



EARTH & BEYOND

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

INTRODUCTION

Welcome to *Earth & Beyond*™, the first online role-playing galaxy! Alien encounters, mysterious discoveries, perilous quests, strategic alliances, and epic battles await you. You've just joined a community of thousands of starship pilots from around the world, gathering together in an adventure of a lifetime.

It's a big galaxy... how far will you go?

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

NOTE: See enclosed Install Guide for Technical Support information.

NOTE: Due to the interactive nature of this product, certain content in this manual is subject to change. To access the most up-to-date version, please visit <http://www.earthandbeyond.com>.

COMMAND REFERENCE

It's easy to navigate *Earth & Beyond* menus using your keyboard and mouse. This section provides the basic controls for *Earth & Beyond* menu navigation and gameplay.

NAVIGATION CONTROLS

ACTION	KEYBOARD
Turn Left/Right	← / →
Tilt Up/Down	↑ / ↓
Begin moving forward/backward	A / Z
Toggle Move Forward	NUM LOCK
Move forward with lock	I
Move backward with lock	CONTROL + I
Stop Moving	L
Engage/Disengage Warp	Q
Toggle autofollow with target	SPACEBAR
Join/Leave formation	T

MAP CONTROLS

ACTION	KEYBOARD
Toggle galaxy map on/off	G
Toggle navigation map on/off	TAB
Zoom maps in/out	← / →

TARGETING CONTROLS

ACTION	KEYBOARD
Next Target in context	[D]
Previous Target in context	[C]
Next Target (no context)	[N]
Previous Target (no context)	[P]
Target Self	[~]
Target group member #1	[F2]
Target group member #2	[F3]
Target group member #3	[F4]
Target group member #4	[F5]
Target group member #5	[F6]
Target nearest player	[F7]
Target nearest hostile attacking	[H]
Target nearest enemy MOB (monster or beast)	[F8]
Target nearest friendly MOB (monster or beast)	[S]
Target nearest navigation	[W]
Target nearest object	[X]

NOTE: MOB stands for Monster or Beast.

SHORTCUT CONTROLS

ACTION	KEYBOARD
Fire all weapons	[F]
Fire/Activate slot 1	[1]
Fire/activate slot 2	[2]
Fire/activate slot 3	[3]
Fire/activate slot 4	[4]
Fire/activate slot 5	[5]
Fire/activate slot 6	[6]
Swap to Bank B	[ALT] + Hold

CAMERA CONTROLS

ACTION	KEYBOARD
Restore camera position	[HOME]
Save camera location	[CONTROL] + [F10]
Next 3rd person camera	[F10]
Previous 3rd person camera	[SHIFT] + [F10]
Toggle between 1st and 3rd person	[F9]
Take a picture	[SCROLL]
Moves the camera around the ship	[CONTROL] + Mouse
Zoom camera in and out	[SHIFT] + Mouse

CHAT CONTROLS

ACTION	KEYBOARD
Begin Radio Message	[V]
Begin Group Message	[L]
Begin Guild Message	[.]
Begin local area message	[K]
Begin default channel message	[ENTER]
Begin targeted message	[J]
Begin Command Message	[/]
Print target's name and position in chat	[CONTROL] + [T]
Prints player's position in chat	[CONTROL] + [P]
Move chat text down one line	[SHIFT] + [↓]
Move chat text up one line	[SHIFT] + [↑]
Move chat text down one page	[SHIFT] + [PAGE DOWN]
Move chat text up one page	[SHIFT] + [PAGE UP]
Reply to last personal tell	[R]
Bring up reply menu	[CONTROL] + [R]
Save chat line text to quick message 1-9	[ALT] + [F1] - [F9]
Print saved chat line text from slots 1-9	[CONTROL] + [F1] - [F9]

Go to next message	↓
Go to previous message	↑
Cycle chat target	TAB
Cancel message	ESC

OTHER CONTROLS

ACTION	KEYBOARD
Open the in-game help screen	F1
Toggle equipment open/closed	I
Toggle cargo open/closed	O
Toggle space station vault open/closed	SHIFT + I
Toggle character info on/off	Y
Toggle missions on/off	U
Toggle ping on/off	CONTROL + I
Next ephemeral text in history	ALT + ↓
Previous ephemeral text in history	ALT + ↑
Show client and server version	CONTROL + V
Activate/Deactivate Quit menu	ESC
Delete current character	DELETE
Delete previous character	BACKSPACE
Go one character left/right	← / →
Go to beginning of text line	HOME
Go to end of text line	END
Toggle insert mode	INS
Immediately show tool-tip	CONTROL + Hover Pointer

A BRIEF GALACTIC HISTORY

After two centuries of conflict, Humankind's three races – the Progen, Terrans and Jenquai – had achieved an uneasy balance of power by dividing known space between them.

The Terrans claimed Earth, headquarters to their massive trade corporations. The genetically engineered Progen, bred for perfection, commanded the wastes of Mars. The Jenquai, ever seeking knowledge, created great space stations to orbit the moons of Jupiter.

Peace was shattered when the first Stargate, an ancient artifact built by an unknown race, was discovered. Coveting its secrets for their own, the Jenquai hid the Gate from the other races. However, their efforts were in vain. Within months, a spy employed by the Terran conglomerate IninitiCorp revealed the Gate's existence to the outraged Terrans and Progen. Humanity was suddenly thrust into conflict, an epic battle over control of the Gate.

The three races fought a devastating nine-year war, known as the Gate War, using weapons far deadlier than any previously conceived. Millions of lives were lost, and millions more would have perished had the Terrans not surprised their foes with a sudden cease-fire proposal. After months of negotiations, the three civilizations agreed to share the Gate, and declared an uneasy peace.

However, IninitiCorp had plans of its own. Under utmost secrecy, its scientists had reverse-engineered the Gate's technology, and within a few short years the mighty conglomerate announced to the astonished worlds the genesis of the Ininitigate. The rush to colonize the galaxy was on.

Fifty years have passed since the invention of the Ininitigate. Progen, Jenquai, and Terrans alike have thrived, spreading their civilizations across two dozen star systems, exploiting their riches. However, though the races are at peace, acrimony remains. Tension and distrust govern galactic relations and every citizen fears the day when the spectre of war will again raise its shadow.

Something else, something even more frightening, clutches at the minds of the humans. The aliens who built the Gate – aliens with clearly superior intelligence and technology – have yet to return. Where did they go? Will they be coming back? And will they be pleased to find an upstart Humanity colonizing what once belonged to them?

The next chapter in human history is about to begin, and you will play a pivotal role.

SETTING UP THE GAME

AN INTRODUCTION TO GAMEPLAY

Earth & Beyond is a persistent online galaxy, your ticket through the Internet to a dynamic world whose history evolves while you're away. As long as you maintain an active account, you'll keep your character, starship and virtual possessions, so you can continue your adventures whenever you like. But be prepared to encounter a changed world upon your return! New alliances may have formed, wars been fought and uncharted regions discovered. Your friends may have become more powerful, discovering new pathways to riches and glory. What once was, may no longer be, and what was only a dream may now be reality. This is life in an online world...the world of *Earth & Beyond*. Let your adventures begin!

