

Edge Of Chaos Gameplay FAQ

General Questions

Q. How can I save my game?

A. You can only save the game at the base. You can do this by pressing **Escape** and selecting **Save** from the menu.

Q. How can I return to base quickly?

A. If you target the **Lucrecia's Base** waypoint on your contact list, then use the **dock autopilot** you will be transported back to base via a cut-scene. Note that this feature won't work if your ship's LDS drive is inhibited, so you will have to leave the vicinity of stations, etc. for this feature to activate.

Q. Do I have to stick around and watch Jafs pick up cargo?

A. No. If you leave the area after calling Jafs he will automatically pick up any cargo that you've tagged.

Q. How can I find out what new items I have in my Inventory?

A. New items in the inventory have a + symbol next to them.

Combat

Q. I'm finding combat really tricky. What can I do to make it easier?

A. Here are a few tips:

- Use your thruster override and lateral thruster keys instead of the throttle. Using these will make you faster and more difficult to hit. The keys are arranged in a W-A-S-D arrangement like first-person shooters, so you can easily boost forward, backwards, and strafe sideways.
- Shields do not cover the engines, so try to get behind your enemy and shoot it in the vulnerable rear. The same goes for your ship - don't let an enemy get behind you. Present a strong face to the enemy!
- Each shield can only defend against one enemy. Your ship has a maximum of two shields, so be careful not to be attacked by more than two ships simultaneously. Try to split enemies up, and take them one-on-one.
- If you have wingmen, use them! Remember that each shield can only defend against one enemy. If you and your wingmen attack a target simultaneously, you will rip through their shields and destroy them very quickly.
- Get close! Most energy weapons have a short range, and the closer to the target you are, the more damage you will do.
- If overwhelmed, run away! Both the thruster override function and your LDS drive are very useful for quick getaways.
- Use the lateral thrusters to dodge missiles, which have limited side-ways maneuverability.

- Choose your weapons carefully. Too many different weapons on your ship will not give you the advantage of linked firepower, and take you longer to cycle through. Two or three types of both energy weapons and missiles are normally all you will need.
- Remember that your ship has inertia. The braking thrusters will not be able to stop you instantly, so be careful not to fly too fast, and don't head directly at a target. Inertia is your ally as well as your enemy - use your inertia to help you strafe enemies as you fly past them, and to get onto their vulnerable rears.
- Soften up enemies with missiles before you engage them.
- Don't leave damaged enemies alone. Destroy them before they repair and come after you!
- Use the Tactical Resource Interface (TRI) shortcuts to boost power to the system category you need most, e.g. if you want to blast an opponent quickly, boost power to your weapons, but remember that boosting power to one system takes power away from the others.
- Use LDSi and disruptor missiles to prevent enemy ships from fleeing. Remember that you can press the [I] key to quickly launch an LDSi missile at your current target.

Q. Piracy is too difficult! How can I become a better pirate?

A. Here's some tips:

An important tactic to take into consideration when making a good haul of cargo is to go back to the base and save your game. Over enthusiastic piracy can lead to you getting destroyed and losing any cargo still floating around, or the cargo you collected since the last save.

It's easy to see at a glance how valuable the cargo on a freighter is by the number and size of its escorts. If a freighter with a single pod is defended by four heavy corvettes you can be certain it's high value cargo! Conversely a freighter fully loaded out with 20 pods and no escorts is unlikely to be carrying anything valuable, but will be easy to steal from.

You can find out what a freighter is carrying by sub-targeting it and cycling through its cargo pods.

When first starting out, try to pirate from undefended Lagrange points where you won't be attacked by security forces.

- When you start out pirating, pick on ships with fewer/weaker escorts. If you start small, you'll be able to get a few upgrades on your ship, allowing you to take on harder (and more profitable) targets
- SNRV pilots are low paid, and will surrender if you shoot them a couple of times, making it very easy to steal from them.
- Try not to destroy freighters when pirating them, as this could destroy valuable cargo docked to them and also set off a shockwave that could destroy anything nearby, including cargo and you!
- When you target a freighter watch where you fire; You could inadvertently destroy cargo pods on the freighter that you wanted to collect.
- Be selective. If you know what you want to make a trade back at base, try going to stations that may possibly be likely suppliers of the cargo your after. I.e. if a trade wants livestock, try hunting around agri-orbitals for your goods.

If you have seeker mines, place them in front of a Lagrange Point, then when you fire on the escorts of neutral freighters, they will turn hostile and the seeker missiles will attack them, leaving you free to pirate the freighter.

Controls

Q. How can I go faster than 250 m/s when near stations?

A. Use the thruster override feature (W on the keyboard, Button 7 on the joystick - if available) to boost your speed above the 250 m/s speed limit. Note that the autopilot must be off to use this feature.

