

DRAGGERS RAGE

OFFICIAL OPERATIONS MANUAL

LETTER FROM THE DIRECTOR

Dear Recruit,

Welcome to the Mercy Pilots' Guild.

The career you've chosen is as dangerous as it is rewarding. You require training, skill and discipline in order to achieve the high standards we set for our pilots. However, I am confident that you possess these qualities; only one in ten Guild applicants are accepted.

I find it sad that, even ten years after the end of the war with the Vek Empire, that there is still a need for the Mercy Pilots' Guild. But billions rely on us to safeguard interplanetary traffic from pirates.

Pirate activity must eventually end, and gods willing it will end soon, but until then we must continue to protect the innocent.

I am sure that you will do your part in maintaining the high level of security we feel in Known Space. Again, welcome to the Guild.

Yours Truly,

Harvey Grant

Harvey Grant,
Director, Mercy Pilots' Guild

The Mercy Pilots' Guild

The history of the Mercy Pilots' Guild really begins in the ashes of the war with the Vek Empire. The mention of the Ambush at Roger's Point or the Battle of T'lar evoke grief even as the Tuyak Uprising and Uther's Stand evoke pride. There isn't a schoolchild who hasn't learned of the Massacre at Himbleton, or how the planet New Hope got its name. The war left many scars, many of which have not healed. And the real tragedy of the war is that, when the war with the Vek Empire ended in the Battle of Lem's Space, many courageous men and women were left homeless and without prospects.

As Known Space started to rebuild and to heal, many veterans became pirates, driven by greed and anger at a government which they felt had abandoned them. Preying on shipments of ore and technology, pirates held Known Space virtually hostage.

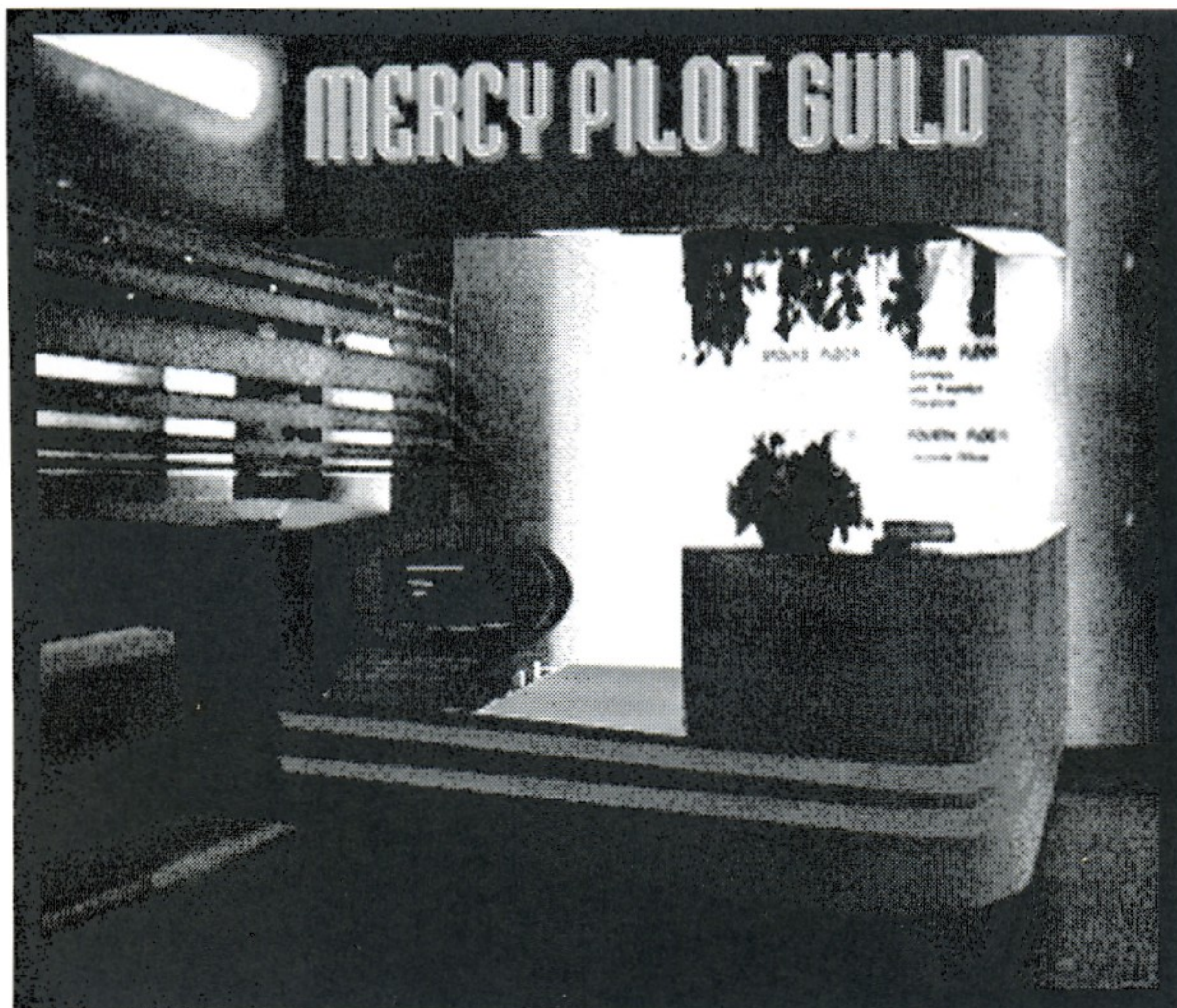
To counter the rise of pirates, the United Planets authorized the creation of a self-governing body of mercenaries, the Mercy Pilots' Guild.

The Guild's primary mandate is the safeguarding of traffic in Known Space from pirates, especially in zones where United Planets forces are unavailable.

AN INTRODUCTION

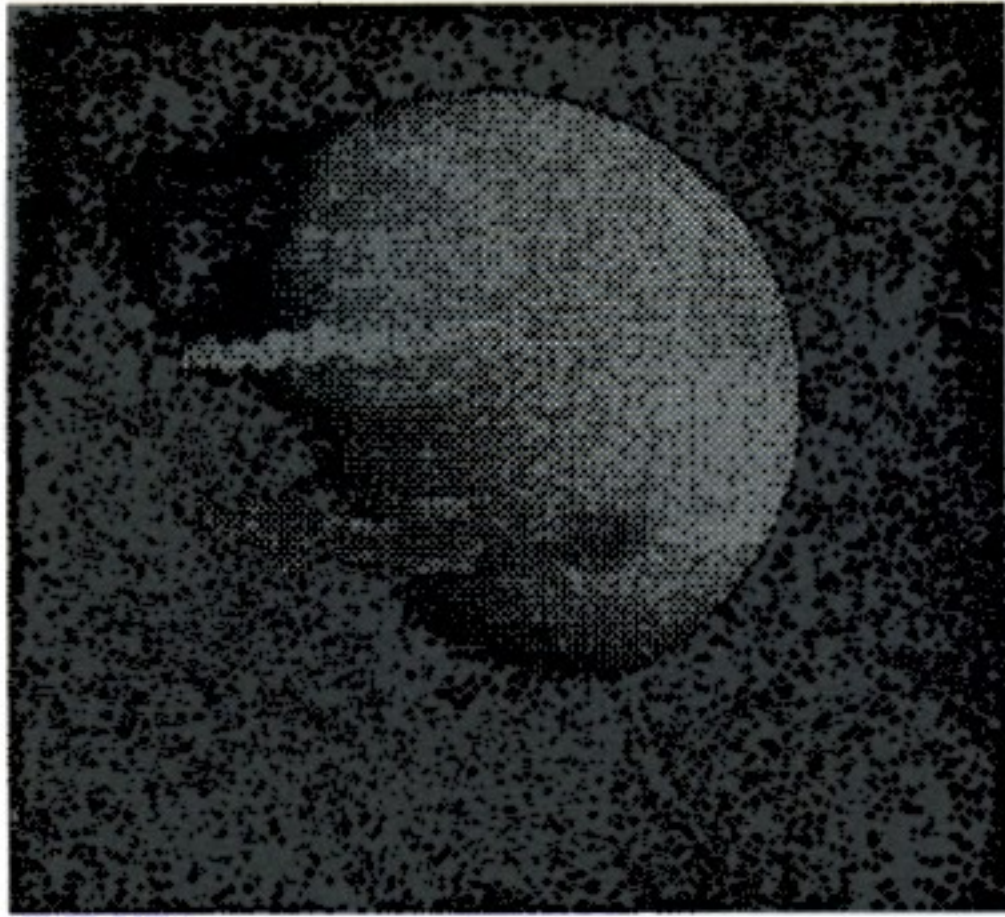
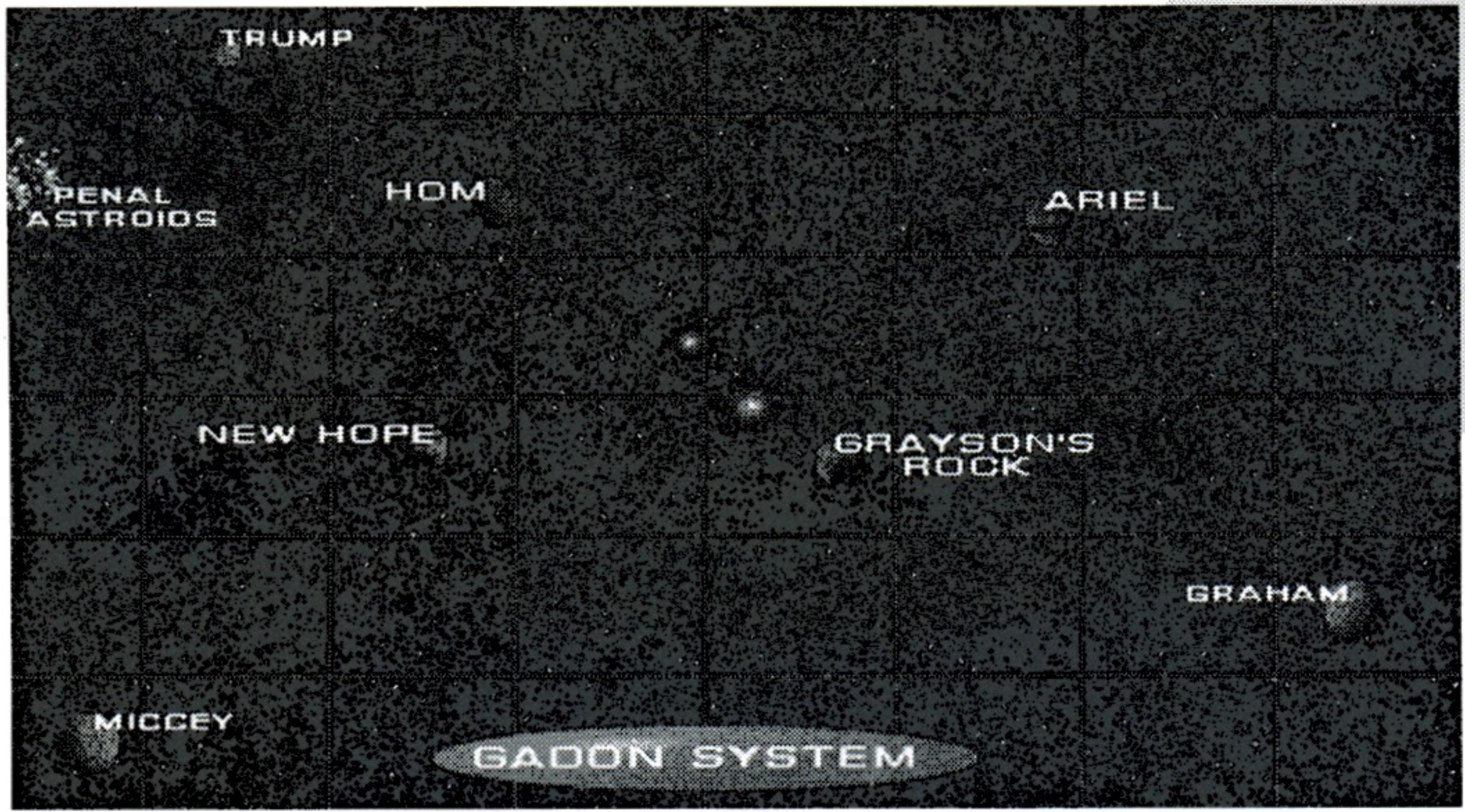
The Mercy Pilots' Guild is based on Planet Hom, for two reasons. For one, Hom is a major industrial centre and as such the surrounding system is prone to high pirate activity. Also, the United Planets typically allocates resources and weapons to other systems, leaving Hom and its surrounding system to depend on the Mercy Pilots' Guild to survive.

Today, although pirate activity is alive and well, the escorts and fighters of the Mercy Pilots' Guild has successfully stopped the growth of the pirate fringe. However, we cannot become complacent; as an old Terran saying goes, the price of liberty is eternal vigilance. As such, there is a Mercy Pilots' Guild detachment on nearly every planet in Known Space.



HOM AND SURROUNDING SYSTEMS

Known Space is vast. This handbook will not attempt to describe every system in Known Space, but will focus on the area of space in which you will be flying: Hom and its surrounding systems.



Hom

Population: 6 billion Major Centres: Regas, Newerth and Pacifica Hom is the hub of activity for the Mercy Pilots' Guild. Guild headquarters sits in the centre of the beautiful city of Regas.



