

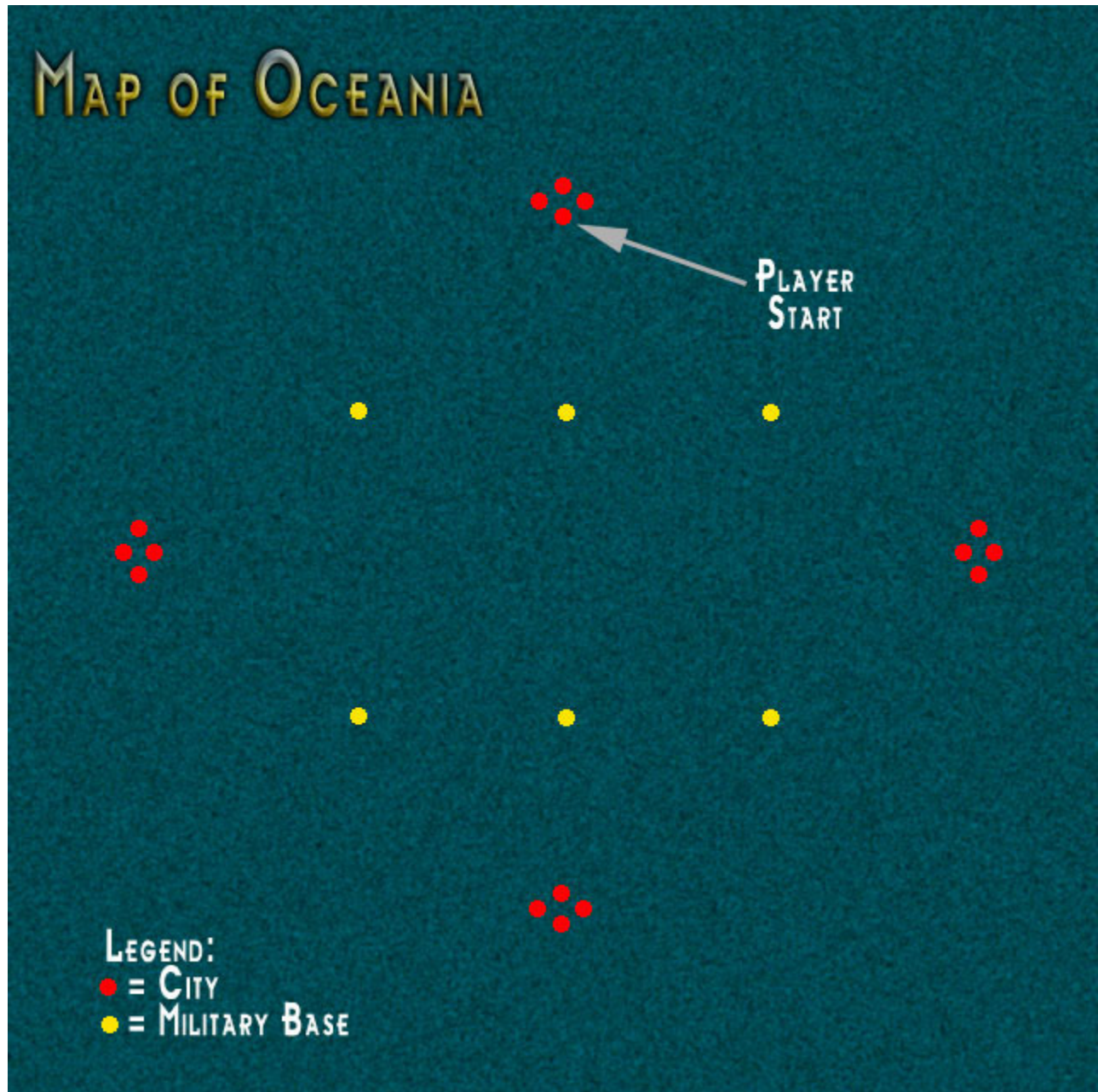
WARRIORS OF THE SKY

OF THE

GAMEPLAY GUIDE

By Argh

Warriors of the Sky (WOS) is a unique gameplay experience, and if you've never played it before, it can be a little tricky. This Guide is meant to help you have the best possible experience. We assume that you've used the Freelancer Mod Manager before, and are reasonably comfortable with using it.



