



Oolite written by,  
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## Oolite Reference Sheet

### Keys

#### GENERAL

⌘ + Q Quit  
⌘ + F Toggle Fullscreen  
\* Take Screenshot  
SHIFT + F Show Frame Rates  
P Pause

#### NAVIGATIONAL CONTROLS

F1 or 1	Forward View	Options Screen
F2 or 2	Rear View	Load/Save Game
F3 or 3	Left View	Buy Equipment
F3 × 2	Left View	Buy/Sell Ship
F4 or 4	Right View	
F5 or 5	Current Status	Current Status
F5 × 2	Manifest Screen	Manifest Screen
F6 or 6	Local Chart	Local Chart
F6 × 2	Galaxy Chart	Galaxy Chart
F7 or 7	Planet Information	Planet Information
F8 or 8	Market Prices	Buy/Sell Goods
F8 × 2		Passenger/Cargo contracts

W Increase Thrust  
S Decrease Thrust  
Z Toggle Scanner Magnification  
D Jettison Cargo  
\  
Toggle Advanced Compass target  
~ View Communications log

C Docking Computer (Full Sequence)  
SHIFT + D Docking Computer (No Sequence)  
SHIFT + C Docking Computer (Active Target)  
I Engage Fuel Injectors  
J Activate In-System Jumpdrive  
H Activate Hyperdrive  
G Activate Galactic Hyperdrive

#### IN-FLIGHT

Quit  
Toggle Fullscreen  
Take Screenshot

Options Screen  
Load/Save Game  
Buy Equipment  
Buy/Sell Ship  
Current Status  
Manifest Screen  
Local Chart  
Galaxy Chart  
Planet Information  
Buy/Sell Goods  
Passenger/Cargo contracts

#### OFFENSIVE EQUIPMENT

A Fire Laser  
T Arm Missile  
M Fire Missile  
U Unarm Missile  
Y Cycle Available Missiles  
TAB Launch Energy Bomb

#### DEFENSIVE EQUIPMENT

R Activate ID Computer  
E Activate ECM  
ESC Launch Escape Pod  
O Activate Cloaking Device

#### ADDITIONAL KEYS

? Locate destination system on galaxy chart for selected Passenger/Cargo contract.  
! Output galaxy chart map to game directory.

#### Advanced Space Compass Key

  Planet  
  Space Station  
  Sun  
  Witchpoint Beacon  
  Active Target  
  Navigational Beacon

Green = Directly towards target.  
Red = Directly away from target.

COMBAT RATING	KILLS
Harmless	0
Mostly Harmless	8
Poor	16
Average	32
Above Average	64
Competent	128
Dangerous	512
Deadly	2560
Elite	6400

POLITICAL LEVELS	
Corporate State	▲
Democracy	
Confederacy	
Communist State	
Dictatorship	
Multi-Government	
Feudal World	
Anarchy	▼
▲ = Most stable	

ITEM	AVERAGE	MIN	MAX	QTY
Food	4.4 cr			T
Textiles	6.4 cr			T
Radioactives	21.2 cr			T
<b>* Slaves</b>	<b>8.0 cr</b>			<b>T</b>
Liquor/Wines	25.2 cr			T
Luxuries	91.2 cr			T
<b>* Narcotics</b>	<b>114.8 cr</b>			<b>T</b>
Computers	84.0 cr			T
Machinery	56.4 cr			T
Alloys	32.8 cr			T
<b>* Firearms</b>	<b>70.4 cr</b>			<b>T</b>
Furs	56.0 cr			T
Minerals	8.0 cr			T
Gold	37.2 cr			KG
Platinum	65.2 cr			KG
Gem-stones	16.4 cr			G
Alien Items	27.0 cr			T

**\* These items are considered illegal and trading in these may result in a change in your criminal status**

ITEM	TECH LEVEL	PRICE
Advanced Space Compass	7	650
Beam Laser	4	1000
Docking Computers	9	1500
ECM System	2	600
Energy Bomb	7	900
Escape Pod	6	1000
Extra Energy Unit	8	1500
Fuel	Always	Varies
Fuel Scoops	5	525
Galactic Hyperdrive	10	5000
Large Cargo Bay	1	400
Military Lasers	10	6000
Military Shield Enhancement	14	47550
Mining Lasers	10	800
Missile	1	30 each
Multi-Targeting System	5	325
Passenger Berth*	5	825 each
Pulse Laser	3	400
Quirium Cascade Mine	6	2500
Shield Boosters	10	14750
Targeting Enhancement	11	450
Witchdrive Fuel Injectors	10	600




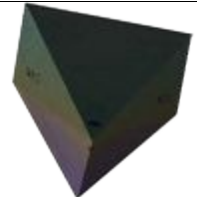
**\* Can be removed at a cost of 100Cr each.**