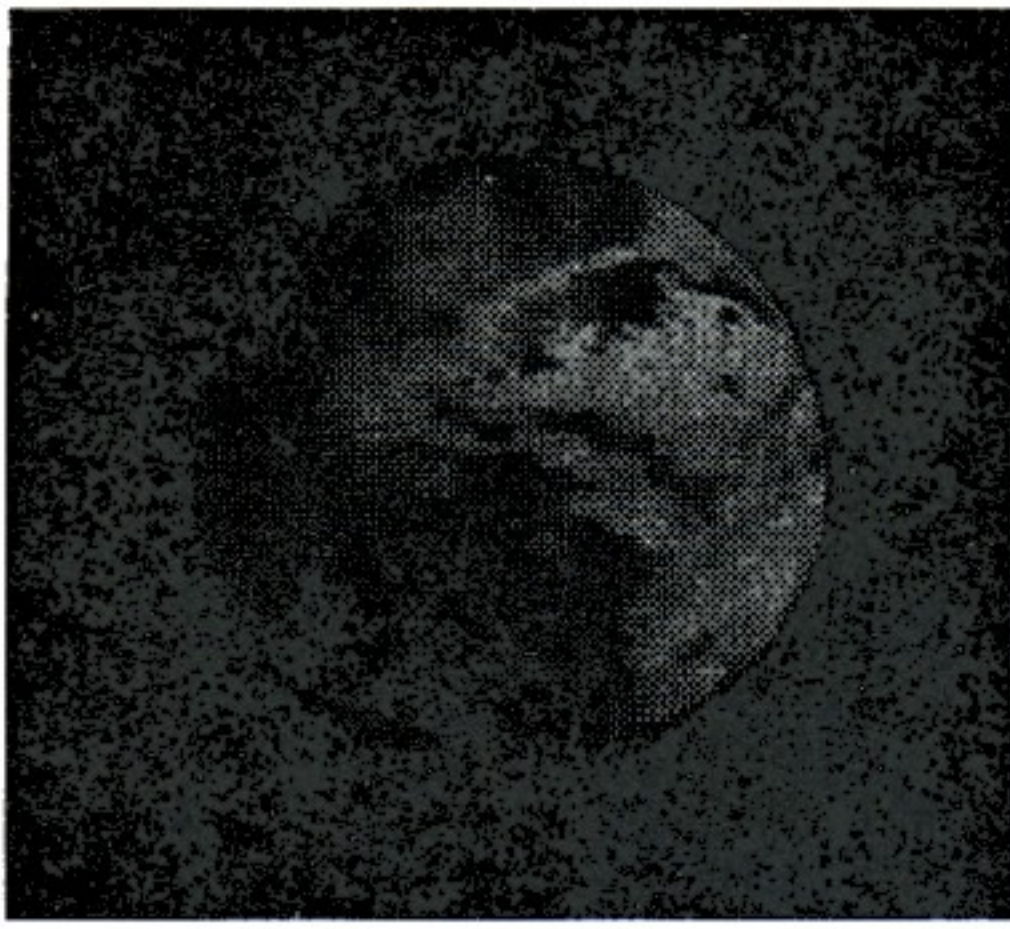
New Hope

Population: 3 billion Major Centres: New New York and Quintown

New Hope was once known as Roger's Point. Near the end of the war with the Vek Empire, the Vek became increasingly desperate and ambushed a civilian convoy headed for the supposed haven of Roger's Point. Every man, woman and child in the convoy was killed. Nevertheless, when a colony was re-established, Quintown, the United Planets renamed the planet New Hope. New Hope is thriving, and Quintown has become the major agricultural centre of the system.

DAGGER'S RAGE

HOM AND SURROUNDING SYSTEMS



Grayson's Rock

Population: 1 billion

Major Centres: Tuyak

Grayson's Rock served as a military research centre during the war with the Vek Empire. While the military presence has virtually disappeared from Grayson's Rock, much of the industrial activity on the planet is still dedicated to military research. Nova Research Laboratories, for example, maintains its headquarters in Tuyak.

Lesser Planets and Asteroids

Aside from the major planets listed above, the system surrounding Hom comprises many minor planets, planetoids and asteroids. These four are the most prominent, but it should be noted that, with the exception of Penal Asteroid 100110, none are inhabited.

Milton

Trump

Miccey

Penal Asteroid 100110

COMMON FIGHTER CRAFT

A Mercy Pilot is only as good as the craft he or she flies, or so they say. While Mercy Pilots have been known to fly just about every craft imaginable (Mercy Pilot legend Stanislaw Haggard was known to fly a refitted Vek Wasp), the following four craft have proven themselves time and again in battle.

Demon Speed

Manufacturer: Pogodyne Systems

Max. Atmospheric Speed: ~Mach 5.2

Max. Vacuum Speed: ~Mach 10

Atmospheric Acceleration: ~350 m/s²

Vacuum Acceleration: ~600 m/s²

Mass: ~10 kt

Max. Load: ~5 kt

Many Mercy Pilots swear by the Demon Speed. Its speed and maneuverability are almost unmatched by any manmade craft in Known Space. While its payload is limited, a little strategy in weapons and shield selection can make the Demon Speed a ship to be reckoned with.



DAGGER'S RAGE

COMMON FIGHTER CRAFT

Romero Infiltrator

Manufacturer: Romero Designs

Max. Atmospheric Speed: ~Mach 4

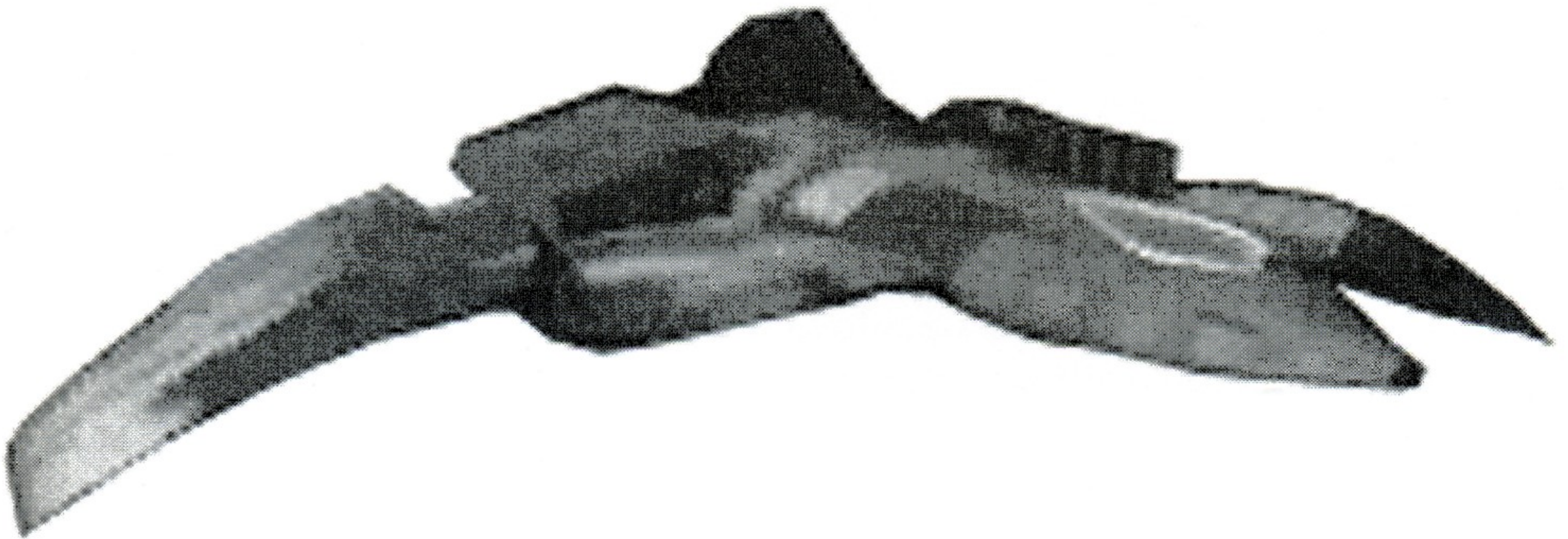
Max. Vacuum Speed: ~Mach 6

Atmospheric Acceleration: ~200 m/s²

Vacuum Acceleration: ~400 m/s²

Mass: ~15 kt

Max. Load: ~7.5 kt



The Romero Infiltrator strikes a good balance between speed and payload. For this reason, however, many pilots tend to ignore this workhorse of the Guild — Mercy Pilots seem to like extremes. Nevertheless, don't overlook the Infiltrator as an option. While it cannot outrun a Demon Speed, it can sure as hell beat the stuffing out of one.

COMMON FIGHTER CRAFT

Gallimus

Manufacturer: Ozo

Max. Atmospheric Speed: ~Mach 3

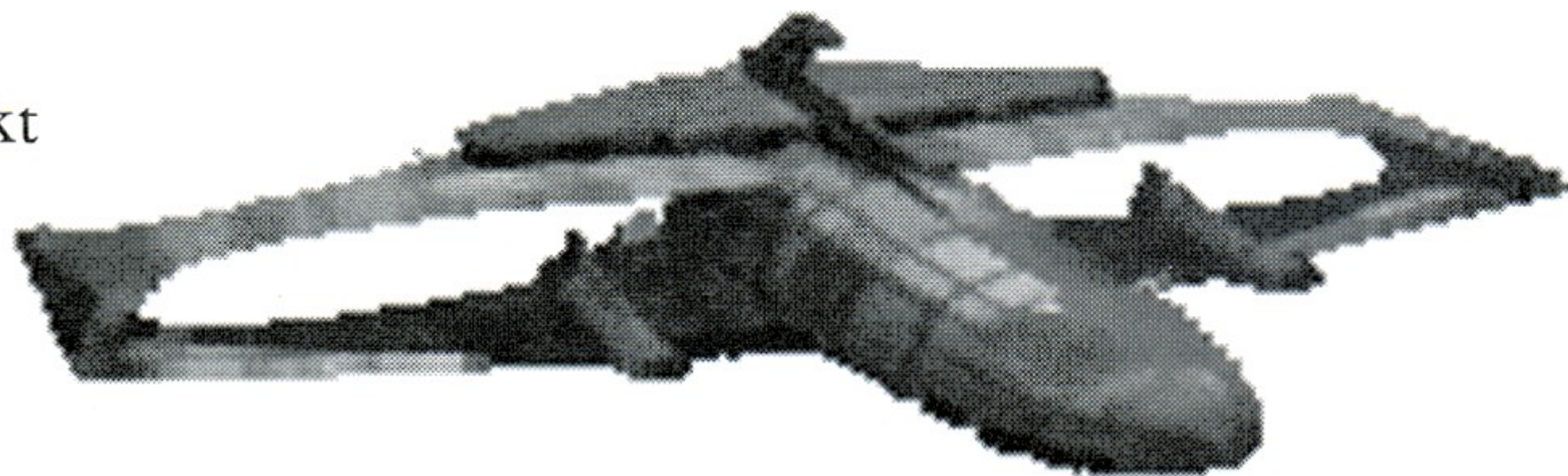
Max. Vacuum Speed: ~Mach 5

Atmospheric Acceleration: ~200 m/s²

Vacuum Acceleration: ~600 m/s²

Mass: ~18 kt

Max. Load: ~9 kt



The Gallimus boasts a 9,000 ton payload and a respectable speed. Armed to the teeth, the Gallimus can be a formidable opponent.

The Rage

Manufacturer: Martial Utility, Ltd.

Max. Atmospheric Speed: ~Mach 2

Max. Vacuum Speed: ~Mach 4

Atmospheric Acceleration: ~150 m/s²

Vacuum Acceleration: ~300 m/s²

Mass: ~25 kt

Max. Load: ~12 kt



A much-maligned ship, The Rage is the choice of craft for those who care to sacrifice speed for sheer firepower. Fully loaded, The Rage can take on superior numbers and still survive intact. Of course, retreat in The Rage is never an option.

COMMON ENEMY CRAFT

“Know thine enemy” has been a military catch-phrase since sentients first learned how to kill one another with rocks. Here are the four most common craft you will encounter in your missions:

