

Voted Best
Overall Website,
'03 & '04 TW Awards
Voted Best
INFO/News
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'02, '03, '04 & '05 TW
Awards

The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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News:

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July 3, 2006 - By Traitor

Well, I decided to update the little pic in the corner. I added the ['05 TW Award for Best Info](#). Thankyou everyone. Looks like UTW won best overall site. I guess I need to get better minions. :)

Seriously tho, congrads to everyone who got nominated and to everyone who got an award! Even to those of you who didn't deserve it, and want to change history. And a special shout out goes to [Elder Prophet](#) for finally getting recognized for your scripting talent! Congrats bro! I'm expecting BIG things from you now! Heh.

With this year's win, I've finally tied [Elec's website](#) for most wins in the Website Info category. Hell, tied for the most wins in any single catagory for that matter. I humbly stand on the shoulders of a TW legend. Nice view from up here. It was on his TWGS that the idea for this site was born. Rolo and Hekky and I forget who else slaughtered us on the 2nd game we played there. I whined about how unfair it was that blah blah lack of information. Hekky responded with "Why don't **you** do something about it." This site is the result.

No content has been added, but I did get permission to host something cool. I'm doing minor edits on it now to bring it up to modern standards. I think people will like it. I'll be sure to give credit where it's due, unlike some [non-deserving-history-altering folks](#).

Oh, and the proper macro for exiting dock and cloaking from the Tavern at Dock is "q q q y y", not "q q y y". Just in case you **ever** forget. Thanks to The Butcher for that little clarification. <sigh> :)

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July 3, 2006 - By Traitor

Well, I decided to update the little pic in the corner. I added the ['05 TW Award for Best Info](#). Thankyou everyone. Looks like UTW won best overall site. I guess I need to get better minions. :)

Seriously tho, congrads to everyone who got nominated and to everyone who got an award! Even to those of you who didn't deserve it, and want to change history. And a special shout out goes to [Elder Prophet](#) for finally getting recognized for your scripting talent! Congrats bro! I'm expecting BIG things from you now! Heh.

With this year's win, I've finally tied [Elec's website](#) for most wins in the Website Info category. Hell, tied for the most wins in any single catagory for that matter. I humbly stand on the shoulders of a TW legend. Nice view from up here. It was on his TWGS that the idea for this site was born. Rolo and Hekky and I forget who else slaughtered us on the 2nd game we played there. I whined about how unfair it was that blah blah lack of information. Hekky responded with "Why don't **you** do something about it." This site is the result.

No content has been added, but I did get permission to host something cool. I'm doing minor edits on it now to bring it up to modern standards. I think people will like it. I'll be sure to give credit where it's due, unlike some [non-deserving-history-altering folks](#).

Oh, and the proper macro for exiting dock and cloaking from the Tavern at Dock is "q q q y y", not "q q y y". Just in case you **ever** forget. Thanks to The Butcher for that little clarification. <sigh> :)



The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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"Of *COURSE* I know what I'm doing! It's *PERFECT*! I've tested this hundreds of times." -Traitor

"Hmmm...well...err...I guess there *MIGHT* still be some bugs in the script." - Traitor, 2 seconds after the above quote.

OLD News:

June 8, 2006 - By Traitor

I changed my mind. Sometimes waving the TW flag can be a bad thing, especially when it's only for your own self gratification. It went from being hilarious to being sad and pathetic. I *had* thought that the persecution of [UTW](#) and Sage in particular by most of the EIS crowd was undeserved. Now I suspect that much of it was justified, even if the particulars might not have always been accurate.

May 19, 2006 - By Traitor

Happy 5th Birthday TW-Cabal!!

Well, ok, so it's late. What else is new? Happy B-day anyway. And thank you to everyone who helped to make this site what it is today. Also, a BIG thank you to everyone who voted for this site in the 2005 TW Awards! I knew I would get the Best Info. What I didn't expect was for [EIS](#) to fare so poorly. I was hoping to take the undisputed 2005 TW Best Overall Website in the TW awards for the third year in a row, but I will probably have to share with the [UTW](#) guys. I find the entire thing hilarious, particularly how some of the entries for '05 didn't even exist or play until '06. I thought about doing something like "2005 Totally Disputed Best Overall Website and Totally Un-disputed 2005 Best Information Website" but honestly, I think it means a lot to those [UTW](#) guys and I don't want to ruin what would otherwise be a happy occasion for them. Any recognition out here is a blessing, and anyone who helps keep the TW banner flying is ok in my book, even if I don't care for their rules. (although I will be showing up to one of their turns games sooner or later...) Besides, I'm not going to put up anything in my corner picture recognizing the '05 awards till Vulcan says something official.

In other news, the TWX Proxy 2.04 Beta was released by Elder Prophet! Go and get it at [Grimy](#)! I've also released a few scripts, some to the public, and others to friends. Once I get some feedback, more will be coming. I've decided that it's more important for the tools to be out there for everyone to get. Most of what I have has been available in one form or another for a while now anyway, but only to the few. There are just a few things I need to finish.

In still other news, John Pritchett has decided to redo TradeWars! Calling it [Trade Wars: Tournament](#). If you play TW, you should go check it out! It might just herald the return of the Old School TW many of us fell in love with. Sign up in the forums and let your opinion be heard!

March 30, 2006 - By Traitor

This site is creeping up on it's 5th year anniversary. I should do something special. I think I will, and it'll be TWXProxy related.

Believe it or not, last weekend, I filled a 20 yard dumpster with the leftover crap from The Ex*. That was just what was in the garage and the back yard. And when I say filled, I mean: ~~JUMPING-UP-AND-DOWN-ON-THE-HEAPED-UP-PILE-O-CRAP-SO-IT'S-BELOW-THE-EDGE-SO-THE-FREAKING-GARBAGE-COMPANY-WOULD-TAKE-IT~~ full. Now all I have to do is clear out the 2 rooms in the basement, and I'll be done. The weather is getting nicer here finally, so it should get finished soon. It's already been a boon to get my 25' x 30' garage back. No more parking in the rain! And I can finally have that workshop I've always wanted.

Oh, yeah, TW. Um...I got nothing new. EP's working on the beta, fixing the last known bug. I got a few scripts I plan on releasing as soon as his beta comes out, or shortly after. The big one is a newer version of Movehelper and a personal/corp fig tracker. They work together to provide up to the second fig updates. Meaning that Movehelper tracks all figs all the time, even while in passive mode. And, more importantly, it tracks Equipment MCIC's! (assuming you have EP's script. I may hack CK's MCIC tracker to work with it too.) I need a bit of a hand from EP to get the Search Routine working with the new stuff, but it'll be out soon. I'm also debating releasing a few other scripts I've written specifically for 2.04. Mostly to get the ball rolling on showing people what's possible now that the DB bugs have been fixed. I don't really feel like doing too much more with TW once 2.04 comes out. I know what the smart players will do with it, and I don't have much interest in playing that kind of game. Heh. I'm sure in a few months, I'll change my mind again. Seems to be a pattern with me. But for now, I've got bigger and better things occupying my time.

* For those of you at home keeping score, they tacked on another month. And once that month is done, they will likely hit her with another. Heh.

Feb 15, 2006 - By Traitor

Dang but I've been busy. Work and Home keeping me away from TW. I'm doing fine, better than I've ever been. When life gets good enough that I have to cut the game I love out of my life...Well, um, that's a good thing.

I've been devoting most of my spare time to learning Linux for work. Ubuntu is a nice distro. Simple to use for an old Windows user like myself. The rest of my time is split between hanging out with my new GF, and working on developing the plot for my high-level campaign. My desire to write has returned. One of the reasons I got a laptop in the first place was to enable me to write wherever I wanted. Now, a year later, I'm finally getting around to it.

I'll keep the site up, of course. I'm also not dumb enough to try to announce my retirement from TW again. heh. I'm just on a break. ;-)

Jan 10, 2006 - By Traitor

Free at last, free at last, free at last! I am now officially divorced. That's the good news. The bad news is that I've got to get my life sorted out again. I kept the house, but she got 1/2 my stuff.* So I'm in the long process of getting her stuff out

of my house and replacing what was lost. Things should be sorted out by the end of the month. But in the meantime, I'm focusing on R/L issues and won't be on ICQ or in games much. Most of my free time I'm spending with friends or testing TWX Proxy 2.04.

Oh, and it's been 17 days since I had a smoke. w00t!

* Heh. Normally, I'd be really bitter, but seeing as she's in [jail](#)...

Nov 22, 2005 - By Traitor

Well, well. Time for an update I guess.

The [EISOnline forums](#) are back! Thanks to Earth for hosting them.

I've been going through some of the new and old TW websites out there, and I've found a few interesting things. 90% of the stuff out there is old and out of date. I'm not sure that anything can be done about that. I'm going to try to contact some of the owners, and try to get them to put in more current links. 5% is usable, and the remaining 5% is stuff from my site that people have ripped. I don't mind people putting my stuff on their sites, but I can't stand it when they somehow manage to leave my name off of it, or in some cases don't even have a link to my site. The offenders are getting little e-mails reminding them to go review the [about](#) section of my site, particularly the last paragraph. I want credit for the work I put into them.

I am making some minor changes to my site over the next few weeks. Nothing major, just some updates and new links.

Nine-Eleven, 2005 - By Traitor

Never forget. Never forgive! It's easy to loose sight of the events of four years ago. With the slow passage of time, old wounds get forgotten. Then new tragedies come along and tear at them. I had several chances in my life to go explore the Big Easy. I wish I had. When things get a little more put back together down there, I think I'll go and do my part to contribute to the economy down there.

Whenever Nature reminds us of how insignificant and fragile we really are, it is in our nature to try to find blame. I would ask everyone to take a moment and ask themselves what you have done to help out your fellows down South before trying to peruse the guilty. If you are satisfied with your contribution, then by all means, run them down and expose them to the light.

Four years gone, and I'm still waiting for that Zealot's head to be delivered to We The People on a platter! And it appears that we are no closer. Instead we're being told that it's hard to find him. Instead we're being told that they didn't anticipate such a strong insurgency in Iraq. Instead we're being told that they didn't anticipate so much looting in New Orleans. Instead we're being given excuses. Poor excuses. Are they COMPLETE MORONS?!? I was talking about how bad the insurgency was going to be months before we went in. And I'm not the most politically keen tool in the shed. And I KNEW that when you leave only the most economically depressed people in a city to fend for themselves after a disaster like that, that you MIGHT get some looting.

Hey guys, do you think that maybe appointing someone who examined horses *NARDS* for a living to FEMA was a FREAKING BAD IDEA?!? Patronage and cronyism are the hallmarks of corruption, fascism, and communism. We're a loooong way from that, but the cracks are starting to show. I mean if we can't even take care of our OWN, how the heck is anyone else going to take us seriously? Small wonder those Zealots are so bold.

So, why the fuck don't you get your own heads out of the horses asses, clean up the messes you let happen, and then BRING ME THAT ASSTARD ZEALOT'S HEAD!

Then... then maybe we can move on and start working on those cracks in the system.

Before they become breaches.

Aug 16th, 2005 - By Traitor

When things get more settled in my life, and some of the newness of my situation wears off, I'll try to reconnect. This site will be up as long as it is still a useful tool to the TW community. And I'm always open to people who want to contribute to it. It's actually more likely that I'll update this site before I return to formal play.

In the meantime, Happy Hunting!

May 3rd, 2005 - By Traitor

Added a few things to the Glossary. Cleaned up a few administrative things too.

April 26th, 2005 - By Traitor

Ok, 3 peeps gave me positive feedback on the visited hyperlink colors. All of it was positive. Good enough for me to roll it out to all my pages. Also took some time to do some cleanup, so my HTML pages shouldn't load with errors anymore. Let me know if I missed anything.

Added a new script to the [scripts](#) page, Stupid ANSI Tricks. It's just a quick one off that highlights some of the things you can do with ANSI codes. I was planning on doing more, but Psion pointed out that some of the things I was planning on showing people don't work with TWX 2.02, and only work with 2.03. Since the majority of people still use 2.02, I want to hold off until I can test under both versions and show people what works in which versions. So much for my b-day surprise. hehe. Well, at least [ansi_codes.ts](#) seems to work in both versions. It's not much of a script, but it does show you some of the nifty things you can do with ANSI to make your script output look more interesting.

More as I have time, but it may be a bit, since I've become really busy in real life again.

April 19th, 2005 - By Traitor

Cherokee will probably be taking his Lost Traders Tavern website down soon, and so with Cherokee's permission, I have copied his [Advanced Hagglng Lessons](#) to my site. You can find it in the same place as before, on the [Strategy](#) page, but I've reformatted it for my site. Thanks CK for your work on this. Hope you have fun on your extended break!

Also, I've decided to try brightening up the visited hyperlinks up a bit. Just testing it out on my main page for now. The old visited hyperlinks looked like **THIS**, the new ones should look like **THIS**. Let me know what you guys think. If people like the new look, I'll set all the pages up the new way. I must be getting old, cause the old visited hyperlinks were getting hard to read. heh. Anyway, I've tried to use the same colors for my site as the ones found in the game. This would be a slight departure from that, but in the interests of readability, I thought I would give it a go. While I could make this site really flashy, and add frames and crap, I won't because I like the austere look of my site. I think it's more in keeping with the spirit of the game. (Well, that and it's a lot easier to manage!) No ads, no cookies,

nothing between you and the TW goodness you all crave!

And finally, I've moved back to my original ISP, Geekoids.com! There are several reasons, but mostly it's because I can afford it again. And I'd rather support a locally owned and operated Oregon company, than indirectly supporting a faceless European company. (And yes, I know I could also have Comcast, my home ISP, host it, but that's not the point.) Also, while Kemper3 and I **NEVER** had any issues, I feel better knowing my baby is totally in my control again. I'll be able to look at the website stats again too. Finally, it'll be easier for me to get a TW server hosted through Geekoids. Yeah, I'm thinking about putting up a TWGS again. If I do, it'll put a real crimp on my TW play time, but it may be worth it in the end. Anyway, that's something for the future.

Thanks again to K3 for hosting this site for the last 9 months till I could get everything straightened out.

April 13th, 2005 - By Traitor

What a long strange trip its been. Four years ago today, I decided to make a Perma Corp website. I never had any experience with html. But I wanted to learn. When I started this site, I really didn't expect it to become what it has today. The website has, after all, outlived the corp it was made for. I don't often use this space for personal reflection, which I'm sure all of you are thankful for. I want to thank everyone out there that ever sent me a note, whether it was a compliment, suggestion, correction, or criticism. I really couldn't have done it without all of your support. Thank you! I renewed tw-cabal.com today, so ya got another 2 years of ad-free TW goodness.

Now, four years later, and I still don't know anything about html. Heh.

Happy Hunting!

April 12th, 2005 - By Traitor

Added something to the [Strategy page](#). Psion wrote a nice article on [Trader Fleeing](#), and how it works. Check it out! This actually came in handy in my last game!

Also updated the [Formula's page](#) again.

Added Exp and Align gains for blowing up a trader on a port or on a planet.

Added Trader Flee formula.

Added Defensive Rating and fig costs for blowing up ports

April 4th, 2005 - By Traitor

Updated the [Formula's page](#). Added 2 new things:

Red Experience and Align Gains for SST and SDT, per turn

Red Profit Breakdown for SST, SDT, Team SDT, and Megga Rob.

The Red profit assumes that the ports you are using are -65 MCIC ports, and you are being furbed. These values are the max profit. Check them out!

Also, I've been working on a few projects that you will likely see on www.grimytrader.com in the next few weeks.

February 6, 2005 - By Traitor

Thanks again to everyone for voting for this site in the 2004 TW Awards! I've been really busy in real life, but wanted to jot out a quick note to say THANKS!

December 14, 2004 - By Traitor

Two things:

If you haven't already heard about it, Elder Prophet has been working on a super accurate Port Trading script. His Trade Script blog is located here:

<http://jroller.com/page/ElderProphet>

Do yourself a favor and ask him nicely if you can get in on the beta :)

2nd thing is that I've decided to re-design my scripts page, and try to bring it into this century. I have added links to my TWX tutorials there, and added a few scripts. Most of these scripts are not uber-killah scripts, but are designed to show people how to do some cool things in TWX. Most of them are fairly well documented. Feedback appreciated.

November 5, 2004 - By Traitor

Well, it may not be readily apparent, but I've made a few changes to the site. Mostly cosmetic. More to come.

As for new content, I'm open to suggestions. I've always wanted to have a "New Player Guide", but after several attempts to get one started, I've come to the conclusion that it's not a simple task. The best way to learn is to find someone who knows how to play to show you the ropes. But if any of you want to take a stab at it, you have my full support. E-mail me if you are interested.

Nine-Eleven, 2004 - By Traitor

Never forget. When I was seven, my parents took me to the top of the Towers. I will never forget the view. All told, we lived in Brooklyn for 2 years. And I don't think a day went by when I didn't see them. In this year of political polarization, I'd like to ask everyone to remember one thing: Those zealot idiots killed Democrats, Republicans, Independents, and non-voters alike. They killed mothers, fathers, sons and daughters. They killed million-dollar executives, and they killed minimum wage service workers. They killed Americans, immigrants, and foreign nationals. I am disgusted with the politicians who try to politicize this tragic strike at our country and use it for their personal gain. This event goes beyond politics, and hits at the core of what it means to be free. I don't much care how you vote, only that you hold the images of the ruined Towers, the hole smashed into the Pentagon, and the smoldering crash site in Pennsylvania firmly in your mind, and ask yourself this: In the last three years, have we really made the terrorists PAY for those lives lost then, and now? Do you think they fear or respect us enough that they won't hit us again? If not, why not? Even some of our allies don't respect us. (Though some may fear us...) We are the land of the free and the home of the brave, right? Shouldn't we be a shining beacon of hope, freedom, and righteousness that shines the truth into the darkest corners of the world? We should fear nothing, and we should strike terror into our enemies hearts until their bowels quicken and the loose all hope of ever extinguishing our bright flame. To live in fear is to surrender yourself to them. Never forget, never forgive!

Aug 23, 2004 - By Traitor

It's been a long time since I did any updates, so here you go. I updated the tips section. Added a few, and reworded or changed others. Some updates to the Glossary section also. All changes marked with an "*". Also cleaned up my links section. Took out the dead links, and added a few new ones. Also I will be cleaning up the strategy links a bit. That area needs more work, but I'm too tired now to finish it. I have all the articles archived, now I just gotta get them back up on my site.

July 17, 2004 - By Traitor

Thanks K3 for hosting! I can be such a drama queen sometimes. hehe. I'm

working on getting the DNS changes, so hopefully this weekend the old addy will work. I'd also like to thank Roberts, ElderProphet and K3 for getting me to pull my head out of my ass. Without their support, I would still be sulking.

I'm probably going to still play TW, but I've had it with big games and tourneys. There is too much pressure to win, and those with weak hearts will always give into the temptation to bend or break either the rules, or spirit in which the rules were created. In hindsight, I have to ask myself, "What did you expect, moron? This is the 4th major game you have played in, and each time the game has been marred by someone doing something cheap. Why are you so surprised this time, eh?" I truly wish I could bring myself to hate those people, but the reality is they can't help themselves, much like heroin addicts. After I get over the anger, all I really feel for them is pity that their sad little egos are so wrapped up in winning a game.

On to better things. I had the most fun playing this game when I knew and trusted the people I was playing with. I also had more fun when I was a relatively anonymous player. So it's back to changing my name every game. And building a new corp.

July 17, 2004 - By Kemper3

Site is back up at this location (<http://www.twinfo.org/twcabal/>). If all goes well, traitor should update the dns info soon and <http://www.tw-cabal.com/> will point to here. I think everything should be working correctly, but if there are problems, please let me know. You can contact me via email: kemper3 at roguesrattery dot com. Enjoy!

Mar 2, 2004 - By Traitor

YEAH BABY! I'm baaaaaaaaaack!!! (for the 4th or 5th time!) Yep. I'm playing again. Just when I had completely given up hope, I've managed to figure out a way to have the time to play again.

I'd like to thank those of you who voted this website the Best Website - INFO/NEWS for the second time in a row. THANK YOU!!! Getting Best Website Overall was just gravy. I'll put in a better graphic once I get a hold of one. I guess I had better get cracking on some long overdue updates, huh? I have heard your voice, and I will answer. One of the things I want to do is see if I can improve the look and feel of this place. I still want to keep the traditional TW colors, but I've learned a bit over the years, and there are some areas that I could improve. I still plan on leaving this place Ad free! I hate long loading times. I may try to break things up a bit to increase the speed here too. I'm still mulling ideas in my head.

I must admit that having JP actively working on TWGS again had a lot to do with my return. Before you go thinking that I'm one of THOSE people who totally favors the changes, I want to say that there are some changes that bug me. But I have told the appropriate people what my concerns are, and that's all I need to do. If I have more concerns, I'll be sure to let them know. Way too many people had knee-jerk reactions to the changes, when only time and testing will reveal whether these changes are good or bad.

Jan 29, 2004 - By Traitor

Um... Happy New Year? Ok, ok, so I'm late.

I had thought about posting a list of known bugs in version .55 on my site, but based on responses in the twgs.org forum, I've decided that it's probably better if I don't. While the thought of lighting a fire under JP's toes to get him to release a patch is appealing, the fact that it's been two years since the last update, and the fact

that he's known about these bugs for the same amount of time or longer, makes me think that posting the bugs I know about will only hasten the demise of the game. J-Man brought up the most interesting point I think. Frankly, I'd rather JP spent his time on version 4 too! Sooner or later, someone will open their mouths, and doom version 3.x. But it won't be me.

Nine-Eleven, 2003 - By Traitor

Never forget. A lot has happened in the last two years. Take a moment and try to remember where you were that day when you found out. Then remember the heroism displayed by the Firefighters, Rescue Workers, and the Police. Then remember that Americans gave billions of dollars to charity to help the victims. Remember the victims, remember the valor. Remember our troops who are stationed far from home, who can't be with their loved ones to comfort them on this day. And always, show the ones who did this no more mercy than they showed our people.

Sept 5, 2003 - By Traitor

I've made a few updates to the tips section that Kemper pointed out I had wrong, or was vague. Tips 7, 9, 30, 33, and 34. Just a little note: If my site says one thing, and Kemper says another, I'd lean towards believing Kemper. I've been out of the loop for a while now. Of course, you should test out anything for yourself.

July 24, 2003 - By Traitor

I'm no good at this. On Sunday, July 20th, our friend and corpie Kermit (John Murphy) tragically passed away. I'm kind of at a loss as to where to start singing his praises. He was a great friend and a great corpie and he will be missed by everyone who knew him.

June 25, 2003 - By Traitor

My personal life is getting better. It's been a nice break. I've made a decision. I'm going to keep the website up, and I'm going to keep updating it. If you see me playing now, it's just to test something, or to show someone how something works. I may just make monthly updates, I donno yet.

Anyway, I have made updates to The [Glossary](#), and the [Links](#) page (mostly cleanup). And, finally, I have added a few more things to the [Strategy](#) Page. Most of it is unfinished, but it'll give you an idea of what I've been working on. More soon.

May 16, 2003 - By Traitor

I've decided to self destruct. Since I got back into this game over 10 years ago, I have been ignoring the things that were **most** important to me. As I've done several times in the past, I put this game ahead of my family and my R/L friends. This time is different tho. This time things went a bit too far. Now when I fire up ZOC, I am reminded of what I've **lost**, and how much more I stand to **lose**. I can't do it anymore.

Will I ever finish the other projects? I don't know. I may do the occasional update if I happen to get a weekend away from the family. Or I may just pass on what I started to someone else to finish.

I may come back if TW4 ever comes out. I may not.

Thanks to everyone who contributed to my website. I have no intention of taking it down. I'm going to see if any of my corpies or other TW friends want to maintain

it. I will also answer the occasional e-mail. I won't be following the forums anymore tho. If nothing else, I'll keep tw-cabal running till the domain expires. But right now, I just can't stomach any more TW.

HAPPY HUNTING!!! -Traitor

||||||| **ARE YOU SURE CAPTAIN? (Y/N) [N] Yes**

You issue the command to your Ship computer to start the Corbomite self-destruct system. All of your crew jettison in escape pods, but you, the captain, remain behind with your vessel. You stand proud on the wretched remains of the bridge of your ship as the count down finishes:

In a nearby sector, a Federation Patrol Ship notices a brilliant star suddenly flare and then die out in the distance.....

Your **Havoc GunStar** has been destroyed!

Your *** **Escape Pod** *** has been destroyed!

You will have to start over from scratch!

Maybe you'll have better luck with a different ship!

April 30, 2003 - By Traitor

I've made a few updates to the SDT scripts that I had in my TWX Scripting Tutorial. I'm still making constant changes and updates to it. They should all work now, and make even more money than before. I still need to document them more tho. I will make a more formal announcement when I get them the way I want them. See them here: [TWX Scripting!](#)

April 26, 2003 - By Traitor

Thanks to everyone for voting my site the Best Informational Website in TW! To celebrate, I've decided to get off my ass and put up some new content. Version 2 of [TWX](#) is out, and it's high time someone did something about it! Check out my latest article, [TWX Scripting!](#) Like most things on my site, I assume you already have some basic understanding of the subject, this may help you pick up some of the finer points of scripting. And yes, I do go into arrays in some details, including **WORKING** examples and line by line descriptions of what's really going on. It's still a work in progress, cause I just haven't had the time to finish it up, but it goes into some of the new and powerful features of TWX version 2. Check it out!

The Economy of TW Part III has hit a snag, if you haven't figured that out yet. I'm still working on that, but it's on the back burner for the moment. I'm trying to redo my site to make it more new player friendly, and while I won't get some new fangled look, I will still be providing all the info you need to play TW. At least I hope. Suggestions are always welcome.

Febuary 21, 2003 - By Traitor

Well, TW-Cabal hit a new milestone this week. Over 1,000,000,000 bytes served since I started this site! I'm also getting over 6000 hits a month now. Granted, compared to some sites, this is no big deal, but for a TW site, I'll take it.

[EISOnline.com](#) has redone their forums, which makes me think that there is still life in TW and they got something big planned soon, otherwise, why bother doing all that work, eh? Anyway, they look great, and have lots of potential. Check 'em out!

Thanks to everyone who's sent me encouragement and tips and advice over the last two years. I'd also like to thank [Geekoids.com](#) for being a great host. My little projects are still coming along nicely, and I'm hoping to have some new content

soon.

February 14, 2003 - By Traitor

Happy Valentines Day!

Welcome back Eleq! The faces have changed somewhat, but the underlying smackitude that is so pervasive in this game hasn't changed a bit. :-)

I have made a few more updates here and there, mostly clarifications. I've also added and removed a few links in the Links page. I'm still plodding along on the other articles too.

Um...that's all for this update.

February 6, 2003 - By Traitor

Well, the move into the new house has gone well. We're no longer living out of boxes and the place is starting to feel like home. I've rebuilt my system and it appears to be stable. (It took some damage in the move I guess. And I still have a video problem, but I think I just need some more patches.) I will be working on finishing the Economics of Tradewars as well as a few more articles that sprung up as a result of some discussions on the TWGS.ORG and EISONLINE.COM forums. I haven't decided if I'm going to put them in the Strategy or Tips section yet. I guess it depends on how long the articles get :-) I think it might be a few weeks before the next update, since R/L is getting very hectic.

I'm debating whether I want to join in the [Lotto](#) this year or not. I may go in anonymously and just try to have fun with it. I have a lot of respect for [River Rat](#), and I think he'll run a fair game. All I know is if I do play, I DON'T want to be the leader. I take that role too seriously, and I know I won't have time for that. I'll gladly play a red tho. I'll know in the next few weeks if I'll be able to get the time.

Well, that's all for now. Happy Hunting!

February 3, 2003 - By Traitor

In memory of the 7 early pioneers, lost on Feb 1, 2003. They will always be remembered as heroes who gave their lives to help further our understanding of our universe. Commander Rick D. Husband, Pilot William C. McCool, Payload Commander Michael P. Anderson, Mission Specialist Kalpana Chawla, Mission Specialist David M. Brown, Mission Specialist Laurel B. Clark, Payload Specialist Ilan Ramon.

January 13, 2003 - By Traitor

Just a quick update. I have made a slight revision on the [Tips](#) page, [tip #36](#). It doesn't seem to work the way it used too. I am doing some more research into this. Thanks to Likwid, Kemper, Shorty and Tycho Cane for bringing this to my attention. I hate it when my page has something wrong on it. In case you were wondering, if you go red in an ISS, the feds will find you, even if you only move over your own figs. It seems to take longer depending on your setup and how you move. I'll post the results of my testing under tip 36 when I get done. Thanks all.

I still have no home ISP, but it should be up and running by the end of the week.

January 2, 2003 - By Traitor

Well, I moved. Everything is still in boxes tho. Including my computer. Unfortunately, since VERIZON has no DSL in the CO closest to my new

house...(come on guys...\$100k will get you a cheap DSLAM on E-bay!!!), I have to resort to the Death Star (AT&T) to get my internet. It'll be a few weeks till I get everything up and running, so no updates till then.

Happy New Year!!!

December 3rd, 2002 - By Traitor

Well, there will be a slight delay in getting Part 3 of The Economy Of Tradewars posted. I'm in the process of buying my first house (Yea!!) and I need to focus on that for the moment. I'm hoping to have some more time in January to work on TW things. Till then, keep an eye on the forums.

Thanksgiving Day, 2002 - By Traitor

Gobble-Gobble! Major updates! Glossary and Formulas pages have new additions, and, more importantly, I have a new strategy guide, [The Economy Of Tradewars](#). It's in three parts and covers just about everything you need to know about making money in TW. I'm still working on Part 3, but Parts 1 and 2 are done at long last! Check them out and let me know what you think. There is a LOT of information in them, so be ready for a long read. I'd like to thank Kermit and Roberts for their help in writing and gathering the info. Most of the things in this article we have known about for years, but this is the first time we've put it all together in one place. I hope it helps you as much as it's helped us.

I'm also releasing 2 new scripts for finding a hidden StarDock. They are in TWX, and you can see them [here](#). They do a partial ZTM and then use void checks to find sectors with 7+ ways in. Takes around 15 minutes to get a good list. More details are in the scripts themselves. Since they require zero turns to test, please try them out and let me know your results. They don't work 100% of the time, but since you will have to check that list of 7-ways anyway, even if they don't find the dock in the first pass, they eliminate sectors you would have had to visit anyway.

Speaking of scripts, some of you may have noticed that I had 4 scripts in the TWX section that had broken links. I was planning on releasing those scripts, but got overruled by my corpies. Since I wanted to avoid a severe beating, I decided to pull them off. I may put them back in a few months, but only after I see comparable scripts like them in the wild. Some of my corpies were still using them apparently... :-)

Anyway, Happy Thanksgiving! I hope you are safe and with family.

November 10th, 2002 - By Traitor

I am beginning to see a nasty trend here. 3 updates in less than 7 days...

Kavanagh pointed out that I had forgot to save the changes when I made the change in the furb formula. I have corrected that, and it should be correct now. Thanks again Kav!

November 7th, 2002 - By Traitor

Another update. (Gasp! Two in one week!) Put up the article on planets by Paladyne. Everything you ever wanted to know about planets. It's in the Strategy section. Check it out!

Also made some minor corrections. Fixed formulas page to correctly state how offensive figs work now. Thanks to everyone who pointed it out.

November 4th, 2002 - By Traitor

It's that time again! I have added 4 new entries to the Glossary page, and updated one entry. Added Backdoors, Black Holes, Gold Bubbles, and Tunnels. Updated the Bubble entry. Also fixed an error on my Glossary page. Thanks to Kavanagh for pointing it out! I had the formula for furbs a bit off. It's actually cheaper than I indicated. Not so much to kill anyone, but hey, a credit is a credit :-)

I increased the font size for the main page 'cause I got a new monitor and at 1280 x 1024, it was getting hard to read. (I'm getting old...lol)

I have redesigned the Strategy page. I decided to make the Strategy page more universal. So, I will be adding general strategy guides and articles, or links to them, as I come across them. Please feel free to submit your own. I have already included an essay by our own Roberts, and one I wrote about blockades. I have also put some links to other articles. More are coming.

October 3, 2002 - By Traitor

I have updated the Formulas page and the Glossary page with minor corrections. I had the formula for MBBS PVP same alignments wrong. It is now correct. And I added a clarification to the Alignment page. It now states more clearly what alignment you need to enter the Police Station and the Underground.

I am planning on adding a few more things to my tips section based on some of the threads on TWGS.ORG. Look for them sometime. :)

There still hasn't been a decision on who should take over the corp. Seems the crew feels that without Traitor there is no Cabal. <sigh> Damn them for being loyal. :-) So, I guess we're inactive until such time as I get a wild hair and decide to play again. I doubt that will happen until JP/EIS decides to work on some bug fixes for the current version, and figures out a way to make time delays work. (i.e. cold day in hell...lol...)

Nine-Eleven, 2002 - By Traitor

I won't forget. I won't forgive. There is no Heaven or Paradise for them, only cold empty darkness.

Sept 9, 2002 - By Traitor

Heh, it's been two months since my last update. I have recieved many e-mails about errors on my Formulas and Glossary page. I've got your mails, and I will attempt to correct them soon. Thanks for sending those in! I've also gotten a lot of requests from people to join us. I am honored, but I have no idea if we're recruiting now or not. You see, my interest in TW is waning. Between my work, on-call, family (I got 3 teenagers, lol), 2 role-playing groups, [BF1942](#) (check it out if you haven't already!), and [SEBOnline](#), I have to give up something. I will be keeping this site up, of course, but I won't personally be adding content to it. I will take the time to fix errors, and I welcome contributions, as long as someone else does the work and testing (I'll do the formatting). And I'll still answer e-mail questions (about once a week or so, I tend to batch things. :-) This site was originally designed just for our corp to remember our little tricks and strategies, and it's slowly become much more than that. I'm glad I was able to help so many people with it.

I had wanted to do much, much more with this site; there is enough data on my site to make an average player great if they take the time to understand it all. But given the apparent lack of continuing support from [EIS](#) (the promised patch is long overdue, as far as I'm concerned, TW3.X development is dead.), I don't want to invest much more of my time into TW. **IF** and **WHEN** TW4.X comes out, I will

pick things up again. From what I've heard, it will address many of the things I currently dislike about version 3.X. I look forward to it, and I will even host a server for it if it lives up to my expectations.

Anyway, it's been fun. There is some discussion in The Cabal as to who is going to take over as CEO. I'll update the site when we figure it out. In the meantime, I cannot provide an answer to whether we have an opening or not, that is for the new CEO to decide. I'll make sure that their e-mail is posted somewhere on this site, so you can contact them directly. Shouldn't take long.

July 3, 2002 - By Traitor

Well, took some time to redo the [Formulas](#) page. Added a few entries to it too. (More info on planets, Combat odds for figs, planet figs and planet shields, order of precedence for entering a sector, and landing on a planet) Check it out and let me know if you like it better this way. I think it makes more sense anyway... Added one new tip to the Tips page, and corrected spelling/grammar errors all over.

I'm still working on the Strategy page, so no changes there yet. (Yeah, yeah, I know...I'm working on it Roberts...take a pill :-)

June 13, 2002 - By Traitor

Well it's been a month since my last update.

First off, I'd like to welcome Mystavia to our corp. She's new to TradeWars, but not new to gaming. Thank you Morpheus for finding her. I've never seen someone pick up TW as quickly as she has.

Back on May 19th, we decided to bring the corp back to Alienbase, Game B. It's over now. River Rat will rebang it once version .56 comes out. This one was much more fun than the last one. I think we'll be skipping the next one tho, since summer is here, and we've all got lives. I expect you'll see some of us playing here and there, but it won't be the full corp. I came very close to burnout again this game. I suspect that my breaks between games will get longer and longer till version 4.0 comes out.

I've been doing some work on our [Strategy](#) page, and I'll get the changes up there soon. Roberts has an essay in the works that will also get posted there. Not much else new on the site at the moment. I've been too busy writing scripts and playing TW to do much. I still have that list of changes and info requests that people have sent me, and now that I'm between games, I will try to get that stuff posted asap. Most of the site changes have been to the Corp specific pages, and not the stuff that 99% of the visitors here care about. :)

May 9, 2002 - By Traitor

Did I mention that I've been busy? :-) Well, now that I'm out of Chess, and I've finished writing some TWX scripts (1184 lines of TWX code...lol...), I've finally put aside some time to update this site. Just minor adds and changes to the Glossary, Tips, Formulas and Links pages. New or updated entries are marked with an '*'.

I have some other projects in the works, including a newsletter for this site. (SPAM free :-). Also, Roberts and Kermit and I have been working on getting our TWGS server back on-line. We're unrealistically targeting opening it up sometime in June :) We got everything we need but we're still working on design. It's not going to be superfast, and we're still trying to figure out what kind of games we want to have on it. All we know for sure is that WE'RE not gonna play on the damn thing. (Except in the test environment, but that won't be open to most people anyway, so no problem there...) Anyway, we're hoping to have several different types of games on

it. More on this later. Oh, one more thing...It's gonna have a funny name, cause when we originally purchased it, the only one of us with a URL was Roberts, and that was for his show cat's. (He has COOL cats, btw...) We may shell out the \$\$ and get another registered copy with a more...er... appropriate name, or we may not.

April 30, 2002 - By Traitor

Heh...I've been very busy the last two weeks, so no updates to the Formula/Tip/Glossary pages this time round. I've been playing in Chess 4, on Space Ghost's team, and working on TWX scripts. Having fun in Chess. I hope this game goes better than the last one...lol... OK, so your probably going WHAT?!?! He's got himself involved in another @&\$#% turney?!? Well, after the last one, I decided that I should play in another, and hope that THIS time I have fun. So far, so good. If this one works out, I may play in more, but not with The Cabal. Traitor for hire :-) We'll see...

I'll try to pay attention to the page this weekend.

April 21, 2002 - By Traitor

Added the logs to the [LOTTO-GATE](#) page. Check them out. See what got me started on this whole expedition to find the Truth. Oh, and BTW, I'm officially dropping out of the Lotto too. Don't want to break any rules by staying in after posting this stuff. :-)

Other updates will happen soon to the Formulas Page. Haven't tested everything yet...

April 19, 2002 - By Traitor

Well, as promised, I'm going to stir the pot on the whole Lotto issue. I proudly present to you: LOTTO-GATE! The following link will take you through the all the various controversies and rumors I've collected about the Lethal Lottery 2002 Tournament Game. In it, I will attempt to address and DEBUNK the various allegations against Jackal, Wing and the WolfPack members. Yes, that's right, I'm going to do my best to DEFEND them. Why? Certainly there is no great love between me and Jackal. We can barely stand each other. (well, I can barely stand him....don't know or care how he feels...) BUT, there is alot of rumors and hearsay floating around, and I want to either get hard evidence of cheating, or get the rumormongers to shut up. I want the truth. Doubt I'll get it, but what the hell, since nobody else is doing it, I may as well.... So, enough of my rambling....Here is [LOTTO-GATE!](#)

April 18, 2002 - By Traitor

Got a few more e-mails requesting that I add stuff to the Formulas page. I'm planning on testing the new formulas and updating the page this weekend. Your calls for information will be heeded!

Still working on the newsletter thing. Checked out something that looked promising, until I tested it, and found that it had SPAM buried in the middle of it. I hate SPAM. (And I got my SPAM-only e-mail account on yet **ANOTHER** SPAM list to boot...It's up to about 100 msgs a day now...lol...suckers! Not going to mention names tho, since that would make me just like them, and I don't want to give them any business either) If I can't find anything cheap and SPAM free, then I'll just use Yahoo Groups, and suffer with their SPAM, cause it's free, easy to admin, and a known evil.

Also wanted to put in a brief update on the Lotto thing. No matter what happens, I

believe River Rat, the sysop of [AlienBase](#), had nothing to do with any of the shenanigans. We talked. I hereby retract any statements that I might have previously made that imply that he had any knowledge of what was going on, or that his server is in any way at fault. RR and The Cabal go back a few years now, and based on recent developments, our relationship will continue. Sorry for ever doubting you RR! I will again stop the stirring of the pot, for now...

April 17, 2002 - By Traitor

PlanetTW is getting back in the swing of things, and I want to support their work. Wander over to [PlanetTW](#) and check it out! They are trying to help build up the community by providing links, news and information, all in one handy location!

Also updated the [Formulas](#) page with a new formula: Experience loss at Extern for Mixed-Corps. Thanks to Harley for the suggestion and the formula!

In [Lotto](#) news, there is some funky stuff going on there. I've been trying to work with the Lotto Panel, but their response times have been less than satisfactory. I've turned over everything I had to the [TW League](#) Board, and am happy to let them investigate things further. I will stop stirring the pot for now.

April 12, 2002 - By Traitor

Well, I'm in the [Lotto](#). What a long strange trip *THAT'S* been. More on that *THAT'S* been. More on that *next* week, when I have time. But I'm there, and I'm hanging on. It's been a long time since I've been on a corp. where I wasn't either in charge, or so seamlessly integrated into the corp. that there was no true leader. (Which is how The Cabal works.) My apologies to Severian for my insubordination and constant demands/orders. I will continue to work on restraining myself, and trying to put forth my ideas as suggestions, rather than orders, no matter how good they seem to me. It has been a struggle to keep my yap shut. :-)

In other news, The Cabal talked about disbanding our corp., or at least officially listing it as inactive. Those proposals were rejected on all fronts. Despite the fact that we're not actively playing, it's only because of a lack of time on our part, not for any lack of interest or internal divisions. So, on that note, I am proud to say that The Cabal is still very much alive and strong. I am hoping we can announce our glorious return to the game by late summer. If not, then we'll have another round of talks, and string it out for a few more years... ;-)

What got us talking about it was the fact that The Cabal has been invited to [The Chicken Coop's](#) Perma Wars Tournament. I had some long discussions with the others. After lots of deliberations, the general consensus was to respectfully decline the invitation, citing reasons of lack of time, and a desire for The Cabal as a whole to not participate in any Tournament as a matter of principal. Individual members of The Cabal might show up in a future Tournament(s), but not as representatives of The Cabal. Col. Sanders, I hope that you understand that our decision not to play Perma Wars is in no way meant as criticism of either yourself or your board.

No new updates to the other pages at this time, other than minor spelling/grammar fixes. I'm still working on a solution for making people aware of updates to the site. As many of you suggested, I am considering a newsletter. How that will happen, and what format it will take are still being worked out, but I'm trying to get something put together that doesn't involve spamming my readers. In the meantime, I'll continue to post in the forums when I make significant changes or additions to the site.

March 25, 2002 - By Traitor

Heh. I need to find a better way to get the word out that this site has been updated.

Maybe I should create another damn group...bah! I'll keep thinking about it. I want the people who use my site to know when it's been updated. If YOU have any ideas, send 'em to me.

I forgot to mention in my tirade yesterday that there is one Tourney that I DO like, and that's the LOTTO. See Old News for my reasons why I like this one. I'm thinking about joining it this year, but I don't know if I'll have time. With my luck, I'll get selected as a captain, and then find I won't have time. Oh well, what are ya gonna do...

March 24, 2002 - By Traitor

Fixed a few cosmetic things. Added new entries to the Glossary page. Added a few new tips. Added more formulas. Added a few links. Also added a bunch of scripts to the Scripts page. ZOC and TWX. See the Cabal's 'One Second Photon' TWX script here! Works 3 out of 4 times with a good connection! (Kermit and Pretender say it works 90% of the time, but I'm lucky to get it to work 75%) (Does this mean that the Cabal is going to release all of it's scripts? Hell no! We have 3 good programmers on our team, including me. I want to keep the others around. :-)

I am pleased to see that people are still bitching about the USO. Tournaments are EVIL. I've said it before, and I'll keep saying it over and over. They suck all the fun right out of the game. I know they have done many good things for the TW community, but at what cost? The second you put extra rules on a game, you will find people of lower moral standing perfectly willing to bend the spirit of the new rules to their advantage, while those of higher moral character are left with a choice of either doing the same thing, (and becoming no better than the abusers) or losing. Has it gone from who has the most skill to who has the best programmer on their team? Do we need to make Tournament rules more complex than a Micro\$oft EULA to prevent abuse? Don't bother answering, I already know. You're not going to change my opinion on Tournaments anyway. I'm happy to stand by the sidelines and cheer every time a Tournament self destructs because of rule bending. And I'll shed a tear every time someone quits TW over a Tournament. Maybe I should change my handle to 'Heckler'? All I want to say is 'I TOLD YOU SO!'

March 22, 2002 - By Traitor

Major updates everywhere. Split up the Strategy section into 4 separate pages at last! Should improve loading times, and when I make a change, you won't have to look all over to find it. Added new entries to the Formulas page, and the Glossary page. Also updated the Tips page to reflect the latest version of TWGS, v.55. Look around and let me know what you think. I'm working on getting all the links and bookmarks updated (I have a ton of them, and it's partially why I haven't done this earlier...lol) so if you find a dead/bad link, let me know, and I'll fix it. Also added an Old News page, where I keep any old news. It's only accessible from this page.

March 21, 2002 - By Traitor

Today I finally fixed the title on the main page. The text was getting cut off at the top. Worked fine in Netscape, but under IE, it didn't. Since I usually use Netscape, I didn't notice it for a while.

I have also made a few updates to most pages, mostly cosmetic, and identifying our status as temporarily inactive.

I added more things to the [Formulas](#) section of the [Tips Page](#). I'm going to try to get the Tips Page broken up a bit, since it's getting huge. Of course, I've been saying that for over 1/2 a year, so don't hold your breath...

March 20, 2002 - By Traitor

Well...um... It's been...er...6 months since my last update.

I've received many e-mails asking what happened to us. We haven't dropped off the face of the earth. Life has gotten too busy for us lately to play. Roberts and myself just don't have the time right now to commit to this game. I've been aching to get back into it, but... I gotta eat, and I gotta keep my marriage. :-)

That said, I'd like to do some updates to the page in the next few weeks, to catch up with the current version. I may be expanding this site to include some NON-TW stuff too. <gasp>

More later today, as I get time...

Sept. 27, 2001 - By Traitor

Just a minor update. Found and added the complete text of "Things I'd Do If I Ever Became An Evil Overlord". Thanks Roberts! See it [here](#). We live by this. (One of these days, I'll make a list that's specific to TradeWars..."Things I'd do if I ever became a Heinous Overlord") I'm planning on moving it to the "OTHER" page soon, but some re-organization needs to happen first. This site is starting to get out of hand :-)

I'm still working on my "what sysops can do to help newbies live" guide. About 1/2 done. What I got done so far is in the "[OTHER](#)" page.

No other updates. I'll try to get more in this weekend.

Sept. 23, 2001 - By Target ^H^H^H^H er..Traitor

Operation Advertise-The-Site-And-Piss-Everyone-Off-In-The-Process is going well. The e-group was drowning in OT stuff anyway.

I wasn't really sure what I wanted on this site originally. It was mostly just for us to keep track of a few scripts, our general strategies, and our "never make this mistake again" type stuff. Over the last several months, it sorta took on a life of it's own.

Several people have asked me questions. I will attempt to answer questions as they arrive. I don't know if I have the time to become a "ask Traitor" type web-site, but I'll do what I can. Normally I only update the site once a week, and a lot of the time, I don't mention the changes in the NEWS section. I guess I should start doing that now.

Sept. 22, 2001 - By Traitor

I've updated the Other section finally. I stuck in some ideas for Sysops to use to help limit Script Kiddies and to keep newbies alive. I personally think that newbies should learn the hard way, but people have been asking for this, and I think the changes will discourage the scripters, but not impact the newbies too much. Depends on the kind of board you run I guess. Comments welcome!

Sept. 20, 2001 - By Traitor

Well, we won again. No competition showed up, so we won very quickly. My Aug 31 prediction came true. River Rat will formally announce it on Monday, when he gets back home.

We've decided to skip the next game B, to let things settle down a bit. While the decision goes against what I had previously posted just last week, we're not suffering from "burnout", but rather a general feeling that our time would be better spent OFF-LINE with our friends and family. We'll be back as soon as the next one

is over. (We promise RR! Your Board is our house, and Game B is our den :-)

I'm still working on my Tips section, so be aware that some of the tips are slightly out of date. I've been trying to clean up what I can, but I'm still testing some things out on .49, and I'm not quite ready to say what still works, and what doesn't. I know that Tip #4 needs to be changed. It appears that you need to have it locked in tow, AND personal to preserve it through extern. Which means that you only get to save as many ships at extern as you have blues to tow them. However, there is nothing stopping you from towing them someplace safe a few min before extern, and then after extern rolls, moving them back to SD. We did that last game, and it seemed to work just fine. Makes it so you have to pay more attention is all.

Sept. 12, 2001 - By Traitor

Hmmm... Lotsa people announcing their retirement. The common theme seems to be "we don't like the way the game has changed since all the abusive script kiddies showed up!" Or, "Burnout!" Allow me to say one thing:

This is why we don't play in tournaments.

This is why we play in low turn games. This is why we play on backwater boards. This is why we only play in ONE game at a time. This is why we play as a TEAM. This is why we treat TradeWars like a STRATEGY game, not a TACTICAL game. As long as they don't outnumber us, we will ALWAYS beat the script kiddies. We ensure they don't outnumber us by picking our games very carefully. I would say to ANYONE who has retired, or is thinking of retiring, to come on over to [AlienBase](#), Game B and play the old fashioned way! Let them have their stupid Tournaments. We offer the same prizes they do: Nothing but Pride! And if you DO happen to beat us, then you KNOW you won against a group of PEOPLE, not BOTS. Trust me, your victories will be much sweeter! Sure, we use scripts for menial tasks, but we don't abuse the kill scripts. And that's what I'm talking about. The "SD Blockade types", and the "Touch my fig and DIE" types suck all the fun out of the game. Any idiot can write/download one of these scripts. Takes a true warrior not to use them tho.

I personally think all tournaments (with the exception of the Lotto, cause it puts MOST people on even footing...) should be stopped. The script kiddies started showing up at about the same time as the tournaments. Coincidence? I don't think so. If you remove the carrot, the mule will stop. In my opinion, the proliferation of Tournaments is just a cheap trick that sysops use when they feel they are losing people to other boards, or try to attract players. Anyone with any sense would NEVER go up against these BOTS. They would just move on to another board. There is a lot the sysops could do to discourage this kind of behavior too. Plenty of settings can be changed to mess with the script abusers, without affecting the game play for the rest of us. Talk to your Sysop. If they don't listen, then find another one who will. Eventually, the word will get out.

Sept. 11, 2001 - By Traitor

My heart goes out to all who have lost loved ones in this tragedy. Though the images will last a lifetime, now that I'm over my initial shock, I want those responsible to die a thousand deaths! There is no Heaven or Paradise for them, only cold empty darkness.

"Hanging's too good for 'em! Burning's too good for 'em! They should be torn into itsy-bitsy pieces and buried alive!!" -Heavy Metal

Aug. 31, 2001 - By Traitor

Well, the rebang didn't happen until the 29th...someone forgot to advertise it. It got

advertised. Guess what? It didn't make much difference. After 3 games in a row that were hard fought with good corps, (Dragon Elite, WolfPack, and a few others) this game is looking like it's dead. <sigh> I'm still hoping that someone will show up before Monday. We're not running any blockades, so it's safe to get to SD/Fed. [AlienBase.net](#), Game B.

I WAS going to put up the changes in the tactics page for .47, then I find out that it's up to .49. Oh well, gotta read the changes there, and THEN make the changes on my tips page.

I'll try to get the Formulas section going again too.

If you haven't noticed by now, I've given up on getting the frames going. Nobody's got the time. So, you're stuck with this look for now.

We have some killer TWX scripts written now, but my fellow corpies have threatened to string me up if I post them. So, I'll put in a few of the NON-killer scripts, just to keep them happy. It's a long weekend, and I got few plans, so expect updates.

Oh... I suppose it's safe to reveal that bug we found in SWATH now that the latest version is out. For those of you that still have v1.3, create a planet at SD called "Warps into sector", and one called "powering up weapons systems". Then log into v1.3, and try to either move into the sector, holoscan it, do a planet list, or land on them. Or, bring 'em up to LV 4 and pdrop it on someone. It don't work when it becomes shielded tho. Makes SWATH crash.

Aug. 22, 2001 - By Traitor

Well, I guess you can say it's been a while since I've done any updates...Lets just say that I took the summer off, and leave it at that.

First things first: We have won again! [AlienBase.net](#) Game B is ours! That makes us 4 out of 5 on that board. Our total Win/Loss Record is now 7/2. The rebang should happen today on Game B, and we're planning on being there.

I will update the Strategy/Tips page to reflect the changes that happened in the latest version of TWGS. Some of our old standby tactics no longer work, and some new ones have evolved.

Other changes to the website are in the Members Page.

June 15, 2001 - By Traitor

Added a few formulas to the tips page. I added a stock planet matrix, which has optimal population stats, how long it takes to get what kind of cit, and max fuel. I also added the formulas for Player vs Player combat under MBBS mode. More is coming as I get time.

June 14, 2001 - By Traitor

Been slow going again. I did some work on the tips section last night, but haven't posted the changes yet. We're thinking of making this page more accessible to the TW public by requesting links to other web sites, and maybe spamming the e-groups about it. I have added a few minor things to the tips section, and clarified a few other things. More is coming.

June 7, 2001 - By Traitor

Updated the Members page a bit. Now it's closer to reflecting reality :-)

I've decided to add a new section to the Strategy Tips page. Game settings! What they do, and what they mean. Also, gonna add formulas and even some game creation/configuration tips. Look for it in the next week or so. Also, the News/Home page is getting a bit big... I'm probably gonna start archiving it. I'll make a link to the old news tho...

Speaking of old news (well, to us anyway)... Do you know about the bug that makes SWATH 1.2 and above drop connection like a poleaxed ox? Make your enemy's connection drop, while you stay on-line and kill them. WE know it. We found it. We told them (Stein) what it was, sent them a cap file, and asked them to fix it.

from an e-mail to Stein dated March 15th...

> I found the bug. <snip>
> This caused SWATH to run that specific scan function and then it made an error
> ... crash.
> I've fixed that now and it will be in the next release.
> Thank you for the bug report and for sending the log. :)
> Regards
> /Stein

(We didn't intentionally use it against any players BTW, mostly used it on ourselves...once word gets out on how to use this, you'll see why it's more deadly to your corpies than it is to your enemy... Still, it CAN and WILL drop any SWATH 1.2 or above user, even if they are using a proxy, like TWX!) We're not going to use it, but if you discover it, and try to use it on us...well, let's just say that we know the way around it, and all you'll be doing is hurting yourself in the long run. I expect that It'll turn up in WTC before too long... Just remember you saw it here first.

And speaking of WTC... ROFLMAO. Been there, done that! It's why I always try to keep a few extra furbs laying around...(and later, IG's...) I'll be adding an entry to my Tips page about it tho...

June 6, 2001 - By Traitor

Scripts fixed as far as I can tell.

June 5, 2001 - By Traitor

Did some updates to the Strategy Tips section. Stuck in 23 tips for one thing. Also added more to the Glossary. I still haven't broken up the strategy section yet. And I still haven't gotten the frames up and running yet. There is a bug or two in my scripts, and I need to fix them. I'll work on that tonight, as well as adding in a few new ones. Not much else to report, other than we're still alive and kicking in game B on AlienBase.net.

Kermit and Pretender have started playing around with TWX, and as we create new scripts for it, I'll be adding them as well. Kerm has a great idea for a find nearest fig that shows A LOT of promise, and if we can get it to work right, we'll all convert away from SWATH. We plan on re-writing most of the TWX scripts, since they are... um... not as lean and mean as we would like. I've been toying with an attack/photon script too... It's not ready for prime time yet, but it's fast and smart. Once I'm sure that it won't send me to hell and gone, and it attacks the right targets, I'll consider posting it. It's part of my anti-blockade suite (which I'm keeping in OUR warchest, thankyouverymuch!) Check back in about a month or so. Kerm has developed a severe case of free time lately. :-)

I'm considering running a TWGS server again. I've got a line on some cheap hardware, and a buddy willing to help out with the bandwidth. The bad news is that I'd probably have to retire from active play in order to keep the silly thing running.

Maybe I could just play a red, and still keep my fingers in it. I'm just thinking about it now anyway...don't panic guys! I'm not even going to consider anything till we finish with Game B.

June 1, 2001 - By Traitor

I made some changes to the Members section and the Strategy Tips section. I added some navigation help in the Tips section. I'm thinking of expanding the Strategy section too. I want to expand the Glossary and move it to it's own page, as well as splitting up the strategy and the tips section. I sound like a broken record, but maybe this weekend :-)

Well, game B was re-banged. More Tourney corps showed up this time, and we're managing to hold our own. Fortunately for us, about 1/2 of them left for the WTC. We decided to depart from our usual roles this time, our reds are blue, and our blues are red. Been a great learning experience. I think next game we'll go back to our normal roles tho... I like the ISS, but don't have the time to do the mapper role properly. I didn't realize how much time Pretender had to really put into it till now. Now, he's the one done in 1/2 hour, and I'm stuck on-line for hours...lol. My family is on the verge of killing me...

Since River Rat upped the max # of corpies to 6, we were fortunate to get Morph to join us. We really needed the help, and he's been showing us the power-SDT ropes. Morph played against us in B before, and it's great that he's on our side! I'm not sure if we'll be able to keep him, but his personality meshes with ours pretty well, so there is hope. The fact that we have no stupid rules about what you can and can't do may help. JOIN THE CABAL, it's not a life sentence!

May 17, 2001 - By Traitor

Well, progress has been slow. The frames are almost done, I'm gonna look them over this Sunday. Maybe Monday they will be ready, or maybe next week. I've been swamped with real-life issues the last two weeks.

I asked for a rebang of Game B on [AlienBase](#). It should happen this weekend. The game was really over after about 25 days, but we kept it going so we could get our schedules freed up enough that we could play full time again. We're going to try something a bit different this time around. It will become apparent soon if this was a good idea or not. I'll just say that some cross training is going on and leave it at that. No major updates to the other sections at this time, but I expect to do some more work on the Strategy/Tips section and the Links section this weekend.

May 3, 2001 - By Traitor

I fixed the PICS for all of the pages. I also fixed some of the scripts, and added more documentation to them. I added two new ones. They deal with getting the MSL's figured out for setting up an AMTRAK. I also added a few bits in the glossary (in the strategy/tips page). Minor touchups here and there too. Mostly spelling...gah...

May 2, 2001 - By Traitor

I had to change out some of the graphics. Some of the pages won't load the pictures until I get new images.

April 30, 2001 - By Traitor

Added a few scripts to the scripts section, and also added to the Strategy/Tips section. I've got a friend working on adding frames. Guess I do need them after all. <sigh>

April 26, 2001 - By Traitor

Well, I got most of the stuff done. Should be finished by this weekend sometime. I'll try to get the Strategy/Tips page finished by then. It'll be a work-in-progress forever...

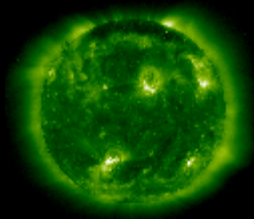
More as I think of it.

April 24, 2001 - By Traitor

Hi. We finally got the website up and running. It's a bit primitive now, but as I learn more about HTML, it'll get better. (FRAMES?!?! We don't need no steenking FRAMES!) Thanks to Geekoids.com for hosting this site! Also thanks to NASA and SOHO for the pics.

We're currently playing at AlienBase, game B. It's pretty locked down at this point tho. Hmm...now I've run out of things to say...<sigh> Hope you look around anyway.

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The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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ABOUT US

Diplomacy is the art of saying "Nice doggie", while reaching for a big rock.

Cabal - (kâ-bal') n. 1, a secret scheme or intrigue. 2, a group of secret plotters.

We are The Cabal. We first got together in late 1999, but we didn't get really organized as a perma corp till around Aug. 2000. We played together for about 3 years, and finally broke up in 2003. There used to be more stuff here, but since most of us retired, Traitor decided to remove it.

It was a good run tho.

Note from Traitor 4/8/05: I think that sometime in Late 2005 I may try to put together another corp, but it probably won't be called The Cabal. Roberts, Morph, and Pretender don't want the name used again. I, however, am still working on them. And, since they retired, they don't get to vote. :)

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Quote: "Yeah I want him! That's the guy that made me fuse!"

Mystavia - Plays Blue. She's new to TW, but not new to gaming. Very fast learner. Scary fast learner. I'm glad she's on our side! She is relentless in her pursuit of arcane TW knowledge. Will probably be playing red real soon now :)

Quote: "I know I ask a lot of questions, but..."

Pretender - Sometime CEO. Plays Blue. Our other Mother Hen. Will occasionally bring in furbs. :-) Pre is the kind of guy whose neighbors would say "He was always quiet and kept to himself." He's got to have some bloodhound genes in his system, because he's our best hunter. Briefly ran ClassicBBS.com, a TWGS server among other things...

Quote: "That giant sucking sound you hear is me stealing their collies..."

Roberts - Sometime CEO. Plays either Red or Blue. Prefers Red tho. Despite playing Red all the time, he's our moral compass, and keeps us from being TOO mean. Although he's the one who gets the most bent out of shape when people kill our tolled figs. Roberts used to co-sysop a Wildcat BBS back in the Dark Ages, and has both run and played the game since.

Quote: "I made 34 million today. How 'bout you?"

Wforester - Plays Blue. Builder. Presumed MIA

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LINKS

Please notify me of any dead links. -Traitor

TWGS:

www.eisonline.com - Where you can get your own copy of TWGS. Be sure to check out the Forums!

www.twxproxy.com - The home of my favorite TW helper app.

www.swath.net - The home of my 2nd favorite TW helper, SWATH.

<http://www.grimytrader.com/> - RammaR's Site. One of the best places for Scripts.

www.alienbase.net - This is where we used to play. A great server! I still play here a lot!

www.thestardock.com - Eleq's Website. One of the oldest and best on the web.

www.blacksuntwgs.com - This is Vader's Site. A great server!

<http://vulcansforge-online.net/> - This is Vulcan's Site. Another great server! Vulcan also has forums, which can be found here: <http://vulcansforge-online.net:99/forum/>

<http://jroller.com/page/ElderProphet> - Elder Prophet's Haggie Routine Web Log

Other Links:

<http://www.geekoids.com> - Affordable Web Hosting.

<http://freefall.purrsia.com> - Freefall! It's a Sci-Fi comic strip. Very funny.

<http://www.userfriendly.org/> - Another comic strip. This one is about an ISP and the geeks that run it.

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"Our strategy: walk softly and don't tell them what kind of stick you have behind you... imply that its a good thing that you are 6 foot tall and that being any shorter would possibly reveal the stick. Oh yeah, and don't make me prove how big the stick is or is not!" -Pretender

A collection of strategy essays by various authors.

[Our General Strategy](#) - By Traitor

[The Corporation](#) - By Roberts

[Blockades](#): How to set them up, and how to get around them - By Traitor

[The Economy of Tradewars](#): How to REALLY make money in TW - By Traitor [Part 1](#) [Part 2](#) [Part 3](#) (Work in progress!)

[Advanced Haggling Lessons](#) - By Cherokee. This is one of the best guides to port haggling out there. Period. Check it out!!

[TWX Scripting Help](#) - By Traitor [Part 1](#), and [Part 2](#). (Work in progress!)

[Trader Fleeing](#) - By Psion

[TWGS Settings explained](#) - By Traitor (Work in progress!)

[If I were an Evil Overlord](#) - Anonymous (if I knew who wrote this, I would give them credit. Many people have added to it tho. It doesn't directly pertain to TW, but it puts you in the proper mindset :)

[Planet Handbook](#) - By Paladyne (Click [here](#) for the Word Doc, which has better formatting. I suck at formats :)

[Invading Bases](#) - By Kemper

[Pod Locations](#) - By Dr. Bad

[Base Building](#) - By The Reverend

[Making Planets](#) - By Gypsy

Our General Strategy - By Traitor

We run a mixed-corp, usually with 3 blues and 2 reds. (or 3 and 3 if the server is configured for 6 person corps) We find that this is about the right mix. Sometimes we find that we need to have 3 reds, depending on how our start was, and what the competition is like. We try to play on 1k turn, 5k sector, and MBBS modes games. Our tactics are geared for that.

Each member of the corp is assigned a specific job. One of our blues will become the mapper/hunter. His job is to get a full map assembled as quickly as possible, before the fig clouds go up. Once he has a full map, then he's responsible for finding everyone else. Our next blue is our furber. He's responsible for keeping the Reds in COLTS and Furbs. He watches over them and tries to bail them out of trouble. Our final blue's job is to colonize and maintain our sectors. Our Reds just do one thing, and one thing only; they make money. It takes a lot of discipline to pull off a successful mixed-corp. Each player has to stick to their job, but be flexible enough to adapt and change roles if the situation warrants it.