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## Oolite Reference Sheet

Standard Ships available to buy

<b>Adder ( 34 × 8 × 35 ) ( W × H × L )</b>				
	<b>SPEED / THRUST</b>	240 / 30	<b>ENERGY / RATE</b>	85 / 2
	<b>PITCH / ROLL</b>	2 / 2.8	<b>MISSILE PYLONS</b>	1
	<b>CARGO CAPACITY (t)</b>	2	<b>AVAILABLE TECH-LEVEL</b>	4
	<b>STANDARD EQUIPMENT</b>	1M / PL	<b>MINIMUM PRICE (cr)</b>	65,000
<b>Anaconda ( 75 × 54 × 170 )</b>				
	<b>SPEED / THRUST</b>	140 / 14	<b>ENERGY / RATE</b>	500 / 3
	<b>PITCH / ROLL</b>	0.4 / 0.75	<b>MISSILE PYLONS</b>	7
	<b>CARGO CAPACITY (t)</b>	750	<b>AVAILABLE TECH-LEVEL</b>	8
	<b>STANDARD EQUIPMENT</b>	3M / PL	<b>MINIMUM PRICE (cr)</b>	650,000
<b>Asp MkII ( 82 × 19 × 70 )</b>				
	<b>SPEED / THRUST</b>	400 / 50	<b>ENERGY / RATE</b>	350 / 4
	<b>PITCH / ROLL</b>	1 / 2	<b>MISSILE PYLONS</b>	1
	<b>CARGO CAPACITY (t)</b>	0	<b>AVAILABLE TECH-LEVEL</b>	10
	<b>STANDARD EQUIPMENT</b>	1M / PL / MTS / STE	<b>MINIMUM PRICE (cr)</b>	375,000
<b>Boa ( 71 × 60 × 115 )</b>				
	<b>SPEED / THRUST</b>	240 / 36	<b>ENERGY / RATE</b>	450 / 3
	<b>PITCH / ROLL</b>	1 / 2.8	<b>MISSILE PYLONS</b>	4
	<b>CARGO CAPACITY (t)</b>	125	<b>AVAILABLE TECH-LEVEL</b>	6
	<b>STANDARD EQUIPMENT</b>	3M / PL	<b>MINIMUM PRICE (cr)</b>	450,000
<b>Boa Class Cruiser ( 92 × 92 × 228 )</b>				
	<b>SPEED / THRUST</b>	312 / 40	<b>ENERGY / RATE</b>	525 / 3.2
	<b>PITCH / ROLL</b>	1 / 2.5	<b>MISSILE PYLONS</b>	5
	<b>CARGO CAPACITY (t)</b>	175	<b>AVAILABLE TECH-LEVEL</b>	7
	<b>STANDARD EQUIPMENT</b>	5M / BL	<b>MINIMUM PRICE (cr)</b>	495,000

<b>Cobra Mk I ( 70 × 13 × 47 )</b>				
	<b>SPEED / THRUST</b>	260 / 25	<b>ENERGY / RATE</b>	150 / 2.5
	<b>PITCH / ROLL</b>	1.2 / 2	<b>MISSILE PYLONS</b>	1
	<b>CARGO CAPACITY (t)</b>	10	<b>AVAILABLE TECH-LEVEL</b>	4
	<b>STANDARD EQUIPMENT</b>	1M / PL	<b>MINIMUM PRICE (cr)</b>	100,000
<b>Cobra Mk III ( 131 × 26 × 59 )</b>				
	<b>SPEED / THRUST</b>	350 / 32	<b>ENERGY / RATE</b>	256 / 4
	<b>PITCH / ROLL</b>	1 / 2	<b>MISSILE PYLONS</b>	4
	<b>CARGO CAPACITY (t)</b>	20	<b>AVAILABLE TECH-LEVEL</b>	6
	<b>STANDARD EQUIPMENT</b>	3M / PL	<b>MINIMUM PRICE (cr)</b>	150,000
<b>Fer-de-Lance ( 40 × 16 × 80 )</b>				
	<b>SPEED / THRUST</b>	300 / 36	<b>ENERGY / RATE</b>	150 / 4.5
	<b>PITCH / ROLL</b>	1 / 3.6	<b>MISSILE PYLONS</b>	2
	<b>CARGO CAPACITY (t)</b>	12	<b>AVAILABLE TECH-LEVEL</b>	8
	<b>STANDARD EQUIPMENT</b>	2M / BL / MTS / STE *	<b>MINIMUM PRICE (cr)</b>	485,000
<b>Moray Starboat ( 60 × 23 × 53 )</b>				
	<b>SPEED / THRUST</b>	300 / 32	<b>ENERGY / RATE</b>	240 / 3
	<b>PITCH / ROLL</b>	1.5 / 2.5	<b>MISSILE PYLONS</b>	2
	<b>CARGO CAPACITY (t)</b>	7	<b>AVAILABLE TECH-LEVEL</b>	5
	<b>STANDARD EQUIPMENT</b>	2M / PL	<b>MINIMUM PRICE (cr)</b>	125,000
<b>Python ( 74 × 37 × 130 )</b>				
	<b>SPEED / THRUST</b>	200 / 20	<b>ENERGY / RATE</b>	450 / 2.5
	<b>PITCH / ROLL</b>	0.8 / 2	<b>MISSILE PYLONS</b>	2
	<b>CARGO CAPACITY (t)</b>	100	<b>AVAILABLE TECH-LEVEL</b>	4
	<b>STANDARD EQUIPMENT</b>	1M / PL	<b>MINIMUM PRICE (cr)</b>	200,000