INSTALLATION AND ACCOUNT CREATION

To participate in *Earth & Beyond*, you will need the installed game, the CD, an Internet connection, and an EA.COM account.

For more information about installation and technical issues, see the enclosed Install Guide.

To sign up for your free EA.COM account:

1. Go to www.ea.com. The EA homepage appears.
2. Click LOGIN. The EA login screen appears.
3. Select CREATE A NEW EA MEMBER ACCOUNT, submit the requested information, and click OK. Your account is now activated.

NOTE: If you already have an EA.COM account, you don't have to create a new one.

After you've installed the game and created your EA.COM account (if necessary), you will need to subscribe to *Earth & Beyond*.

To subscribe to *Earth & Beyond*:

During installation you'll have to register your *Earth & Beyond* account. Once you have followed the link, instructions are displayed on screen. Your registration code has been included with the CD package you purchased. If you have an EA.com account already, you still need to go through the registration process to enable your *Earth & Beyond* access. If you don't have an EA.com account, you'll be able to create one during the registration process.

- * Your first 30 days are free with no obligation. Should you choose to stay with us we'll charge you a modest fee according to the choices you make during the account setup process.

>>**TIP:** Be sure your sound is on during the account registration process. Your online digital assistant, Megan, will be there to assist you – but she can't help if you can't hear her speak!

CREATING A CHARACTER

After you've installed the game and created your account, it's time to make a character! Whether you're the fighting type, a wily entrepreneur, or a restless explorer who wants to chart the depths of space, *Earth & Beyond* has a character for you. Your race (Terran, Progen, Jenquai) and base profession type (Tradesman, Warrior, Explorer) combine to form a unique set of skills and attributes that will define your game experience.

- * Your online digital assistant, Megan, will help you during the character creation process. You'll be able to select a profession, modify your appearance, and customize your very own starship. Spend as much time as you like making your character; it's safe to experiment because nothing is saved until you enter the game, and you can always make a new character if you wish.

>>**TIP:** Megan will help you choose your persona, so keep your sound turned on! You should examine all six of the possible character types before choosing one, as your gaming experience will be very different with each. However, since you can make as many characters as you like (up to five at a time), you'll be free to experiment until you find the choice that is right for you.

THE TERRANS

Terrans are the descendants of the original Earth inhabitants, those who remained behind while their brethren colonized Jupiter and Mars. Naturally inclined towards the Trade professions, Terrans are adept at negotiation and item creation skills.

TRADESMAN (PURE TRADESMAN)



The Tradesman is the enterprising capitalist of the 23rd century. Members of the mega-corporation InfinitiCorp, they are excellent negotiators and possess the widest range of manufacturing skills. In combat, Tradesmen take a defensive role, using their large cargo holds to store treasure.

ENFORCER (TRADER-WARRIOR)



The Enforcer is a member of Earthcorps, the military arm of the Terran race. Possessing many of the trade skills of their Tradesmen counterparts, Enforcers are also capable fighters, possessing a wide range of battle skills, including the invaluable Hacking skill, which enables them to disrupt their enemies' defenses from afar.

THE PROGEN

The Progen are the genetically engineered descendants of the original Mars colonists. Seekers of physical and mental perfection, they are a warrior race known for their fierce fighting capabilities.

WARRIOR (PURE WARRIOR)



The Warrior is the ultimate fighting machine. They are genetically enhanced and bred for combat. Warriors have a wide range of combat-oriented skills at their disposal. Among the most deadly is the Shield Inversion skill, which allows them to turn their shields into a deadly beam weapon, and the Self-Destruct skill, with which they can take out their enemies in a cataclysmic explosion.

SENTINEL (WARRIOR-EXPLORER)



The Sentinel is an ideal fusion of Warrior and Explorer. Possessing the fighting capabilities of the Progen with the skills of an Explorer, Sentinels are most valued for their ability to Jumpstart derelict ships and manipulate enemy combatants with their Gravity Link and Menace skills.

THE JENQUAI

The descendants of the first deep-space exploration expedition, the Jenquai, have an almost religious passion for seeking knowledge and exploring the farthest reaches of space.

EXPLORER (PURE EXPLORER)



The consummate Explorer and prospector of rare minerals, this character type is considered the most self-sufficient of all the professions. Although weak in combat, Explorers can travel undetected by using their Cloak skill and their ability to Jumpstart derelict comrades makes them valuable members of any group.

DEFENDER (EXPLORER-WARRIOR)



Stealth and evasion are the weapons of choice for the Defender. Known for hit-and-run tactics in combat, Defenders will cloak to approach an enemy unseen, then use their Summon skill to draw its hapless victim from the safety of its allies.

CUSTOMIZING YOUR CHARACTER

Once you've selected a profession, you can customize your character's appearance. Each profession has its own general style, and you'll be able to choose your gender, customize your height and weight, and pick from a wide variety of clothing, hairstyles, and facial details – even tattoos!

CUSTOMIZING YOUR STARSHIP

After you've adjusted your character's appearance, it's time to customize your starship. You'll be logging many flight hours during your adventures, so be sure to customize your ship just the way you like it!



- * Each starship starts with a base shape particular to your character's profession, and from there may have its hull, wings, engine, and other pieces customized. You may choose from a variety of shapes and colors, painting your ship with glossy, flat, or metallic shades. Once you've chosen your ship's shape and colors, you are able to apply a decal and name.
 - * As you progress in your *Earth & Beyond* career, your starships hull grows with you, becoming bigger and more powerful. You receive your first upgrade after completing your initial series of missions inside the game.
- >> **TIP:** Powerful guilds (groups of players with common interests) can sometimes obtain a special, custom decal to place on their starships. Look for details at www.earthandbeyond.com!

NAMING YOUR CHARACTER

You're almost finished! After customizing your starship, you must choose your character's name and the galaxy (server) on which you want to play.

- * Your name must be composed only of letters – no numbers, symbols, or spaces – and be reasonably pronounceable, or Megan will ask you to try again.
- * If you want a specific name, and it's not available on the server you've selected, you may be able to obtain that name on another server. Try changing the selected server on the character-naming screen, and then enter the game again.
- * Because only one person can have a name on any given server, your chances to obtain a common word for your character's name are slim. Your best bet is to make up a completely new name, one that is uniquely you.

NOTE: We don't allow vulgar names in *Earth & Beyond*. This policy will be enforced very aggressively; so don't try to sneak anything past Megan, even as a joke!

CHOOSING A GALAXY (SERVER)

To ensure a highest quality of game play, we've made multiple copies of *Earth & Beyond*, each residing on a different computer server (or galaxy). Each galaxy is a self-contained copy of the game, and once you have created a character in one galaxy, it cannot be moved to another.

NOTE: If you have friends playing *Earth & Beyond*, you may want to ask which galaxy they're playing on before making a character.