Q. How do I switch systems on and off?

A. You can use the engineering screen (**ENG** on the command menu) to turn certain systems on or off. You do this by selecting the system on the ENG screen and pressing the fire button to toggle the system on or off.

This feature is very useful for turning on/off systems for stealth missions, for example, you don't want an autoturret tracking and firing on targets if you're trying to hide.

Q. How do I skip movies and cut-scenes?

A. Press the spacebar to skip movies and cut-scenes.

Q. How do I skip dialogue I've heard before?

Gameplay Problems

Q. The objective says to 'Get Jafs to deliver the cargo'. How can I get him to do this?

A. When the objective tells you this, it means that you should use the trade screen to trade the mission cargo for a reward from the faction who gave you the mission.

Q. The game crashes in the final mission, how can I fix this?

A. In rare cases on some systems the ambient audio in the final mission can cause the game to crash, probably due to multiple MP3 files being played back simultaneously.

To fix the problem rename the <install folder>streams\audio\ambient folder so the game can't access the files any more, e.g. rename to <install folder>streams\audio\ambient_disabled. This will disable the ambient sounds causing the problem, and stop the game crashing.

Mission Specific Questions

WARNING! THESE QUESTIONS CONTAIN SPOILERS!

Act 0 - The Prelude

Q. How can I escape with the fuel rods from the Junkyard?

A. Make sure your autopilot is off, and use your thruster override key (W) to boost your ship away from the junkyard. When your ship is outside the LDSi field, engage your LDS drive and run away in LDS.

Act One - Hoffer's Wake

Q. I've completed the first piracy mission, but nothing else seems to be happening. What do I need to do?

A. You need to make a name for yourself as a pirate, so go and pirate some cargo. When you've pirated enough cargo someone will contact you.

Q. How do I steal the Maas fighters?

You must swap the 'useful looking pod' for the fighter pod. To do this you'll need to remote-link to the drone and use it to dock to the 'useful looking pod' and place it right next to the fighter pod, then move the fighter pod (using the drone) next to the garbage dump waypoint. Jafs will then pick up the pod, and you can run away from the base.

Q. How can I disable the gunstars around the abandoned FTL station?

A. Go for a gunstar just as it's turning off, and boost towards it using thruster override. The docking port is on the rear of the gunstar. When you've docked stay there until you're fully repaired, then choose your moment and thrust towards the next gunstar. Disrupters are very useful in this mission if you have them, as you can disrupt the gunstars to prevent them firing on you.

Act Two - The Badlands

Q. How can I get a new ship?

To get a new ship near the beginning of Act 2 you must perform a mission for the MCA. To get this mission you will need to speak to Frederick Jackson at Jackson's Yard in Coyote, and follow his instructions to speak to the Ambassador at the Brotherhood Exile Ark in Santa Romera. Providing you follow up the leads given to you by the Ambassador, you will get a mission that will help you get a new ship.

Q. What's the solution to the Oman trial of Wisdom?

A. Please note you will have to orient yourself correctly to complete the puzzle.

Key:
AP = Apes
WE = Weasels
GO = Goats
CW = Cows
YA = Yaks

| | | | |
|----|----|----|----|
| AP | WE | GO | CW |
| CW | YA | AP | WE |
| WE | GO | CW | YA |
| YA | AP | WE | GO |

Q. Where can I find the pilots?

A. You need to complete these missions, and perform these tasks to get the pilots:

- **Trouble At the Ranch:** Once the mission has been completed you will need to travel to the Eureka System Administration and talk to the Third Way Elder - Upon docking to the station, select the second dialogue option twice and the Third Way will pledge pilots to the cause.
- **Meet The Oman:** Once this mission is complete, you need to head to Daru-el-Salam, the Oman Headquarters around the planet Jahim. Upon docking to the station, you can just ask for pilots and the Oman will help.
- **High Noon:** Once this mission is complete, you need to head to Sheriff Kane's station - the Firefrost System Administration that is around the planet Sunflower, a moon off Gefjon, which is around the Sun Firefrost III. Upon docking, you can request pilots.

Q. How do I track down the Marauders?

A. You must have completed **Blockade Runner** and **Momma Wolf** before you can do this. Go to the firefrost system and wait for a distress call. Go to the aid of the ship in distress. Shoot the marauders until they start to run away. When they start running engage your formate autopilot and follow them. When they jump through an L-Point make sure you are targeting them. You will see their destination printed on the HUD. Follow them through the L-Point to this destination.

Act Three - The Edge Of Chaos

Q. How do I disable the jump accelerator shield?

A. The LDA nodes that generate the shield are located around the inner edge of the center of the Jump Accelerator. They glow bright blue. In the center of each glow is the generator. There are six of them. Destroy each one individually - a beam weapon works best - or use remote missiles. When all six have been destroyed the shield will be disabled.