Scorpion

Max. Atmospheric Speed: ~Mach 4.8

Max. Vacuum Speed: ~Mach 9.8

Atmospheric Acceleration: ~250 m/s²

Vacuum Acceleration: ~300 m/s²

Mass: ~15 kt

Max. Load: ~5 kt



Man O' War

Max. Atmospheric Speed: ~Mach 3.8

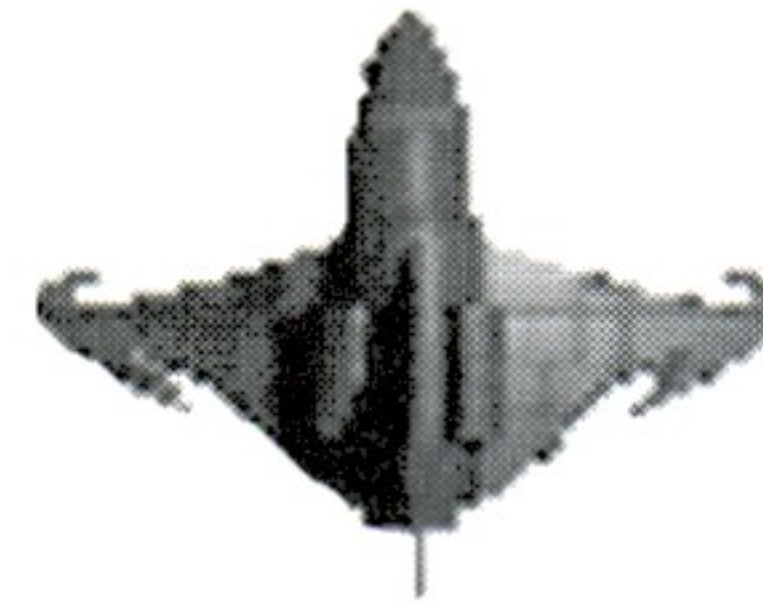
Max. Vacuum Speed: ~Mach 7

Atmospheric Acceleration: ~200 m/s²

Vacuum Acceleration: ~800 m/s²

Mass: ~12 kt

Max. Load: ~8 kt



COMMON ENEMY CRAFT

Nightcrawler

Max. Atmospheric Speed: \sim Mach 3

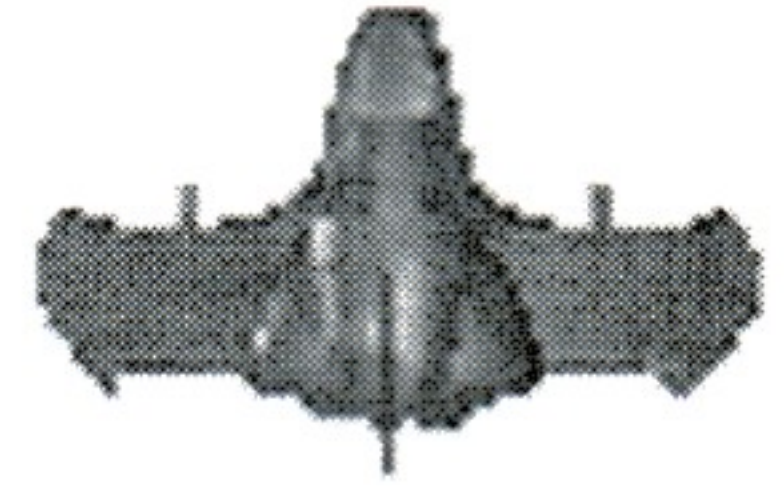
Max. Vacuum Speed: \sim Mach 4

Atmospheric Acceleration: $\sim 1000 \text{ m/s}^2$

Vacuum Acceleration: $\sim 300 \text{ m/s}^2$

Mass: $\sim 19 \text{ kt}$

Max. Load: $\sim 8 \text{ kt}$



Conquerer

Max. Atmospheric Speed: \sim Mach 2

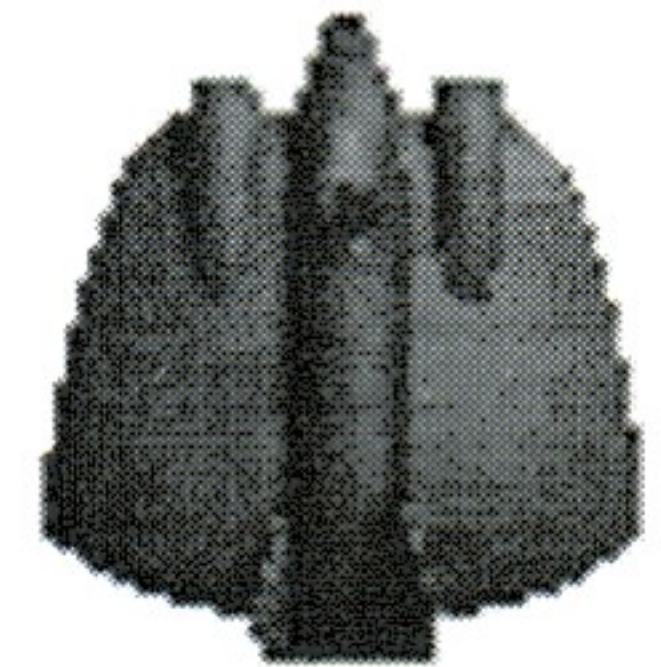
Max. Vacuum Speed: \sim Mach 4

Atmospheric Acceleration: $\sim 100 \text{ m/s}^2$

Vacuum Acceleration: $\sim 250 \text{ m/s}^2$

Mass: $\sim 25 \text{ kt}$

Max. Load: $\sim 12 \text{ kt}$

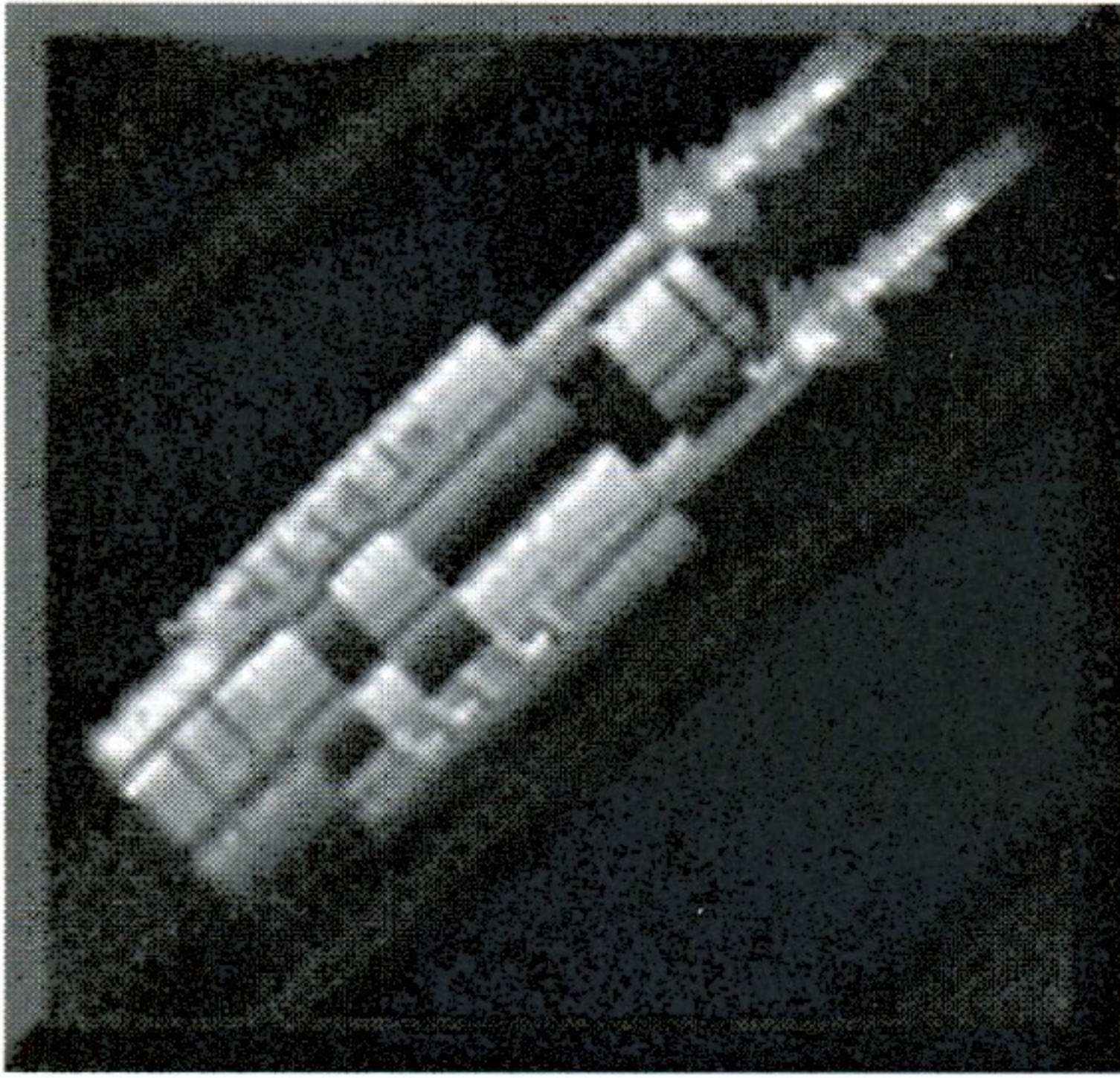


WEAPONS SYSTEMS

Machine Gun

The machine gun is a weapon that predates every war in recent memory. The earliest recorded use of the machine gun dates back to a global war on Earth, even before man had ventured into space. Nevertheless, the machine gun has proven to be a reliable and energy-efficient weapon, and many pilots swear on it as a lifesaver when energy reserves are low.

Manufacturer: S-W Industries
Refire Delay: .3 s
Energy Usage: 0 kJ
Firepower: 250 kJ
Max. Ammunition: 1,000 rounds
Weight: 300t



WEAPONS SYSTEMS

Lasers

Mercy Pilot legend Stanislaw Haggard was quoted in a post-retirement interview as saying, "A fighter without lasers is a cargo vessel". Lasers have the hands-down advantage of minimal refire delay and no ammunition restrictions.

Level One

Manufacturer: Argus Technologies

Refire Delay: .1 s

Energy Usage: ~1200 kJ

Firepower: 300 kJ

Max. Ammunition: n/a

Weight: 200t

Level Two

Manufacturer: Argus Technologies

Refire Delay: .1 s

Energy Usage: ~1600 kJ

Firepower: 400 kJ

Max. Ammunition: n/a

Weight: 252t

Level Three

Manufacturer: Argus Technologies

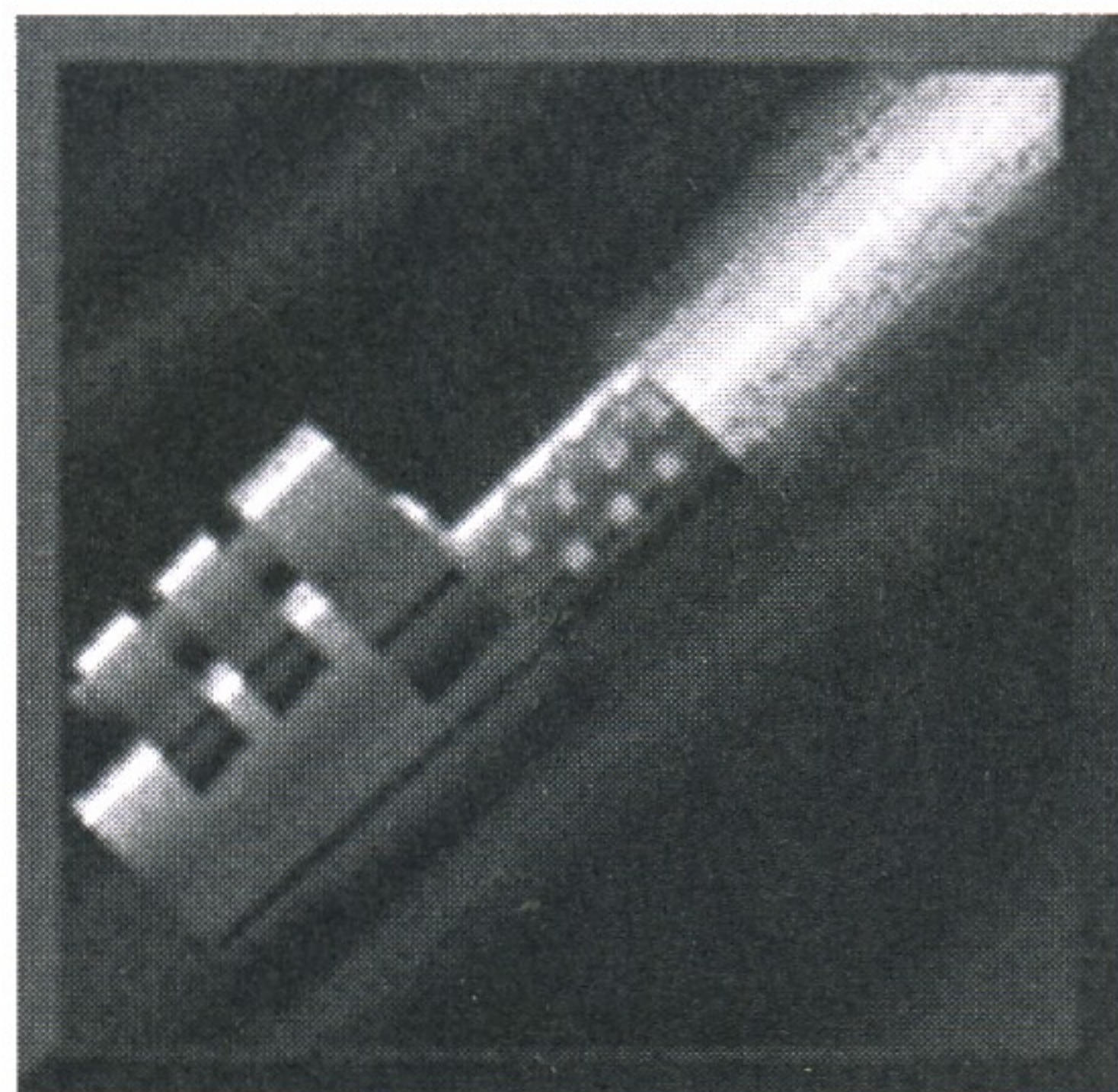
Refire Delay: .1 s

Energy Usage: ~2000 kJ

Firepower: 500 kJ

Max. Ammunition: n/a

Weight: 298t



WEAPONS SYSTEMS

Sonic Gun

United Planets' military research didn't perfect the Sonic Gun until near the end of the war with the Vek Empire, which is unfortunate because many pilots' lives could have been saved by this terrific weapon. The sonic gun packs more punch than a level one laser, with the same refire delay, yet draws less energy. Every pilot is encouraged to upgrade their level one lasers to Sonic Guns as soon as their budgets allow it.

Manufacturer: Q-Systems Development

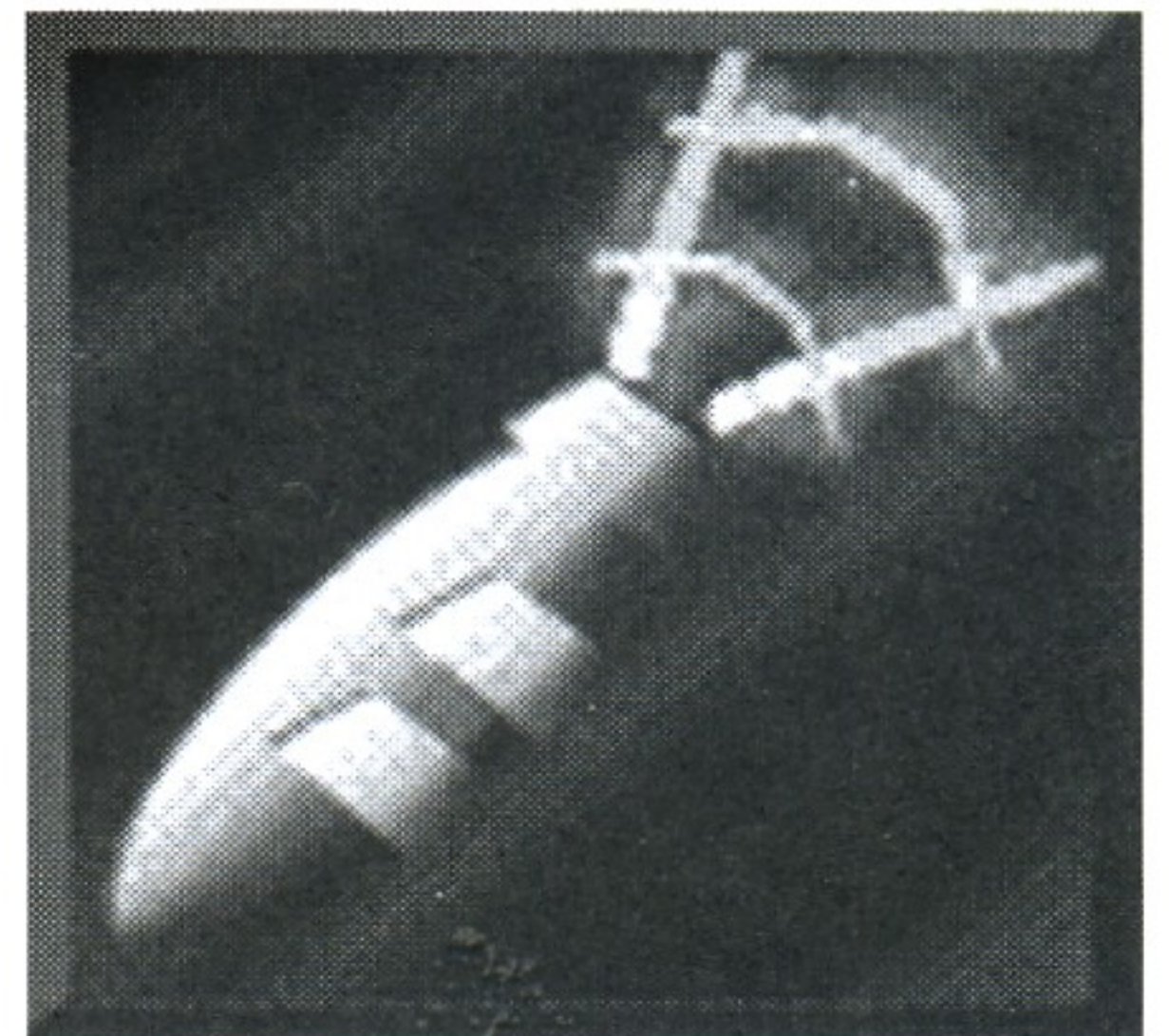
Refire Delay: .1 s

Energy Usage: ~900 kJ

Firepower: 350 kJ

Max. Ammunition: n/a

Weight: 277t



Photon Gun

The Photon Gun draws a lot of energy and has a slow refire delay, but many pilots make this their weapon of choice because of the wallop it carries: more than any non-projectile weapon in the Guild's arsenal.