We play as a team, and we win as a team. Our mapper and our reds tend to get the most glory, like player kills, and invasions. But without our furber and our colorunner supporting the others, then our tactics wouldn't work. It can be very frustrating for them, but only for the first few weeks of play. Once we get mobile planets, then the furber and the colorunner are released from their duties, and can join the mapper in the hunt. Mobile planets allow our reds to become totally self-reliant.

Mobile planets are the real goal. Mobility=money. We mega-rob exclusively once we get them. Typically, each of our reds can pull off 3-4 a day, which nets us about 20 to 26 million. Of course, that assumes that we've upgraded ports... We've found that there are ways to make almost as much, but without fully upgrading ports that works in non-mbbs mode too. I'll go into that later. The advantage of that system is that if someone kills your ports, you're not out of a ton of cash. It also makes your exp sky-rocket, which is nice, because the more exp you have with this system, the better. You need a really good map to pull it off tho.

Which brings me back to the map. And for that matter back to the beginning.

The beginning. I can't stress how important it is. Our style depends on us having a decent beginning. (or not a bad beginning anyway...☺) Our goal on day one is to get one of our reds up to at least 5k exp, (2 reds if things go well), getting at least one sector rolling, getting our mapper in an ISS, and, getting a probe fired down every dead end, which gets about 75% of the map completed, and more importantly, it gets all the sectors you care about mapped! We're also deploying our fig cloud at this time. Every sector we go to gets a fig. Later on, they get mines and limpets too, for those of us who can carry them. The fig cloud is VERY important.

On the second day, we want to have all of our reds at 5k exp, 2 or more fully outfitted COLTS, our blues all in ISS's, another sector rolling, and our mapper should have 85-100% of the map done (depending on how bad the fig clouds are by day 2)

The third day, we try to get everything done that wasn't finished the day before. Our reds

should be able to make enough cash for us to take a crack at Ferrengal, assuming the sysop hasn't modified it.

The fourth day is all about finding the other enemy planets (i.e. anything not ours) and blowing them up before they get to lv 2.

The rest of the week we continue to stockpile figs and cash, and we try to get an AMTRAK running. If photons are disabled, then we run it anyway, but we use mines and nav hazz to do as much dirty work as we can. 250 mines and 100% nav hazz will make short work of anyone not at full shields and less than 99 figs. If nothing else, it gets their attention! Be sure to surround them with more mines in the event you are able to pod them, because then they got nowhere to go, and you get an easy #SD# on them.

During week two, we continue to put pressure on other people's planets, while developing our own. We keep at least 2 sectors rolling at all times, and there is almost always a third one in the wings somewhere. We're also evaluating who and what our competition is, and this is the point where we decide if we need a third red or not. It would take multiple five person corps, all doing as well as we are before we cut our colorunner over to red. Our mapper and our furber then pick up the slack left by our colorunner. If our colorunner has been effective, then we have enough collies and supplies to take our planets to level 4 cits, so it's not as bad a loss as it sounds, because the extra money more than makes up for it.

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Last Updated 05/03/05. Updates and adds are marked with an '*' -Traitor

[MEMBERS](#)

This section is geared towards Mixed-corps (corps with both reds and blues in them)

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NOTE: Where noted with a version number, i.e. (v3.12), I have tested it with that version and it works. If there is no version number, then I *assume* it still works in the latest version. Check <http://www.eisonline.com/twgs/beta/> for the latest version info. You can check what version your board is either when you first connect to the TWGS server (it will briefly flash the version number when you first connect), or by selecting a game, and pressing *. That will show you all the stats for the game, including the version number (near the top...you will probably have to scroll up.)

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1) (v3.12) Cloak-Tow – A common strategy is to have your reds cloak in fedspace. Another common strategy is to wait for other's reds to show up in fed. One way to avoid this is to do a Cloak-Tow. You can tow a cloaked ship, as long as you lock on BEFORE they exit and cloak out. What you do is get a blue (preferably fedsafe, and in an ISS) and your red in the same sector. Usually this is the same sector that the red was cashing in. The Red deploys his figs in the sector, so he has zero figs on him. The blue then locks on a tractor. The red then picks up his figs (see above...) and cloaks out. The blue then checks to make sure his buddy's cloak worked, and then warps into fedspace, with his red still in tow. Then the Blue disengages the tractor, and you're done. Your red ends up parked in fed, with zero chance of him getting attacked.

2) Your Blue's turns are money too. Never let your reds move if they don't have too. Since the average Red running an SDT can pull in 10-13 mil a day per 1000 turns, every turn that your Red spends not cashing is costing your corp as much as 13k. It's far better to have your Blue Furber tow your Reds to the next location than it is to have the Reds move themselves.

3) Never let your reds go to SD. If their ship needs more cloaks, probes, or whatever, have them hop out of their ship, have a blue tow their ship to SD and buy everything they need, then tow it back to them. SD is a dangerous place, and unless you're willing to risk losing your reds, don't let them go there.

4) (v3.12) Keep your extra ships (i.e. COLT's) at the SD when you're not using

them. You can even keep them there over extern, provided you do the following: Have a fedsafe Blue lock the ship in tow just prior to extern. Your Blue *MUST* be logged in during extern. So, you need one Blue per ship you want to keep, since you can only lock ONE ship in tow at a time. In prior versions (>.46), you could keep more ships by making them personal for your blue, and having your blue stay at SD, logged in, during extern. People were abusing this, so JP made a change so that you had to have it locked in tow. You can also hold a ship while you are at the shipyards (So a Red could hold a ship safely, for example). Go to the Sell Extra Ships menu, and select the ship number that you want to keep. STAY AT THE "Still Interested" prompt until extern is OVER. (see example below)

<Shipyards> Your option (?) ? S

<Sell an old Ship>

You flag down a used ship salesperson and get ready to deal.

--< Available Ships in Orbit >--

Ship	Sect	Name	Fighters	Shields	Hops	Type
4	3735	Held Ship Corp	0	0	0	Merchant Freighter

Choose which ship to sell (Q=Quit) 4

"Your ship is in decent shape."

"Here's what we'll offer for it":

Ship Hull Value : 6,119

Ship Holds Value : 13,499

Main Drive Value : 1,799

Computer Value : 8,639

=====

Trade-in Value : 30,056

Still interested ? <=== This is the prompt you want to stay at.

If you enter the stardock you still maintain a tow lock, but as soon as you enter the shipyards to sell a ship, you loose the tow. So, you can hold a ship in tow while at dock too. Also, you can tell which of your corpies has which ships locked in tow at dock by looking at the available ships to sell from the shipyards. Ships that your corpies have in tow won't show up on that list. It no longer seems to make a difference if it's a personal ship or corp.

5) Unmanned ships with figs on them DO NOT count towards the # of figs in the game. You can hide your resources from the enemy by getting an Interdictor, and loading it up with figs, and parking it somewhere safe.

6) Until you get shielded planets, NEVER park on your planets. Even if the enemy can't take your planets, they can still photon you and play the turn denial game. Fedspace is the preferred parking place. If you do park on shielded planets, remember to have at least 200 planetary shields, since it requires a minimum of 200 planetary shields (2000 ship shields) to keep the planet from being affected by photons. If you have less than that, then the planet can still be photoned and

invaded just as if it were a lv 4, and anyone on the planet will still loose turns.

7) Have your blues be your banks, not your reds. When your blues first sign on each day, have them get 100,001 credits, then exit and re-enter. Your blues only get taxed once per day. 100,001 credits is the minimum taxable amount. (See [Tax](#) for detail on how taxation works.) Once they are taxed, then you can keep the cash on your fedsafe blues, and not worry about your reds cloaks failing, or getting podded in fed with 20mil on them. Some coordination among your blues is required here, but it pays off in the long run.

8) If you are in the same sector as a cloaked corp member, you can still exchange cash, figs and shields from the corp menu.

9) Citadels earn interest at 2% a day. 500 mil will make 10mil/day, like having an extra red on your team. If you leave it alone for 35 days, you will have doubled your money. (This is a tough call for some to make, but free money always helps in the long run. Of course, if you got 500mil laying around, and you haven't taken over the game, then what the hell's wrong with you? :-)

10) When you are considering joining a game, you may want to look at the extended game settings before you leap in. You can access these settings by hitting '*' at the game prompt. (i.e. after you hit 'a' to join game A, you go to a menu that lets you hit 't' to play, 's' for settings, 'h' for high scores, etc...hit '*' instead of 's' to see the full settings.) See example below.

==-- Trade Wars 2002 --==

T - Play Trade Wars 2002

I - Introduction & Help

S - View Game Settings

H - High scores

X - Exit

Enter your choice: * <==== Enter an "*" here

11) Empty ships appear at the bottom of the Sector Display, but FIRST in the attack sequence, followed by players. The order players appear in is dictated by the order they first signed on. So, if you were the 5th person to join the game, you will appear 5th in the order. You can find out the order either by paying close attention, or you can send private hails to get the order. Start by trying to hail 'a'. It will show you all players with the letter A in their name, and in order. Then just keep working down the alphabet. Then you should be able to place them in the proper order. If someone times out during the course of a game, and a new player shows up, they will get the timed out person's slot. See [Pre-Lock](#).

12) COLT's and Corbo. Your reds spend most of their lives in COLT's. Nothing sucks worse than when an enemy pounces on one and blows it up, or even worse, captures it. Here are a few things you can do to make it harder for the enemy to

capture your colts, and possibly make them PAY for trying. First thing you do is never have any figs on your colts! The figs do you more good just dropped in sector as offensive, than they do on a COLT with it's crappy def odds. Why Offensive? Because you might catch the unwary that run around with extra photons. Sometimes the enemy is in a hurry and won't check. 200 figs isn't going to stop anybody serious anyway. A colt with no figs is a pain to capture. Second, don't fill it up with shields. We usually pick a random ODD number between 300 and 400. Even with combat scanners, it's still a guessing game for the enemy. Third. Corbo. Don't be tempted to fill them all the way with corbo, 100 to 500 units of corbo can go along way. Odds are really good that the enemy will overestimate the # of figs to use hitting your colt, and blow it up. The corbo just adds insult to injury, especially if you happen to pod them at the same time. The idea is to make them think twice.

13) Photon Timing. (See [Photons](#)) A lot of games are now running one second photon duration. That doesn't seem like much time, but it's plenty. One thing to keep in mind is that the photon duration works off the SYSTEM CLOCK, and it's NOT based on when you fired it. If you want to get the most out of your photon, then you should hit 't' from the computer prompt a few times to get the timing of the system clock down, then when you feel you have the timing down, fire your photon just as the system clock turns to the next second. Otherwise, you won't have that full second on your photon.

14) Speaking of photons, (See [Photons](#)) since you can fire them from the computer prompt, you can fire them from within your citadels. I'll leave it to your imagination as to how this could be useful. ☺

15) Mobile planets make the best ships in the game. Once you stop thinking of them for their defensive capabilities, and start thinking of them for their offensive capabilities you will be amazed at what kind of mischief you can cause with a photon firing LV 6 planet. (see 14 above) Just keep clear of the MSL's when extern is close...

16) If the target appears too good to be true, then it's a trap. Never go hunting the enemy 5 min before extern. It's easy to loose track of time.

17) Stay focused. Never let them draw you out with smack-talk. Smack talk is for guys with little dicks, or losers who make up for their lack of skill and finesse by trying to verbally bully everyone. Fed-com chatter is just fluff. Let your actions do your talking for you. Trust no one not in your corp. They are always lying to you.

18) Unless you are absolutely willing to commit 100% to keeping a blockade going, Stardock Blockades are usually a big waste of time. Sure, you might pop a few newbies, but the amount turns/time you spend getting a good blockade going, is going to be spent by corps like ours getting our red going. Focus on your infrastructure at the beginning, not glory kills. Every SD blockade has its

weaknesses, and a good corp will find them and exploit them and punch right through them. The important thing with running a blockade is don't do it half-assed, or you just wasted a ton of turns and resources. See [Blockades](#)

19) When you are just starting out playing, avoid direct conflict or ship to ship combat. You are much more likely to make a mistake in a running fig duel than you are in a full scale invasion when the enemy is off-line. Any time you get podded by an enemy ship, well, that's one less time you could have mothed their planets. Control the resources, control space, eliminate enemy planets at every opportunity. Planet control is the key to victory. If they have no home, then all they can keep is what's on their ships. Even if they do hide figs (see tip 5), the combat odds are much worse for empty ships than planets. Be ruthless in your hunting. If you find their sector, photon it, then invade, then turn it to ash. Leave nothing, not even the port. Drop some limpets there to make sure they don't come back without you knowing about it. Once you get more comfortable with the game, the by all means, go for ship to ship kills or on-line invasions.

20) Speaking of limpets...Limpets are your friend. They cost you no turns to deploy (since you're there already, right?) but they cost the enemy turns to scrub them clean. And sooner or later the enemy will make a mistake with a limpet. I try to have 200+ sectors covered with limpets. I try to put one in every dead end, and one in every 6 way. Dropping them in 6 ways is fun, since you can make someone who's blind-warping fuse. ☺ Limpets work, but only in quantity! (See tip 34 for ideas on clearing limpets)

21) Drop figs and mines and limpets everywhere. Every sector you go into needs at least one fig and one mine. This does a few things for ya. One, it cuts down on the enemies ability to probe for your sectors, and the second is that the mines can slow the enemy down. Limpets slow them down even more, since they need to scrub constantly, or risk being tracked and killed.

22) Need your blues to ditch alignment quick? Attacking and killing a port gives you 50 exp, and -50 alignment. Jettisoning Colonists is a quick way to loose 1 align for each collie jettied. But you can only do that once per day, and Reds get no benefit from jetting collies, only blues. If you really want to loose align quick, then attack colonists on one of your planets. It burns a lot of figs, but no turns, and if you got the collies to burn, then why not? Use a script for this, as it's time consuming. Another quick way to loose or gain alignment is to blow up one of your corpies on a junk planet. You will gain or loose a percentage of their alignment. Of course, this may cause problems for your corpie, and may give you experience problems. Usually this is done at the Stardock, so you don't have to worry about the Hazz killing your corpies pod. Also, make sure that they are in a junk ship too, and one that carries a pod. And finally, if you are in a mixed corp, you can have one of your corpies drop some personal figs, and you can attack them. Have a blue drop figs if you need to loose alignment, or a red drop figs if you need to gain alignment. See the formulas section for more detail on alignment changes from combat.

23) Need to ditch exp fast? If you have less than 200 align you can go to the underground, and enter the wrong password a few times, and you'll loose ½ your exp eventually. (usually 5 times) Be sure to bank your cash before hand tho, since you'll loose any cash you are carrying on you in the process. This tactic is useful during the beginning of the game, before you get your blues in ISS, and you need to keep them fedsafe. **BE SURE YOU DON'T GO BACK TO THE UNDERGROUND AFTER YOU LOOSE EXP!** Otherwise, you'll get killed. Doing that will reset your alignment and exp to 0 however, but you'll have to wait a day to get back in. If you have a commish, then your only good way out is CBY. Another quick way to loose experience is to get blown up by one of your corpies on a junk planet. You will loose a percentage of your exp. Of course, this may cause problems for your corpie, and may give them alignment or experience issues. Usually this is done at the Stardock, so you don't have to worry about the Hazz killing your corpies pod. Also, make sure that they are in a junk ship too, and one that carries a pod. One more trick if you are a Blue and you want to cheaply loose exp, without resorting to CBY, you can get rid of 33% of your exp by self podding. Block a dead end with a corp fig, put a personal scout with 1 unit of corbo in the dead end, tow in a merf with 1 fig. X-port to merf, attack the scout. You end up in a pod. X-port back to other ship in sector.

24) Q-Cannon Settings: Keeping out the moths. There are two things to remember about QC's: 1) Planet #'s matter; they fire in order from lowest to highest planet #. 2) You want to have your cannons start small, and as each planet fires, you want them to do more damage. When you are creating a sector, ideally you want to have your L's come first, followed by your H's. That way, when your cannons fire, the planets that are firing last pack the biggest punch. For example, say you have 2 L's and 3 H's in a sector. Say you listened to me and your L's are #3 & #4, while your H's are #5, #6, and #7. You would want to set #3's sector cannon to about 1%, #4's to 2%, #5's to 3-5%, #6's to 5-10% and #7's to 10-15%. These settings will keep out most of the moths, since they will die when they hit either the first or 2nd cannon, and thus preserve the fuel on your H's for the serious invaders. Ideally, you want your first cannon to be able to kill 15 or so fully loaded merfs before the damage drops to the point where they survive, AND you want to tune the cannons so that by the time the 3rd cannon fires, it's doing about 25k damage, the 4th cannon brings the total damage to 55-60k or so, and when the 5th fires, you're doing a total 110k damage. If the sysop has made ship mods, then you need to tune accordingly. See the [Formulas](#) section for detail on how the #'s work.

25) Speaking of Q-Cannons, your ship combat odds only count against other ships and deployed figs. Your ship's combat odds do NOT count against Mines, Q-Cannons or Nav Hazz. If a cannon does 55k damage to your stock ISS, you are gonna be in a nice shiny pod.

26) I have previously mentioned that Stardock isn't a safe place for Reds to go.

The Class 0 ports (Alpha Centauri and Rylos) are much safer. While they are cleaned at extern just like Fedspace, you can drop figs, mines and even planets in the sector, so if you Red needs figs, shields or holds, go there instead, but have a blue check it out first. (our Reds usually bring their own planet when hitting those ports.)

27) The cost of figs and shields changes daily. It's a set pattern, where the cost of shields will rise and figs will get cheaper, until a certain point, then they will reverse, and so on. This pattern is tied to the day of the year, and NOT tied to supply and demand. Cherokee has the formula on his site, [here](#). My general suggestion is to buy mostly figs, unless the price of shields is really cheap, because figs are more flexible. But always buy the minimum shields needed for your planets to prevent photons, and always keep your ships full. (Except in the case of tip #12)

28) Don't port at a destroyed port, until the radiation clears. You will end up podded.

29) Just because you have zero turns, it doesn't mean you can't attack or land on a planet. This is useful to know when you have been photoned in the middle of an invasion. You can do quite a few things with zero turns. I suggest you get familiar with what you can and can't do.

30) When using photons to invade a planet, turn on ANSI and turn off Animation. This will speed up your messages, and allow you to get more done within the photon wave duration. See tip 39 for info on aborting displays and CN9 settings.

31) If you are playing on a TWGS server, when your CEO leaves the corp, the remaining player in your corp with the highest experience will become the new CEO.

32) If you blind warp to a completely empty sector, you will live 100% of the time. If ANYTHING is in the sector, you will fuse 100% of the time. This is not configurable.

33) In most games, where the Sysop doesn't make any sector warp changes, 99 times out of 100, there will be 1 one-way warp into the class 0's. There seems to be 6 warps out of them 100% of the time. And also 6 out and at least 1 1-way into dock 100% of the time. Note, some warps out of SD may be one-ways. These extra ways in are called backdoor sectors, and if someone is running a blockade of SD, you can often bypass it by voiding all the sectors leading OUT of SD, and then trying to plot a new course to SD. If you can still find a way in without using T-warp, then you have found a back door. If you are a Red, then you will come to love the backdoor, since it allows you to spy on Terra or SD without being seen yourself, and so you can tell when it's safer to go there. Also, if you're a Red, or a Blue without the alignment to t-warp directly to fed, you can use the Terra Backdoor to run collies. Also, in a game where the Stardock is hidden, you can do a ZTM to find all the sectors with 6 ways out and 7+ ways in. Once you get that

list, then you can be relatively sure that SD is somewhere on it. (also finds Rylos and Alpha Centauri...)

34) I just posted the following on the EISOnline Forum:

If you have a large corp, then each of you can run a partial ZTM (i.e. you do 1-1000, corpie 2 does 1001-2000, etc...) and combine them into one ZTM file. Then you check that file. Takes about 1/4 the time than doing it solo.

Or, without going into too many details, you can figure it out if you know where Fed is, and you run a 500 or so random sector ZTM. You count the number of times each sector shows up, and that gives you a list of sectors that appear a LOT besides Fed. Then you eliminate all the sectors that are right off Fed, and that gives you a list of five to ten sectors. SD is usually within 1 or 2 hops of one of them. Of course, all this assumes that the sysop didn't move the SD.

I've had a lot of success with this method, combined with elements of the first method. (Each corpie runs 200 to 300 sectors, and then we combine it. I check the the list and the surrounding sectors to see if any of them are 6-ways with backdoors by using voids...) But we've also had our share of complete misses. Usually five of us will run a script that does the above, and one of my corpies will run a full ZTM. If I can't find it with my method (takes less than 15 min), then I resort to the original method I talked about.

* 35) More on limpets, but this time on how to get rid of them. The following are the known ways of cleaning off limpets from your ship:

1. Cleaning them off at Stardock or at the Class 0 ports (usually at a cost of 5K)
2. Picking up a new limpet (which may or may not solve your problem). When you pick up a new limpet, the first one falls off. You can't have more than one limpet attached to your ship at a time. A good use of this tactic is to have one of your corpies place a personal limpet in a sector, and then you can warp there and pick it up. He can verify that you have picked it up. (my corp usually has a few piles of personal limpets scattered around for this purpose...) Also, if there are 10 limpets in a sector, and you want to cheaply clean them, you can move into the sector, and logoff. When you login again, you will pick up a new limpet, and the old one will fall off. Repeat until the limpets are gone.

* 36) If you are a Blue, and you have an ISS, as long as your alignment is not negative (zero is ok), you can move around and your ship won't get repossessed. If it ever goes negative, even to -1, your ISS will get shot out from under you by the Feds if you move. My advice is to x-port out of the ISS and fix your alignment asap. It used to be that if you moved into a sector with one of your figs, the feds wouldn't be able to get you, but there has been a change. Now, you pretty much die as soon as you move. If you must move, move into a sector that has one of your figs there already, but don't do it too often. Usually they get you after 2-3 moves, even when over one of your existing figs.

37) If you are robbing a port, remember that the ports really have 11% more on them than they show. So, if the port shows 10,000 credits available, you can really rob 11,100 credits. This is really important to remember when Megga-Robbing.

Round down when in doubt, or you will get a message about not that many creds available on the port, and have to port again (losing 1 turn). All of this assumes you have the experience to pull it off :-). With Megga-Robs, experience isn't a factor, so you can Megga-Rob away even if your experience is 0.

38) Once you have reduced a shielded planet to less than 200 shields, you might want to consider going back to Stardock and getting a photon. Once a planet has less than 200 shields, then are no longer protected from photons. This is handy when you suspect that there are more figs on the planet than you have on your ship, and the planet's Military Reaction is set high enough to pod you. Once you take out that last shield, then the Atmospheric Q-cannon will fire at you again, and the Military Reaction kicks in and your ship may be attacked by the planets figs. If you fire a photon first, and land before the wave duration expires, then it will suppress the Sector and Atmospheric Q-cannon fire from the planet, and you won't be attacked by the figs. This will also kill any turns that any players may have that are in the citadel, or on the planet. There are many reasons why you might NOT want to go get a photon too, but it's something to consider. See [Photons](#).

39) CN9 and aborting the display. From the computer prompt, you press N to access the Set ANSI and misc settings menu. Option 9 controls how much text gets spewed on to your screen. Basically, you can toss some spaces in between your commands to block a lot of incoming filler text. You MUST have ANSI (CN1) ON for this to work. If you have ANSI turned off, you won't be able to abort the incoming text. Elder Prophet came up with a really good example of this on the [EIS Online](#) forums, and I'm including it here.

"If CN9 is set to SPACE, and you are adjacent to Stardock, and you send "nsps" to move to SD and land, the result will be this:
you move to Stardock, all planets, ships, traders, aliens, federals, etc. will be displayed, and the blurb about Stardock being the single largest man-made structure... etc.

If instead you send "n s p s ", the display looks like this:
Command [TL=00:00:00]:[870] (?=Help)? : N
<Set Course to NavPoint>

Choose NavPoint (?=Help) [Q] : S
<Move>

Command [TL=00:00:00]:[95] (?=Help)? : P

Enter your choice [T] ? S
Landing on Federation StarDock.

<StarDock> Where to? (?=Help)

Significantly less information is displayed."

If you have CN9 set to ANY, then ANY key will abort the display. CN9 any will often mess up some scripts, so play around with the settings until you are comfortable. For the most part, you will want it set to space, and then toss in spaces where necessary to remove excess text.

40) Contracts and Rewards. You can only collect on a contract or reward if you #SD# someone. Podding doesn't count. You can claim a reward in the police station off of a blue player if that player had a reward placed on them while they were red. If you are red when you kill someone, you don't get credit for it at the police station even if you go back blue. It seems that you can collect on a reward or contract at any time after you #SD#ed them right up until someone else #SD#'s them. (providing you are still eligible) Not sure what happens if they #SD# themselves before you manage to collect the reward.

* 41) V Screen Info. When you press 'V' from the command prompt, it shows the in game stats. There are a couple of important things to look at on the V screen, besides the game configuration stats, One is the total fighter count. Fighters in the game counts the following: Sector Fighters, Player Planet Fighters, occupied ship fighters. It does NOT count fighters on empty ships! It used to count starting player figs, but that appears to be no longer the case under version 3.13. To figure out the total number of cits in the game, multiply the total number of planets in the game by the cit%, and round up. This works well up to about 100 planets in the game. More than 100 planets, then this formula begins to break down, and it becomes difficult to tell exactly how many planets are in the game.

* 42) Radiation Clear. The radiation clear (from destroyed ports, including stardock) works off a cycle, similar to the bust clearing cycle. By default this cycle is 14 days. What this means is that when you blow up a port, the radiation will clear on day 1 of the cycle, not 14 days after you blow the port. You can check the * screen (see tip #10 above) to see how often it clears. Look for Radiation Lifetime=, and then based off that, and when the game banded, you can tell when the next radiation clear will happen.

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The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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#SD#: The condition where a player is #SHIP DESTROYED#. You want to avoid it.

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Alignment: This is the measure of how good or evil you are. Negative numbers means you are evil; a [Red](#), and positive numbers indicate you are good; a [Blue](#). Having an alignment of 0 means you are neutral. There are many things that either raise your alignment or lower it. See the [Formulas](#) page for detail on changing your alignment. Note that you can enter the [Underground](#) as long as your alignment is less than 200. You may not enter the Police Station if you alignment is less than 0.

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AMTRAK: This advanced tactic is used to kill people who get towed from Fed Space after extern. The idea is to map all of the [MSL's](#) and completely surround them and Fed Space with figs, sort of encasing the MSL's and Fed in a bubble. Anyway, once extern runs, and players get towed, they will not be able to leave this "bubble" and will end up somewhere along the MSL's. Then you simply walk along the "tracks" (the MSL's), and when you run across a player, you kill them. If they are cloaked, then you cloak bust and THEN kill them. Well organized corps will actually attempt to force someone to get towed, by having all of their corp park in the same sector as the target, and all quit 10 seconds before extern. If there are more players in the sector than the Feds allow, then some of them will get randomly towed out until there are the maximum # of players allowed in the sector. If they are lucky, then the enemy will get towed. Then they all get back on, and hunt the towed guys down.

* **Attac:** A TW helper, see [Helpers](#).

Backdoor: A backdoor is any sector that has a one-way that connects to another sector. For example, say SD is in sector 11, and sectors 21, 22, 23, 24, 25, and 26 are the six two-way sectors that lead out of SD. If sector 45 also connects to 11, then it's a backdoor to SD. Backdoors to a particular sector can be found by voiding all the sectors that lead OUT of the sector. Once you have voided them, then try plotting a course to the target sector. If you get the following message, then there are no backdoors:

Warping to Sector 11

That Warp Lane is not adjacent.

Computing shortest path...

*** Error - No route within 45 warps from sector 10 to sector 11

Clear Avoids?

If a backdoor exists, then it will compute a course normally. Using the above example, you would void sectors 21 through 26, then try to plot a course to the SD. What you would see is

something like this:

Warping to Sector 11

That Warp Lane is not adjacent.

Computed.

The shortest path (12 hops, 36 turns) from sector 10 to sector 11 is:

10 > (9) > (1459) > (880) > (526) > (1318) > (1286) > (1642) > (45) > 11

Note that sector 45 is the last hop before you get to 11. 45 is therefore the back door. You can check for additional backdoors by voiding sector 45 and trying to get to SD again.

Black Hole: Black Holes in TW are sectors that have one or more ways in, but no ways out. Usually created by the sysop, since a normal bang won't allow them to happen. Once you enter one, you can't get your ship out. If you warp a planet into a black hole, it can't get out either. You can however x-port out of your ship. All of your ships will be at range 0. This can make for some interesting situations.

* **Blind Warp:** Blind Warping is where you attempt to Transwarp or Bwarp to a sector without one of your figs. You risk fusing. See [Fusing](#).

Blue: A player with 1 or more [alignment](#). A "good" player. See [Commission](#).

Bubble: A group of two or more sectors that can only be accessed through a single sector, called a gateway sector. Most players setup their planets in bubbles so that they only need to defend the gateway sector, and the sectors behind the gateway sector are inaccessible without going through the gateway sector. See [Tunnel](#), and [Bubble, Gold](#).

Bubble, Gold: A gold bubble is created by the SysOp/GameOp using Gold extensions. Bubbles are a minimum of 100 sectors in size, but the maximum depends on the number of bubbles the SysOp/GameOp wants to make. The larger a universe size, the larger bubbles can be. Gold Bubbles often have 2+ ways in or out. See [Tunnel](#) and [Bubble](#)

Bust Clearing: Ports in TW only keep track of the last person who busted there. Clearing busts takes two reds. When the first red busts at a port, then the second red takes over until he busts. Then the first red is free to use that port again, since the port has no memory of the first red busting there anymore.

Bust Cloak, Cloak Busting: The art of finding someone who is cloaked, and using a photon to de-cloak them. See [AMTRAK](#)

Busts, Busting: Assuming you aren't exceeding your experience limit while robbing or stealing, your odds of busting are about 1 in 50. (See [here](#) for more info). When you get busted stealing, you loose 10% of your experience, and a portion of your holds equal 9% of the number of holds of equipment you tried to steal. If you aren't stealing equipment, then you aren't making good money! Don't bother with anything else. It's better to buy fuel if you need it than risk getting busted over fuel. In a pinch you can steal fuel, but as a general rule, ONLY steal equipment! When you get busted robbing, you loose 10% of your experience, and holds equal to 1% of the number of credits you tried to rob. This can leave your COLT with only one hold if you bust trying to rob more than 250,000 credits. Your holds never goes below one. When robbing massive amounts of credits, it's often a good idea to use a junker ship for that purpose. If you try to rob or steal from the same port twice in a row, you take what is known as a [fake bust](#).

* **Bwarp:** Using the planet based transport pad to beam to another sector, similar to transwarping there.

CFS: Short for Corporate Flag Ship.

CIM: Computer Interrogation Mode. Can be accessed by pressing ^ at any prompt. Used to acquire information about things you've already explored, such as sectors and ports. Also used to build a map with [ZTM](#).

Class 0 Ports: Ports where you can buy figs, shields and holds. Terra has one, and there are two others, Rylos and Alpha Centauri. Alpha Centauri and Rylos are cleaned at extern just like normal Fedspace, but you CAN place figs, mines and planets in there. Just be sure to move them out before extern, or loose them.

Classic: This refers to any game that is banged totally [stock](#), with NO sysop changes. 1000 sectors, 250 tuns per day, etc... Also refers to any game that has [GOLD Mode](#) disabled.

CN9: The command for setting your abort display. Shorthand for Computer, persoNal Settings, Abort Display on Keys. For a good explanation of what this is and how this setting works, see [tip #39](#).

COLT: Short for Colonial Transport ship

Commission, Commish: When a player wants to become [blue](#) (usually so they can use an ISS, or be fedsafe), they have to apply for a Commission. Any player with 1000+ [alignment](#) is considered to have a Commission. There are several ways of obtaining one, since all you have to do is get your alignment to 1000. One common way is to go to the Stardock and into the Police Station. Inside the Police Station, you can post a reward on any [Red](#), and for every 1,000 credits you place on a Red, your alignment goes up by one. Once you have 500+ alignment, you can apply for a commision at the Police Station, and they will raise your alignment to 1000 for free. Other ways include killing a Red (See the [Formulas](#) page for detail on gaining alignment from kills), killing a Red's figs, Upgrading ports (see [Formulas](#) again), and if you are really foolish, you can get it through [Taxation](#) :-)

Corbo: Short for Corbomite.

D/RTR: (there may be another name for this, but this is what we call it..) Buy-dump then Rob, Transport, Rob. This is a [red](#) money generating tactic. Requires at least one mobile planet, a few million startup cash, and two ships (usually a COLT and a Havoc). Used in non-MBBS games to make money (where you can't [megga-rob](#)). First thing you do is find two SXS ports that are within 7 of each other (the maximum transport distance for a COLT). Upgrade them to around 5k fuel ore and 5-10k equipment. Park a mobile planet under one of the ports, and then buy dump all the fuel and equipment (remember to haggle for best price). Once you have buy dumped all the goods, then move to the other sector and do the same. Once you are finished with the buy-dump, you then park a ship under each port, and [RTR](#) them. Then sell the Equipment at a XXB port. This method will keep your planet in fuel. You can skip the get fuel part if you are using an H. There are several advantages to this method. One, your experience tends to go through the roof! The more exp you have, the more you can rob, the safer it gets. Two, you can use the upgraded buy ports that you were using for [SDTs](#) to sell off the EQ. Three, if someone starts killing off ports, you're not out a ton of money. This method makes about as much as [megga-rob](#) (16-20+ million with 1k turns, assuming you don't have to upgrade ports anymore), but can be used in non-MBBS games. The disadvantage of this tactic is that you need ALOT of little ports to support it. However, most people ignore any ports under 10k, so you tend to be able to pull this one off fairly well. One thing to keep in mind with this strategy is you should have around 20k experience before you begin using this. Less will work, but ideally, you want to be able to rob all the cash off the port in one or two shots.

Dead-end, Deds: A sector with only one way in, and one way out.

Evil Pair: A pair of ports that are within one hop of each other that both buy Equipment. (I.e. A SBB and a SSB that are next to each other) Used by [Reds](#) to run [SSM](#) or other money making tactics. Sometimes the ports have more than one hop between them, but they are always within the maximum transporter range of a [COLT](#). See [Port Pair](#)

Extern: A lot of things happen at Extern, so I thought I would list them here. (see [Midnight](#) too) I will put them in order of occurrence later. ****There is a lot more to add, I'm still fleshing this out. If you see something I missed, let me know.** -T 7/3/02

- 1) Check for players with different alignments in the same corp. Apply penalties if needed.
- 2) Fedspace is cleared of Nav Haz.
- 3) Empty ships in Fedspace are repo'd. (unless locked in tow. see [tip #4](#))
- 4) Players are towed for Armament Violations. (having more than 100 figs in Fedspace while off-line)
- 5) Check for too many players in a Fedspace sector. (Random off-line players are towed if the number of allowed off-line players is exceeded in the sector) (not TOTALLY random :-)
- 6) Reset Tax time.
- 7) Reset Grimy Trader Curse.
- 8) Recover deaths (2 pods).
- 9) Reset Jettison Collies.
- 10) Reset Alignment loss for breaking into another corp.
- 11) Clear busts (if it's the right day. In MBBS mode, it happens here daily)
- 12) Player Figs and Mines are cleared out of MSL's. Planets with Cits in MSL's are reduced to LV 2 Cits.
- 13) Planets in overloaded sectors collide. Only 2 planets collide per extern.
- 14) Destroyed Class 0 and 9 ports rebuilt if the radiation is gone.
- 15) Nav Hazz clears/reduces
- 16) Port construction advances
- 17) Players and Corps timeout. Remaining assets go rogue.

Fake Bust: TW keeps track of where each player successfully steals or robs last. If you try to steal from the same port again you will always be busted. You lose experience points and holds, however it is a fake bust because if you successfully steal somewhere else, you can come right back and steal from that port where you fake busted. Your chances of getting caught are the same as any other port where you haven't been busted. Fake busts cost you 20% of your holds and 10% of your experience. This type of bust does not count towards clearing other peoples' busts. See [Busts](#).

Farming, Planet Farming: This is slang for planet creation and maintenance. Usually done by [blues](#).

Fed: Short for Fed Space. The sector with the Stardock, and sectors 1-10 are considered Fedspace.

Fedsafe: Any condition where a player has zero or more [alignment](#) (i.e. a [blue](#)), and whose experience is 999 or less. When a player is in Fed Space that meets those requirements, then they may not be attacked by other players. [Reds](#) are NEVER fedsafe!

Flee Penalty: When you are attacked by a non-corpie, your ship will attempt to flee if it's not destroyed. This used to cost no turns. After version 3.11.54, a one turn penalty was added to help curb the gross profitability of [SDE](#), which was getting out of hand. This penalty is only applied when a player attempts to land or port after fleeing. If the player uses a turn doing anything else before landing or porting, the penalty will not be applied. This change is intended to increase the turn cost of SDF from 2 turns/cycle to 3 turns/cycle on average by penalizing a

turn roughly 50% of the time. See [SDF](#).

Furb: A [Merf](#) with full holds used to refill a [COLT](#) to full holds. See [Furbing](#).

Furbing: When a [red](#) takes a bust in a [COLT](#), the COLT loses holds. Furbing is when a fellow corpie (usually a [blue](#)) buys a [merf](#) (or Furb), makes it personal, fills it with full holds and tows it to the red. The red then attacks the furb with about 10 or so figs to destroy it. That in turn replenishes his COLT's holds. Typically, when a red is stealing 250 holds worth of EQ and busts, he will lose 22 holds. To calculate the number of holds you need to buy, use the following formula: # of holds needed on refurb = (holds lost*3)-3. Example: lost 22 holds, 22*3=66, 66-3=63. You need to buy 63 holds on your furb. If they lost 50, then you need 50*3=150, 150-3=147, so a mule with 147 holds would do the trick. The reason you do this is because it costs less cash for a furb, than it does to buy 22 or 50 holds on a colt.

Fusing: When you attempt to transwarp you ship someplace that doesn't have one of your figs, or blind-warp to a non-empty sector, and you end up in a pod. This is known as Fusing, or in our corp, Stenning. (an old, old in-joke. Ask Roberts about it...)

Grid, Gridding: This is short for your deployed fig grid. The more deployed figs you have out there, the harder it is for your enemies to find your bases. A good grid will stop enemy probes, and make it so that your enemy has to manually explore to find your bases. It's also important to have a good grid if you want to run Adjacent Photon scripts. As a general rule of thumb, it's always a good idea to drop a fig in every sector you visit. It's also a good idea to destroy any enemy figs you run across. ALWAYS use extreme caution when you are gridding (CIM hunter scripts will find you if you move too slow), and while you are destroying someone else's grid (Adjacent Photon scripts will catch you if you are too slow.) I recommend that you use macros or scripts while laying figs or when destroying figs.

GOLD Mode: Enables the Trade Wars Gold Edition features that allow the sysop to make changes to ships, planets, aliens, make big 20k sector universes, and modify existing settings. Almost all games are banged in Gold Mode. Can be used in conjunction with MBBS mode. See [MBBS Mode](#).

*** Helper, Helpers:** Helpers are utility programs that players use to enhance their TW play. They often include scripts that automate common tasks, ZTM and data management utilities, and other bells and whistles. Almost all modern players use helpers of one kind or another. Here are links to the most commonly used helpers out there:

www.twxproxy.com - TWX Proxy by Xide. The #1 helper out there. It can be used in conjunction with other helpers. Xide is no longer supporting this program, and this link will soon be dead. I will be hosting the files here soon.

www.swath.net - Special Weapons and Automagic Tradewars Helper or SWATH by Stein. A great helper with tons of features. Works with TWX. Has a cool visual map.

www.tw-attac.com - Attac by Earth. Another great helper. Works with TWX

www.emtec.com/zoc - ZOC by EmTec. Not a true helper per se, it's a telnet app, but it has its own scripting language, based off of REXX. There are many publicly available scripts written for it. There are several other helpers out there, but these are probably the best. Since I only use TWXProxy and ZOC, my exposure to other helpers is limited. I own SWATH, but I use it very rarely; pretty much only for the visual map.

IG: Interdictor generator found on level 6 planets. Sometimes called PIG.

ISS: Short for Imperial Starship

Macro: Macros are a (usually) short grouping of commands that are entered all at once as one packet that gets sent to the TWGS server. Most helpers support macros, although cut and paste

works too. The advantage of Macros is that all the commands arrive at the same time at the server, so they are processed very quickly, often before your opponents can react to them.

Mafia: See [Underground](#).

Major Space Lanes, MSL's: The MSL's are all of the sectors that are directly between Sector 1, and the Stardock, and the triangle between Stardock, Alpha Centauri, and Rylos. They get cleared every extern. Don't leave anything in them that you don't mind losing at extern. Planets parked in MSL's will be dropped to lv 2 cits if they have lv 3 or higher. For a picture of the MSL's, go [here](#)

MBBS Mode: This mode emulates the HVS release of TW for the Worldgroup/MBBS systems. It changes some of the basic settings of the game as follows:

Evil Stealing Factor is set to 70% and Evil Robbing Factor is set to 50% (see [Formulas](#) for details)

Busts clear daily, instead of weekly

Planetary Trade Percent is set to 100% instead of 60%

Max Port Production is set to 32,760 units instead of 65,530 units

[Megga-Robbing](#) is allowed.

Combat is handled slightly differently. See [Formulas](#) for details.

These settings are strictly enforced, and the sysop can't change them when MBBS mode is on.

When you play in MBBS mode, you usually have a good idea what you're getting yourself into.

It requires that [GOLD Mode](#) be enabled.

(Many people prefer this mode, myself included. It's very [Red](#) friendly, although the Sysop can make changes to Ships, Planets, Aliens, and many other settings. There's no guarantee it'll be playable, but it's nice to be able to take a few things for granted going in.) See [GOLD Mode](#).

MCIC: Maximum Change In Cost. For a good explanation of what MCIC is, check out the [Economy of Tradewars 2](#) on this site.

Megga-corp or Multi-corp: Two or more corps that are working together. Usually they will have [blues](#) on one corp, and [reds](#) on the other (often the red corp will have a single blue furbur in it.) This eliminates some of the pesky problems with Mega-corporing, in that your blues don't need to worry about [alignment](#). Cash transfers are done at the SD by the blue furbur in the evil corp transferring cash to the other corp through the bank. Or on planets that have only a lv 1 citadel. Often these multi-corps will setup shop in deep bubbles, with the back sector reserved for their red corp, then the next sector a DMZ, where figs and cash can be exchanged, and the remaining sectors are for the blue corp. Coordinating a multi-corp is usually a bigger headache than a mega-corp, but it does allow for more players on one 'team'. On a six man 'team' there will typically be 2 blues in the 'blue' corp, and 3 reds and one blue in the 'evil' corp. Of course, if you have more players, then you can add them where you see fit. I don't recommend doing this with less than 6 people. See [Mixed-corp](#).

Megga-Rob: In MBBS Mode ONLY, if a port has 3.3 million credits to a maximum of 6.6 million, you can rob it all at once, with the same odds as a normal rob. No matter what your experience is! The common strategy for setting up a mega-rob is to park a mobile planet under an XSS port that is fully upgraded on organics and equipment (32,760 on each). You need approx 4.5 million cash on you when you start. You then buy dump all of the organics and equipment on to your planet (remember to reverse haggle buy when you do this or you won't have the 3.3 mill there when you are done!) Once you have drained the port, you then port and rob, getting all your cash back. Remember that you can also rob 11% more than the port shows available. So, if the port shows there is 3.2 million available, you can actually rob 3.55 million. (and it's the number + 11% that needs to be more than 3.3 mill) Your odds of busting remain about 1 in 50. Originally this was a bug in the MBBS version, but it has never been fixed due to

it's popularity. Some players consider it a bug still, but the amount of setup and prep required to pull it off makes it balanced in my opinion. A [red](#) can make about 15-20+ million per 1000 turns (depending on the port type; if you use only SBS ports with a Class O mobile...you sell the organics first, then dump fuel and eq, you can make closer to 25 mill)

Merf: Short for Merchant Freighter ship.

Midnight: A lot of things happen at midnight, so I thought I would list them here. (See [Extern](#) too)

- 1) Players that died the previous day are allowed back in. (no pod recovery, that happens at extern)
- 2) Hold, Fig, and Shield prices change at Class 0 and Class 9 ports
- 3) Players who log in after Midnight gain one point of Experience and one point of [Alignment](#).
- 4) Citadel construction advances.
- 5) Underground wrong passwords resets.

Mixed-corp: A corp that has both [Reds](#) and [Blues](#) in them. There are a lot of things that you need to do in order to keep a mixed-corp running, but if you can pull it off, then the rewards are sweet. The biggest headache is keeping your blues [alignment](#) below 2000, and ideally below 1500. Every extern, when you have both reds and blues in your corp, everyone in the corp loses experience. For the blues, this is a good thing, since it helps them stay fedsafe. However, it's a problem for your reds, since they need exp in order to rob/steal. If your blues can keep their alignment between 1000 and 2000, you will usually only lose between 250 and 400 exp at extern. The reds alignment doesn't seem to matter. But it gets ugly quick once the blue's alignment goes past 2000. Try to get your reds align as negative as possible. Because whenever possible, you want your reds doing the killing, since they can kill blues indiscriminately, and they can kill other reds if their alignment is significantly lower than the enemy. This also helps give your reds much needed experience. Just be sure that whatever your reds are attacking has been subdued to the point where it's safe. Once you get to the point where you can do megga-robs (in MBBS games only) then the blue's alignment doesn't matter as much, since experience isn't a factor when doing megga-robs. Then your blues can go hunting other reds. The typical mix for an aggressive 5 man corp is 2 reds and 3 blues. Six man corps are split 3 and 3. For defensive 5 man corps, go for 3 reds and 2 blues. Defensive 6 man corps run 2 blues and 4 reds. (Some might argue that it's the opposite; that the extra blue is more defensive, but I guess it depends on your style. When our reds out-number our blues, it's because we're on the defensive...Trying to build up lots of figs in a hurry...) See [Megga-corp](#).

Moth, Mothing: This tactic is used to drain enemy Q-cannons. Q-Cannons are pretty stupid, they will fire at any enemy ship the second it enters your sectors, regardless of the number of Figs it's carrying. The deal with mothing is to take advantage of that fact, and attempt to drain the Q-cannon with minimal fig loss. Say that you've got your Volcanic Q-Cannon set to 25% sector. If you have 1,000,000 units of fuel ore, then when the cannon fires, it will shoot 250k ore. That's enough to fry just about any stock ship in the game, regardless of it's fig load. It's fine if they are coming in with a fully loaded ISS, but it's a big waste of fuel if they came in with a merf with 1 fig (a Moth). So, mothing is where you drain the enemy cannons by running a merf into their sector, getting podded, and doing it again. If an entire 5 man corp does this, (run in twice each) then the above cannon will be drained to the point where it's not doing any real damage. (from 1,000,000 fuel to about 56,000 fuel. Not enough to scratch the paint on an ISS. Furthermore, If the same corp does this to you the next day...well then you got problems. See the tips section for info on how to minimize the use of this tactic.

MSL: See [Major Space Lanes](#)

Nav Hazz: Short for Navigational Hazard. Each 1% nav hazz will do 10 points of damage. The

odds of hitting one are equal to the % that's there. So, a 100% nav hazz will do 1000 points of damage automatically.

P-Drop: The tactic where you sit in on a mobile planet (lv 6 is preferred) in the citadel, and wait for someone to run into one of your figs. You then warp the planet to that sector and attempt to kill them. Much safer than transwarping, because if they kill your fig, the planet won't move, and you don't end up [fusing](#). See [Pwarp](#).

Photon, Photons: Photons are offensive weapons that only certain ships can carry. They are used primarily to deny other traders turns, or for invasions. Some of their effects are listed below:

(Tested in MBBS mode, v.55 only. I think they work the same in classic mode tho) -T 3/24/02

Player hit by photon:

In a turn limited game, the player hit will lose all their turns until the next hour, at which time they will recover turns normally.

In an Unlimited turn game, the photon will disable a ship for one minute for each second of the Photon duration.

Your Ships Interdictor Generator will be turned off.

Cloaked players will be De-cloaked.

Planet hit by photon:

A planet will lose Military Reaction, Interdictor Generator, and Q-cannon fire ability if the planet has under 200 shields, and only for the duration of the Photon. At 200+ shields the planet is not affected by photon.

Note: Photons do NOT bypass planet fighters when landing. You still have to destroy the fighters to land.

Armid mines deployed in a sector will not detonate during a photon duration

Limpet mines deployed in a sector function normally and are unaffected by Photons

Sector fighters deployed in a sector are dampened during photon duration and are bypassed.

(you won't encounter them. this can be a good thing or a bad thing. :-)

Any ship Interdictor generator is turned off in the sector.

Photons will detonate on your ship if any of the following things happen to you: (only one detonates, and it does the same thing to you as if you were hit by a photon.)

- 1) Hit Offensive Figs
- 2) Hit Armid Mines
- 3) Get hit by a Q-Cannon
- 4) Get hit by Nav Haz

The following things will not detonate photons on your ship:

- 1) If a port attacks you. (Even if you destroy it, but the nav haz might still get you)
- 2) Are hit with a photon.
- 3) Someone attacks you.
- 4) You pick up a limpet.
- 5) You hit defensive figs, regardless if you kill or retreat.
- 6) You hit tolled figs, regardless if you pay or kill or retreat.
- 7) You attack a ship/trader, regardless if you pod them or not, and regardless if they have photons on them.
- 8) You get hit by corbo. (Even if you get podded, but the nav haz might still get you.)
- 9) You try to deploy figs/mines in fedspace and get tagged by Capt. Zyrain.

If you are towing a ship with photons and hit any figs, nav haz, or mines the photons will not go off. They go off only if you are in the ship.

Planet Busting or P-Busting: This is how reds gain experience quickly. The red buys some genesis torps and some atomic dets, and starts creating and destroying planets. Each cycle of creation and destruction will get you 75 exp. It is most often done at Stardock, so you don't have to worry about nav haz in the sector. It's best to macro this or use a good script, because your enemies will try to kill you while you are doing it.

Planet Trading: Planet trading is where you take a mobile planet (LV 4 Cit or above) and park it under a buy port. Then you sell any goods that are on the planet to the port. You can sell off 30,000+ units of whatever in one turn if you have the resources available, and the port has been upgraded. Most commonly done in conjunction with Class O planets (you sell off the organics), or after a [Megga-Rob](#). It is how most corps make money in the later stages of the game.

Port-Loss-Tracking, PLT: The art of keeping track of what ports you can see when you pull a [CIM](#). By recording which ports you can no longer see, as compared to an earlier [CIM](#), you can figure out where people have been placing figs. If you match this to your list of dead ends from your [ZTM](#), then you can sometimes get a good idea where people are setting up shop.

Port Pairs: Port Pairs are ports that are one hop away from each other that sell complimentary goods. A SBS port and a BSB port that are next to each other is an example of a Port Pair. You can buy goods from one port and sell it at the other and vice-versa. See [PPT](#) and [Evil Pair](#).

PPT or Port Pair Trading: PPT'ing is the most basic money making method in the game. It involves finding two ports that are next to each other that sell and buy different things. Ideally, you want to find a port that sells Equipment and buys Organics next to a port that sells Organics and buys Equipment. Ports like this are called Port Pairs. Other combinations work, but the EQ and Org port pairs are best. What you do is port at the first port, and buy Equipment. Then you go to the second port and sell off the EQ and buy the Orgs. Then you go back to the first port and sell off the Orgs. Repeat till you drain the ports. See [Port Pairs](#).

Pre-Lock: This is where you attempt to get a lock on a fig (For t-warp or P-warp), a preset photon, or you are attempting to kill a non-fedsafe person at dock. For the fig version, you simply enter the sector number the fig is in and when it says you are locked, and ready to transwarp, you wait for someone to hit the fig and then you can quickly move to the sector. You do almost the same thing with a photon, only you have pre-entered the sector number for the photon, so when someone hits the fig, you instantly hit enter and shoot them before they move. For killing at dock, you figure out what order the target player is in the list of people and ships at dock. (see [tip # 11](#)) Then you send the attack command and you say no to everything until you get to the ship or player RIGHT BEFORE your target. Then when your target lifts off dock, you hit a macro like "ny9999^M" to say no to the current guy, and yes to your target, and hopefully you will hit your target. Timing is everything with pre-locks.

Ptorp: Short for Photon

* **Pwarp:** Using the planet transwarp to move a planet to another sector. Requires an L4 or better citadel. No risk of [fusing](#), but it costs the planet 400 ore per sector moved. See [P-Drop](#).

Red: A player with negative alignment; an "evil" player. See [Alignment](#).

Reverse Haggle: When trying to setup a mega-rob, you reverse haggle; instead of going for the best price, you go for the worst. Usually it's about 140% of the asking price. Doing this makes it more likely that there will be the necessary funds at a port to mega-rob it. See [Megga-Rob](#).

RMR: Short for Rob-Move-Rob. [Red](#) money making tactic. Unless there are a TON of fat juicy ports loaded with cash on them, all really close together, don't bother with this tactic. Use [SST](#)

or [SDT](#) instead.

RTR: Short for Rob-Transport-Rob. An evil tactic to make money. Requires two ships, and two ports with cash. The ships have to be under each port. A [red](#) robs one port, transports to the other ship, robs that port, then transports back to the first ship. Repeat till all the cash is gone. This method can be very profitable, but you need to find ports with cash, and have a lot of exp. See [D/RTR](#).

Rylos: See [Class 0 ports](#).

SDF: Steal-dump-flee. Another red tactic, but this one requires help from another corpie. There have been some changes in the way TWGS handles fleeing that make it less lucrative than it was in the past. I think it's a royal pain in the ass to setup, so I don't recommend it. Nor will I go into how it works. There are other sites that will tell you ALL about it tho. It used to be as profitable as [Megga-rob](#), but now it's somewhere in between [SDT](#) and a megga-rob

SDT: Steal-dump-transport. Another [red](#) tactic to make money. Requires 2 COLTS, two XXB ports, a few hundred K of startup cash, and a planet under each port (they don't have to be mobile). This mid-game tactic is where most reds make their money. First, you find 2 XXB ports within 7 of each other. You create a planet under each of them. Then you upgrade the equipment on the ports to about 1260 to 1510 range. Then you get into one of the COLTS, and port and steal 250 equipment. Then you land on the planet, and dump the eq. Then you transport to the other COLT and steal and dump. Repeat this process till the port runs out of eq. Then you do a port negotiate and sell back the eq to the port. Then you start all over again. If you bust, have a [blue](#) sell the eq back. You can bring in up to 14 mill per 1k turns, so use it! However, if you bust alot, you can also loose money with this tactic. Try to keep your exp over 7500 when you use this method.

SSM: Steal-Sell-Move. [Red](#) tactic to make money. Very turn intensive. Unless the sysop has given COLTS a TPW of 1, don't bother. Use [SST](#) or [SDT](#) instead. (Unless you are playing on an unlimited turn game, in which case, go for it!)

SST: Sell, Steal, Transport. Another [red](#) money making tactic. Requires 2 COLTS, two XXB ports, and around 100k startup cash. Used early on by most reds, until they get the resources together to [SDT](#). You find two XXB ports within 7 of each other, and park a COLT under each. Then you upgrade the ports about 30 or so (turns into 300 eq available), and then you port Sell any eq you already have on you, then steal 250 holds of eq. Then you transport to the other colt, and do the same. You repeat this process until you get busted. Makes about 10mil for 1k turns. It's alot easier to setup this tactic, so many reds use it throughout the whole game. However, I recommend that you use [SDT](#), since there is more profit in it.

Stardock: Stardock is where you buy new ships, hardware and do things like visit the tavern. It's in Fedspace. Hard to destroy, but possible.

Stock: Originally stock meant a game in which the sysop made NO changes to any of the settings. It's now more commonly used to refer to a low turn (1000 or less), 5000 sector game with no ship, planet, or alien mods. See [Classic](#).

* **SWATH:** A TW helper, see [Helpers](#).

TA: Your current location or sector. If you are asked for your TA or asked to come to someone's TA you are being asked for your location (sector number) or to go to a certain sector number. TA is derived from corporate menu (T) and then assets (A) which gives you a corpies location. This allows you to communicate location without using sector numbers on sub space as there may be others listening in or in my case, you forget and use fed com instead of sub space

and broadcast your location to the entire universe.

Tax, Taxation: When you have 0 or more [alignment](#) (i.e. not negative), and when you have more than 100,000 credits on you, you will be taxed when you exit and re-enter the game. Taxation only happens once every [Extern](#). When you are taxed, the Feds take 5% of your cash (not from your bank tho, so if you want to avoid taxation, put it in the bank), and you gain .000667 points of alignment for every credit taxed.

Example: If you have 200,000 credits on you when you exit, and an alignment of 1000, when you next sign on, you will be taxed 5%, or 10,000* credits, and your alignment will go up by 6 to 1006. (10,000 * .000667 = 6.67 = 6)

* During recent testing under v.55, I came across some interesting things, see the chart below:

Starting credits	What it says you get taxed	What you are actually taxed	alignment gain
100000	0	0	0
100001	5000	5000	3
101000	5049	5051	3
200000	9999	10001	6
1000000	49999	50001	33
10000000	499999	500001	333
100000000	4999999	5000001	3333
500000000	24999999	25000001	16666
950000000	47499999	47500001	31666
960000000	47999999	48000001	31999
965000000	48249999	48250001	0
970000000	48499999	48500001	0
1000000000	49999999	50000001	0

Notice three things. What you are actually taxed and what it *SAYS* you are taxed are different by two credits in most cases. I believe this is a bug. Also, when you have enough credits on you to gain 32,000 or more alignment, then you DON'T gain the alignment. If you have more than 961,000,000 credits on you, then you don't get hit with the alignment gain. (Not that you will likely EVER have that much cash on you...) And finally, it seems to round down when calculating the alignment gain, as in the example above.

Towing, Towed: You get towed from Fed Space when you either have more than 100 figs on you when you exit the game, or when the maximum number of players allowed per sector in Fed Space is exceeded. Towing happens at Extern. In the later case, if the limit is 4, and there are 6 players not currently logged on at extern, then 2 of them will get towed. It's random who gets towed. You get towed to a random sector. You won't get towed past enemy figs or mines. See [AMTRAK](#).

TPW: Short for Turns per Warp.

Tunnel: A tunnel is a long chain of sectors with 2 warps in. For example, 12-13-14-15-16 with 12 and 16 both having multiple warps. Tunnels are often good places to build bases, since they have no dead ends, and are often missed by probe hunters or dead end hunters. See [Bubble](#), and [Bubble, Gold](#)

Twarp: Short for Trans Warp.

* **TWXProxy, TWX:** A TW helper, see [Helpers](#).

Underground, Mafia: The Underground is the [Red](#) equivalent of the Police Station. Ask the Grimy Trader in the Tavern at Stardock about 'Mafia' or 'Underground' for the password to get in. Once you have the password, you can press 'U' to get to it from the Stardock main menu. If you have more than 200 alignment, you can't visit here. If you enter the wrong password a few times, you will lose 1/2 your experience and all your cash. You do that again, and you get murdered. When you get murdered, your exp and align are reset to 0. This is a cheap way for a red to turn blue, but NOT the most turn efficient. If you must do this, try to do it at 11:59 pm server time when you have no turns left.

* **ZOC:** A TW helper, see [Helpers](#).

ZTM: Zero Turn Mapping. Using a helper or script to map the universe while in [CIM](#) mode. Doesn't cost you any turns, and you can get a good idea of where the dead ends are. Read the instructions that come with your helper/script to see how to do this, and how to access the data. Needed to run most of the modern attack scripts and gridding scripts.

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The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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Planet Information: Optimal Population and Production

Class	Optimal Pop			Days to construct						total days	Fig Factor	Max Fuel
	Ore	Org.	Eq.	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6			
M, Earth	15000	15000	15000	4	4	5	10	5	15	43	30, 70, 130	100000
K, Desert	20000	20000	20000	6	5	8	5	4	8	36	30, 1500, 7500	200000

O, Oceanic	100000	100000	100000	6	5	8	5	4	8	36	300, 30, 1500	100000
L, Mountain	20000	20000	20000	2	5	5	8	5	12	37	24, 60, 240	200000
C, Glacial	50000	50000	50000	5	5	7	5	4	8	34	1250, 2500, 12500	20000
H, Volcanic	50000	N/A	50000	4	5	8	12	5	18	52	50, 0, 25000	1000000
U, Vap/Gas	1500	1500	1500	8	4	5	5	4	8	34	0, 0, 0	10000

Key:
Optimal Pop: This represents the optimal population. More than optimal reduces production. A planet can hold 2* the optimal population max.
Fig Factor: This represents the number of collies it takes to make one fig, for each of the three types of production. i.e. Class M planets make 1 fig for each 30 in ore, 1 for each 70 in org, and 1 fig for each 130 in eq.

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Planet Information: Supplies needed for construction and upgrades of Citadels.

M, Earth	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	K, Desert	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6
Fuel Ore	300	200	500	1000	300	1000	Fuel Ore	400	300	600	700	300	700
Organics	200	50	250	1200	400	1200	Organics	300	80	400	900	400	900
Equipment	250	250	500	1000	1000	2000	Equipment	600	400	650	800	1000	1600
Colonists	1000	2000	4000	6000	6000	6000	Colonists	1000	2400	4400	7000	8000	7000
Days	4	4	5	10	5	15	Days	6	5	8	5	4	8

O, Oceanic	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	L, Mountain	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6
Fuel Ore	500	200	600	700	300	700	Fuel Ore	150	200	600	1000	300	1000
Organics	200	50	400	900	400	900	Organics	100	50	250	1200	400	1200
Equipment	400	300	650	800	1000	1600	Equipment	150	250	700	1000	1000	2000
Colonists	1400	2400	4400	7000	8000	7000	Colonists	400	1400	3600	5600	7000	5600
Days	6	5	8	5	4	8	Days	2	5	5	8	5	12

C, Glacial	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6	H, Volcanic	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6
Fuel Ore	400	300	600	700	300	700	Fuel Ore	500	300	1200	2000	3000	2000
Organics	300	80	400	900	400	900	Organics	300	100	400	2000	1200	2000
Equipment	600	400	650	700	1000	1400	Equipment	600	400	1500	2500	2000	5000
Colonists	1000	2400	4400	6600	9000	6600	Colonists	800	1600	4400	7000	10000	7000
Days	5	5	7	5	4	8	Days	4	5	8	12	5	18

U, Vap/Gas	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6
Fuel Ore	1200	300	500	500	200	500

Organics	400	100	500	200	200	200
Equipment	2500	400	2000	600	600	1200
Colonists	3000	3000	5000	6000	8000	6000
Days	8	4	5	5	4	8

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Entering A Hostile Sector: Order of Events (What happens when you go in with no Photon)

- 1. Check for Nav Hazz. Apply damage if necessary.
- 2. One Limpet Mine, if any are present, will attach to your hull. Any previously attached Limpet will fall off.
- 3. Armid Mines, if any are present, will check for detonation. If detonation occurs, then 50% of the mines will detonate, rounding down. Apply damage if necessary.
- 4. Sector Q-Cannon will fire. If there are multiple planets in the sector, the lowest planet number will fire first, and then check to see if the ship still exits. If it does, then the next planet will fire, until all cannons fire, or the ship is destroyed. (i.e. if planet #2's cannon kills your ship, then planet #3 through whatever won't fire their cannons.)
- 5a. Sector Offensive Fighters attack. They will attack at 1:1 odds, but will send 1.25 times the number of combined shields and figs that your ship can carry. (i.e. if your ship has a max of 10,000 figs, and 1,000 shields, then you will be attacked by 13,750 figs at 1:1 odds) Any remaining figs will stay in the sector to be dealt with in 5b.
- OR -
- 5b. Sector Defensive Fighters challenge. You will be placed at the attack prompt and be forced to either attack, retreat or surrender your ship. Sector Defensive Figs have 1:1 odds.
- OR -
- 5c. Tolled figs challenge. You will be placed at the tolled fig prompt and forced to either pay (5 credits per tolled fig), attack, retreat or surrender your ship. Tolled figs have 1:1 odds.
- 6. If there were any mines in the sector, you will be asked whether you want to avoid the sector. At this point, you are returned to the command prompt. There may still be Mines and Offensive figs left in the sector.

