

MITCHELL SOFTWARE LTD

DST: Deep space trading manual

How to play and tips

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Manual for the game. This manual should give you a bold idea on how to play and survive in the dangerous market.

Chapter 1 - The basics

When you load the game you are required to enter your name and select a ship. Now the more expensive the ship the harder the game will be. For example, the Simple ship is the easiest with no crew and a small loan. However the titan has 100 crew members and a massive loan. The hanger is the maximum of one item you can have. For example, if the hanger size was 50, I can have 50 Metal, 50 Plastic and so on.

The People Capacity is the crew on board. Since they work hard, you have to pay them every day. Each crew gets a fixed pay of \$0.01 per day. This may seem like nothing, but when you have 100 (titan for example) its \$10 a day, and that can hurt at the beginning. If you are a beginner, start with the simple ship. It's easy, low cost and very versatile.

You start on the planet Nilen, a normal sized planet just like earth. If you go to the market you will see that each planet has their own imports (buy) and exports (sell). Notice that the Buy and Sell is the price of the market, not you. So if it says Metal, Buy is \$100, it means that they will pay \$100 for metal, not the other way round. Again, the best way to start is to purchase 30 units of metal; this will be explained later.

When you leave a planet to another, three things happen. One, your fuel drops down by one, two, the day increments by one and thirdly, a random event will be calculated (basically it picks a random number and if it matches an event, hey presto and event occurs). Travelling between planets takes some time, 5 to 10 seconds so don't think its an instant thing.

When you start the game you will realize that there is a loan at the bottom of the screen. This increments by 1% compound every day. It is best to pay this off as soon as you can, but not too soon. Sometimes the interest rate can vary but this is unlikely.

You can also view your hanger and refuel your ship from the menu by following the instructions on the screen, they are self explanatory. Why do you want to buy the metal, because you want to go to Pandora and sell it, you will make a good amount of money to get you going.

Chapter 2 - Trade tables

These tables will help more than anything else in this book.

Ceres

Import	Export
Metal	Star Ship Fuel
Dark Matter	Diamonds
Plastics	Neutrons

Pandora

Import	Export
Star Ship Fuel	Anti Matter
Gallium	Zion Particles
Plastics	Quantum Particles
Metal	Neutrons

Nilen

Import	Export
Anti Matter	Gallium
Diamonds	Plastics
Star Ship Fuel	Metal

Gallifrey

Import	Export
Quantum Particles	Diamonds
Neutrons	Plastics
Gallium	Star Ship Fuel
Metal	

Utaken

Import	Export
Zion Particles	Dark Matter
Neutrons	Gallium
Anti Matter	Metal

Chapter 3 - Items/ships

List of items (Cheapest to Most expensive)

1. Metal
2. Plastics
3. Star Ship Fuel
4. Dark Matter
5. Diamonds
6. Neutrons
7. Gallium
8. Zion-Particles
9. Anti-matter
10. Quantum particles

Ships

Ship	Cost \$	Hanger	Crew
Simple	1000	50	0
Cargo	2000	100	5
Deluxe Cargo	5000	200	20
Mega Cargo	8000	500	50
Titan	10000	1000	100