Manufacturer: Argus Technologies

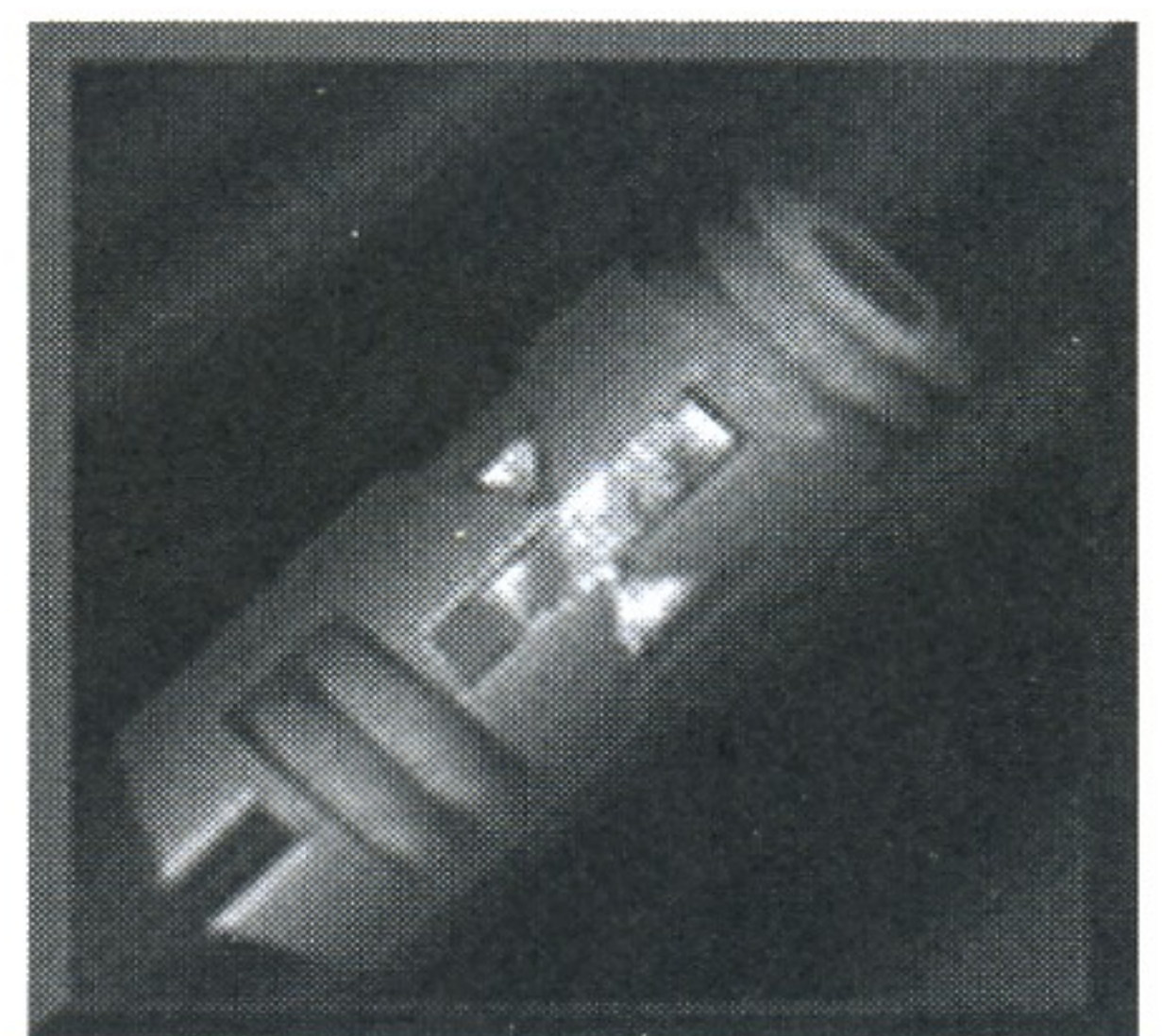
Refire Delay: .4 s

Energy Usage: ~3000 kJ

Firepower: 850 kJ

Max. Ammunition: n/a

Weight: 369t



WEAPONS SYSTEMS

Missiles

Missiles are the age-old standby of the outnumbered Mercy Pilot, and every fighter should be installed with at least one rack. Despite their slow refire delay, missiles draw no energy from the ship and one missile can inflict the damage of several direct laser hits.

Level One

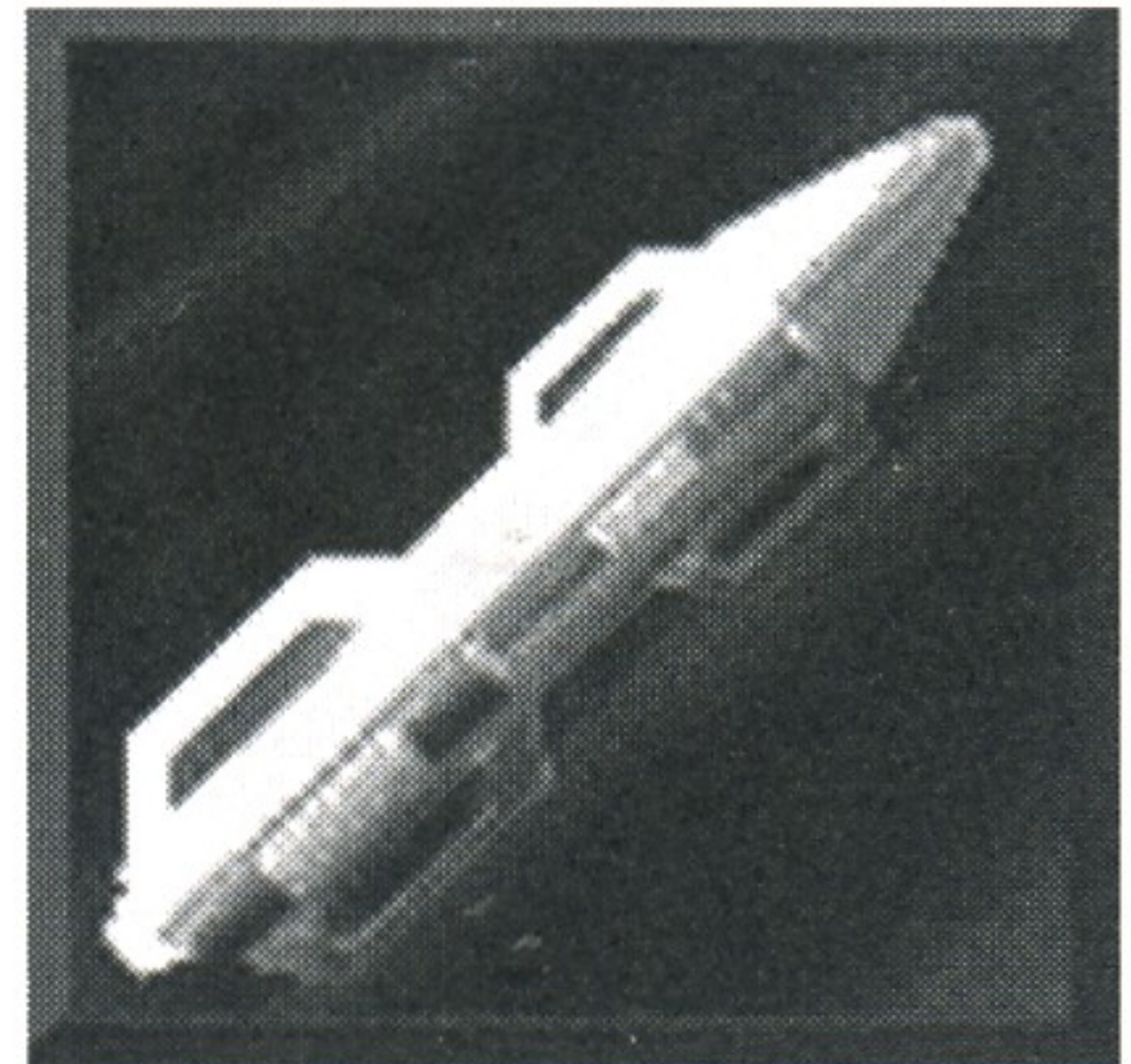
Manufacturer: Hermann Industries
Refire Delay: .6 s
Energy Usage: ~0 kJ
Firepower: 1200 kJ
Max. Ammunition: 40
Weight: 550t

Level Two

Manufacturer: Hermann Industries
Refire Delay: .6 s
Energy Usage: ~0 kJ
Firepower: 1600 kJ
Max. Ammunition: 40
Weight: 679t

Level Three

Manufacturer: Terran Specialties, Inc.
Refire Delay: .6 s
Energy Usage: ~0 kJ
Firepower: 2000 kJ
Max. Ammunition: 40
Weight: 751t



WEAPONS SYSTEMS

Homing Missiles

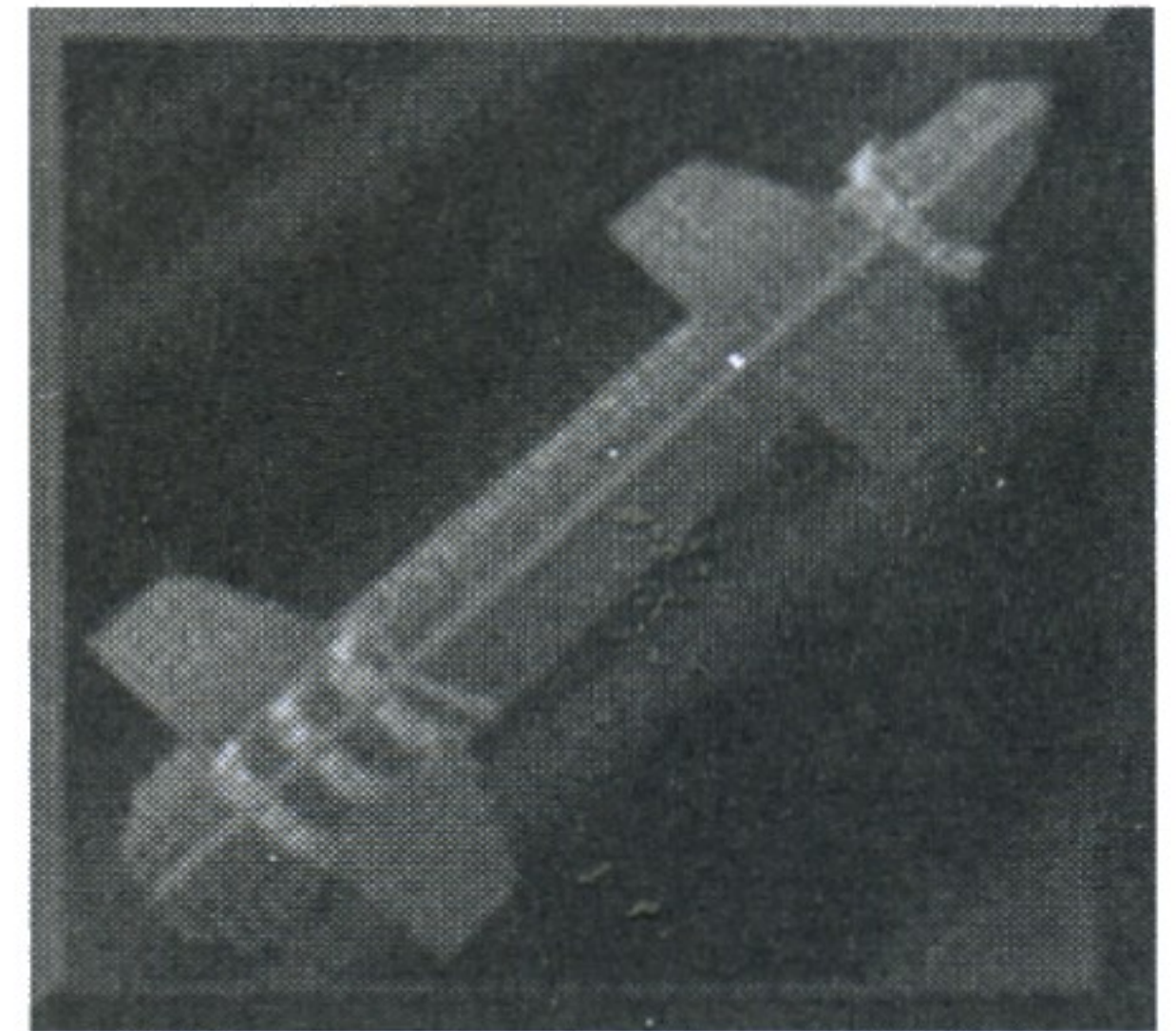
Many Mercy Pilots, especially the more daring ones, shy away from Homing Missiles. They claim it takes away the challenge. Nevertheless, more than one Mercy Pilot has been saved by his missile's ability to find its own target, leaving the pilot free to deal with superior firepower.