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Landing On A Hostile Planet: Order of Events (What happens when you land with no Photon, or if you land on a shielded planet)

- 1. Atmospheric Q-Cannon will fire (assuming there is one)
- 2. Attack Planet Shields (if any)
- 3. If there were shields, and after you destroy the last one, then the Atmospheric Q-Cannon will fire again.
- 4. Planetary Offensive Figs attack. They ONLY attack when there are no shields. As long as there is at least one shield left, they will not attack. They attack at 2:1 odds, but will send 1.25 times the number of combined shields and figs your that your ship can carry. (i.e. if your ship has a max of 10,000 figs, and 1,000 shields, then you will be attacked by 13,750 figs at 2:1 odds) Any remaining figs will stay in the Planet to be dealt with in step 5.
- 5. Attack Planet Figs. Any remaining figs on the planet will defend at 3:1 odds (even if there was a Military Reaction set). After killing the figs, you are put at the Planet Prompt. First thing you should do is press "O" to take ownership of the planet!

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MBBS GOLD or MBBS Player vs Player Experience and Alignment info:

If you are podded, you loose 10% of your exp.

If you are #SD#, then you loose 50% of your exp, and 50% of your alignment.

Blue vs Red or Red vs Blue

Amount of Alignment lost/gained = (# of YOUR figs lost/1000) * (Enemy Align * .2)

Amount of Exp gained = # of YOUR figs lost/15

If you pod them, then you also get 10% of their experience, and 50% of their Alignment.
If you #SD# them, then you get 10% of their exp, and 50% of their Alignment.
(i.e. A blue attacks a red. The blue has 30k figs, the red has a mere 20k. The Blue has 0 exp, and 1100 align, while the Red has 12,000 exp, and -100,000 align. If the blue launches a wave of 10k figs at the red, then the blue will gain 666 exp, and +200,000 align. Assuming that the red has only 8000 figs left, and the blue launches another 10k wave, then the blue would loose, say, 7000 figs, and the red would be in a pod. But the blue gains 533 exp and +160,000 align for the figs, and an additional 1200 exp and +50000 alignment for the podding. If the blue were to finish off the pod, then he'd get another 1 exp and +600 align for the figs/shields on the pod, and another 1080 exp and +50000 alignment. After the conflict, the Red would be at 5400 exp, and -50000 align, while the blue would be at 3480 exp, and +460,600 align.)

Blue vs Blue or Red vs Red

Amount of Alignment lost/gained = (# of YOUR figs lost/1000) * (Enemy Align * .2)
Amount of Exp gained = # of YOUR figs lost/35
If you pod them, then you also get 10% of their experience, and 50% of their Alignment.
If you #SD# them, then you get 10% of their exp, and 50% of their Alignment.

Neutral vs Any (people with 0 alignment)

Amount of Alignment lost/gained = (# of YOUR figs lost/1000) * (Enemy Align * .2)
Amount of Exp gained = # of YOUR figs lost/25
If you pod them, then you also get 10% of their experience, and 50% of their Alignment.
If you #SD# them, then you get 10% of their exp, and 50% of their Alignment.

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GOLD or Classic Player vs Figs Experience and Alignment Info (Corp or Personal)

Blue vs Red or Red vs Blue

Amount of Exp gained: (# of figs you LOST / 15)
Amount of Alignment Lost/gained: (Player or Corp alignment / 5000) * number of figs you LOST
i.e. your enemy has 1000 tolled figs, and you attack them. If the enemy has a personal alignment of -10,000, and a corp alignment of -5000, then if you attack them (assume 1 to 1 odds) and loose 1000 figs in the process, then you will gain 67 exp, and gain 2000 align for hitting his personal figs, or 1000 align for hitting corp figs. It's the figs YOU loose that matter, not how many they have.

Blue vs Blue or Red vs Red

Amount of Exp gained: (# of figs you LOST / 35)
Amount of Alignment Lost/gained: (Player or Corp alignment / 10000) * number of figs you LOST
Note that the Experience is the same as MBBS, but the alignment penalties are different. Go figure.

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MBBS Fighter and Shield Odds:

Tolled Fig Odds	1:1
Defensive Fig Odds	1:1
Offensive Fig Odds *	1:1
Planet Defensive Fig Odds	3:1
Planet Offensive Fig Odds **	2:1
Planet Shield Odds	20:1

* NOTE: As of version .55, Offensive figs will calculate the number of figs required to destroy your ship (your max total shields and figs, not your current shields and figs as in previous

versions) based on 1:1 odds, and then send 1.25 times that amount (or the remaining figs if it's less than that). If you are in a ship with 1:1.3 odds or better, your ship will survive the attack. Any figs that survive the attack or aren't used remain in the sector..

**** NOTE:** Planet Offensive figs also send 1.25 times the number of figs required to destroy your ship as above, but the odds are 2:1, so you either need more figs than the planet has, use a modified ship, or come in with a photon, otherwise the figs will pod your ship, even a scout! Any figs that survive the attack or aren't used remain on the planet.

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MBBS GOLD or MBBS Q-Cannon Formulas

Sector:

$$\text{Damage} = (\text{Fuel} * \text{SectLvl} \%) / 3$$

Atmospheric:

$$\text{Damage} = (\text{Fuel} * \text{AtmosLvl} \%) * 2$$

Example:

A typical L with 200,000 units of fuel ore, and 20% AtmosLvl, and 10% SectLvl will do 6666 points of damage to your ship when you enter the sector, and 72,000 damage if you immediately try to land on it after the sector fire.

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GOLD or Classic Q-Cannon Formulas

Sector:

$$\text{Damage} = (\text{Fuel} * \text{SectLvl} \%) / 3$$

Atmospheric:

$$\text{Damage} = (\text{Fuel} * \text{AtmosLvl} \%) * .5$$

Example:

A typical L with 200,000 units of fuel ore, and 20% AtmosLvl, and 10% SectLvl will do 6666 points of damage to your ship when you enter the sector, and 18,000 damage if you immediately try to land on it after the sector fire.

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Evil Rob/Steal Settings

The Math:

There are two settings that affect how much you can rob or steal. The RobFactor, and the StealFactor. These settings are determined by the Sysop. (Although in MBBS mode, they are fixed.) They are measured as a percentage, i.e. 50%.

Here is the formula you need to use to figure out how much you can rob from a port with minimal chance of a bust.

$$(3 / \% \text{RobFactor}) * \text{EXP}$$

Example: (Rob Factor is 50%. Your experience is 10,000.)

$$3 / .5 = 6, 6 * 10,000 = 60,000$$

You can rob 60,000 credits.

Here is the formula for stealing holds:

$$\text{EXP} / (30 * \% \text{StealFactor})$$

Example: (StealFactor is 70%. Your experience is 3,500.)

$$30 * .7 = 21, 3500 / 21 = 166.6 \text{ holds. (166 holds, drop fractions!)}$$

For your convince, I have put the default values for a MBBS and a Classic game.

MBBS:

EXP * 6 = Maximum Credits you can rob at once.

EXP / 21 = Maximum holds you can steal at once.

Classic:

EXP * 3 = Maximum Credits you can rob at once.

EXP / 30 = Maximum holds you can steal at once.

Be sure to check the settings the sysop is using in a classic game by pressing * at the Game Menu. (The first menu after you choose which game you want to play.) And remember, even if you follow these settings, your chance of busting is around 1 in 50. You WILL bust!

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Density Scan Values

Value	What
0	Empty Sector *
1	Beacon
2	Limpet Mine *
5	One Fighter
10	One Armid Mine
21	Nav Haz (per 1 percent)
38	Unmanned Ship
40	Manned Ship - Trader or Alien
100	Startport, Ferrengi Battle Cruiser or Ferrengi Dreadnaught
462	Federation Starship: Admiral Nelson
489	Federation Starship: Captain Zyrain
500	Planet
512	Federation Starship: Admiral Clausewitz

* If there is a 'yes' in the anomaly column, then there is likely a cloaked ship there. Cloaked ships have a zero dens scan, but trigger the anomaly flag. Limpets always trigger the anomaly flag.
These values are cumulative, so if there is a planet with 2 empty ships, a limpet and 150 mines and 10,000 figs over it, your density scan will report 52078. Anything over 100, or any anomaly should be holoscanned. Some players will deliberately try to mislead you by dropping figs/mines in combination that add up to either 40 or 100 or 500. When in doubt, Photon it! :-)

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Alignment Gains and Losses:

Action	Align Gain/Loss	Exp change?
Login in first time each day	+1	+1
Swearing at Grimy Trader in tavern	-1	-1
Destroying a port	-50	+50
Destroying a Planet (Any Alignment)	-1	+50
Good Creating a Planet	+10	+25
Neutral Creating a Planet	0	+25
Evil Creating a Planet	-10	+25
Jettisoning collies	-1 per collie, one time per extern, only if good	0
Breaking into another corp	-1, one time per extern	0
Posting a reward on an Evil	+1 per 1000 credits	0
Posting a bounty on a Good	-1 per 250 credits	0

Attacking a Fed	-10, but you get podded	Loose 10%
Attacking a player or alien	Varies, see Formulas	Varies, see Formulas
Attacking figs	Varies, see Formulas	Varies, see Formulas
Creating a Port	Varies, see Formulas	Varies, see Formulas
Upgrading a Port	Varies, see Formulas	Varies, see Formulas

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Experience Loss for Mixed-Corps at Extern:

This is not a straight-forward formula, since there has to be a comparison first, then the formula is applied. And phrasing the comparison is difficult. But, you take two players in your corp, the one with the lowest (negative, or red) alignment, and the one with the highest positive alignment (blue). You then treat the negative alignment number as a positive, and compare the two numbers. Whichever number is LOWER, is the one that is kept. You then take that number and divide it by four, and that's how much experience is lost. Experience cannot go below zero. An example follows:

- Player 1, corp 1, 1000 exp, +1000 alignment
- Player 2, corp 1, 1000 exp, 0 alignment
- Player 3, corp 1, 20,000 exp, -50,000 alignment
- Player 4, corp 1, 10,000 exp, -25,000 alignment
- Player 5, corp 1, 0 exp, +800 alignment

At extern, the alignments of Player 1 and Player 3 are compared. (The high red, and the high blue.) Player 1's is the lower of the two values, so the total experience loss for the corp is 250. (1000 / 4) Note that Player 5's experience will stay at zero, since it can't go any lower. Player 1 and Player 2 are now also Fedsafe, since their experience dropped below 1000 (to 750).

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Creating & Upgrading Ports:

Port Creation Experience and Alignment Gain (regardless of current alignment)

Port Class	Type	Exp	Align	Build Time
1	BBS	+25	+12	6
2	BSB	+29	+14	7
3	SBB	+34	+16	8
4	SSB	+20	+10	5
5	SBS	+16	+8	4
6	BSS	+12	+6	3
7	SSS	+7	+4	2
8	BBB	+45	+20	10
9	Special	N/A	N/A	N/A
0	Special	N/A	N/A	N/A

Port Upgrade Experience and Alignment Gain (regardless of current alignment)

Type:	Exp per	Align per	Cost per
-------	---------	-----------	----------

	unit	unit	unit
Fuel Ore	0.1	0.05	250
Organics	0.2	0.1	500
Equipment	0.3	0.15	900

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HOLD COSTS:

The cost of holds are:

$$\text{Cost} = (B * H) + ((I * H) * (H - 1)) / 2$$

B is the base cost of the hold. **B** is a random number generated each day by TWGS. I've tracked it over 30 days, and seen it range between 151 and 249. Extern and the hour change don't seem to change this number, only the day change. It appears to be an 18 day cycle. It starts at 151, then over 9 days works up to 249, then back down to 151 over another 9 day period.

H is the number of holds you want to end up with.

I is the increment number, which is always 20. (Each hold costs 20 more than the last one.

Example, the cost for 100 holds (from zero holds) when **B** is equal to 200 is:

$$(200 * 100) + ((20 * 100) * (100 - 1)) / 2 \text{ or } 20000 + (2000 * 99) / 2 \text{ or } 20000 + 99000 = 119,000 \text{ credits.}$$

To find out what **B** is, use the following formula:

$$B = C - ((H) * I)$$

C is the cost for the NEXT hold. (When you look at the purchase screen, it will show the cost for the next hold to be one less credit than it actually costs to install. If you try to buy just one hold, you will see the correct price.)

H is the number of holds you ALREADY have.

I is the increment number, which is always 20. (Each hold costs 20 more than the last one.

Example, you have 50 holds, and to get to 51 holds, it costs 1164, then $B = 1164 - (50 * 20) = 164$.

To find out how much it costs to purchase large quantities of holds, figure out how many holds you have and how many you want to end up with. For example, if you have 50 holds, and you want 250, you first figure out what it costs to get 250 holds from 0. Then you figure out what 50 holds cost and subtract that from the 250 hold figure. Using the above value for **B** (164), the cost for 50 holds is :32,700, and for 250 holds is: 663,500, so it's costs 620,800 credits to go from 50 to 250 holds.

I know this is kind of trivial, since most of the time you just buy what you need, but now you know how it works. Also, take a look at my essay, [The Economy of Tradewars](#), since I had to figure this out in the process of writing that guide.

Red Experience and Align Gains for SST and SDT, per turn

This can be useful to know, since you can tell how well your competition is doing. Keep in mind that there are a lot of things a red can do to throw off your calculations, and tracking exp is folly, since busts always screw up your numbers. But you can get a general idea if your enemies are SST'ing or SDT'ing, besides counting planets, and you can get a rough idea at how much money they are making.

Assuming 250 holds per rob:

Alignment shift per turn SST: -15

Exp gain per turn SST: 7.33
Alignment shift per turn SDT (assuming 2000 units between selloff): -21.18
Exp gain per turn SDT: 10.35

Red Profit Breakdown for SST, SDT, Team SDT, and Megga Rob.

NOTE: ALL calculations assume you are using -65 MCIC ports. This tries to show the MAX potential profit per turn. These calculations were done using Elder Prophet's Haggle routines, and the SST is an average, since the actual income from ship trades has many variables, that can't all be easily factored in. The SDT math assumes that you were doing sell offs every 2000 units of EQ and the planet trade is set to 100% . Busts calculated at 1 in 50. By team, I mean your reds are clearing each other's busts.

SST per Turn Solo, assuming you are furbed: 14,035
Blue turns needed per red turn (Using ISS): 0.22
Team SST per Turn, assuming you are furbed: 14,139
Blue turns needed per red per turn (Using ISS): 0.113
SDT per Turn Solo, assuming you are furbed: 15,921
Blue turns needed per red turn (Using ISS): 0.31
Team SDT per Turn, assuming you are furbed: 17,271
Blue turns needed per red per turn (Using ISS): 0.16

Megga-Rob profit per turn, assuming you totally drain the EQ on the sell port: 39,728
What may surprise some people is how much you can make SST'ing. That's because you can make more profit from a ship haggle than you can from a planet haggle. Now, assuming there are 1000 turns, and you have 2 reds, your blue will be spending 620 turns furbing 2 solo reds SDT'ing, or 320 turns furbing 2 reds Team SDT'ing, or 440 turns furbing 2 solo reds SST'ing, or 226 turns furbing 2 reds Team SST'ing. So, from the blue's side, SST is more turn efficient, saving 180 turns running solos, or 94 turns running teams. This is because the red is only running the risk of busting once every 3 turns SST'ing vs every 2 turns SDT'ing, so odds are good your reds will bust less with SST. While I always recommend that your reds SDT whenever possible, it's something to keep in mind if you are pressed for blue turns. Certainly, you always want to run with 2 reds, clearing each other's busts.

THE MATH:

SST:
SST for 1000 turns
3 turns per cycle, 333 max cycles
179.59 ave sell price per unit at -65 port
44897.5 sell price for 250 holds
14950867 gross profit for 333 cycles
333 # of steal attempts, 6.66 Expected number of busts (based on 1 bust in 50)
83250 total units traded, 81585 total units traded factoring in busts
81.67 adjusted eq sold per turn
14666 adjusted profit per turn
69,040 furb cost, 459806 total ave furb cost
14666 sst profit per 1 turn
14206 after furb costs per turn
upgrading port costs
solo: 7.6 ports need upgrading, 1900 units needed, cost = 171,000
team 3 ports need upgrading, 750 units needed, cost = 67500
14035 profit after port upgrades for solo per turn
14139 profit after port upgrades for team per turn

SDT, Solo and Team:
2000 units of eq sells for 320254 on a -65 port
so, 2 colts, 4000 units, 640508 creds, that's 2000/250 = 8 cycles between sell off
2 turns per cycle = 16 turns
1 turn for selloff = 1 turn
total: 17 turns, or 34 turns for the 2 colts.

34 turns, 640508 creds, or 18838 creds per turn
18,838,471 credits per 1000 turns
bust 1 in 50. so, every 106.25 turns you will bust, so 9.4 busts per 1000 turns so
117.65 units of eq per turn
12470.59 units per 106 turns
12220.59 total units traded factoring in busts
115.29 adjusted eq sold per turn
18460.81 adjusted profit per turn
69,040 furb cost
649788.2353 total ave furb cost
18460812.57 sdt profit per 1000 turns
17811024.33 after furb costs
solo: 10.5 ports needed, 21000 units needed, cost = 1890000
team: 3 ports needed, 6000 units needed, cost = 540000
15,921 profit after port upgrades for solo per turn.
17,271 profit after port upgrades for team per turn.

Megga-Rob:

32750 total holds from an upped port
131 turns to buydown
1 turn to sell
132 turn cycle
5244159.25 creds from selloff
39728.48 profit per turn (132 turn cycle)
924 turns you can spend doing buydown (if 1000 turns)
36709114.75 max profit from Megga Rob

Experience Gains for killing a trader on a planet

I have tested this for both Classic Gold and MBBS. The numbers are the same in both cases. The amount of experience gained for killing another trader sitting on a planet, by ZDY'ing it: (enemy experience * .1666) + 50 (the + 50 is for blowing the planet. it will be more if the planet has a citadel)

example: your exp: 1000, enemy exp 10,000, L0 cit.

$(10,000 * .1666) = 1666$, $(1666 + 50) = 1716 = \text{exp you gain}$. New exp = 2716

Note: The experience gain is the same for killing them at a port! These gains happen regardless of whether you pod them or #SD# them. It's all the same for you! The enemies losses are the usual, -10% exp and -0% align if podded, -50% exp and -50% align if #SD#

Alignment Gains for killing a trader on a planet

I have tested this for both Classic Gold and MBBS. The numbers are the same in both cases. The amount of alignment gained for killing another trader sitting on a planet, by ZDY'ing it: (enemy alignment * -.3333) - 1 (the -1 is for blowing the planet)

example: your align: 1000, enemy align -10,000

$(-10,000 * -.3333) = 3,333$, $(3,333 - 1) = 3,332 = \text{alignment you gain}$. New Align = 4,332

example2: your align 1000, enemy align 1000

$(1000 * -.3333) = -333$, $(-333 - 1) = -334 = \text{alignment you gain (or loose in this case)}$ New Align = 666

These gains happen regardless of whether you pod them or #SD# them. It's all the same for you! The enemies losses are the usual, -10% exp and -0% align if podded, -50% exp and -50% align if #SD#

Experience Gains for killing a trader on a port

I have tested this for both Classic Gold and MBBS. The numbers are the same in both cases. The amount of experience gained for killing another trader sitting on a port, by blowing it:

(enemy experience * .1666) + 50 (the + 50 is for blowing the port)

example: your exp: 1000, enemy exp 10,000

$(10,000 * .1666) = 1666, (1666 + 50) = 1716 = \text{exp you gain. New exp} = 2716$

Note: The experience gain is the same for killing them at a planet! These gains happen regardless of whether you pod them or #SD# them. It's all the same for you! The enemies losses are the usual, -10% exp and -0% align if podded, -50% exp and -50% align if #SD#

Alignment Gains for killing a trader on a port

I have tested this for both Classic Gold and MBBS. The numbers are the same in both cases. The amount of alignment gained for killing another trader sitting on a port, by blowing it: (enemy alignment * -1) -55 (the -55 is for blowing the port)

example: your align: 1000, enemy align -10,000

$(-10,000 * -1) = 10,000, (10,000 - 55) = 9945 = \text{alignment you gain. New align} = 10,945$

example2: your align 1000, enemy align 1000

$(1000 * -1) = -1000, (-1000 - 55) = -1001 = \text{alignment you gain (or loose in this case). New align} = -55$

This means if you kill a trader at a port, you will get just about 100% of their alignment! These gains happen regardless of whether you pod them or #SD# them. It's all the same for you! The enemies losses are the usual, -10% exp and -0% align if podded, -50% exp and -50% align if #SD#

Destroying a port, Defensive Rating vs Figs Needed

I have tested this for both Classic Gold and MBBS. The numbers are the same in both cases. Defensive Value of the port * (~22 / ship odds) = Safe Minimum Number of figs needed to blow the port.

A stock ISS has 1.5:1 odds, for example. The 22 is approximate, because while I've seen the number of figs needed to blow a port as low as 19.5, I've never seen it go higher than 22. It's sorta random, just like all combat in TW.

example: Def Rating = 551 (a typical MBBS SBB that's been fully upped on EQ) vs a Stock ISS with 1.5 odds

$551 * (22 / 1.5) = 551 * 14.666 = 8081 \text{ figs needed.}$

NOTE: If you need more figs than you can launch in one wave, the port will shoot back! How much it shoots back has so many variables, that I'm not including that here. (i.e. I haven't found a consistent pattern yet.) That's a project for another time.

NOTE2: STARDOCK and the CLASS 0 ports work differently! Do not use this formula for those port types! I have done a lot of research on blowing dock and the class 0's and combat with them varies a lot. As a rule of thumb, the first time you blow up Dock or a Class 0, using a stock Interdictor Cruiser, you need about 248,000 figs and 32,000 shields. If shields are cheaper than figs, use them, otherwise, just use figs. (280,000 figs with no shields). These are just approximations, you may need 10,000 more or less, depending on luck. Oh, and you'll need a corpie feeding you figs and shields too. Takes about 11 waves of 15,000 figs. After you have killed a Class 0 or Dock, all the remaining special ports get their defensive ratings increased, including the port you killed after it regens! (they go from 2500, to 5000, etc...) The figs needed goes way up too, to about 890,000.

Trader Flee formula

If attacker fighters > (defender fighters + defender shields) * 1.25, then they will flee.

Notice this is NOT greater than or equal to, so if it's close, pack a few extra fighters. There is also a very small amount of wiggle room here due to the inherent randomness of TW combat. To be on the safe side, have 1.3x their fighters plus shields if you want to force a flee, or 1.2x if you don't. The odds of the ships and the maximum capacities of fighters or shields have no bearing on the formula; it only factors in the amounts currently on hand. See the following for more info:

[Trader Flee](#)

Thanks to Psion for working this all out!

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The Cabal's Secret Hideout

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[TWX scripts](#)

I've decided to revamp the scripts page a bit. I've also put in links to the two tutorials that I made for TWX. Most of these scripts are fairly well documented. -T 12/14/04

TWX Scripting Help - [Part 1](#), and [Part 2](#). These are two essays I wrote a while back that go over some of the fine features of TWX, like arrays, while loops, and menus. I had planned on doing a full workup on how includes work, and I may get to it eventually, but for now, check out the Simple Include demo script included below. I will add more scripts as time allows.

TWX SCRIPTS:

Simple Include demo: [test.ts](#) and [inc_test.ts](#) - A simple script with a simple include. I made this and documented it to help people figure out how includes work in TWX..

Menu Template demo: [menu_template.ts](#) - This script is a template for setting up twx menus. It's semi-well documented, and I use it as a template for all of my scripts that use menus. By itself, it does nothing, but it's handy to have as a start for making menus and to learn how menus in TWX work.

Stupid TWX ANSI tricks: [ansi_codes.ts](#) - This script shows you some of the things you can do with ANSI and echos. Make your scripts more colorful! Change the way everything is displayed on your screen. See [twxansitricks.html](#) for more information.

Simple Surround Sector Script: [_0_surround.ts](#) - Surrounds your current sector with figs. Won't try to fig Fed or dock, and won't go through one-ways. This script uses the internal database, so you should have a full ZTM before you run it.

Grid Checker: [_0_grid_check.ts](#) - Only works with TWX 2.03 or above. Does a quick check of your grid, and reports results via echo and subspace. Shows total sectors figged, % of sectors figged, Total figs in space, type of figs, and total dead ends figged. By dead end, I mean any sector that has only one way IN. This counts sectors with 2 ways out but only one way in too.

Near Fig: [_0_nearfig.ts](#) - Really simple nearest fig finder. Press "-" to activate, and enter in the sector number or "r" to refresh fig list. It's a system script, so it will keep running even if you hit \$sx. Relies on the internal database, so you need a full ZTM before you run it. Also, it doesn't update the fig list, so if you lose figs, you will need to have it refresh.

Keepalive: [_0_keepalive.ts](#) - Really simple keepalive script. It's a system script, so it will keep running even if you hit \$sx.

One Second Photon Invasion Script: [one_second_photon.ts](#) - Sysop set the game's photon duration to one second? Can't seem to get in without getting blasted? Use this. Works 75% to 85% of the time. (Really only fails when you hit a bad patch of internet lag on your end. If you run it locally on a TWGS server, it works all the time.) **READ THE DOCUMENTATION** in the script before using. If you die, don't come crying to me about it! If you use a dialup (56k), then your odds of success drop to about about 50%. Works great with 2+ second photons!

StarDock Finding Scripts: [find_dock.ts](#) and [_voider.ts](#) - Run [find_dock.ts](#) first, then run [_voider.ts](#). See the documentation in the script on how to use them. This is based on a post I made in the [EISOnline forums](#). See tip [#33](#) and [#33a](#) on the [Tips](#) page for more info.

I'll stick in more as I get them documented.

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The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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* If I were an Evil Overlord. See it [here](#).

TWGS settings to mess with Script Kiddies, - or - How to help the newbies survive the first hour.

I have not incorporated any changes since version .46, so the new features from .47 and above aren't discussed here yet. I will update this as soon as possible. -T
3/21/02

Below are some ideas we've been tossing around that limit the effectiveness of abusive script kiddies. These are a collection of recommended settings and some tips on what to do both before the re-bang and after. Most of these settings also increase the odds that newbies will survive a little better. It's up to you as a sysop to figure out which settings are good for newbies, and which ones just mess with the script kiddies. If you apply ALL of these changes at once tho, then you will likely piss off BOTH the newbies and the script kiddies. (which may be your goal...depends on the kind of board and games you are running I guess.)

NOTE: (Some of these settings may contribute to slowness in warp calc or increase the chances for game corruption, but I've never had it happen to me. I'm just warning you that ANY time you modify the game settings, you are more likely to get corruption or additional slowness. Don't blame me. If you think you find a bug, let [JP](#) know!)

General Server Settings:

Run Extern before midnight. Personally, I like to have it run at like 9pm PST. This gives most people a chance to be there for it, without being too tired to think straight. It also changes pod regeneration strategies. It also cuts down on the likelihood that someone will blow the SD on the first day. Originally extern ran late in the evening because it took so long for it to run. With modern processor speed, it's no longer a factor, so it can be run at anytime. For a real challenge to everyone, run extern at 1:30pm PST. Most people are at work or school at this time. (I recognize that a substantial percentage of players are NOT in the USA. This change is not intended to make their lives particularly miserable. If they are hard core players, they will consider the change in time a challenge, and adapt.)

Big-Bang Settings:

- 1) Option E: set this to max. This makes the planet denial option difficult.
- 2) Option F: drop this down to about 28% (this works with #3)
- 3) Option G: raise this to about 5%. This will allow you more flexibility in modifying your map. The increased number of one-ways allows you the option of adding new links if needed, without subtracting warps. Addition of warps is always better than subtraction of warps.
- 4) Option I: set to max. (this is no longer as necessary under versions .47+, but it's still a good idea. The logistics of running a ship denial game become much harder when you more than double the total # available.
- 5) Option J: enable this. becomes important when you want to modify the ships later

Post Big-Bang Editor Settings:

G: General Editor One:

- 1) Option A: Keep this 1000 or less. High turn games are just invitations for the TWX WSSM script kiddies. Set this to 5000+ only if you want to see SD get blown just after extern on day one. (I've done it with only one corp on day one with only 4800 turns.)
- 2) Option H: Max this one, but DON'T change the # of collies that Terra can hold. This makes it slightly harder for a single corp to play the collie denial game. I wish it could regen faster, but oh well...
- 3) Option M: NEVER make this setting higher than 5. Furthermore, setting it to 1 is just plain evil. Don't do it unless you like to hear players whine. 2-5 is optimal. Depends on the style of game you want to run. Low numbers tend to have lots of invasions, and run fast and furious. High numbers tends to draw the game out.
- 4) Option N: Most Tournaments run this setting at 6. Default is 5. Depends on the type of game you want. Newbies often don't have many friends, so setting this to 3 or so helps them, but encourages multi-corps. I would set it to either 3 or 5.
- 5) Option P: Set it to zero. Any higher, and it gives reds too much of an advantage early on. If you want your aliens to be tougher, then change THEM so they spawn with nastier stuff earlier. It is arguable that nasty aliens early on are more dangerous for the experienced players than for the newbies; while the newbies have more stuff out there that can kill them, the experienced players that run the power scripts often have problems when their script abends in unexpected ways when they are attacked, or their script will simply stop running, which slows them down while they deal with the alien. (I personally don't recommend running aliens at all, but that's just me. Seen too many problems with the Gold aliens, and the regular Ferrengi and Alien Traders are more annoying than anything.)
- 6) Options R, S, & T I'll deal with at another time, when I talk about tournaments.

H: General Editor Two:

- 1) Option C: set this to 8000. NO FREE MONEY! With my private Tri-Con script (not the one I posted for the general public... ;-)) I've gone from starting money (and a few trades on the way to SD) to being in an ISS while spending ZERO turns. And no, I'm not going to prove it, nor say anything more about it! You'll have to take my word for it. (ok, I did get really lucky that time too, but I always win more than I loose.)
- 2) Option E: If you want to just move the SD next to Fed, use this option. If you want to really mess with people, then see my section on moving warps around below.
- 3) Option F & G: Don't move these. Moving these around can create interesting situations too. I prefer to modify warp links to these tho. See below.
- 4) Option L: I would turn this one off. It's not necessary.
- 5) Option M: Leave this one ON. I got a script that finds it in a few minutes anyway, and so do many people. It only hurts the newbies.
- 6) Option O: Make this one 12. Makes AMTRAK very hard. Takes 2 corps working together to dogpile someone.
- 7) Option P: Set this one to 1 second or 10 seconds. We have a 1 second photon invasion script, but most people don't. Keeps your newbies planets alive longer. Or make it 10 seconds, so ANY newbie has enough time to invade. Depends on your players. Of course, with 10 second photons, it's possible to have someone drive all the way to your back sector... I know that you DON'T want people like us to have 10 seconds.
- 8) Option U: High cloak fails are bad.
- 9) Option V: High clear helps prevent blockades of SD. I would set it to 100% clear.
- 10) Option W: YES!
- 11) Options Y, S, 1 and ";": It depends on your processor. Newbies tend to do better with zero move delay, (since they have a chance to beat the photon from SD...this is a tough call tho, since the power scripters benefit from it too.) However, you can balance this out by slowing down the scripters by limiting option S to 5 or so, and you can save your processor some grief by setting option ";" to 1 or 2 seconds.
- 12) Option 7 and 8. Make these settings low. (4 to 6 days is optimal. Leave option 8 at 50%)

13) Option ":": Setting this to less than 45 will slow down the power mappers, and break alot of scripts, slow down invasions, and generally be very annoying. I like 12. Speeds up processor time too :-)

14) Option "/": LIMIT DAILY TIME. Take 24 and divide that by the maximum # of players in a corp + 1. That should be the limit in hours. Drop the remainder.

15) Options 3, 4, & 6: Depends on if you are running MBBS or not. If you are running MBBS, then you are stuck. Otherwise, limit option 4 to about 80%. Option 6 should be set to 2-3 days. I don't recommend changing option 3. (unless you REALLY hate reds)

I: General Editor Three:

1) Option O: Max it. Slows down the Red's ability to bust planets at SD. Leave option F alone, since raising F and O will hurt the newbies, but raising only option O will hurt the experienced players more than the new players (who will just be happy the HAVE a planet ;-)

2) Option P: Reduce it. No explanation should be necessary >:)

3) Option R: Max it. Slows down the power mappers. Newbies don't use probes much anyway.

4) Option X: Two ways you can do this one. I prefer to leave it alone. Or you can drop it to one day. Depends on your players mostly.

5) Options Y & Z: I recommend you leave these alone. You want to have SOME reds on your board, right?

6) Option 3: Depends on your port regen rates (you can't change this in MBBS). I would leave it at default, UNLESS you don't use my recommended regen settings... You might want to tweak this then.

7) Option 4: Turn it on! The longer a red has to stay on-line, the more vulnerable they are. You turn this setting on, then you don't need to worry about WSSM's nearly as much.

8) Option 8: NEVER TURN THIS ON!!!

Sector Edits and Ship Edits:

UNDER CONSTRUCTION!!!! This section is gonna be as long as the above section, and I need to get back to my life...expect an update here soon.

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Ansi codes:

```
echo #27 & "[2J" & ANSI_15 "This clears the screen!*"
echo ANSI_15 "Ansi 9 = " & #9 & "#9 is a Tab. See how this text is indented?*"
echo ANSI_15 "Ansi 27 = " & #27
echo ANSI_15 "*" & #9 & "In the above line, #27, shows you the current ANSI Text setting*"
echo ANSI_15 #9 & "In this case, it's [37;1m, the equivalent of ANSI_15*"
echo ANSI_15 #9 & #9 & "Note the clever use of the tabs. :)*"
echo ANSI_15 "Ansi 42 = " & #42 & " This is how you make an Asterix show up**"
echo ANSI_10 "This should look just like the line below it, bright green.*"
echo ANSI_12 #27 & "[1;32m" & "See how it's Green text, just as if I had done ANSI_10 in front of the text,*"
echo ANSI_12 "even though I put an ANSI_12 in front of it like this line.*"
echo ANSI_15 "See how the Escape codes function a lot like the ANSI_XX codes?*"
echo #27 & "[1;5;31m" & "This is Blinking Red!*" & #27 & "[0m" & "*"
echo #27 & "[1;5;35;44m" & "This is Blinking Pink on Blue!" & #27 & "[0m**"
echo ANSI_12 "You won't see part of the next line*"
echo ANSI_15 "You will not see this part of the line! Well, maybe not the end of it :)*"
echo ANSI_10 #27 & "[1A" & "Because it gets overwritten with this one.*"
echo ANSI_15 "The escape code [1A tells the cursor to move up one line.**"
echo ANSI_15 "To do the overwrite properly, you have to use the #27 & [K*"
echo ANSI_15 "Sorta like this:*"
echo ANSI_15 "This is a really long line that's going to get overwritten*"
echo ANSI_10 #27 & "[1A" & #27 & "[K" & "See how it works?*"
echo ANSI_15 "Also, you don't need to separate the escape codes from the text that follows*"
echo ANSI_15 "See the example below, where I mix it up some:*"
echo ANSI_15 #27 & "[1;33m" & "So, this, " & #27 & "[1;33mis the same as this," ANSI_14 " or this.*"
echo ANSI_15 "But I find the first way a lot easier to look at than the second way.*"
echo ANSI_15 "But I use the 3rd way where I can, since it's probably the easiest.*"
echo #27 "[1;31mAlso " #27 "[1;32mnote " #27 "[1;33mthat " #27 "[1;34myou " #27 "[1;5;35mdon't " #27
"[0;1;36malways need the " #27 "[1;5;31m& " #27 "[0;1;36mbetween text blocks, " #27 "[1;32mbut you*"
echo #27 "[1;32mshould use them because it makes your code " #27 "[1;5;31mmuch cleaner looking.*" #27 "[0;37m"
```



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Advanced Hagglng Lessons - By Cherokee

Over the past few months, I have been researching how to make the absolute MOST money possible when doing planet trades. This is the primary differentiator in who can make the most cash in a game, since it affects sales from Colonist production, SDT, Buydown/Megarob, and Buydown/RTR. Many thanks to Traitor from TW-Cabal for some of the background information that helped me figure all of this out.

I started out by observing how certain helpers and scripts attempted to negotiate, and discovered that most of them do a horrible job. I knew from experience that at "good" ports, I could make very high counteroffers and get away with it, while at "bad" ports I had to be much more conservative. All of the helpers and scripts I looked at made very conservative counteroffers all of the time, missing out on lots of additional cash potential at the "good" ports.

For example, one of the most widely used haggle routines uses a standard counteroffer of 106% of the port's first offer. As you will soon learn, even the worst equipment buying port will take 110%, and the very best will take almost 135%. The best ore ports will take 149%. So there is obviously a lot of room for improvement!

After a great deal of testing, I discovered that for each "MCIC" value, and for each type of product, there was a fixed percentage over a port's initial offer that it would consider reasonable enough to continue haggling. Over that percentage, the port would tell you to get lost, and you used a turn for nothing. This "counteroffer percentage" is the same whether the port is trading at 100% or 1%, although the actual amount of the port's offer is significantly decreased at lower trading percentages.

That's all great to know, but players have no way of knowing what the MCIC of a port is because that value can only be seen in TEDIT. To determine how high of a counteroffer I could make, I had to find some way of determining the MCIC based solely on the information a player has available, namely, the port's current trading percentage, the number of units of product being sold, and the number of credits the port offers for the product.

After much more testing, I found that MCIC (and the maximum counteroffer percentage) can in fact be derived from available information. Knowing the actual MCIC is not important, aside from having a standard way to describe how "good" or "bad" the port is. What is important is the maximum initial offer the port would make IF IT WERE TRADING AT 100%. From there, you can look up the counteroffer percentage to use against the port's actual offer. Here's what I found.

For **Fuel Ore**: the maximum price/unit the port will initially offer is
port max init = $((\$perunitinitoffer - 25.60558) / (\$tradingpercent - 11.7248)) * (88.2752) + 25.60558$

For **Organics**:
port max init = $((\$perunitinitoffer - 50.62764) / (\$tradingpercent - 11.28715)) * (88.71285) + 50.62764$

For **Equipment**:
port max init = $((\$perunitinitoffer - 90.6281) / (\$tradingpercent - 10.98921)) * (89.01079) + 90.6281$

UPDATED INFO (7/11/2003):

The formulas posted above ARE correct - but there is a slight problem. TWGS doesn't give much precision on the port's current trading percentage, so if it is less than 100%, your calculation is not accurate enough. For example, TWGS says the port is at 96% - you don't know if it is really 96.000% or 96.999%, and that difference is enough to screw you up. Therefore, anytime you are haggling a port

at less than 100%, add one percentage point to what TWGS is showing before doing your calculations.
END UPDATE

Don't ask me why each product uses a different formula, I simply don't know. Also, note that these formulas tend to break down the closer the port is to its baseline percentage (approximately 11.7% fuel ore, 11.3% organics, 11.0% equipment). Luckily, you don't have much interest in negotiating at such low percentages because the prices you get are ridiculously low. These formulas work 100% of the time down to about 15% trading percentage, and there's really very little reason to do planet trades under 15%. The only exception I can think of is when you capture a recently used enemy port, and you want to know how good it is. Under 15%, I simply do not know how to accurately measure a port's "quality". If you can figure it out, I'd love to hear about it.

Now then, by applying the appropriate formula, you know what price/unit offer the port would make at 100%, so you are halfway there. The next step is to look up the corresponding counteroffer percentage. These values are provided in the following tables. (Note: I realize that using lookup tables is pretty clumsy - it would be far better to use a formula. However, a close look at the data will show you that while the numbers are -almost- linear, there are enough quirks that no simple formula can accurately model the results.)

FUEL ORE		
MCIC	Max Init Price/Unit	Counter Percentage
-90	43.6	149.4%
-89	43.4	148.8%
-88	43.3	148.2%
-87	43.1	147.6%
-86	42.9	147.0%
-85	42.7	146.4%
-84	42.5	145.8%
-83	42.4	145.2%
-82	42.2	144.6%
-81	42.0	144.0%
-80	41.8	143.4%
-79	41.6	142.9%
-78	41.4	142.3%
-77	41.2	141.7%
-76	41.1	141.1%
-75	40.9	140.5%
-74	40.7	139.9%
-73	40.5	139.3%
-72	40.3	138.7%
-71	40.1	138.1%
-70	39.9	137.5%
-69	39.7	136.9%
-68	39.6	136.3%
-67	39.4	135.7%

ORGANICS		
MCIC	Max Init Price/Unit	Counter Percentage
-75	81.3	140.5%
-74	81.0	139.9%
-73	80.6	139.3%
-72	80.2	138.7%
-71	79.8	138.1%
-70	79.5	137.5%
-69	79.1	136.9%
-68	78.7	136.3%
-67	78.3	135.7%
-66	77.9	135.1%
-65	77.5	134.5%
-64	77.2	133.9%
-63	76.8	133.6%
-62	76.4	133.0%
-61	76.0	132.4%
-60	75.6	131.8%
-59	75.2	131.2%
-58	74.8	130.6%
-57	74.4	130.0%
-56	74.0	129.4%
-55	73.7	129.1%
-54	73.3	128.5%
-53	72.9	127.9%
-52	72.5	127.3%

EQUIPMENT		
MCIC	Max Init Price/Unit	Counter Percentage
-65	139.3	134.7%
-64	138.6	134.1%
-63	137.9	133.6%
-62	137.2	133.0%
-61	136.5	132.4%
-60	135.8	131.9%
-59	135.1	131.3%
-58	134.4	130.7%
-57	133.7	130.2%
-56	132.9	129.6%
-55	132.3	129.1%
-54	131.5	128.5%
-53	130.8	127.9%
-52	130.1	127.4%
-51	129.4	126.8%
-50	128.7	126.2%
-49	127.9	125.4%
-48	127.2	124.7%
-47	126.5	124.6%
-46	125.8	124.1%
-45	125.1	123.5%
-44	124.3	122.9%
-43	123.6	122.4%
-42	122.9	121.8%

-66	39.2	135.1%	-51	72.1	126.7%	-41	122.1	121.3%
-65	39.0	134.5%	-50	71.7	126.1%	-40	121.4	120.8%
-64	38.8	134.2%	-49	71.3	125.5%	-39	120.6	120.1%
-63	38.6	133.6%	-48	70.9	125.2%	-38	119.9	119.6%
-62	38.4	133.0%	-47	70.5	124.6%	-37	119.2	119.0%
-61	38.2	132.4%	-46	70.1	123.6%	-36	118.4	118.5%
-60	38.0	131.8%	-45	69.7	123.3%	-35	117.7	118.0%
-59	37.8	131.2%	-44	69.3	122.7%	-34	116.9	117.4%
-58	37.6	130.6%	-43	68.8	122.4%	-33	116.2	116.9%
-57	37.4	130.0%	-42	68.4	121.4%	-32	115.4	116.4%
-56	37.2	129.4%	-41	68.0	121.3%	-31	114.7	115.8%
-55	37.0	129.1%	-40	67.6	120.3%	-30	113.9	115.2%
-54	36.8	128.5%	-39	67.2	120.0%	-29	113.2	114.9%
-53	36.6	127.9%	-38	66.8	119.4%	-28	112.4	114.4%
-52	36.4	127.3%	-37	66.4	119.1%	-27	111.6	113.6%
-51	36.2	126.7%	-36	66.0	118.1%	-26	110.9	113.2%
-50	36.0	126.1%	-35	65.6	117.8%	-25	110.1	112.6%
-49	35.8	125.5%	-34	65.1	117.2%	-24	109.3	112.2%
-48	35.6	124.9%	-33	64.7	116.6%	-23	108.6	111.7%
-46	35.4	124.6%	-32	64.3	116.0%	-22	107.8	111.0%
-46	35.2	124.0%	-31	63.9	115.7%	-21	107.1	110.5%
-45	35.0	123.4%	-30	63.5	115.4%	-20	106.3	110.2%
-44	34.8	122.8%						
-43	34.6	122.2%						
-42	34.4	121.9%						
-41	34.2	120.9%						
-40	34.0	120.8%						

So now you know how much to counteroffer against the port's first offer to buy your products. The next step is to complete the haggling. If the port responds to your first counteroffer with something like "We'll take them for xxxx", then you are in the "middle haggle" stage. If the port says something like "Our final offer is xxxx", then the port has skipped middle haggling, and gone straight to the final offer. Move on to the next paragraph. Assuming you are in middle haggling still, take the amount that the port's offer increased, multiply it by 60%, and decrease your own counteroffer by that amount. Keep doing this until the port accepts, or goes into the "final offer".

UPDATED INFO (7/11/2003):

The 60% offer reduction is not a constant, rather, it varies based on the port's MCIC. I haven't done enough research into this yet to come up with an exact formula, and I'm really not sure when I'll get around to it. For now, the following seems to work: For ports with MCIC -35 to -20, use 75%. For ports with MCIC from -55 to -36, use 65%. For really good ports from MCIC -90 to -56, use 60%. More on this later...

END UPDATE

Once the port makes a "final offer" you have to give in a little bit more. Instead of decreasing your offer by 60% of the port's increase, you have to come down a whole lot more. For Fuel Ore, the value is 300%. For Organics, it's 270%. For Equipment, it's 250%.

Due to potential rounding errors, I subtract a few credits from my calculations during both middle haggles and final offers. Subtracting 10 seems to work pretty well, and trust me, you aren't going to care about losing out on 10 credits as much as you would care about losing a turn because your haggle got you kicked off the port.

Speaking of losing turns by getting kicked off a port... there are times when you WANT this to happen. I've been unable to determine any rhyme or reason why ports will sometimes jump straight to the "final offer", but when they do, you stand to lose out on serious cash if you complete the transaction. The more middle haggles you engage in, the more money you will make.

For example, at a -65 MCIC equipment buying port, you can top out at about 170 credits per unit when there are at least 2 middle haggles. But when the port jumps straight to a final offer, the most you can negotiate is 160 credits per unit. Now if you are only haggling 1,000 units, you only miss out on 10,000 credits, so it's not a big deal. But if you are haggling 32,760 units, you lose out on 327,600 credits, and THAT makes it worthwhile to use a few turns trying for the 170 price. Your turns are worth at most 42,500 credits (assuming you are doing buydowns with a 250 hold ship, megarobbing the cash back, and then selling the equ to a -65 MCIC equ buyer). So if it takes you 5 turns to successfully haggle for 170/unit instead of 160/unit, you make 327,600 more credits, at a cost of 5 turns which are worth only 212,500 credits.

I've found that if I complete the sale using only 1 turn, I get the best price only about 35% of the time. When I make up to 5 attempts trying for the best price, I can get it about 85% of the time. The 170/unit best price is usually hit within 3 attempts, though there are no guarantees; the number of middle haggles the port allows is purely random.

This technique is most effective at the very best equipment ports, but it also applies to a lesser degree at worse ports, and at fuel ore and organics buyers. The following table shows how much you can haggle your goods for at the best ore, organics, and equipment ports, when the port allows 0, 1, or 2 middle haggles:

Product	0 mid-haggles	1 mid-haggle	2 mid-haggles
Fuel Ore (-90)	51/unit	54/unit	56/unit
Organics (-75)	94/unit	99/unit	102/unit
Equipment (-65)	160/unit	166/unit	170/unit

I'll leave it up to you to determine when it is worth using extra turns to try for the best price, and when you should just complete the sale and move on. Or, just go download my Planet Nego and SDT scripts, available at The Grimy Trader (www.grimytrader.com). They both make good use of all of the above research, and intelligently determine when to try for a better price.

A few other notes:

My research does not directly cover ship based haggles, although it could be used as a basis for further research into that area. It's commonly understood that higher experience (up to and above 1,000) translates into better haggling, and lower experience translates into worse haggling (that's why it's easier for a 0 exp blue to get a port to megarob levels than a 5,000+ exp red). Planet Negotiations seem to be the equivalent of about -100 experience. To the best of my knowledge, the information presented here would need to be combined with more research into how a player's experience affects the haggles. However, I consider ship based haggles to be far less important than planet based haggles, so at this point, it doesn't really seem worth the effort.

Also note that the research I have conducted thus far is only valid for games in which the planetary trade percentage is set to 100%. Although the numbers would need to be adjusted to compensate for lower planetary trade percentages, the overall methods I've described remain the same.

Cherokee
- 5/29/2003

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Trader Fleeing - By Psion

Trader Fleeing

Ever AMTRAK'ed a trader only to have him flee to Fed after the first plink? Or wanted to plink a trader away from guarding his planets so you could invade? This article covers the conditions under which traders will and will not flee, whether they are online or off. Please note that this article applies to auto-flees only, pod fleeing is covered in a separate article by Dr. Bad. All of my tests were run using v3.13; this behavior may very well be different in other versions.

For starters, I'll clear up any confusion about the Online Auto Flee (OAF) option. (the '\ key. -T) If a trader is online and has OAF turned off, they will not flee until you pod them, no matter what. If they have it turned on or are offline, they will flee according to the following formula:

If attacker fighters > (defender fighters + defender shields) * 1.25, then they will flee.

Notice this is NOT greater than or equal to, so if it's close, pack a few extra fighters. There is also a very small amount of wiggle room here due to the inherent randomness of TW combat. To be on the safe side, have 1.3x their fighters plus shields if you want to force a flee, or 1.2x if you don't. The odds of the ships and the maximum capacities of fighters or shields have no bearing on the formula; it only factors in the amounts currently on hand.

The exception to this rule is when you are plinking a ship that is granted a Guardian bonus, like a Tholian. Guardian ships will never flee, period. Interestingly, there does not appear to be a check as to whether or not there is actually a planet in the sector or whether it is corporate owned like there is for the defensive bonus. Tholians show the same flee-resistance in empty sectors, sectors with enemy planets, sectors with personal planets, and sectors with corporate planets. This has the effect of making ship captures easier, but also means you can't chase them away from planets they are guarding.

Attackers who have active IGs will keep a trader from fleeing, as will an active PIG in sector. The presence or status of an IG on the defending ship has no effect on whether or not they flee.

Lack of turns will not prevent a trader from fleeing either. Even freshly

photoned, they flee normally. If they do have turns left, they will be subject to the normal flee penalty implemented after v3.11.54.

Now what most people want to know is: WHERE will they flee to? When fleeing, the trader will move to an adjacent unblocked sector, if any are available. The trader will never move more than one sector. If no adjacent sectors are unblocked, then the flee attempt will fail and the trader will stay in sector. For the purposes of fleeing, a sector is considered blocked if it contains any fighters except fighters belonging to the defender's corp, or the defender's personal fighters. Nothing else makes a difference. So if there is one specific sector you want them to flee to, put corp fighters in every other adjacent sector before you plink them. They will flee to the one unblocked sector – the one you wanted them in. If there is one sector you do NOT want them to flee to (like Dock), then un-fig every adjacent sector, cross your fingers and plink them. Mines, planets, hazz, etc do not mark a sector as being blocked and are not activated when the trader flees into the sector. Read that again. If you didn't grasp the implications, read it again until you do. That's right: when you flee into a sector, Armid mines, limpet mines, hazz, and quasar cannons do NOT go off!!! They are completely unaffected. Granted it's rare that you'll find a planet with no fighters in sector, but if you do, you can use this trick to sneak into the sector and ruin their day. This is more of a novelty than anything else and depending on your point of view could be considered a bug. However, I think the conditions necessary for it to be implemented and the setup work involved will mean that this is probably never used. If anyone actually uses this in a real game, drop me an ICQ and let me know.

I've covered every condition that might effect fleeing that I could think of, but if you come up with something else, let me know and I'll be happy to test it and update this article if necessary. And before you ask, no I didn't test aliens, and no I'm not going to. Aliens are lame. Play against real people.

Psion

ICQ# 211279673

ed note: comments by Traitor are in this color.

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TWX SCRIPTING part 1

INTRODUCTION:

This isn't a full blown tutorial. That would be too much work. My goal with this article is to show you some of the capabilities of [TWX](#) (like arrays) by using well documented examples of some of the scripts I've written for our corp. These scripts are first generation scripts that I have updated for version 2.X of TWX, and as such, they are somewhat primitive and inefficient compared to the stuff I'm using now. But they are well documented now, and should provide you with good examples and ideas for writing your own scripts.

For those of you classically trained programmers out there I should warn you that I am NOT a programmer by trade. I am a Network Administrator for a large healthcare organization (I support the Routers, LAN's and Firewalls for them.), and so everything I learned about scripting I had to pick up the hard way. If the way I do things bothers you, then you should get a grip and remember that this is just a game :) I'd also like to thank the following people: Xide for making TWX in the first place. I am an accomplished REXX coder, (I have to use it for work sometimes :) but I've always hated the language. TWX rocks!

Cherokee for bugging me about ports, and getting me off my ass and rewriting the Haggie part of my SDT script. When I found out his SDT script made about 3% to 5% more than my haggie routines, (which made more than anyone else's...lol) I reverse engineered what he did, saw where I could make improvements, and implemented them. I'm still tweaking it, but a reliable and working version is posted below.

Sweet Little Girl for her input on how to make this article more readable. And, finally, I'd like to thank my corpies for all their hard work testing all of scripts with me in live games and not killing me when they got podded because I made a typo somewhere.

Now, on to the fun part.

ARRAYS and WHILE loops in TWX

What is an array? What is a WHILE loop? I'll get to WHILE loops in a minute, first I want to start with arrays. If you are already familiar with variables, you can think of an array as a super variable. It's a variable that can

hold more than one value. Each value has an index number associated with it so the array can keep track of them all. Think of an array like an egg carton. It's a single object that has 12 cups that hold eggs. Now, number each of those cups from 1 to 12. Those numbers would be the indexes. Now, you don't HAVE to put eggs in the little cups, you could put pennies, marbles, whatever. If you wanted to know what was in cup 12, you would just open up the egg carton, and find cup # 12, and look inside. That's pretty much how arrays work.

As an example, take a look at the following piece of TWX code. It has nothing to do with TW, but it may help you visualize how arrays work. I'll tie this example back to TW further down.

```

1 setvar $CartonSize 12
2 setvar $count 1
3 setarray $EggCarton $CartonSize
4 while ($count <= $CartonSize)
5 getinput $EggCarton[$count] "How many Pennies in cup # " & $count & "
do you want?" 0
6 echo "*Cup Number " & $count & " holds " & $EggCarton[$count] & "
pennies.*"
7 add $count 1
8 end

```

(The line numbers are in grey. They are there for reference only)

Line 1 creates the variable \$CartonSize to 12. This is how many cups (indexes) the carton (array) has.

Line 2 creates the variable \$count which we will use to check each cup (index) and add pennies (values) to it.

Line 3 creates the Array, \$EggCarton. It creates the actual egg carton (the array), called \$EggCarton, and tells TWX that the egg carton contains 12 cups (indexes). This is how you define a static array in TWX.

Line 4 gets a bit more tricky. Here I'm setting up a WHILE loop to step through each cup (index). It's basically saying that as long as \$count is less than or equal too the maximum number of cups (The maximum size of the Array), it should run all the commands between the WHILE statement and the END statement. All WHILE loops need an END at the end of them, so the loop knows when to go back to the start of the WHILE loop and retest the conditions to see if it still needs to run. So, the commands in this WHILE loop will execute in order until it gets to the END command, and then go to the top and check to see if \$count is still less than or equal to \$CartonSize. If this condition is still true, it will run the loop again. That is what a WHILE loop is in a nutshell. As long as the condition is true, it will keep doing the loop.

Line 5 is the first command in the WHILE loop. It asks the user for manual input, in this case, it's asking for the number of pennies you want in each cup (index). The user just types in a number (or whatever, it could be text if you want) and presses enter. This is the first usage of the Array.

`$EggCarton[$count]` is the actual array. See them []'s? The contents of those braces is the cup number (index) So, what I'm doing here is asking the user to put in the number of pennies into the array in the cup number (index) equal to the value of `$count`. Notice how I was able to mix text and the variables in the same line. You do that with the `&` symbol. When you put an `&` symbol on a line, it ties everything together into one line. This is very useful for echos, like the one below, and for file writes.

Line 6 is just an echo that takes what you entered and spits it back on the screen, so, if you entered 10 pennies in line 5, for cup 1 (index 1) it would output the following:

Cup Number 1 holds 10 pennies.

What I'm doing here is querying the array and asking it what the contents are of cup #1 (index #1) and having it echo that to the screen. See how I used the `&` symbol to string together text and the variables?

Line 7 increments `$count`. This is important, because if I don't do something to make `$count` eventually become greater than `$CartonSize`, it will always meet the conditions of the WHILE loop and go on forever. So I add one to the value of `$count`, so after 12 loops, `$count` is equal to 13, and therefore greater than the value of `$CartonSize`, making the test condition false and causing the while loop to stop. You are not limited to numbers either. You could setup a while loop to check for text just as easily. (i.e. while `$count = "a"` and then as soon as the value of `$count` becomes something besides a, it will run the loop)

Line 8 is the ever important END statement. If you don't put an END at the end of your loop, it will continue processing all the commands that follow the WHILE statement till it hits an END command. This can lead to undesirable results. If I didn't include this line here, then what would happen is it would run through the loop once, and then seeing no other commands, it would terminate the script.

OK, egg cartons are cool and all, but how about a REAL example of something useful? You need a reason to use arrays you say? Well, if you made the array 5000 in size, as in the number of sectors in a game, you could do a lot with it. If you let each index represent a sector number, then you could do something like pull a 'G' (fig list) and set the contents of each index equal to the number of figs you have deployed in each sector. So, if you wanted to know how many figs you have in sector 588, you would query index 588 in the array, and it would return the number of figs you had in that sector. I'll go more into that a bit later.

The following script is our old auto furb deployer script. It asks you how many sectors you want to put furbs in, what the sector numbers are, and how many furbs you want in each individual sector. It then buys the furbs and delivers them for you. This is useful if your furb can't be on-line at the same time as your reds, but you still want to furb them. It's not as turn efficient as it could be (it should buy all the furbs at once), but hey, it's a 1.x script. :)

Download it here: [_01_deploy_furbs.ts](#) Then read through the boring text at

the top of the script so you know how to use it. Remember to turn off your helper, and turn off ANSI and Animation (cn1 & 2 from the command menu) I should also mention that ALL of my scripts require these things to be OFF. It may not be pretty, but it's the only way to make them work.

Anyway, there are a few sections of the script that I want to review here so you can see another feature of arrays, the array within an array feature :)

Here is the first piece of code I want to examine:

```
80 # ----====[ Get User Data ]====----
81 # User enters data manually here and I initialize the array.
82 getinput $arraysize "Enter the total number of sectors you want to put furbs
in: " 0
83 setarray $sectors $arraysize
84 setvar $count 1
85 while ($count <= $arraysize)
86 getinput $sectors[$count] "Enter Sector Number " & $count & ": " 0
87 getinput $sectors[$count][1] "Enter Number of Furbs: " 0
88 echo "*Sector Number: " & $sectors[$count] & " # of Furbs: " &
$sectors[$count][1] & "*"
89 add $count 1
90 end
91 goto :getotherinfo
```

(The line numbers are in grey. They are there for reference only)

On the surface, you will see that this looks kind of like the last piece of code I showed you. But there are a few additions and changes.

Line 80 and 81 are just comments. They are there so I know what this section is supposed to be doing. ALWAYS comment your code, cause a year from now if you need to make changes in your scripts, it's a heck of a lot easier to figure out where you need to make the changes if you know where to start. :-)

Line 82 is where I ask how big the array should be (how many indexes) I set that to be equal to whatever the user enters, and that should be the TOTAL number of sectors that they are planning on dropping furbs off in.

Line 83 is where I actually initialize the array. The array is named \$sectors, and it has a total of \$arraysize indexes. This is a Static Array.

Line 84 is where I setup my counter.

Line 85 is the WHILE loop. basically it says execute the commands between the WHILE statement and the END statement over and over as long as the value of \$count is less than or equal to the total number of indexes in the array. (it executes lines 86 through 89)

Line 86 you may notice, looks a lot like line 5 in the above example, except this time I'm asking for the sector number. But the principal is the same.

Line 87, heh, now I get tricky again. What the heck is that second set of []'s for? What does that 1 in there mean? Well, I'm using one of the less well documented features of arrays. Each index can also have what I'll call sub-indexes for now. Imagine 10 egg cartons stacked on top of each other. Now you know that if you want to see what is in cup 12 of the top carton, you just

query the array and ask it what's in index 12. With the 10 egg carton model, if I wanted to know what was in the cup 12 of the second egg carton, you would query the array and ask it what was the contents of index 12, sub-index 1. That tells the array to go look at cup 12 in the second carton. Confused? Well, think of the first carton as having a sub-index number of zero. By default, you don't need to put in the sub-index number for the top level of the array, TWX assumes that is zero. So if you start the count at zero for the first carton, then the bottom carton, number 10, would have a sub-index number of 9. If you wanted to know what was in cup 5 of the 10th egg carton, you would query the array and ask it for the contents of index 5, sub-index 9. What I'm doing here is asking the user for the number of furbs that they want in the sector, and I'm telling the array to put that value in sub-index 1. The first set of []'s is the index, and the second set of []'s is the sub-index number. These have to be numbers, or variables that contain numbers. So, when I request the user to put in the number of furbs in the array at this index, I'm really telling the array to use egg carton number two (remember carton number 2 is the FIRST sub-index), and to put the number of furbs they enter in cup 12 of carton 2. So, if you put in 588 for the first sector number, and you wanted 10 furbs there, the array contents would look like this:

```
$sectors[1] = 588
```

```
$sectors[1][1] = 10
```

That format is how TWX handles sub-indexes. They are very powerful. TWX makes extensive use of them with it's GETSECTOR command, which I'll go into later.

Line 88 is where I echo back the things that you typed in, so you can be sure that you didn't make a typo or something. First I'm telling TWX to go look at what's in the array at the current index (equal to \$count) and echo that value to the screen (the sector number), then I tell it to look at the same index, but sub-index 1 to get the number of furbs for that sector. See how I again used the & to string together the variables and text so it's all one line.

Line 89 increments the value of \$count just like in line 7 of the first example.

Line 90 is then end of the WHILE loop. If I didn't put that in there, it would just skip on to line 91 without running through the loop the correct number of times.

Line 91 tells the script to go to another section of the script. It references something called a Label. Labels are how you get to different sections of your script. They are also how you organize your script and how you define sub-routines. More on that later.

If you read through the rest of the script, you can see how I use more WHILE loops to step through the Array and how I use sub-routines to actually deliver the furbs. Lets take a closer look at that:

```
106 # ----===[ Main Routine ]====----
```

```
107 # here is where all the work gets done. The nested while loop.
```

```
108 :start
```

```
109 setvar $sectorcount 1
```

```
110 while ($sectorcount <= $arraysize)
111     setvar $furbsector $sectors[$sectorcount]
112     setvar $furbcount $sectors[$sectorcount][1]
113     while ($furbcount > 0)
114         gosub :getfurb
115         gosub :deliverfurb
116         subtract $furbcount 1
117     end
118     add $sectorcount 1
119 end
120 echo ANSI_10 "***ALL DONE!***" ANSI_7
121 halt
```

(The line numbers are in grey. They are there for reference only. I also put in some formatting to make it a bit easier to look at. My scripts all use tabs and spaces in them, but those don't convert well to html :)

Line 106 and 107 are more comments.

Line 108 is a label. When you want to jump from one part of the script to another, you have to use labels. All labels in TWX start with a leading ":", and each one has to have a unique name. More on that later.

Line 109 is where I setup another counter. Why don't I use \$count again? Because \$count isn't very descriptive, while \$sectorcount tells me what it's counting. Less confusing for me. Anyway, I set this counter equal to one. This counter is how I keep track of what sector's I have dropped furbs off in.

Line 110 is another WHILE loop. This time I'm testing to see if the counter \$sectorcount is less than or equal to the value of \$arraysize, which is equal to the total number of indexes in the array, which corresponds to the total number of sectors. As long as that's true, it will run through all the commands between it and the END command in line 119 till it becomes false. Wait, you say? What about the END in line 117? Well, guess what? That end command in line 117 belongs to yet ANOTHER WHILE command, the one on line 113. You see, I'm sticking another WHILE loop in the middle of my first WHILE loop. It should become more clear what I'm doing as I get a bit further into this bit of code.

Line 111 this is where I create a new variable, \$furbsector, and make it equal to the value of the array \$sectors index \$sectorcount. That number if you recall, is equal to the sector number you entered earlier. \$furbsector is the variable that I use later to tell you where to warp your ship too. So, if you entered in 588 as one of your sectors, then the corresponding index in the array will be 588, and \$furbsector is also now equal to 588.