BEGINNING YOUR ADVENTURE

Once you've created a character and starship, getting started is easy. You first enter the game inside our interactive tutorial, hosted by – of course – Megan. Megan teaches you how to talk, fly, and interact with the world, as well as answers any basic questions you may have.

- * It is vital to complete the first set of quests given by your faction. You will obtain some of your most important game skills from them.
- * Every new account must go through the tutorial once, after which you may de-select the Playing with Beginner Tutorial option on the character-naming screen.

INTERACTING WITH THE GALAXY

Learn the basics of communicating with other characters, flying your ship, and interacting with objects.

COMMUNICATING WITH OTHERS

Earth & Beyond is a social game, and we've created many ways for you to chat with your fellow players!

- * The most basic method of chat is the Broadcast message, which gets sent to everyone in your current sector (or space station, if you're indoors).

To broadcast:

1. Press the **[ENTER]** key.
2. Type your message, then press **[ENTER]** again to send.

Broadcast chat is great for beginners and making friends, but once you're more familiar with the game you'll want to explore the many other chat options available.

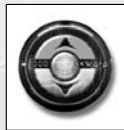
⊕ To send a private message, type /tell <insert player name><insert message>.

- * You can also use the 'Chat' menu at the top of your screen to change from Broadcasting to a different type of chat. The Chat menu lets you customize how messages are sent to other players.

FLYING YOUR SHIP

- ⊕ To fly, simply hold down your right mouse button. Your ship accelerates to its maximum speed.
- ⊕ To steer, move your cursor in the direction you want to go.
- ⊕ To stop flying, release the mouse. Your ship slows and eventually stops.

THRUSTING



- ⊕ To thrust, click the up arrow on your movement interface (located at the bottom of the screen)

- * Click the up arrow to thrust forward, and the back arrow to engage your reverse thrusters.
- ⊞ To stop thrusting, click the front or back arrow once. Your ship coasts to a standstill.

NOTE: You can also thrust by using the **[A]** and **[Z]** keys.

WARPING THROUGH SPACE

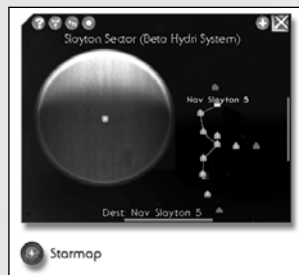
Thrusting is great for crossing small distances, if you want to get somewhere in a hurry, your best bet is your warp drive!

To warp:

1. Select a target by left-clicking its icon on your screen. Your target is now displayed in your targeting interface, in the lower right of your screen.
2. Once you have a target, click the Warp button. Your warp drive engages, and you blast toward your target, stopping automatically when you reach your destination.

USING THE NAVIGATION INTERFACE AND STARMAP

Earth & Beyond is a big place, and without a map, it's easy to get lost! Fortunately, your starship comes with a state-of-the-art navigation system to help you track your whereabouts.



- ⊞ To access the map, click the map icon in the lower left-hand corner of your screen. The navigation map appears.
- * When you open your navigation system, you'll see a series of icons, each of which indicates a unique location known to your ship's computer. Locations of which you're aware but have not yet explored are denoted by question marks; if you've explored a location (or it came pre-programmed into your ship's computer), you'll see a miniature version of its icon.

- ⊞ To select a location, click on it in the navigation map. Doing so targets the location, and your computer will draw a travel path for you.
- ⊞ To warp to a targeted location, press the Warp button. Your computer automatically navigates from point-to-point as you travel.
- * You may also select your starmap by pressing the circular button in the upper left of the navigation map. The starmap displays a map of all star systems and sectors (areas within star systems) that are known to you, as well as a series of lines showing the gates that travel between them.
- * Use your mouse wheel or right mouse button to zoom your navigation map. You may also left-click and drag your cursor to move around the map.

>> **TIP:** Your navigation map is your friend. We recommend using it!

INTERACTING WITH OBJECTS

We've made it easy for you to interact with the *Earth & Beyond* universe!



- * Most objects you encounter in space have actions you may take upon them.
- To interact with an object:**
1. Left-click on an object to target it. The object is now displayed in your targeting interface and a series of context-sensitive buttons appear that may be pressed to interact with the object you have targeted.
 2. Press one of the context-sensitive buttons to try that action upon the object.
- * Common actions include a Gate button to travel through stargates, a Dock button to dock at space stations, and a Follow button to follow a creature or another player.
 - ⊞ To learn more about an item in *Earth & Beyond* – for example, your ship's engine – right-click on it. A window appears that displays more information for you.

DOCKING AT SPACE STATIONS

The *Earth & Beyond* universe is filled with many types of space stations, where you may meet other players, accept missions from computer-controlled characters, buy and sell goods, and access special terminals that allow you to analyze alien artifacts, create weapons and devices, and engage in various other activities.

To dock at a space station:

1. Left-click on the space station to target it. The docking icon appears above your targeting interface. If the button is highlighted, you're within docking range of the station and can request permission to dock by clicking the button. (If there is no docking button, the station has no docking facilities).
2. Clicking the docking icon to begin the docking process. Your ship is now docked.

NOTE: A station may refuse docking rights if you've done something to anger its controlling factions.

WALKING IN SPACE STATIONS

Walking in a space station is easy – you do it in the same way you fly your ship.



- ⊕ To walk in a space station, hold down your right mouse button. Your character begins walking
- ⊕ To turn left or right, move your cursor in the direction you want to go.
- ⊕ To stop, release the mouse. Your character stops moving.
- ★ Doors will open automatically for you, and your mouse cursor will change to indicate an object with which you may interact. Common examples are another player, a computer-controlled merchant, or a computer terminal.
- ⊕ To leave a space station, simply find your ship, walk up close, and click on it when your cursor changes. We'll handle the rest!

COMBAT

Although Mankind has colonized parts of the galaxy, space is filled with dangerous creatures, nefarious pirates, and other enemies. It's important you know how to defend yourself!

- ⊕ To begin combat, left-click on a target to select it. Your computer displays your foe in your targeting interface, and also provides an approximation of its strength relative to yours.

ATTACKING

In order to attack, you must first have a weapon equipped and be within your weapon's range.



CHECKING YOUR RANGE

- ⊕ To check a weapon's range, examine your shortcut bar at the bottom of the screen. Every equipped weapon is displayed here, with a targeting circle superimposed.
- ★ When you're within range, the circle will be green; if you need to move closer, it will be red.

NOTE: Because weapons have different ranges; some may be within range while others are not.

FIRING

- ⊕ To fire at a targeted enemy, click the weapon you'd like to use. The weapon fires.
- ★ After a brief power-up period (whose length depends on the weapon, your ship's reactor, and your skills), your weapon will be ready to fire again.

>>**TIP:** Combat is much safer if you have at least one wingman.

USING SKILLS IN COMBAT

Weapons aren't your only recourse in combat! Every character has a number of special skills that define what they can do in the *Earth & Beyond* universe, and many of those skills are useful for defeating your foes.