Level One

Manufacturer: Terran Specialties, Inc.
Refire Delay: .6 s
Energy Usage: ~0 kJ
Firepower: 1000 kJ
Max. Ammunition: 30
Weight: 612t

Level Two

Manufacturer: GBH Military Systems
Refire Delay: .6 s
Energy Usage: ~0 kJ
Firepower: 1400 kJ
Max. Ammunition: 30
Weight: 697t



Level Three

Manufacturer: GBH Military Systems
Refire Delay: .6 s
Energy Usage: ~0 kJ
Firepower: 1800 kJ
Max. Ammunition: 30
Weight: 798t

SHIELDS, ARMOUR & ENGINES

Shields

There are Mercy Pilots who fly missions without shields, sacrificing the protection for heavier firepower. Nevertheless, this is not advised. Too often pilots find themselves outnumbered and out-gunned, and your shields are often the only thing standing between you and the vacuum.

Level One

Manufacturer: Nova Research Laboratories

Maximum Strength: 6000 kJ

Weight: 678t

Level Two

Manufacturer: Nova Research Laboratories

Maximum Strength: 9000 kJ

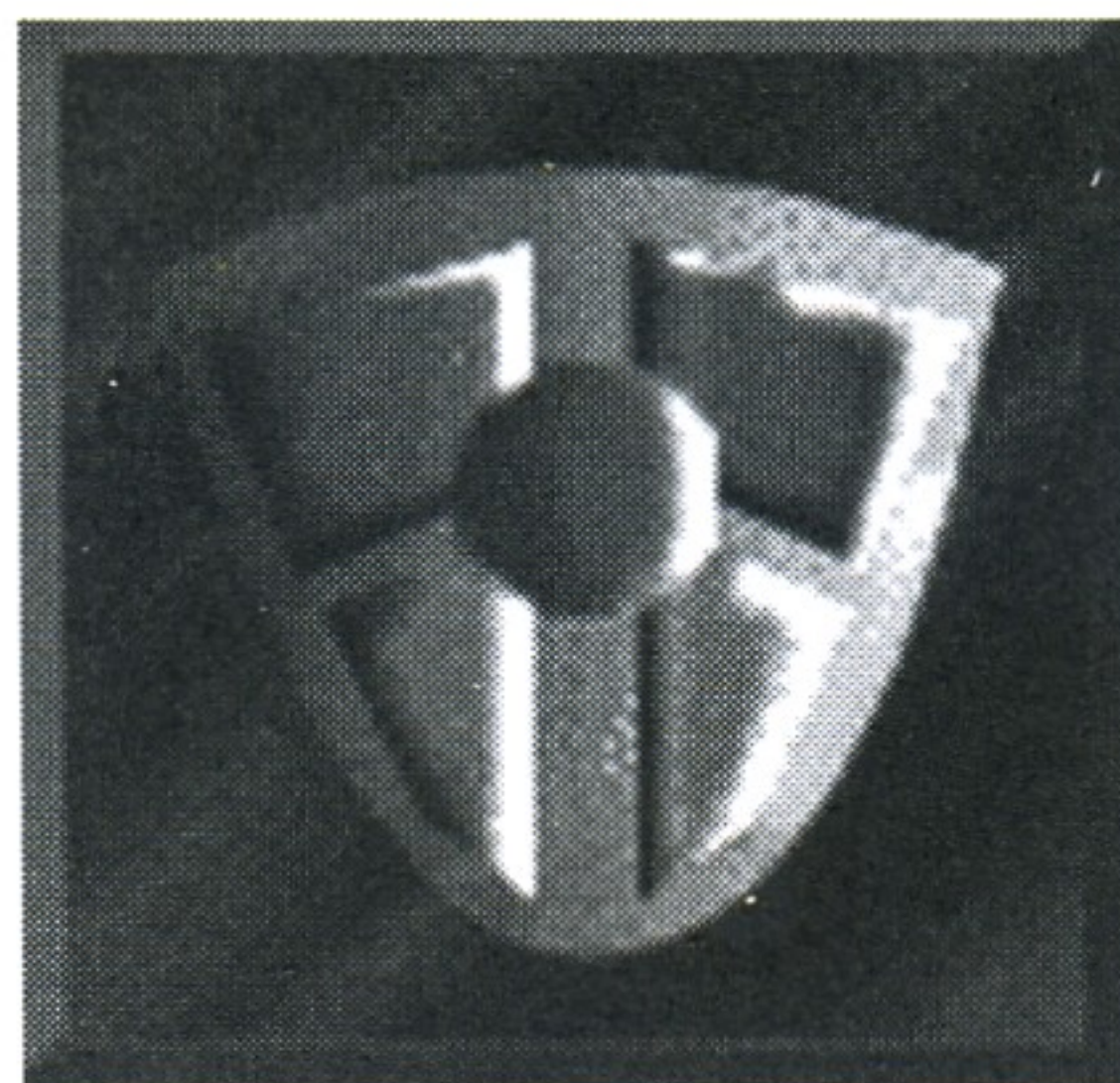
Weight: 752t

Level Three

Manufacturer: Nova Research Laboratories

Maximum Strength: 12000 kJ

Weight: 851t



OPERATION MANUAL

Armour

Armour is the stuff that takes damage when your shields have dropped to zero. In that unfortunate (and all-too-common) scenario, it's nice to know that there's an extra skin of protection separating you from the void.

Level One

Manufacturer: Tyrell Armour Company

Maximum Strength: 6000 kJ

Weight: 1085t

Level Two

Manufacturer: Tyrell Armour Company

Maximum Strength: 9000 kJ

Weight: 2670t

Level Three

Manufacturer: Pogodyne Systems

Maximum Strength: 12000 kJ

Weight: 3501t



OPERATION MANUAL

Engines

Your engine is your ship's energy supply. Unless you're flying without shields and energy-intensive weapons like lasers (definitely not recommended procedure), you'll need an engine that can handle your ship's needs.

Level One

Manufacturer: Nova Research Laboratories

Maximum Output: 100,000 kJ

Weight: 1403t

Level Two

Manufacturer: Nova Research Laboratories

Maximum Output: 150,000 kJ

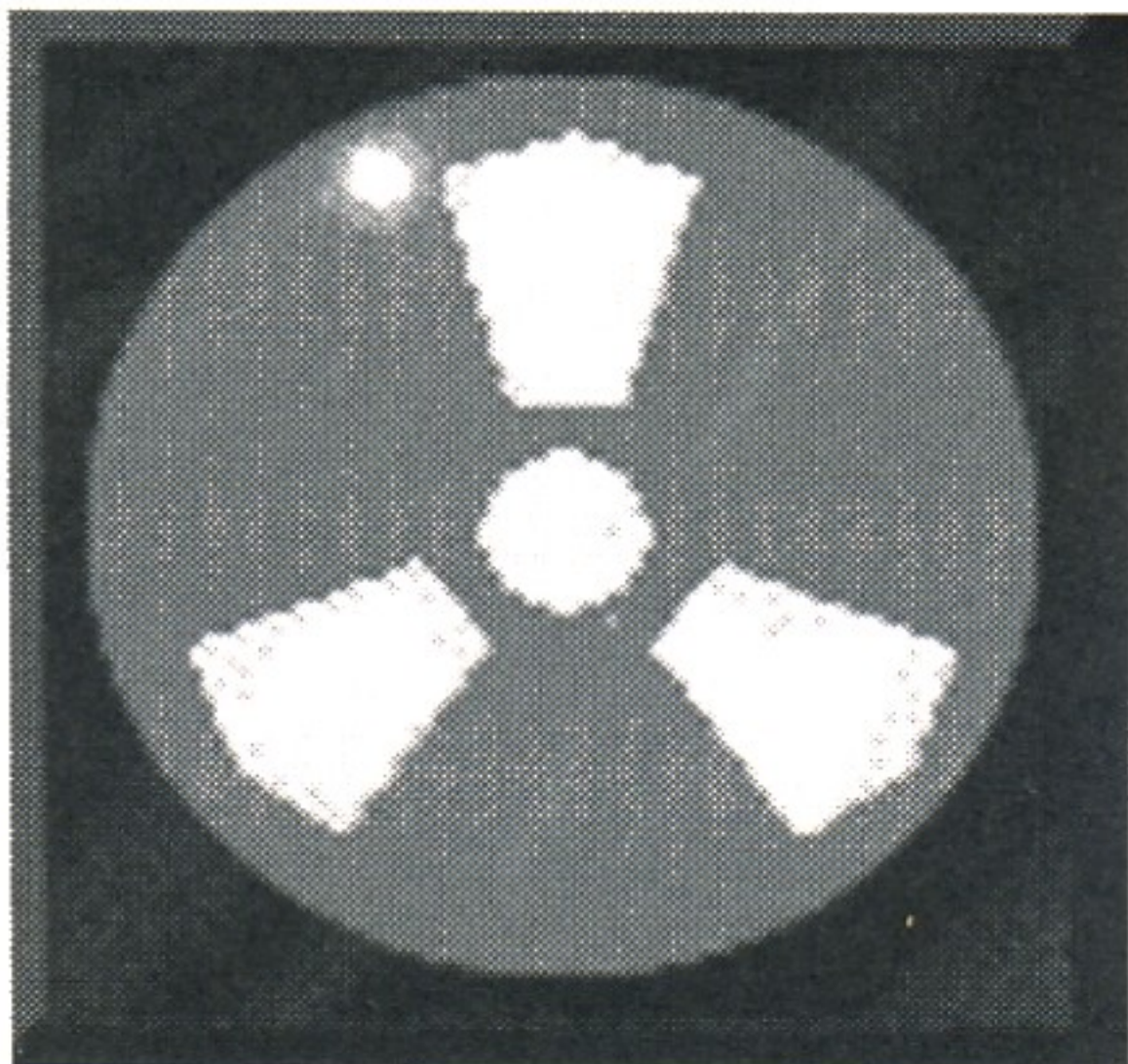
Weight: 2560t

Level Three

Manufacturer: Nova Research Laboratories

Maximum Output: 200,000 kJ

Weight: 3109t



THE PIRATE FRINGE

According to United Planets crime data, there are presently over 2,600 active pirate groups across Known Space. The United Planets, unfortunately, does not discriminate; most of these are splinter groups and/or temporary coalitions. Politics and bureaucracy plague even anarchists. In the systems surrounding Hom there are five primary pirate groups. Not much is known about these groups; any declassified information appears below.

The Dragon's Teeth

The Dragon's Teeth is largely made up of veterans of the war with the Vek Empire. They are skilled and ruthless, and blame the United Planets for abandoning them at the end of the war. Little else is known about the Dragon's Teeth, save that it is believed that they have a pointman in Quintown, on New Hope.

The Jolly Roger

Obviously a literate group of pirates, or at least history buffs, The Jolly Roger takes its name from the ancient Terran symbol of piracy: the skull and crossbones.

THE PIRATE FRINGE

Shiva's Curse

Shiva is the Hindu god of destruction and restoration. The pirate group that uses the name, however, seems to neglect the second half of the definition. They are swift and deadly, and quite often destruction seems to be their sole aim.

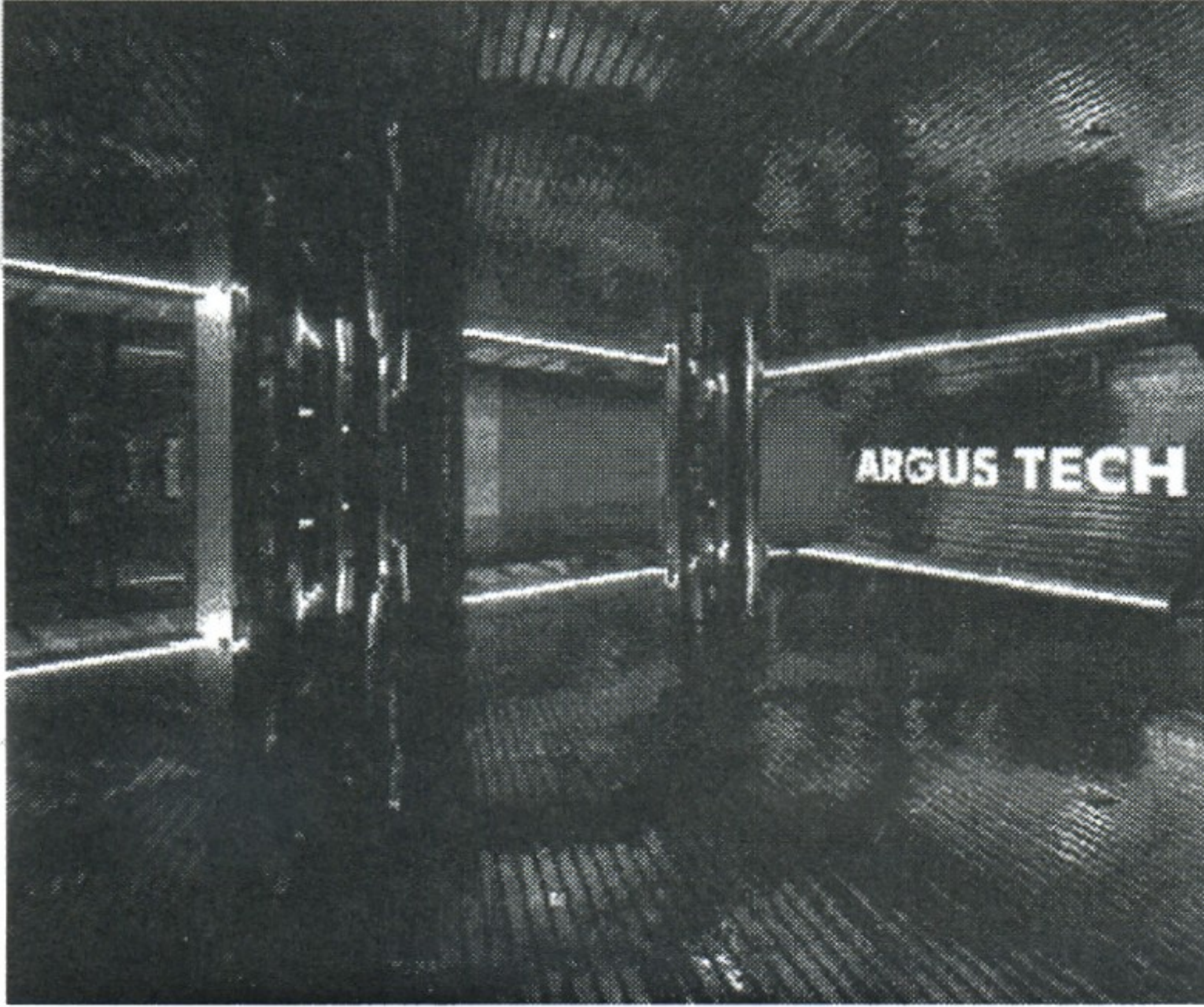
Widow Maker

The Widow Maker pirate fringe lives up to its name; many Mercy Pilots have confronted these skilled fighters, never to return.

