

GHO-Trader Tutorial



1 Introduction

Welcome to the GHO-Trader tutorial. This tutorial will help you to understand the basic concepts of the game and to save the universe.

The basic idea of the game is to fly around and to buy and sell goods. Earning more and more money you can soon buy a bigger and better ship. After a while you will encounter several quest. Solving quests will increase your fame within the universe and your position in the highscore list.

The game is a long running multiplayer game. That means lot of players can play it all time long and you can try to be better at smuggling weapons and avoiding space police than other players. The highscore list will show your talent. "long running" means that you can play every day a couple moves. To avoid power players (playing 23,3 hours a day) storming the highscore, there is a simple concept to alot chances:

2 Registration and Setup

For the first game you have to register a player account. This is pretty easy. Just press [Account] – [Register] to get the registration screen.

Name: This ist your login and playername.

Password: Your top secret password.

Race: You can read about races at the Black Admiral Homepage (<http://www.blackadmiral.com>), at this time it won't change anything... In later versions of the game every race will have special abilities.

Faction: Your political attitude. (Changes nothing, too. In later versions it will affect trading)

Skills: you can give 10 points, skills will increase by using them or taking courses.

| Skill | Used for | Increased by |
|----------|--|--|
| Flying | Evading enemy fire | <ul style="list-style-type: none">▪ Successful evading bad kids▪ Courses (flying school) |
| Fighting | Hitting enemies | <ul style="list-style-type: none">▪ Destroying enemy ships▪ Courses (simulation training) |
| Trading | Getting better prices when selling goods | <ul style="list-style-type: none">▪ Making good deals▪ Courses (trading school) |

If this is your first game, we recommend to start with good evading skills.

Email: This email is used to send a newsletter, if you like to receive them. Due to increasing violations against data privacy by national and private institutions, the email is now OPTIONAL. We don't want data from you an interested G-man could ask for.

(e.g. we recommend www.sneakemail.com for anonymous email addresses)

Homepage: The idea is to link the homepage in the highscore table. (I will enable that in the next version of the game)

Newsletter: yes/no, if you want to receive them. (At the moment we send around one email per month with information about new functionality.)

Sound: yes/no, if you want to hear gaming sounds. It will ONLY work, if you download the ressourcepack, unzip it and enter the correct local path.
If you use FIREFOX you need to do some configs. See the forum for details.

Ressourcepack path: the path to the ressourcepack. If you unpack it to C:\ghot you have to enter: C:/ghot/
(These are slashes and not backslashes, and there is an ending slash!)

Now press *Save*.

You can change the password by *Game Account / [change password]* after login.

Checking the path: After log in in, press *Game Account* to see the profile. Under your profile you should see two images. One is taken from the server, one from your resource path. They should be the same! If see only one pic, the resource path is wrong. If you see different pics you should update your ressourcepack.

3 Getting startet

You start on Sol 3, the former earth, which was annexed to the Bjaki Federation during the period of Freedom Wars. Your nice grandma gave you some solars (a galaxy-wide accepted currency) to help your little business to grow. A look to your bank account displays you financial status. (Menu Information/Bank)

You already got a ship, when you start the game. Later on – with more money – you can buy bigger ships!

Some function can only be used if you have got some score points. This is to reduce complexity for you in the beginning of the game. The game will have some cool features later on.

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Now it is time to make some money.

4 Trading

A good place to plan your business is the galaxy navigation system of your new Driller – it has got the last update of trading prices.
Click on *Ship/Galaxy Nav* to display the long range navigation system.

On the left side you see the local sector. Clicking on +/- will zoom in and out. Clicking on the *arrows* will move the map.
On the right side you see a quite powerful customization tool, called the “navigator”.

Tick the *Navigator/show prices* option and press update.

Now you always see the actual market prices of the selected system.

To search a special system just enter the name or the coordinates into the Navigator and press *update*.

You should now first memorize the prices on you current planet (coordinates are (0/0)). So enter 0/0 into the *Navigator/Hypercoords* and press *update*.

Now you can see the local prices.

Now search a system near your current location with higher prices.

After you found one, you should buy some goods and fly there (not to difficult to understand, isn't it?)

So press *Local/Market* to go to the market. Here you can buy some goods by simply entering the amount and press *buy*.

Congratulations, you just made your first business decision.

5 Flying around

Now lets fly to you target system. Click to *Ship/Galaxy Nav* and select your target system (that one with the higher prices).

To fly there click on *hyper*.

The nav comp will calculate will do the work for you. It calculates the warp course and the needed energy to jump. Press *execute*, if you trust in this mystic technology.

Your ship jumps into the target system. You should now already see the system navigation view. (Ship/System Nav).

You see a chart of the local system with the planets/moons/asteroid belts. Your position is on the far right – far away from the sun and the inner planets.

On the bottom of the screen you also see the trading prices valid for the whole system.

Under the schematic visualization of the system you have got the stellar navigation row. If you press <<*fly* your spaceship will fly one astronomic unit (about 150.000.000km) in direction of the sun.

If you encounter another ship go to the next section.

If you orbit a habited planet or moon, you can press *land* to initiate landing on the main space port. After landing you see the planet information overview.

In the options menu you can directly access the local market (to sell your transported goods) or the shipyard (to repair your ship after encountering unfriendly pirates).

Sometime you have a **Special...** option, which means the availability of a quest or special task. You can accept it or let it be. Solving quests will bring fame and money.

6 Encountering other ships

During navigation through stellar systems you can encounter other ships.



6.1 Other traders

You can just ignore them or you can attack them. The attack-option makes you a pirate and your police record could be affected by these uncommon behavior.

Remember never to attack better armed ships. This will not only end your adventure, ut also your life.

On the other hand: destroying another ship could let something to salvage.

6.2 Police ships

The correct action is to stop your ship and let the police inspect it. If you are currently transporting illegal goods or your police record is greater than 9, you should not stop your ship, but flee. Attacking police ships is not recommended.

You can also try to bribe them (with 1000 Solar), if it works – you can fly away.

6.3 Pirates

You have the full scale of options how to react unfriendly space captains. You can attack (but not better armed ships, please), you can flee (wise decision with a small and fast driller) or you can give up (means your ship get plundered).

There is one more option: emergency hyper jump. This will burn up all your energy (means you have to wait a day for recharging to play again), but your ship will be safe. Depending where your emergency jump ends, you could have to re-plan your business.

You need to have at least 10kct energy to perform a emergency hyperjump – and you should do that, if you status goes under 25%!

Now click around and discover the black admiral universe!

Remark: When a game ends (due to retirement, space fights or getting arrested) you can only view the highscore table. To start a new game you do not need to create a new account, but click on [Account] – [start a new game].

7 Further ideas

A ship without lifepod is like Bush without war.
Human speaking of late 21th century

- You can buy some cool extensions for your ship. Do it. AND first buy a life pod!
- The manual is a good source of information.
- The forum is good to ask questions and to send ideas to the Admin. He will always answer. (if he is not on holiday)
- The newsletter comes very seldom but with valuable information, therefore it is a good idea to get it.
- There are lots of hidden tips and information in the game. Read the meta and
- Look at [Situation] – [starship] and try to understand, what all the data mean. Read the manual for further instruction!

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