- ★ You use skills in much the same way you use your weapons.

To use a skill:

1. Left-click on a target to select it. Your foe is targeted.
2. Click the shortcut. Your skill is now activated.

>>**TIP:** Each character type has several skills that make them handy to have in an adventuring group. You should group up with players whose skills complement your weaknesses.

⊕ For a complete listing of skills and their effects, ➤ *Skills* on p. 34.

TAKING DAMAGE

As you fight, you and your foe take damage.



- * The blue line on the upper right of your shortcut bar represents your shields. At first, your shields protect you. Once your shields are depleted, you begin to take damage to your hull.
- * Your foe's shield and hull strength are displayed above your targeting interface. When your opponent's hull is destroyed, you've won the battle! (Of course, if your hull is destroyed, it's a tow back to the space station for you)

NOTE: Your equipment can be damaged if you're attacked while your shields are down.

>>**TIP:** Several professions have skills that allow them to repair your shields or equipment. They make excellent group members!

LOOTING DEFEATED OPPONENTS

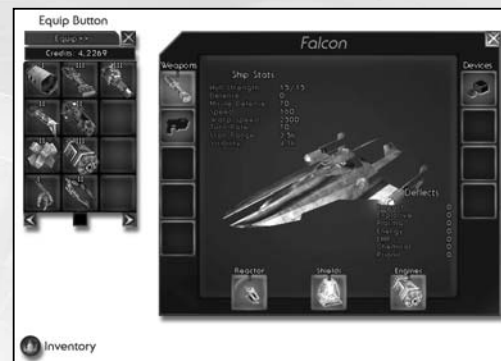
If you're victorious, a hand-shaped Loot button appears on your targeting interface.

To loot:

1. Click the Loot button to view any items your foe was carrying. A list of your foe's hull contents appears.
 2. To take an item, click on it to tractor it into your cargo hold.
- * It's a good idea to take everything you can, because you'll get credits and trade experience for selling loot at a space station.
- >>**TIP:** You can also earn trade experience by trading your loot to another player. Advanced players often give their loot to a group member with the Negotiate skill, because such characters get better prices when they trade at space stations.

INVENTORY

So, you've looted an item – where did it go?



ACCESSING CARGO

- ⊕ To access your cargo hold, as well as your ship loadout screen, click the Inventory button in the lower left of your screen. An image of your cargo hold appears.
- ⊕ To see more cargo, use the scroll bar at the bottom of the interface.
- ⊕ To open your ship Loadout screen, press the Equip button at the top of your hold.
- * You can view your engine, shield, reactor (on the bottom), your weapons (on the left) and special devices (on the right) from the Loadout screen. If you're new, some of these slots will be empty, but you'll fill them soon enough!
- ⊕ To equip an object, drag it to an appropriate slot on the loadout screen, and then release the mouse. The object will begin to equip. You will be given a message when the object is equipped.

NOTE: It takes a few moments for an object to equip, so it is best to equip your ship before heading into combat.

- ⊕ To make a weapon or device you just equipped available for use in your shortcut bar, drag it to the bar, then release.

EXTRA STORAGE

It's important to keep room in your cargo hold for items you'll acquire during your adventures. A full hold means leaving things behind, and you never know when you're going to find that powerful artifact! Fortunately, you have some extra storage space to store your belongings. You can access it at any space station.

To access extra storage inside of a space station:

1. Press the Inventory button in the lower left of your screen.
 2. Press the Vault button, located at the top of your cargo hold. Your storage vault appears.
- * You can only access this vault while inside a space station, but anything you leave inside will be there when you come back.
 - * You only have one vault, accessed from any space station. You do not need to move your belongings between space stations.

ABOUT YOUR CHARACTER

Learn more about your character's skills, experience, and missions.

- ⌘ To access your character's information, such as his skills, experience, mission journal, and credit balance, press the Character button in the lower left of your screen.

EXPERIENCE

As you fight, trade, or explore in *Earth & Beyond*, you gain experience for each of these activities. Experience is a representation of the knowledge your character has accumulated. When you gain enough experience, your character gains an experience level and you earn a skill point you can spend to improve your abilities.



Below is a partial listing of activities you can do to earn experience:

Activity	Experience Type
Defeat Enemies	Combat
Explore/Discover New Locations	Exploration
Learn Item Recipes/Schematics	Exploration
Prospect Resources	Exploration
Trade Items to other Players	Trade
Manufacture Items	Trade
Sell Treasure	Trade
Run profitable Trade Routes	Trade
Completing Missions	Various

NOTE: An excellent way to get extra experience (and credits!) is to complete quick missions for one of the various factions in *Earth & Beyond*. Most space stations have a Jobs terminal where you can find a list of available tasks.

SKILLS

Your skills are displayed at the bottom of your character interface. Each skill has a series of solid and empty circles under its name; solid circles represent your current level of knowledge, while empty circles represent your future capabilities.



- ⊕ To access a skill, drag the icon from your skills list to your Shortcut bar.
- ★ Skills you will learn in the future, but do not yet know, will not appear on this section until they are learned.
- ★ When a skill is eligible to be upgraded, a small green arrow appears to the right of that skill's box.

To upgrade the skill (or to simply learn more about it):

1. Click on the skill name. A box appears displaying more information on your skill. If you are eligible to upgrade your skill, an Upgrade button appears in this box.
 2. Select the Upgrade button to spend skill points and improve your skill.
- ★ As you upgrade skills, you will receive new abilities. For example, the first level of the Recharge Shields skill allows the player to recharge his own shields, while level three allows recharging of another player's shields.
 - ⊕ To swap between active abilities, right-click on the skill's icon in your shortcut bar.

- ★ You need to select a new ability in order to use it or you will continue to use a skill's default (level one) ability, so be sure to experiment with your skills as you upgrade them!

MISSIONS

Earth & Beyond has a wide range of missions your character can complete, some given by computer-controlled characters, others by jobs terminals found in many space stations. To help you remember your tasks and track your progress, we've included a mission journal for you.



- ⊕ To open your mission journal, click the Mission tab at the top of your character interface. A list of missions, both completed and current, is stored here.
- ⊕ To obtain more detail about a mission, such as what you're supposed to do next, click on it. A new window opens that shows more detailed information about your current task.
- ⊕ To forfeit a mission just select the forfeit button for that specific mission and it will be removed from your mission journal.
- ★ Mission information automatically scrolls into view as you hold your mouse over the mission text.

GROUPING: THE BENEFITS OF COOPERATIVE PLAY

Earth & Beyond is a social game, and though it is possible to make a powerful character playing alone, we've created many features to make your gameplay experience even more enjoyable when you share it with others.