Tooth N' Nail

While the name, "Tooth N' Nail" may seem almost whimsical, great care should be taken if you confront this group of pirates. It is believed that Tooth and Nail are the twin leaders of this group, and neither take prisoners.

PEOPLE AND THE CORPORATIONS AROUND HOM



Argus Technologies

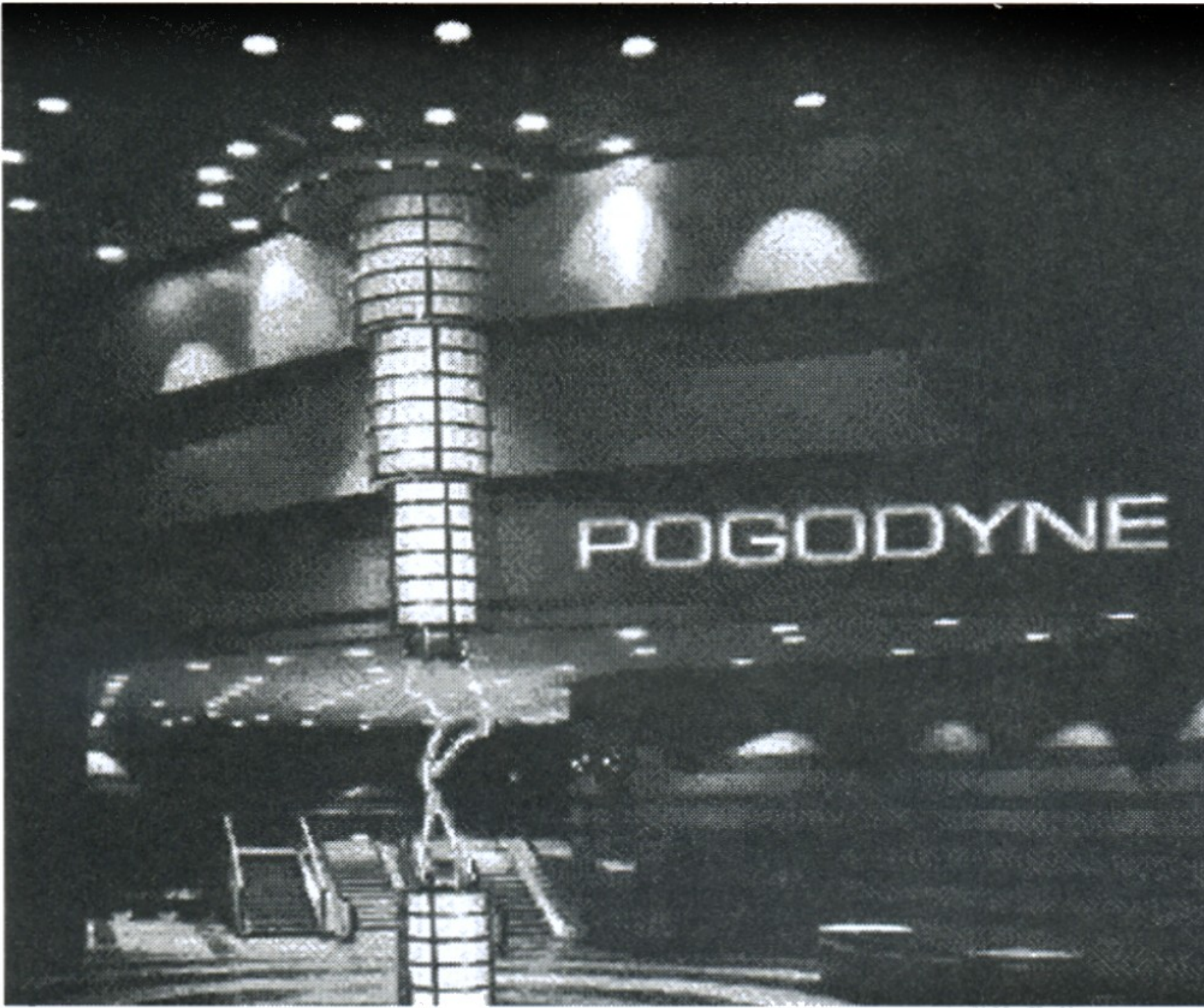
Based in Newerth, Argus Technologies is the leading manufacturer of laser weapons in the Hom system. Because of their reliability and firepower, the Guild turns to Argus exclusively to equip Mercy Pilots' ships with laser weapons



Nova Research Laboratories

Nova Research Laboratories was founded in Tuyak, on Grayson's Rock, when the planet was the United Planets' military research centre. Nova carries on military research today, specializing in power plants and engines for the Guild's fighter craft.

PEOPLE AND THE CORPORATIONS AROUND HOM



Pogodyne Systems

Pogodyne Systems is the most powerful corporation in Known Space. Based in New New York on humble New Hope, Pogodyne controls the majority of technology and natural resources in the system surrounding Hom. Cynics would say that Pogodyne's power rivals that of the United Planets itself.

Steve Proxin

A special note should be made of Steve Proxin, who brought Pogodyne up from a lone engine casing plant to interplanetary conglomerate in less than ten years. The wealthiest man in Known Space, Proxin was once suspected of being a Vek sympathizer. However, a private United Planets tribunal found him innocent of any wrongdoing during the war, and evidence linking him with the Vek is speculative at best.

UPGRADING YOUR FIGHTER

There is a point in every Mercy Pilot's career at which he or she feels the need to upgrade their ship, whether through trading in the ship itself or installing new weapons and accessories. At the very least, you will have to buy new ammunition if your arsenal consists of a machine gun or any sort of missile. Upgrades take place at any shipyard, usually found in or about a city's terminal. Purchases and sales are all handled by a common interface. Be cautioned: Shipyards never pay full value for your ships, weapons or accessories, even if they are unused!



Buying a Ship

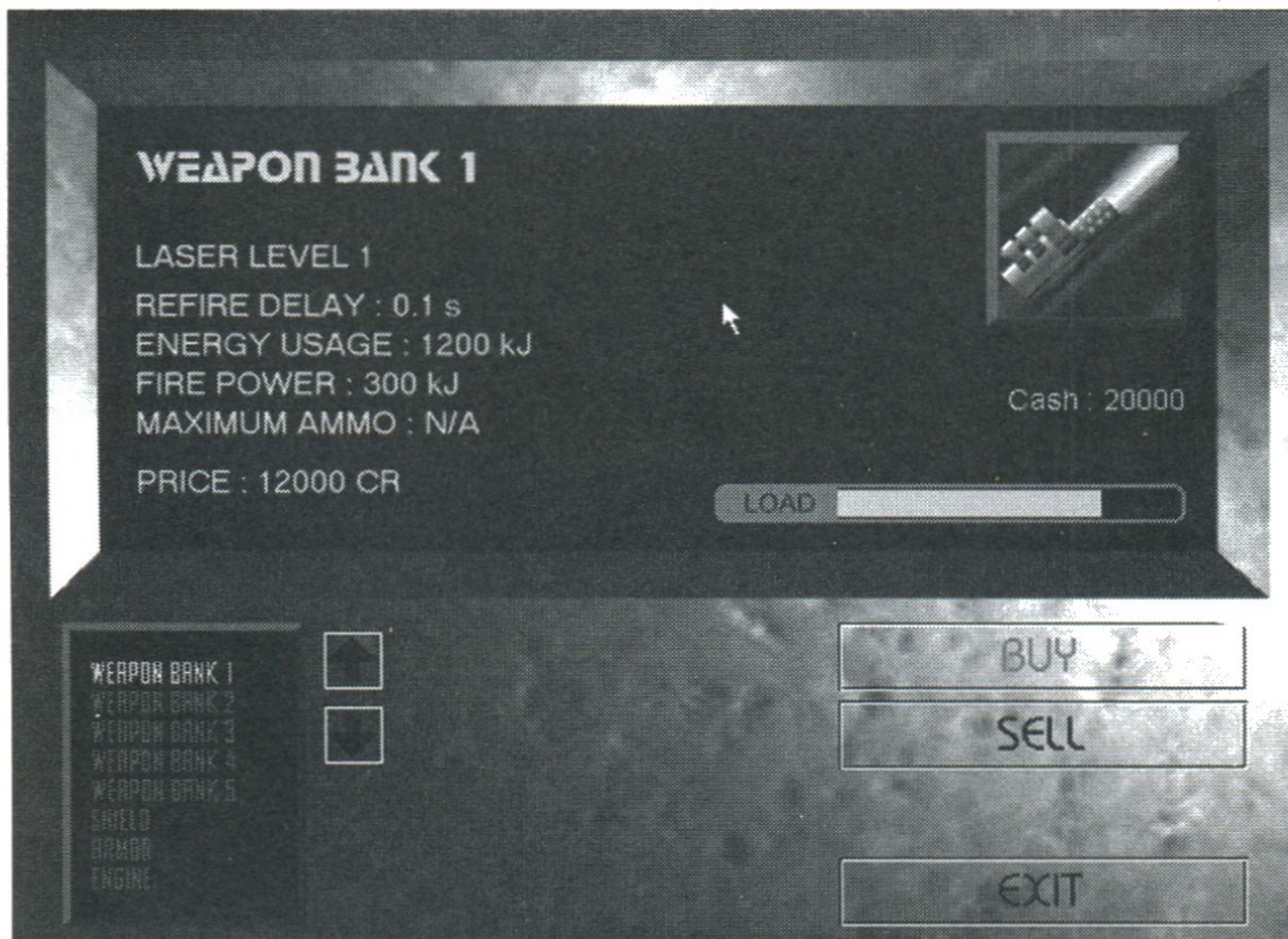
In the top right-hand corner of the console is a graphic of the ship. Its vital stats, including cost, are listed below. To the left are profile graphics of the craft. You can scroll through the available ships by clicking on the arrows on the screen. If you wish to buy the ship currently displayed, click on the Buy Ship button.

To exit back to the shipyard, click on the Exit button. If you already own a ship, you will be told the gross value (including weapons, shields, armour and engine) of the ship you own. You will be asked if you wish to trade them all in for the ship on the screen. If you select Yes, then your current ship is traded in and the balance will be deposited into your bank account.

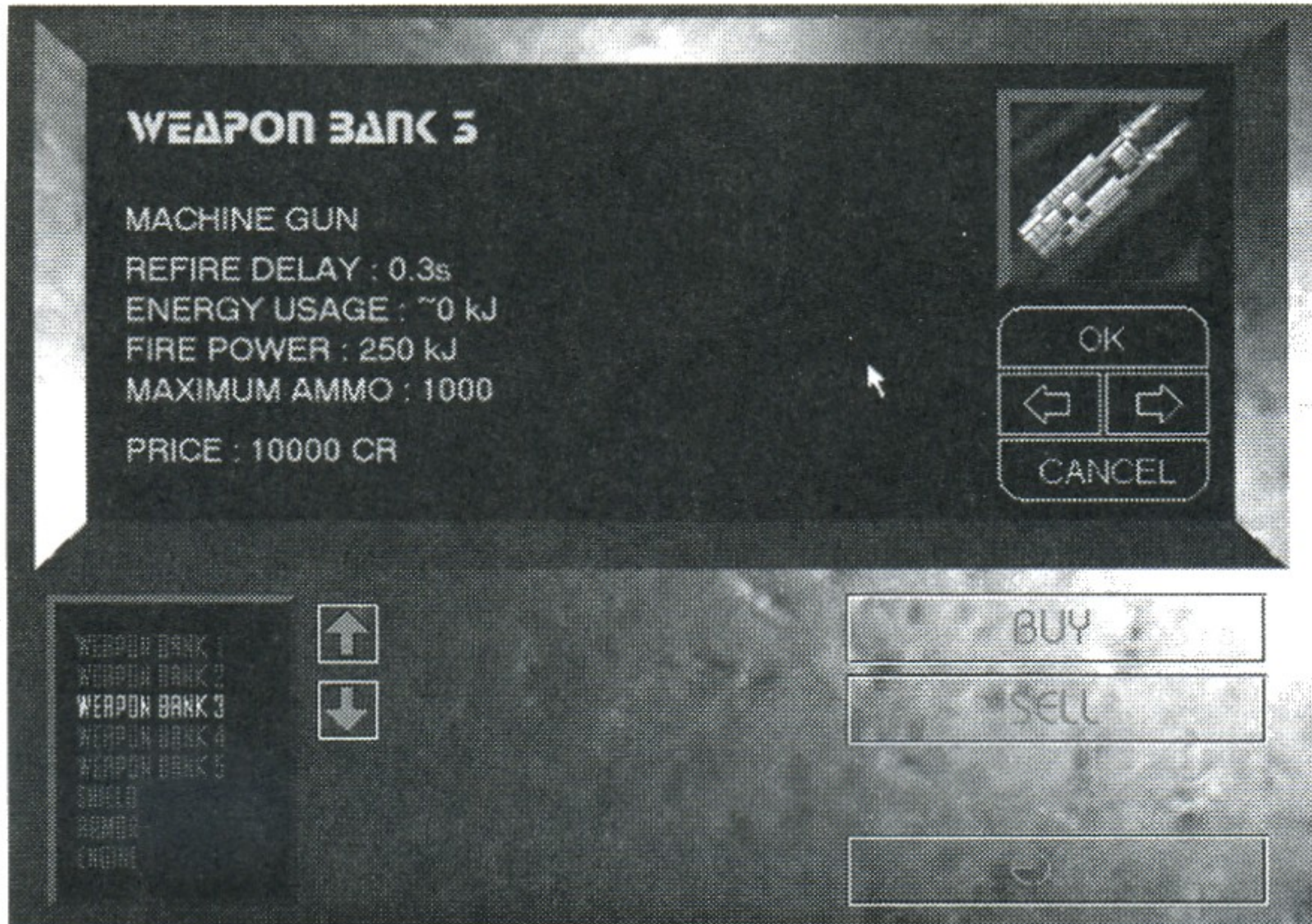
UPGRADING YOUR FIGHTER

Buying or Selling Weapons, Shields, Armour and Engines.