Line 112 creates another counter, a variable called \$furbcount. This is equal to the number of furbs you entered for the corresponding sector number. So if you wanted 10 furbs in sector 588, the value of \$furbcount would be set to 10. See, it's querying the array \$sectors at the index equal to the value of \$sectorcount and in the first sub-index of that index. The first time it goes through the WHILE loop, the value of \$sector count is equal to 1, so it's doing the same thing as asking for the contents of \$sector[1][1]. As the value of

\$sectorcount increases, the index in the array goes up, but the sub-index doesn't change, since I've hard coded it to always look in the first sub-index of the corresponding index number. So, the second time through the WHILE loop, the value of \$sectorcount is equal to 2 (because I added one to it in line 118), so the value of \$furbcount gets set to \$sector[2][1]. So, if I entered 999 for the second sector and 5 for the number of furbs, then the second time through the WHILE loop, it would set \$furbsector equal to 999 in line 111, and \$furbcount equal to 5. I hope this becomes more clear as I go on.

Line 113 is the second WHILE loop. If your head is hurting now, wait till I try to explain the logic of this to you :) Anyway, here is where I put in my second WHILE loop to do the actual delivery of the furbs. Remember that counter I set in line 112? Here is where I use it. I'm testing \$furbcount to see that it's greater than zero. As long as \$furbcount (the total number of furbs for the sector equal to \$furbsector) is greater than zero, it will execute the commands between lines 114 and 117. Well, what about the first WHILE loop? Why doesn't it use the END command in line 117, and not the one in line 119? Because when TWX compiles a script, it tries to match each WHILE loop with a corresponding END statement. As you already know, when you have a WHILE loop, it will execute all the commands below it until it hits an END statement, then it will go back to the beginning of the WHILE loop and recheck the conditions to see if they are still true. What TWX does when it's checking for WHILE's and END's is start from the middle and work it's way out. So, in the above example, the WHILE statement on line 113 is the innermost WHILE statement. The compiler steps through the script looking for the very NEXT END statement and when it finds one, it associates it with that WHILE statement. So, the END in line 117 gets associated with the WHILE in line 113. Now it works UP the script and looks at the WHILE statement in line 110, and steps through the script until it finds an END statement. It sees the one in line 117, but it knows that 117's END is being used by the WHILE statement in 113 already, so it skips it and moves on to the next END statement in line 119.

Line 114 tells the script to go to a label called :getfurb. Notice I use the term GOSUB, instead of GOTO. What's the difference? GOTO tells the script to go to a label and forget about where it just was. GOSUB tells the script to temporarily to go to the label, but to RETURN to this spot when it's executed all the commands under that label. In other words, it tells the script to go somewhere and return here when you are done executing the commands at that location. In this case, the GOSUB tells the script to go buy a furb, then return to this spot. Since I have to buy a lot of furbs, it's a lot less typing to tell the script once how to buy a furb, and just have it run that sub-routine every time it needs a new furb.

Line 115 tells the script to run the drop-off furb sub-routine. Then return to this spot and go to line 116 once it's dropped off the furb.

Line 116 is where I change the value of \$furbcount for the WHILE loop in line 113. Notice that I'm subtracting instead of adding here. I have to do this, since the WHILE loop in 113 is checking to see if the value of \$furbcount is

greater than zero. Once \$furbcount equals zero, it will finish this WHILE loop and move on to line 118. So, this is how the script keeps track of the furbs it needs in a particular sector. The WHILE loop in line 113 runs (buying furbs and delivering them) until \$furbcount gets to 0. So, if you entered in 10 for the number of furbs, it would run 10 times, and there would be 10 furbs in the sector.

Line 117. This is the END statement that goes with the WHILE in line 113.

Line 118. OK, now that I've dumped off all the required furbs in the sector, I can now move on to the next sector. I do that by adding one to the variable \$sectorcount. Now what happens is the WHILE loop in line 110 gets checked again, and if it's still true, it goes to line 111 where it increments the index of the array, to look at the second sector number. That becomes the new value of \$furbsector, and then it checks for the number of furbs that the new sector needs in line 112. Then it runs the second WHILE loop until it's delivered all the furbs for that sector, then it goes back to this line (line 118) adds one to \$sector count, and so on, until it runs out of sectors. Once it runs out of sectors, then it moves on to line 120. (Line 119 is an END statement, so it is part of the WHILE statement in line 110. Because of that, when the WHILE condition becomes false, the next line for processing is line 120)

Line 119. This is the END statement that goes with the WHILE in line 110.

Line 120 Now that you have delivered all the furbs, I put an echo here to announce that the script has finished.

Line 121 tells the script to stop. The HALT command always tells a script to terminate.

Wait a minute. There are a lot more lines of code AFTER the HALT. What's going on? Do those get processed or what? Yes they do. Remember the GOSUBs? All that code at the bottom of the script, after the halt, are my sub-routines. Basically, anytime you have to do the same thing over and over in your script, you should make it a sub-routine and have the script call it when it's needed. It makes for more efficient scripts, and they are a lot easier to debug. I usually put all my sub-routines at the bottom of my script, and reference them as they are needed with GOSUB, or rarely GOTO.

OK, so why an autofurber? Well, because it goes well with my SDT suite of scripts. Suite? Yes. I have an SDT script for all occasions, being a red and all :) But the ones that I'm going to show you are team SDT scripts. They REQUIRE at least 2 corpies on-line at the same time. Each corpie runs a different script, and those scripts talk to each other to manage the SDT run. They are:

[_01_3_primary_SDT.ts](#)

[_01_3_secondary_SDT.ts](#)

[_01_3_furber_SDT.ts](#)

THE SCRIPTS ARE NOT QUITE READY FOR PRIME TIME. USE THEM AT YOUR OWN RISK AT THIS POINT!!!! THEY DO WORK, BUT I'M

NOT DONE WITH THE DOCUMENTATION IN THEM YET. MORE ON THIS LATER -Traitor 4/30/03

These scripts run 2 reds in a 3 sector SDT area with bust clearing and optional furber support. I say OPTIONAL, because if you furber can't be around, then he can run that first script I showed you and drop off furbs for your reds in the SDT area. Anyway, it runs 2 reds with 1000 turns in about 15 minutes or less. I have revised their HAGGLE subroutines, and they now make a ton of profit. The better the port, the more profit they make.

If you haven't already downloaded them, you should do it now and give them a read. I've tried to document the hell out of them...it's over 1761 lines of code between all three scripts, but a lot of it is remarks, so it's really not all that big, all things considered. Just remember to turn off the helper in your client, and ANSI and animation must be off as well. 9 times out of 10, problems with these scripts are a direct result of people forgetting to do those 3 steps. Since I use ZOC 99% of the time, the helper part has never bothered me. TWX IS MY HELPER!

Anyway, back to Primary. Primary has three things in it that I think are worth taking a closer look at. The first is how it exchanges information between the other scripts, and some of the things I put in there to help prevent spoofing by other players. It's not perfect, but anytime you create a script that talks to other scripts your corpies are running, you have to take security into account. The second thing is how the script keeps track of the busts, the ships, and the reds, so that you can take full advantage of bust clearing. I never send out sector numbers, only the ship numbers. Finally, there is the haggle routine, that takes advantage of the fixed prices offered for planet negotiations.

Security is handled by using private hails. Since I have ANSI turned off, you always get the full trader name in incoming messages, like this:

Incoming transmission from Traitor
Hello World!

So my security looks for the message "Incoming transmission from" and then checks to see what the trader name is. If the trader name exactly matches with what it's expecting, it will process the message, otherwise it will ignore it and continue waiting. Since TWGS doesn't allow traders to have similar names anymore, it's near impossible to spoof these messages. I don't like using Sub-Space Channels in script communications, since there have been documented cases of people figuring out your Sub-Space Channel and taking advantage of your scripts.

Now for the logic it uses for keeping track of busts and ships. These scripts take advantage of bust clearing. When someone busts at a port, the port only keeps a record of the LAST person to bust there. If someone new comes along and busts at that port, the first person's bust is cleared from the ports memory, and the first person can start robbing/stealing there again. So, if Traitor busts

at a port, then Roberts comes along and busts there 15 minutes later, Traitor is able to rob there again, since Roberts was the last person to bust there. My scripts take advantage of this. The script uses 3 ports, we'll call them A, B, and C for now. The first red (Primary) runs ports A and B, while the second red (Secondary) waits at port C. When Primary busts at a port, lets say he busts at port A, he tells Secondary what port he busted at, then he goes and waits in port B. Port B is clear for Primary, since he didn't bust there, and port A was the last place he robbed. Now, secondary runs ports A and C. Say that secondary busts at port C. Now, Secondary waits in port A, and Primary runs ports B and C. If Primary busts at port C, he waits in port B, and Secondary runs ports A and C. Secondary can run port C because Primary cleared his bust in port C. My script keeps track of the ports by associating the ports with ship numbers.

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Subject: Re: www.tw-cabal.com and permission to use some things from tw on my site.
Date: Tue, 03 May 2005 09:33:36 -0500
To: Traitor <traitor@tw-cabal.com>
From: John Pritchett <jpritch@eisonline.com> Save Address

Traitor wrote:

> John,
> I'm in the process of re-revising my site, www.tw-cabal.com, and I
> wanted to ask for permission to use some of the in game text and help
> menus found in TW and TWGS (screen shots, or simulated screen shots)
> to assist other players and sysops in playing and hosting the game.
> There is no intent on my part to gain any commercial benefit, heck, I
> don't even accept donations from people. I just want to be able to
> show people examples and screen shots. I've sorta done this in the
> past already, and didn't hear any complaints, but I wanted something
> more formal, so I could say "used with permission".
> Thanks for your time.

You have my blessing. I appreciate any effort to keep the game alive, especially when I'm too busy with other things to devote much time to it myself.

On your site, I noticed a rant about people breaking the rules. I want you to know that I'm talking to a group of developers about doing a new Trade Wars, and while we want to keep the game very true to its roots, priority one is to resolve all of these imbalances and cheats. So when that time comes, I'm hoping to rely on people like you to help guide us in resolving all of the issues that have come out over the years, and return Trade Wars to its former state of playability. I have my ideas about how to solve these problems, but it's going to take playtesting by veteran players to assure that it's done right and thoroughly.

--

John Pritchett
Epic Interactive Strategy
<http://www.eisonline.com>
<http://www.tradewars.com>



The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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The Corporation - By Roberts

[ed. Comments by Traitor look like this]

Evolution of a Tradewars player

My impression of TW2002 has evolved over the years (yes, I do mean years - I started playing in the late 80's). When I first started playing the game, I played a solo Blue and most of the people I played against also played solo games. Unless you are being brought into the game by a friend (who is generally looking for a trustworthy corp-mate, or corpie as we now call them), playing a solo game (i.e. not running with a corp) is pretty much the norm for new players. I firmly believe that every player should go through a solo phase - you will never really understand the economics behind the game until you watch yourself burn through every credit you have made over the past week in a very short period of combat.

After a game or two, the disparity between solo players and corp players becomes pretty obvious. It's a sad but undeniable fact that in a game where there are even mediocre corps active, solo players will eventually get stomped. So, most people who enjoy the game and are serious about the winning start looking to either be either get picked up by an established corp, or for some other solo to team up with. Most, hopefully, avoid *my* fate - I picked up my very first corpie (whose name I have long since forgotten) in the middle of a rough game, he turned around and killed me, taking all the planets I had developed. (On a brighter note, the players I had been fighting against were so incensed by what he did that they **gave** me one of their sectors to get me back on my feet and helped me in my war against my former corpie).

Anyway, when players first start experimenting with playing in corporations, you generally see 4 or 5 solo players form up under a single corp name and start playing...well, solo. In other words, the individual players will generally not change their individual play style very much, they will just pool all their resources. An important thing to remember, however, is that a corporation lives by combining the strengths of all of it's members, and dies by the weakness of any single player. You can have a corp that is kicking serious booty, but if one of the members brings a limpet home, that corp is going to get trashed. If a player constantly is pulling all the figs off of the planets to go out hunting, your corp is going to go down in flames when your planets get found. Players that don't run their turns, or run them badly are not assets, they are liabilities. Pick and choose your corpies carefully!

If the players are lucky enough to have a bright CEO, or if they play long enough to start discovering successful strategies, the individual players will start capitalizing on their individual strengths and contributing those strengths to the Corp they are playing in. In other words, they will start to specialize.

Player specialization is the foundation of a successful corporation, and generally can be described as Combat and/or Support skills. Combat covers PvP (Player vs. Player), PvA (Player vs. Alien), Defense (Limpet/Armid Mine Distribution, Fighter Clouds, Sector Defense, Q-Cannon stepping, Planet Mixes, etc), Invasion (Mine Disruption, Fig killers, Q-cannon suppression, mothing, planet ping-pong) and Guerrilla (or how to make losing as painful as possible for the winners). Support covers Information Gathering (mapping, port loss tracking, resource tracking, enemy resource development [planets/cits/figs/probable cash flow] and PC hunter), Resource Acquisition (collie runner, furber, SST/SDT/RT, PT, MR and mini-MR), Sector Development (port building, port improvement, planet placement) and Planet Maintenance (citadel development). I will not be elaborating on all of these specific tactics in this white paper, I merely identify them as skills that a successful corporation needs to have, in order to consistently win.

Blue v Red

Play style is critical - and none more so than deciding which side of Alignment 0 you are going to play. Generally speaking, Reds (players with a negative alignment) are able to make more money per turn (figure a good red is able to make at least 12,000 per turn), but Blues (players with a positive alignment) have better ships and more freedom of action. Here are some numbers to consider.

Income	Strategy Blue/Red/Both	Daily Income (assumes 1000 turn game)
Port Pair Trading/Merf	Both	600k - 1.2M
Port Pair Trading/ISS	Blue	1M - 2M
SST/Colt/Solo	Red	3M - 6M
SST/Colt/Furbed	Red/Blue	8M - 10M
SDT/Colt/Solo	Red	3M - 9M
SDT/Colt/Furbed	Red/Blue	10M - 15M
Planet Trade/Colt	Both	12M - 15M
MR/Colt	Both	12M - 20+M

As you see, a Red player can make significantly more money in any single day than a Blue player can (and a Red/Blue team can make the most of all!). It comes at a cost, however. A Blue player (until he is over 1000 exp) is safe in Fed-Space, whereas a Red player is never, ever safe (except when cloaked in Fed-Space, and even then is vulnerable to a dog-pile). Blue players have access to better combat

ships, have freer access to the StarDock, etc? Some games have modified ships to give Red players more of a chance - but this, IMHO, has to be done carefully or it tips the balance more in the favor of the Red player, at the expense of the blue.

Corporate Identity

Once the game has begun, the players need to decide how they are going to approach the game. In forming the corporation, the CEO or players as a whole need to decide how the game is going to be played - fundamentally there are three basic corporate strategies: straight corps, mega-corps and mixed-corps. Straight corps are single corps that are completely comprised of either Red or Blue players. Mega-corps are a single group of players that have formed two corporations that will work closely together, usually one Red and one Blue corp. Mixed-corps are a group of players that have formed a single corporation comprised of both Red and Blue players. There are several good write ups on the tactics for straight and mega-corps, I will not be dwelling on them, rather I will concentrate on the mixed-corp, which is the play style we use.

I can remember when, as the mixed corp tactic was being developed, that there are many players and Sysops who frowned on them (I was one of 'em). It was felt that the tactic did not fit within the 'spirit' of the game. We experimented with several different corporate forms before settling on the mixed-corp format. Why you ask? Well, ultimately we use it because 1) it is legal and 2) it is the single most powerful corporate structure in the game. It does have a downside tho', it the most difficult to manage. In order to be effective, you must have disciplined players, both Red and Blue.

The advantages of the mixed-corp are that you combine the earning potential of the Red player with the support and access to the full range of ships for the Blue player. Your Blue players will almost always be 'FedSafe' (less than 1000 exp) and thus able to loiter safely in FedSpace (the sector containing the StarDock Alpha, the sector containing Terra and the sectors immediately surrounding Terra, but **not** the sectors containing Rylos or Alpha Centauri). This enables the Blue player(s) to be able to support the Red player(s) by delivering furbs for the Colts and service the personal ships for the Reds (i.e. replenish the cloaking devices, etc) as well as make collie runs on Terra, or just sit at the StarDock as an intimidating figure (an ISS with 50k figs tends to do that) without running the risk of being podded.

The downside is that your Blues will **never** finish at the top of the scoreboard, due to the daily experience hit they will take as punishment for having Reds in the same corp (based on alignment). Additionally, your Blues *have* to be willing to CBY (self-destruct) if their own alignment goes much above 2,500 in order to prevent delivering crippling experience hits to the Red players. *[ed. There are ways around the CBY for death limited games. But for non-death limited games, CBY is the cheap way to go. -T]* For the Red players, they need to give up a lot of their game play (i.e. doing anything but making money for the corp) and watch as

the Blues go about spending everything they make! :) This is especially true in the early phases of the game, less so in the latter.

The Red Game

Player discipline is critical - if your corpies don't play their assigned roles, then your corporation is in trouble. The Cabal, for example, has a very structured format for our early game phases. We have found, through bitter experience, that the balance of Reds to Blues has to be at least equal, usually we play with more Blues than Reds. Our Blue players cover Furbing, Mapping, Sector Development and Planet Maintenance and Hunting, in that order of precedence. Our Red players are strictly moneymakers - although they may on occasion do some hunting, or be called in for specific kills once a target has been located.

On the whole, however, Cabal Reds move themselves as little as possible, (i.e. lose as few turns as possible on movement) relying on the Blues for tow transport. The designated Furber is responsible for setting up the SDT area, towing the Red player between the various sectors after busts, as well as towing the Red back to Fedspace after the SDT is done - generally one Blue player can furb for two Reds. The Reds log on, run their turns and then log off - it's a good day when the only sign our Reds have played their turns are the entries in the logs about the furbs they blow up.

If the Red player is unable to get in during the time when the Blues are available (either due to a schedule conflict or because the board is very active and the risk of running SDT is too high), then the furber is responsible for acquiring furbs in advance. If we have a planet, or planets, with a transporter (and we start developing transporters as soon as we get Lvl 1 cits) we will drop those furbs in that sectors. This allows a Red player running solo to furb himself using only three turns (one to xport to the nearest furb, one to transport back to the sector where the Colt is located, and one to xport back into the Colt). He can then blow the furb and move to the next SDT area (which is the **big** cost of running solo). If no planet transporters are available, then have your Blue leave a Merf at the StarDock. When you bust, you xport to the Merf, dock at the StarDock and buy a replacement Merf, fill out the holds for the Merf you are in, then make the run out to the SDT area (I usually also buy 100 or 200 figs, just to ensure I won't get blown up by stray figs, NavHazz's or the like - I drop them in the SDT sector to be picked up by the blues). This is more turn intensive, but it is **very** fast in the area that is most critical - your time in FedSpace! Again, the key thing for the Reds is to minimize your time in the game, Reds are **the** high profile target for us - since they are the ones who bring in 80% of the resources the Blues will desperately be needing.

When your turns are done, have your furber tow you to Fedspace, drop the credits on you and cloak. You now serve as the 'bank' for your corpies (and keep the blues from gaining annoying amounts of alignment when they log on with lots of money!) When cloaking in FedSpace remember to keep **fewer** than 100 figs or

you will be towed. You should also keep *over* 1000 shields on you, otherwise you are vulnerable to 100% NavHazzes. Always let your corpies know where you are cloaked, so they can watch over you as you slumber.

Once secure citadels have been developed, the Reds can start logging on and take part in the 'social' aspect of the game. Before then, however, they are too vulnerable - and we are firm believers in the 15,000 credit per turn philosophy (i.e., every turn a red spends that is not running their SDT costs the corp 15,000 credits - if you don't believe me, run and SDT for a full 1000 turn game, and then divide what you made by 1000.) We laugh when we log in and see other Red players hunting down our figs - even if they find our planets. Why? Say someone kills 50 of our figs in his Corporate Flagship. At the very least, he has traveled 50 sectors in the CF at a movement of 3 ($50 \times 3 = 150$) at 15,000 credits per turn ($150 \times 15,000 = 2,750,000$). We may have lost 50 figs, but we cost them at least 2.75M in lost income!

If you can't do that math, you are going to lose the game. Every time.

The Blue Game

In order to play the game effectively, you are going to have to gather intelligence. In order to win, you are going to have to deny that same intelligence to your opponents. This is a key area of the game, and it is handled by your Blues.

One of the first big expenses that your corp faces is getting a full map of the game. This ranges from merely expensive, in a 5000 sector game, to downright daunting, in a 20,000 sector game. However, much of the information that is critical to success, depends on this base. The Cabal designates a single person to be the 'mapper', and that person has priority access to all the money the Reds make, after our basic roles have been established (i.e. getting the reds outfitted and started). The mapper's goal is to get a 100% map, usually using e-probes, as quickly as possible. Simultaneously, the remainder of our Blues, in addition to their other duties, are tasked with dispersing a fighter cloud (dropping figs all over hell and gone), in order to deny our opponents the same information.

The full mapping of the game area gives several distinct advantages over merely running against a ZTM. First, you will receive full port data when the mapper pulls CIMs - this will enable you to track port losses (which can be critical, especially in the endgame). By port loss tracking, I refer to ports where someone had either 1) destroyed the port (which shows up in the logs) or 2) dropped a fig there. There are a number of game tactics revolving around this information which are beyond the scope of this paper.

Once the Blues have developed the full map, they should regularly re-probe the map, especially firing probes down the dead-ends and tunnels to see if anyone has started developing sectors. A major part of Cabal strategy is to deny our opponents the opportunity to develop citadels.

We also gather a variety of other data, such as making copies the daily log, tracking all players experience & alignment on a daily bases, get the fighter counts for the game, tracking planet reports and citadel counts. Much of the data only will only give you approximations, but from those approximations you can get an overall picture of how you are doing in the game. For instance, if you want to compare your cash flow, for example, against an opposing corporation you can take a look at the daily logs and the player standings. Assuming that you do not see log entries regarding kills or planet busting being generated by the Red players, you can figure that either port trading or SST/SDT/RT strategies are generating their experience & alignment. If their experience is going up, but their alignment is not changing very much, then they are port trading. If their experience is fluctuating and their alignment is dropping fast, then they are performing any of several steal strategies. By comparing this information against that of your own Red players, you can draw comparisons for cash flow. You can also check player activity (who has and has not logged on and played their turns), even if they performed no actions that would be reflected in the game log or your corporations fighter/mine reporting.

Sector Development

One of the critical areas of the game is sector development. Since almost everyone runs ZTMs (zero turn mapping) these days, finding and developing the single five-deep pocket in the game is virtual suicide. While I suggest that you actively hunt down and identify these for the later part of the game, in the early phases I'd recommend looking for the one-deeps or, if there are a lot of them, two deeps. I have also been known to look for the 3-5 sector long tunnels, since they can be blocked off at either end and are relatively hard to find - especially once the fighter clouds have been set.

These are the seed sectors - until the citadels develops you shouldn't put very much effort into defending these sectors, rather you should keep starting new ones. Since the big money depends on developing mobile planets, keeping the planets rolling (i.e. citadels developing constantly) is critical. Again, there are a number of very good papers on Planet/Citadel Mixes, so I will not essay very deep into the topic, other than to say for our initial sectors, we prefer a LLH or even a LLHHO mix.

I like to see planet transporters placed on the 1st planet in a given sector as soon as it develops a citadel, they aren't cheap, but they make the planet development for the entire sector much easier and more turn efficient. (An ISS making Collie runs on it's own uses 10 turns per cycle, but only 6 turns per cycle using a Planetary Transporter) It does use lots of Fuel Ore from the planet, but until the Q-cannons are developed, you have no other use for that fuel and once the Q-cannons are developed, you should have the population to offset that fuel use.

Keep the populations of the sector low until level 2 citadels arrive - this is the point at which planets become defendable, barely. This is an important point to realize - if you defend a sector prior to this point, you may lose more than you can afford to, once the planets get to Lvl 2 they will cost more to take than it costs you to

defend. The corollary to this, of course, is that once the planet has been take (or if you are invading), it costs you more to take the planet, than it costs them to defend.

Level 3 cits are when you should shift seriously into sector defense. Generally we will get two Q-cannons online fairly close to each other, and we use a strategy we call 'stepping' the cannons. The first cannon to fire is intended to 'screen' out the smaller ships - it is intentionally set low, with the next cannon to come online set to do more and more damage. This tactic is intended to conserve the firepower of the sector cannons as much as possible and deny the enemy the opportunity to 'moth' the cannons on the cheap. This is generally the point where we stop keeping the Colts at the StarDock and look at keeping them over the planets. If we have developed a sector that sells Fuel Ore, our Blues will probably be fueling the planets to Q-cannon enabled planets to Max.

Once a corp has a sector developed to the point where mobile planets are developed, they have a choice to make. The corp can hold that sector (which may be advisable, especially if it has not been located) and finish developing the rest of the planets; or they can start removing the assets to another, preferably more defensible sector and begin building there. This is the point of the game where taking possession of the three and four deep pockets makes sense. Drop Lvl 4 and 5 planets on the doorstep and start doing intensive development in the back sectors. All the while, continuing to pull out the developing planets from the 'seed' sectors.

This is also the point where everyone begins using the planets for PT, MRs and mini-MRs. Up to this point, Sector Development should have been primarily focused on the seed sectors and the SDT areas. Now both Blues and Reds shift to using the planets as the primary trading platforms, and start pushing up the resource levels available in the starports. You will need to be able to sell off massive amounts of Organics and Equipment, as well as keep the mobile planets fueled. Keeping figs under the ports will block most CIM scans, so usually this won't be very apparent to your opponents. You should start seeing lots of ports with 5k+ resource levels (and I'd recommend pushing that up to 10k as you can) in Fuel Ore (selling), Organics (buying) and EQ (selling and buying).

There are also numerous combat tactics involving mobile planets that I will not go into.

Game Play and Sportsmanship

One of the things that can make, or break, the reputation of a corporation as a whole, is the game play of the individual members. Anyone can lose his or her temper in the course of the game, in fact, we kind of expect it. It's not a pleasant thing to log into the game and find your opponents stomping their way through your back sectors, so things said in the heat of the moment are generally not held against you long term (unless you get **real** creative!)

But day-to-day actions are taken into consideration. Remember, it's just a game and that we are all here to have fun - personal attacks on Fedcom or via ship/planet names aren't part of it.

Another thing to keep in mind is that the TW2002 community really isn't that large - and the people you play against today are the people you may want to corp with tomorrow. Of the entire membership of The Cabal, only Roberts, Traitor and Pretender knew each other personally when we started. Everyone else who have joined the Cabal are people we originally played against. In fact, Morpheous was a member of the corp that handed each of us our heads in our most embarrassing defeat ever!

In short, what comes around goes around.

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The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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Blockades: How to set them up, and how to get around them - By Traitor

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Introduction:

Almost everyone who's played Trade Wars has run into this scenario: You log into a game that's only a few hours old and find yourself starting at Terra. A quick check of the logs shows lots of blown planets, and lots of people getting podded or #SD#. The few people on-line are either sitting in sector 1 with you, or they are God-knows-where in Scouts or maybe Missile Frigates. Fedcom is going nuts with people either laughing or cursing. What do you do? If you answered "**I express to Stardock**", then this article is for you!

This article is divided into three sections. In the first section I'm going to discuss some of the more common types of blockades, in the second section, I'll give tips on how to detect them, and in the third section I will discuss some ways of getting around blockades. While my corp isn't well known for running blockades (we think they are a waste of time and resources), we have run into just about every possible kind, and we've found some simple ways to get around them. Almost all of the tactics described below assume a more or less stock game and around 1k turns. Obviously with more turns, or with wild edits, these blockades can be more or less effective.

So, what do I mean by Blockade? I think of a blockade as a tactic where one corp tries to deny all other corps or solo players access to a particular location, usually the Star Dock (SD) or Fed Space (Fed). Usually Blockades are run early in the game to prevent other corps and players from getting started. Most of the time the blockade is designed to photon, pod, or kill traders trying to get access to whatever is on the other side of the blockade. Most corps stop running blockades after a few days, having accomplished their goal of delaying the opposition long enough that they can get off to a good head start.

STARDOCK BLOCKADES:

I'll start with SD blockades first, since they are by far the most common. There are usually four types of SD blockades. The Scout Blockade, The Photon Blockade, The 'Fortress' Blockade, and the 'OMG, they blew it up!' Blockade :-O. I have listed them in the order that they usually appear, as each one is progressively more effective. Many corps will often run a combination of the first three, until they have

the resources together to pull off the ultimate blockade, blowing up the SD. With a 6 player corp and 1k turns, it is possible to get the resources together to blow up SD by the end of day 2, if you dedicate your corp to it, and nobody tries to stop you.

THE SCOUT BLOCKADE

This blockade is simple. About 1/2 the corp heads to SD ASAP, and they get one of their guys into a scout with max figs, then surround the SD with figs (10+ is a good idea), a few mines and maybe a few limpets. The guy in the scout then runs a script that checks for people hitting the mines/figs, and if someone does hit them, it will jump to that sector and try to pod the person before they can get to the SD. Since the Scout is fast, and has great offensive odds, and the starting ships are usually slower and have few figs, you can almost always capture people's ships in one shot. If the scout captures the victim's ship, the scout will tow it back to SD and one of the corpies will sell it for more figs to put on the scout. Some corps will run several scouts at once, each one taking turns round-robin style to pop people as they come in. This allows the first scout to replenish its figs and the sector figs if necessary, while the second scout waits for the next victim. The other members of their corp, meanwhile, are PPT'ing or going red to take the blockade to the next level, or they are hunting down the ones who did make it past their blockade. The advantage of this kind of blockade is it's quick and easy to setup. You can set up one of these in less than 30 seconds if it's properly scripted. The disadvantage is that anyone who has ever run into one of these before will know how to get past it.

THE PHOTON BLOCKADE

The Photon Blockade is similar to the Scout Blockade, in that the enemy has surrounded SD with figs and mines and is running a script waiting for someone to trip a fig or mine next to SD. What's different about it is that instead of using a scout to attack and pod or kill you, they are trying to Photon you first to play the turn denial game, and THEN they pod or kill you. Sometimes they just let people sit there, having accomplished the goal of turn denial. Photon scripts are the Blockade method of choice in games where photons are active, and fed safe players are allowed to fire photons from fed. These blockades require more resources to setup than Scout Blockades, but are more effective because you can stop any ship, regardless of the number of figs it carries. In games with move delays, they are especially effective.

THE FORTRESS BLOCKADE

The Fortress Blockade is usually a late game blockade. Here, the corp tries to keep people out by having an overwhelming number of figs and mines in the sectors surrounding SD. The idea in this case is to have more figs there than you can macro through, and either P-Drop you, or Photon you while you are still dealing with the figs. If you are just starting the game and they are running one of these, there isn't much you can do about it except wait for extern, or possibly try a backdoor. Most of the time when corps are running this type of blockade, they are just trying to suppress new players. Usually, by the time they have the resources to

pull this off, the other corps on the game already have at least one person in an ISS.

Once some other corp gets someone with a commish and a trans-warpable ship, the above blockades are more or less useless. The goal of all three of the above blockades is to keep the opposition out of SD long enough for the blockading corp to get a good head start. After the other corps have the ability to t-warp directly to the SD, maintaining these blockades cost more resources than they are worth, unless they are just playing for the sake of killing the inexperienced.

THE 'OMFG, they blew it up!' BLOCKADE

Given enough figs, and the willingness to use 'em, it's possible to blow up the SD. It takes hundreds of thousands of figs to do it. (Of course, if the sysop has messed with the ships, it can be easier to pull this off.) Usually what happens is you have two guys at SD. Both of them are in IC's. All of the IC's are loaded with figs, and one guy has a bunch of cash on him to buy more figs. The other guy attacks the SD. After attacking, assuming he's still alive, his corpie transfers figs to him and he attacks again. The trick here is to never leave the attack prompt. The second guy keeps feeding his corpie figs until the SD blows up. (You can transfer figs to your corpie, if he's in the same sector, even when he's attacking a port...) The tactical advantage to doing this should be obvious, and the corp that's planning on blowing up the dock will almost always have planned ahead and purchased several extra ships and loaded them out with everything. If you are just joining a game and the SD has already been blown up, you might consider moving on or waiting for the game to rebang.

THE TERRA HAZZ BLOCKADE

The last blockade I'm going to talk about is the Terra Hazz Blockade. In games where there are no starting planets, everyone joins the game at sector 1. This blockade capitalizes on that fact. The enemy will attempt to surround Sector 1 with 100% nav hazz, and then surround the rest of fedspace with mines or fig piles. The Hazz kills your ship, and the mines or figs get your pod. If you see a lot of planets getting blown up in groups of 5 or 10, and lots of people dying by hazz or mines, then you know they are running this type of blockade. This is IMHO the nastiest kind of blockade, and it's almost 100% effective, however, it's probably the most difficult to pull off. Fortunately, because of the difficulty, this kind of blockade is rare. You probably won't ever see it happen in a tournament because the enemy is gambling that they can get the blockade up before anyone else slips out. It's in casual games, where you don't have droves of people waiting in the wings for the game to open, where you can expect this kind of blockade. If you don't get out of Fedspace before they get the blockade up, you probably aren't going to get out without outside help. A typical setup goes like this: The corp that's setting up this blockade will first try to get someone to SD as quickly as possible and get them in a Scout and have them run a SD blockade (see above) to catch those who do manage to get logged in before they get the Terra Blockade setup. The rest of the corp will PPT to get as much cash as possible, starting with the ports in Fed. They need about 3-4 million credits, which 4 good players PPT'ing can make in about 20

min. With a 6 man corp, that leaves 2 players left with full turns to complete the rest of the setup. Then they will take the cash they made and get someone into a good ship (Usually a Corp Flag, sometimes an ISS.) The CFS will then purchase figs, shields (whichever are cheaper at the moment. If shields are more expensive than figs, they will only have figs. Usually they need about 6000 or so combined figs and shields), mines and g-torps and as many dets as it will carry and head to the first Fed sector between Terra and the Star Dock. For example, say the direct route between Terra and the SD is 1 - 3 - 1111 - 2222 - 3333, with the SD in sector 3333. Just before they get to that first fed sector (3), the CFS will drop about ½ it's mines and maybe 1000 offensive figs in sector 1111 and then move to sector 3 and drop 10 planets. The CFS will then bust 5 planets, go to SD and get 5 dets and fill up on mines again. It will then return to sector 3 and bust the rest of the planets, leaving a 90-100% hazz in sector 3. On average, this will cost them about 1.7 million credits to get setup, including the cost of the CFS. They can bust only 9 planets and save themselves 1000 figs; taking the risk that 1 in 10 people will make it past the hazz. However, this is often a good deal, since the mines and offensive figs in the next sector will probably pod them at that time, and force them to retreat...back into the sector with the 90% hazz. Most people aren't lucky enough to survive it twice. Once they have the first sector setup, the PPT'ers will take over SD Blockade duty, and the first guy in the scout will become a blue. Taking the remaining money, they will have their CFS guy go red and bust planets at SD. Then they will get a Merf or a Colt and have the CFS start SST'ing, using ports that were previously scouted out by the other PPT'ers. Once they make about a million creds from SST, they get their Blue into an ISS and he will start furling the Red. When the red gets low on turns, he will cloak somewhere and transfer the cash to the Blue. This takes about 10 minutes or so if you got the right scripts, and makes about 7-8 mill (counting expenses). The blue then uses the money to finish the other fed sector's Nav Hazz, and mining the adjacent sectors. One thing to keep in mind about doing this is extern. Extern will clear all Fed sectors of Hazz, and will likely sweep away most of the mines and figs that are in place around fed. Some corps will wait until just after extern before putting up this kind of blockade. It really depends on how soon after the BigBang extern happens. Sometimes a corp will make due with 3 PPT'ers and try to get 2 or 3 reds going for the extra cash needed to setup the blockade after extern. Sometimes, a corp will rely on a SD blockade early on, and then switch to this blockade just after extern. I've seen it done many different ways, but I have to say the most effective one I've seen was the one I outlined above. The sooner you can get Fed locked up with Hazz, the better. The 2 or 3 red method may be better in the long run, but if you try this tactic, you aren't playing for the long term anyway, you are going for speed.

FIRST THINGS FIRST: Detecting A Blockade

Before joining any game, the most important thing to check is how many hours the game has been running. If you manage to get on just after BigBang, then you shouldn't have too many problems with blockades if you hurry. If you are four hours late, then you just might have your work cut out for you. The sooner you can

get into a game after BigBang, the less time the enemy has had to get a blockade rolling. A well-coordinated corp can effectively lock down a new game in less than 30 minutes if they are left unopposed. This is especially true in games where there are no starting planets, and everyone has to start in sector 1.

The next thing to check is the game settings. It's easiest to do this from the game menu. Select the game you want to check out, and then press '*'. This gives you a lot more information than the 'S' option. See below:

==-- Trade Wars 2002 --==

T - Play Trade Wars 2002

I - Introduction & Help

S - View Game Settings

H - High scores

X - Exit

Enter your choice: * <- Press '*' here and hit enter

The * dumps out a lot of data to your screen, so it's helpful if you are either logging it to a file, or you have a decent sized scroll-back buffer to check them out. You will want to check several things. The most important thing to check is the version! TWGS 3.11.55 is the latest version as of this writing. Earlier versions have known exploitable bugs or settings that make it easier to run blockades. There is no reason to play on a board that's not running the latest and greatest. (Even though the latest and greatest is also buggy. :-) You can also tell if it's running in GOLD or MBBS mode. Next check universe size, and turns per day. You want to check if photons are on (Photon Missile Duration. If it's set to anything but 0 seconds, photons are on), you also want to compare the start day with the defined start day to determine the age of the game (the older the game, the more experience you get from visiting ports for the first time, and the easier it is to go red, and the sooner a corp will have the resources to put up a blockade), check the Time Online allowed (Time limits discourage blockades, they still happen, but you can usually wait them out.), The Initial Figs, Holds and Credits (By default, these are 30 figs, 300 credits, and 20 holds. If the sysop has increased these, it makes setting up a blockade easier), and New Player Planets (If set to False, it means everyone starts at Terra). It's also good to check when extern happens, and find out if Photons can be fired from Fed by Fedsafe players. You will need to check with the sysop for those settings, however, since you can't find that info out from the settings. Most sysops post this info somewhere.

Then you want to look over the logs and at the player stats. If you see the same person captured/destroyed a lot of other trader's ships, and that person is in a Scout, then you know you're probably dealing with a Scout blockade. If you see a lot of messages in the log that show the same person or corp is firing a lot of photons, and those players are currently in Missile Frigates or ISS, then they have already moved to the Photon Blockade. Often the Logs will have the photon messages interspersed with messages about people getting podded or #SD#. If you see a lot of planets getting busted and lot of people getting killed by nav hazz, and there are

no starter planets, you can expect a hazz blockade, and you probably don't want to move from Terra until you get a good feel for how things are going.

GETTING AROUND BLOCKADES:

Often the safest way of getting past a blockade is to wait them out. This is usually not possible on a board with no time limits, but if you aren't in a big hurry (You can ZTM or chat or whatever while you wait) this is the way to go. Of course, the enemy will have a big lead on you by then.

Another thing you can try doing is to wait for Extern. Extern will clear all figs and mines in the MSL's. If you can time it right, you can zip in or out during the extern clear. Most corps know this, so they will immediately try to restore their figs as soon as they are cleared. However, you can often slip through when they are redeploying their figs. Either way, you will probably only have a few seconds to make the attempt.

Of course, if you don't want to wait, you have several options. The first is to use the backdoor(s) to SD. (See Appendix 1: Backdoors) More often than not, corps running the Scout SD blockade won't have had time to put any real defenses into the backdoor sector(s). You just make sure that you have the sectors that lead out of SD voided, so you don't accidentally blunder into one on your way to the backdoor, and then plot a course for SD, running some kind of fig sweeping macro. Nine times in ten, you will be able to get in. Sometimes the corp running the blockade will dump a ton of mines or Hazz in the backdoors, so some caution is advised. If there are no backdoors to SD, then you will have to bust in the hard way. Usually that's accomplished by PPT'ing in your starter ship until you have enough cash to get around 2 k figs. (Or shields, whichever is cheaper. But always get some figs). Buy them from Terra (or one of the Class 0's if you happen to find one in your travels) and then you just macro your way in to the SD. Even if the Scout manages to beat your macro, they won't have enough figs to finish off your starter ship, and they leave themselves open to retaliation from your ship. There is nothing sweeter than killing the guy in the Scout. Or, you can risk just macroing your way in with your starting resources, and hope you are faster than they are. Anyway, the problem is once you get in you have to get back out! The blockade keeps you IN the SD just as it keeps you OUT, and there are no back doors out of SD. So you probably want to PPT a bit before you risk going in, so that you can at least afford a new ship, enough figs and shields to be able to survive a scout attack, and a density scanner minimum. Then you simply wait for an opening (have a script that waits for the enemy to leave the sector, and then exit at the same time while running a macro, counting on the fact that they can't be two places at once) or make your own opening with a macro, and you've pretty much bypassed their blockade. If you are a member of a corp, then you especially want to have your guys PPT a bit before you go to SD. Then you can afford to have a second ship sitting at the dock that your guys can use to x-port into and out of until you can afford a decent ship, maybe a commish and something with t-warp.

What we usually do when we know someone is running a Scout Blockade is to have one of our guys PPT in the starter ship until he has enough figs to survive a

scout attack, and around 50k or so extra cash. Then he tries to get to SD through the Backdoor, with one of our other corpies hot on his heels. Timing is important, so we coordinate the move via IRC. Once we get two guys in, then we use the cash to purchase a Merf with a dens scanner and some holds and a few figs and shields. We now have an extra ship sitting at SD. The 2nd guy hops into the merf, and we try to bust out. The first guy runs a fig clearing macro, and as soon as he moves, our second guy follows right behind him. The 2nd guy almost always gets away. Once he's out and about, it's easy for him to make money. Then using the extra ship at SD, we're able to have each of our guys cycle through the merf by x-porting into it, and get enough cash for a Commish and a CFS or an ISS. Once we have a ship with T-warp, we load it up with figs, run the blockade, and get it fueled, and presto! We can now move around freely, and we've totally bypassed their blockade. We can usually have this done in about 10 to 15 minutes. Most of the time we get this done sooner than the enemy corp can move on to the next type of Blockade, the Photon Blockade.

The methods for bypassing a photon blockade are similar to those used to bypass the scout blockades, but they are more risky. Once again, your best bet is to try and zip through one of the back doors. Unfortunately, by the time a corp has the resources to run a Photon Blockade, the backdoors are usually well defended with mines, figs, Hazz, and occasionally they are actively monitored by enemy ships, either running a similar photon blockade in the backdoor sector, or by a maxxed out Interdictor Cruiser. If the backdoors are blocked, then ya need to try marcoing your way in. Again, it's best to do a bit of PPT'ing first to have enough cash to get into a decent ship with scanners once you get into SD. Getting out may be tougher, but a good fig sweeping macro might buy you the time you need.

Another thing to try is to move into the sector and then retreat, then move back a few sectors. Then check the logs to see if a photon just got fired. There is usually a delay between photon firing, so you can move, retreat, wait 1 second, and then move in again, this time trying to bypass the blockade. (See Appendix 2: Macros for an example of this)

Again, if you are part of a corp, you can try a coordinated effort. This may involve sacrificing someone to enable the others to get through. We often use the move/retreat method, followed by an almost simultaneous attempt from a different sector by another corpie. While the enemy is either waiting for his photons to reload, or while he's hunting the guy who retreated, another corpie can macro his way in.

As for getting around Hazz Blockades, what do you do about them? If you are part of a corp, you can have a 'volunteer' check out how well established the blockade is by plotting a course to fed, then voiding the first fed sector, then plotting another course, and so on, until you get to the last possible way to get to SD. (Usually the corps setting up this kind of blockade start with the first path and then seal off the rest in order, so if they aren't done setting up the hazz blockade, you can slip out this way.) Then start voiding sectors around SD. You void the SD sectors, cause you don't want to run into one on your way to freedom. Then you have your volunteer plot a course to some random sector, and see if they make it out without getting podded. The best thing for them to do is have a macro that will kill figs and

answer the mine prompts as they move. If they do make it out, have the rest of the corp follow. If they die, then you probably have no choice but to wait for extern to happen, and then have everyone in your corp try run for it. Either way, once you get out of Fed, you still have to figure out a way to get to the SD. You don't necessarily want to head straight to SD at this point, since there is likely a SD blockade running too. Use the tactics I talked about earlier to bypass a potential SD blockade.

Good Luck and Happy Hunting! If you have any comments, please e-mail me at traitor@tw-cabal.com.

APPENDIX 1: BACKDOORS

A backdoor is any sector that has a one-way that connects to another sector. For example, say SD is in sector 11, and sectors 21, 22, 23, 24, 25, and 26 are the six two-way sectors that lead out of SD. If sector 45 also connects to 11, then it's a backdoor to SD.

Backdoors to a particular sector can be found by voiding all the sectors that lead OUT of the sector. Once you have voided them, then try plotting a course to the target sector. If you get the following message, then there are no backdoors:

Warping to Sector 11

That Warp Lane is not adjacent.

Computing shortest path...

*** Error - No route within 45 warps from sector 10 to sector 11

Clear Avoids?

Using the above example, you would void sectors 21 through 26, then try to plot a course to the SD. What you would see is something like this:

Warping to Sector 11

That Warp Lane is not adjacent.

Computed.

The shortest path (12 hops, 36 turns) from sector 10 to sector 11 is:

10 > (9) > (1459) > (880) > (526) > (4157) > (1844) > (1333) > (1318) > (1286) > (1642) > (45) > 11

Note that sector 45 is the last hop before you get to 11. 45 is therefore the back door. You can check for additional backdoors by voiding sector 45 and trying to get to SD again.

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The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

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The Economy of Tradewars Part 1 - By Traitor

Introduction.

"If you would know the value of money, go and try to borrow some." -Ben Franklin

Trade Wars is built around credits. If you can't make credits, you can't win. This essay is broken into three parts. The first section will cover the basic ways of making money as a Red. Part 2 covers ports, and how they work and how to find good ones. And the final part goes into advanced money making tactics and pulling the information from Part 1 and Part 2 together. I will go into some depth on how ports work, how [furling](#) and the various [Red](#) money making tactics work, and some good practices that will help you get the most out of your red's and [blue's](#) turns.

This started out as two articles, one on furling and the other on Ports. But I realized that I couldn't talk about furling without talking about playing Red, and ports are so closely tied to making money, that I kept cross-referencing the other article. One thing led to another, and I decided to make the article more comprehensive and discuss the fundamentals of making money in TW. This is written with both the new player and the experienced veteran in mind, so everyone who reads it will probably learn something. This is the culmination of my years of experience, research and trial and error. It references many different sections of my site, but I've tried to pull everything together in one spot. It was written while TWGS v3.11.55 was the most current, and with a [mixed-corp](#) on a low turn, 5k sector, [stock](#), [MBBS](#) [GOLD](#) games in mind. Enjoy!

-Traitor, 11/21/02

Part 1: Making Money The Red Way

You can't make money without ports, at least not real money. The most basic method for money making is [PPT'ing](#). I'm going to assume that you are familiar enough with that strategy that you are reading this to learn a better way "earning" money. With the exception of [Planet Trading](#) (which I will go into later), the best way to make money is to be RED. Red's have several methods at their disposal. Some of them require the assistance of fellow corpies, and some of them can be done solo. I've already covered each of the most common methods below in the [Glossary](#) page, but I'm going to go into more details here and include some tips I've picked up along the way.

First though, I want to talk a little bit about what I think it means to play a red, and some good habits that all reds need in order to not only survive, but to really bring in the cash. The number one rule about being red is:

TURNS = MONEY

Any player who forgets that rule shouldn't play a red. Period. A good red can bring in 15+K credits per turn. If you have 1000 turns, that's 15 million. If you blow 100 of them just getting to your cashing area, then you've lost 1.5 million credits. Reds need to be miserly with their turns. Any turn not spent making money is wasted. The only exception to this rule is when some action you take as a red will cost your enemies more than you lost by not cashing for those turns. If you have two enemies, then it had better cost them 2x as much. You can't afford to run around the universe looking for action either. That's a Blue's job. Your job is to get on, make money, and then get the hell off. It can get boring as hell, but if you want your corp to win, you gotta stick it out. Often, as the game enters it's later stages, you'll be able to do more interesting things, but in the beginning of the game, your ability to make money is all that stands between your corp and defeat. It takes discipline and

restraint to be a great red, but the rewards are well worth it. Rule number two is:
SPEED = LIFE

Never sit in one place for long. If you aren't cashing, you should either be moving to the next cashing spot, or getting ready to cloak out. You can't afford to dink around yapping with old friends on-line. Use ICQ or whatever for chatting if you must. You need to burn your turns as quickly and efficiently as possible. If you want speed, you need scripts, or at least a helper. There are many good ones out there. You NEED to use them. The less time you spend on-line, the less time the enemy has to find you and pod you. You know what happens to talkative criminals? THEY GET CAUGHT! Nothing is worse than losing part of a days take to some enemy hunter who happened to stumble on to you while you were blathering on about the weather with someone else. You may as well drop that cash you just made in their banks. Remember, when you get #SD#, it not only costs your corp whatever you made today, but possibly what you would have made tomorrow, and you've given them money on top of it. Rule number three is:

COWARDICE = LIFE

Heh, that may rub some people the wrong way, but getting #SD# costs you turns and money. As a red, you have to be paranoid. They really ARE out to get you. You are never safe. When you first sign on, you should immediately move to some sector that one of your blues has verified is safe. Don't just take their word for it either. If it's been more than 30 seconds since they looked at the sector you're planning on warping to after you log on, then they need to check it again. Ideally, they should provide you with the sector number where you are going to start your cashing from. You should NEVER go to the Star Dock once you become red. That's what blues are for. When you are cashing in your COLT, your blue should be driving your Havoc back to dock and loading it out with more cloaks, probes and fuel. This is why we usually don't have our reds use the CFS, only Havocs. The only reason a red should ever be in a CFS is if they are playing solo. If you need to get into a fight, don't settle for anything less than a fully loaded Interdictor Cruiser. And remember rule #1 while you're in it. If the fight doesn't cost them more than it costs you, then you are better served cashing.

RED CASHING METHODS

Robbing and Stealing: When you are red, and your alignment is -100 or less, you get a new option on the port menu, R, to Rob.

- <A> Attack this Port
- <R> Rob this Port
- <T> Trade at this Port
- <Q> Quit, nevermind

When you press R, you get the following options:

(R)ob this port, (S)teal product or (Q)uit

R is for robbing, and S is for stealing. Ports accumulate cash when they sell product. Over time, some busy ports accumulate a lot of credits. Robbing is what you do to get those excess credits off the port. The amount you can rob in one turn without high odds of busting is based on your experience, and the game Mode (See [here](#) for more info). You can actually rob more that what the port says it has on it. The total amount of cash on a port is really equal to what it says plus 11%. So if a port says it has 541 credits, it really has 600. The game won't let you rob more than what is really on the port, so if you over shoot, you don't have to worry about busting, but you still get charged a turn. If I don't already know how much money is on the port, then I go for 10% over. Stealing on the other hand is where you try to swipe product from the port. See below.

Items	Status	Trading	On Dock	OnBoard
-----	-----	-----	-----	-----
Fuel Ore	Selling	2550	2550	100
Organics	Buying	2010	0	0
Equipment	Buying	2640	300	0

Which product? (1)Fuel Ore, (2)Organics or (3)Equipment (Q=Quit) ?

Note how in the above example, The port is an SBB, it is trading over 2k in everything, it has 2550

units of fuel ore on the dock, and 300 units of equipment. You can steal anything that's On Dock. Also note that it indicates that there are 100 units of Fuel ore on my ship, so the max I could steal is 150 units of something (I'm in a 250 hold COLT in this example). The amount you can steal without high odds of busting is based on your experience, and the game mode. (See [here](#) for more info). You need at least 5,251 experience to steal 250 holds in MBBS mode, and 7501 experience in GOLD or Classic mode.

Busting: While busting isn't a way of making money, it's such an integral part of the red experience that I felt that I should mention it here before going any further. Assuming you aren't exceeding your experience limit while robbing or stealing, your odds of busting are about 1 in 50. (See [here](#) for more info). When you get busted stealing, you lose 10% of your experience, and a portion of your holds equal 9% of the number of holds of equipment you tried to steal. If you aren't stealing equipment, then you aren't making good money! Don't bother with anything else. It's better to buy fuel if you need it than risk getting busted over fuel. In a pinch you can steal fuel, but as a general rule, **ONLY** steal equipment! When you get busted robbing, you lose 10% of your experience, and holds equal to 1% of the number of credits you tried to rob. This can leave your COLT with only one hold if you bust trying to rob more than 250,000 credits. Your holds never goes below one. When robbing massive amounts of credits, it's often a good idea to use a junker ship for that purpose. If you try to rob or steal from the same port twice in a row, you take what is known as a [fake bust](#). If you try to take more than your experience allows, you odds of busting go up exponentially for every hold or 1000 credits you exceed your experience limit. Robbing or stealing less than your experience doesn't improve your odds. You always have at least a 1 in 50 chance of busting. Know your limits, and never push them. I'll talk about recovering from busts further down.

SSM: Sell-Steal-Move. This is the most basic red strategy for making cash. It's only a little more efficient than PPT'ing. The idea is to find an [evil pair](#) and do a slight upgrade on one of the ports equipment equal to the number of holds on your ship plus a few extras to deal with the port regen. This puts equipment on the port that you can steal. Then you port and steal the equipment off the port. Then you move to the other port and sell the equipment. Then you steal the equipment, and move to the first port again and sell the equipment. Then steal it back and move to the 2nd port. Repeat until you get busted. This method is only really useful in an unlimited turn game, or when you are just starting out as a red. You want to move to [SST](#) as quickly as possible.

SST: Sell-Steal-Transport. Another red money making tactic. Requires 2 COLTS, two XXB ports, and around 100k startup cash. Used early on by most reds, until they get the resources together to [SDT](#). You find two XXB ports within 7 of each other, and park a COLT under each. Then you upgrade the ports about 30 or so (turns into 300 eq available), and then you port Sell any eq you already have on you, then steal 250 holds of eq. Then you transport to the other colt, and do the same. You repeat this process until you get busted. Always selling any EQ in your holds first, then stealing it back. Makes about 10mil for 1k turns. It's alot easier to setup this tactic, so many reds use it throughout the whole game. However, I recommend that you use SDT, since there is more profit in it.

Here is a step by step breakdown of a typical SST cycle:

Step	Action	Turns
1.	Position colts	?
2.	Check for available EQ on port and upgrade as necessary.	0
3.	Port and Sell Equip - ship 1	1
4.	Port and Steal Equip - ship 1	1
5.	Transport to Ship 2	1
6.	Check for available EQ on port and upgrade as	0

	necessary.	
7.	Port and Sell Equip - ship 2	1
8.	Port and Steal Equip - ship 2	1
9.	Transport to Ship 1	1
10.	Repeat steps 2 to 9 until bust	
	Total turns per cycle:	6

SDT: Steal-Dump-Transport. Another red tactic to make money. Requires 2 COLTS, two XXB ports, a few hundred K of startup cash, and a planet under each port (they don't have to be mobile). This mid-game tactic is where most reds make their money. First, you find 2 XXB ports within 7 of each other. You create a planet under each of them. Then you upgrade the equipment on the ports to about 2000 available. Then you get into one of the COLTS, and port and steal 250 equipment. Then you land on the planet, and dump the eq. Then you transport to the other COLT and steal and dump. Repeat this process till the port runs out of eq. Then you do a port negotiate and sell back the eq to the port. Then you start all over again. If you bust, have a blue sell the eq on the planet back to the port. This is one of the most profitable ways of making money. Compared to SST, which takes more turns to run the same number of cycles. It's roughly 4.375 turns per cycle with SDT compared to 6 with SST. The more you upgrade the port, the longer in between sell-offs, but the more likely you will bust before your first sell off. **Upgrading** ports costs money, and you need to balance the cost of the upgrade with the risk of busting before your first sell-off. It is possible to lose money with this method if you have a long run of bad luck. We often start at around 1750 units on the port, and then after each sell cycle, we upgrade the port an additional 500 units. Here is a step by step breakdown of a typical SDT cycle:

Step	Action	Turns
1.	Position colts and make planets if necessary.	?
2.	Check for available EQ on port and upgrade as necessary.	0
3.	Port and Steal Equip - ship 1	1
4.	Land on planet and drop off Equipment	0
5.	Transport to Ship 2	1
6.	Check for available EQ on port and upgrade as necessary.	0
7.	Port and Steal Equip - ship 2	1
8.	Land on planet and drop off Equipment	0
9.	Transport to Ship 1	1
10.	Repeat steps 2 to 9 until no eq available on ports, usually 8 cycles or so, then go to step 11	32
11.	Sell off EQ at port 2	1
12.	Transport to ship 1	1
13.	Sell off EQ at port 1	1
14.	Go back to step 2	
	Total turns per 8 cycles	35

RTR: Rob, Transport, Rob. Requires two ships, and two ports with cash. The ships have to be under each port. A red robs one port, transports to the other ship, robs that port, then transports back to the first ship. Repeat till all the cash is gone. It uses a four turn cycle, and the profitability is only limited by the amount of cash on the port, and your experience.

SDF: Steal, Dump, Flee. SDF requires 3 people online at the same time. Requires one COLT, and one planet and one NON-Corpie under each XXB port. Also requires that the two ports are surrounded by figs that aren't part of your corp, or someone else's personal figs, but make sure there are no figs in the sectors with the ports. The theory is that when you are attacked, your ship will attempt to flee, which costs zero turns. If you have no place else to flee too, then you will flee to the other port sector. You will not flee from corpmates so either run 2 corps (red/blue) or be sure corp alignment is ok to drop/rejoin the corp. You upgrade ports and run the cycles just like in SDT, but instead of transporting to the other colt, you have your non-corpie friend ping you with 1 fig to get you to flee to the other sector. This is why you need a non-corpie in both sectors. And you want to make sure your ship and their ships have enough figs on them to run this for a while. Nothing is worse than getting podded by your own corpie. I've seen it happen. This method averages out to a 3 turn cycle, once you take [Flee Penalties](#) into account. So, it's roughly twice as profitable as SST, but it takes more coordination, more setup time, and takes longer to run. I used to like this method until the Flee Penalty got added, now I think it's a royal pain. Still, it's the most profit per turn a red can make till you get mobile planets. There is a variant of this called SSF (Steal, Sell, Flee), which is like SST, but with a average 5 turn cycle. However, you might as well run SDT or SDF instead, rather than go through all the trouble of running SSF. About the only good thing I can say about SSF is that it's a nice lead into SDF.

Here is a step by step breakdown of SDF:

Step	Action	Turns
1.	Position colt and make planets if necessary. Other non-corpies get into position too.	?
2.	Check for available EQ on port and upgrade as necessary.	0
3.	Port and Steal Equip	1
4.	Land on planet and drop off Equipment	0
5.	Non-Corpie Attack with 1 fighter	0
6.	Flee to 2nd sector	0 or 1
7.	Check for available EQ on port and upgrade as necessary.	0
8.	Port and Steal Equip	1
9.	Land on planet and drop off Equipment	0
10.	Non-Corpie Attack with 1 fighter	0
11.	Flee to 1st sector	0 or 1
12.	Repeat steps 2 to 11 until no eq available on ports, usually 8 cycles or so, then go to step 13	16 to 32
13.	Sell off EQ at port 2 (usually a blue does this)	0
14.	Non-Corpie Attack with 1 fighter	0

15.	Flee to 1st sector	0 or 1
16.	Sell off EQ at port 1 (usually a blue does this)	0
17.	Go back to step 2	
	Total Turns per 8 cycles	24 avg.

Megga-Rob: Only available in MBBS mode. Requires a COLT, A mobile planet, and at least one fully upgraded XSS port and one fully upgraded XXB port. The ports don't have to be close to each other. If a port has 3.3 million credits to a maximum of 6.6 million, you can rob it all at once, with the same odds as a normal rob. No matter what your experience is! The common strategy for setting up a mega-rob is to park a mobile planet under an XSS port that is fully upgraded on equipment to and possibly some upgrade on the Organics). You need approx 3.5 million cash on you when you start. You then buy dump all of the equipment on to your planet and maybe some of the organics to top the port off. (remember to reverse haggle when you do this or you won't have the 3.3 mill there when you are done) Once you have drained the port, you then port and rob, getting all your cash back. Remember that you can also rob 11% more than the port shows available. So, if the port shows there is 3.2 million available, you can actually rob 3.55 million. (and it's the number + 11% that needs to be more than 3.3 mill. If you keep track of how much money you spent buying the goods, you can simply rob that back.) Your odds of busting remain about 1 in 50. Originally this was a bug in the MBBS version, but it has never been fixed due to it's popularity. Some players consider it a bug still, but the amount of setup and prep required to pull it off makes it balanced in my opinion. When you are getting ready to begin MR's, you want to carefully choose your ports, so as to maximize your profit and save turns. This is in effect a 1.01 turn cycle compared to the other methods mentioned above, when it's run properly. I'll go into that in more detail in Part 3. Here is a step by step breakdown of a Megga-Rob.

Step	Action	Turns
1	Upgrade Buy Port. This should have been done well in advance of your Megga-Rob to allow for the port to regen back to full. You will want to max equipment, and maybe some organics.	?
2	Upgrade Sell Port. This can be done in advance, or on the fly, as needed. You want to max the equipment, and do partials on the organics or fuel	?
3	Move the Mobile Planet under the upgraded XSS port.	0
4	Buy-down Equipment until you have spent more than 3.3 million on Equipment. Remember to Reverse Haggle. If you run out of Eq before you spend 3.3 million, buy down Organics or Fuel until there is enough cash on the Port.	131 or more turns
5	Port and rob the cash you spent back from the port	1
6	Move the Mobile Planet under the upgraded XXB port.	0
7	Port Negotiate the sale of the equipment	1
8	Move on to the next XXS port and repeat until you run low on turns	?

	Total Turns	133 or more
--	-------------	-------------------

D/RTR: buy-Dump, then Rob, Transport, Rob. This is the poor man's Megga-Rob. On non-MBBS games, or in games where you have only just gotten your mobile planet, and you don't have a lot of cash to upgrade ports, this is the alternative to MR's. Requires at least one mobile planet, a few million startup cash, and two or three ships (usually a COLT, a Havoc, and sometimes a [Merf](#),). First thing you do is find two SXS ports that are within 5 of each other (the maximum transport distance for a Merf). Upgrade them to around 2.5k fuel ore and 5-10k equipment. Park a mobile planet under one of the ports, and then buy dump all the fuel and equipment (remember to haggle for BEST price). Once you have buy dumped all the goods, then move to the other sector and do the same. Once you are finished with the buy-dump, you then park a ship under each port, usually the Havoc and the Merf, and RTR them. Then sell the Equipment at a XXB port. This method will keep your planet in fuel. You can skip the get fuel part if you are using an H. Then move on to the next port pair. There are several advantages to this method. One, your experience tends to go through the roof! The more exp you have, the more you can rob, the safer it gets. Two, you can use the upgraded buy ports that you were using for SDT's to sell off the EQ. Three, if someone starts killing off ports, you're not out a ton of money. The disadvantage of this tactic is that you need ALOT of little ports to support it. However, most people ignore any ports under 10k, so you tend to be able to pull this one off fairly well. Depending on your experience, this averages about 1.2 or less turns per cycle. Better than SDF, but not as good as MR. One thing to keep in mind with this strategy is you should have around 20k experience before you begin using this. Less will work, but ideally, you want to be able to rob all the cash off the port in one or two shots.

THE [FURB](#) FACTOR

When a Red busts, as mentioned above, they lose holds and experience. The experience usually isn't that big of a deal, but losing the holds can be a problem. Furbing is how you cheaply fix that problem. You furb by having a fellow corpie (usually a blue) buy a merf (or Furb), make it personal, fill it with 63 holds and tow it to you. Then you attack the furb with about 10 or so figs to destroy it. That in turn replenishes your COLT's holds. (Assuming you're stealing 250 holds.) The formula for furbing is:

of holds to buy on furb = (# of holds lost * 3) -3

Example: You lost 22 holds, 22*3=66, 66-3=63. You need to buy 63 holds on your furb. If you lost 50, then you need 50*3=150, 150-3=147

To go the other way, use the following formula:

of holds gained by blowing up a ship = (total holds on ship + 3)/3

Example: a ship has 124 holds, (124+3)/3 = 127/3 = 42.3 = 42 holds gained if you blow it up.

I've included some charts that show both the costs and the turns used for typical furbing in a stock game.