- * First among these is the way we've distributed skills among the various character types. No matter which profession you select, you have at least two skills that make your character an invaluable member of a group. For example, Tradesmen can recharge the shields of their group members, Explorers can Jumpstart incapacitated comrades, and a Warrior may use Gravity Link to slow a speedy enemy.
- * Second, players who form a group gain access to a special Group interface. Once you've created a group, you'll be able to monitor the hull and shields of every group member, and will have access to a wide variety of group management options.
- ⊕ To open the Group interface, target another player, then press the Group button on your targeting interface. This issues an invitation to the targeted player to join your group.
- * You also receive gameplay bonuses for grouping with others. For example, you gain bonus experience for actions performed by your groupmates. The more people in your group, the larger the bonus!
- * In addition, your character will automatically bestow a statistical benefit upon your groupmates' abilities, and they on you. Every profession has its own benefit:

Profession	Benefit
Tradesman	Group members make more money when selling items to NPCs.
Explorer	Group members regenerate energy faster.
Warrior	Group members take less hull damage.
Enforcer	Group members take less equipment damage.
Defender	Group members do more critical hits.
Sentinel	Group members' weapons use less energy.

- * Finally, groups have access to their own chat channel, which may be accessed under the chat menu. This enables you to speak privately with your group members.

IMPROVING AND EQUIPPING YOUR STARSHIP

Your *Earth & Beyond* career begins with a powerful starship. However, it won't be long until you'll want to enhance your ride to face ever-greater challenges! We've provided a wide variety of ways to upgrade your ship.

LEARNING MORE ABOUT ITEMS

- * To learn more about an item in *Earth & Beyond* – for example, your ship's engine – simply right-click on the item. A window appears that displays more information for you.

NOTE: You can learn some very important information by examining your items. More advanced items often come with special powers, so be sure to examine your possessions carefully!

BASIC ITEM TYPES

While the number of items available in the *Earth & Beyond* universe is virtually infinite, items can be grouped into one of nine basic categories: Engines, Reactors, Shields, Devices, Missile Weapons, Missile Ammunition, Projectile Weapons, Projectile Ammunition, and Beam Weapons.

- * Its technology level classifies each item type. Tech levels range from 1-9, with the higher levels denoting progressively better, and rarer, equipment.

ENGINES



Every starship requires an engine to propel itself through the universe. The higher its technology level, the faster the engine. Some engines come with special effects that improve your statistics or abilities.

REACTORS



Your reactor provides energy for activating your weapons, skills and devices. Because your energy dictates what you can do, and how often, your reactor is in many ways your most important piece of equipment.

SHIELDS



Shields protect your hull from being breached by enemy fire. Shields with higher technology levels have higher damage absorption, faster recharge rates, higher resistance to particular damage types, and sometimes come with special effects.

DEVICES



Devices are items that can serve as enhancements to other items or skills. Devices with higher tech levels generally produce more powerful enhancements or may have multiple effects that can be used.

BEAM WEAPONS



Beam weapons use focused energy attacks to deliver their damage. They have relatively poor energy efficiency and short range, but require no ammunition and inflict high damage if you're close to your target. Beam weapons with higher technology levels do more damage, have greater range, and may have special effects. Jenquai specialize in beam weapon use, and may attain higher skill levels than the other races.

MISSILE WEAPONS (MISSILE LAUNCHERS)



Missile Launchers are long-range weapons that fire more slowly than beams, but deliver greater damage per strike. They typically do explosive damage. Missile Weapons with higher tech levels do greater damage, have greater range, and may have special effects. Terrans excel with missile weapons, and may reach higher levels of skill than the Progen or Jenquai.

MISSILES



Missiles are the ammunition used by missile launchers. Every launcher uses a specific type of missile. Missiles must be purchased or manufactured when a launcher's supply is exhausted.

PROJECTILE WEAPONS



Projectile Weapons involve objects fired at high velocity that do piercing damage. Projectile Weapons with higher tech levels will use less energy, reload faster, and may produce special effects on their targets. Projectile weapons have medium range and are energy efficient, but they require ammunition that must be purchased or manufactured.

PROJECTILE AMMUNITION



Projectile Ammo consists of objects fired at a high velocity that inflict piercing damage. Projectile Ammo with higher tech levels does greater damage, may do specific types of damage, and may produce special effects on its targets.

BUYING AND SELLING EQUIPMENT

Although you may occasionally find merchants wandering the space lanes, the best place to trade is within a space station. You'll recognize a merchant in a space station by the large booth he stands behind, displaying his wares.



BUYING

To initiate trade with a merchant:

1. Approach the merchant. Your cursor changes to a bubble-shaped Talk cursor.
 2. Click on the merchant to engage in a short conversation. The merchant then offers to trade.
 3. If you accept the merchant's offer, the trade interface opens. On the left, you see your cargo hold. On the right, you see a similar interface displaying the merchant's wares with a series of tabs at the top denoting various categories of merchandise.
- ⊕ To browse the items available for sale, click one of the category tabs to see what the merchant has available in that category.
 - ⊕ To learn more about an item, right-click on it. A further description of the item appears.
 - ⊕ To purchase an item, click the item to select it, and then press the Buy button at the bottom of the merchant's cargo hold. The item will be added to your cargo hold, and the proper number of credits will be deducted from your account.

SELLING

- ⊕ To sell an item to a merchant, click on an item that you wish to sell and then click the Sell button that appears at the bottom of your cargo hold. If the item may be sold (some items are not sellable for various reasons), the merchant removes the item from your hold, and credits your account.
- * Certain types of items may be stacked in your cargo hold, allowing you to hold multiple units in a single cargo slot for greater efficiency. Stackable items can be bought and sold either singly or in an entire stack – just look for the Buy Stack and Sell Stack buttons while trading.

TRADING WITH OTHER PLAYERS

Other players are often the best source of quality merchandise – they're more willing to brave the dangers of space than your typical space station merchant.

- ⊕ To trade with another player in space, target the player and press the Trade button on your targeting interface.
- ⊕ To trade with another player in a space station, move up close, left-click on the player, then choose the Trade option.
- * When you initiate the trade, the Secure Trade interface will open. This interface is split into two halves, you on the left, and your trading partner on the right. Each of you may drag any items you wish to trade into your respective halves of the interface; to trade credits, drag the gold coin icon. Dragging the icon opens a small box where you can type how many credits you wish to trade.
- ⊕ To complete the trade, click on the Confirm box to check it. When your trading partner has selected this box as well, the trade is completed.

MAKING YOUR OWN EQUIPMENT

What to do if you can't find the item you need for sale? Why, make it yourself!

LEARNING RECIPES

- * All professions have the ability to manufacture their own items; though the Trader types – especially the Tradesman – can create a wider variety of better-quality goods.
- * In order to manufacture an item, you first need to obtain its schematic (also known as a recipe) using an Analyze Station located on some space stations.

To analyze an item:

1. Left-click on an analysis terminal inside a space station. The Analysis interface opens, with your cargo hold contents displayed to the left.
2. Drag the item you wish to analyze to the box labeled PLACE ITEM HERE and press the Analyze button. If the analysis is successful, the item's recipe is now available to you.

* You can only analyze items for which you have the sufficient manufacturing skill.