Every ship has five weapons banks, one shield bank, one armour bank and one engine bank. If a bank has been fitted with a weapon, shield, armour or engine, the item in question appears at the top of the console. Vital stats appear along the left hand side and a picture of the item appears on the right. Below the picture of the item is a bar which indicates the amount of load your ship is carrying. If the bar is full, this means that your ship has matched its maximum payload. At the bottom left of the console is a list of the different banks. To see the contents of a particular bank, scroll through the list with the arrows to the immediate right of the list. If a bank is occupied, you can sell the item by selecting the Sell button at the right hand side of the console. If the bank is empty, you can buy an item to fill the slot by selecting the Buy button at the right hand side of the console.



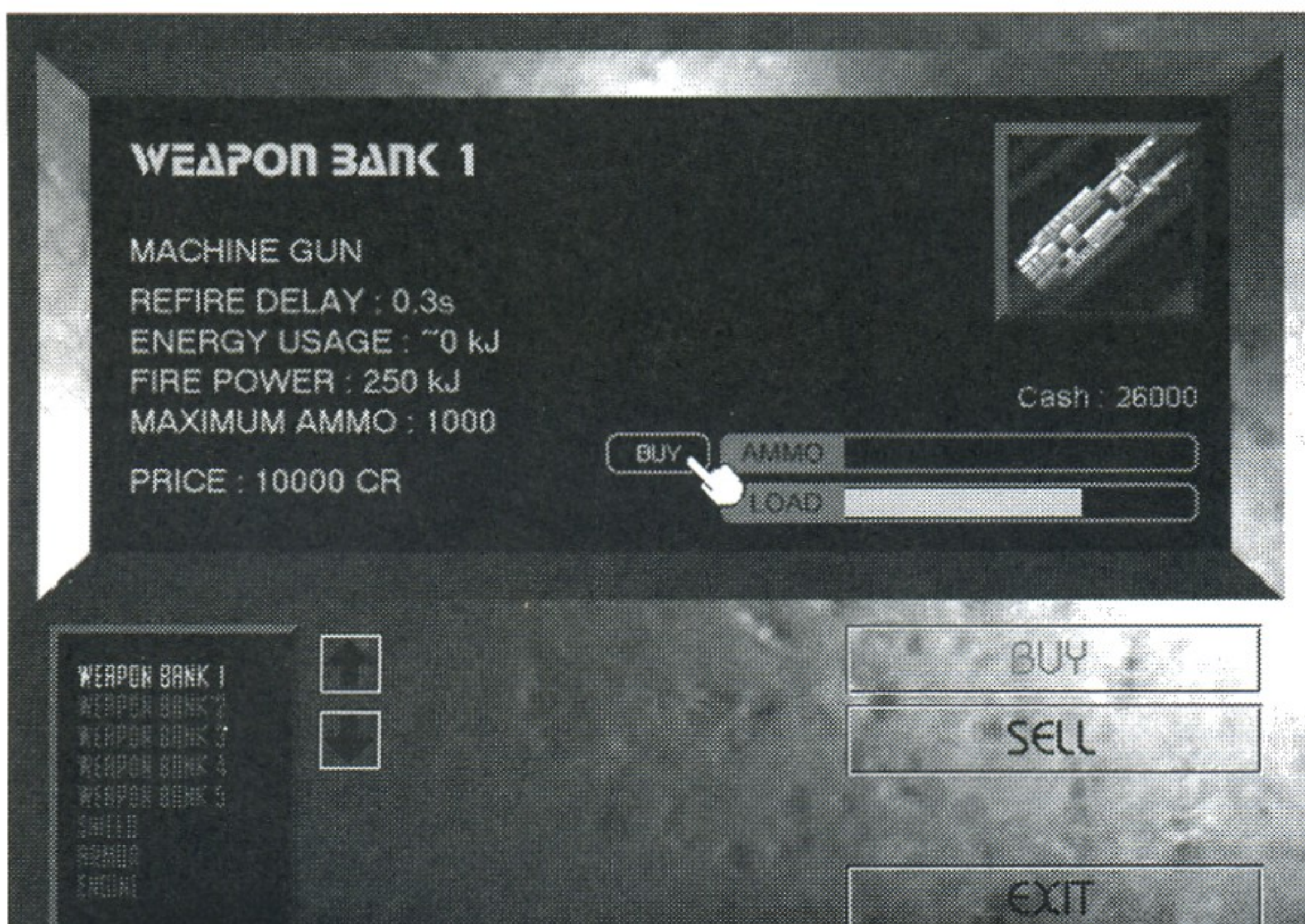
UPGRADING YOUR FIGHTER



Selecting an Item

When you select the Buy button, items which are appropriate for the current bank (i.e. weapons, shields, armour or engines) appear at the top of the console. Vital stats appear along

the left hand side, and a graphic appears on the right. You can scroll through the available items using the left and right-hand arrows below the picture of the item. To purchase the item, click on the OK button above the arrows. To cancel the transaction, click on the Cancel button.



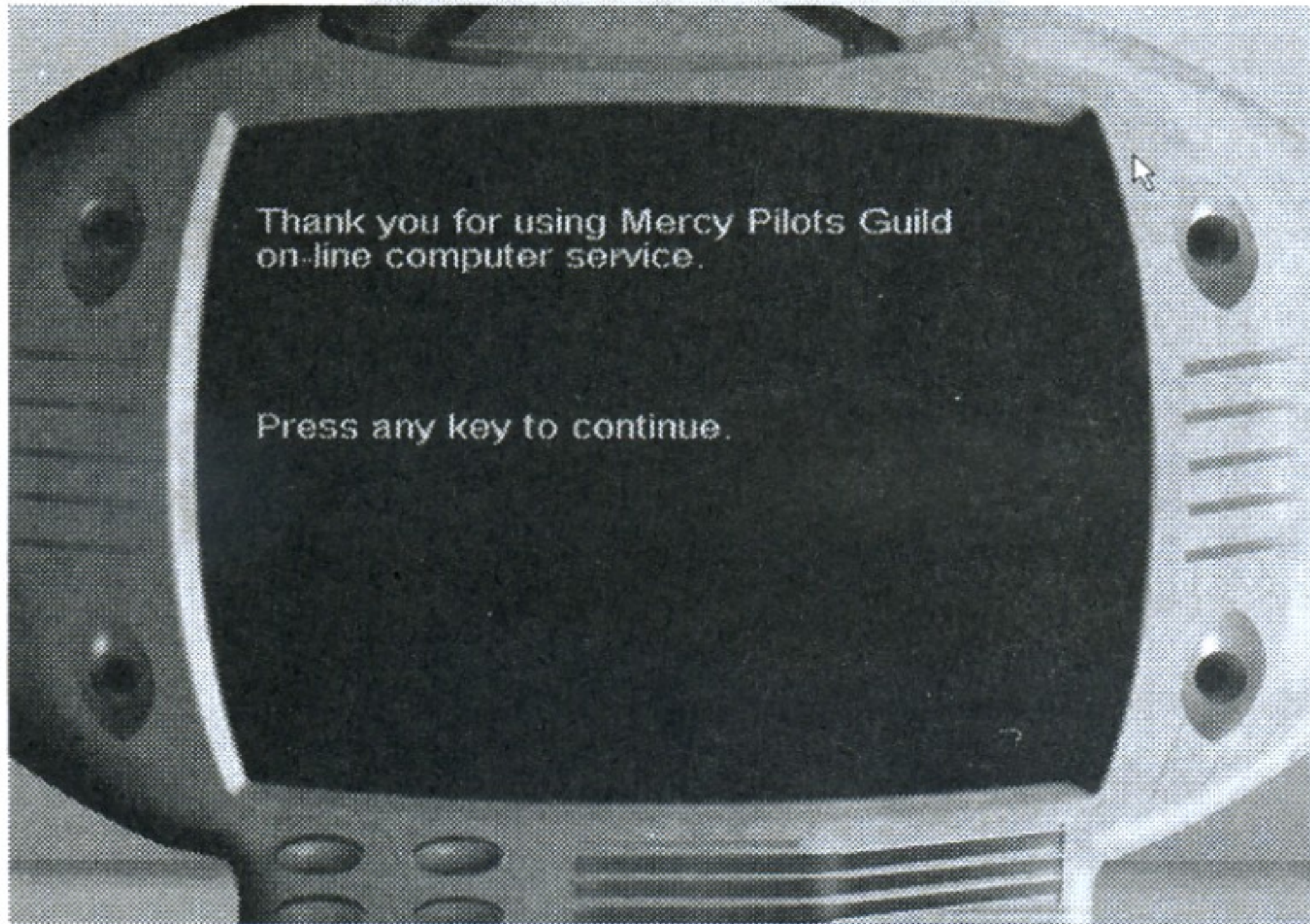
Buying Ammunition

Some weapons, such as the Machine Gun and all missiles, require the purchase of ammunition after the purchase of the weapon itself. In such cases, a Load button will appear

below the picture of the weapon. Select this button to buy and load ammunition for the weapon.

OBTAINING WORK

Mercy Pilots can obtain work at any detachment of the Mercy Pilots' Guild. There's a detachment on virtually every planet in Known Space. At the detachment, simply look for the Guild console.



Follow the instructions on the screen to log onto the console. Any available positions are posted. You can scroll back and forth through available positions using the Next and Prev buttons on the screen. When you find a job you want, select the Get Job button. You will be notified immediately whether you get the job or not. Please note that it is your responsibility to follow through on any job you choose.

Corporations and people rely on us to guarantee safe passage through Known Space. By not following through on a job, you hurt three groups: yourself, the client, and other Mercy Pilots.

Mercy Pilots' Guild License Levels

The Guild's licensing system operates on a level system. As a new recruit, you begin with a level five license. With each successful mission your level may rise. The corollary of this is that, with each unsuccessful mission, your license level may be demoted. License promotions and demotions are determined by an internal Guild board.

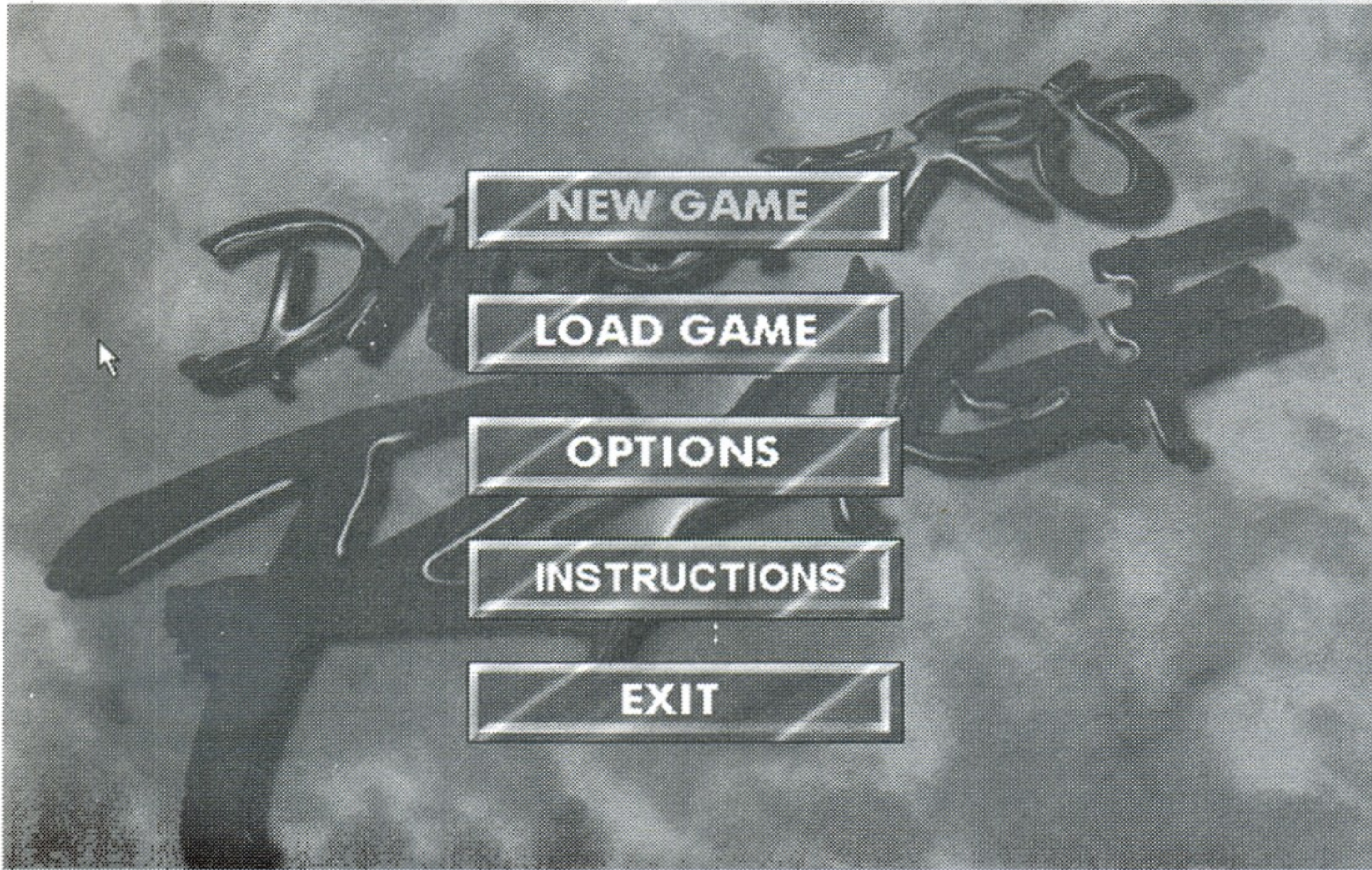
To log off the console, select the Exit button on the screen.

GAME PLAY

System Requirements:

Windows 3.1 or Windows 95, 486 DX/50 or higher, Local Bus SVGA board, 8MB RAM, Double Speed CD-ROM. Sound Blaster or compatible sound card

The Opening Screen



New Game: Begins a new game

Load Game: Loads a previously-saved game

Options: Allows you to change game settings:

Music: Toggles background music on or off.

Sound: Toggles sound on or off.

Controls: Allows you to select either keyboard or joystick play, and allows you to change the keyboard controls.