Furb Costs:

Ship	Stock Base Ship Cost	Base Holds	Max Holds	Cost for full holds*	Total cost for ship and full holds*	Cost for last 22 holds*	Cost for last 50 holds*	Cost for 63 holds* (furbs 22 holds)	Total cost for ship and 63 holds*	Cost for 147 holds* (furbs 50 holds)	Total cost for ship and 147 holds*
Merchant Freighter	33,400	30	65	38,500	71,900	27,060	47,500	35,640	69,040	N/A	N/A
Merchant Cruiser	41,300	20	75	60,500	101,800	31,460	57,500	42,140	83,440	N/A	N/A
Cargo Tran	51,950	50	125	142,500	194,450	53,460	107,500	16,640	68,590	N/A	N/A
Taurean Mule	63,600	50	150	215,000	278,600	64,460	132,500	16,640	80,240	205,640	269,240

Colonial Transport	63,600	50	250	630,000	693,600	108,460	232,500	16,640	80,240	205,640	269,240
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* = Based on an average base cost of 200 for holds. See the formulas section [here](#) for a more detailed explanation on how hold prices work.

Tow Costs: Based on the formula: Move cost = your move + 2x move cost of towed ship.

Action	Turns Needed
ISS Tow CFS or Havoc	10
ISS tow COLT	16
ISS tow Merf	8
ISS tow Mule	12
Havoc or CFS TOW COLT	15
Havoc or CFS TOW Merf	7
Havoc or CFS TOW Mule	11
CFS or Havoc Tow ISS	11
CFS or Havoc Towing CFS or Havoc	9

Turns required to take a COLT to SD or a Class 0 port and get more holds.

Action	ISS	CFS or Havoc
Go to get COLT	4	3
Get fuel	1	1
Move COLT to SD	16	15
X-port to COLT	1	1
Load with holds	1	1
X-port to other ship	1	1
Drop off in next sector (I assume red will x-port to new sector. If not, Blue has to tow again, so use numbers in parens.)	16 (32)	15 (30)
Get fuel	1	1
Return to SD	4	3
Total Turns	45 (61)	41 (56)

As you can see, this isn't very Blue turn efficient. It's much better and cheaper to tow Merfs or Mules to the COLT than it is to move the colt. Even though the Mule costs more to buy than it does to buy the top 50 holds in a COLT, the savings is lost because of the number of turns it takes to move the COLT to a port and back.

Turns required to Furb with a Merf:

Action	ISS	CFS or Havoc
Buy Merf	1	1
Xport to merf	1	1
Load with holds	1	1

xport back to ship	1	1
Drop off	8	7
Tow Red to next sector (optional if running team)	16	15
Get fuel	1	1
Return to SD	4	3
Total Turns	33	30
Total Turns for Team (assuming running 2 reds and they clear each other's busts)	17	15

Note: Use Merf instead of a Cargo Tran, because even though Cargo Tran is cheaper, it costs more turns to move it.

Turns required to Furb with a Mule:

Action	ISS	CFS or Havoc
Buy Mule	1	1
xport to mule	1	1
Load with holds	1	1
xport back to ship	1	1
Drop off	12	11
Tow Red to next sector (optional if running team)	16	15
Get fuel	1	1
Return to SD	4	3
Total Turns	37	34
Total Turns for Team (assuming running 2 reds and they clear each other's busts)	21	19

Note: Use Mule instead of a COLT, because even though COLT is the same price, it costs more turns to move it.

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The Economy of Tradewars Part 2 - By Traitor

PART 2: Understanding Ports

To understand TW, one must understand ports. Below is a typical SBB port as seen from within the game:

Sector : 1995 in uncharted space.
Ports : Cabal's Hideout, Class 3 (SBB)
Warps to Sector(s) : 952 - 2465

When you port there, you get the following:

The Usurper docked 6 minutes ago.				
Items	Status	Trading	% of max	OnBoard
-----	-----	-----	-----	-----
Fuel Ore	Selling	2610	100%	0
Organics	Buying	950	100%	0
Equipment	Buying	2100	100%	50

You have 3,451,542 credits and 0 empty cargo holds.

We are buying up to 2100. You have 50 in your holds.
How many holds of Equipment do you want to sell [50]?

Here is what that same port looks like from within T-Edit:

Port number: 1484
<A> Name: Cabal's Hideout
<W> Last ship to port: The Usurper
<T> Last robbed by : Traitor
 Class: 3
<C> Ore: 2610
<D> Org: 0
<E> Equ: 0
Productivity (units per day)
<F> Ore: 261 <G> Org: 95 <H> Equ: 210
Maximum change in cost (percent)
<I> Ore: 61 <J> Org: -60 <K> Equ: -51
<> Accumulated Trading Credits: 240

WARNING: I suggest you do not change values <F> through <K>!
The INITPORT.EXE program will adjust those values for you.

KEY:

B: See [here](#) for more detail on port Classes.

C, D, and E: These settings control how much product is actually on the port. Note how C in this example is at 2610. That means that there are 2,610 holds worth of Fuel Ore on the port. D and E are at 0, indicating that there is no Organics or Equipment available. When the port is buying a particular product, and that number is at 0, it means that the port is at 100% and ready to buy up to its maximum. When the port is selling product, and that number is at 0, it means the port is at 0%, and can't sell you

any product. These numbers never go negative.

F, G, and H: These settings are what control how much product the port can sell or buy. The amount of product that they can handle is equal to 10 times the number. So, in the above example, this port can buy 950 holds of Organics and 2100 holds of Equipment. It can also sell 2610 holds of Fuel Ore. The maximum value of these numbers is 3276 (32,760 holds worth) in MBBS mode, and 6553 (65,530 holds worth) in Gold mode. These numbers don't go negative either. These numbers explain why you can only upgrade ports 10 units at a time. (This can be a painful lesson to learn if you want to put 250 units of EQ on a port for some SST'ing, and you forget the 10 to 1 conversion. Instead of 22,500 credits you spend 225,000!)

Accumulated Trading Credits: This is how many credits are actually on the port. If you were to try to rob this port, it would only show 618 being available. Remember the 11%? This is where it is. One thing to remember about running MR's is that however many credits you put into the port, they will be there when you go to rob it. It's a good idea to keep track of how much you put in, so you can be sure to rob it all back. There has been rumors about the Accumulated Trading Credits disappearing over time. I have tracked a port for 48 hours, and can safely say that this doesn't happen.

I, J, and K: Maximum Change In Cost (MCIC). These are the interesting settings, and what this section is mostly about. These settings control the PRICE of product on the port. Positive numbers indicate that it's selling that product, negative numbers mean it's buying. The further away from zero the number is, the more the product costs if it's selling, or the more it pays if it's buying. The closer to zero the number is, the cheaper it is to buy product, but the less it pays for product. 50 or -50 is "average". Player created ports ALWAYS sell at 50, and buy at -60. If you ever noticed that your own buy ports seemed to be better than most ports, it's because you were right! The full range is -100 to 100. So, what's the difference between -30, -50, and -65? Take a look at the chart below to get a general idea.

Setting for Equipment	Amount offered for a 32760 hold planet trade (from a MR)	Amount they will accept	% difference
-30	3,733,821	3,845,836	3.0%
-40	3,978,374	4,141,487	4.1%
-50	4,217,031	4,436,317	5.2%
-60	4,449,791	4,734,578	6.4%
-65	4,563,959	4,883,436	7.0%

There are several things to notice in the above chart. First off, there is a big difference between how much the -30 port offers, and how much the -65 port offers. 830,138 credits difference, and it's 1,149,615 credits if you haggle! Then take a look at the % difference. Notice the pattern? If you know the MCIC number, you know how much you can haggle, often to the credit. (it's actually significant out to like 5 digits, but I chose to round for the sake of simplicity. The port will actually accept slightly more than what I put there, but it's not worth figuring it out to the credit.) I chose to use a buy port with a planet trade for this example, because planet trades are always consistent. There will be more charts to come that explain why I stopped this chart at -65. :-)

EXPERIENCE MATTERS

If you aren't doing a planetary negotiation, then the amount that a port will offer is based on the Maximum Change In Cost (MCIC) and your experience. The more experience you have, the cheaper things are to buy, and the more they are worth when you sell up to around 1,000 exp. After 1,000 experience, there doesn't seem to be a difference between 1,000 exp, 10,000 exp, or 1,000,000 exp. See the following chart:

Current Exp	Average Amount Offered for 250 holds of	Difference between each	Current Exp	Average Amount Offered for 250 holds of	Difference between each	Current Exp	Average Amount Offered for 250 holds of EQ with 100%
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	EQ at a 50 MCIC Port (Sell Port)	successive offer			EQ at a -50 MCIC Port (Buy Port)	successive offer			planet trade at a -50 MCIC Port (Buy Port)
0	11,760			0	32,405			0	32,181
100	11,443	317		100	32,779	374		100	32,181
200	11,219	225		200	32,963	184		200	32,181
300	10,953	265		300	33,077	114		300	32,181
400	10,774	179		400	33,277	201		400	32,181
500	10,476	298		500	33,582	305		500	32,181
600	10,173	304		600	33,723	140		600	32,181
700	9,965	208		700	33,976	253		700	32,181
800	9,613	352		800	34,206	230		800	32,181
900	9,426	186		900	34,474	269		900	32,181
1,000	9,097	329		1,000	34,646	172		1,000	32,181
1,100	9,118	-21		1,100	34,657	11		1,100	32,181
1,200	9,102	16		1,200	34,734	77		1,200	32,181
1,300	9,156	-54		1,300	34,655	-79		1,300	32,181
1,400	9,061	95		1,400	34,710	55		1,400	32,181
1,500	9,130	-69		1,500	34,739	29		1,500	32,181
10,000	9,217	-87		10,000	34,697	-42		10,000	32,181
20,000	9,134	83		20,000	34,672	-26		20,000	32,181
30,000	9,145	-11		30,000	34,688	16		30,000	32,181
40,000	9,062	83		40,000	34,600	-88		40,000	32,181
50,000	9,223	-161		50,000	34,651	51		50,000	32,181
100,000	9,142	81		100,000	34,657	5		100,000	32,181
1,000,000	9,082	60		1,000,000	34,757	100		1,000,000	32,181
4,500,000	9,095	-13		4,500,000	34,721	-36		4,500,000	32,181

This chart was made using 2 scripts, one that reset the port after a trade (back to 100%), and one that did the actual trade. These are the offered prices, not the haggled prices. Each experience value was run 20 times, and I took the average. I re-ran all the tests 5 times, for a total of 100 trades at each exp value. The averages were consistently within +/- 2%.

Notice that Planet Trade Offers NEVER change. Also keep in mind that Alignment has nothing to do with it either. I've tested this at -4,000,000 and 4,000,000 alignment, and at every 10k increment in between. Based on this chart, you can see that the PPT'er with 1000 exp is going to make more money than the guy with 0 exp.

It shouldn't take you long to come to the same conclusion that I did once I realized how experience and MCIC worked. If you want to make real money, you have to find buy ports with LOW MCIC's, like -60 or less. Particularly if you are planning on going through all the trouble and expense to upgrade them for Planet Trading or MR's.

PORT GENERATION

By now, you're probably wondering how to find a -80 buy eq port, right? Well, it's a bit more complicated than that. I need to touch on how ports are generated in TWGS first. Port numbers and sector numbers are not directly tied to each other. When the game pre-generates ports, it assigns the ports to random sectors. (So port 1522 isn't going to be in sector 1522.) Interestingly, there are more class 1, 2, and 3 ports than any other type. For a standard bang (40% port density and 95% built ports), there are 1900 ports generated. 4 of those ports are the special ports, so that leaves only 1896 ports. The chart below shows their distribution.

	Quantity of		Quantity of	
--	-------------	--	-------------	--

Port Class	Ports with Port Bang Settings at 40% total and 95% built	Percent of Total Ports	Ports with Port Bang Settings at 80% total and 95% built	Percent of Total Ports
1	378	19.94%	758	19.97%
2	379	19.99%	759	19.99%
3	379	19.99%	759	19.99%
4	189	9.97%	379	9.98%
5	189	9.97%	379	9.98%
6	189	9.97%	379	9.98%
7	94	4.96%	189	4.98%
8	99	5.22%	194	5.11%
Totals:	1896	100.00%	3796	100.00%

I banged 20 games with each of the port settings, and got the same results every time. It's roughly 20% for 1-3, 10% for 4-6 and 5% for 7 and 8.

I also tracked the MCIC numbers for all the ports and found the following:

Product Type	Low MCIC for Buy Port	High MCIC for Buy port	Low MCIC for Sell Port	High MCIC for Sell Port
Equipment	-65	-20	20	65
Organics	-75	-30	30	75
Fuel Ore	-90	-40	40	90

These maximum and minimum numbers were consistent regardless of the number of ports. That means that you will never find a Buy EQ port better than -65. Sucks, huh? So, I decided to track the frequency of ports, and found that the distribution was flat, and that you can expect there to be approximately 21 equipment ports for each value of MCIC, 21 organics ports for each value of MCIC, and 19 fuel ore ports for each value of MCIC. However, you're just as likely to find a -65 EQ, -20 org, -90 fuel port as you will a 20 eq, 75 org, 20 fuel port. Basically, in an average bang, there will be 126 buy EQ ports at -60 or less. The only way to find them is trial and error. I will tell you that while it's a pain to track down the -60's, it's worth your while to AVOID the -20's! If you aren't getting at least 34,500 credits for 250 holds with 1k or more exp, (or 32,181 for a 250 hold planet trade) you shouldn't bother working with that port. Two more charts, showing the value in credits for all product at various MCIC settings.

SELL PORTS:	MCIC VALUE										
	90	80	75	70	65	60	55	50	40	30	20
Normal Trade Fuel Ore, 250 holds	1,092	1,754	2,082	2,407	2,730	3,049	3,361	3,675	4,302	N/A	N/A
Normal Trade Organics, 250 holds	N/A	N/A	3,768	4,406	5,054	5,696	6,330	6,964	8,189	9,414	N/A
Normal Trade Equipment, 250 holds	N/A	N/A	N/A	N/A	8,787	9,945	11,059	12,190	14,434	16,603	18,725

The above chart assumes Zero experience, the sell port is at 100%, and no haggling.

BUY PORTS:	MCIC VALUE										
	-90	-80	-75	-70	-65	-60	-55	-50	-40	-30	-20
Normal Trade Fuel Ore, 250 holds	10,678	10,226	10,030	9,772	9,517	9,293	9,035	8,791	8,276	N/A	N/A

Normal Trade Organics, 250 holds	N/A	N/A	20,144	19,646	19,176	18,698	18,184	17,712	16,659	15,634	N/A
Normal Trade Equipment, 250 holds	N/A	N/A	N/A	N/A	34,647	33,701	32,853	31,910	30,108	28,257	26,380
Planet Trade Fuel Ore, 250 Holds	10,920	10,465	10,233	9,998	9,759	9,518	9,273	9,025	8,520	N/A	N/A
Planet Trade Organics, 250 Holds	N/A	N/A	20,350	19,879	19,401	18,918	18,428	17,931	16,920	15,884	N/A
Planet Trade Equipment, 250 Holds	N/A	N/A	N/A	N/A	34,829	33,958	33,075	32,181	30,360	28,494	26,583

The above chart assumes zero experience, the buy port is at 100%, and no haggle.

Those two charts show average numbers. The exact numbers, except for the planet trades, will vary somewhat because ports offer around 25 different prices for any given amount of product. I have a much more detailed chart that covers all the ranges, and what each of those offers are, but there isn't room on my site for it. This information should cover about 99% of the situations you might encounter anyway. Well, enough about ports.

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The Economy of Tradewars Part 3 - By Traitor

PART 3: Make Money Fast :-)

As you might have gathered from Part 1, there are a lot of strategies for making money. And as you saw from Part 2, the MCIC numbers really play an important part in determining how much profit you make from a particular port. In Part 3, I'm going to talk about bringing these things together, and some of the tricks I've picked up over the years that aren't covered anywhere else. Once again, these tactics are geared for 5k sector, 1k turn, MBBS, Stock ships and planets, 6 person mixed-corp. Most will apply to other games, but keep this in mind while you are reading.

PPT, A closer look.

Buy low, sell high. For the most part, the only time your Corp will be doing any PPT'ing is in the beginning of the game. Specifically on day one, and maybe a bit on day two. Unless there is a great need for speed, you always, always want to haggle, especially if your experience is below 1000. You also want to be sure to always, always drop a fig under any port you plan on trading at, preferably before you actually port there. That said, one of the most important aspects of maximizing your PPT'ing is knowing when to STOP!

The following table shows a typical PPT between Equipment and Organics using a Stock Merf. The ports in this example were a BSB and a BBS. Each had 1,500 units of each product (both buying and selling, roughly average amounts for ports), and MCIC numbers of 50 on the Sell, and -50 on the Buy. I started with ZERO experience, and I didn't haggle aggressively. I ran this test 10 times and took the average results.

Trade #	EQ Buy Price	EQ Sell Price	EQ Profit	Org Buy Price	Org Sell Price	Org Profit	Amount on port	% on port
1	2,889	8,813	5,923	1,571	5,000	3,429	1500	100%
2	2,991	8,765	5,775	1,612	4,878	3,266	1435	96%
3	3,106	8,635	5,528	1,681	4,846	3,165	1370	91%
4	3,224	8,498	5,274	1,748	4,797	3,049	1305	87%
5	3,341	8,351	5,010	1,821	4,669	2,849	1240	83%

6	3,435	8,208	4,773	1,920	4,588	2,668	1175	78%
7	3,582	8,057	4,475	1,964	4,630	2,666	1110	74%
8	3,737	7,967	4,230	2,005	4,501	2,496	1045	70%
9	3,861	7,876	4,015	2,098	4,467	2,369	980	65%
10	3,957	7,774	3,818	2,167	4,346	2,179	915	61%
11	4,048	7,568	3,520	2,223	4,289	2,066	850	57%
		Sub Total:	52,342		Sub Total:	30,201		
12	4,246	7,385	3,139	2,315	4,228	1,913	785	52%
13	4,396	7,401	3,005	2,363	4,154	1,791	720	48%
14	4,474	7,215	2,741	2,450	4,118	1,667	655	44%
15	4,636	7,115	2,480	2,478	4,092	1,614	590	39%
16	4,690	7,007	2,317	2,536	3,960	1,424	525	35%
17	4,824	6,848	2,024	2,652	3,915	1,263	460	31%
18	4,947	6,763	1,817	2,689	3,882	1,193	395	26%
19	5,078	6,696	1,618	2,762	3,792	1,030	330	22%
20	5,237	6,530	1,293	2,830	3,768	938	265	18%
21	5,321	6,382	1,061	2,957	3,641	684	200	13%
22	5,425	6,270	845	2,981	3,593	612	135	9%
23	5,614	6,193	578	2,984	3,500	516	70	5%
		Total:	75,260		Total:	44,846		

As you can see from the above chart, the more you drain a port, the less profit there is. In fact, The profit from the first 50% of the product is more than twice that of the final 50%. On average, with default port density, it takes about 20 turns (10 moves in a Merf) to find a EQ/Org port pair, assuming that you have to hunt for them and don't already have a 100% map. It takes roughly 66 turns to get the ports down to around 50%, and 138 turns to drain them. Adding in the turns spent needed to find a EQ/Org Port Pair, that equals about 86 turns to make 82,543 credits if you stop at 50%, or 158 turns to make 120,105 credits if you take it all the way down to 1%. Time for another chart:

Turns Used	Profit	Profit per turn	Profit for 1000 turns
86	82,543	959.80	959,798
158	120,105	760.16	760,158
		Extra Profit	199,640
		% Gain	26%

Granted, you're probably not going to be able to use all 1000 turns PPT'ing and hunting for pairs, but you see the trend. It's better to drain a port to 50% and move on than it is to drain a port all the way. Also, as your experience gets closer to

1000, your margin for profit increases. On the first day of play, that extra 200k per corpie adds up quickly.

In practice, you probably will be able to make much more than in these examples if you pay attention to the MCIC numbers and haggle very aggressively. Using this method, I've been able to rake in close to 2 mill per day with 1000 turns in a Merf, by picking my ports carefully, and taking advantage of a full map. (An ISS is even more profitable, because you can Transwarp Trade. Find a SBS and a SSB pair with good MCIC numbers that aren't too far apart, buy enough fuel at each port to T-warp you to the other port, and you can clear 2.5+ million with 1000 turns.) Hopefully, you will never have to PPT after the first day.

For more information on how to aggressively haggle, see the following link: http://tavern.homeip.net/TWGS/haggling_lessons.cfm by Cheorkee. I was originally going to put that information in this essay, but CK did a better job of explaining it than I did, so use his link. It's got REALLY good info! 5 stars, check it out!!

The 5xp Trade: Myth or Fiction? :-)

It's possible to get 5xp trades, but it's almost impossible to get them consistently. Each time you trade at a port, it's looking for a specific number that it considers the absolute maximum offer. If you hit that number exactly, you get a 5xp bonus. Unfortunately, that number is often not a round number, so it's rare that you can make the exact offer, since you can only work with whole credits (no pennies!) And each time you trade, the exact number is different, since the port offer changes randomly each time you trade there (planet trades are always the same offer, but you don't get exp for planet trades, so it's moot. This only applies to ship trades). I recommend that you don't bother trying to get the 5xp trade everytime, and be happy when you do manage to get it. I had a chart at one point that let me get it about 20% of the time, but that was on ports where I knew the MCIC number, and there are a ton of variables involved. For the most part, you're better served taking the 2xp and do tripple trading.

The Tripple Trade

Tripple trading is a quick way to make money and get your experience up. You find a port pair where you can trade fuel, organics and eq. Usually an BBS and SSB or SBS and BSB pair. You trade a few units of fuel in addition to the eq and organics. This allows you to gain 6xp each time you port. Usually, you only need to trade about 8 units of fuel ore. The sooner you get your experience up, the more profit you are able to make from your trades (see Economy of TradeWars 2). When you are trying to go red on the first day, this tactic helps you gain experience quickly without sacrificing too much cash from your PPT'ing. Ideally, you want to get to 999 exp as quickly as possible, then have enough cash that you can bust planets to get you up to around 2000+ exp. If you have corpies, then you are probably better served NOT PPT'ing, and letting them make the cash and use their cash to bust planets up to around 2500xp or more. The turns you save not PPT'ing net you more

cash in the long run. Just remember that once you hit 1000xp, you are no longer fedsafe.

Stupid Planet Tricks!

I think I've said this before, but planets make the best ships in the game. Once you have access to a mobile planet, your income potential doubles. Whether you play a blue or a red, you can make more money per turn with a mobile than you can any other way. I've already mentioned some of the methods that reds use to make money, but how about blues?

The most obvious way for blues to make money is planet farming. That's where a blue dumps a ton of colonists on to an Oceanic, and then sells the organics to an upgraded buy port. With good ports, you can make over 4.5 million per Oceanic, plus the 3,333 figs it makes each day. It's roughly equivalent of 5 mill per day per Oceanic, assuming you have enough upgraded ports to support the daily planet trades. The nice part is that it takes almost no turns to make that profit.

Another less obvious way to turn a decent profit is to sell fuel ore from your Volcanics. I only recommend doing this if there are a lot of collies available, since it takes 2 volcanics to make the equivalent profit of 1 Oceanic, and stripping your Volcanics of fuel isn't always tactically sound. But if you have a bunch of H's that are at full fuel, then it's something to consider so their ore production isn't wasted. (Although once I get an H to full fuel, I usually pull the collies off it and move them somewhere else, like my O's)

So, what to do with your remaining turns? If you want to make money, then you Planet Port Pair Trade (3PT). This is where you walk down a line of ports, buy dumping all the product on to the planet and then selling any product on the planet to the port, then moving on to the next port in the line. It's not as profitable as if a red were doing the same thing and robbing the ports, but it's the next best thing a blue can do. It's more turn efficient than PPT'ing, since you can use a COLT to drain the ports. Just be aware that your enemy's reds can rob these ports that you do hit, and you have to be careful when you haggle that your experience doesn't go over 1000 if you want to remain fedsafe.

More as I have time. -Traitor 5/26/03

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Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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TWX SCRIPTING part 2

Menus and Includes in TWX

In this article, I'm going to present two more new features of TWX, menus and includes. The menus are pretty straight forward, but the includes are a new concept that is probably alien to anyone that's not a traditional programmer. In a nutshell, includes are time savers. Say you have a certain routine that is common to most of your scripts. Instead of re-creating that routine or subroutine in each of your scripts, you only have to write it once, then use the include statement in your scripts, and when your script compiles, it will also stick in that subroutine. I'll go into includes in more detail below.

MENUS

The following is a small sample menu in TWX. I'm going to go through it more or less line by line. You can also download it [here](#), so you can look at in notepad or whatever while you are reading along. I put in some extra blank lines to help group lines of similar code.

```
1 echo "***This is a test menu.**"
2 addMenu "" "Menu" "Test Menu" "." "" "Menu" FALSE
3 addMenu "Menu" "option1" "Change Option 1" "A" :Menu_Opt1 "" FALSE
4 addMenu "Menu" "option2" "Change Option 2" "B" :Menu_Opt2 "" FALSE
5 addMenu "Menu" "execute" "Execute with current options" "C"
  :Menu_Exec "" TRUE

6 setmenuvalue "option1" "Hello"
7 setmenuvalue "option2" "World"

8 setmenuoptions "Menu" FALSE FALSE TRUE

9 setmenuhelp "option1" "This is a toggle. It is either 'Hello' or 'Goodbye'."
10 setmenuhelp "option2" "This is a toggle. It is either 'World' or 'cruel
    World'"

11 openMenu "Menu"

12 :Menu_Opt1
13 getmenuvalue "option1" $opt1val
14 if $opt1val = "Hello"
```

```

15  setmenuvalue "option1" "Goodbye"
16  openmenu "Menu"
17  else
18  setmenuvalue "option1" "Hello"
19  openmenu "Menu"
20  end

21  :Menu_Opt2
22  getmenuvalue "option2" $opt2val
23  if $opt2val = "World"
24  setmenuvalue "option2" "cruel World"
25  openmenu "Menu"
26  else
27  setmenuvalue "option2" "World"
28  openmenu "Menu"
29  end

30  :Menu_Exec
31  getmenuvalue "option1" $opt1val
32  getmenuvalue "option2" $opt2val
33  echo "***" & $opt1val & " " & $opt2val & "!!**"
34  halt

```

(The line numbers are in grey. They are there for reference only)

What this piece of code does is set up some menu toggles so when you press 'execute', the script will either echo back "Hello World!" or "Goodbye cruel World!" or some combination of the two. Pretty simple.

When you run it, it will look like this on your display:

This is a test menu.

Test Menu:

```

+ - Help on command
A - Change Option 1 Hello
B - Change Option 2 World
C - Execute with current options

```

Menu>

If you press 'a' and 'b', the menu display changes to:

Test Menu:

```

+ - Help on command
A - Change Option 1 Goodbye
B - Change Option 2 cruel World
C - Execute with current options

```

Menu>

If you then press 'c', you get the following output:

Goodbye cruel World!

Now for the line-by-line breakdown:

Line 1: This is just there for looks :)

Line 2: This is where I create the top level menu, called Menu. You can tell it's the top level menu because it has no parent menu associated with it. (That would be the first set of double quotes with nothing in it.) The next set of quotes is the actual name of the menu as far as TWX is concerned. When you open a menu, this is the name you use. Be sure to always put it in quotes. The next set of quotes is the display name, or the name of the menu that appears on the screen. The next set of quotes is the hotkey associated with the menu. You always need a hotkey, even if it's a top level menu. In this case, I am using a '.' for the hotkey. The next one is the label that is called when you press the hotkey. In this case, there is no label for it to go to, so I again use the double quotes to show nothing is there. The final set of quotes is the prompt. In this case, I want my prompt to be "Menu". This is handy if you have nested menus, so you know at what level of the menu you are at. Finally, I have the FALSE statement there to indicate that I don't want the menu to close when the hotkey is selected. So, now I have initialized my top level menu, so now I need to put some selections in it.

Lines 3 and 4: These two lines are where I setup my menu options. Notice how I have linked them to the top level menu, (called Menu), by putting "Menu" in the first set of quotes. The second set is it's name, the 3rd is what it looks like on the screen, 4th is the hotkey, 5th are the labels that they call when the hotkey is pressed (in this case 'a' or 'b'). Since these are simple toggles, I don't bother changing the prompt, and since I don't want to exit the menu, I again put FALSE at the very end. The menus are called option1 and option2.

Line 5: This looks a lot like 3 and 4, except that I have TRUE at the end. This means that when that hotkey ('c') is pressed, the menu exits because I'm done with it at that point. Try changing the TRUE and FALSE statements around if you are still unclear how it works, and then run it again. It'll become pretty clear then.

Now that I've created my menu, I need to setup the menu variables. This is how you setup default values for a particular menu.

Line 6 & 7: This is where I setup the default values for option1 and option2. The values could be variables, or numbers if I wanted, but in this case, it's 'Hello' and 'World'. When the script is run, you will see these in the menu if you set them. You don't have to have values set for menus if you don't want too either.

Line 8: There are 3 optional menu entries that always appear at the top of your menus, unless you tell TWX not to display them. They are '?' for Command list, '+' for help on a command, and 'Q' to exit the menu. Since I have no need

of either the command list, or quit, I use this line to turn those two options off, leaving only the help.

Line 9 & 10: This is where I put in my help on command stuff. Pretty straight forward. menu name, followed by the help. Remember that it all has to be on the same line, but I've had help on command entries that were over 500 characters, so there is no practical limit on the size.

Line 11: Everything so far has been leading up to this command. This is what actually opens up the menu.

Line 12: This is the label for menu option1. If you press 'a', you end up here.
Line 13: In this line, I'm using the getMenuValue command to get the current value of option1 and storing it in the variable \$opt1val. The first time you press 'a', \$opt1val will be equal to 'Hello'.

Line 14: This IF statement checks to see what the value of \$opt1val is, and if it's equal to 'Hello', it changes it to 'Goodbye' in **line 15**, and then returns to the main menu in **line 16**. If it's not equal to 'Hello', then it changes \$opt1val to 'Goodbye', and returns to the main menu. (**Lines 17-20**) This is how you make a toggle.

Lines 21-29: This is just like the lines above it, only it toggles option2.

Line 30: This is the label for menu execute.

Line 31 & 32: Here, I'm grabbing the current values of the menus option1 and option2, and making them equal to variables, so I can use them in the echo statement below. This is the final check of the variables. Before you hit 'c' and got to this point, you could press 'a' and 'b' all day long and toggle them all you wanted. Once you hit 'c', those values are set in stone, and are ready to be used by **line 33**.

Line 33: This is where I actually do something with the \$opt1val and \$opt2val. I use them in an echo statement. Notice how I use the & character to string them all together.

That is the menu commands in a nutshell. I'll show you a slightly more complex use of menus in my probe script.

[01_probe20k.ts](#)

This script is not your typical probe script. Granted, it has all the usual bells and whistles, but what makes this one unique AFIK, is that it never sends a probe to a sector it's already seen. This makes it way more efficient. In a stock 5k sector game, you can probe the entire universe from start to finish for less than 8 mill, compared to 15 mill you would spend if you fired a probe down every sector. I use both menus and includes in this script, so take a look at the documentation inside the script and you should be able to follow along.

INCLUDES

As I mentioned in the beginning, INCLUDES are handy when you want to save yourself a lot of typing by creating modules that your scripts can import.

More later, as I have run out of time. -Traitor 5/27/03

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TWGS Settings Explained!

Most of the TWGS settings are pretty self-explanatory. But some of them are kind of cryptic. In this article, I'm going to try to explain how to use some of those settings, as well as give some general recommendations on settings that I think every TWGS should have. Feel free to disagree.

Big-Bang Settings:

Option R: Random Seed. You ALWAYS want to randomize the random seed every big-bang. Otherwise, you will likely end up with the exact same sector map you had on your last bang.

Option A: Number of sectors. If you want more than 1000, you have to enable Gold settings
Option J (which means you have to buy the Gold version. See below)

Option B: Max Course Length. This sets the maximum distance between two sectors on your map. Default is 45, but it can be set from 20 to 255. Longer routes make your map more star shaped, shorter routes make it more round. You can have fun with this setting. See below for details.

Option C: Maximum Ports. This is equal to a percentage of the total number of sectors.

Default is 40%, and the range is 10% to 80%. I personally think 40% is too low, and recommend 50% to 60%. However, the more ports you have in your bang, the easier it is to CIM hunt and Port Loss Track. Set it too low and you run the risk of one corp locking up the game early by destroying all the XXB ports.

Option D: Initial ports. This is the percentage of initial ports built. It works off the total ports built. Default is 95%, but it ranges from 10% to 100%. I recommend you don't change this value, and use option C to control the number of ports.

Option E: Maximum number of Planets. It's equal to a percentage of the total number of sectors. I recommend that you set this to max, 40%. This makes the planet denial option more difficult. Default is 20%, and the range is 2% to 40%

Option F: Total number of two way warps. A two way warp is one that goes from sector A to B and B to A. Default is 30% of the total sectors in your universe. 10% is the minimum, and 200% is the max. The lower the setting, the more star shaped your universe will be, while a high setting makes it more round. I recommend the default.

Option G: Total number of one way warps. Default is 3%, and the range is 1% to 100%. I recommend you raise this to about 5%. This will allow you more flexibility in modifying your map. The increased number of one-ways allows you the option of adding new links if needed, without subtracting warps. Addition of warps is always better than subtraction of warps.

Option H: Max number of players. Default is 200, and the range is 10 to 500. You usually don't need to modify this setting.

Option I: Max number of ships. Default is 4 times the number of players, up to a limit of 2000. I used to recommend that this be set to 2000, but this is no longer as necessary under versions .47+, but it's still a good idea. The logistics of running a ship denial game become much harder when you more than double the total # available.

Option J: Enable Gold Settings. Otherwise you can't have more than 1000 sectors. Also lets you modify ships, planets and create custom aliens. Set it to yes if you can.

Option P: Turns on MBBS compatibility mode. Turn it on if you like reds :)

Option K: Turns on Bubbles. Under version .55, there are problems with ports created in bubbles. I don't recommend you turn this setting on until this bug gets resolved. Options L, N,

T, O, M, S and U all pertain to bubble creation and are pretty self-explanatory. If you want big Bubbles in your universe, tweak options B, F and G instead.

UNDER CONSTRUCTION!!!! This section is gonna be long, and I need to get back to my life...expect an update here soon.

Post Big-Bang Editor Settings:

G: General Editor One:

<A> Turns per day: 1 to unlimited.
 Initial fighters:
<C> Initial credits:
<D> Initial holds:
<E> Days until an inactive user is deleted: 30
<G> Ferengi regeneration percentage : 20% of max of 1,100 = 220
<H> Terran Colonist Reproduction Rate : 750 colonists per day
<I> Daily log Limit in lines : 800 lines.
<J> StarShip Intrepid Location : Sect 7
<K> StarShip Valiant Location : Sect 3148
<L> StarShip Lexington Location : Sect 3959
<M> Maximum num of planets in a sector: 5
<N> Maximum num of Traders on a Corp : 5
<O> Underground Password Phrase : BEWARE OF KAL DURAK
<P> Age of Game in days : 22
<R> Tournament Mode : Off
<S> # Days to allow entry: Unlimited
<T> Maximum times blown up: Unlimited

H: General Editor Two:

<A> TriCron Champion : No one
 TriCron Jackpot : 0
<C> TriCron HiScore : 0
<D> Ferengi HomeBase
<E> Stardock Sector
<F> Rylos Sector
<G> Alpha Centauri Sector
<H> Ferengi moveCh : 1 in 20
<I> Aliens moveCh : 1 in 20
<J> Gfiles ScoresDir : None Used
<K> Sysop Sec Level : 32000
<L> Allow Aliases? : Yes
<M> Display Stardock?: Yes
<O> FedSpaceShipLimit: 5
<P> Photon Wave Dur. : 1 seconds.
<R> DESQview pacing : 20
<T> Local Display On : Yes
<U> Cloaking FailRate: 3%
<V> NavHaz Dispersion: 100%
<W> NewPlayer Planets: No
<Y> Ship Delay Mode : None
<S> Max Command/Cycle: Unlimited
<1> Processing Interval : 1 Sec
<2> Inactivity Timeout : 14400 Sec
<3> Steal from Buy Port? : Yes

<4> Planetary Trade Offers : 100% Normal
<5> Online Verification At : 300 Sec
<6> Clear Busts Every : 1 Days
<7> Port Regeneration Rate : 1% / Day
<8> Max Regen Per Visit : 100%
<9> Local Beeper On : Yes
<0> Intl Alien Processing : Disabled
<N> Intl Ferr Processing : Disabled
<Z> Alien Svr Offline Mode: Active
<X> Gold Editor Expert Mode: Disabled
<[> Closed Game : No
<]> Password : No
<^> GLOBAL TEDIT Password : No
<\$> LOCAL TEDIT Password : No
<:> Ether Probe Move Delay : None
<::> Maximum Course Length : 45
</> Daily Game Time : Unlimited
<|> Output segmentation : None
<#> Invincible Ferrenal : No

I: General Editor Three:

<A> Transport Unit : \$12,500
 Transport Upgrade : \$6,250
<C> Tavern Announcement : \$100
<D> Limpet Removal : \$1,250
<E> Reregister Ship : \$5,000
<F> Genesis Torp : \$80,000
<G> Armid Mine : \$4,000
<H> Limpet Mine : \$40,000
<I> Beacon : \$100
<J> Type I TWarp : \$12,500
<K> Type II TWarp : \$20,000
<L> TWarp Upgrade : \$9,000
<M> Psychic Probe : \$2,500
<N> Planet Scanner : \$7,500
<O> Atomic Detonator : \$60,000
<P> Corbomite : \$1,000
<R> Ether Probe : \$12,000
<S> Photon Missile : \$160,000
<T> Cloaking Device : \$6,250
<U> Mine Disruptor : \$1,500
<V> Holographic Scanner : \$6,250
<W> Density Scanner : \$500
<X> Radiation lifetime : 1 days
<Y> Rob Factor (% Std) : 50%
<Z> Steal Factor (% Std) : 70%
<1> Max Terra Colonists : 100,000
<2> Combat Penalty Mode : MBBS
<3> Max Port Production : 32760
<4> Rob/Steal Delay : No
<5> Secure Local Access : No
<6> Fighter Lock Decay : 1440 Min
<7> Death Delay : Yes
<8> Multiple Photon Fire : No

<9> Show Who's Online : Yes
<0> FedSpace Photons : No

Sector Edits:

Port Edits:

Planet Edits:

Ship Edits:

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Things I'd Do If I Ever Became An Evil Overlord...

If the beautiful princess that I capture says "I'll never marry you! Never, do you hear me, NEVER!!!", I will say "Oh well," and kill her.

My Legions of Terror will have helmets with clear Plexiglas visors, not face-concealing ones that can hide the enemy.

My ventilation ducts will be too small to crawl through.

My noble half-brother whose throne I usurped will be killed, not kept imprisoned in a forgotten cell of my dungeon.

Shooting is not too good for my enemies and should be done ASAP.

The artifact which is the source of my power will not be kept on the Mountain of Despair beyond the River of Fire guarded by the Dragons of Eternity. It will be in my safe-deposit box. The same applies to the object which is my one weakness.

I will not gloat over my enemies' predicament before killing them.

When I've captured my adversary and he says, "Look, before you kill me, will you at least tell me what this is all about?" I'll say "No" and shoot him. No, on second thought I'll shoot him then say "No."

After I kidnap the beautiful princess, we will be married immediately in a quiet civil ceremony, not a lavish spectacle in three weeks' time during which the final phase of my master plan will be carried out.

I will not include a self-destruct mechanism unless absolutely necessary. If it is necessary, it will not be a large red button labeled ``Danger: Do Not Push". The big red button marked ``Do Not Push" will instead trigger a spray of bullets on anyone stupid enough to disregard it. Similarly, the ON/OFF switch will not clearly be labeled as such.

I will not interrogate my enemies in the inner sanctum -- a small hotel well outside my borders will work just as well.

I will be secure in my superiority. Therefore, I will feel no need to prove it by leaving clues in the form of riddles or leaving my weaker enemies alive to show they pose no threat.

One of my advisors will be an average five-year-old child. Any flaws in my plan that he is able to spot will be corrected before implementation.

All slain enemies will be cremated, or at least have several rounds of ammunition emptied into them, not left for dead at the bottom of the cliff. The announcement of their deaths, as well as any accompanying celebration, will be deferred until after the aforementioned disposal.

The hero is not entitled to a last kiss, a last cigarette, or any other form of last request.

I will never employ any device with a digital countdown. If I find that such a device is absolutely unavoidable, I will set it to activate when the counter reaches 117 and the hero

is just putting his plan into operation.

I will never utter the sentence "But before I kill you, there's just one thing I want to know."

When I employ people as advisors, I will occasionally listen to their advice.

I will not have a son. Although his laughably under-planned attempt to usurp power would easily fail, it would provide a fatal distraction at a crucial point in time.

I will not have a daughter. She would be as beautiful as she was evil, but one look at the hero's rugged countenance and she'd betray her own father.

Despite its proven stress-relieving effect, I will not indulge in maniacal laughter. When so occupied, it's too easy to miss unexpected developments that a more attentive individual could adjust to accordingly.

I will hire a talented fashion designer to create original uniforms for my Legions of Terror, as opposed to some cheap knock-offs that make them look like Nazi storm troopers, Roman foot soldiers, or savage Mongol hordes. All were eventually defeated and I want my troops to have a more positive mind-set.

No matter how tempted I am with the prospect of unlimited power, I will not consume any energy field bigger than my head.

I will keep a special cache of low-tech weapons and train my troops in their use. That way -- even if the heroes manage to neutralize my power generator and/or render the standard-issue energy weapons useless -- my troops will not be overrun by a handful of savages armed with spears and rocks.

I will maintain a realistic assessment of my strengths and weaknesses. Even though this takes some of the fun out of the job, at least I will never utter the line "No, this cannot be! I AM INVINCIBLE!!!" (After that, death is usually instantaneous.)

No matter how well it would perform, I will never construct any sort of machinery which is completely indestructible except for one small and virtually inaccessible vulnerable spot.

No matter how attractive certain members of the rebellion are, there is probably someone just as attractive who is not desperate to kill me. Therefore, I will think twice before ordering a prisoner sent to my bed chamber.

I will never build only one of anything important. All important systems will have redundant control panels and power supplies. For the same reason I will always carry at least two fully loaded weapons at all times.

My pet monster will be kept in a secure cage from which it cannot escape and into which I could not accidentally stumble.

I will dress in bright and cheery colors, and so throw my enemies into confusion.

All bumbling conjurers, clumsy squires, no-talent bards, and cowardly thieves in the land will be preemptively put to death. My foes will surely give up and abandon their quest if they have no source of comic relief.

All naive, busty tavern wenches in my realm will be replaced with surly, world-weary

waitresses who will provide no unexpected reinforcement and/or romantic subplot for the hero or his sidekick.

I will not fly into a rage and kill a messenger who brings me bad news just to illustrate how evil I really am. Good messengers are hard to come by.

I won't require high-ranking female members of my organization to wear a stainless-steel bustier. Morale is better with a more casual dress-code. Similarly, outfits made entirely from black leather will be reserved for formal occasions.

I will not turn into a snake. It never helps.

I will not grow a goatee. In the old days they made you look diabolic. Now they just make you look like a disaffected member of Generation X.

I will not imprison members of the same party in the same cell block, let alone the same cell. If they are important prisoners, I will keep the only key to the cell door on my person instead of handing out copies to every bottom-rung guard in the prison.

If my trusted lieutenant tells me my Legions of Terror are losing a battle, I will believe him. After all, he's my trusted lieutenant.

If an enemy I have just killed has a younger sibling or offspring anywhere, I will find them and have them killed immediately, instead of waiting for them to grow up harboring feelings of vengeance towards me in my old age.

If I absolutely must ride into battle, I will certainly not ride at the forefront of my Legions of Terror, nor will I seek out the attacking leader among his army.

I will be neither chivalrous nor sporting. If I have an unstoppable super-weapon, I will use it as early and as often as possible instead of keeping it in reserve.

Once my power is secure, I will destroy all those pesky time-travel devices.

When I capture the hero, I will make sure I also get his dog, monkey, ferret, or whatever sickeningly cute little animal capable of untying ropes and filching keys happens to follow him around.

I will maintain a healthy amount of skepticism when I capture the beautiful rebel and she claims she is attracted to my power and good looks and will gladly betray her companions if I just let her in on my plans.

I will only employ bounty hunters who work for money. Those who work for the pleasure of the hunt tend to do dumb things like even the odds to give the other guy a sporting chance.

I will make sure I have a clear understanding of who is responsible for what in my organization. For example, if my general screws up I will not draw my weapon, point it at him, say "And here is the price for failure," then suddenly turn and kill some random underling.

If an advisor says to me "My liege, he is but one man. What can one man possibly do?", I will reply "This." and kill the advisor.

If I learn that a callow youth has begun a quest to destroy me, I will slay him while he is still a callow youth instead of waiting for him to mature.

I will treat any beast which I control through magic or technology with respect and kindness. Thus if the control is ever broken, it will not immediately come after me for revenge.

If I learn the whereabouts of the one artifact which can destroy me, I will not send all my troops out to seize it. Instead I will send them out to seize something else and quietly put a Want-Ad in the local paper.

My main computers will have their own special operating system that will be completely incompatible with standard IBM and Macintosh powerbooks.

If one of my dungeon guards begins expressing concern over the conditions in the beautiful princess' cell, I will immediately transfer him to a less people-oriented position.

I will hire a team of board-certified architects and surveyors to examine my castle and inform me of any secret passages and abandoned tunnels that I might not know about.

I will not strike a bargain with a demonic being then attempt to double-cross it simply because I feel like being contrary.

The deformed mutants and odd-ball psychotics will have their place in my Legions of Terror. However before I send them out on important covert missions that require tact and subtlety, I will first see if there is anyone else equally qualified who would attract less attention.

My Legions of Terror will be trained in basic marksmanship. Any who cannot learn to hit a man-sized target at 10 meters will be used for target practice.

Before employing any captured artifacts or machinery, I will carefully read the owner's manual.

If it becomes necessary to escape, I will never stop to pose dramatically and toss off a one-liner.

I will never build a sentient computer smarter than I am.

My five-year-old child advisor will also be asked to decipher any code I am thinking of using. If he breaks the code in under 30 seconds, it will not be used. Note: this also applies to passwords.

If my advisors ask "Why are you risking everything on such a mad scheme?", I will not proceed until I have a response that satisfies them.

I will design fortress hallways with no alcoves or protruding structural supports which intruders could use for cover in a firefight.

Bulk trash will be disposed of in incinerators, not compactors. And they will be kept hot, with none of that nonsense about flames going through accessible tunnels at predictable intervals -- The flames will be constant!

I will see a competent psychiatrist and get cured of all extremely unusual phobias and

bizarre compulsive habits which could prove to be a disadvantage.

If I must have computer systems with publicly available terminals, the maps they display of my complex will have a room clearly marked as the Main Control Room. That room will be the Execution Chamber. The actual main control room will be marked as Sewage Overflow Containment.

My security keypad will actually be a fingerprint scanner. Anyone who watches someone press a sequence of buttons or dusts the pad for fingerprints then subsequently tries to enter by repeating that sequence will trigger the death ray.

No matter how many shorts we have in the system, my guards will be instructed to treat every surveillance camera malfunction as a full-scale emergency.

I will spare someone who saved my life sometime in the past. This is only reasonable as it encourages others to do so. However, the offer is good one time only. If they want me to spare them again, they'd better save my life again.

All midwives will be banned from the realm. All babies will be delivered at state-approved hospitals. Orphans will be placed in foster-homes, not abandoned in the woods to be raised by creatures of the wild.

When my guards split up to search for intruders, they will always travel in groups of at least two. They will be trained so that if one of them disappears mysteriously while on patrol, the other will immediately initiate an alert and call for backup, instead of quizzically peering around a corner.

If I decide to test a lieutenant's loyalty and see if he/she should be made a trusted lieutenant, I will have a crack squad of marksmen standing by in case the answer is no.

If all the heroes are standing together around a strange device and begin to taunt me, I will pull out a conventional weapon instead of using my unstoppable super weapon on them.

I will not agree to let the heroes go free if they win a rigged contest, even though my advisors assure me it is impossible for them to win.

When I create a multimedia presentation of my plan designed so that my five-year-old advisor can easily understand the details, I will not label the disk "Project Overlord" and leave it lying on top of my desk.

I will instruct my Legions of Terror to attack the hero en masse, instead of standing around waiting while members break off and attack one or two at a time.

If the hero runs up to my roof, I will not run up after him and struggle with him in an attempt to push him over the edge. I will also not engage him at the edge of a cliff. (In the middle of a rope-bridge over a river of molten lava is not even worth considering.)

If I have a fit of temporary insanity and decide to give the hero the chance to reject a job as my trusted lieutenant, I will retain enough sanity to wait until my current trusted lieutenant is out of earshot before making the offer.

I will not tell my Legions of Terror "And he must be taken alive!" The command will be "And try to take him alive -- unless he resists."

If my doomsday device happens to come with a reverse switch, as soon as it has been employed it will be melted down and made into limited-edition commemorative coins.

If my weakest troops fail to eliminate a hero, I will send out my best troops instead of wasting time with progressively stronger ones as he gets closer and closer to my fortress.

If I am fighting with the hero atop a moving platform, have disarmed him, and am about to finish him off and he glances behind me and drops flat, I too will drop flat instead of quizzically turning around to find out what he saw.

I will not shoot at any of my enemies if they are standing in front of the crucial support beam to a heavy, dangerous, unbalanced structure.

If I'm eating dinner with the hero, put poison in his goblet, then have to leave the table for any reason, I will order new drinks for both of us instead of trying to decide whether or not to switch with him.

I will not have captives of one sex guarded by members of the opposite sex.

I will not use any plan in which the final step is horribly complicated, e.g. "Align the 12 Stones of Power on the sacred altar then activate the medallion at the moment of total eclipse." Instead it will be more along the lines of "Push the button."

I will make sure that my doomsday device is up to code and properly grounded.

My vats of hazardous chemicals will be covered when not in use. Also, I will not construct walkways above them.

If a group of henchmen fail miserably at a task, I will not berate them for incompetence then send the same group out to try the task again.

After I capture the hero's super weapon, I will not immediately disband my legions and relax my guard because I believe whoever holds the weapon is unstoppable. After all, the hero held the weapon and I took it from him.

I will not design my Main Control Room so that every workstation is facing away from the door.

I will not ignore the messenger that stumbles in exhausted and obviously agitated until my personal grooming or current entertainment is finished. It might actually be important.

If I ever talk to the hero on the phone, I will not taunt him. Instead I will say this his dogged perseverance has given me new insight on the futility of my evil ways and that if he leaves me alone for a few months of quiet contemplation I will likely return to the path of righteousness. (Heroes are incredibly gullible in this regard.)

If I decide to hold a double execution of the hero and an underling who failed or betrayed me, I will see to it that the hero is scheduled to go first.

When arresting prisoners, my guards will not allow them to stop and grab a useless trinket of purely sentimental value.

My dungeon will have its own qualified medical staff complete with bodyguards. That way if a prisoner becomes sick and his cellmate tells the guard it's an emergency, the guard will

fetch a trauma team instead of opening up the cell for a look.

My door mechanisms will be designed so that blasting the control panel on the outside seals the door and blasting the control panel on the inside opens the door, not vice versa.

My dungeon cells will not be furnished with objects that contain reflective surfaces or anything that can be unraveled.

If an attractive young couple enters my realm, I will carefully monitor their activities. If I find they are happy and affectionate, I will ignore them. However if circumstance have forced them together against their will and they spend all their time bickering and criticizing each other except during the intermittent occasions when they are saving each others' lives at which point there are hints of sexual tension, I will immediately order their execution.

Any data file of crucial importance will be padded to at least 1.45Mb in size so that it won't conveniently fit on a single diskette.

I will not waste time making a death look accidental. I am not accountable to anyone, and no one will believe it anyway.

I will make it clear that I do know the meaning of the word 'MERCY'. I simply choose not to show any.

I will not speak with an accent. Sounding like a foreigner in one's own realm has no positive benefit, and may even be counter-productive.

I will not subsidize giant statues or portraits of myself, however flattering they might be. Such reassurances of my authority are unnecessary, and the money is better spent on other things.

No matter what benefits may be at stake, I will not risk everything in favour of a complex mystical ceremony or near-impossible scientific procedure that can only be completed under the rarest of circumstances.

My secret bases will not be located anywhere that might otherwise be considered "interesting" by others. Furthermore, they will not depend on local superstitions and legends to maintain their secrecy.

I will not waste time building elaborate death traps. No matter how well-tested and diabolical the design, heroes always escape.

I will not tell dangerous prisoners my life story, cajole them to change loyalties, attempt to extract information, reveal my Master Plan(s), or host guided tours of my citadel. I will simply kill them.

The old loony single-handedly running an obscure part of my organization will be well-treated, kept up to date on all current events, and provided with several dedicated helpers (all of whom will be reporting separately and secretly to me).

If the aforementioned old loony ever behaves uncharacteristically, I will express concern and immediately have him brought in for questioning, rather than ignore the situation.

I will hire people to regularly climb public landmarks and denounce me, claim to know the secret of my power, incite rebellion, etc.. Thus, if 'the real thing' ever comes along, the citizenry will have lost all interest.

If I cannot control the city guard / police, I will at least maintain friendly relations with them. With a little encouragement, they are much more likely to side with me than weird vigilantes who make them look incompetent.

Any philanthropic work of mine will remain completely above board. This will have the dual benefit of improving my

PR image and driving my foes crazy as they try to figure out what I am up to.

The enemy of my enemy is neither my friend or an expendable pawn. He or she is a resource to be carefully looked after, used at times of maximum benefit to myself AND, under no circumstances, to allow to get behind me.

I will not harass, or tolerate harassment of, people in my realm who obey my laws and otherwise mind their own business.

I will not imprison foes all together in one cell, or even in the same prison.

I will not position my dungeons, slave pens, or torture chambers anywhere near my quarters or the armoury.

I will know how to swim. You never can tell.

I will maintain an excellent credit rating. Once again, you never can tell.

I will cultivate a wide range of interests and hobbies, rather than becoming expert in a few subjects of dubious value.

My fortress will not be kept in a rundown state. It lowers the resale value, encourages slackness amongst the staff, and provides intruders with extra hiding places.

I will not excessively tax the citizens of my domain. The long-term gains are minimal, and it only encourages rebellion.

I will not desecrate temples or kill holy people unless they do something that really, really annoys me.

I will not take it personally when a mysterious stranger bests several of my henchmen in combat. Instead, I will offer him a well-paying job - as far away from me as I can possibly arrange.

I will treat with healthy scepticism anybody offering to betray friends, family, or principles for a modest bribe.

Public executions will be quick, simple, and conducted at a secure location. All entrances to the area (both above and below ground) will be heavily guarded, as will be all vantage points in the vicinity.

All buildings and vehicles in or close to the aforementioned execution area will be thoroughly searched before the event.

Condemned prisoners will not be permitted visitors (refer #24), nor will they be housed in cells with commanding views of the castle and/or surrounding area.

Anyone coming into contact with prisoners (including guards, priests, undertakers, executioners, and VIPs) will be subjected to at least one body search and two ID checks both before and after said contact.

I will only make use of poisons to which I personally am immune.

The aforementioned poisons will be designed to paralyze and kill very very quickly. There should be absolutely no opportunity for victims to run around looking for the antidote.

Fortune-tellers with a proven success rate will be offered a choice between a ghastly death or working exclusively for me. If the first option is chosen, I will recognize this as a sign of imminent trouble.

Regardless of how useful it may be otherwise, I will not place any great dependance upon machinery that can be deactivated or destroyed by the loss of one specific part.

I will never utilize devices with digital countdowns. If such a thing is unavoidable, it will activate when the counter reaches '117' - which should be just as the Heroes put their plan into effect (they HATE that!).

My computer systems will be not be compatible with commercial systems, or have a multitude of outside connections. This should reduce the chances of my entire organization being incapacitated by a child with a lap-top and a modem.

Whether computer or hard-copy, my filing system will include an enormous number of folders marked 'Top Secret', 'Restricted Access', etc.. All will look impressive, but have totally false data.

My truly important files will have multiple back-up copies - all encrypted, kept at separate secure locations, and listed under seemingly innocuous or boring titles.

If I must use a combination, code, PIN, or password for anything, it will be completely randomized - not something that can be guessed within five minutes by a social acquaintance or reader of my biography.

My vehicles will be fitted with safety belts and built-in parachutes, for the inevitable falls off high cliffs.

My vehicles will be designed to only catch fire and/or explode in order to conceal successful use of the emergency escape system.

Unless specifically required by circumstances, vehicles used for covert missions by my organization will NOT be dark limousines.

My troops will not gather like sheep whenever there is a disturbance.

Dangerous substances will not be stockpiled unless absolutely essential for my purposes. If so, they will be kept in relatively small quantities in several separate locations - NOT all in one place!

The aforementioned dangerous substances will NEVER be stored near important things like my inner sanctum, the armoury, major power sources or key structural points of my fortress.

The design of my killer robots will make due allowance for stairs and normal doorways.

My clothing will be practical enough that I can dress or undress quickly without outside assistance.

Since even the best of us can have a bad day, the aforementioned clothing will be easy to run in. It will also have light fireproof armour carefully tailored into the lining.

At all times, I will secretly carry a Swiss Army knife, keys to prepared escape routes, cash, bank account numbers, bandages, pencil, paper, disguise, and passport.

I will never depend on just one 'Master Plan' to achieve my goals. Instead, there will be at least two plans ready or in effect at any given time (with full details of each known only to me).

A reputation for dishonesty makes others even less willing to trust me, and habitual treachery sets a bad example for subordinates. Therefore, I will not be either dishonest or treacherous unless there is a good reason.

Although I truly don't care (because I plan to live forever), my fortress will be sturdy enough to not mysteriously collapse when I am slain.

If captured, I will not assume my captors are consistently stupid, incompetent, or corrupt. After all, they did capture me.

If captured, I will not depend on my captors' sense of fair play to protect me from all harm.



The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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The Planet Handbook - By Paladyne

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THE PLANET HANDBOOK (version 1.01)

written by Paladyne
(updated 10/27/02)

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I. INTRODUCTION

Planets are major assets toward the end of any Trade Wars game. They can make or break a player or an entire corporation, and more often than not decide who wins and who loses. It is very difficult to win a game without owning at least one planet, and some games are played with planet destruction, capture, or ownership for a certain number of days the deciding factor. Where you build or hide your planets, and how far you advance them in levels, can decide how well you finish in a game.

In this chapter you will find both general and specific information on each standard planet type, citadel descriptions and advancement tables, as well as a few tips and tricks to use planets effectively and profitably. A BIG thank you to Traitor of tw-cabal.com fame for pointing out some of my errors.

In this chapter you will also find the term FOE. This doesn't refer to the enemy, but instead it refers to the trade products produced on planets and sold to and bought from ports. These products are of course Fuel Ore, Organics, and Equipment. The first letter of each product becomes F/O/E, or simply, FOE.

II. A NOTE ON GAME SERVER MODES:

Trade Wars Game Server (TWGS) can operate in 4 different modes. There are differences between how each mode operates, and what is available for the GameOp to modify. These 4 modes are identified as:

Game Mode identified as being...

-
- TWGS (Gold extensions OFF) : version 3.11.xx
- TWGS (Gold extensions ON) : version 3.11.xx Gold
- MBBS (Gold extensions OFF) : version 3.11.xx MBBS
- MBBS (Gold extensions ON) : version 3.11.xx MBBS Gold

The TWGS versions are the result of the rewrite by John Pritchett for playing Trade Wars over the Internet. The 2 versions for MBBS denote games that are similar to the Major-BBS version that made Trade Wars so popular. The Gold extensions allow the GameOp to customize the ships, planets, and/or aliens. The game mode

can be identified on the [V]iew Screen from the Command prompt, and also on the title screen when you enter the game. The most recent release is version 3.11.55 (TWGS10155.EXE) and the date of release is February 14th, 2002.

III. PLANET TYPES & DESCRIPTIONS

There are 7 types of planets when a game universe is created. Most of them have a unique characteristic that sets them apart from the others, making it desirable, while some have no purpose except to waste Genesis torpedoes.

These descriptions for the planets are taken from the Planetary Specs database on the Computer menu. The description for each planet is listed, but below each description you will also find a helpful chart for each planet type, showing the production ratios, maximum population, and maximum capacities for each product. The daily production of FOE products is based on a bell curve, so the maximum production occurs at 50% of the maximum population. The recommended levels are also shown below. Colonists below the 50% mark tend to multiply and increase, while over the 50% mark tend to die off at a proportional rate. Some fluctuation also occurs due to weather patterns and the severity of the atmosphere.

Fighters cannot be produced directly, meaning you cannot designate any colonists to produce them. Fighter production is a percentage of the total daily production of products, and the formula is shown for each planet type. For example, if you placed 1,500 colonists under Fuel Ore on a Class M planet ($FOE = 3/7/13$, $n/10$), the colonists would produce 500 units of fuel and 50 fighters per day. If you added another 700 colonists to produce Organics, you would get 500 Fuel, 100 Organics, and 60 fighters per day.

NOTE: The value for fighters under the heading of "2 produce 1" on the Planet menu shows the number of colonists required to produce one fighter with the current population and production levels. Using the above example for a Class M planet, with 1,500 colonists under Fuel Ore production, the "2 Produce 1" column shows a value of 30. When the 700 colonists are added to produce Organics, the "2 Produce 1" column shows a value of 36. This number changes with population and production level selections, so it is more of an efficiency value for tweaking fighter production.

CLASS (M) EARTH TYPE PLANETS

Thick Oxygen/Nitrogen atmosphere. Specific gravity within 0.7 to 1.3 Earth normal. Random, but mostly manageable weather patterns, with temperatures ranging from 0 to 40 degrees Celsius. Fertile soil, excellent for Organic production. Mineral deposits, very good for Equipment production. Chemical elements good for Fuel Ore. Class M planets are excellent for human colonization and promote an excellent population growth curve as well as a very good population harmony

quotient. They have an above average "habitability band". Drawbacks include overpopulation problems, political unrest, and human-induced destruction of the biosphere.

Maximum for Max. Product Max on
Catagory Ratio Colonists Prod/Day Max/Day Planet

	-----	-----	-----	-----	-----
Fuel Ore	3	30,000	15,000	5,000	100,000
Organics	7	30,000	15,000	2,142	100,000
Equipment	13	30,000	15,000	1,153	100,000
Fighters	n/10	---	---	829	1,000,000

CLASS (K) DESERT WASTELAND PLANETS

Thin Oxygen/Nitrogen atmosphere. Specific gravity within 0.5 to 1.5 Earth normal. Weather patterns are mostly dry and hot with temps ranging from 40 to 140 degrees Celsius. Little area of fertile soil, very bad for Organics. Very little precious metal making it bad for Equipment production. Common chemical traces making it great for Fuel Ore. Class K worlds are average for humanoid colonization but an arid and hot climate requires specialized colonists. Narrow habitability band but a generally stable political environment as the population must depend on each other to survive. Higher fatality rate than Class M worlds.

Maximum for Max. Product Max on
Catagory Ratio Colonists Prod/Day Max/Day Planet

	-----	-----	-----	-----	-----
Fuel Ore	2	40,000	20,000	10,000	200,000
Organics	100	40,000	20,000	200	50,000
Equipment	500	40,000	20,000	40	10,000
Fighters	n/15	---	---	682	1,000,000

CLASS (O) OCEANIC PLANETS

Dense Oxygen/Nitrogen atmosphere. Specific gravity within 1.1 to 1.8 Earth normal. Random and occasional violent weather current patterns, with temps ranging from 20 to 50 degrees Celsius. No land mass to speak of, making mining for Ore more difficult. Organics production quite good (one of the best), but a poor environment for building Equipment. Class O planets are more challenging to habitate, but are almost as safe as class M. Good population growth curve and decent population harmony. Their entire surface is habitable with proper gear with the only drawbacks being the costs to settle and build citadels.

Maximum for Max. Product Max on
Catagory Ratio Colonists Prod/Day Max/Day Planet

	-----	-----	-----	-----	-----
Fuel Ore	20	200,000	100,000	5,000	100,000
Organics	2	200,000	100,000	50,000	1,000,000
Equipment	100	200,000	100,000	1,000	50,000
Fighters	n/15	---	---	3,733	1,000,000

CLASS (L) MOUNTAINOUS PLANETS

Thin Oxygen/Nitrogen atmosphere. Specific gravity between 1.0 to 2.2 Earth normal. Weather patterns are wet with temperatures ranging anywhere from -30 to 50 degrees Celsius depending on the width of the habitability band. Excellent Mineral and Ore deposits but harsh conditions only permit avg to below avg Equipment production. Soil is excellent, providing higher than normal organics production. Colonist specialization is necessary to maintain population. Good - very good population harmony quotient. Above average "habitability band" but only medium population growth. Drawbacks include hazards to equipment and occasional severe weather conditions.