NOTE: Analyzing an item will destroy it, so choose wisely. Not every analysis attempt is successful. It is possible to lose the item and fail to get the recipe.

MANUFACTURING

Once you've acquired an item's recipe, you are able to manufacture it, provided you have the necessary component parts to do so.

To manufacture an item:

1. Click a manufacturing terminal. The manufacturing interface opens.
2. Click one of the tabs at the top of the interface to access a list of recipes available to you.
3. Left-click on a recipe. Icons representing the components you need to manufacture the item appear. Any components you are missing are dimmed.
4. If you have the components on hand, and enough credits to pay the manufacturing fee listed on the interface, press the Manufacture button. The item is created and placed inside your hold.

DISMANTLING ITEMS TO OBTAIN COMPONENTS

Can't beg, buy, or steal the component parts to make an item you want? Sometimes the answer is to dismantle an object you no longer need and utilize its pieces to create a new one.

Note: In order to dismantle an object, you must already know its recipe.

To dismantle an item:

1. Left-click on an analysis terminal inside a space station. The Analysis interface opens, with your cargo hold contents displayed to the left.
2. Place an item whose recipe you know in the indicated slot and press the Dismantle button. The original item is now destroyed and you now possess some of its component parts.

PROSPECTING TO OBTAIN RAW ORES

Dismantling items or buying components aren't the only ways to obtain the parts you need. If you're a Sentinel or Explorer, you can also use your Prospecting skill to mine raw resources.

To prospect:

1. Click on a nearby asteroid to target it and press the Prospect button. An interface opens that displays all available ore inside the asteroid.
2. Click on the ore you wish to obtain. The ore is mined.

NOTE: Your character must have the Prospecting skill in order to prospect for raw ores.

REFINING RAW ORES INTO RESOURCES

Once you've obtained raw ore, whether through prospecting or trade, you must refine it before it may be used to create component parts.

To refine, locate a refining terminal inside a space station, and click on it. The refining interface will open, displaying a list of any refineable resources in your hold. Select the resource you wish to refine by clicking on it, and then press the 'Refine' button. Provided you have enough credits to pay the refining fee, the ores will be removed from your hold, and replaced with the appropriate refined resource.

CRAFTING COMPONENTS

A final note about building items: Only the Tradesmen profession can build components out of refined ores. Every profession can craft items, but unless you're a Tradesman, you'll have to obtain your components by dismantling other objects, purchasing them from merchants, or finding them as treasure on defeated enemies.

HULL UPGRADES

As you gain levels and complete missions in *Earth & Beyond*, you are offered opportunities to rise in rank and upgrade your starship for a better model. Your first chance to upgrade comes early in your career, after you've completed your first set of missions for your character's employer. Be sure to take advantage of it! Better ships mean stronger hulls, larger cargo holds and more slots for mounting weapons and special devices.

SKILLS

Skills are the special abilities that define your character's role in *Earth & Beyond*. Although some skills are available to all characters, many are available only to one character profession. Each profession has at least one unique skill.



⊕ To see a full list of your character's skills, and the ability you receive at each level within a skill, take a look at your skill interface. Place your cursor over one of the circles next to a skill name. A pop-up screen appears offering the most up-to-date information on what that skill does.

* There are two categories of skills: Passive and Active. Passive skills are always in effect and require no action by the player to receive their benefits. Active skills have icons that must be activated from your shortcut bar to use the skill. Active skills often require a target.

NOTE: If an active skill has more than one possible ability or action, you may swap between actions by right-clicking the skill's button on your shortcut bar.

WEAPON SKILLS

Weapon skills define what types of weapons the player may use, as well as what technology level of that weapon type he may install on his ship.

BEAM WEAPON (PASSIVE)

Availability: All races and professions

A player's Beam Weapon rating determines both his accuracy with beam weapons as well as what level of beam weapon technology he may install on his ship.

PROJECTILE WEAPON (PASSIVE)

Availability: Explorer, Defender, Sentinel, Warrior, Enforcer

A player's Projectile Weapon rating determines both his accuracy with projectile weapons as well as what level of projectile weapon technology he may install on his ship.

MISSILE WEAPON (PASSIVE)

Availability: Defender, Sentinel, Warrior, Tradesman, Enforcer

A player's Missile Weapon rating determines what level of missile weapon technology he may install on his ship.

TECHNOLOGY SKILLS

Technology skills are similar to weapon skills in that they define what level of technology the player may install on his ship. For example, if the player has an Engine Tech skill of four, he may install engines up to and including technology level four.

ENGINE TECH (PASSIVE)

Availability: All races and professions

A player's Engine Tech rating determines what level of engine technology he may install on his ship.

SHIELD TECH (PASSIVE)

Availability: All races and professions

A player's Shield Tech rating determines what level of shield technology he may install on his ship.

REACTOR TECH (PASSIVE)

Availability: All races and professions

A player's Reactor Tech rating determines what level of reactor technology he may install on his ship.

DEVICE TECH (PASSIVE)

Availability: All races and professions

A player's Device Tech rating determines what level of special device technology he may install on his ship.

TRADE SKILLS

Trade skills define the type of items the player may manufacture, as well as the technology level of those items.

BUILD WEAPONS (PASSIVE)

Availability: Defender, Warrior, Tradesman, Enforcer

The Build Weapon skill allows the player to analyze and manufacture beam weapons, projectile weapons, and missile launchers, as well as ammunition for each. The player can only attempt to analyze or manufacture weapons or ammunition items of a technology level equal to or below his current skill level. His skill level also determines the cost of analyzing and manufacturing, as well as the quality of the items manufactured.

BUILD DEVICES (PASSIVE)

Availability: all except Warrior, Enforcer

The Build Device skill allows the player to analyze and manufacture special ship devices, such as cloak enhancers. The player can only attempt to analyze or manufacture devices of a technology level equal to or below his current skill level. His skill level also determines the cost of analyzing and manufacturing, as well as the quality of the items manufactured.

BUILD SHIELDS (PASSIVE)

Availability: Sentinel, Tradesman

The Build Shields skill allows the player to analyze and manufacture shields. The player can only attempt to analyze or manufacture shields of a technology level equal to or below his current skill level. His skill level also determines the cost of analyzing and manufacturing, as well as the quality of the items manufactured.

BUILD ENGINES (PASSIVE)

Availability: Enforcer, Tradesman

The Build Engines skill allows the player to analyze and manufacture engines. The player can only attempt to analyze or manufacture engines of a tech level equal to or below his current skill level. His skill level also determines the cost of analyzing and manufacturing, as well as the quality of the items manufactured.

BUILD REACTORS (PASSIVE)

Availability: Explorer

The Build Reactors skill allows the player to analyze and manufacture reactors. The player can only attempt to analyze or manufacture reactors of a technology level equal to or below his current skill level. His skill level also determines the cost of analyzing and manufacturing, as well as the quality of the items manufactured.

