as they'll likely save your life. Be sure to plan your flight path around known hostile areas, too. If possible, hire an escort for the run. Although you will likely have to pay your courageous escort, you'll still end up with more money than if you were destroyed along the way. If you have any friends online, they may help you for free.

FIGHTER PILOTS

Obtaining that perfect Fighter and outfitting it with all the latest gizmos seems to be the craze; the majority of Freelancers will be flying a Fighter. Even the best pilots of Freelancer will find Evolutions can be difficult.

The best advice is not to ignore Shield damaging weaponry. You'll have a hard enough time getting the NPCs' Shield down, and an even harder time keeping it down, as they regenerate over time and they have Shield Batteries at their disposal. It's a good idea to have at least one Shield damaging weapon loaded at all times.

Missiles are there for a reason; *use them!* The Missiles in Evolutions have been improved. Nothing is easier than a quick Missile kill if you're having trouble. As long as you're not trigger happy, you shouldn't have to worry about the cost too much. Mines help as well; don't ignore them.

CAPITAL SHIP AND TRANSPORT PILOTS

Capital Ships are quite expensive. If you manage to earn enough money to buy one, I congratulate your efforts. You'll certainly strike fear into the hearts of your enemies when behind the wheel of a massive Battleship. For those of you who are more humble, Destroyers, Cruisers and Gunboats are also available. Just try to avoid the Absinthe when piloting one.

A new addition in the Evolutions modification is Capital Ship Shields. Unlike traditional Shields, Capital Ship Shields do not regenerate, nor do they boast high capacity. The majority of a Capital Ship's strength will still be in the armor. What the Shields do accomplish is saving you a hefty repair bill. If you don't always fly between the cones, or are sick of having to pay for repairs when someone else rams into you, the Capital Ship Shield will be a blessing.

When entering hostile territory, or facing off with an opponent, *watch out for Torpedoes!* Evolutions includes several new, and powerful, Torpedoes. If you aren't paying attention, you'll be reduced to a pile of scrap metal in seconds.

Likewise, Transport pilots will find Transport Shields available for them. However, escorts are a must for any long-distance run. Stock up on Nanobots any chance you get, too.

PLAYER LOOTING

An exciting new feature included in Evolutions is the ability to loot players! When a player is destroyed (by players or NPCs), they will lose all unequipped weapons, Shield Batteries, Nanobots, ammunition, and cargo. You will find these items floating beside the wreckage, available for you to tractor in for yourself!

Freighter and Transport Pilots, watch out! You will now have more to fear from those nasty pirate organizations! Watch out for greedy Freelancers, too!

Pirates, rejoice! You will now be able to pillage and plunder whomever you wish!

You will notice, however, that the traditional red "player has died" message no longer appears upon death. This sacrifice was necessary for Player Looting to function correctly.

Another important note is that the Civilian Starflier will **not** drop any loot, as not to encourage Player Killing at lower levels. There is nothing to be gained by destroying a Starflier, so pick on people your own size!

WRAP UP

As if it hasn't been emphasized enough, explore! A fascinating universe of opportunity is waiting for you. How will you make your mark? Hopefully, you'll be able to survive long enough to make a mark at all. The information contained in this guide is only a fraction of what is available. It's up to you to find the rest!

If interesting in becoming a more active member of the community, register on the Pathfinder Studios forums, at <http://www.nightedgehosting.net/chips/index.php?>. These forums house much of the roleplay found on the Evolutions servers. Many of the server administrators are present on the forums as well.

To stay up-to-date on the latest Freelancer: Evolutions news, visit <http://www.pathfinderstudios.com>. Enjoy!