Maximum for Max. Product Max on
Catagory Ratio Colonists Prod/Day Max/Day Planet

	-----	-----	-----	-----	-----
Fuel Ore	2	40,000	20,000	10,000	200,000
Organics	5	40,000	20,000	4,000	200,000
Equipment	20	40,000	20,000	1,000	200,000
Fighters	n/12	---	---	1,250	1,000,000

CLASS (C) GLACIAL PLANETS

Extremely thin Oxygen-Nitrogen atmosphere. Specific gravity from 0.5 to 1.7 Earth normal. Meteorologically unstable causing violent conditions. Temps range from -10 to -190 degrees Censius. Full life support necessary for colonies and death rates are high. No workable soil base so hydroponic Organics are limited. Modest mineral and chemicals exist so production of Ore and Equipment will be below average to none. Class C planets NOT recommended for colonization, their violent conditions makes it extremely hazardous. Some class C planets have been adopted by the Federation and used as prison colonies and used with very effective results.

Maximum for Max. Product Max on
Catagory Ratio Colonists Prod/Day Max/Day Planet

	-----	-----	-----	-----	-----
Fuel Ore	50	100,000	50,000	1,000	20,000
Organics	100	100,000	50,000	500	50,000
Equipment	500	100,000	50,000	100	10,000
Fighters	n/25	---	---	64	1,000,000

CLASS (H) VOLCANIC PLANETS

Extremely thin Oxygen / Nitrogen atmospheres. Specific gravities are within 0.8 to 2.6 Earth normal. Climate patterns are violent with temperatures from 45 to 400 degrees Celsius. Full life support required for colonization. Zero workable soil and harsh conditions make Organics production impossible. Good trace elements for equip but conditions make production a gamble at best. Excellent Ore production possibilities as material is often ejected by volcanic activity and found on the surface. Very dangerous for colony growth as unstable planetary crusts often lead to the complete loss of a colony. The Federation has been known to use Class H planets for defense of key sectors due to their large Ore base.

Maximum for Max. Product Max on
Catagory Ratio Colonists Prod/Day Max/Day Planet

	-----	-----	-----	-----	-----
Fuel Ore	1	100,000	50,000	50,000	1,000,000
Organics	- --- ---	---	---	---	10,000
Equipment	500	100,000	50,000	100	100,000
Fighters	n/50	---	---	1,002	1,000,000

CLASS (U) VAPOROUS/GASEOUS PLANETS

Heavy ranging to very thin atmospheres consisting of various elements, mostly comprised of helium or of hydrogen. Specific gravities can range from 0.2 to 8.0 of Earth normal. Climate patterns usually extremely violent with temps ranging from - 200 to 400 degrees Celsius. Full life support required at all times. No production can sustain itself on a class U planet. Some miners have hinted at very valuable products that they have extracted from class U worlds but the Federation does not have them in its "Official Guide to Mining". Class U planets are not recommended for colonization as the environment is harsher than being in space itself.

Maximum for Max. Product Max on
Catagory Ratio Colonists Prod/Day Max/Day Planet

	-----	-----	-----	-----	-----
Fuel Ore	-	3,000	0	0	10,000
Organics	-	3,000	0	0	10,000
Equipment	-	3,000	0	0	10,000
Fighters	- ---	-	0	1,000,000	

IV. GOLD EDITION PLANETS

With the creation of the Trade Wars Game Server (TWGS) Gold Edition, planets can be completely customized. If the GameOp wants to change a class (M)Earth Type into class (E)Earth Type, they can do so. If they want to add new planets to

the list, the can, or they can even delete planets from the list. They can even change the colors that are displayed for a particular type of planet, or the violent effects of weather patterns on colonists.

The game operator (GameOp) can control almost everything about a planet. They can change the values for colonists to produce a FOE unit (Fuel Ore, Organics, or Equipment) or they can change the fighter production. They can change the maximum values, and they can modify the amount of goods needed or time required for each citadel level.

However, there are limits that a GameOp cannot control. For example, they cannot change the order that citadels are built. An interdictor generator is always level 6, and a Treasury is always Level 1, etc.

They CAN change all the requirements for each level, and they can also limit how advanced a planet can get. For example, a GameOp can allow a class (M)Earth Type planet to advance up to level 4 in a single day, with only 1 colonist and whatever amounts of FOE are given when the planet is created, but can also limit the planet to level 4 and not allow levels 5 and 6.

If nothing else, remember that when Gold extensions are turned on, a GameOp can modify the default settings of planets. The information given in the planet tables in section III (Planet Types & Descriptions) as well as section VI (Citadel Advancement Tables) are for when Gold extensions are turned OFF. With Gold extensions turned ON the settings can be different if the GameOp see fit to change them. Watch how each planet you create will progress to know for sure whether it has been modified or not.

V. PLANETARY DEFENSES & CITADEL LEVELS

Players can build defenses on a planet to deter or prevent another player from invading. These defense levels are referred to as Citadels and advance from 0 through 6. Each new level builds upon the previous one and adds new defensive (or offensive) capability. These Citadel levels are:

- 0- no defenses
- 1- Treasury
- 2- Combat Control Computer
- 3- Quasar cannon
- 4- Planetary Thrusters
- 5- Planetary Shielding
- 6- Interdictor Generator

EXAMPLE: A planet with a level 3 Citadel has a Treasury AND a Combat Control Computer AND a Quasar Cannon.

If the GameOp turns ON new player planets, you might start with a new planet that already has a few colonists on it, along with FOE product. When you launch a Genesis Torpedo and create a new planet, it will not have colonists on it and usually no FOE product (the starting product is a setting the GameOp can modify, using the Gold-edition extensions, to help you get started). New planets always start off without defenses, though, so they are considered level 0 on the citadel scale. Once you acquire the colonists and products, you can start building a level 1 citadel.

LEVEL 1, THE TREASURY

Level 1 citadels have no defenses against invasion, but instead create a planetary Treasury for you to place credits in from trading, robbing, Tri-Cron winnings, etc. The 2nd Galactic Bank at the Stardock can only hold 500,000 credits. It is a nice start, but they also keep the interest. A planetary Treasury, however, has a maximum of 999,999,999,999 credits, and you earn 2% interest per day (a small percentage every second) on whatever balance you have there. You can also park your ship in the citadel and remain overnight if you so desire, but there is no safety there yet.

LEVEL 2, COMBAT CONTROL COMPUTERS

Level 2 citadels add the first defensive ability, the Combat Control computer, and the first planetary combat variable, the Military Reaction percentage. The Combat Control computer gives fighters on a planet offensive odds of 2:1 or defensive odds of 3:1 against anyone trying to land and invade or destroy your planet. The reaction level determines what percentage of the fighters on the planet are offensive. This percentage of fighters react to the invasion by attacking the invader at 2:1 odds. The fighters left behind on the planet defend it using the better 3:1 odds. An invader must survive the offensive wave of fighters, and destroy all the defensive fighters, before they can land.

LEVEL 3, QUASAR CANNONS

Level 3 citadels have the dreaded Quasar cannon, one of the nastiest weapons in the game. Powered by Fuel Ore on the planet, this weapon can fire at opponents that enter the sector, or fire a more damaging blast at anyone trying to enter the atmosphere and land. The values represented by the atmospheric cannon setting are different between the TWGS games and MBBS games. This causes a great deal of confusion by their similarity and simple appearance. Both formulas take into account the designated percentage of fuel, but they use the percentage differently. Sector shots will do 1/3 of a point of damage for each unit of fuel used, while atmospheric shots will do 2 points of damage for each unit of fuel used.

NOTE! Watch the differences between the percentage settings, the damage done,

and the fuel used in the following examples. The settings for Sector fire have the same effect in both TWGS mode and MBBS mode, but the Atmospheric cannon fire is different under the TWGS mode.

SECTOR EXAMPLE: A planet has 10,000 units of Fuel Ore and a quasar cannon setting of 10% for sector fire. When an invader enters the sector, the cannon will use 1,000 units of fuel and blast the ship for 333 points of damage. This leaves 9,000 units of fuel, so a 2nd sector shot would use 900 units fuel and do 300 points damage.

ATMOSPHERIC (MBBS) EXAMPLE: After the planet above fired once in the sector shot, there was 9,000 units of fuel remaining on the planet. If an invader tried to land on the planet with the atmospheric set to 10%, the cannon will use 900 units fuel and do 1,800 points damage.

ATMOSPHERIC (TWGS) EXAMPLE: After the planet above fired once in the sector shot, there was 9,000 units of fuel remaining on the planet. If an invader tried to land on the planet with the atmospheric set to 10%, the cannon will do 900 points damage and use 450 units fuel.

DISCUSSION NOTE: When Trade Wars Game Server was first released, this atmospheric cannon setting difference was a hotly-debated issue. After many emails and notes passed through discussion groups, it was decided to keep this difference to keep the TWGS version true to the original Trade Wars.

When someone invades a sector, they usually come armed with a planet scanner and scan the planets below before landing. The Qcannon Atmospheric setting is revealed to a planet scanner, and instead of removing this column from the scan, it was decided that the atmospheric cannon setting could instead be set to twice the sector fire to equal the same effect. Check the game version you are playing in to see how these cannons will act, and choose your Q-cannon settings carefully.

LEVEL 4, PLANETARY THRUSTERS

Level 4 citadels add planetary thrusters. These are very similar to transwarp drives for ships, allowing you to literally drive your planet around the universe. However, each target sector must have a fighter in it to lock onto, and the planet uses 400 units of Fuel Ore for each sector you jump, so you might not want to move it very often. Also, you cannot "blind warp" a planet like you can with a ship, but you can move it from port to port and trade large volumes easily. This is known as "Planet Trading" and can be quite profitable, as it saves Sell-to-Port turns by using the Negotiate option.

LEVEL 5, PLANETARY SHIELDING SYSTEM

Level 5 citadels add a planetary shielding system. When traders holoscan the sector, the appearance of the planet looks very different, as it is surrounded by arrows and says that the planet is shielded, even if you have not added them yet. Because planets are so much larger than ships, it takes 10 ship shields to make one planetary shield. If you placed 1,000 ship shields into the shield generator, they become 100 planetary shields. The reverse is also correct, that removing shields from the shield generator can only be done in units of 10.

An invader must defeat planetary shields at about 20:1 odds against him (doubling the value placed in the generator). Another advantage is that 200 planetary shields will protect your Quasar Cannon from being dampened by a photon missile attack, and will also save your ship from getting damaged (i.e. you losing your turns) if you happen to be on the planet.

LEVEL 6, INTERDICTOR GENERATORS

Level 6 citadels save the best for last, the Planetary Interdictor Generator. This device prevents a trader from moving or warping out of the sector, at a cost of 500 Fuel Ore per attempt. Once the planet is drained of fuel, the interdiction fails and the trader gets free, but each failed attempt gives the Quasar Cannon another opportunity to blast the invader with a sector shot.

VI. THE PLANETARY TRANSPORTER

Once you have built a citadel on a planet, you can enter the citadel and order a Planetary Transporter system. These very useful devices will normally cost 50,000 credits for the first hop and an another 25,000 credits for each additional hop. The credits are taken from you, not your planetary Treasury.

Similar to the transporter pads aboard ships, these will transport you **AND YOUR SHIP** to any sector within range that you have a fighter to lock on to. The transporter will power itself by using Fuel Ore from the planet at a rate of 10 units of fuel for each sector in the jump, but you are only charged 1 turn for its use, regardless of the distance.

VII. CITADEL ADVANCEMENT TABLES

The tables below show the total product from each catagory necessary to build citadels through Level 6, and the breakdown for each level. Again, these tables are for Gold extensions turned OFF, or for when Gold extensions are ON and the GamOp did not modify them.

CLASS (M) EARTH TYPE PLANETS

L1 L2 L3 L4 L5 L6
Totals Col = 6,000 | Colo 1000 2000 4000 6000 6000 6000
Used F/O = 3,300 | F/O 300 200 500 1000 300 1000
in Org = 3,300 | Org 200 50 250 1200 400 1200
Making Equ = 5,000 | Equ 250 250 500 1000 1000 2000
Citadels Days= 43 | Days 4 4 5 10 5 15

CLASS (K) DESERT WASTELAND PLANETS
L1 L2 L3 L4 L5 L6
Totals Col = 8,000 | Colo 1000 2400 4400 7000 8000 7000
Used F/O = 3,500 | F/O 400 300 600 700 800 700
in Org = 2,980 | Org 300 80 400 900 400 900
Making Equ = 5,050 | Equ 600 400 650 800 1000 1600
Citadels Days= 36 | Days 6 5 8 5 4 8

CLASS (O) OCEANIC PLANETS
L1 L2 L3 L4 L5 L6
Totals Col = 8,000 | Colo 1400 2400 4400 7000 8000 7000
Used F/O = 3,000 | F/O 500 200 600 700 300 700
in Org = 2,850 | Org 200 50 400 900 400 900
Making Equ = 4,750 | Equ 400 300 650 800 1000 1600
Citadels Days= 36 | Days 6 5 8 5 4 8

CLASS (L) MOUNTAINOUS PLANETS
L1 L2 L3 L4 L5 L6
Totals Col = 7,000 | Colo 400 1400 3600 5600 7000 5600
Used F/O = 3,250 | F/O 150 200 600 1000 300 1000
in Org = 3,200 | Org 100 50 250 1200 400 1200
Making Equ = 5,100 | Equ 150 250 700 1000 1000 2000
Citadels Days= 37 | Days 2 5 5 8 5 12

CLASS (C) GLACIAL PLANETS
L1 L2 L3 L4 L5 L6
Totals Col = 9,000 | Colo 1000 2400 4400 6600 9000 6600
Used F/O = 2,600 | F/O 400 300 600 700 300 700
in Org = 2,980 | Org 300 80 400 900 400 900
Making Equ = 4,750 | Equ 600 400 650 700 1000 1400
Citadels Days= 34 | Days 5 5 7 5 4 8

CLASS (H) VOLCANIC PLANETS
L1 L2 L3 L4 L5 L6

Totals Col = 10,000 | Colo 800 1600 4400 7000 10000 7000
Used F/O = 9,000 | F/O 500 300 1200 2000 3000 2000
in Org = 6,000 | Org 300 100 400 2000 1200 2000
Making Equ = 12,000 | Equ 600 400 1500 2500 2000 5000
Citadels Days= 52 | Days 4 5 8 12 5 18

CLASS (U) VAPOROUS/GASEOUS PLANETS)
L1 L2 L3 L4 L5 L6

Totals Col = 8,000 | Colo 3000 3000 8000 6000 8000 6000
Used F/O = 3,200 | F/O 1200 300 500 500 200 500
in Org = 1,200 | Org 400 100 500 200 200 200
Making Equ = 4,800 | Equ 2500 400 2000 600 600 1200
Citadels Days= 34 | Days 8 4 5 5 4 8

VIII. TIPS, TRICKS, AND CASHING IN ON PLANETS

Time to reveal a few secrets that veteran players know and use to their advantage. Hopefully there is some information in this section for all players to pick up on and learn, new and old alike.

WHERE TO BUILD - TUNNELS AND BUBBLES

Several salty, space-faring veterans of the game use these labels interchangeably, but there is a technical difference between them.

A bubble is a large section of space with limited ways in and out, a minimum of 100 sectors in size. The maximum size depends on the size of the universe being created and the number of bubbles desired by the game operator. When Gold extensions are turned ON, a flag is removed, and the option to create bubbles is enabled. The GameOp can then break up the universe from one large area into several smaller ones. These smaller areas are called bubbles.

Tunnels are much smaller, and are created in every version of the game. Tunnels range in size from a single dead-end sector to as large as 20 or more sectors. They can have a single sector as an entrance/exit point (called the mouth, the gate, or the front door sector), or may have one or more one-way exits that let you leave but not return. These one-ways are often called "back doors", but the point is that no one can get INTO a tunnel except through the "front door".

Before you start building, mark the entrance to a tunnel as an "avoid" sector on the Computer menu, then try to plot a course into the tunnel from the outside. If the computer finds another way in, then it is not a safe tunnel to build in. If the computer cannot find another route, then the tunnel is "verified" and is likely safe to start creating planets and colonizing.

Even tunnels that have been verified can be flawed, but not often. In very large

games where the maximum course length is short, it is possible for the computer to not find another way into a tunnel when one actually does exist (also clear any avoids you may have to prevent blocking another route). Few and far between, but such games can be created. If you suspect this might be the case, try verifying the tunnel from different points around the universe, just to be sure. Just use the Computer menu option [F]ind Route to save turns moving.

COLONIZING TRICKS

Once you find a nice, quiet tunnel several sectors away from FedSpace (you don't want to be found that quickly, do you?), you can start making planets and colonizing them. Having to move to Terra and back quickly uses up your daily allotment of turns. A ship capable of TransWarp can really help here. Buy fuel from a port and leave it on the planet you want to colonize, then TransWarp to Terra, grab your share of colonists, and TransWarp back.

Simple, right? Sure, if you already have an Imperial StarShip or a Corporate Flagship, and trying this in a Havoc Gunstar uses more fuel than it's worth. Here is where a Planetary Transporter can really pay off. Use the old-fashioned move technique to grab enough of the colonists to start making a Level 1 citadel. Once it is started, start dropping more fuel on the planet. Once the citadel becomes a level 1 you can buy a transporter pad and upgrade it enough to reach Terra. Grab enough fuel for the return trip, beam yourself to Terra and grab colonists, then TransWarp back. Complicated, but remember that beaming you and your ship with a planetary transporter only uses a single turn, but 10 units of fuel from the planet per hop.

Red (evil) players cannot lock onto Terra directly, but they can try leaving a fighter close by and warp to the fighter, then move the rest of the way to Terra and TransWarp back. If you don't have the luxury of a TransWarp drive, a planetary transporter still saves you the cost of moving to Terra, cutting your turns used per cycle in half and doubling the productivity of colonizing.

PLANET FARMING FOR CASH

Planets worth keeping early in the game are class (O) Oceanic planets and class (L) Mountainous planets. Class (H) Volcanic planets are the best for making fuel, but are very slow in building citadels (2-1/2 weeks for that Quasar cannon, and over 7 weeks to reach level 6). With 1 million units of fuel to run a Quasar cannon, they are the best planets in the long run for tunnel defense, but slow in getting there. After the first week, consider starting these after tunnel defenses are built up enough to defend yourself. In an invasion, volcanics make a wonderful prizes.

But for making money, Class (O) planets are champions. They ramp up very close to what a port can handle buying in a single day. An Oceanic planet reaches peak production at 100,000 colonists and can produce 50,000 units of Organics a day. At maximum, a port can only take in 65,530 units a day for about 2.2 - 2.5 million

credits profit. In some games, the ports are limited to 32,000 units and offer you around 0.6 - 1.2 million in profit. Oceanics can outpace the ports!

Like colonist production, the value of products at the ports are based on a bell curve. You get a better offer from a port at 90% than you will from a port at 10%. Once you upgrade the port to its maximum volume, only sell products to reach the 50% mark, and do this twice a day, or the top 25% four times a day, to maximize your profits.

Making class M planets and farming equipment from them sounds like a good idea at the start of the game, but it isn't. While equipment is more valuable than organics, at best they can make 1,153 units per day you can sell for about 100,000-150,000 credits.

PLANET FARMING FOR FIGHTERS

You might think that class (M)Earth Type planets are the best for fighter production. After all, they have the best production formula with $n/10$, right? Wrong! Remember that fighter production is based on the daily production of FOE product. Class M planets have a ratio of 3/7/13, so the best fighter production they can do is 30 colonists to make 1 fighter.

Mountainous planets reach citadel level 1 in only 2 days, and level 2 after another 5 days (giving it the first Combat Control computer) AND the first Quasar cannon in a total of 12 days. Another advantage is the $n/12$ fighter production with a fuel ratio of 2. This means that placing colonists in fuel production makes really good fuel, and 24 colonists to produce 1 fighter. It's the best place for the first 20,000 colonists to go, making 1,666 fighters per day and 10,000 units of fuel.

But do not discount those Oceanic planets! What Mountainous planets make in speed, Oceanics can beat with volume! Class (L)s might have the advantage with fighter production of $n/12$, but they top out at only 20,000 colonists. Class (O) planets are five times that, and with production only 3 points different at $n/15$ can make more than triple the fighters per day at top production.

IV. INVADING SECTOR & PLANETARY DEFENSES

Invading another person or corporation's tunnel is a dangerous matter to deal with, as the costs are often high. You have to weigh the advantages against the disadvantages, the prize versus the cost, well before you reach a decision. Maybe its to gain their colonists, maybe its a deterrent to keep them from advancing while you build up your own forces and sectors. Whether you are defending a sector or invading one, you have to understand the order of events during an invasion.

ORDER OF EVENTS

Let's assume a worst-case scenario: a Level 6 planet, with some fighters and a Military Reaction percentage set, fuel ore for the Quasar Cannon, some planetary shielding in place, and Interdictor Generator is active. The sector has fighters, Armid mines, Limpet mines, and some NavHaz (from previous attempts). Here's what happens, one event at a time, until you are destroyed or victorious:

SECTOR EVENTS

- 1- NavHaz might be hit.
- 2- A Limpet mine would attach to your ship.
- 3- Armid mines will detonate.
- 4- Quasar cannon will fire at Sector level
(multiple planets with Quasars fire in planet# order).
- 5- Sector fighters (1:1 odds) attack (if set to Offensive) or challenge (if set to Defensive or Toll).

ATMOSPHERIC EVENTS

- 6- Quasar cannon fires at Atmospheric setting.
- 7- Planetary Shielding must be defeated at 20:1 odds.
(after shields are defeated Quasar gets another Atmos shot)
- 8- Military reaction fighters attack at 2:1 odds.
- 9- remaining fighters defend the planet at 3:1 odds.
- 10- You land on the planet.

If you are still alive after the Sector events, remember that the Interdictor Generator will not let your ship leave. You can, however, use your transporter pad to get into another ship if one is in range. If you attempt to back out of the sector or TransWarp out, the Interdictor will use 500 fuel ore preventing you from leaving, and the Quasar will fire again at the Sector level. If there is less than 500 fuel on the planet the interdiction fails and you escape.

THE PHOTON ADVANTAGE

If Photon Missiles are allowed and you are quick enough, several of the steps above can be skipped. Below a level 5 citadel, or less than 200 planetary shields are in the shield generator, then:

- 3- Armid mines WILL NOT detonate.
- 4- Quasar cannons are dampened and WILL NOT fire Sector shots.
- 5- Sector fighters WILL NOT attack or challenge.
- 6- Dampened Quasar cannon WILL NOT fire at Atmospheric setting
- 8- Military reaction fighters WILL NOT attack
- 9- ramaining fighters WILL defend.

The defenses that are not skipped and must still be dealt with are-

- 1- NavHaz might be hit.
- 2- A Limpet mine would attach to your ship.

- 7- Planetary shielding (if any) must be defeated.
- 10- You land on the planet

If the planet has a level 5 citadel and 200 or more shields, then:

- 3- Armid mines WILL NOT detonate.
- 5- Sector fighters WILL NOT attack or challenge.

An invader still has to deal with all the planet-bound defenses. When the photon wave expires, so do the advantages.

BIG MOTHS, LITTLE MOTHS, FULL-SCALE WAR

Fuel Ore and fighters are the commodities of war, whoever has the most wins the battle. War-by-fighters goes to whomever has the most on hand and better odds, so its Offensive in nature. War-by-Ore is a matter of surviving the Quasar cannon blasts, so its more Defensive in nature.

Entering a sector with a Quasar cannon for the purpose of draining the planet's fuel is called Mothing. Because Sector shots use up fuel ore on the planet, and do little damage for the volume, some invaders will chew up defenses before launching their main assault.

Big moths are strongly-defensive ships. They have lots of shields and fighters to kill before the ship is destroyed. This eats up more sector fighters and fuel ore from cannon blasts. If the sector fighters are defeated, but the planets are still strong enough, an invader can move out and back again, taking Sector blasts from the Q-cannons and depleting the Fuel Ore. If a level 6 citadel is present, this goes even faster by using up the added 500 units from interdiction.

Little moths are the opposite of big moths. These are small, cheap, and disposable. Use big moths for lesser defenses they can survive, and little moths for extremely strong defenses. Why get into a big War-by-fighter battle with a Quasar cannon? It fires based on the fuel available, not the size of your ship. You can get podded twice per day and survive, but the third podding will destroy your ship and leave you out for the rest of the day. Several corporation members (other corps can join in, too!) can really drain fuel reserves in this manner.

Full-scale war is just what it says. Fighters get shredded, fuel gets burned, and Quasar cannons get red hot from use. Just when the tide turns, the Grimy Trader shows up and starts charging admission (just kidding)! Everything comes into play in a big way, and win the day or flee in frustration, someone will win the battle. Just try to remember its a game, a game of Trading and War, Warring and Trading, a game called "Trade Wars 2002".

The Quasar Cannon on Ferrengal locks onto you and fires!
Your ship is destroyed.

Have a nice day!

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The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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Invading Bases - By Kemper3

Finding and Invading bases:

The purpose of this article is to provide information on finding and invading bases. There are two major sections. Section one will cover methods for finding an opponent's base and section two will cover methods of taking it once you have found it.

Finding a base:

The key to finding an opponent's base is to start early. On your first day in the game you should complete as accurate of a ZTM as possible. Once this is complete you'll want to process the data for a list of dead ends in the game. These will be the most likely base locations.

With a well organized team, you should be able to send ether probes to each of the dead ends within 3-4 days. For each sector, place avoids on the sectors where ether probes are destroyed and then probe the target dead end again. You will want to repeat this until the probe is either able to make it to the target or it is unable to find a path within x hops. If it is unable to find a path, record the sector for manual checking later. Once you have probed the entire list of dead ends, if you still have a large supply of credits, it is often best to send probes to all of the unexplored sectors in the game. If it takes multiple days to do this or you have multiple people doing it, make sure you trade your avoid lists so you don't have to waste probes on places where you already know there are enemy fighters. Once you have completed your probing, run a CIM script to record the ports currently visible for future reference.

The next step is to visit the blocked dead ends. This can be a dangerous thing to do. To maximize your chances of survival, it is best to use a macro to kill enemy fighters. A good macro for this purpose would be

"m<sector>**any9999**fz1*zcd^m" where * is an enter. If you have trouble with being photoned, adding a transport at the end should remedy it. When going out to check on these sectors, make sure you drop at least one fighter in each sector you pass through. This will help stop other people from

probing for your base, allow you to eliminate possible base locations, and give you twarp points closer to areas you wish to explore. If there is a base you cannot find in a dead end, begin expanding your search to those sectors your probes hit. Order your search in such a way that you give preference to sectors with fewer warps in. For example, you would want to check a sector with 2 warps in over one with 5 warps in. Also, keep watch on visible ports with a CIM script. If you know the enemy is continuing to build bases, sectors with blocked ports give you a good place to start looking for new ones. So long as you are methodical in your searching, you should find bases relatively quickly.

Invading a base:

Once you have found an enemy's base, you quite obviously will want to deny the enemy the use of it. There are three basic ways of doing this. The first is to invade the planets and capture everything in the sector. This has the benefit of giving you whatever the enemy had, but is often too expensive. The second method is to try to collide the planets when extern runs. This is much cheaper than invading but is far less sure. The third method is to block enemy access to it by way of your fighters or planets. This method is risky because you are forced to put a sizable amount of your own resources in a location known to other players.

To help you decide which method is best, you need to evaluate your enemy. If your enemies are experienced players, it will be difficult to block them from the sector. If your enemies have more resources than you, especially fighters on the planets, it will be difficult to invade. If your enemies' planets are level 4 or higher, they will likely not stay around until extern for a collision attempt. Often times your best recourse is to do some combination of methods. For example, you can invade two planets and try to collide the other three at extern. Alternately, you could try to block the enemy from the sector until extern and then attempt collide them.

Another factor that needs to be considered is whether or not the planets are shielded. If they are not shielded, you can use photons to bypass any cannon settings or military reactions. If they are shielded, you will need to take into account what ore they have. If shielded, you will most likely need to get podded nothing one or more times.

The first step once you have found enemy planets is entering the sector with them. If they are not yet shielded, the best method is to launch a photon then enter the sector while the wave is in effect. This will prevent you from taking any blasts from any quasar cannons the planets might have. This too you should macro with something along the lines of

"cpy<sector>*qm<sector>*". Once you are in the sector, press "L" to get a planet scan of the planets. If there is no one in the sector, land on and claim any level 0 or level 1 planets. If there are no level 3 planets and you have enough fighters to kill the sector fighters, exit the game and re-enter to get to the fighter prompt and kill the sector fighters. Make sure you drop one of your own.

If the planets are shielded, entering the sector can be trickier. While a photon will still disable sector fighters, the quasar cannons on the planets will still fire. Assuming no death limit, the best method is to disrupt all mines and then enter the sector in a cheap ship with around 1100 fighters. At this point a lot of things can happen. The goal is to get the planets firing small enough blasts so that you can enter the sector and kill the fighters. Be warned, every time you fire at the sector fighters and you do not kill all of them, the quasar cannons will fire at you. The formula for sector quasar cannon damage is figured as: $(\text{sector percent} * \text{total ore}) / 3$. From this it is easy to determine how much ore is left on a planet after you have had two blasts. The formula for this is: $\text{percent} = (1 - (\text{second hit} / \text{first hit})) * 100$. To find the total ore on the planet before that blast was fired, you use the formula: $(\text{sector blast} * 3) / (\text{percent} / 100)$. You then subtract the amount of ore that was just used for the last blast from that number and you have the current amount of ore on that planet. If you take that times the percent it is firing at and then divide it by three you will have the strength of the next quasar blast. It is often useful to add 50-100 damage on to this, as there will likely be colonists producing ore.

The basic goal of mothing planets is to drain as much ore as possible using the fewest fighters possible. As each circumstance is different, you will have to determine what is optimum for your current situation. Keep in mind that each person is only allowed to be podded twice each day. The third time will #SD# them. Keep in mind that a planet needs at least 200 shields to block a photon. It is cheapest to drain a planet of some ore and then land to destroy a few shields. Once it is below 200, you can treat the planet as an unshielded planet. Keep in mind, however, that when you destroy the last shield on a planet, the atmospheric cannon will fire on you again if a photon wave is not currently active.

If there is a death limit in the game, using the fewest figs possible may not be feasible. If you have someone one #SD# from being eliminated, this is the person you want to start off testing defenses. When there's a death limit, instead of trying to get into the sector with as few fighters as possible, you want to try to get in with as few deaths for people not within one death of being #SD#. This normally involves sending in full interdictor cruisers to eat the ore down as quickly as possible. Since the people you have doing this are close to being eliminated, you will want to make sure that they are safe.

When a cannon kills you, your pod always goes to your previous sector. For more information on where your previous sector is in different circumstances, please refer to the article on that subject. In this case, the sector you are moving from next door is your previous sector. To that end, you will want to put several shielded planets in the sector you are moving in from, and make sure you are not invading from a one-way sector. You want enough planets that it would take the enemy multiple attempts to enter the sector and kill the pod of the person who just got killed by the ore. Also, you will want to make sure you have a path of your own fighters at least four to five hops out from where you are invading. If you are killed ship to ship and do not have that many sectors claimed, the pod probably will not flee and the person attempting to invade will end up #SD#.

Sometimes it is possible to drain an enemy's ore using very few fighters to do it. There are two basic methods to do this. The first is if any enemy has an interdicator on their planet turned on, but no cannons. In this case you can attempt retreat from a sector fighter at no turn cost to you. The interdicator will hold you, using 500 ore from the enemy's planet. Since the cannon is off, you will just be held and put back at the sector fighter prompt. You can repeatedly attempt to retreat until you drain all of an opponents ore. The second method is a little trickier and requires at least two people invading at once. The upside to this is it can be done on a planet with active sector cannons, so long as the interdicator is turned on. To set up, Player A will have fewer fighters than player B and will drop off of the corp with player B. Player B will make sure there is an empty sector that player A can potentially flee to. Player B will then fire one fighter at player A. Player A will attempt to flee, but will be stopped by the interdicator on the enemy planet. No cannons will fire. This will use 500 ore off of the enemy planet for each repetition. Please note, both of these methods will only drain the ore on planets with active interditors. It will not affect planets in the sector without active interditors.

One of the hardest planetary setups in terms of getting into the sector is several planets with mild cannon settings and several million offensive sector fighters. Since sector offensive fighters will attack with $1.25 \times$ the max fighters and shields a ship can carry, the mild cannon blasts are enough to allow the sector fighters to finish off the ship entering. To counter this, you must first get enough ships with fighters in the sector under the sector fighters to either drain the cannons or kill the sector fighters. To do this, you will need to drain the cannons enough that the ship with maximum fighters and shields can survive all of the cannon blasts. You will then photon under the sector fighters, probably wanting to tow second ship full of fighters and shields into the sector with you. You will want to do this until you have enough fighters in the sector to completely drain the planets of ore. Once that

is accomplished, you must drain the sector cannons to the point that a ship with at least 1.3:1 defensive odds can enter the sector and live through the cannon blasts. Now you will need to have player A enter the sector in the ship with the best odds that can enter the sector and survive the cannon blasts. Once this person enters, he will wait at the pause after the cannons fire. Player B will then transport into one (or more) of the empty ships in the sector and fill up player A's ship with fighters and shields. He will then transport back so that he is not able to be photoned. Player A will then hit enter and the sector fighters will attack him. Since he has at least 1.3:1 defensive odds and full fighters and shields, he will survive the fighter attack. Player B will then transport back into the sector and refill him. Player A will then fire one fighter at the sector fighters. This will trigger the sector cannons to fire. Player B will then continue to refill him as he does that until the cannons are empty. At this point, it is a simple matter of killing the sector fighters to claim the sector. Please note, this is difficult to impossible to do with the enemy online and actively defending.

Once you have the sector, direct invading is the surest way of taking an enemy's planets. Fighters on planets get 3:1 odds when defending, or 2:1 odds when attacking with a military reaction level. Ships in the sector with a planetary defense bonus get four times their normal defensive odds. Planetary shields get 20:1 odds. A cannon firing in the atmosphere either does 2 damage for every ore used if the game is MBBS mode or does 1 damage for every 2 ore used if it isn't MBBS mode. Once you know these odds, it's just a matter of doing the math to see if you can invade the planets. Normally, if there are a small number of planetary shields, it's advantageous to eat one atmospheric cannon blast to drop the number below 200, then photon in to finish off the shields and kill off the fighters on the planet. Keep in mind, once you kill the shields, the cannon will fire again and any offensive fighters on the planet will attack. That being the case, make sure you kill off the last shield while in a photon duration. If there are a large amount of shields on all of the planets, it is often best to drain all of the ore from the planets in the sector before attempting to land, since it will take few fighters that way. If you don't have enough fighters to directly invade all of the planets, you need to evaluate if invading some of the planets are worthwhile. If they are, and you can take them, do it. If they are not, you can try to collide the rest of the planets at extern.

Colliding planets is far from a sure thing. At extern, there is a 10% chance of a collision of planets in a sector for each planet over the maximum. That means, if you have ten planets over the maximum in a sector and extern runs, you are guaranteed a collision. This is the best amount to overload someone's sector to try to get a collision, if you add more planets the odds of you colliding the planets you are aiming for decreases. Even if you do

everything correctly, you are still dependent on luck. Also, leaving planets until extern to collide them can give your opponent the opportunity to move them if they are warpable. There are three methods for collision that will work in most cases. The first method is to leave the sector in enemy hands until right before extern, then photon under their sector fighters, create ten planets, then transport out to another ship. You can do this method without ever having claimed the sector, but the downside is that you risk being killed by sector defenses. Also, you have to make sure the sector one hop out is clear of mines and nav haz so you do not set off your photon on the way in. The second method requires you to claim the sector at some point during the day. You then get a lock on the sector with a planet but do not engage. Just before extern you engage your lock, lift off of the planet, create ten planets, land back on the planet, and warp back home. The upside to this is that you don't have to worry about photons or sector defenses. The downsides are that you first have to spend the resources to claim the sector, and then you risk colliding your own planet if you mistime it or mess up your macro. The third method is to claim the sector and then lock you opponents out of the sector until extern.

Attempting to lock an opponent out of a sector is a risky move at best. There are only two ways to guarantee success. One is to have enough shielded planets with large enough sector blasts that they are unable to spend enough pods in one day to get in. The other is to put enough in the sector so the opposition does not have enough fighters to make it through. The first method is fairly self-explanatory. For the second, a good combination is often a large number of sector fighters combined with a planet with an interdicator generator. Be warned, the invasion tactics explained above can also be applied to your block. If you do attempt to lock an opponent out of a sector, you should only be doing it for one of three reasons. The first is that you need more time to generate more resources to take the rest of their planets. The second is that you wish to hold the opposition out long enough to make a collision attempt at extern. The third is that you are wishing to entirely lock your opponent out of the game.

Before you attempt any sort of invasion, make sure you have it clear what your goals are and that you can achieve them. If you attempt an invasion and fail, you are normally much worse off than when you started. To help you succeed in an invasion, it is best to do all of your planning and setup before you ever begin. Once you commit yourself to an invasion, speed is key. The faster you are able to act, the less time you give your opponent to stop you.

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Pod Locations - By Dr. Bad

Oh Where Oh Where has my little pod gone!

... or more importantly, where will it go.

Suppose you are about to go do something risky. Maybe its exploring with your enemy online, maybe its an invasion. Having an escape pod is not much good if you're just going to immediately get killed in it, so it pays to know exactly where you pod will go before you get killed, and just as important to manipulate that to be somewhere handy.

The game goes very close to having two consistent rules for pod locations:

If you kill yourself, your pod goes to your "previous sector".

If someone kills you, your pod flees along a "safe path".

(I'll get to what "previous sector" and "safe path" mean in a minute.)

I mean this very generically- i.e. if someone else pressed the keys that caused the game to put you in a pod, then your pod will use the "safe path" algorithm. If you pressed the keys then it'll go to your "previous sector"

For example, Killing yourself includes among other things, blowing up on quasars, blowing up on military reaction, hitting navhaz, getting killed by offensive sector fighters, even attacking Captain Z. Being killed by someone else includes them hitting your ship with figs, blowing up the planet you were on, or blowing up the port you were on.

Just to be confusing, there's one special case - bwarp fusion. God knows why. If you fuse bwarping your pod goes back in the sector you attempted to bwarp from, and ignores your previous sector. [twarp fusion does at least follow the rules- e.g. manual warp from 23 to 24, your last sector is now 23. Attempt to twarp from 24 -> 36 (but fail), pod goes to 23- your previous sector as we'll see shortly.]

ok, so what do "safe path" and "previous sector" mean?

"previous sector"

The previous sector is a weird concept in twgs, although the weirdness does make for some interesting subtle differences between the various methods of moving about- and thereby some subtle invasion tactics. twgs maintains a "previous sector" field and puts your pod there whenever you blow yourself up. The previous sector set depends on how you move:

manual warp, or retreat (note- don't confuse retreat and flee) from 1234 -> 2345; your previous sector is now 1234

transport from ship in 1234 -> ship in 2345; your previous sector is now 1234

transport from ship in 2345 -> ship in 2345; your previous sector is now 2345

pwarp from sector 1234 -> sector 2345; your previous sector gets set to sector 1 [in recent previous twgs versions it would instead remain unchanged].

your teammate pwarp from sector 1234 -> sector 2345 with you landed; your previous sector is now 2345 [again this changed recently from not changing your previous]

twarp from sector 1234 -> sector 2345; your previous sector is now 2345!

bwarp from sector 1234 -> sector 2345; your previous sector does not change.

It is left as an exercise to the reader to determine where your last sector is if you:

- fled from sector 1234 to sector 2345 whilst online

- " " whilst offline

- got towed from sector 1234 to 2345 whilst online

- " " whilst offline

- got podded, and then exchanged your ship in a citadel for a fresh one with a new pod all ready to go.

Clearly the main goal here is to avoid your pod staying in the sector you got yourself blown up in, as usually the same thing that blew up your ship will get your pod as well. If you follow the 3 golden rules, you should hardly ever get #SD# invading without significant "assistance" from an enemy:

DO NOT EVER twarp to an enemy sector. Its worth the handful of turns to twarp next door, then manual warp to their sector.

DO NOT EVER transport between two of your ships in your enemy sector. Instead first transport to a ship in a different sector and then transport to the ship you wanted to get into- its worth one turn for your pod to go somewhere your enemy can't immediately kill.

DO NOT EVER have a teammate pwarp you to your enemies base before invading.

Where you can arrange it, before landing on enemy planets, its best to transport to a ship in your home base, and then from there to a ship in your enemies sector- that way if you get podded, your pod is extra safe in your home base.

"safe path" - Well, first up, what is "safe" then? A sector is safe if either it contains fighters belonging to you, your corp, or is empty. [exercise for the reader- work out if mines have any effect.] Should you get killed by someone else, twgs uses the following approach to choose where your pod goes:

1. Pick a bunch of random locations 3-20 away. [I'm not sure on the exact max (20) and min (3) here, however the exact figures have little impact.]
2. Plot paths from your current location to those random locations.
3. Move as far along one of those paths as possible whilst only passing through safe sectors.

On many occasions this will leave your pod a long way from where you got podded. If your current sector is completely surrounded by enemy fighters though, your pod will not be able to move at all along these paths without encountering an "unsafe" sector- and hence will remain in the sector where you were blown up- and presumably your opponent will quickly kill your pod.

Simple so far. On most occasions where your current sector has at least one "safe" adjacent sector, your pod will at least move out- though the more sectors you own in that vicinity, the better odds you have of fleeing a long way. If you think this algorithm through however, you'll see that there are other occasions where your pod does the disastrous thing of remaining in the sector with your foe. One common example is if you are killed in the gate of a dead end:

1234S - 2345 - 3456* - RestOfSpace

|

4567* - RestOfSpace

Suppose you are killed in sector 2345, sectors marked * are unsafe, sectors marked "S" are safe. When twgs picks its bunch of random locations 3-20 hops away, it can't possibly pick 1234, as its only 1 hop away. Further, every path to somewhere 3-20 hops away goes through 3456 or 4567. Hence your pod cannot move safely along any of these paths, and it remains in 2345 to be cleaned up by your enemy.

Even outside a bubble type situation there are occasions where your pod will not flee.

Rest of Space - 1234S - 2345 - 3456* - RestOfSpace

|
4567* - RestOfSpace

Again suppose you get killed in 2345. But suppose that at 95% of the plots to other sectors go through 3456 and 4567, and only 5% through 1234. In this kind of case your pod may eject through 1234 if you are lucky, but there's also a reasonable chance that all the plots twgs picks go via 3456 & 4567- and hence your pod does not eject. This can frequently happen at, or next to, stardock, as in most maps, "most of space" is in the direction of alpha or rylos from stardock, and not so much is in the direction of the other 4 exits.

As you can see, getting podded by an enemy can at times be quite dicey. Sometimes in online invasions, its worth making certain you kill yourself, so that your enemy does not get the opportunity to kill you (and potentially have your pod not eject)

One final word of warning. The mechanics of getting podded have changed in almost every version of twgs for the last couple of years. The descriptions above are written based on revision .55. Don't expect it to be the same in future versions. If yer gonna do some complex invasion, and it matters, test it first in a test game, or pay the price.

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Base Building - By The Reverend

Recently I was asked to prepare an article on base building. I was actually quite surprised by the request. normally I am considered merely a good scripter and much less a tactician. however, I do know a thing or two about it and I am glad to write for whomever will read. since this is about base building, I will leave the finer points of base defending to someone else, keeping in mind that the two subjects overlap somewhat. also, since the basics of planetary citadels, fighter odds, quasar efficiency, etc. are discussed in detail elsewhere (e.g. <http://tradewars.fament.com/Cruncher/Tradewar.htm>) I will let the reader do his own homework on those subjects.

I suppose the best way to go about this is to recount the evolution of my own thinking and practice when it comes to base building. keep in mind that when I say 'evolution' I mean it in the scientific sense. most people think that 'evolution' is the continuous improvement of something, e.g. a species or a theory or a society. however, 'evolution' merely indicates change. for example, species evolve, but it is natural selection that determines which of the new species will survive. in fact, the quality of the dominant species may be more brute and primitive than the previous. say for example if stronger but stupid apes evolved at the same time as weaker but smart apes - the situation may be such that the stupid apes could exterminate the smarter apes. evolution is no guarantee of improvement. natural selection tends to produce some improvement, but there is a certain amount of luck involved, and a great deal of opinion about what 'better' is. so I say all of this as a disclaimer to my article. the 'evolution' of my thinking and practice of base building may not be an improvement at all, so I leave it for you to test.

when I first started playing tradewars, I preferred to build bases in deadend bubble areas. just briefly, a 'bubble' is any group of sectors that can only be accessed by means of one entrance - naturally this means that there are usually deadend sectors inside a bubble. assuming stock planets, I took the good advice of better players and built type H, O, and L planets at the same time in any given sector, often in more than one location to improve the

chances that one of the bases survives. the type H is a slow builder, but it is invaluable for defensive purposes later. the type O is a bad planet defensively, but it makes organics at 2:1, which is great for cash if you have an organic buying port in the same sector. the type L planet is a fast citadel and early defender, but I didn't get much use out of it other than that. playing this way, I won very few games.

after a while I began to understand the use of warpable planets (level 4 citadel). I started writing scripts for planet-drop and planet-warp-photon - tactics that helped me start winning more games. the basic idea is to bring the awesome power of your planet to bear upon players hitting your fighters, and make them take quasar blasts if possible. it wasn't until much later that players started getting good at beating planet-drop tactics (with good macros) and exploiting planet-warp-photon by making me use a lot of fuel ore and eventually by landing on my planet when I warped adjacent to photon them. I also learned that when games are MBBS mode, you can make a pretty penny doing megarobs and buydowns. basically the concept is to move your planet over a port, buy all the products off of it and rob all the credits back - voila, free products! look for more information on this in another article.

another trick that is very important is the citadel beamer. once you have a level 1 citadel, you can install a beamer. with a beamer it only costs you 1 turn and 10 fuel ore per hop to fly your ship anywhere in the game. that means if you are colonizing in your imperial starship, you can get to terra for only 1 turn instead of 4. this is a huge savings - take advantage of it early.

back to base building - like I was saying, I didn't win a lot of games. what was the problem? well here's a few for starters: 1) I put a lot of colonists on the planets. why is this bad? well it isn't bad in and of itself, in fact it's good, just not good for you! if you load up a planet with a lot of colonists, but you cannot defend it from invasion, then you are in effect, colonizing for someone else - the player who takes your planet! trust me, 5000 sectors is not a very big universe - you will be found sooner or later. 2) I spent a lot of effort working the type O planets for organics. type O planets have almost no defensive ability because of low fuel ore production and long citadel times. in addition, you can make almost as much money - if not just as much - selling fuel ore off of the type H planets you are building, with the added benefit that the fuel ore has a defensive quality in level 3+ planets if you decide not to sell it. 3) I was building in large bubbles. the problem with building in large bubbles is that your opponent no longer has to search 5000 sectors to find you, he only has to search 100 or so. your base is a needle in a very

small haystack. chances are your opponent will find you quickly!

so I started building in 1 or 2-deep bubbles, i.e. bubbles that are very small. I also stopped building type O planets altogether, and I started winning more. why? well first of all, it's easier to defend two planets than three - no more H-O-L - just H-L. second of all, the list of 1 and 2-deep bubbles is a lot longer than the list of larger bubbles, making my base a needle in a larger haystack. third, I only brought in enough colonists to start the citadels. often, I wouldn't even bother bringing in enough colonists for both the H and L - I would bring them in for the citadel on the L, then move the colonists to the H and start the citadel there too. why spend lots of turns and fuel ore running to terra for them, when you have enough on another planet in the same sector?

what did this do for me? well now I can build bases with minimal effort, saving me turns to go hunting or cashing or better yet - support my red corp-mates in their efforts to cash. with the planets harder to find, they would survive long enough to be defendable, and due to my extra turns cashing, I had fighters to defend them with. if they did get invaded, then at least I didn't lose too many colonists. once my planets got to level 2, I immediately put fighters on them! it will cost your enemy about twice the fighters to take your planets once they are level 2 - so even if you lose your planet, it will cost your enemy more fighters than it did you. you might even have enough fighters elsewhere to go take the planet back.

but wait! that's not all. as I began to play against better players I started to figure out ways to find them - and ways that they found me. first of all comes the 'blocked port' trick. picture this: you went out exploring the first week of the game and you know that there is a port in a certain deadend bubble. later you look in your port cim data and discover that the port is not listed anymore - aha! someone has put a fighter over that port, maybe they have a base there! this is one of the most common ways to get found. that is why I started building bases in deadends without ports - a major stealth improvement.

then, against even better players, I discovered that it's pretty much impossible to hide in any deadends for long enough to have level 4 planets. so you can either 1) defend them - which I did most often - or 2) find better hiding places. so I thought about it and I came up with this: since most players expect you to hide in deadends, you could probably do better by hiding somewhere else - but where? I started building in sectors with only 2 warps out - sectors that were nowhere near any bubbles. chains of 2-warp

sectors are what a lot of players call 'tunnels' and they are very good choices for early bases, just be careful that you don't choose a spot near high traffic areas like the major space lanes, stardock, and class 0 ports.

since most great corps have at least two red players to bring in the cash, it is also a good idea to make your base location one of your sdt ports. the benefits are threefold: 1) you can have your red players steal the products you need for planet upgrades; 2) you get increased defenses for your reds as they work; and 3) the beamer on your planet will save you a lot of turns furling.

finally, my latest and greatest lesson of all I learned in BOTE 2002 this year. normally I would build three or four bases and hope that the planets might make it to level 4 so that I can move them if they are found. the problem is that it is very hard to defend four locations. say that you have 200k fighters - if you want to defend all four of your bases equally, thats eight planets - you can only put 25k fighters on each planet. what does this mean? it means that all of your planets are easy to capture! what is the cure? you have to accept the solemn task of destroying your own planets! do you see? you started four bases in hopes that at least one of them survives to be defensible, right? what if three of them survive? you have to destroy at least one more of them - so you can divide your 200k fighters among four planets instead of eight. or - what if you think your opponents have way more fighters than you? you should decide which one of your planets has the best chance of getting to level 4 and kill the rest - it is better to have one planet with 200k fighters and keep it, than to have four planets with 50k fighters and keep only one - or lose them all to multiple opponents! why let your opponents take easy planets? trust me - you can make a lot more money megarobbing in MBBS mode or planet trading in TWGS mode with that one single planet under you than without it, and why should your opponent get to start megarobbing with your planets? spend all your effort filling that one planet up with fighters and shields - then you will have a fighting chance to take other peoples' planets. make them colonize for you!

the result, my friends, is that now I spend my base building efforts early in the game to get one level 4 type L planet and cross my fingers that one of my type H planets gets to level 4 also. what do I do with the rest of my turns? load up my type L with fighters and shields! hunt for other players' planets! if you can kill their planets before they get to level 4 - or to level 2 for that matter - then you are putting yourself in a better position to win.

like I said before - this is just the 'evolution' of my thinking and practice

when it comes to base building. it might not work for you. experiment yourself with different approaches. if you are losing a lot of games, think about what you are doing. if you are winning alot of games, stick with what you have been doing, but try to find better players to test it against.

one final tip - a freebie that I learned from dr. bad. it's more of a philosophical question really: "what's in a base?" think about it. is your base sector 1234? what makes sector 1234 your base? if you are out trading in your planet and you finish up all that you have to do, why should you move your planet back to sector 1234? what is special about it? it is just 1 in 5000 sectors, right? to paraphrase the old adage, "home is where the heart is," "base is where your planet is." why waste the fuel ore to move your planet back to sector 1234 without a good reason? if the reason is just that you like that sector, then you need to think again. you may have good reasons to move your planet back to sector 1234, e.g. your planet is part of a defensive setup protecting other assets. i'm not saying it's stupid to have sector 1234 as your base - i'm just saying that you should think before moving your planet back there and make sure you have a good reason to spend that 15 hops times 400 fuel ore per hop - which will cost you $15 \times 400 / 250 = 24$ turns in a colonial transport to replace. (just remember, moving a planet may take 0 turns, but it's costing you 400 fuel ore to move 1 sector, which is at least 1.6 turns in a colonial transport to replace - don't be deceived by the 0 turn cost.)

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Creating Planets - By Gypsy

How to create and determine usefulness and when and how to destroy the planets has already been amply described here so I will focus on "micro managing" your planet types while keeping your sector "clean" (free of nav haz)

Each planet has a base number of probability that it will be created, the base number for stock planets is set by how "useful" the planet is (this means that its hard coded so that L's, O's and H's have a lower number) and their sum is equal to 100% but these numbers have a couple of modifiers which lower and raise the base % ... one of these modifiers is number of planets in the sector. The more planets you have in the sector the greater your chances of getting an undesirable planet (at least that was the intention) what ended up happening is the U class planet once the modifier is added is at a huge possibility difference as compared to other planets. The more planets you have in a sector the higher the chance you will get a U class planet up to about 98%, which is the highest percentage I have found.

The other side effect to this is Gold planet types have a low base probability, but their modifier is similar to the U class in that the more planets in the sector the higher the chance there is that a gold planet will be created. For players this means that in a game with desirable GOLD planet types, the best method to increase your chances of getting a gold planet is to load the sector and work backwards, meaning instead of launching a single gtorp and then zdy'ing the planet and launching another gtorp clearing the nav haz and thus always having a "clean" sector, its better to launch the sector limit and work from the most undesirable planet back 1 at a time...

For instance if a game has a max 5 planets per sector you would launch 5 gtorps in the sector, lets say you got something like this:

(M) Gtorp 1

(M) Gtorp 2

(U) Gtorp 3

(H) Gtorp 4

(C) Gtorp 5 < ---- the class C in this example is the GOLD planet type

In this example you would land on planet 3 (Gentorp 3), because it's the worst

planet left in the sector, and ZDY it. Then you would launch another gtorp, this clears the nav haz and leaves you with a "clean" sector, let's say you get this:

(M) Gtorp 1

(M) Gtorp 2

(L) Gtorp 6

(H) Gtorp 4

(C) Gtorp 5

Then you would land on planets 1 or 2 (Gtorp1 / Gtorp2), because it's the worst planet left in the sector, and ZDY it. Continue this until you have all Gold type planets, the planets you desire or run out of money.

It is pretty easy to determine the base and modifiers for each planet type, although it is time consuming. All you need to do is launch and destroy planets 1 at a time around 300 times to get the base number the modifier number only takes a few hundred till it tops out but you could launch 500 to try and get a close number for all types (you would need to do this in a stock game and a game with 2 gold planets)

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```

# test.ts
# this is the test script that calls the include inc_test.ts
#

# The following line calls the inc_test.ts include
# it works just like any other label, but you have to use
# the following format: <include file name>~<label name in the include>
#
gosub :inc_test~test1

# This simply halts the script
#
halt

# This is where you tell the script how to find the include, in this case
# inc_test.ts is the name of the include. You don't have to put in the
# full file path.
# Notice how even though there is a HALT command above this line, the compiler
# still checks the whole script and when it sees an INCLUDE statement anywhere
# it searches for that include and adds it to the script.
#
include "c:\twx203\scripts\include\inc_test.ts "

# If this script is working properly, you should see something like the following
# on your screen:
#
# Loading and compiling script: test.ts
#
#
# hello world!!
#
#
# Script terminated: test.ts

```

```
# inc_test.
# This is the include. It should be placed in the include sub directory
# of your scripts directory in your twx directory.

# This is the :test1 label that gets called by the test.ts script.
# when called, it acts just like the followin section of code was
# pasted into the test.ts script.
#
:test1

# This can be anything you want here. The following line(s) get
# executed when the test.ts script calls the :test1 label
# with the gosub :inc_test~test1
#
echo "***hello world!!**"

# The return here sends the script back to test.ts, just after the
# gosub :inc_test~test1 line.
#
return
```

```

# -----
# =====[ MAIN ]=====
# -----
gosub :startmenu
halt

#-----
# =====[ BEGINNING OF MENU SECTION ]=====
#-----

:startmenu
echo "*At startmenu*"

# This simply checks to see if there was already a menu_setup.txt file that saved the
# previous state of the menu. if there is, it loads those values, if not, it assumes
# the default menu values.
fileexists $setupfile "Menu_setup.txt"
if $setupfile = FALSE
    goto :getmenuinfo
else
    read "Menu_setup.txt" $menu_optionA 1
    read "Menu_setup.txt" $menu_optionB 2
    read "Menu_setup.txt" $menu_optionC 3
    read "Menu_setup.txt" $menu_optionDsubA 4
    read "Menu_setup.txt" $menu_optionDsubB 5
    goto :createmenu
end

:getmenuinfo
# =====[ Initialize Starting Variables ]=====
# If there is no menu_setup.txt file, this is where the default menu values are stored.
# The =====[Set the menu values]===== section is where they are actually set.
setvar $menu_optionA "y"
setvar $menu_optionB 1234
setvar $menu_optionC "y"
setvar $menu_optionDsubA "y"
setvar $menu_optionDsubB 1234
goto :createmenu

# =====[ Create the Menu]=====
# Here is where the menus are actually created.
# Notice how each menu item is named, and associated with it's parent menu.
:createmenu
addMenu "" "mainmenu" "Menu Title Here" "." "" "Main Menu" FALSE
addMenu "mainmenu" "Execute" "Start Script" "Z" :Menu_Exec "" TRUE
addMenu "mainmenu" "Option_A_Name" "What do you want? " "A" :Menu_option_A "" FALSE
addMenu "mainmenu" "Option_B_Name" "What do you want? " "B" :Menu_option_B "" FALSE
addMenu "mainmenu" "Option_C_Name" "What do you want? " "C" :Menu_option_C "" FALSE

# NOTE: when calling sub-meus, you don't put in a script lable for it to reference
# It just opens up the menu automatically.

addMenu "mainmenu" "Option_D_Sub_Name" "Open sub menu D " "D" "" "" FALSE

```

these are the submenu entries for option D

```
addMenu "Option_D_Sub_Name" "Option_D_subA" "What do you want?" "A" :Menu_option_D_Sub_A "" FALSE
addMenu "Option_D_Sub_Name" "Option_D_subB" "What do you want?" "B" :Menu_option_D_Sub_B "" FALSE
addMenu "Option_D_Sub_Name" "Option_D_subZ" "Back to main menu" "Z" :Menu_option_D_Sub_Z "" FALSE
```

=====[Set the menu values]=====

Here is where the menu values are actually set. I use variables to set them,
But you could simply use numbers or text if you wanted. I use variables, since
I save the menu state each time, so I can write them to a file.

```
setmenuvalue "Option_A_Name" $menu_optionA
setmenuvalue "Option_B_Name" $menu_optionB
setmenuvalue "Option_C_Name" $menu_optionC
setmenuvalue "Option_D_subA" $menu_optionDsubA
setmenuvalue "Option_D_subB" $menu_optionDsubB
```

=====[Set the menu options]=====

Here is where I set the menu options.
The first option allows for the Exit menu option.
The second option allows for hitting ? to get a list of commands.
(I usually don't bother with this one, so I leave it false cause it saves one line)
The third option allows for help on an entry. Not needed if you don't include help.
(I always include help, so I always leave it on)
setmenuoptions "mainmenu" TRUE FALSE TRUE
setmenuoptions "Option_D_Sub_Name" TRUE FALSE TRUE

=====[Set the menu HELP]=====

Here is where you set the help for each menu. Note how it uses the Menu Name to
Reference each item.
setmenuhelp "mainmenu" "This menu configures Script Settings."
setmenuhelp "Execute" "This starts the script!"
setmenuhelp "Option_A_Name" "This tells the script to do whatever for option A"
setmenuhelp "Option_B_Name" "This tells the script to do whatever for option B"
setmenuhelp "Option_C_Name" "This tells the script to do whatever for option C"
setmenuhelp "Option_D_Sub_Name" "This opens up the D submenu"
setmenuhelp "Option_D_subA" "This tells the script to do whatever for option D sub A"
setmenuhelp "Option_D_subB" "This tells the script to do whatever for option D sub B"

=====[Open the menu]=====

this actually activates the menu.
The echo statement below does a clearscreen. makes it look pretty.
echo "[2J*****"
openMenu "mainmenu"

#-----=====[Menu_exec, when you press "Z", you go here]=====-----

This option closes the menu, and puts executes the rest of the script
This is also where the menu settings get saved for the next time.