?M - ? × Missiles, PL – Pulse Laser, BL – Beam Laser, MNL – Mining Laser, DC – Docking Computer, EP – Escape Pod, FS – Fuel Scoop, STE – Scanner Targeting Enhancement, MTS – Multiple Targeting System.

\* in addition to; Advanced Space Compass, Docking Computer, ECM, Escape Pod, Fuel Injectors, Fuel Scoop and 2 × Passenger Berths

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### Other Ships

<b>Constrictor</b>		<b>( 108 × 20 × 120 )</b>		
	<b>SPEED / THRUST</b>	600 / 50	<b>ENERGY / RATE</b>	450 / 5
	<b>PITCH / ROLL</b>	1.75 / 2.5	<b>MISSILE PYLONS</b>	3
	<b>CARGO CAPACITY (t)</b>	15	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Gecko</b>		<b>( 70 × 12 × 37 )</b>		
	<b>SPEED / THRUST</b>	300 / 45	<b>ENERGY / RATE</b>	250 / 4
	<b>PITCH / ROLL</b>	1.5 / 3	<b>MISSILE PYLONS</b>	1
	<b>CARGO CAPACITY (t)</b>	3	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Hamadryad *</b>		<b>( 139 × 59 × 177 )</b>		
	<b>SPEED / THRUST</b>	220 / 32	<b>ENERGY / RATE</b>	480 / 2.5
	<b>PITCH / ROLL</b>	1.6 / 3.2	<b>MISSILE PYLONS</b>	2
	<b>CARGO CAPACITY (t)</b>	100	<b>AVAILABLE TECH-LEVEL</b>	5
	<b>STANDARD EQUIPMENT</b>	2M / MNL / FS	<b>MINIMUM PRICE (cr)</b>	175,000
<b>Josher *</b>		<b>( 32 × 36 × 126 )</b>		
	<b>SPEED / THRUST</b>	320 / 32	<b>ENERGY / RATE</b>	400 / 3
	<b>PITCH / ROLL</b>	0.8 / 2.75	<b>MISSILE PYLONS</b>	6
	<b>CARGO CAPACITY (t)</b>	50	<b>AVAILABLE TECH-LEVEL</b>	2
	<b>STANDARD EQUIPMENT</b>	4M / PL	<b>MINIMUM PRICE (cr)</b>	175,000

<b>Krait</b>		<b>( 90 × 18 × 73 )</b>		
	<b>SPEED / THRUST</b>	300 / 35	<b>ENERGY / RATE</b>	250 / 2.5
	<b>PITCH / ROLL</b>	1.5 / 1.75	<b>MISSILE PYLONS</b>	0
	<b>CARGO CAPACITY (t)</b>	2	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Mamba</b>		<b>( 64 × 8 × 48 )</b>		
	<b>SPEED / THRUST</b>	320 / 32	<b>ENERGY / RATE</b>	240 / 3
	<b>PITCH / ROLL</b>	1.4 / 2.1	<b>MISSILE PYLONS</b>	0
	<b>CARGO CAPACITY (t)</b>	4	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Naga *</b>		<b>( 100 × 52 × 146 )</b>		
	<b>SPEED / THRUST</b>	275 / 25	<b>ENERGY / RATE</b>	650 / 2
	<b>PITCH / ROLL</b>	0.8 / 1.85	<b>MISSILE PYLONS</b>	6
	<b>CARGO CAPACITY (t)</b>	250	<b>AVAILABLE TECH-LEVEL</b>	3
	<b>STANDARD EQUIPMENT</b>	4M / PL / DC / EP	<b>MINIMUM PRICE (cr)</b>	385,000
<b>Ringhals *</b>		<b>( 80 × 18 × 110 )</b>		
	<b>SPEED / THRUST</b>	300 / 24	<b>ENERGY / RATE</b>	300 / 4
	<b>PITCH / ROLL</b>	1 / 1.85	<b>MISSILE PYLONS</b>	2
	<b>CARGO CAPACITY (t)</b>	15	<b>AVAILABLE TECH-LEVEL</b>	5
	<b>STANDARD EQUIPMENT</b>	2M / PL	<b>MINIMUM PRICE (cr)</b>	155,000