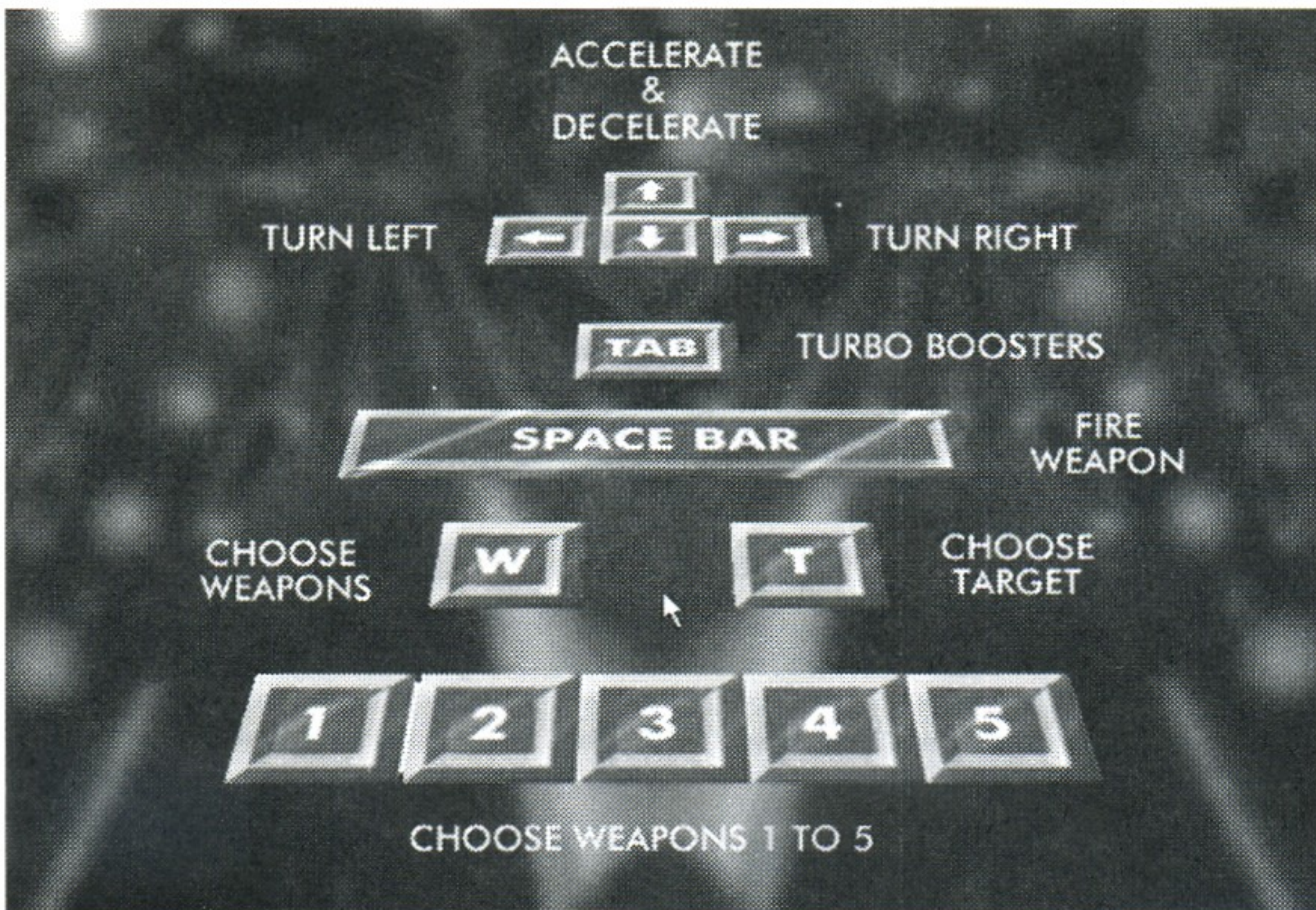
Quality: Sets graphic quality to low or high. 8Mb of RAM are recommended for low quality; 12 Mb of RAM are recommended for high quality.

Instructions: Displays the default keyboard controls.

Exit: Exits Dagger's Rage.

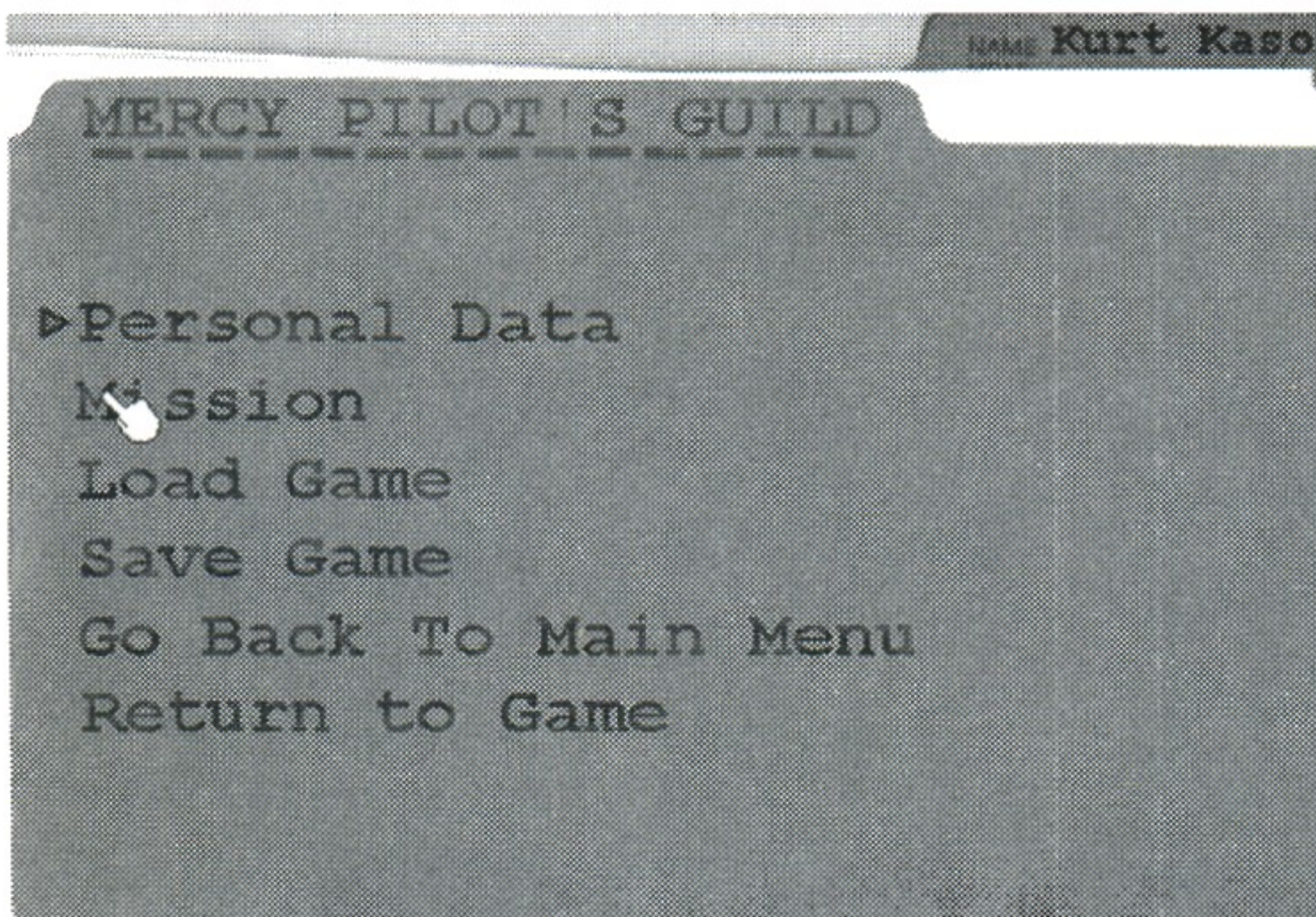
GAME PLAY

Default Keyboard Controls



Travel

To lift off from a city, go to the Terminal and select Launch from the right hand side of the screen. You will see an overhead view of your ship above the city. You can travel to another city, if any, on the planet or go into orbit around the planet. To land in another city, maneuver the ship over the city and press the spacebar To go into orbit, maneuver the ship away from any cities and press the spacebar In orbit, you will see a map of the system. To land on a planet, maneuver your ship over the planet and press the spacebar



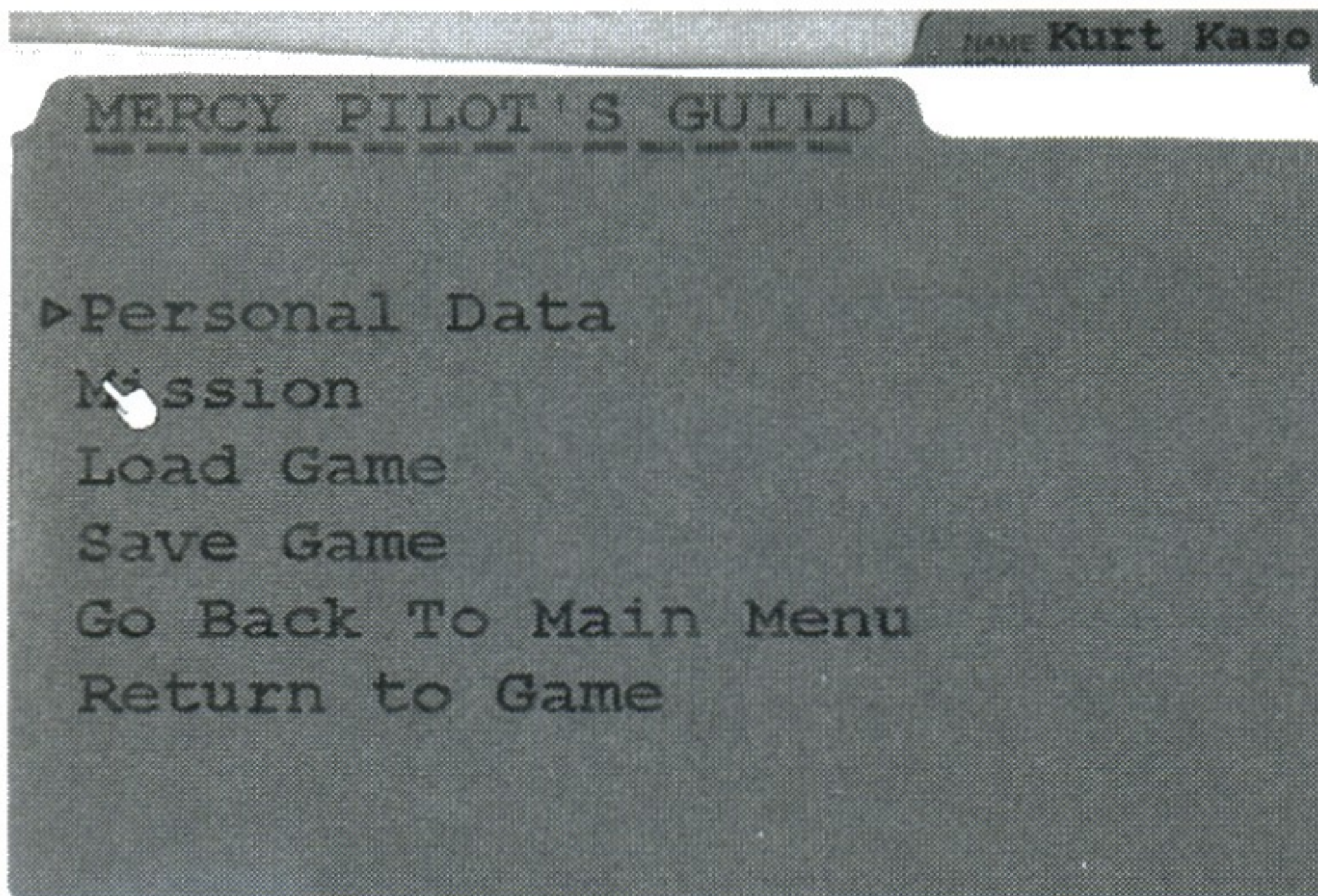
Checking Your Status

Pressing the "C" key on the keyboard calls up your status. The status computer indicates the amount of money you have in your account, and gives you the option of saving the game in progress. You can also exit the game in progress.

GAME PLAY

Checking Your Status

Pressing the “C” key on the keyboard calls up the status computer. You must be in a city to call up your status computer.



Personal Data

Lists available cash and your license level.

Mission

Lists the current mission, if any.

Load Game

Loads a previously-saved game.

Save Game

Saves the current game.

Go Back To Main Menu

Returns to the Opening Screen without saving the current game.

Return to Game

Returns to the current game.

WALKTHROUGH FOR FIRST MISSION

The following is a walkthrough to get first-time players started with their first mission.

You begin the game at the Regas City Terminal.

Select Go to City from the right-hand side of the console.

You are in the city centre.

Select Go to Mercy Pilots' Guild from the right-hand side of the console.

You are in the reception area of the Mercy Pilots' Guild.

Select Use Computer from the right-hand side of the console.

Follow the instructions on the Guild console.

There are four missions at a time on the Guild console.

To scroll through the four missions, click on the Next and Prev buttons on the right.

To get a job, click on the Get Job button.

Take note of mission specifics; once you select a job, it disappears from the console.

Click Exit to return to the game.

Click on Go to City.

In the city, click on Go to Terminal.

When you're at the Terminal, click on Take Off.

You will lift off from Regas City and your mission begins.

CREDITS

Executive Producer:

Aldo Baiocchi

Lead Programmer:

John Wong

Animation Director:

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Music/Graphics:

Martin Dolgener

Writer:

Peter Doern

Project Co-ordinator:

Grace Tang

Package/Manual design:

Jesse DeCosta &

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CAST

Dagger: Rob Smith
Harvey Grant: Len Carlson
Dr. Emil Targas: Len Carlson
Month: Jafelice, Loretta
Dr. Sandra Lecey: Jafelice, Loretta
Stan: Len Carlson
Fred: Cory Mogk
Ethel: Jane Hammond
Bartender: Ted Nitchov
Otis: Anthony Del Rizzo
Milo: Shant Merjanian
Protestor: Jesse DeCosta
Ozzie: Martin Dolgener
Harriet: Grace Tang
Announcer: Valerie Campagna
Pilot: Mark Carney
Fasit: Danny Mousses
Cain/Abel: Kelly Curry/ Mike Del Rizzo
Worker: Alberta Morales
Mark: Steve Mast
Yan: Adrian Williams
Computer: Joshua Caplan

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