```
:Menu_Exec
# closeMenu
delete "Menu_setup.txt"
write "Menu_setup.txt" $menu_optionA
write "Menu_setup.txt" $menu_optionB
write "Menu_setup.txt" $menu_optionC
```

```
write "Menu_setup.txt" $menu_optionDsubA
write "Menu_setup.txt" $menu_optionDsubB
```

```
return
```

```
# =====[ Menu_Option_A, when you press "A", you go here ]=====
```

```
# This is a simple y/n toggle
```

```
:Menu_option_A
```

```
if $menu_optionA = "y"
```

```
    setvar $menu_optionA "n"
```

```
    setmenuvalue "Option_A_Name" $menu_optionA
```

```
    echo "[2J*****"
```

```
    openmenu "mainmenu"
```

```
else
```

```
    setvar $menu_optionA "y"
```

```
    setmenuvalue "Option_A_Name" $menu_optionA
```

```
    echo "[2J*****"
```

```
    openmenu "mainmenu"
```

```
end
```

```
# =====[ Menu_option_B, when you press "B", you go here ]=====
```

```
:Menu_option_B
```

```
# This asks the user for input, like a sector number or whatever
```

```
# Checks to see if the value entered is a number.
```

```
getinput $menu_optionB "Text for Menu Option B goes here: "
```

```
isNumber $test_menu_optionB $menu_optionB
```

```
if ($test_menu_optionB = 0)
```

```
    echo ANSI_12 "***Must be a number!*" ANSI_15
```

```
    goto :Menu_option_B
```

```
end
```

```
setmenuvalue "Option_B_Name" $menu_optionB
```

```
echo "[2J*****"
```

```
openmenu "mainmenu"
```

```
# =====[ Menu_option_C, when you press "C", you go here ]=====
```

```
# This is another toggle menu
```

```
:Menu_option_C
```

```
if $menu_optionC = "y"
```

```
    setvar $menu_optionC "n"
```

```
    setmenuvalue "Option_C_Name" $menu_optionC
```

```
    echo "[2J*****"
```

```
    openmenu "mainmenu"
```

```
else
```

```
    setvar $menu_optionC "y"
```

```
    setmenuvalue "Option_C_Name" $menu_optionC
```

```
    echo "[2J*****"
```

```
    openmenu "mainmenu"
```

```
end
```

```
# =====[ Menu_option_D_Sub_A, when you press "A" from submenu D, you go here ]=====
```

```
# Yet another simple toggle
```

```
:Menu_option_D_Sub_A
```

```
if $menu_optionDsubA = "y"
```

```
    setvar $menu_optionDsubA "n"
```

```

    setmenuvalue "Option_D_subA" $menu_optionDsubA
    echo "[2J*****"
    openmenu "Option_D_Sub_Name"
else
    setvar $menu_optionDsubA "y"
    setmenuvalue "Option_D_subA" $menu_optionDsubA
    echo "[2J*****"
    openmenu "Option_D_Sub_Name"
end

#====[ Menu_option_D_Sub_B, when you press "B" from submenu D, you go here ]====
# This just grabs whatever the user enters.
:Menu_option_D_Sub_B
getinput $menu_optionDsubA "Text for Menu Option D sub B goes here: "
setmenuvalue "Option_D_SubB" $menu_optionDsubA
echo "[2J*****"
openmenu "Option_D_Sub_Name"

#====[ Menu_option_D_Sub_Z, when you press "Z" from submenu D, you go here ]====
:Menu_option_D_Sub_Z
echo "[2J*****"
openmenu "mainmenu"

#-----
# ----====[ END OF MENU SECTION ]====----
#-----

```




The Cabal's Secret Hideout

Our TradeWars 2002 Homepage

Web Master: traitor@tw-cabal.com

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Stupid TWX ANSI Tricks - By Traitor

Introduction

This short article is designed to help TWX scripters understand some of the cool things you can do with ANSI escape codes. I'll review some of the ANSI basics and how to make them work under TWX, and I'll provide some examples of some of the things you can do with them. I'll also toss in a few scripts at the end that show some real life uses for the things I'm going to show you.

What is ANSI and ASCII?

First off, if you don't know what ANSI or ASCII is, then you should check out the following links:

<http://en.wikipedia.org/wiki/ASCII>

http://en.wikipedia.org/wiki/ANSI_escape_code

These links will quickly get you up to speed on what you need to know to understand what I'm going to be talking about. Really, these entries are much better than anything I could try to write.

What's the big deal?

Ok, now you want to know WHY you want to use ANSI Escape Codes in your scripts? Well, I got three good reasons. The first one is that it makes your script's echo's more colorful. This can be handy when your script is sending you back data, and lots of stuff is spamming past your screen. You don't want your script's messages to get lost in the clutter. Secondly, you can use the CURRENTANSILINE System Value to help detect spoof attempts against your scripts. And finally, you can use ANSI Escape Codes to completely alter the messages that get displayed on your screen.

ANSI Escape Codes under TWX

So, to use an ECHO with an ANSI escape code in TWX, the format looks like this:
echo #27 "[#X"

#27 is the ASCII code for the Escape Key. TWX uses the # key to indicate that the number immediately following the # is an ASCII code.

"[#X" is the rest of the ANSI escape code. Where # is a number, and X is the code.

If you have ever wondered how to make TWX echo an *, use #42, the ANSI code for *. Example: echo #42 #42 #42 "3 Asterisks!*" Below is a list of most of the useful ANSI escape codes and ASCII codes, formatted for use in TWX:

Cursor Control and Clear Codes:	
Escape Code	What it does
#27 "[#A"	moves cursor up # lines
#27 "[#B"	moves cursor down # lines
#27 "[#C"	moves cursor right # spaces
#27 "[#D"	moves cursor left # spaces
#27 "[2J"	clear screen and home cursor
#27 "[K"	clear to end of line

So, to clear the screen, one would use the following command:
echo #27 "[2J"
To move the cursor up 3 lines, you would do the following:
echo #27 "[3A"
To move the cursor up 3 lines, clear that line and substitute your own text:
echo #27 "[3A" #27 "[K" "Hello World*" (the above might look a bit weird, depending on where you run this, I'll go into more detail later. Moving the cursor around can be tricky...)

Color and Text Formatting	
#27 "[#(;#)m"	There can be multiple text formatting sequence numbers separated by a ; and ending with an m where the # is of the following values:
Attributes	
0	normal display
1	bold
5	blink on
Foreground colors	
30	black
31	red
32	green
33	yellow
34	blue
35	magenta

36	cyan
37	white
Background colors	
40	black
41	red
42	green
43	yellow
44	blue
45	magenta
46	cyan
47	white

So, to make TWX echo "Hello World" in bright green text, do the following:
echo #27 "[1;32mHello World"

To make TWX echo "Hello World" in blinking bright pink text with a blue background, do the following:

echo #27 "[1;5;35;44mHello World" #27 "[0;1;37;40m"

The escape code at the end resets the ANSI to white on black. If you don't reset it, the next echo you send might be blinking.

See the following sample script for more details and examples: [ansi_codes.ts](#)

As you can see, you can make your echo's quite colorful if you want.

Using ANSI to Help Prevent Spoofing and Other ANSI Tricks

So, how can I use these ANSI codes to help prevent spoofing? I'm going to narrow the definition of the term spoofing in this essay to when another player attempts to feed false information to one of your currently running scripts. This is often done with hails, although it can also be done with beacons, planet names, ship names, and port names. This is done to sabotage your running script, so your script breaks at best, or gets you and your corpies #SD# at worst. As always, there is a trade off. The more security you build into your scripts, the slower they will likely run. When it doubt, don't play with or against people you don't trust. Vote with your feet. All that being said, I firmly believe that spoofing is part of the game. There HAS to be a risk associated with scripting, or everyone will just run bots, and we'll just end up playing an advanced version of [C-Robots](#). While that's fun in it's own right, it's not why I play TW! If you really can't stand spoofing, then play on servers where it's expressly forbidden.

Common Spoofing Methods:

First, don't try any of the following things in a real game. People will probably get really pissed off at you. If you must test, do it on a local test server, or on a server

where people know you are clowning around. Don't come crying to me if your favorite sysop bans you!

Ok, say you and your coripe are the only ones on-line. You are having a conversation like this:

Who's Playing

Warrant Officer Traitor The Great [1]

Pirate Roberts [1]

F Traito Heyo

R Robert heyo

R Traito k, rdy to start atm'ing?

R Robert yeah

R Traito k, lemme get the colts in place

When suddenly...

F Traito Yarr! Prepare to be spoofed!

R Robert Huh?

F Traito HEY!

You hit # again and see:

Who's Playing

Warrant Officer Traitor The Great [1]

Pirate Roberts [1]

Civilian Traitor the Not So Great

Now what? Some asstard is using the same first 6 letters of your corpies name. Well, turn off fedcom for starters and pray they never get your SS chan. Unless you turn off ANSI, all Fed and SS messages coming from Traitor the Not So Great will look the same as Traitor The Great's. The only way to be sure who said what with ANSI on is to use private hails. Or to turn off ANSI. With ANSI off, all communications have headers that show who sent the message. See some examples below:

Private hails with ANSI on:

Traitor The Great is hailing you!

P Traito Heyo!

Traitor The Great terminated the comm-link!

Traitor the Not So Great is hailing you!

P Traito boo!

Traitor the Not So Great terminated the comm-link!

Traitor The Great is hailing you!

P Traito Hey! that's not me!

Traitor The Great terminated the comm-link!

Various hails with ANSI Off:

Incoming transmission from Traitor the Not So Great on Federation comm-link:
boo

Incoming transmission from Traitor the Not So Great on channel 111:
boo

Traitor the Not So Great is hailing you!
Incoming transmission from Traitor the Not So Great:
boo
Traitor the Not So Great terminated the comm-link!

Usually you don't want to use private hails, since they are slower. And you really don't want to turn off ANSI, since you won't be able to abort incoming text, and again, you will be running slower. Is there anything else you can do about someone who's using the first 6 letters of your corpie's name? Not really. The sysop can turn off Aliases, and that helps some, but there is nothing in TWGS that prevents two people from having the first 6 letters of their name. It's a problem that should be addressed, but I don't have too many good ideas on how to do so, other than to put in the full name of the traders.

Now, lets say that Traitor the Not So Great wants to start messing with you some. Below is a typical message you would receive if he wandered into one of your figgies and killed it.

Deployed Fighters Report Sector 603: Traitor's the Not So Great's Merchant Cruiser entered sector.
Deployed Fighters Report Sector 603: Traitor the Not So Great is attacking!
Traitor the Not So Great destroyed 1 of your fighters in sector 603

Now, what will your photon script do if you get the following?:

F Traito
Deployed Fighters Report Sector 603: Traitor the Not So Great's Merchant Cruiser ent
F Traito
Deployed Fighters Report Sector 603: Traitor the Not So Great is attacking!
F Traito
Traitor the Not So Great destroyed 1 of your fighters in sector 603

What Traitor the Not So Great did did was put 71 leading spaces in front of his message. That's just enough so that the first line from him appears blank, and the following line looks JUST like a typical fighter message, other than the color, and the fact that he into the max char limit over fed in the first message, so the "entered sector." got cut off. If he had chosen a shorter name, it wouldn't have even gotten cut off. For your convenience, I have posted an example of the above spoof, using "." instead of spaces. Just copy the yellow text below, hit ` , and paste it in.

.....Deployed Fighters Report Sector 603: Traitor The Great's Merchant Cruiser entered se
Just about any message can be spoofed like this. One of the other really common places you will see this spoof get attempted is when someone lifts off the StarDock. This:
Traitor the Not So Great blasts off from the StarDock.

Becomes this:

F Traito

Traitor the Not So Great blasts off from the StarDock.

This isn't as bad as it looks at first glance, because even though it looks like 2 lines, it's really just one line that gets sent. A simple TWX `getWord` will save you lots of grief. I'll go into this more later.

Other Stupid Tricks:

Other spoof attempts involve beacons, planet names and ship names. Usually they are run against bots, or things like probe scripts. Creating a planet called "Probe Destroyed!" adj to dock can have interesting effects on older probe scripts. Naming a planet or beacon "For getting blown up, you lost" or "You fled in your Escape Pod" might get you some interesting results against certain gridding scripts. Really, the possibilities are endless. "launched a P-Missile in sector" and "Photon Wave Duration" are really nice ship names. There are too many possibilities to list. So, you have to be careful. It's a good thing that TW prevents you from using INACTIVITY anywhere in your name.

Things to do:

Below are some general things that you can do to help resist spoofing. These have nothing to do with scripts, but are just good policy.

1. Don't leave a script running that doesn't NEED to be running.
2. Don't let your corp SS chan be the same as your corp PW. I've seen many people do this lately, and it's bad, bad, bad. Your corp PW should be alpha-numeric with special keys, and at least 8 chars in length. Your corp SS chan should be at least 5 digits long, and avoid things like 11111 or 12345.
3. Turn off fedcom when you are running scripts. It removes some of the social aspects of the game, but it can sure save you from most spoof attempts. I personally have a macro button on my ZOC that toggles it for me.
4. Set Message Display Mode (C,N,A) to Compact. Don't set it to long, or incoming messages will look just like you had ANSI turned off (C,N,1).

Spoof Checking Methods in TWX

Spoof Checking methods:

Verification of incoming message using `getWord` compares. Using `getWord` to check the `CURRENTLINE` to make sure that the message coming in is not a spoof.

Using `getWordPos`, `getText`, and `CutText` for more difficult sections, usually around trader names that could contain spaces.

Using `getWord` and `CURRENTANSILINE`. The ultimate in spoof protection.

Appendix 1: Common ANSI messages, and their TWX equivalents:

The following messages were all generated using Elder Prophets's [DisplayAnsiLine Script](#). We've done quite a bit of testing with it, and we believe that the following ANSI codes can be put directly into a script, or whatever parts you need of them.

Blank Line

#27 & "[0m"

Command Prompt:

Command [TL=00:00:00]:[4372] (?=Help)? :

#27 & "[35mCommand [" & #27 & "[1;33mTL" & #27 & "[0;33m=" & #27 & "[1m00:00:00" & #27 & "[0;35m]" & #27 & "[1;37m:" & #27 & "[0;35m[" & #27 & "[1;36m4372" & #27 & "[0;35m] (" & #27 & "[1;33m?=Help" & #27 & "[0;35m)? : "

Limpet Mine Activation:

Limpet mine in 2711 activated

#27 & "[0m" & #27 & "[32mLimpet mine in " & #27 & "[1;36m2711" & #27 & "[0;32m activated"

Trader encounters one of your figs and kills it:

Deployed Fighters Report Sector 2711: bait's Scout Marauder entered sector.

#27 & "[0m" & #27 & "[1;33mDeployed Fighters " & #27 & "[0;32mReport Sector " & #27 & "[1;33m2711" & #27 & "[0;32m: " & #27 & "[1;36mbait's " & #27 & "[0m" & #27 & "[35mScout Marauder" & #27 & "[32m entered sector."

Deployed Fighters Report Sector 2711: bait is attacking!

#27 & "[K" & #27 & "[1A" & #27 & "[1;33mDeployed Fighters " & #27 & "[0;32mReport Sector " & #27 & "[1;33m2711" & #27 & "[0;32m: " & #27 & "[1;36mbait" & #27 & "[0;32m is attacking!"

bait destroyed 1 of your fighters in sector 2711

#27 & "[K" & #27 & "[1A" & #27 & "[1;36mbait" & #27 & "[0;32m destroyed " & #27 & "[1;33m1" & #27 & "[0;32m of your fighters in sector " & #27 & "[1;33m2711"

Trader enters sector or leaves sector

bait warps into the sector.

#27 & "[K" & #27 & "[1A" & #27 & "[1;36mbait " & #27 & "[0;32mwarps into the sector."

bait warps out of the sector.

#27 & "[K" & #27 & "[1;36mbait " & #27 & "[0;32mwarps out of the sector."

Trader landing on dock and lifting off dock:

bait lands on the StarDock.

#27 & "[K" & #27 & "[1A" & #27 & "[1;36mbait" & #27 & "[0;32m lands on the StarDock."

bait blasts off from the StarDock.

#27 & "[K" & #27 & "[1A" & #27 & "[1;36mbait" & #27 & "[0;32m blasts off from the StarDock."

Fed Com message:

F bait Heyo! Fedcom

#27 & "[K" & #27 & "[1A" & #27 & "[33mF " & #27 & "[1;36mbait" & #27 & "[0;36m " &

#27 & "[37m" & #27 & "[1;36m " & #27 & "[33mHeyo! Fedcom"

SS Chan message:

R bait Heyo SS chan

#27 & "[K" & #27 & "[1A" & #27 & "[36mR " & #27 & "[1mbait" & #27 & "[0;36m " & #27 & "[37m" & #27 & "[1;36m " & #27 & "[33mHeyo SS chan"

Private Hail:

bait is hailing you!

#27 & "[K" & #27 & "[1A" & #27 & "[1;36mbait" & #27 & "[0;32m is hailing you!"

P bait Heyo! Private Hail

#27 & "[K" & #27 & "[1A" & #27 & "[32mP " & #27 & "[1;36mbait" & #27 & "[0;36m " & #27 & "[37m" & #27 & "[1;36m " & #27 & "[33mHeyo! Private Hail"

bait terminated the comm-link!

#27 & "[K" & #27 & "[1A" & #27 & "[1;36mbait" & #27 & "[0;32m terminated the comm-link!"

Trader Listings from hitting #:

1st Sergeant Traitor [1]

#27 & "[32m1st Sergeant " & #27 & "[1;36mTraitor" & #27 & "[0;34m [" & #27 & "[1;36m1" & #27 & "[0;34m]"

Robber bait

#27 & "[0m" & #27 & "[1;31mRobber " & #27 & "[36mbait" & #27 & "[0;34m"

Attack:

<Attack>

#27 & "[0m" & #27 & "[1;5;31m<Attack>"

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```

# SurroundSectors
# Won't work right if any of the adj sectors are voided
setarray $skipped 6
gettext CURRENTLINE $currsector "]:[" "] (?=Help"
getsector $currsector $sector
setvar $count 1
while ($count <= $sector.warps)
    if ($sector.warp[$count] <11) OR ($sector.warp[$count] = STARDOCK)
        add $skipped 1
        setvar $skipped[$count] $sector.warp[$count]
        add $count 1

    else
        getdistance $dist $sector.warp[$count] $currsector
        if $dist = 1
            send "m" $sector.warp[$count] "*" z a9999* * fz 1* z cd < "
            add $count 1
        else
            add $skipped 1
            setvar $skipped[$count] $sector.warp[$count]
            add $count 1
        end
    end
end
end
send "@d"
waitfor "Average Interval Lag:"
setvar $count 1
echo ANSI_12 "*** SKIPPED THE FOLLOWING: "
while ($count <= 6)
    if $skipped[$count] = 0
        add $count 1
    else
        echo $skipped[$count] & " "
        add $count 1
    end
end
end

```

```
# Traitor's Grid percentage checker
# -----[Create Figged Sectors Array]-----
# Creates Array $figsec. If there is a fig in a sector, it sets the value of
# $figsec[sector #] to 1
```

```
setPrecision 0
:getfigs
echo ANSI_10 "***AT GET FIGS*"
setarray $figsec SECTORS
send "***Traitor's Grid Checker v1.0*Refreshing figgies, please wait.***"
send "g"
WaitFor "==="
SetTextLineTrigger Toll :makefigarray "Toll"
SetTextLineTrigger Def :makefigarray "Defensive"
SetTextLineTrigger Off :makefigarray "Offensive"
SetTextTrigger GotFigs :gotfigs "Command"
Pause
    :makefigarray
    KillTrigger Toll
    KillTrigger Def
    KillTrigger Off
    GetWord CURRENTLINE $figgedsec 1
    GetWord CURRENTLINE $figqty 2
    isnumber $figqtycheck $figqty
    if ($figqtycheck = FALSE)
        striptext $figqty "T"
        multiply $figqty 1000
    end
    GetWord CURRENTLINE $figowner 3
    GetWord CURRENTLINE $figtype 4
    setvar $figsec[$figgedsec] 1
    setvar $figsec[$figgedsec][1] $figqty
    setvar $figsec[$figgedsec][2] $figtype
    setvar $figsec[$figgedsec][3] $figowner
    add $figsec 1
    SetTextLineTrigger Toll :makefigarray "Toll"
    SetTextLineTrigger Def :makefigarray "Defensive"
    SetTextLineTrigger Off :makefigarray "Offensive"
    pause

:gotfigs
killtrigger GotFigs
killtrigger Toll
killtrigger Def
killtrigger Off
echo ANSI_2 "****GOT FIGS*" ANSI_7
setvar $count 1
setPrecision 3
setvar $gridpercent $figsec
multiply $gridpercent 100
divide $gridpercent SECTORS
round $gridpercent 2
setPrecision 0
```

```

while ($count <= SECTORS)
    if ($figsec[$count][2] = "Toll")
        add $tollfig $figsec[$count][1]
    end
    if ($figsec[$count][2] = "Defensive")
        add $deffig $figsec[$count][1]
    end
    if ($figsec[$count][2] = "Offensive")
        add $offfig $figsec[$count][1]
    end

    add $totalfigs $figsec[$count][1]
    if (SECTOR.WARPINCOUNT[$count] = 1)
        add $deadendcount 1
        if ($figsec[$count] = 1)
            add $deadendfig 1
        end
    end
    add $count 1
end
send ""*TOTAL FIGGED SECTORS: " $figsec ""
send "Percent of Grid " $gridpercent "%*"
send "Total figs in space: " $totalfigs ""
send " Defensive figs: " $deffig "* Offensive figs: " $offfig "* Tolled figs: " $tollfig ""
send "Total dead ends: " $deadendcount ". We have " $deadendfig " dead ends figged.*"
send "@"
waitfor "hundredths"
echo ANSI_15 ""*TOTAL FIGGED SECTORS: " ANSI_10 $figsec
echo ANSI_15 ""*Percent of Grid " ANSI_10 $gridpercent "% "
echo ANSI_15 ""*Total figs in space: " ANSI_10 $totalfigs
echo ANSI_15 ""* Defensive figs: " ANSI_10 $deffig ANSI_15 " * Offensive figs: " ANSI_10 $offfig ANSI_15
" * Tolled figs: " ANSI_10 $tollfig
echo ANSI_15 ""*Dead ends: " ANSI_10 $deadendcount ANSI_15 " we have " ANSI_10 $deadendfig ANSI_15 "
dead ends figged.*"
halt

```

TRAITOR'S Get Near Fig
press "-" to find nearest fig to sector you input
Doesn't keep track of lost figs. You must hit "-" then "r" and enter to refresh the fig list

```
systemsript  
:refresh  
gosub :getfigs
```

```
:waitforuser  
settexitouttrigger getminus :getminus "-"  
pause
```

```
:getminus  
killtrigger getminus  
getinput $destsec "Enter Sector #: "
```

```
if ($destsec = "r")  
    goto :refresh  
elseif ($destsec < 1) OR ($destsec > SECTORS)  
    echo "***INVALID SECTOR NUMBER***"  
    goto :waitforuser  
else  
    goto :userinfo  
end
```

```
:userinfo  
# $checksec is the array of sectors to check  
setarray $checksec SECTORS  
# $donesec keeps track of sectors already checked  
setarray $donesec SECTORS  
# $count is the counter that tracks the sectors added to $checksec array  
setvar $count 1  
# $pointer is the main counter that tracks what sectors have been checked in $checksec array  
setvar $pointer 1  
# $closestsec is the sector that is closest to $destsec that has a fig  
setvar $closestsec $destsec  
# the following makes the destination sector the first index of $checksec  
setvar $checksec[$pointer] $destsec
```

```
:mainloop  
while ($pointer <= SECTORS)  
    if ($figsec[$checksec[$count]] = 1)  
        setvar $closestsec $checksec[$count]  
        echo ANSI_10 "***The closest fig to " $destsec " is " $closestsec "***"  
        goto :waitforuser  
    else  
        setvar $tempsec $checksec[$count]  
        setvar $donesec[$tempsec] 1  
        setvar $tempwarps SECTOR.WARPINCOUNT[$tempsec]  
        while ($tempwarps > 0)  
            # don't add previously checked sectors to $checksec Array!!!  
            if ($donesec[SECTOR.WARPSIN[$tempsec][$tempwarps]] = 1)
```

```

        subtract $tempwarps 1
    else
        add $pointer 1
        setvar $checksec[$pointer] SECTOR.WARPSIN[$tempsec][$tempwarps]
        setvar $donesec[SECTOR.WARPSIN[$tempsec][$tempwarps]] 1
        subtract $tempwarps 1
    end
end
add $count 1
goto :mainloop
end
end
halt

```

```

:getfigs
setarray $figsec SECTORS
send "g"
WaitFor "==="
SetTextLineTrigger toll :makefigarray "Toll"
SetTextLineTrigger def :makefigarray "Defensive"
SetTextLineTrigger off :makefigarray "Offensive"
SetTextTrigger gotfigs :gotfigs "Command"
Pause
    :makefigarray
    KillTrigger toll
    KillTrigger def
    KillTrigger off
    GetWord CURRENTLINE $figgedsec 1
    setvar $figsec[$figgedsec] 1
    SetTextLineTrigger toll :makefigarray "Toll"
    SetTextLineTrigger def :makefigarray "Defensive"
    SetTextLineTrigger off :makefigarray "Offensive"
    pause

    :gotfigs
    killtrigger gotfigs
    killtrigger toll
    killtrigger def
    killtrigger off
    echo "****GOT FIGS!!!!!!!!!!****"
    send "d"
    return

```

```
# Keepalive
systemscript
:keeper
send "#"
settextlinetrigger keepalive :keeper "INACTIVITY WARNING:"
pause
```

```
# One Second Photon Script
# By Kermit and Traitor of The Cabal. - 3/24/02
# Version 3.1, compatible with TWGS v.55 and TWX v1.09b
# Turn off ANSI and Animations and Messages for best
# results. Works about 85% of the time with 1 sec photons.
# This script assumes that there are mines and
# at least 1 active q-cannon (shielded planet) in the sector.
# If there are no mines, then you can remove the 'n' in line
# 40. (send " l")
# If there are no active q-cannons, then you can remove the
# two leading spaces in line 40. (send "nl")
# If the sector number is less than 1000, then you need to
# add an '*' before the spaces in line 40. (send "* nl")
# Feel free to distribute and modify, but leave in the
# credits.
# If this script kills you, too bad. We make no claims
# that it will work for you. USE AT YOUR OWN RISK!!
```

```
getInput $targetNo "Input the sector you wish to invade" 0
getInput $planetNo "Input the planet #" 0
```

```
:timer
send "ct"
getWord CURRENTLINE $initTime 1
```

```
:checkTime
send "t"
getWord CURRENTLINE $currentTime 1
waitFor "Computer"
if ($initTime <> $currentTime)
    goto :ptorp
else
    goto :checkTime
```

```
:ptorp
send "py"
send $targetNo
send "*q"
send $targetNo
send " nl"
send $planetNo
send "*"
```

```

# Script Name   : The Cabal's Hidden Dock Finder Script
# Author       : Traitor <traitor@tw-cabal.com>
# Description   : Runs a partial ZTM and counts the number of times sectors appear.

# What it does  : This script works on the theory that the SD is in a 6-way sector
#               : and has at least one backdoor. If the sysop has moved the SD
#               : or significantly changed the initial bang settings for 2-way and
#               : 1-way warps, this script may not work. This script runs a
#               : partial ZTM and counts the number of times each sector appears.
#               : Sectors that appear alot are probably 6-ways. This takes about
#               : 8% of the time of a full ZTM, so when run with the companion
#               : script, _voider.ts, you can USUALLY find SD in about 20 min or
#               : less, counting exploration. The more accuracy you want, the
#               : longer it takes to run. At default settings, it generates a
#               : list of possible SD sectors and the SD will appear on that list
#               : about 75-80% of the time. See notes on how to increase your
#               : chances to 99% by distributing the load across multiple corpies.
#               : This script is a short cut method to the traditional FULL ZTM and
#               : check for 6-ways with 7-ways in. It will generate a smaller list
#               : that the usual method does. So, even if you don't find it with
#               : these scripts, then you will know which ones NOT to check when
#               : you do complete your FULL ZTM.
#               : This script creates a file on your PC called sdfind.txt in your
#               : TWX subdirectory. This file contains all sector numbers and
#               : the number of times each one appeared.
#               : The more times a sector appears, the more likely it is a 6-way.
#               : The companion script reads in this data and starts voiding and
#               : checking to see if there are 7-ways into the sector. It is
#               : recommended that you have at least 3 people run the companion
#               : script. (e-mail it or ICQ the file to them) The first person
#               : will configure the _voider.ts script to check all sectors that
#               : appear in the sdfind.txt equal or greater than 5 times. The
#               : next corpie checks the 4's and 3's, and the last corpie checks
#               : only the 2's. The corpie checking the 5+'s will get done first,
#               : and can run down that list. Then the 4's, 3's, and 2's can be
#               : checked if it's not found in the first pass. 75% of the time
#               : it will be in the 5+'s, 20% in the 3+'s, and 5% in the 2's,
#               : assuming a NORMAL randomized bang with default map settings and
#               : 5k sectors.

# Notes        : YOU NEED _voider.ts for this script to work.
#               : Works only on 5k sector games. Arrays get unacceptably slow with
#               : more than 5k variables.
#               : You must be at the Command Prompt for this script to work.
#               : THERE MAY BE SOME PAUSES WHERE IT LOOKS LIKE IT'S NOT DOING
#               : ANYTHING. THIS IS NORMAL. BE PATIENT. ARRAYS TAKE A WHILE
#               : TO MAKE IN TWX. ON MY 1.2 GHZ PC, ARRAYS CAN TAKE UP TO
#               : 60 SECONDS TO READ IN. IF YOU HAVE A SLOWER PC, THIS MAY
#               : TAKE EVEN LONGER. GET A CUP OF COFFEE OR SOMETHING.
#               : You should run this script before running _voider.ts.
#               : This script will create a new file called sdfind.txt in your
#               : TWX subdirectory. That file will contain the sector numbers
#               : and the number of times each sector appears.

```



```

#      : The reason there are two scripts is so your corpies can run through
#      : part of the list at the same time you are. This can save time.
#      : Turn OFF ANSI and ANIMATION so it runs faster.
#      :

# -----[ show EGO banner :-) ]-----
# If this really bugs you, feel free to remove this section.
# It creates a file on your system that checks to see if the banner has been
# seen before. The file is called banner_find_dock.txt and in your TWX directory
# -Traitor
:bannercheck
fileexists $checkbanner "banner_find_dock.txt"
if $checkbanner = TRUE
goto :promptcheck
else
echo "***" ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "The Cabal's Hidden Dock Finder Script v1.0.0" ANSI_9 "
|===" ANSI_1 "--*"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "Last edited November 24, 2002" ANSI_9 " |===" ANSI_1 "-
_*"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "By " ANSI_12 " Traitor" ANSI_9 " |===" ANSI_1 "--
*"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "E-Mail " ANSI_12 "traitor@tw-cabal.com" ANSI_9 " |==="
ANSI_1 "--*"
echo ANSI_10 "      This script is freeware and may be distributed*"
echo "*" ANSI_13 "!!! Please read the Notes and Warnings at the top of the script before using. !!!"
echo "*" ANSI_13 "!!! Use at your own risk. The author is not responsible for anything that may !!!"
echo "*" ANSI_13 "!!! or may not happen as a result of running this script. You were warned. !!!"
echo "*" ANSI_10 "      This intro screen will only appear once."
echo ANSI_15 "*"
write "banner_find_dock.txt" $checkbanner
setdelaytrigger bannerdelay :promptcheck 5000
pause
end
# -----[ End of show EGO banner :-) ]-----

# -----[ Prompt Check! ]-----
# Checks to make sure you are starting at the Command Prompt
:promptcheck
cutText CURRENTLINE $location 1 7

if ($location <> "Command")
    echo ANSI_12 "***Must be run from the command prompt, moron!"
    halt
end
# -----[ Set Initial vars, and Initilize sdfind.txt file ]-----
# =====[ if you want to do more sectors, change the $lastnum value below. ]=====
setvar $firstnum 1
setvar $maxsectors 5000
setvar $lastnum $maxsectors
fileexists $checkfile "sdfind.txt"
if $checkfile = TRUE
    delete "sdfind.txt"
end

```

```

send "c"

# -----[ Start ]-----
:start
# =====[ check to see if done with sector ]=====
if $lastnum < 1
    goto :finish
else
    send "f" $firstnum "*"
    send $lastnum "*"
    settextlinetrigger 10 :skipline "is:"
    pause
    :skipline
    settextlinetrigger 1 :getsecnums $firstnum
    pause
        :getsecnums
        killalltriggers
        setvar $wordnum 1
        getword CURRENTLINE $secnum $wordnum
        striptext $secnum "("
        striptext $secnum ")"
        :numcheck
        isNumber $isnum $secnum
        if $isnum = TRUE
            :getnextsec
            if $secnum = 0
                goto :checknextline
            else
                if $secnum = $lastnum
# =====[ The next two lines determine how granular your ZTM is. ]=====
# =====[ The lower the number, the more you ZTM. 10 is default. ]=====
                    add $firstnum 10
                    subtract $lastnum 10
                    goto :start
                else
                    add $secarray[$secnum] 1
                    add $wordnum 2
                    getword CURRENTLINE $secnum $wordnum
                    striptext $secnum "("
                    striptext $secnum ")"
                    goto :getnextsec
                end
            end
        end
    else
        add $wordnum 1
        goto :numcheck
    end
end

# =====[ check to see if the warp list goes to additional lines ]=====
:checknextline
settextlinetrigger 2 :getsecnums $lastnum
settextlinetrigger 3 :getsecnums ">"
pause

```

```

# -----[ Create sdfind.txt file for _voider.ts ]-----
# =====[ This creates an array, takes about 20 seconds on my 1.2 ghz PC. ]=====
# =====[ It may take your PC longer, depending on it's speed. Be patient. ]=====
:finish
echo "*" ANSI_15 "Building file...Please stand by..."
setvar $cursor 1
:makeoutput
write sdfind.txt $cursor & " " & $secarray[$cursor]
if $cursor = $maxsectors
    send "q"
    echo "*" ANSI_10 "SCRIPT FINISHED! HAPPY HUNTING!"
    halt
else
    add $cursor 1
# =====[ The next line is optional. Added so it looks like it's doing something. ]=====
# =====[ It can be removed, which speeds it up a bit. ]=====
    echo "*" & $cursor & " " & $secarray[$cursor]
    goto :makeoutput
end

```

```

# Script Name   : The Cabal's Backdoor Voider Script
# Author       : Traitor <traitor@tw-cabal.com>
# Description   : Voids sectors to check them for backdoors. (more than 6
#               : ways in)

# What it does  : This script pulls sector information from a file generated
#               : by the "find_dock.ts" script. It then reads in sector
#               : numbers that match certain criteria and voids the
#               : the surrounding sectors to check for sectors that have
#               : more than 7 ways in. It then generates a list that you
#               : can walk through to find Class 0 ports and SD.

# Notes        : You must be at the Command Prompt for this script to work.
#               : THERE MAY BE SOME PAUSES WHERE IT LOOKS LIKE IT'S NOT DOING
#               : ANYTHING. THIS IS NORMAL. BE PATIENT. ARRAYS TAKE A WHILE
#               : TO MAKE IN TWX. ON MY 1.2 GHZ PC, ARRAYS CAN TAKE UP TO
#               : 60 SECONDS TO READ IN. IF YOU HAVE A SLOWER PC, THIS MAY
#               : TAKE EVEN LONGER. GET A CUP OF COFFEE OR SOMETHING.
#               : You should run this script after running find_dock.ts first.
#               : sdfind.txt (or whatever you call it) must be in the TWX directory.
#               : This script will create a new file called sdsector.txt in your
#               : TWX subdirectory. That file will contain the sector numbers
#               : of sectors that have more than 7 ways in. Those are usually
#               : the SD and Class 0 ports.
#               : See the documentation contained in find_dock.ts for more
#               : information.

# -----[ show EGO banner :- ) ]-----
# If this really bugs you, feel free to remove this section.
# It creates a file on your system that checks to see if the banner has been
# seen before. The file is called banner_voider.txt and in your TWX directory
# -Traitor
:bannercheck
fileexists $checkbanner "banner_voider.txt"
if $checkbanner = TRUE
goto :promptcheck
else
echo "***" ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "The Cabal's Backdoor Voider v1.0.0" ANSI_9 " |==="
ANSI_1 "--*"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "Last edited November 24, 2002" ANSI_9 " |===" ANSI_1 "-
_ *"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "By " ANSI_12 " Traitor" ANSI_9 " |===" ANSI_1 "--
*"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "E-Mail " ANSI_12 "traitor@tw-cabal.com" ANSI_9 " |==="
ANSI_1 "--*"
echo ANSI_10 "      This script is freeware and may be distributed*"
echo "*" ANSI_13 "!!! Please read the Notes and Warnings at the top of the script before using. !!!"
echo "*" ANSI_13 "!!! Use at your own risk. The author is not responsible for anything that may !!!"
echo "*" ANSI_13 "!!! or may not happen as a result of running this script. You were warned. !!!"
echo "*" ANSI_10 "      This intro screen will only appear once."
echo ANSI_15 "*"
write "banner_voider.txt" $checkbanner
setdelaytrigger bannerdelay :promptcheck 5000

```

```

pause
end
# -----[ End of show EGO banner :-) ]-----

# -----[ Prompt Check! ]-----
# Checks to make sure you are starting at the Command Prompt
:promptcheck
cutText CURRENTLINE $location 1 7

if ($location <> "Command")
    echo ANSI_12 "***Must be run from the command prompt, moron!"
    halt
end

# -----[ Set Initial vars, and Initilize sdsector.txt file ]-----
setvar $voidsec 11
getdate $datestamp
gettime $timestamp
write sdsector.txt $datestamp & " " & $timestamp
getinput $mincheck "Choose Minimum number of times sector appears for void check:" 5
getinput $maxcheck "Choose Max number of times sector appears for void check (0 = max):" 0
send "c"

# -----[ Read in info from find_dock.ts into an array. ]-----
setvar $linecount 1
echo ANSI_10 "***BUILDING ARRAY...PLEASE WAIT..." ANSI_15 "***"
:makearray
read "sdfind.txt" $bigline $linecount
if $bigline = EOF
    goto :start
else
    getword $bigline $firstvar 1
    getword $bigline $secondvar 2
    setvar $voidsecarray[$firstvar] $secondvar
    add $linecount 1
    echo $linecount "***"
    goto :makearray
end

:start
setvar $voidcount 1
:getnextline
If $voidsec = 5001
    echo ANSI_10 "***all done! Check your TWX directory for SDSECTOR.TXT. Good Luck!"
    send "q"
    getdate $datestamp
    gettime $timestamp
    write sdsector.txt $datestamp & " " & $timestamp
    halt
else
    if $maxcheck = 0
        goto :checkmin
    elseif $voidsecarray[$voidsec] > $maxcheck

```

```

        goto :skiptonext
    else
        goto :checkmin
    end
end

:checkmin
if $voidsecarray[$voidsec] < $mincheck
    goto :skiptonext
else
    goto :skipline
end

:skipline
send "f1*" $voidsec "*"
settextlinetrigger 1 :checkvoids "is:"
settextlinetrigger 5 :noroute "Error - No"
pause
    :checkvoids
    killalltriggers
    settextlinetrigger 2 :getsecnums ">"
    setvar $shopcount 1
    pause
        :getsecnums
        killalltriggers
        setvar $wordcount 1
        :getnextsecnum
        getword CURRENTLINE $secnum $wordcount
        striptext $secnum "("
        striptext $secnum ")"
        if $secnum = $voidsec
            setvar $voidme $lastnum
            setvar $shops $shopcount
            goto :voidsecs
        else
            if $secnum = 0
                goto :checkfornextline
            else
                setvar $lastnum $secnum
                add $wordcount 2
                add $shopcount 1
                goto :getnextsecnum
            end
        end
    end
end

:checkfornextline
settextlinetrigger 3 :getsecnums ">"
settextlinetrigger 4 :getsecnums $voidsec
pause

:voidsecs
killalltriggers
send "v" $voidme "*"
setvar $totalhops[$voidcount] $shops

```

```
add $voidcount 1
if $voidcount = 7
    write sdsector.txt $voidsec & " " & $totalhops[1] & " " & $totalhops[2] & " " & $totalhops[3] & " " &
$totalhops[4] & " " & $totalhops[5] & " " & $totalhops[6] & " " & $totalhops[7]
    goto :clearvoids
else
    goto :skipline
end

:clearvoids
send "v0*yy"
add $voidsec 1
goto :start

:noroute
killalltriggers
send "y"
add $voidsec 1
goto :start

:skiptonext
add $voidsec 1
goto :start
```

```

# Script Name   : The Cabal's Automatic Furb Deployment Script(_01_3_Primary_SDT.ts)
# Author        : Traitor <traitor@tw-cabal.com>
# Where to get   : www.tw-cabal.com in the scripts section. or e-mail the author.
# this script    : If you didn't get this script from www.tw-cabal.com, then I make NO
#                : promises that it will work, nor will I care. See the licence below.
# Language/App   : This script was written for TWX version 2.01 or higher
#                : See www.twxproxy.com for more information about TWX.

# What it does   : This script dumps the specified number of furbs to specific sectors, so your
#                : reds can self furb.

# Description    : This script It asks you how many sectors you want to put furbs in, what the
#                : sector numbers are, and how many furbs you want in each individual sector.
#                : It then buys the furbs and delivers them for you. This is useful if your
#                : furber can't be on-line at the same time as your reds, but you still want
#                : to furb them.

# Step by Step   : This script needs the following things setup before you can run this script:
# Starting       : 1) If you are running this script, you must have a commission.
# notes, or      : 2) You must have a transwarpable ship with type 2 engines and enough holds
# How to run it  : to hold the fuel needed to get the furb out to it's destination and
#                : get you back to StarDock.
#                : 3) You should start with full fuel
#                : 4) The sectors where you are deploying the furbs must have ports that sell
#                : fuel ore.
#                : 5) You must have enough cash on your person to be able to afford all the
#                : furbs you are planning on buying.
#                : 6) You must start at the Star Dock.
#                : 7) Here are the steps.
#                : I) Load the script
#                : II) Enter in the total number of sectors you are putting furbs in
#                : III) Enter the first sector number followed by the number of furbs
#                : you want in that sector. Repeat this process until you have
#                : entered in all the sectors.
#                : IV) When you have entered in the last sector, it buys a furb, gets
#                : holds for it, locks it in tow, and delivers it to the
#                : the destination sector. It does this until it has dropped
#                : off the number of furbs you asked for, then it moves on to
#                : the next sector until it's done.
#                :

# Notes and      : YOU MUST TURN OFF YOUR HELPER!!
# Warnings       : YOU MUST TURN OFF ANSI AND ANIMATION!! (CN1 and CN2)
#                : All the sectors must have SXB ports, so you can get fuel ore.
#                : It actually starts at the sector you entered in last, and then works it's
#                : way backwards down the list. So don't be surprised by that.
#                : If it's not safe to twarp somewhere, it shuts itself down.

# Disclaimer     : As always, if you end up getting killed using this script, don't come
#                : crying to me about it. I make no promises that it will work as intended,
#                : or that you are smart enough to figure out how to properly use it.
#                : Don't e-mail me with your problems, cause I don't care. If you think

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#      : you have found a bug with my script, then send me the error message,
#      : the line number and a brief description of what you were doing when
#      : the error happened, and I'll look into it. But if it sends you off to
#      : some random sector, or you die from hazz, or whatever, that is your
#      : problem, not mine. You have been warned. ALWAYS TURN OFF THE HELPER
#      : feature of your program BEFORE running any of my scripts!!!

# License info : This script is freeware, and it can be modified and distributed as you see
#      : fit provided that a) you don't claim that YOU originally wrote this script.
#      : b) if you do distribute modified versions of this script that you put your
#      : name and contact info in the documentation part of this script, and you
#      : document ANY changes you make. You may NOT use this in any way for profit
#      : of any kind. If you are playing for money, DO NOT USE MY SCRIPT! You may
#      : use this script in tournaments as long as there are no prizes other than
#      : bragging rights.

# -----[ show EGO banner :-) ]-----
echo "***" ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "The Cabal's Furb Deployer Script v1.3.1" ANSI_9 " |==="
ANSI_1 "--*"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "Last edited April 26, 2003" ANSI_9 " |===" ANSI_1 "--*"
echo ANSI_1 "      --" ANSI_9 "===| " ANSI_11 "By " ANSI_12 "Traitor" ANSI_9 " |===" ANSI_1 "--
**"

echo ANSI_10 "      This script is freeware and may be distributed*"
echo ANSI_13 "!! Please read the Notes and Warnings at the top of the script before using !!"
echo ANSI_12 "      !!! IF YOU ARE RUNNING SWATH, TURN OFF THE HELPER NOW !!!" ANSI_10
echo ANSI_10 "      NOW TWX V2.X compatible!!" ANSI_7

# -----[ Get User Data ]-----
# User enters data manually here and I initialize the array.
getinput $arraysize "Enter the total number of sectors you want to put furbs in: " 0
setarray $sectors $arraysize
setvar $count 1
while ($count <= $arraysize)
    getinput $sectors[$count] "Enter Sector Number " & $count & ": " 0
    getinput $sectors[$count][1] "Enter Number of Furbs: " 0
    echo "*Sector Number: " & $sectors[$count] & " # of Furbs: " & $sectors[$count][1] & "*"
    add $count 1
end
goto :getotherinfo

# -----[ Setup Other Data ]-----
# This gets the Stardock sector, and grabs your ship number
:getotherinfo
setvar $sdsector STARDOCK
send "cz"
settextlinetrigger 20 :getmyshipnum "+"
pause
:getmyshipnum
killtrigger 20
getword CURRENTLINE $yourship 1
send "qd"
goto :start

# -----[ Main Routine ]-----

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```

# here is where all the work gets done. The nested while loop.
:start
setvar $sectorcount 1
while ($sectorcount <= $arraysize)
    setvar $furbsector $sectors[$sectorcount]
    setvar $furbcount $sectors[$sectorcount][1]
    while ($furbcount > 0)
        gosub :getfurb
        gosub :deliverfurb
        subtract $furbcount 1
    end
    add $sectorcount 1
end
echo ANSI_10 "****ALL DONE!****" ANSI_7
halt

# =====[ Sub Routines ]=====
# This section is where I put all the subroutines that get called by the
# gosubs. Normally, these routines are pre-compiled and added in as part
# of include statements, but I put them in here so you could actually see
# them.

# =====[ Get Furb Routine ]=====
# This is the routine that buys the furb
:getfurb
send "ps"
# Limpet check.
settexttrigger 53 :yeslimpet "detected a Limpet"
settexttrigger 54 :buyfurb "Where to?"
pause
:yeslimpet
# limpet was detected, time to panic!
killalltriggers
echo ANSI_12 "***LIMPET DETECTED!!! Halting script!!!" ANSI_7
send "y"
halt

:buyfurb
# This buys the furb.
send "sbnyhyp"
# This section generates a random number to append to the furb
# This has other uses besides telling you which furb you just
# bought...but I use that in another script :)
setvar $furbname 0
getrnd $furbrand 1 999999
setvar $furbname "furb" & $furbrand
echo "***" ANSI_15 "This will be the Furb's name: " $furbname
send $furbname "*n*qq"
waitfor "blast off from"
# this grabs the ship number and xports you into it, and buys
# the holds.
send "x*"
waitfor "-----"
settexttrigger 55 :findfurbshipnum $furbname

```

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pause
:findfurbshipnum
killalltriggers
getword CURRENTLINE $furbnumb 1
echo ANSI_15 CURRENTLINE
echo "***" ANSI_15 "This is the furb ship number: " $furbnumb
waitfor "Choose which ship"
send $furbnumb "*qpsspa33*yqqq"
# this sends you back to your own ship.
send "x*" $yourship "*q"
send "wn" $furbnumb "*"
return

```

```

# =====[ Deliver Furb to Sector Routine ]=====
# This routine delivers the furb to the target sector.

```

```

:deliverfurb
waitfor "sector you move"
send "m" $sectors[$sectorcount] "*y"
# Check to make sure it's safe to warp!
gosub :twarpcheck
send "w"
# This buys you more fuel ore.
send "pt**"
# This sends you back to the Stardock
send "m" $sdsector "*y"
# Check to make sure it's safe to warp!
gosub :twarpcheck
return

```

```

# =====[ Check for safe t-warp ]=====
# This routine makes sure there is a fig at the destination.
# If there is no fig there, it stops the script.
:twarpcheck
settexttrigger 660 :safetwarp "Locked."
settexttrigger 661 :unsafetwarp "No locating beam found for sector"
pause

```

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:safetwarp
killalltriggers
send "y"
return

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:unsafetwarp
killalltriggers
send "n"
echo "***" ANSI_12 "NOT SAFE TO TWARP!!! STOPPING SCRIPT!!!" ANSI_7
halt

```

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# END OF SCRIPT

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# Script Name   : The Cabal's Primary Tripple SDT Script (_01_3_Primary_SDT.ts)
# Author        : Traitor <traitor@tw-cabal.com>
# Where to get  : www.tw-cabal.com in the scripts section. or e-mail the author.
# this script   : If you didn't get this script from www.tw-cabal.com, then I make NO
#               : promises that it will work, nor will I care. See the licence below.
# Language/App  : This script was written for TWX version 2.01 or higher
#               : See www.twxproxy.com for more information about TWX.

# What it does  : This script is an advanced SDT script.
#               : This script runs two reds at the same time through a 3 sector SDT field
#               : with bust clearing. Makes tons of cash fast. Options for self furling,
#               : or with a blue running furbs. See Notes for more detail.

# Description   : The Cabal's Secondary Tripple SDT script must be started FIRST by the other
#               : Red. Then this script is started. You must know the COLT ship numbers,
#               : and enter them when it prompts you, and you must know the name of the
#               : other Red running the script with you, and enter that in too.
#               : IF you are also planning on having a blue run furbs out to you, you must
#               : also have your blue run the Furber Tripple SDT script. The Furber script
#               : must be run before the Secondary SDT script, and before this script.
#               : The Red's name is case sensitive, and you must enter the whole name.
#               : The Blue Furber's name is case sensitive, and you must enter the whole name.
#               : This helps prevent spoofing.
#               : You start SDT in the FIRST ship number you entered and with the
#               : SECOND ship number you entered. The other red will start in the THIRD
#               : ship number you entered. Pay attention to where you AND the other red last
#               : robbed, and where you both last busted and make sure that the ships you
#               : both start in are in sectors that you can safely rob from.
#               : When you bust, it will auto kill the furb, and then tell the other red what
#               : sector you busted in, and he will SDT in his starting sector and the sector
#               : you just busted in until he busts. Then you will switch off, clearing
#               : busts until one of you runs low on turns.
#               : This script will run until you get low on turns, or when you run out of furbs.
#               : Or if you are using the furber script, it will hail the furber, and he will
#               : deliver a furb to you, so you will keep going until you run low on turns.
#               : Low turns is 24-20 turns left. See notes on how to adjust this value.

# Step by Step : This script needs the following things setup before you can run this script:
# Starting      : 1) You need 3 XXB ports and you need a colt and a planet in each sector.
# notes, or     : The ports must ALL be within range of the x-porters on the colts,
# How to run it : or you will end up NOT x-porting, and you will fake bust!!
#               : ALSO, if you are using the companion Furber script, the ports
#               : MUST be SxB ports, so the blue can get fuel!! Be sure that there
#               : are enough holds in the blue ship to make the trip BOTH ways.
#               : You may need to move the SDT area closer to SD if the blue ship can't
#               : make it back to dock!
#               : 2) You need to make sure that the ports are pre-upgraded. The script
#               : doesn't care or check how much you upgrade them, but I recommend
#               : that it there are at least 1000 units of EQ available on each port.
#               : Since you are bust clearing, there really is no limit to how much you
#               : upgrade them. The more the better. There are no stupid cycle counting
#               : in THESE scripts. They go till they nearly run out of product before a
#               : selloff. 5000+ is good. More turn efficient

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#       : 3) You need to be sure that there are at least 20-30 figs on each COLT so
#       :     they have enough figs to kill the furbs. (this is for 1000 turns. Put
#       :     more figs on each colt if you have more turns.)
#       : 4) You need to be sure that there are plenty of shields on the colts, since
#       :     this script creates Hazz when it furbs. If you get disconnected for
#       :     some reason, you want to have the shields on the colt to take a Hazz
#       :     hit when you log back in again. This is particularly dangerous in
#       :     unlimited games, with a furber, since you can end up with 100% Hazz in
#       :     the sector if you let it run long enough. Be careful. This was designed
#       :     with 1000 turn games in mind.
#       : 5) There should only be 1 planet in each sector. Also, make sure that there
#       :     are no planet scanners in the COLTS. I may fix this later. If there
#       :     is more than one planet, or planet scanners in the colts, the script
#       :     will hang. THE PLANETS MUST BE NAMED "." If you want to call them
#       :     something else, change the text trigger in line 713 to be the new
#       :     planet name. Or, you can rewrite that part of the code so it
#       :     just uses the first thing on the list. Your call. It was easier to
#       :     name them all "." :)
#       : 6) The COLTS all need to be at 250 holds. If you have less holds in them
#       :     this script won't work properly, and you will end up stealing a lot
#       :     less than you should be. Keep them at 250 holds! Check your COLTS
#       :     before you run this script.
#       : 7) TURN OFF your helper AI before you run this script. (i.e. hit the light
#       :     bulb icon in SWATH, or whatever) And turn off any sort of Haggle scripts
#       :     or you will end up going on a ride in a colt.
#       : 8) It is advisable to leave your Havoc or CFS or whatever ship you normally
#       :     cloak in in another sector besides the ones you are doing the SDT in.
#       :     Nothing is worse than trying to furb your havoc :) Later versions of
#       :     this script only attack Merfs, but this version is pretty dense.
#       : 9) Throughout the script, there are places where you can hardcode certain
#       :     values if you want to save on typing. There are notes within the
#       :     script that indicate how and where to do this.
#       : 10) The following is a walkthrough on how to use these scripts:
#       :     I) Prep the COLTS and the sectors before you run the script.
#       :         1. Colts must have 250 holds. You need 3 of them, one per sector.
#       :         2. One and only one planet per sector. Planet name must be "."
#       :         3. Must have XXB ports in each sector, and you have to upgrade them
#       :            before you start. (must be SxB ports if using the furbing
#       :            script too!)
#       :         4. You must have several Furbs left in each sector unless you are
#       :            also using the Furber script too.
#       :             a) Each furb must have at least 63 holds
#       :             b) Each furb must be personal (but they can be anyone's
#       :                Personal furb)
#       :             c) You should have about 1 furb per 100 turns in EACH sector.
#       :                MOST of the time, this is sufficient for 2 reds, unless
#       :                one of you is having a BAD day. i.e 10 furbs in each
#       :                sector if there are 1000 turns per day
#       :     II) You and the other Red start in YOUR ships, NOT the colts!
#       :         1. Your ships must be in x-port range of your colts, but
#       :            NOT in the same sectors as the COLTS.
#       :     III) The Furber (if you are using one...) starts his script first.
#       :     IV) The other red starts his script next.
#       :     V) You start your script, and enter all the information it asks for.

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#       :   VI) The scripts will synchronize up, and you are making $$$!
#       :   VII) When one of you gets low on turns, or you run out of furbs,
#       :   ths scripts stop.

# Notes and : Requires The Cabal's Secondary Tripple SDT script to be run by another
# Warnings  : Red in your corp. (_01_3_Secondary_SDT.ts)
#       : Optionally requires The Cabal's Furber Tripple SDT script if you want to have
#       : a blue run furbs out to you. (_01_3_Furber_SDT.ts)
#       : YOU MUST TURN OFF THE HELPER FUNCTION IN YOUR HELPER (i.e. Swath), or you
#       : get hosed.
#       : You must turn off Animations and ANSI (CN1 and CN2 MUST be OFF)
#       : You MAY want to also silence FEDCOM (CN5) to help prevent spoofing.
#       : Do NOT silence ALL messages, since you need to recieve hails for this
#       : script to work.
#       : Do NOT set Abort display on keys to ALL!! (CN9) It must be set to "Space"!
#       : Requires that there be furbs available in the sectors. I recommend at least
#       : 1 per sector for each 100 turns per day. So if you have 1000 turns per day,
#       : then you will want 10 furbs at each sector. You PROBABLY won't use all the
#       : furbs, but I have seen cases where both reds kept busting in the SAME sector,
#       : and ended up using 10 furbs in 1000 turns, even though they only had 5 busts
#       : each, which is not bad, really. This is not necessary if you have a corpie
#       : running the furbing script.
#       : This script assumes that you have full holds in each COLT.
#       : If you do not have enough experience to steal full holds, it will steal
#       : as much as your experience allows. It checks your experience at the start
#       : and after every sell-off and after busts.
#       : If you plan on running this in an unlimited game, it will work just fine,
#       : but you need to keep in mind that each time you kill a furb, it makes
#       : 1% Nav Hazz. This is a problem if you are using a furber to run furbs
#       : out to you, because eventually the Hazz gets to 100%, and you will loose
#       : lots of figs to the hazz, and possibly pod your blue. I don't recommend
#       : this script for games with more than 10,000 turns, unless you move around
#       : occasionally.
#       : This script stops running when one of the reds gets low on turns. That setting
#       : is the $lowturns variable, located in line 257. By default, the setting is
#       : 20, but that means that you will stop running the script with between 20 and
#       : 16 turns left, depending on when you hit the check for low turns. If you are
#       : want to leave more turns for yourself, then change the value.
#       : This script creates files on your computer! It creates a bust log, so you can
#       : track your busts. It's timestamped. The file is called bustfile1.txt, and it
#       : will appear in your default TWX directory. If you don't want the file placed
#       : on your PC, then you should remark out lines 193 to 196 and lines 408,425,491,
#       : 508, and 840. I find the logging useful, but whatever...
#       : This script uses a very aggressive Haggle Routine. The VERY FIRST time you
#       : haggle with each port, it may spend a few turns trying to figure out the maximum
#       : price that the port will accept. The better the port, the less turns it uses
#       : trying to figure this part out. A port with a -65 MCIC (The best possible!)
#       : will buy product at 1.34 times their offer, so if it offers 100,000 creds, it
#       : may take 134,000 credits as your first counter offer. I call that 1.34 number
#       : the Asking Price Multiplier, or APM. Once the script determines the APM, it
#       : will use that value every other time it haggles. It is always worth the few
#       : extra turns spent calculating this value, as it maximizes your profit over
#       : the long term.

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# Disclaimer : As always, if you end up getting killed using this script, don't come crying to
#            : me about it. I make no promises that it will work as intended, or that you
#            : are smart enough to figure out how to properly use it. Don't e-mail me with
#            : your problems, cause I don't care. If you think you have found a bug with my
#            : script, then send me the error message, the line number and a brief description
#            : of what you were doing when the error happened, and I'll look into it.
#            : But if it sends you off to some random sector, or you die from hazz, or whatever,
#            : that is your problem, not mine. You have been warned.

# License info : This script is freeware, and it can be modified and distributed as you see fit as
#              : provided a) you don't claim that YOU originally wrote this script. b) if you do
#              : distribute modified versions of this script that you put your name and
#              : contact info in the documentation part of this script, and you document ANY
#              : changes you make. c) You may NOT use this in any way for profit of any kind.
#              : If you are playing for money, DO NOT USE MY SCRIPT! You may use this script in
#              : tournaments as long as there are no prizes other than bragging rights.

# =====[ Prompt Check! ]=====
# Checks to make sure you are starting at the Command Prompt
cutText CURRENTLINE $location 1 7

if ($location <> "Command")
    echo ANSI_12 "Must be run from the command menu, moron!"
    halt
end

# =====[ Turn off Logging ]=====
# Turning off TWX logging
logging off

# =====[ Get Timestamp Info ]=====
getdate $date
gettime $time
replacetext $date "/" "-"
write bustfile1.txt $date & " " & $time

# =====[ show EGO banner :- ) ]=====
echo "***" ANSI_1 "    --" ANSI_9 "===| " ANSI_11 "The Cabal's Primary Tripple SDT Script v1.1.0" ANSI_9 "
|=== " ANSI_1 "--*"
echo ANSI_1 "    --" ANSI_9 "===| " ANSI_11 "Last edited March 31, 2003" ANSI_9 " |=== " ANSI_1 "--*"
echo ANSI_1 "    --" ANSI_9 "===| " ANSI_11 "By " ANSI_12 "Traitor" ANSI_9 " |=== " ANSI_1 "--
**"

echo ANSI_10 "    This script is freeware and may be distributed or revised.*"
echo ANSI_10 "    But check the notes first.*"
echo ANSI_13 "!!! Please read the Notes and Warnings at the top of the script before using !!!"
echo ANSI_12 "    !!! IF YOU ARE RUNNING SWATH, TURN OFF THE HELPER NOW !!!" ANSI_10
echo ANSI_10 "    NOW TWX V2.X compatable!!**" ANSI_7

# =====[ GET USER DATA ]=====
# User enters data manually here
:getdata
# The next three lines are for the steal factor. If you want, you can rem out the
# next two lines and un-remark the third line if you usually only play MBBS or
# Gold. Personally I just hardcode the value for the game.

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# So, you want to remark out line 217 and un-remark line 218 and change the
# number on line 218 to match the games steal settings.
echo "***" ANSI_15 "The steal factor is 21 for MBBS, or 30 for Classic*"
getinput $stealfactor "Enter the Steal factor:" 0
# setvar $stealfactor 21
# these are the Ship numbers.
getinput $colt1num "Enter the ship number of colt1:" 0
getinput $colt2num "Enter the ship number of colt2:" 0
getinput $colt3num "Enter the ship number of colt3:" 0
# This section gets your other corpie's names. You can hardcode these if you
# want by remarking out the getinput lines and un-remarking the line
# below them.
# So, you want to remark out line 229 and un-remark line 230 and change the
# name on line 230 to match your Red corpie's name.
echo "***Remember, the names are CASE SENSITIVE!!!**"
getinput $red2name "Enter the name of the other red: " 0
# setvar $red2name "Traitor"
# The getlength line below is to deal with people who put spaces in their names.
# There may be a better way of dealing with this, but this does work.
getlength $red2name $rednamelen
echo "***Will there be a Blue furbing you? (y/n):*"
getconsoleinput $isfurber 1
if $isfurber = "y"
    echo "***Remember, the names are CASE SENSITIVE!!!**"
# The following line get's your Furber's name (if you are using a furber)
# If you want to hardcode this player's name, you want to remark out
# line 242 and un-remark line 243 and change the name on line 243
# to match your Furber's name.
    getinput $furbername "Enter the name of the furber: " 0
#    setvar $furbername "Traitor"
    getlength $furbername $furbernamelen
    goto :othervars
else
    goto :othervars
end

# -----[ Get Other Variables ]-----
# Setting up the other variables here
:othervars
# Here is where you can adjust the minimum number of turns that you leave yourself
# Set $lowturns to however many turns you want to have left, +4 turns. (i.e. if
# you NEED a minimum of 20 turns left, then you should set $lowturns to 24, and the
# script will stop when you have between 24 and 20 turns left)
setvar $lowturns 20
# These variables are here to keep track of the colts, and who is in what colt.
setvar $lastship $colt2num
setvar $currship $colt1num
setvar $waitship $colt3num
setvar $tempship1 $currship
setvar $tempship2 $lastship
# These variables are here to keep track of the Asking Price Multiplier (APM)
# of each port.
setvar $ship1APM 134
setvar $ship2APM 134

```



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setvar $ship3APM 134
```

```
# ----====[ Sync up with the other Red ]====----
# ==== [ Hail other red and pass on ship and furber info ]====
send "=" & $red2name & "*"
send "You are Red 2*"
send "You get into ship " & $waitship & "*"
send "All Ship Numbers: " & $colt1num & " " & $colt2num & " " & $colt3num "*"
send "Stealfactor is " & $stealfactor & "*"
if $isfurber = "y"
    send "Furber ON " & $furbername " :::**"
else
    send "Furber OFF**"
end
```

```
# ==== [ Wait for other red to respond and check for spoofing ]====
:checkforred
settextlinetrigger 30 :Red2AckShipInfo "Incoming transmission from"
pause
:Red2AckShipInfo
killtrigger 30
# This section checks the red's name, and here is how I deal with spaces,
# by getting the length of the name, I can make sure someone else isn't
# trying to spoof. It's still possible to spoof, but it's more trouble
# than it's worth in my opinion, so it shouldn't be an issue.
cuttext currentline $tempname 28 $rednamelen
if $tempname = $red2name
    settextlinetrigger 31 :red2ready "I am in ship "
    pause
    :red2ready
    killtrigger 31
    getword CURRENTLINE $red2ship 5
    echo "***" $red2ship
    if $isfurber = "y"
        goto :setupfurber
    else
        send "x" $currship "*q"
        goto :start
    end
else
    # if the name doesn't match, then it resets and waits for the proper person
    # to hail you.
    killalltriggers
    echo "*Name Mismatch, ignoring"
    echo "***tempname " $tempname
    echo "***red2name " $red2name
    goto :checkforred
end
```

```
# ==== [ Hail Furber and pass on ship, sector and other red name ]====
:setupfurber
send "=" & $furbername & "*"
send "You are the furber*"
send "ship1 ID " & $colt1num & "*"
```

```

send "ship2 ID " & $colt2num & "*"
send "ship3 ID " & $colt3num & "*"
# The line below appends 3 :s at the end of the redname. This is so I can deal
# with the possible spaces in their names. If your corpie has 3 :s in his name
# then he needs to change his name, or you need to change the following line
# to some other pattern in this script AND in the furber script.
send "Red2 name is: " & $red2name & " :::*"

```

```

# =====[ Wait for Furber to respond and check for spoofing ]=====
:checkforfurber
settextlinetrigger 32 :furberAck "Incoming transmission from"
pause
:furberAck
killtrigger 32
cuttext currentline $tempname 28 $furbernamelen
if $tempname = $furbername
    settextlinetrigger 33 :furberready "I am ready"
    pause
    :furberready
    killtrigger 33
    send "x" $currship "*"q"
    goto :start
else
    killalltriggers
    echo "*Name Mismatch, ignoring"
    echo "***tempname " $tempname
    echo "***furbername " $furber
    goto :checkforfurber
end

```

```

# -----[ MAIN Routine ]-----
# This is the main routine
# =====[ Start ]=====
# short and sweet!
:start
gosub :turnsandexp
goto :robcycle

```

halt

```

# -----[ Subroutines ]-----
# =====[ Rob Cycle Subroutine ]=====
# This is the heart of the program, the robcycle.
:robcycle
killalltriggers
# The first steal attempt
send "pr*s"
settextlinetrigger 5 :checkavaileq1 "Equipment Buying"
pause
:checkavaileq1
# This section checks your experience and checks to see how many holds
# you can steal. If you can steal more than 250 holds, it sets it to
# 250. This is based off the stealfactor value you entered.
killtrigger 5

```

```

getword CURRENTLINE $eqondock 4
setvar $holds $experience
divide $holds $stealfactor
if $holds > 250
    setvar $holds 250
end
# This checks to make sure there are enough holds on the dock to steal
# the maximum amount for the NEXT time you steal. If there is not, it
# sets a flag to go to the selloff routine before you try to steal there
# again. This is how it knows to run the sell offs.
subtract $eqondock $holds
if $eqondock < $holds
    setvar $sell1flag 1
end

# This is where it actually steals the EQ, and waits for the results.
send "3" $holds "*"
settexttrigger 1 :nobust "Success!"
settexttrigger 2 :busted "Suddenly you're Busted!"
settexttrigger 6 :notenougheq1 "There aren't that many holds of Equipment"
pause

```

```

# [ Not Enough EQ on port! ]
# There isn't enough eq on the port. Takes you to Selloff
# then back to the beginning of the robcycle.
:notenougheq1
killtrigger 2
killtrigger 1
killtrigger 6
gosub :planettrade
goto :robcycle

```

```

# [ Busted! At First Port ]
# You busted. Logs the bust to the log file, and either autofurbs,
# or hails the furber if you have one. It then tells the other red
# to go active.
:busted
killtrigger 2
killtrigger 1
killtrigger 6
gettime $time
write bustfile1.txt $time & " Busted: " & $currship
if $isfurber = "y"
    gosub :hailfurb
else
    gosub :refurb
end
send "x" $lastship "*q"
gosub :planettrade
goto :makeRed2active

```

```

# [ Not Busted At First Port ]
# You didn't bust. Logs the success to the logfile, and dumps
# the equipment on the planet, then x-ports to the other COLT.