BUILD COMPONENTS (PASSIVE)

Availability: Tradesman

The Build Components skill allows the player to analyze and manufacture the components used to manufacture other items (for example, circuit boards and firing mechanisms). The player can only attempt to analyze or manufacture components of a technology level equal to or below his current skill level. His skill level also determines the cost of analyzing and manufacturing, as well as the quality of the item manufactured.

SPECIALIZED SKILLS

Specialized skills are those that define what actions a player may take in the world.

BEFRIEND (ACTIVE)



Availability: Tradesman

This skill allows a Tradesman to improve relations with a non-player character (NPC), making it less likely the NPC will attack. At higher levels, the player can use special skills such as Calm, which reduces an NPC's aggression range, and Calm Group, which can be used on several NPCs at once.

CLOAK (ACTIVE)



Availability: Defender, Explorer

This skill allows the player to disappear from sight. After a brief power-up cycle, the player disappears, preventing others from interacting with him until his energy is drained or he de-cloaks. At first, the player must be completely motionless to remain cloaked. However, at higher skill levels, the player can move, and can even cloak his group members.

COMBAT TRANCE (PASSIVE)

Availability: Warrior

This skill activates automatically when the player's ship is at a complete halt, bestowing combat bonuses. The first level of skill is 'Power Trance', which improves energy regeneration rates; at higher levels, the player gains further benefits, such as 'Accuracy Trance' and 'Focus Trance', which grant bonuses to projectile weapon and beam weapon accuracy, respectively.

CREATE WORMHOLE (ACTIVE)



Availability: Explorer

Create Wormhole allows the player to forgo Gate technology, creating a hole in space that transports the player to one of several pre-set destinations around the galaxy. At higher skill levels, the player can also transport members of his group.

CRITICAL TARGETING (PASSIVE)

Availability: Warrior, Sentinel, Defender, Enforcer

Critical Targeting allows the player to inflict more damage on his enemies by pinpointing weak spots in his enemies' defenses. Higher skill levels increase the chance that a critical hit will occur with each attack.

DAMAGE CONTROL (PASSIVE)

Availability: Warrior, Enforcer

This skill constantly protects the player's ship during combat, reducing damage to his hull. The amount of damage deflected increases with higher levels of skill.

ENRAGE (ACTIVE)



Availability: Warrior, Enforcer

Enrage allows the player to anger his enemies, drawing their fire away from other members of his group. At higher skill levels, the player can enrage multiple enemies at once.

ENVIRONMENT SHIELD (ACTIVE)



Availability: Explorer

Environment Shield creates a barrier that protects a ship from damaging environmental effects, such as nebulae storms and radiation. The skill becomes more powerful at higher skill levels.

FOLD SPACE (ACTIVE)



Availability: Defender, Explorer

Fold Space enables the player to teleport a short distance to a random location. Higher levels, which have a shorter recycle time, allow the player to teleport single enemies, and even teleport whole groups.

GRAVITY LINK (ACTIVE)



Availability: Warrior, Sentinel

Gravity Link allows a Progen to increase the mass of his enemies, slowing them and preventing them from escaping. At higher skill levels, the player is able to affect multiple enemies at once.

HACKING (ACTIVE)



Availability: Enforcer

Hacking allows a player to 'reboot' his enemies' ship systems, such as their engines, reactor, or shields. At higher skill levels, the player can choose which system he wishes to target, and at the highest skill levels, he is able to affect multiple enemies at once.

HULL PATCH (ACTIVE)



Availability: Tradesman

Hull patch allows the player to repair ship hulls that have been damaged during combat. When activated, the target's hull is repaired at the expense of the repairing player's energy. At higher levels, the player can use Area Hull Repair, which repairs the hulls of all friendly ships within a certain radius.

JUMPSTART (ACTIVE)



Availability: Explorer

Jumpstart allows the player to restart another player's incapacitated ship, saving him from being towed back to a space station for repairs. At higher skill levels, Jumpstart uses less energy and has an increased chance of success.

MENACE (ACTIVE)



Availability: Sentinel

Menace allows the player to terrify his enemies, causing them to flee. At higher skill levels, the player can affect multiple enemies at once.

NAVIGATE (PASSIVE)

Availability: Explorer, Tradesman

The Navigate skill allows the player to travel much more efficiently. Abilities include reduced warp energy costs, faster flight speeds, and reduced wait times before entering warp. At its highest skill level, Navigation enables the player to escape gravity wells, a warp-preventing device often employed by pirates.

NEGOTIATE (PASSIVE)

Availability: Enforcer, Tradesman

Negotiate allows the player to reduce the price paid for goods and services, as well as improve the profit he receives when he sells his wares.

POWER DOWN (ACTIVE)



Availability: Sentinel

Power Down allows the player to shut down his ship, making him appear incapacitated. A successful use of this skill will often cause enemies to break off their attacks. The chance of success increases as the player's skill improves.

PROSPECT (PASSIVE)

Availability: Sentinel, Explorer

Prospect allows the player to retrieve valuable resources from objects such as asteroids, gas pockets, and planetary mineral piles. Higher skill levels allow prospecting of more difficult (and valuable) resource types, and increases the speed at which the player obtains them.

PSIONIC SHIELD (ACTIVE)



Availability: Defender

The Psionic Shield skill allows the player to place a protective shield on his fellow players. The shield remains in effect until it absorbs a set amount of damage, after which it dissipates. At higher skill levels, the player achieves improved levels of protection.

RALLY (ACTIVE)



Availability: Enforcer

The Rally skill allows a player to give combat bonuses to his fellow group members. At lower levels, the player can give group members 'Damage Tactics', which bestows a temporary Critical Targeting capability. As the player rises in skill level, he gains the ability to bestow a wider range of powers.

RECHARGE SHIELDS (ACTIVE)



Availability: Tradesman

This skill allows the player to use his energy reserves to regenerate a target's shield. At the lowest skill level, the player can only affect himself; as the player rises in level, he gains the ability to affect others, and eventually to affect multiple friendly targets at once.

REPAIR EQUIPMENT (ACTIVE)



Availability: Warrior, Defender, Enforcer

Repair Equipment allows the player to repair damaged equipment attached to a target's ship. When activated, the target's equipped items are repaired at the expense of the repairing player's energy. At higher levels, the player can use Area Equipment Repair, which regenerates friendly ships simultaneously within a certain radius.

SCAN (PASSIVE)

Availability: Sentinel, Defender, Explorer

Scan improves the range and power of the player's scanners. At higher skill levels the player can share his scan abilities with fellow group members and may even achieve the ability to detect cloaked ships!

SELF DESTRUCT (ACTIVE)



Availability: Warrior

Self Destruct allows the player to perform an emergency detonation of his ship, incapacitating him but dealing explosive damage over a wide radius. At higher skill levels, Self Destruct spreads substantially higher damage over a wider radius.

SHIELD INVERSION (ACTIVE)

Availability: Warrior



The Shield Inversion skill allows the player to turn his shield into a devastating energy weapon. At higher skill levels, the player inflicts even more damage, and eventually gains the ability to attack several enemies at once.