Installation Notes

If you've never installed a total conversion mod for Freelancer® before, then you should read these instructions:

1. A clean install is a happy install. If you've been running lots of other mods, and WOS won't run properly, delete the Freelancer folder (this is usually located in C:\Program Files\Microsoft Games), and reinstall the game from the CD-ROM. Then install a fresh copy of either the Bugfix or the FL SDK 1.3.
2. WOS isn't truly compatible with single-player games. There is no plot, no Missions, and no AI ships will show up. To play WOS with AI ships by yourself, you need to start up FLServer (you can do this with FLMM by selecting File and then "Launch FLServer").
3. If you experience random crashes, see no. 1- WOS has been beta-tested to catch most of the more common error-causing problems, and the most likely cause of crashes is that your Freelancer folder contains the remains of other mods.

Gameplay Notes

1. WOS uses the Cockpit View (with Cockpits turned ON) as the default viewpoint while flying fighter aircraft. This is because fighters have fixed-forward machineguns, just like real aircraft did. The cockpit used in the mod is a special custom cockpit that puts a crosshair directly on your screen, as an aid to aiming. To turn on Cockpit view, use ctrl-v (this is the default), or look up what key you have assigned Cockpit View to in your FL controls.
2. The Aircraft use wildly different physics implementations than most FL ships. For one thing, Cruise Mode is disabled. You will *not* hear the Cruise Engines turn on, but you'll slow down, and your weapons will turn off, and you'll never enter Cruise (ok, *technically* you'll enter Cruise after 50000 seconds, which is 13.9 hours...). Cruise has been disabled to prevent certain problems with the AI's behavior, and to tweak multiplayer so that players cannot simply run away from fights.
3. Fighters have Thrusters, which slowly use up fuel. The fuel lasts a very long time, though, so you won't run out (unless you've circled the World, which would take quite awhile).
4. The AI is considerably tougher than in standard FL mods. Expect to get owned until you learn how to fly and shoot, and join with other players whenever possible.
5. The Missions pay very well, but they're designed for multiple players. You'd have to be very good to take on a Mission by yourself- stick with Trade runs across the Ocean at first. BTW, you must be Neutral to engage in Trade, and you will find items at Bases that are "on sale" that you can never buy... this was done so that players could very easily see what Bases are buying and selling, and at what prices. Trade is simple in WOS... delivering goods is not!
6. Aircraft cannot take many hits before dying. The good news is that I've left Nanos in the game, and they'll heal any Fighter to 100% health again. The bad news is that you only get 5.
7. Machineguns use ammunition, and will eventually run out. They do not recharge... so when you're out of ammo, it's time to land! Ammo costs money, and everything uses ammo. So make it count.
8. Some aircraft are too slow to run away. If you don't have another player escorting you, then you will frequently have no choice but to fight. If you're a peace-loving trader type and don't like this, hire another player to serve as your escort!
9. Engine-kill doesn't work any more- killing your engine will cause you to come to a halt fairly quickly instead, which may or may not be a good thing.
10. Only Boats can spawn more Encounters with Boats. So if you want to see lots of boats, you need to buy one. Or fly reeeeeeeeeeally close to the ocean, which takes a lot've practice.
11. Some fighters, boats and hovertanks can mount Rocket Torpedoes. These are very powerful weapons that can destroy a wide variety of targets, but they're fairly expensive, and their guidance is rather poor.
12. You start out with \$20,000 in cash, 10 nanos (worth \$2500) and 10,000 rounds of ammo (worth \$10,000), plus the sale value of a Swift Scout (\$13,000). So if you want to, you can buy something else pretty quickly.
13. Pirates carry Gold. Even low-end Pirates have 3 or more Gold on them, at \$425 per unit. So it really doesn't take much random killing of Pirates to make decent money (imho). Just land after killing a couple of them, sell the Gold, and then go back out. Pretty soon, you'll have a great deal of money.
14. The best early-game trade route is Food from Oceania City to Post 1, and then Fertilizers back. It's a 25% return on Food and 15% on Fertilizers, and it's not a very long plane ride.

15. To make *lots* of money... you either need to do the Cardemine, H-Fuel, or Engine Components routes with a freighter, such as the Beluga or Tramp. You really *cannot* do these routes without another player or two as escorts. This was done *on purpose*- eventually, I'm going to put some very high-end things into the game... which will not be remotely affordable unless players join together, either in clans or in temporary arrangements.