```

```

# If it is necessary to do a selloff, it does that here.
:nobust
killtrigger 2
killtrigger 1
killtrigger 6
gettime $time
write bustfile1.txt $time & " Success: " & $currship
send "ltnl3*q"
waitfor "Blasting off from"
# If it is necessary to do a selloff, it does that here.
if $sell1flag = 1
    setvar $sell1flag 0
    gosub :planettrade
    gosub :turnsandexp
end
send "x" $lastship "*q"
setvar $lastship $tempship1
setvar $currship $tempship2
goto :robcyclepart2

# [ Part 2 of Robcycle ]
# this is where you attempt to rob from the second port.
:robcyclepart2
send "pr*s"
setttextlinetrigger 8 :checkavaileq2 "Equipment Buying"
pause

:checkavaileq2
# This section checks your experience and checks to see how many holds
# you can steal. If you can steal more than 250 holds, it sets it to
# 250. This is based off the stealfactor value you entered.
# this is just like the routine above, and I could have made them
# subroutines, but it's easier to cut and paste than it is to figure
# out a way to use subroutines and still keep track of the ship numbers.
# Feel free to rewrite this if you want...
killtrigger 8
getword CURRENTLINE $eqondock 4
setvar $holds $experience
divide $holds $stealfactor
if $holds > 250
    setvar $holds 250
end
# This checks to make sure there are enough holds on the dock to steal
# the maximum amount for the NEXT time you steal. If there is not, it
# sets a flag to go to the selloff routine before you try to steal there
# again. This is how it knows to run the sell offs.
subtract $eqondock $holds
if $eqondock < $holds
    setvar $sell2flag 1
end

# This is where it actually steals the EQ, and waits for the results.
send "3" $holds "*"
setttexttrigger 3 :nobust2 "Success!"

```

```
settexttrigger 4 :busted2 "Suddenly you're Busted!"
settexttrigger 7 :notenougheq2 "There aren't that many holds of Equipment"
pause
```

```
# [ Not Enough EQ on port! ]
# There isn't enough eq on the port. Takes you to Selloff
# then back to the 2nd part of the robcycle.
:notenougheq2
killtrigger 3
killtrigger 4
killtrigger 7
gosub :planettrade
goto :robcyclepart2

# [ Busted! At Second Port ]
# You busted. Logs the bust to the log file, and either autofurbs,
# or hails the furber if you have one. It then tells the other red
# to go active.
:busted2
killtrigger 3
killtrigger 4
killtrigger 7
gettime $time
write bustfile1.txt $time & " Busted: " & $currship
if $isfurber = "y"
    gosub :hailfurb
else
    gosub :refurb
end
send "x" $lastship "*q"
gosub :planettrade
goto :makeRed2active
```

```
# [ Not Busted At Second Port ]
# You didn't bust. Logs the success to the logfile, and dumps
# the equipment on the planet, then x-ports to the other COLT.
# If it is necessary to do a selloff, it does that here.
:nobust2
killtrigger 3
killtrigger 4
killtrigger 7
gettime $time
write bustfile1.txt $time & " Success: " & $currship
send "ltnl3*q"
waitfor "Blasting off from"
# If it is necessary to do a selloff, it does that here.
if $sell2flag = 1
    setvar $sell2flag 0
    gosub :planettrade
    gosub :turnsandexp
end
send "x" $lastship "*q"
setvar $lastship $tempship2
setvar $currship $tempship1
```

```

if $turnsleft = "Unlimited"
    goto :robcycle
elseif $turnsleft < $lowturns
    goto :cloakout
else
    subtract $turnsleft 4
    goto :robcycle
end

```

```

# =====[ Make Red 2 Active and wait for Red 2 to bust ]=====
# This is the subroutine that makes the second red active, and
# puts you in waiting mode.
:makeRed2active
killalltriggers
# these echos help you keep track of where you were in the event that
# the scripts get interrupted for whatever reason. They aren't necessary
# but I find them handy. Feel free to delete lines 540, 541, 542, and
# 546 if they bug you.
echo "***At Make Red 2 Active"
echo "*Current ship: " & $currship
echo "*Last Ship: " & $lastship
setvar $lastbust $currship
setvar $currship $lastship
setvar $tempship1 $currship
echo "*New Current ship: " & $currship

# this is where you actually tell the other red where you busted,
# and what ship they should use besides the one they are already in.
send "=" & $red2name & "*"
send "I busted in ship " & $lastbust & "*"
send "Waiting for you to bust*"

# [ Waiting ]
# Now you wait for the other red to hail you and tell you they busted,
# or that they are out of turns.
settextlinetrigger 50 :waitforredbust "Incoming transmission from"
pause

:waitforredbust
killtrigger 50
cuttext currentline $tempname 28 $rednamelen
if $tempname = $red2name
    # did they bust, or run low on turns?
    settextlinetrigger 51 :getnewshipnum "I busted in ship "
    settextlinetrigger 52 :otherlowturns "I am low on turns"
    pause
    :getnewshipnum
    killtrigger 52
    killtrigger 51
    # This is where you get your new ship number from.
    getword CURRENTLINE $lastship 5
    setvar $tempship2 $lastship

```

```

    goto :start
else
    echo "*Name Mismatch, ignoring"
    echo "***Got this for tempname " $tempname
    echo "***Expected this instead red2name " $red2name
    goto :waitforredbust
end

# =====[ SELF Furb Subroutine ]=====
# This is where you furb your COLT. It's not real bright tho
# it expects there to be a merf at the top of the attack display
# list. If one is not there, it will pause and wait for manual
# user intervention.
:refurb
send "d"
settexttrigger 40 :furbthere "Merchant Freighter"
settexttrigger 41 :nofurbsthere "Warps to Sector(s)"
pause
:furbthere
killtrigger 40
killtrigger 41
send "a"
waitfor "unmanned Merchant Freighter"
send "y9*"
settexttrigger 42 :gotfurb "salvaged these cargo holds:"
pause
:gotfurb
killtrigger 42
return

# =====[ NO FURBS!! ]=====
# if there are no furbs waiting for you, the script halts.
# Try to be better prepared next time :)
:nofurbsthere
killtrigger 40
killtrigger 41
echo ANSI_12 "*****There are no more furbs!!! Halting script!!!*****"
halt

# -----[ Call for Furb ]-----
# If you are using a Furber, this routine is activated and your blue
# will deliver a shiny new furb to your location.
# =====[ Call in a Furb ]=====
# this section calls the furber, then waits for him to leave.
# it is assumed that he left you a furb.
:hailfurb
send "=" & $furbername & "*"
send "I busted in ship " & $currship "***"
settexttrigger 70 :furbergone "ship vanishes from scanners"
pause

:furbergone
# now that the furber is gone, you furb the COLT.
killtrigger 70

```

```

send "a"
settexttrigger 72 :checkiffurb "(Y/N)"
pause
:checkiffurb
killtrigger 72
# this part checks to see if there really is a furb there, and
# not some other kind of ship. If there is no furb there at all,
# the script hangs and waits for manual user input.
gettext CURRENTLINE $testiffurb "unmanned " " ("
if $testiffurb = "Merchant Freighter"
    send "y9*"
    settexttrigger 71 :gotfurb2 "salvaged these cargo holds:"
    pause
    :gotfurb2
    killtrigger 71
    return
else
    send "n"
    settexttrigger 72 :checkiffurb "(Y/N)"
    pause
end

# =====[ Check Turns and Experience Subroutine ]=====
# this is the routine that checks your experience and sets the
# turn counter. It is checked everytime you do a selloff.
:turnsandexp
killalltriggers
send "i"
waitfor "<Info>"
settexttrigger 20 :getexp "Rank and Exp"
pause
    :getexp
    killtrigger 20
    getword CURRENTLINE $experience 5
    striptext $experience ","

waitfor "Corp"
settexttrigger 21 :getturns "Turns left"
pause
    :getturns
    killtrigger 21
    getword CURRENTLINE $turnsleft 4
    if $turnsleft = "Unlimited"
        return
    end
    if $turnsleft > $lowturns
        return
    else
        goto :cloakout
    end

# =====[ Out Of Turns Subroutines ]=====
# there was some code here that had the furber cloak tow you to fed,
# but that has been removed, and now all it does is stop the script

```



```

# It's up to you to figure out how to park yourself.
:cloakout
killalltriggers
send "=" & $red2name & "*"
send "I am low on turns*"
if $isfurber = "y"
    send "=" & $furbername & "*"
    send "I am low on turns*"
end
echo ANSI_12 "****LOW ON TURNS!! STOPPING SCRIPT****" ANSI_7
halt

:otherlowturns
killalltriggers
echo ANSI_10 "****Other Red low on turns. Stopping script!****" ANSI_7
halt

# ----====[ NEW IMPROVED PLANET TRADE SUBROUTINE ]=====
# =====[ Grab Port's Asking Price Multiplier (APM) values ]=====
# This part checks for the ship number, and associates it
# with a port's APM
:planettrade
killalltriggers
if $currship = $colt1num
setvar $APMvar $ship1APM
elseif $currship = $colt2num
setvar $APMvar $ship2APM
else
setvar $APMvar $ship3APM
end

:dockatport
# This is where you dock at the port and start negotiation
send "pn"
waitfor "Registry#"
settextlinetrigger 90 :planetid "."
pause

:planetid
# this is where you grab the planet number
killtrigger 90
gettext CURRENTLINE $planetnum "<" ">"
send $planetnum "*"
# these triggers determine if there is any product on the port
# if there is, it grabs starting credits
settexttrigger 91 :getstartcreds "credits."
settexttrigger 92 :nonetobuy "You don't have anything on that planet they want to buy"
pause

:nonetobuy
# The planet has nothing on it, so the script goes back
killtrigger 91
killtrigger 92
echo "***NONE TO BUY!!! Returning!!*"

```

return

:getstartcreds

this picks up your starting credits

killtrigger 91

killtrigger 92

getword CURRENTLINE \$startcreds 3

this checks to see if you have anything to sell on the planet

settextlinetrigger 93 :howmanybuy "We are buying up to"

pause

:howmanybuy

this grabs the number of units the port is buying, and how many you can sell

killtrigger 93

getword CURRENTLINE \$portbuyqty 6

getword CURRENTLINE \$planetqty 9

settexttrigger 94 :howmanysell "]"?"

pause

:howmanysell

killtrigger 94

gettext CURRENTLINE \$wesellqty "[" "]"

send "*"

this part grabs the price the port is offering

settextlinetrigger 95 :haggle "We'll buy them for"

pause

:haggle

killtrigger 95

getword CURRENTLINE \$portoffer1 5

this part removes the extra characters from the variables.

striptext \$portoffer1 ","

striptext \$portbuyqty "."

striptext \$startcreds ","

this is the overly complicated math part :)

I'm basically figuring out the per unit cost, then

multiplying that by the APM variable, then multiplying

that by the total number of holds you are selling.

then sending that offer to the port

setvar \$perunitcost \$portoffer1

divide \$perunitcost \$wesellqty

setvar \$ouroffer1 \$perunitcost

multiply \$ouroffer1 \$APMvar

divide \$ouroffer1 100

multiply \$ouroffer1 \$wesellqty

send \$ouroffer1 & "*"

:counteroffer

This part waits for the response from the port to see if

the port takes my initial offer.

settextlinetrigger 96 :haggle2 "We'll buy them for"

```
settextlinetrigger 97 :finaloffer "Our final offer is"
settextlinetrigger 98 :tradedone "You have"
pause
```

```
:haggle2
# The port didn't take my offer, but it's still willing to haggle
# So, I'm dropping my price some. I am taking the difference between
# their first offer, and their second offer, multiplying it by .6,
# then subtracting whatever is left from my first offer.
# i.e. 1st offer is 90,000 creds, 2nd offer is 100,000 creds,
# I take  $100,000 - 90,000 = 10,000$ .  $10,000 * .6 = 6,000$ 
# I drop my offer by 6,000.
# Then setting up the variables to keep track of their last offer,
# so I can compare that to their NEXT offer.
# then I'm sending my offer to them again
killtrigger 96
killtrigger 97
killtrigger 98
getword CURRENTLINE $portoffer2 5
striptext $portoffer2 ","
setvar $soldoffer $portoffer2
subtract $portoffer2 $portoffer1
multiply $portoffer2 6
divide $portoffer2 10
subtract $ouroffer1 $portoffer2
send $ouroffer1 & "*"
setvar $portoffer1 $soldoffer
goto :counteroffer
```

```
:finaloffer
# The port didn't take my offer, and is offering it's final price.
# Now, I'm dropping my price as above, but buy 2.5 times the difference
# i.e. 1st offer is 90,000 creds, 2nd offer is 100,000 creds,
# I take  $100,000 - 90,000 = 10,000$ .  $10,000 * 2.5 = 25,000$ 
# I drop my offer by 25,000.
# Trust me, this works!
killtrigger 96
killtrigger 97
killtrigger 98
getword CURRENTLINE $portoffer2 5
striptext $portoffer2 ","
setvar $soldoffer $portoffer2
subtract $portoffer2 $portoffer1
multiply $portoffer2 25
divide $portoffer2 10
subtract $ouroffer1 $portoffer2
send $ouroffer1 & "*"
setvar $portoffer1 $soldoffer
goto :counteroffer
```

```
:tradedone
# Well, they either took my last offer, or totally rejected it.
# I compare the amount of starting cash and compare that to the
# amount of ending cash. If they are the same, then they didn't
```

```

# take my offers at all, and I redo the port trade.
# BUT, I now lower the APM by 1.
killtrigger 96
killtrigger 97
killtrigger 98
getword CURRENTLINE $endcreds 3
striptext $endcreds ","
subtract $endcreds $startcreds
if $endcreds > 0
    gettime $time
    # This is another file write! Tracks profit.
    write bustfile1.txt $time & " Profit from trade: " & $endcreds & " ship #: " & $currship
    goto :setnewAPM
    halt
else
    subtract $APMvar 1
    goto :dockatport
end

:setnewAPM
# here is where I set the APM numbers in case there was a change.
# So the next time it does a trade, it will use the number that works,
# and not waste turns.
if $currship = $colt1num
setvar $ship1APM $APMvar
elseif $currship = $colt2num
setvar $ship2APM $APMvar
else
setvar $ship3APM $APMvar
end

return

# End of Script
# Congrats for making it this far. Hopefully you learned something in the process!
# Happy Hunting! -Traitor 4/27/03

```

```

# Script Name   : The Cabal's Secondary Tripple SDT Script (_01_3_Secondary_SDT.ts)
# Author        : Traitor <traitor@tw-cabal.com>
# Description    : SDT money making script for reds.

# What it does   : This script is an advanced SDT script.
#                : This script runs two reds at the same time through a 3 sector SDT field
#                : with bust clearing. Makes tons of cash fast.

# How to run it : The script is started first, then the Cabal's Secondary Tripple SDT script
#                : must be started by the other Red.
#                : The Red's name is case sensitive, and you must enter the whole name.
#                : This helps prevent spoofing. The script will then x-port you to the
#                : THIRD ship and wait for the first red to bust. Then you start your SDT.
#                : When you bust, it will auto kill the furb, and then tell
#                : the other red what sector you busted in, and he will SDT until he busts,
#                : or runs low on turns. This script will run until you get low on turns,
#                : or when you run out of furbs.

# Notes          : Requires The Cabal's Primary Tripple SDT script to be run by another
#                : Red in your corp.
#                : This script needs the following things setup before you can run this script:
#                : 1) You need 3 XXB ports and you need a colt and a planet in each sector.
#                :     The ports must ALL be within range of the x-porters on the colts,
#                :     or you will end up NOT x-porting, and fake busting!!
#                : 2) You need to make sure that the ports are pre-upgraded. The script
#                :     doesn't care or check how much you upgrade them, but I recommend
#                :     that it there are at least 1000 units of EQ available on each port.
#                : 3) You need to be sure that there are 20-30 figs on each COLT so they have
#                :     enough figs to kill the furbs.
#                : 4) You need to be sure that there are plenty of shields on the colts, since
#                :     this script creates Hazz when it furbs. If you get disconnected for
#                :     some reason, you want to have the shields on the colt to take a Hazz
#                :     hit when you log back in again.
#                : 5) There should only be 1 planet in each sector. Also, make sure that there
#                :     are no planet scanners in the COLTS. I may fix this later. Now, if
#                :     there is more than one planet, or planet scanners in the colts, the
#                :     script will hang.
#                : Requires that there be furbs available in the sectors. I recommend at least
#                : 1 per sector for each 100 turns per day. So if you have 1000 turns per day,
#                : then you will want 10 furbs at each sector. You PROBABLY won't use all the
#                : furbs, but I have seen cases where both reds kept busting in the SAME sector,
#                : and ended up using 10 furbs in 1000 turns, even though they only had 5 busts
#                : each, which is not bad, really.
#                : Each red must start in their own ship, and be ready to x-port into the COLTS.
#                : This script assumes that you have full holds in each COLT.
#                : If you do not have enough experience to steal full holds, it will steal
#                : as much as your experience allows. It checks your experience at the start
#                : and after every sell-off and after busts. It assumes that you are playing
#                : in MBBS mode, and uses the $stealfactor variable to calculate the maximum
#                : number of holds you can safely steal. It's default is 22 (for a bit of
#                : safty incase of bad rounding) but you may need to change that if you are
#                : playing in a non-mbbs game. Check the settings and change the variable
#                : located in line 116 if you need too.

```

```

#      :

# -----[ Prompt Check! ]-----
# Checks to make sure you are starting at the Command Prompt
cutText CURRENTLINE $location 1 7

if ($location <> "Command")
    echo ANSI_12 "Must be run from the command menu, moron!"
    halt
end

# -----[ Turn off Logging ]-----
# Turning off TWX logging
logging off

# -----[ Get Timestamp Info ]-----
getdate $date
gettime $time
replacetext $date "/" "-"
write bustfile2.txt $date & " " & $time

# -----[ show EGO banner :- ) ]-----
echo "***" ANSI_1 "    --" ANSI_9 "===| " ANSI_11 "The Cabal's Secondary Tripple SDT Script v1.1.0" ANSI_9 "
|=== " ANSI_1 "--*"
echo ANSI_1 "          --" ANSI_9 "===| " ANSI_11 "Last edited March 31, 2003" ANSI_9 " |=== " ANSI_1 "--*"
echo ANSI_1 "          --" ANSI_9 "===| " ANSI_11 "By " ANSI_12 "Traitor" ANSI_9 " |=== " ANSI_1 "--
**"
echo ANSI_10 "      This script is " ANSI_12 "not " ANSI_10 "freeware and may " ANSI_12 "not " ANSI_10 "be
distributed*"
echo ANSI_10 "      or revised without written permission from the author.*"
echo "*" ANSI_13 "!! Please read the Notes and Warnings at the top of the script before using !!***"
echo "*" ANSI_12 "      !!! IF YOU ARE RUNNING SWATH, TURN OFF THE HELPER NOW !!!***"
ANSI_10

# =====[ Getting data from Red 1 ]=====
echo "***Remember, the names are CASE SENSITIVE!!!"
getinput $red1name "Enter the name of the PRIMARY red: " 0
getlength $red1name $rednamelen
echo ANSI_10 "***Waiting for Red 1 to start script***" ANSI_7
:getdata
settextlinetrigger 10 :getinfo1 "transmission from"
pause
:getinfo1
killtrigger 10
cuttext CURRENTLINE $tempname 28 $rednamelen
if $tempname = $red1name
    settextlinetrigger 31 :setupred1vars "You are Red 2"
    pause
    :setupred1vars
    killtrigger 31
    settextlinetrigger 33 :getcurrshipnum "You get into ship"
    pause
    :getcurrshipnum
    killtrigger 33

```

```

getword CURRENTLINE $tempship1 5
echo "***My ship number: " $tempship1 "***"
settextlinetrigger 32 :getallshipnums "All Ship Numbers:"
pause
:getallshipnums
killtrigger 32
getword CURRENTLINE $colt1num 4
getword CURRENTLINE $colt2num 5
getword CURRENTLINE $colt3num 6
settextlinetrigger 35 :getstealsetting "Stealfactor is"
pause
:getstealsetting
killtrigger 35
getword CURRENTLINE $stealfactor 3
settextlinetrigger 34 :furberinfo "Furber"
pause
:furberinfo
getword CURRENTLINE $furbstate 2
if $furbstate = "ON"
    gettext CURRENTLINE $furbername "Furber ON " " :::"
    setvar $isfurber "y"
else
    setvar $isfurber "n"
end
goto :othervars
else
    killalltriggers
    echo "*Name Mismatch, ignoring"
    echo "***tempname " $tempname
    echo "***red1name " $red1name
    goto :getdata
end

goto :othervars

# -----[ Get Other Variables ]-----
# Setting up the other variables here
:othervars
# These variables are here to keep track of the Asking Price Multiplier (APM)
# of each port.
setvar $ship1APM 134
setvar $ship2APM 134
setvar $ship3APM 134
# This line sets up which ship to get into.
setvar $currship $tempship1
send "x" $currship "*q"
send "=" $red1name "*"
send "I am in ship " & $currship "***"
echo "***Waiting for Red 1 to send me bust info...***"

:checkforred1
settextlinetrigger 30 :Red1sends "transmission from"
pause

```

```

:Red1sends
killtrigger 30
cuttext currentline $tempname 28 $rednamelen
if $tempname = $red1name
settextlinetrigger 31 :red1busts "I busted in ship"
pause
:red1busts
killtrigger 31
getword CURRENTLINE $tempship2 5
echo "***this is my other ship" $tempship2
setvar $currship $tempship1
setvar $lastship $tempship2
goto :start
else
killalltriggers
echo "*Name Mismatch, ignoring"
echo "***tempname " $tempname
echo "***red1name " $red1name
goto :checkforred1
end

# -----[ MAIN Routine ]-----
# This is the main routine
# =====[ Start ]=====
:start
gosub :turnsandexp
goto :robcycle

halt

# -----[ Subroutines ]-----
# =====[ Rob Cycle Subroutine ]=====
:robcycle
killalltriggers
send "pr s"
settextlinetrigger 5 :checkavaileq1 "Equipment Buying"
pause
:checkavaileq1
getword CURRENTLINE $eqondock 4
setvar $holds $experience
divide $holds $stealfactor
if $holds > 250
setvar $holds 250
end
subtract $eqondock $holds
if $eqondock < $holds
setvar $sell1flag 1
end

send "3" $holds "*"
settexttrigger 1 :nobust "Success!"
settexttrigger 2 :busted "Suddenly you're Busted!"
settexttrigger 6 :notenougheq1 "There aren't that many holds of Equipment"

```


pause

```
# [ Not Enough EQ on port! ]
:notenougheq1
killalltriggers
gosub :planettrade
goto :robcycle

# [ Busted! At First Port ]
:busted
killalltriggers
gettime $time
write bustfile2.txt $time & " Busted: " & $currship
if $isfurber = "y"
    gosub :hailfurb
else
    gosub :refurb
end
send "x" $lastship "*q"
gosub :planettrade
goto :makeRed1active

# [ Not Busted At First Port ]
:nobust
killtrigger 2
gettime $time
write bustfile2.txt $time & " Success: " & $currship
send "ltnl3*q"
waitfor "Blasting off from"
if $sell1flag = 1
    setvar $sell1flag 0
    gosub :planettrade
    gosub :turnsandexp
end
send "x" $lastship "*q"
setvar $lastship $tempship1
setvar $currship $tempship2
goto :robcyclepart2

# [ Part 2 of Robcycle ]
:robcyclepart2
send "pr s"
settextlinetrigger 8 :checkavaileq2 "Equipment Buying"
pause

:checkavaileq2
getword CURRENTLINE $eqondock 4
setvar $holds $experience
divide $holds $stealfactor
if $holds > 250
    setvar $holds 250
end
subtract $eqondock $holds
if $eqondock < $holds
```

```
setvar $sell2flag 1
end

send "3" $holds "*"
settexttrigger 3 :nobust2 "Success!"
settexttrigger 4 :busted2 "Suddenly you're Busted!"
settexttrigger 7 :notenougheq2 "There aren't that many holds of Equipment"
pause
```

```
# [ Not Enough EQ on port! ]
:notenougheq2
killalltriggers
gosub :planettrade
goto :robcyclepart2

# [ Busted! At Second Port ]
:busted2
killalltriggers
gettime $time
write bustfile2.txt $time & " Busted: " & $currship
if $isfurber = "y"
    gosub :hailfurb
else
    gosub :refurb
end
send "x" $lastship "*q"
gosub :planettrade
goto :makeRed1active
```

```
# [ Not Busted At Second Port ]
:nobust2
killtrigger 4
gettime $time
write bustfile2.txt $time & " Success: " & $currship
send "ltnl3*q"
waitfor "Blasting off from"
if $sell2flag = 1
    setvar $sell2flag 0
    gosub :planettrade
    gosub :turnsandexp
end
send "x" $lastship "*q"
setvar $lastship $tempship2
setvar $currship $tempship1
if $turnsleft = "Unlimited"
    goto :robcycle
elseif $turnsleft < 16
    goto :cloakout
else
    subtract $turnsleft 4
    goto :robcycle
end
```

```
# =====[ Make Red 1 Active and wait for Red 1 to bust ]=====
```

```

:makeRed1active
killalltriggers
echo "***At Make Red 1 Active"
echo "*Current ship: " $currship
echo "*Last Ship: " $lastship
setvar $lastbust $currship
setvar $currship $lastship
setvar $tempship1 $currship
echo "*New Current ship: " $currship

send "=" & $red1name & "*"
send "I busted in ship " & $lastbust "*"
send "Waiting for you to bust*"

settextlinetrigger 50 :waitforredbust "transmission from"
pause
:waitforredbust
killtrigger 50
cuttext currentline $tempname 28 $rednamelen
if $tempname = $red1name
    settextlinetrigger 51 :getnewshipnum "I busted in ship "
    settextlinetrigger 52 :otherlowturns "I am low on turns"
    pause
    :getnewshipnum
    killtrigger 51
    killtrigger 52
    getword CURRENTLINE $lastship 5
    setvar $tempship2 $lastship
    goto :start
else
    echo "*Name Mismatch, ignoring"
    echo "***tempname " $tempname
    echo "***red1name " $red1name
    goto :waitforredbust
end

#====[ Selloff Subroutine ]====
:selloff
killalltriggers
gosub :planettrade
send "x" $lastship "*q"
gosub :planettrade
setvar $lastship $tempship2
setvar $currship $tempship1
gosub :turnsandexp
goto :robcycle

#====[ Furbing Subroutine ]====
:refurb
send "d"
settexttrigger 40 :furbthere "Merchant Freighter"
settexttrigger 41 :nofurbsthere "Warps to Sector(s)"
pause

```

```
:furbthere
killalltriggers
send "a"
waitfor "unmanned Merchant Freighter"
send "y9*"
settexttrigger 42 :gotfurb "salvaged these cargo holds:"
pause
:gotfurb
return
:nofurbsthere
echo ANSI_12 "****There are no more furbs!!! Halting script!!!!*"
halt
```

```
# =====[ Call for Furb ]=====
:hailfurb
send "=" & $furbername & "*"
send "I busted in ship " & $currship "***"
settexttrigger 70 :furbergone "ship vanishes from scanners"
pause
```

```
:furbergone
killalltriggers
send "a"
settexttrigger 72 :checkiffurb "(Y/N)"
pause
:checkiffurb
killalltriggers
gettext CURRENTLINE $testiffurb "unmanned " " ("
if $testiffurb = "Merchant Freighter"
    send "y9*"
    settexttrigger 71 :gotfurb2 "salvaged these cargo holds:"
    pause
        :gotfurb2
        killalltriggers
        return
else
    send "n"
    settexttrigger 72 :checkiffurb "(Y/N)"
    pause
end
```

```
# =====[ Need more furbs Subroutine ]=====
:needmorefurb
echo ANSI_12 "****BUSTED!! You need a furb! Stopping Script!!!!*"
halt
```

```
# =====[ Check Turns and Experience Subroutine ]=====
:turnsandexp
send "i"
waitfor "<Info>"
settexttrigger 20 :getexp "Rank and Exp"
pause
    :getexp
    killalltriggers
```

```
getword CURRENTLINE $experience 5
striptext $experience ","
```

```
waitfor "Corp"
settexttrigger 21 :getturns "Turns left"
pause
    :getturns
    killalltriggers
    getword CURRENTLINE $turnsleft 4
    if $turnsleft = "Unlimited"
        return
    end
    if $turnsleft > 15
        return
    else
        goto :cloakout
    end
```

```
# =====[ Out Of Turns Subroutine ]=====
:cloakout
killalltriggers
send "=" & $red1name & "*"
send "I am low on turns**"
if $isfurber = "y"
    send "=" & $furbername & "*"
    send "I am low on turns**"
end
echo ANSI_12 "***LOW ON TURNS!! STOPPING SCRIPT***" ANSI_7
halt
```

```
:otherlowturns
killalltriggers
echo ANSI_10 "***Other Red low on turns. Stopping script!***" ANSI_7
halt
```

```
# -----[ NEW IMPROVED PLANET TRADE SUBROUTINE ]-----
# =====[ Grab Port's Asking Price Multiplier (APM) values ]=====
# This part checks for the ship number, and associates it
# with a port's APM
:planettrade
killalltriggers
if $currship = $colt1num
setvar $APMvar $ship1APM
elseif $currship = $colt2num
setvar $APMvar $ship2APM
else
setvar $APMvar $ship3APM
end
```

```
:dockatport
# This is where you dock at the port and start negotiation
send "pn"
waitfor "Registry#"
settextlinetrigger 90 :planetid "."
```

```

pause

:planetid
# this is where you grab the planet number
killtrigger 90
gettext CURRENTLINE $planetnum "<" ">"
send $planetnum "*"
# these triggers determine if there is any product on the port
# if there is, it grabs starting credits
settexttrigger 91 :getstartcreds "credits."
settexttrigger 92 :nonetobuy "You don't have anything on that planet they want to buy"
pause

:nonetobuy
# The planet has nothing on it, so the script goes back
killtrigger 91
killtrigger 92
echo "***NONE TO BUY!!! Returning!!**"
return

:getstartcreds
# this picks up your starting credits
killtrigger 91
killtrigger 92
getword CURRENTLINE $startcreds 3

# this checks to see if you have anything to sell on the planet
settextlinetrigger 93 :howmanybuy "We are buying up to"
pause

:howmanybuy
# this grabs the number of units the port is buying, and how many you can sell
killtrigger 93
getword CURRENTLINE $portbuyqty 6
getword CURRENTLINE $planetqty 9
settexttrigger 94 :howmanysell "]"?"
pause

:howmanysell
killtrigger 94
gettext CURRENTLINE $wesellqty "[" "]"

send "*"

# this part grabs the price the port is offering
settextlinetrigger 95 :haggle "We'll buy them for"
pause
:haggle
killtrigger 95
getword CURRENTLINE $portoffer1 5
# this part removes the extra characters from the variables.
striptext $portoffer1 ","
striptext $portbuyqty "."
striptext $startcreds ","

```

```
# this is the overly complicated math part :)
# I'm basically figuring out the per unit cost, then
# multiplying that by the APM variable, then multiplying
# that by the total number of holds you are selling.
# then sending that offer to the port
setvar $perunitcost $portoffer1
divide $perunitcost $wesellqty
setvar $ouroffer1 $perunitcost
multiply $ouroffer1 $APMvar
divide $ouroffer1 100
multiply $ouroffer1 $wesellqty
send $ouroffer1 & "*"

```

```
:counteroffer
# This part waits for the response from the port to see if
# the port takes my initial offer.
settextlinetrigger 96 :haggle2 "We'll buy them for"
settextlinetrigger 97 :finaloffer "Our final offer is"
settextlinetrigger 98 :tradedone "You have"
pause

```

```
:haggle2
# The port didn't take my offer, but it's still willing to haggle
# So, I'm dropping my price some. I am taking the difference between
# their first offer, and their second offer, multiplying it by .6,
# then subtracting whatever is left from my first offer.
# i.e. 1st offer is 90,000 creds, 2nd offer is 100,000 creds,
# I take  $100,000 - 90,000 = 10,000$ .  $10,000 * .6 = 6,000$ 
# I drop my offer by 6,000.
# Then setting up the variables to keep track of their last offer,
# so I can compare that to their NEXT offer.
# then I'm sending my offer to them again
killtrigger 96
killtrigger 97
killtrigger 98
getword CURRENTLINE $portoffer2 5
striptext $portoffer2 ","
setvar $soldoffer $portoffer2
subtract $portoffer2 $portoffer1
multiply $portoffer2 6
divide $portoffer2 10
subtract $ouroffer1 $portoffer2
send $ouroffer1 & "*"
setvar $portoffer1 $soldoffer
goto :counteroffer

```

```
:finaloffer
# The port didn't take my offer, and is offering it's final price.
# Now, I'm dropping my price as above, but buy 2.5 times the difference
# i.e. 1st offer is 90,000 creds, 2nd offer is 100,000 creds,
# I take  $100,000 - 90,000 = 10,000$ .  $10,000 * 2.5 = 25,000$ 
# I drop my offer by 25,000.
# Trust me, this works!

```

```

killtrigger 96
killtrigger 97
killtrigger 98
getword CURRENTLINE $portoffer2 5
striptext $portoffer2 ","
setvar $soldoffer $portoffer2
subtract $portoffer2 $portoffer1
multiply $portoffer2 25
divide $portoffer2 10
subtract $ouroffer1 $portoffer2
send $ouroffer1 & "*"
setvar $portoffer1 $soldoffer
goto :counteroffer

:tradedone
# Well, they either took my last offer, or totally rejected it.
# I compare the amount of starting cash and compare that to the
# amount of ending cash. If they are the same, then they didn't
# take my offers at all, and I redo the port trade.
# BUT, I now lower the APM by 1.
killtrigger 96
killtrigger 97
killtrigger 98
getword CURRENTLINE $sendcreds 3
striptext $sendcreds ","
subtract $sendcreds $startcreds
if $sendcreds > 0
    gettime $time
    # This is another file write! Tracks profit.
    write bustfile2.txt $time & " Profit from trade: " & $sendcreds & " ship #: " & $currship
    goto :setnewAPM
    halt
else
    subtract $APMvar 1
    goto :dockatport
end

:setnewAPM
# here is where I set the APM numbers in case there was a change.
# So the next time it does a trade, it will use the number that works,
# and not waste turns.
if $currship = $colt1num
setvar $ship1APM $APMvar
elseif $currship = $colt2num
setvar $ship2APM $APMvar
else
setvar $ship3APM $APMvar
end

return
halt

```



```
# get quick furb for Tripple SDT scripts
```

```
# ----====[ show EGO banner :-) ]=====
```

```
echo "***" ANSI_1 "    --" ANSI_9 "===| " ANSI_11 "The Cabal's Furbing Tripple SDT Script v1.1.0" ANSI_9 "
|====" ANSI_1 "--*"
echo ANSI_1 "    --" ANSI_9 "===| " ANSI_11 "Last edited March 31, 2003" ANSI_9 " |====" ANSI_1 "--*"
echo ANSI_1 "    --" ANSI_9 "===| " ANSI_11 "By " ANSI_12 "Traitor" ANSI_9 " |====" ANSI_1 "--
**"
echo ANSI_10 "    This script is " ANSI_12 "not " ANSI_10 "freeware and may " ANSI_12 "not " ANSI_10 "be
distributed*"
echo ANSI_10 "    or revised without written permission from the author.*"
echo "*" ANSI_13 "!! Please read the Notes and Warnings at the top of the script before using !!****"
echo "*" ANSI_12 "    !!! IF YOU ARE RUNNING SWATH, TURN OFF THE HELPER NOW !!!****"
ANSI_10
echo ANSI_10 "***                NOW TWX V2.X compatable!!" ANSI_7
```

```
# =====[ Getting data from Red 1, and creating new solosdtfile ]=====
```

```
# User enters data manually here
```

```
echo "***Remember, the names are CASE SENSITIVE!!!"
```

```
getinput $red1name "Enter the name of the other red: " 0
```

```
getlength $red1name $red1namelen
```

```
echo "***Waiting for Red 1 to start script**"
```

```
:getdata
```

```
settextlinetrigger 10 :getinfo1 "transmission from"
```

```
pause
```

```
:getinfo1
```

```
killtrigger 10
```

```
cuttext CURRENTLINE $tempname 28 $red1namelen
```

```
if $tempname = $red1name
```

```
    settextlinetrigger 11 :setupshipvars "You are the furber"
```

```
    pause
```

```
    :setupshipvars
```

```
    killtrigger 11
```

```
    settextlinetrigger 13 :getship1num "ship1 ID"
```

```
    pause
```

```
    :getship1num
```

```
    killtrigger 13
```

```
    getword CURRENTLINE $ship1 3
```

```
    settextlinetrigger 14 :getship2num "ship2 ID"
```

```
    pause
```

```
    :getship2num
```

```
    killtrigger 14
```

```
    getword CURRENTLINE $ship2 3
```

```
    settextlinetrigger 15 :getship3num "ship3 ID"
```

```
    pause
```

```
    :getship3num
```

```
    killtrigger 15
```

```
    getword CURRENTLINE $ship3 3
```

```
    settextlinetrigger 15 :getred2name "Red2 name is:"
```

```
    pause
```

```
    :getred2name
```

```
    killtrigger 15
```

```
    gettext CURRENTLINE $red2name "is: " " " ::"  
    getlength $red2name $red2namelen  
    echo "***ship1: " $ship1  
    echo "***ship2: " $ship2  
    echo "***ship3: " $ship3  
    echo "***Red2 name: " $red2name  
    goto :getotherinfo  
else  
    killalltriggers  
    echo "*Name Mismatch, ignoring"  
    echo "***tempname " $tempname  
    echo "***red1name " $red1name  
    goto :getdata  
end
```

```
:getotherinfo  
send "cz"  
settextlinetrigger 20 :getmyshipnum "+"  
pause  
:getmyshipnum  
killtrigger 20  
getword CURRENTLINE $yourship 1  
send "z"  
waitfor "-----"  
settexttrigger 22 :gotallnums "Computer command"  
settextlinetrigger 21 :getcoltsecs "Corp"  
pause
```

```
:getcoltsecs  
killtrigger 21  
getword CURRENTLINE $temp 1  
if $temp = $ship1  
    getword CURRENTLINE $ship1sec 2  
    settextlinetrigger 21 :getcoltsecs "Corp"  
    pause  
elseif $temp = $ship2  
    getword CURRENTLINE $ship2sec 2  
    settextlinetrigger 21 :getcoltsecs "Corp"  
    pause  
elseif $temp = $ship3  
    getword CURRENTLINE $ship3sec 2  
    settextlinetrigger 21 :getcoltsecs "Corp"  
    pause  
else  
    settextlinetrigger 21 :getcoltsecs "Corp"  
    pause  
end
```

```
:gotallnums  
killalltriggers  
send "q"  
send "=" & $red1name & "*" "  
send "I am ready**"  
goto :waitforbust
```

```

:waitforbust
killalltriggers
settextlinetrigger 30 :checkifoured "transmission from"
pause
:checkifoured
killtrigger 30
cuttext CURRENTLINE $tempname1 28 $red1namelen
cuttext CURRENTLINE $tempname2 28 $red2namelen
if $tempname1 = $red1name
    settextlinetrigger 31 :getbustsector "I busted in ship"
    settexttrigger 32 :redoutturns "I am low on turns"
    pause
elseif $tempname2 = $red2name
    settextlinetrigger 31 :getbustsector "I busted in ship"
    settexttrigger 32 :redoutturns "I am low on turns"
    pause
else
    goto :waitforbust
end

:getbustsector
killtrigger 31
killtrigger 32
getword CURRENTLINE $shipbustnum 5
if $shipbustnum = $ship1
    setvar $bustsector $ship1sec
    gosub :getfurb
    goto :waitforbust
elseif $shipbustnum = $ship2
    setvar $bustsector $ship2sec
    gosub :getfurb
    goto :waitforbust
elseif $shipbustnum = $ship3
    setvar $bustsector $ship3sec
    gosub :getfurb
    goto :waitforbust
else
    echo ANSI_12 "***SHIP NUMBER MISMATCH!! Halting script!!**" ANSI_7
    halt
end

:redoutturns
killalltriggers
echo ANSI_10 "***Red is low on turns. Stopping script!!**"
halt

:getfurb
killalltriggers
send "d"
waitfor "Sector"
settexttrigger 50 :notatSD "Command"
settexttrigger 51 :atsd "Stargate Alpha I"

```

```

pause
:notatsd
killalltriggers
echo "***" ANSI_15 "YOU MUST BE AT STARDOCK!!" ANSI_7
halt

:atsd
send "d"
killalltriggers
settextlinetrigger 52 :findsdsector "Command"
pause
:findsdsector
killalltriggers
gettext CURRENTLINE $sdsector ":[ " "]" ("
echo ANSI_15 "***This is the SD sector: " & $sdsector
send "ps"
settexttrigger 53 :yeslimpet "detected a Limpet"
settexttrigger 54 :nolimpet "Where to?"
pause
:yeslimpet
killalltriggers
echo ANSI_12 "***LIMPET DETECTED!!! Halting script!!!" ANSI_7
send "y"
halt

:nolimpet
send "sbnyhyp"
setvar $furbyname 0
getrnd $furbrand 1 999999
setvar $furbrand $furbrand
echo "***" ANSI_15 "This will be the Furb's name: " $furbyname
send $furbyname "*"n*qq"
waitfor "blast off from"
send "x*"
waitfor "-----"
settextlinetrigger 55 :findfurbshipnum $furbyname
pause
:findfurbshipnum
killalltriggers
getword CURRENTLINE $furbynumb 1
echo ANSI_15 CURRENTLINE
echo "***" ANSI_15 "This is the furb ship number: " $furbynumb
waitfor "Choose which ship"
send $furbynumb "*qpsspa33*yqqq"
send "x*" $yourship "*q"
send "wn" $furbynumb "*"
waitfor "sector you move"
send "m" $bustsector "*y"
gosub :twarpcheck
send "w"
send "pt*"
send "m" $sdsector "*y"
gosub :twarpcheck
return

```

```
# =====[ Furb checks for safe t-warp here ]=====
:twarpcheck
settexttrigger 660 :safetwarp "Locked."
settexttrigger 661 :unsafetwarp "No locating beam found for sector"
pause
    :safetwarp
    killalltriggers
    send "y"
    return

    :unsafetwarp
    killalltriggers
    send "n"
    echo "***" ANSI_12 "NOT SAFE TO TWARP!!! STOPPING SCRIPT!!!" ANSI_7
    halt
```

```

echo "***This is a test menu.***"
addMenu "" "Menu" "Test Menu" "." "" "Menu" FALSE
addMenu "Menu" "option1" "Change Option 1" "A" :Menu_Opt1 "" FALSE
addMenu "Menu" "option2" "Change Option 2" "B" :Menu_Opt2 "" FALSE
addMenu "Menu" "execute" "Execute with current options" "C" :Menu_Exec "" TRUE
setmenuvalue "option1" "Hello"
setmenuvalue "option2" "World"
setmenuoptions "Menu" FALSE FALSE TRUE
setmenuhelp "option1" "This is a toggle. It is either 'Hello' or 'Goodbye'."
setmenuhelp "option2" "This is a toggle. It is either 'World' or 'cruel World'"
openMenu "Menu"
:Menu_Opt1
getmenuvalue "option1" $opt1val
if $opt1val = "Hello"
    setmenuvalue "option1" "Goodbye"
    openmenu "Menu"
else
    setmenuvalue "option1" "Hello"
    openmenu "Menu"
end
:Menu_Opt2
getmenuvalue "option2" $opt2val
if $opt2val = "World"
    setmenuvalue "option2" "cruel World"
    openmenu "Menu"
else
    setmenuvalue "option2" "World"
    openmenu "Menu"
end
:Menu_Exec
getmenuvalue "option1" $opt1val
getmenuvalue "option2" $opt2val
echo "***" & $opt1val & " " & $opt2val & "!!***"
halt

```

Script Name : The Cabal's Probe Script
Author : Traitor <traitor@tw-cabal.com>
Description : Ether Probe script for mapping.

What it does : This script is an advanced Ether Probe Script. It is configurable so
: you can probe sectors from your unexplored, or from a file. It also
: has options to ignore sectors with your deployed figs, or sectors
: with visible ports (from your CIM). It also is smart enough to
: not probe sectors it's already seen. You can probe the a 5000
: sector universe from start to finish for less than 8 mill if you
: do the dead ends first. (assuming a stockish bang) This will get
: you 99.98% of the sectors probed on a clear board. Much cheaper
: than if you probed from 1 to 5000 (15 mil!) This is also good for
: keeping tabs on sectors with no ports, likely places for bases.

Notes : You must be at SD for this to work.
: IF YOU ARE RUNNING SWATH OR A SIMILAR HELPER, YOU *MUST* TURN OFF THE
: HELPER FEATURE!!! Otherwise, you may end up going on a wild goose
: chase. You were warned :-)
: TURN OFF ANIMATIONS!! (CN2)
: Turn of ANSI. Runs faster. (CN1)
: Silence messages! (!) Have a corpie on-line with you to be sure
: some joker doesn't surround SD with figs while you are probing.
: The script doesn't check for that.
: When you select to pull sectors from file, the file must be named
: probesec.txt (or whatever you call it) and be in the TWX directory.
: Use only one sector per line in probesec.txt
: While the script is building the array, it may appear that it isn't
: doing anything. The array can take a few minutes to build. Give it
: time, especially if there are more than 5000 sectors in the universe.
: Also, when probing, it may appear to pause between probes. This is
: normal, as it is walking down the array to determine if a probe is
: needed. This script can take up to 15-30 min to run from start to
: finish if you are probing every sector, or if you have a slow PC or
: slow connection. Be patient, and get some coffee. :-)
: You can change the total number of sectors by adjusting the value of
: \$totalsec below. Follow the instructions.
: This script creates a bunch of voids. You may need to clear them out
: when you are done probing. The voided sectors will be tracked by the
: date-p_dest.txt file if you need to look them up.

About the : date-enemy.txt is the list of all sectors that it could either not
files it : probe, or where the probe was destroyed in the destination sector.
makes. : This is handy for when you are probing dead-ends, and it's the file
: that I check first. Most enemy bases will show up in this file.
: date-p_dest.txt is the list of all sectors where a probe was destroyed
: as well as what sector you were trying to probe when it was destroyed.
: This is sometimes handy when you are looking for enemy bases too.
: date-planet.txt is the list of all sectors that have planets in them.
: You will get some duplicates, but you can use a database or spread-
: sheet to eliminate the dupes.
: date-trader.txt is the list of all visible traders (players).
: You will get some duplicates, but you can use a database or spread-

```
#      : sheet to eliminate the dupes.
#      : date-ship.txt is the list of all visible empty ships.
#      : You will get some duplicates, but you can use a database or spread-
#      : sheet to eliminate the dupes.
#      : date-mine.txt is the list of all visible mines.
#      : You will get some duplicates, but you can use a database or spread-
#      : sheet to eliminate the dupes.
#      : date-skipsec.txt is the list of all sectors skipped by the script.
#      : This is for debugging. Shows you how efficient the script is.
#      : date-probed.txt is the list of all sectors probes.
#      : This is for debugging.
#      : date-ignorefig.txt and date-ignoreport.txt is the list of all figged
#      : sectors (yours) and all visible ports that the script ignored.
#      : This is for debugging.
```

```
# =====[ TOTAL SECTORS ]=====
# Here is where you change the total number of sectors.
# Make $totalsec = Total Number of Sectors in the game
setvar $totalsec 5000
```

```
# =====[ Prompt Checks! ]=====
# Checks to make sure you are starting at the Command Prompt
# It's pretty standard fare for most scripts.
# In my corp, it's known as the 'Dreaded Moron Prompt'. :)
cutText CURRENTLINE $location 1 7
```

```
if ($location <> "Command")
    echo ANSI_12 "***Must be run from the command menu, moron!*"
    halt
end
```

```
# =====[ Check to see if at SD, and get SD sector number ]=====
# This checks to be sure that you are at the Stardock.
gettext CURRENTLINE $sdsector "]:[" "]" ("
if $sdsector = STARDOCK
    goto :turnonlog
else
    echo "***" ANSI_15 "YOU MUST BE AT STARDOCK!!"
    halt
end
```

```
# =====[ Turn on Logging ]=====
# Turning on TWX logging. It's on by default, but I put it in here
# just to be sure.
:turnonlog
logging on
```

```
# =====[ show EGO banner :-) ]=====
echo "***" ANSI_1 "      --" ANSI_9 "====| " ANSI_11 "The Cabal's Probe Script v3.0.1" ANSI_9 " |===="
ANSI_1 "--*"
echo ANSI_1 "      --" ANSI_9 "====| " ANSI_11 "Last edited June 26, 2003" ANSI_9 " |====" ANSI_1 "--*"
echo ANSI_1 "      --" ANSI_9 "====| " ANSI_11 "By " ANSI_12 "Traitor" ANSI_9 " |====" ANSI_1 "--"
echo ANSI_10 "      This script is freeware and may be distributed.*"
```



```
echo "*" ANSI_13 "!!! Please read the Notes and Warnings at the top of the script before using !!!*"
echo ANSI_10 "****"                NOW TWX V2.X compatible!!*" ANSI_7
```

```
# -----[ Get Timestamp Info ]-----
# I use replacetext because I want dashes instead of slashes in the
# file names.
getdate $date
gettime $time
replacetext $date "/" "-"
```

```
# -----[ BEGINNING OF MENU SECTION ]-----
# Sets up key variables based on input from the user.
# This menu system is here to show you how menus work. It could be
# more streamlined, but I have chosen to make it more complicated so
# you can see some of the things you can do with menus. Please note
# how I use getMenuValue to check for the use file option, but I use
# more traditional methods for the fig and port options. This was
# done on purpose to show you how to use getMenuValue.
```

```
echo "***"
:getuserinfo
# =====[ Initialize Starting Variables ]=====
setvar $usefile "y"
setvar $avoidfigs "y"
setvar $avoidports "y"
setvar $filename "probesec.txt"
```

```
# =====[ Create the Menu]=====
# This creates the menu "Probe". The selections A, C, & D are toggles
# for either 'y' or 'n'. Selection B brings up a prompt where you can
# change the name of the file. It checks to make sure the file exists.
# The FALSE statements at the end of most of the menu lines tell TWX that
# I want to keep using the menu. If you set them to TRUE, the menu will
# close out after you select an item. Only use TRUE when you are done
# with the menu.
# NOTE: you have to have some kind of hotkey for ALL menu entries.
# This is why I used "." for the hotkey for "Probe".
addMenu "" "Probe" "Probe Setup" "." "" "Probe" FALSE
addMenu "Probe" "Execute" "Start Probing!" "Z" :Menu_Exec "" TRUE
addMenu "Probe" "usefile" "Probe from File" "A" :Menu_Usefile "" FALSE
addMenu "Probe" "figs" "Ignore sectors with figs" "C" :Menu_Figs "" FALSE
addMenu "Probe" "ports" "Ignore visible ports" "D" :Menu_Ports "" FALSE
addMenu "Probe" "filename" "Change Current Filename" "B" :Menu_changefile "" FALSE
```

```
# =====[ Set the menu values ]=====
# Note how I can use either variables OR text to set the menu values
# You can also use numbers if you want.
setmenuvalue "usefile" $usefile
setmenuvalue "figs" "y"
setmenuvalue "ports" $avoidports
setmenuvalue "filename" $filename
```

```
# =====[ Set the menu options ]=====
# This is the proper syntax for the setMenuOptions command. There are
```

```

# no examples for it. I don't really need it here, I just put it in so
# you can see how it's supposed to look. In this case, I am turning off
# the ? (command list). No big deal.
setmenuoptions "Probe" TRUE FALSE TRUE

# =====[ Set the menu HELP ]=====
# The help must all fit on one line. There may or may not be a limit to
# the length of a help item. I have gone over 500 characters on my W2K
# box without any problems, so it's big enough for most things.
setmenuhelp "Probe" "This menu configures the Probe Script Settings."
setmenuhelp "Execute" "This starts the script!"
setmenuhelp "Usefile" "When this is set to ON, it will pull the sector numbers to be probed from a file, probesec.txt
When set to OFF, the script will probe your unexplored sectors."
setmenuhelp "Figs" "If this is set to ON, it will ignore sectors with your personal or corp figs in them. When it's set to
OFF, it will probe sectors that contain your personal or corp figs."
setmenuhelp "ports" "if this is set to ON, it will ignore sectors with visible ports. This info is pulled from your CIM.
When it's set to OFF, it will probe sectors with visible ports."
setmenuhelp "filename" "This is where you set the file name for the script to use for probing, if you are pulling sectors
from a file."

# =====[ Open the menu ]=====
# this actually activates the menu.
openMenu "Probe"

# =====[ Menu_exec, when you press "Z", you go here ]=====
:Menu_Exec
echo "*Usefile: " & $usefile
echo "*File Name: " & $filename
echo "*Avoid Figs: " & $avoidfigs
echo "*Avoid Ports: " & $avoidports
goto :definearray

# =====[ Menu_Usefile, when you press "A", you go here ]=====
:Menu_Usefile
getmenuvalue "usefile" $usefile
if $usefile = "y"
    setmenuvalue "usefile" "n"
    openmenu "Probe"
else
    setmenuvalue "usefile" "y"
    openmenu "Probe"
end

# =====[ Menu_changefile, when you press "B", you go here ]=====
:Menu_changefile
getinput $filename "Enter the new file name: "
setmenuvalue "filename" $filename
fileexists $test $filename
if $test = FALSE
    echo "****" ANSI_15 $filename " not found, try again.***"
    openmenu "Probe"
else
    echo "****file exists, using: " $filename "****"
    openmenu "probe"

```

```

end

# =====[ Menu_figs, when you press "C", you go here ]=====
:Menu_Figs
if $avoidfigs = "y"
    setvar $avoidfigs "n"
    setmenuvalue "figs" $avoidfigs
    openmenu "Probe"
else
    setvar $avoidfigs "y"
    setmenuvalue "figs" $avoidfigs
    openmenu "Probe"
end

# =====[ Menu_ports, when you press "D", you go here ]=====
:Menu_Ports
if $avoidports = "y"
    setvar $avoidports "n"
    setmenuvalue "ports" $avoidfigs
    openmenu "Probe"
else
    setvar $avoidports "y"
    setmenuvalue "ports" $avoidfigs
    openmenu "Probe"
end

# -----[ END OF MENU SECTION ]-----

# -----[ Setup the Array ]-----
:definearray
setarray $sector $totalsec
getmenuvalue "usefile" $usefile
if $usefile = "y"
    goto :makearrayfile
else
    goto :makearrayunex
end

# =====[ Setup Array ($sector[]) to probe from Unexplored Sectors ]=====
# this is my klugey way of pulling in the unexplored sector list.
# there is probably a better way of doing it, but since this works,
# I have found no reason to change it.
# Since the unexplored list always has 11 numbers per line, I count
# to 11, then go to the next line.
:makearrayunex
send "cku"
waitfor "sectors"
:getuexarray
setvar $wordnum 1
# echo "***" ANSI_15 "At :getuexarray*"
settexttrigger 30 :parseunexdone "Computer command"
settextlinetrigger 31 :parseunex " "
pause
:parseunex
killalltriggers

```

```

getword CURRENTLINE $unexsec $wordnum
if $unexsec = 0
    goto :getuexarray
end
setvar $sector[$unexsec] 1
if $wordnum = 11
    goto :getuexarray
end
add $wordnum 1
goto :parseunex

```

```

:parseunexdone
echo "***" ANSI_15 "*At :parseunexdone*"
killalltriggers
send "qd"
waitfor "Command"
goto :makelogs

```

=====[Make Array (\$sector[]) to probe from File]=====

```

:makearrayfile
echo "***" ANSI_15 "At :makearrayfile*"
echo "*Please wait while the script reads the file and builds the array*"
setvar $fileline 1
:fileloop
read $filename $probesec $fileline
if $probesec = EOF
    echo "***" ANSI_15 "Array built!*"
    goto :makelogs
else
    setvar $sector[$probesec] 1
    add $fileline 1
    goto :fileloop

```

=====[Setup Logging Files]=====

```

# This is where I create the log files. They will appear in
# the LOGS subdirectory under the TWX directory. Each of these
# files is date and time stamped. They are lists of sector
# numbers that you can use the TWX database ($DS) to display
# the sector.

```

```

:makelogs
echo "***" ANSI_15 "At :makelogs*"
# The following line creates the date-enemy.txt file
setvar $enemyfile "logs\" & $date & "-enemy.txt"
write $enemyfile $time

```

```

# The following line creates the date-skipsec.txt file
setvar $skipfile "logs\" & $date & "-skipsec.txt"
write $skipfile $time

```

```

# The following line creates the date-p_dest.txt file
setvar $pdestfile "logs\" & $date & "-p_dest.txt"
write $pdestfile $time

```

```
# The following line creates the date-planet.txt file
setvar $planetfile "logs\" & $date & "-planet.txt"
write $planetfile $time
```

```
# The following line creates the date-trader.txt file
setvar $traderfile "logs\" & $date & "-trader.txt"
write $traderfile $time
```

```
# The following line creates the date-ship.txt file
setvar $shipfile "logs\" & $date & "-ship.txt"
write $shipfile $time
```

```
# The following line creates the date-mine.txt file
setvar $minefile "logs\" & $date & "-mine.txt"
write $minefile $time
```

```
# The following line creates the date-probed.txt file
setvar $probedfile "logs\" & $date & "-probed.txt"
write $probedfile $time
```

```
# The following line creates the date-ignorefig.txt file
setvar $ignorefig "logs\" & $date & "-ignorefig.txt"
write $ignorefig $time
```

```
# The following line creates the date-ignorereport.txt file
setvar $ignorereport "logs\" & $date & "-ignorereport.txt"
write $ignorereport $time
```

```
# =====[ Skipping figs and visible ports? ]=====
if $avoidfigs = "y"
    gosub :getfigs
end
if $avoidports = "y"
    gosub :getports
end
```

```
# =====[ Set other Vars ]=====
# Sets the costs for buying more probes. IF they cost more, or
# your ship holds more or less than usual, set those values here!
:setothervars
# $probecost is equal to the cost for one probe.
setvar $probecost 3000
# $maxprobes is equal to the total number of probes you ship can hold.
setvar $maxprobes 25
setvar $maxprobecost $probecost
multiply $maxprobecost $maxprobes
# This makes sure you don't try to probe the SD sector,
# by zeroing out the value of $sector[Stardock]
setvar $sector[$sdsector] 0
```

```
# =====[ Getting user & ship info ]=====
send "/"
settextlinetrigger 11 :getprobeqty "Prb"
pause
```

```

:getprobeqty
killtrigger 11
gettext CURRENTLINE $probeqty "Prb " #179 & "MDis"
if $probeqty = 0
    gosub :getmoreprobes
end

```

-----[Main Probing Routine]-----

```

:probing
killalltriggers
echo "***" ANSI_15 "At :probing*"
setvar $count 1
:launch
if $count > $totalsec
    goto :alldone
end
if $sector[$count] = 0
    write $skipfile $count
    add $count 1
    goto :launch

elseif $sector[$count] = 2
    add $count 1
    goto :launch

elseif $sector[$count] = 3
    add $count 1
    goto :launch

elseif $sector[$count] = 1
    send "e"
    settxttrigger 20 :noprobe "You do not have any Ether Probes"
    settxttrigger 21 :haveprobe "Please enter a destination"
    pause
    :noprobe
    killtrigger 20
    killtrigger 21
    gosub :getmoreprobes
    goto :launch

    :haveprobe
    killtrigger 20
    killtrigger 21
    write $probedfile $count
    send $count "*"
    :probetriggers
    settxttrigger 22 :probeenter "Probe entering sector"
    settxttrigger 23 :noroute "Error"
    pause
    :probeenter
    getword CURRENTLINE $currsec 5
    killtrigger 22
    killtrigger 23
    killtrigger 26

```

```

killtrigger 28
killtrigger 40
killtrigger 41
killtrigger 42
killtrigger 43
settexttrigger 25 :probedestroyed "Probe Destroyed!"
settexttrigger 27 :probecontinue "Sector"
pause
    :probedestroyed
    killtrigger 25
    killtrigger 27
    setvar $sector[$currsec] 2
    if $currsec = $count
        write $enemyfile $count
    end
    write $pdestfile "Trying to probe: " & $count & " but probe destroyed here: " & $currsec
    send "cv" $currsec "*q"
    goto :launch

    :probecontinue
    killtrigger 25
    killtrigger 27
    setvar $sector[$currsec] 0
    settexttrigger 40 :seeplanet "Planets :"
    settexttrigger 41 :seetrader "Traders :"
    settexttrigger 42 :seeship "Ships  :"
    settexttrigger 43 :seemine "Mines  :"
    settexttrigger 26 :probeby "Probe Self Destructs"
    settexttrigger 28 :probeenter "Probe entering sector"
    pause

    :seeplanet
    killalltriggers
    write $planetfile $currsec
    goto :probecontinue

    :seetrader
    killalltriggers
    write $traderfile $currsec
    goto :probecontinue

    :seeship
    killalltriggers
    write $shipfile $currsec
    goto :probecontinue

    :seemine
    killalltriggers
    write $minefile $currsec
    goto :probecontinue

    :probeby
    killalltriggers
    setvar $sector[$currsec] 0

```

```
        waitFor "Command"
        add $count 1
        goto :launch
```

```
    :noroute
    killtrigger 22
    killtrigger 23
    write $enemyfile $count
    send "n*"
    add $count 1
    goto :launch
```

```
end
```

```
# =====[ All Done ]=====
```

```
:alldone
```

```
echo "***" ANSI_10 "ALL DONE!!*" ANSI_7
```

```
echo "*Start Time: " $time "*"
```

```
gettime $time
```

```
echo "*End Time: " $time "***"
```

```
send "d"
```

```
halt
```

```
# =====[ Get More Probes from SD sub-routine ]=====
```

```
:getmoreprobes
```

```
echo "***" ANSI_15 "At :getmoreprobes*"
```

```
send "/"
```

```
settextlinetrigger 90 :getcredits "Credits"
```

```
pause
```

```
    :getcredits
```

```
    killtrigger 90
```

```
    gettext CURRENTLINE $credits "Credits " #179 & "Figs"
```

```
    striptext $credits ", "
```

```
if $maxprobecost > $credits
```

```
    echo "***" ANSI_15 "NOT ENOUGH CASH TO CONTINUE, Halting script"
```

```
    halt
```

```
end
```

```
send "pshe" $maxprobes "*qq"
```

```
return
```

```
# -----[ Build Figs into Array sub-routine ]-----
```

```
# Putting in "0" in array for all sectors that have figs
```

```
:getfigs
```

```
send "g"
```

```
WaitFor "==="
```

```
SetTextLineTrigger 51 :makefigarray "Toll"
```

```
SetTextLineTrigger 54 :makefigarray "Defensive"
```

```
SetTextLineTrigger 55 :makefigarray "Offensive"
```

```
SetTextTrigger 53 :gotfigs "Command"
```

```
Pause
```

```
    :makefigarray
```

```
    KillTrigger 51
```

```
    KillTrigger 54
```

```
    KillTrigger 55
```



```
GetWord CURRENTLINE $figsec 1
write $ignorefig $figsec
setvar $sector[$figsec] 0
SetTextLineTrigger 51 :makefigarray "Toll"
SetTextLineTrigger 54 :makefigarray "Defensive"
SetTextLineTrigger 55 :makefigarray "Offensive"
pause
```

```
:gotfigs
killtrigger 53
killtrigger 51
killtrigger 54
killtrigger 55
return
```

```
# -----[ Build visible ports into Array sub-routine ]-----
# Putting in "0" in array for all sectors that have visible ports
:getports
# send "d"
# waitfor "Command"
```

```
send "^"
waitfor ":"
setdelaytrigger 66 :getreport 1000
pause
```

```
:getreport
killtrigger 66
send "r"
settextlinetrigger 61 :addportarray "%"
pause
:addportarray
killtrigger 61
killtrigger 62
getword CURRENTLINE $portsec 1
write $ignorereport $portsec
setvar $sector[$portsec] 0
settextlinetrigger 61 :addportarray "%"
settexttrigger 62 :gotports ":"
pause
```

```
:gotports
killtrigger 61
killtrigger 62
echo "*got ports*"
send "q"
waitfor "Command"
return
```

```
halt
```