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\* Only available through *newships.oxp* Expansion Pack

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### Other Ships

<b>Shuttle</b>		<b>( 20 × 20 × 31 )</b>		
	<b>SPEED / THRUST</b>	80 / 16	<b>ENERGY / RATE</b>	120 / 1
	<b>PITCH / ROLL</b>	0.9 / 2	<b>MISSILE PYLONS</b>	0
	<b>CARGO CAPACITY (t)</b>	30	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Sidewinder</b>		<b>( 64 × 16 × 32 )</b>		
	<b>SPEED / THRUST</b>	370 / 37	<b>ENERGY / RATE</b>	240 / 2
	<b>PITCH / ROLL</b>	1.6 / 2.8	<b>MISSILE PYLONS</b>	0
	<b>CARGO CAPACITY (t)</b>	0	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Thargoid</b>		<b>( 328 × 56 × 328 )</b>		
	<b>SPEED / THRUST</b>	500 / 50	<b>ENERGY / RATE</b>	600 / 4
	<b>PITCH / ROLL</b>	1 / 2	<b>MISSILE PYLONS</b>	5 Thargons
	<b>CARGO CAPACITY (t)</b>	0	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Thargon</b>		<b>( 19 × 5 × 18 )</b>		
	<b>SPEED / THRUST</b>	450 / 40	<b>ENERGY / RATE</b>	150 / 3
	<b>PITCH / ROLL</b>	1 / 2	<b>MISSILE PYLONS</b>	0
	<b>CARGO CAPACITY (t)</b>	0	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A

<b>Transporter</b>		<b>( 30 × 8 × 25 )</b>		
	<b>SPEED / THRUST</b>	100 / 20	<b>ENERGY / RATE</b>	150 / 3
	<b>PITCH / ROLL</b>	1 / 2	<b>MISSILE PYLONS</b>	0
	<b>CARGO CAPACITY (t)</b>	12	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Viper</b>		<b>( 96 × 32 × 96 )</b>		
	<b>SPEED / THRUST</b>	320 / 32	<b>ENERGY / RATE</b>	180 / 4
	<b>PITCH / ROLL</b>	1.8 / 2.8	<b>MISSILE PYLONS</b>	1
	<b>CARGO CAPACITY (t)</b>	0	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Viper Interceptor</b>		<b>( 96 × 32 × 96 )</b>		
	<b>SPEED / THRUST</b>	520 / 50	<b>ENERGY / RATE</b>	280 / 6
	<b>PITCH / ROLL</b>	2 / 4.2	<b>MISSILE PYLONS</b>	3
	<b>CARGO CAPACITY (t)</b>	12	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A
<b>Worm</b>		<b>( 26 × 12 × 30 )</b>		
	<b>SPEED / THRUST</b>	110 / 12	<b>ENERGY / RATE</b>	75 / 2
	<b>PITCH / ROLL</b>	1 / 2	<b>MISSILE PYLONS</b>	0
	<b>CARGO CAPACITY (t)</b>	2	<b>AVAILABLE TECH-LEVEL</b>	N / A
	<b>STANDARD EQUIPMENT</b>	N / A	<b>MINIMUM PRICE (cr)</b>	N / A

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# Oolite Reference Sheet

## Ship's Log

SYSTEM INFO – GALAXY:		CURRENT STATUS		CARGO HOLD				
STARDATE:		SHIP MODEL:		ITEM	QTY	BOUGHT	SOLD	
PRESENT SYSTEM:	DESTINATION SYSTEM:	CREDITS:	CARGO CAPACITY:					
GOVERNMENT:	GOVERNMENT:	LEGAL STATUS:	COMBAT RATING:					
ECONOMY:	ECONOMY:	OUTSTANDING CONTRACTS:						
TECH LEVEL:	TECH LEVEL:							
COMMENTS:								
SYSTEM INFO – GALAXY:		CURRENT STATUS		CARGO HOLD				
STARDATE:		SHIP MODEL:		ITEM	QTY	BOUGHT	SOLD	
PRESENT SYSTEM:	DESTINATION SYSTEM:	CREDITS:	CARGO CAPACITY:					
GOVERNMENT:	GOVERNMENT:	LEGAL STATUS:	COMBAT RATING:					
ECONOMY:	ECONOMY:	OUTSTANDING CONTRACTS:						
TECH LEVEL:	TECH LEVEL:							
COMMENTS:								