SUMMON (ACTIVE)



Availability: Defender

The Summon skill allows the player to pull enemy ships away from their allies, to be destroyed at the player's leisure. At higher skill levels, the player gains the ability to pull friends away from danger.

LIFE IN AN EVOLVING GALAXY

The *Earth & Beyond* galaxy is an ever-changing place, reacting to the choices and actions of players like you. As time passes, you could uncover mysterious storylines, encounter strange new foes, and enjoy fresh features and content added to the game by the *Earth & Beyond* team. Be sure to check www.earthandbeyond.com and in-game news terminals (located on space stations) for the latest news and information!

>>**TIP:** Because we're always improving the game, we keep our most recent manual online, at www.earthandbeyond.com.

CREDITS

WESTWOOD STUDIOS

PRODUCTION

Executive Producers: Brett Sperry, Craig Alexander, Eric Wang, Rade Stojasavljevic

Development Directors: Dan Elggren, Thilo Huebner

Associate Producers: Ken Murphy, Tim Fritz

PROGRAMMING

Technical Direction: Philip Gorrow, Eric Wang

Lead Programmer: David Montgomery

Lead Graphics Programmer: Naty Hoffman

System Programmers: Steve Clinard, Andre Arseneault, Neal Kettler, Chris Davis, Bret Ambrose, Demetrius Comes, Steve Tall, Steve Copeland

Client Programmers: Scott Bowen, Daniel Teh, Hector Yee, Darren Schueller, Mike Lytle, Jani Penttinen, Kenny Mitchell

Special Thanks: Jan Tian, Blain Hodge

Additional Programming: Joe Bostic, Greg Hjelstrom, Patrick Smith, Ian Leslie, Byon Garrabrant, Maria del Mar McReady Legg, James Roberts, Douglas Warren, Brian Hayes, Eric Cosky

DESIGN

Lead Designers: Janus Anderson, Derek Sanderson

Lead Content Designer: Chris Klug

Senior Content Designers: David Dubord, Brian Heins, John Comes

Content Designers: Alan Blaine, Scott Blinn, Greg Chapman, Steve Copeland, Scott Crawford, Chris Davis, Adam Isgreen, Mike Lightner, Darrin McPherson, James Walls

Additional Creative Direction: Chris Plummer

Additional Design: David Yee, Joe Gernert, Mike Hutchins, Darren Korman, Ken Murphy, George Ziets, Rob Powers, Dan Etter, Philip Gorrow

Head Writer: Angela Ferraiolo

Staff Writer: George Ziets

Writers: Alan Blaine, Scott Crawford, Dave Dubord, Brian Heins, Adam Isgreen, Bill Kunkel, Darrin McPherson, Derek Sanderson, Mark Silcox

Universe Created By: Adam Isgreen, Mike Lightner, Brett Sperry

Original Story: Paul B. Robinson

ART

Art Direction: Gary Cox, Jeremiah O'Flaherty

Ship Design: Doug Chiang

Lead Artists: Ken Raschko, Alan Blouin

Artists: Nghia Lam, Richard Vargas, Aaron Herzog, Tse-Cheng Lo, Tom Szokolczay, Elie Arabian, Beau Anderson, Mike Amerson, Stephen Cady, Richard Semple, Eric Kearns, Joseph Black

Additional Artists: Melissa Gamez, Matt Hansel, Mark Leon, Jason Maier, Ned Mansour, James Mestemaker

Concept Artist: Gary Freeman

Additional Concept Artist: Chris Hawkes

Cinematic Intro: Todd Arson Communications

MOTION CAPTURE

Motion Capture Supervisor: David Washburn

Motion Capture Direction: Jeremiah O'Flaherty

Motion Capture Assistant: Todd Widup

Motion Capture Performers: Tiffany Baker, Ivan Caulier, Maria Cina, Elena Nekrasova, Erin Avalos

AUDIO

Audio Director: Paul Mudra

Audio Lead: Stan Neuvo

Sound Design: Dwight Okahara, Michael Mancini

Terran, Progen, and Miscellaneous Music: Frank Klepacki

Jenquai Music: David Arkenstone

Voice Over Producer-Director: Donny Miele

Voice Over Cast: Admiral Diego Herrera – Earl Bohlen, Ariad – Lenore Zann, Cailleach MacKellan – Roberta Farkas, Councilor Uja'da – Susan Silo, Computer Voice – Colette Whitaker, Gratis Augustus Var – Charlie Adler, Gray Feather – Charles Klausmeyer, Lady Katherine Isabella Olivia deWinter – Claudia Christian, Loric – John DiMaggio, Megan – Dorie Barton, Memnon – Alan Oppenheimer, Merjan Kathrada – Roberta Farkas, Proconsul Dionysius Kerr – John Vernon, P3889 – Jonathan Redford, Professor Nostradamus Smythe – Keith Szarabajka, Shou Tzu – Billy Brown, Silva – Darryl Kurylo, Tradesman Loren Lester, Theodorick Cassel – Andy Robinson, Vinda – Lori Tritel, Starbase Traffic Controllers – Vanessa Marshall & Gregg Berger, Net-7 Newscaster – Mari Weiss

Dialogue Recording Studio: Buzzy's Recording – Los Angeles

Additional Dialogue Editing: Wave Group Sound, Inc.

Additional Voices: Derek Sanderson, Cherri Abreu, Frank Klepacki, Michelle Davis, Greg Chapman, Alan Blaine, Cliff Hicks, Kia Huntzinger, Ken Murphy

Additional Sound Effects: Wave Group Sound, Inc., Soundrangers

COMMUNITY

Community Manager: Maria Hamilton

Community Coordinators: Craig Elliott, Jennifer Lane

Community Moderators: Wendy Barlow, Jill Nicholson

CUSTOMER RELATIONS

Customer Relations Director: Boyd Beasley

Player Relations Leads: Dan Beahn, Michelle Davis, Tim Hempel

Senior GameMasters: Alexander Colom, Justin Reckling

Staff Development Manager: Mary T. Smith

MARKETING

Vice President of Marketing: Laura Miele

Product Marketing: Aaron Cohen, Mike Bell, Matt Orlich

Public Relations: Amy Farris

WEBSITE

Web Development Director: Ted Morris

Website Design: Greg Casey, Brian Manning, Jordan Robbins

Website Programmers: Frank LaRosa, Jim Annoreno

Contracted Web Services: Click Active Media, Benjamin Zoss

QUALITY ASSURANCE

QA Manager: Lloyd Bell

Project Lead: Yavuz Erdün

QA Database Analyst: Rhoda Y. Anderson

QA Technician: Rodel Oiga

QA Analysts: Benjamin Galley, Doug Wilson

QA Specialists: Chris Blevens, Tom Quitoni, Michael Ruppert, Steve Shockey

QA Testers: Jon Jett, Justin Lewis, Shawn Matthews, Joe Perry, Chad Fletcher, Jonathan Craig, Tony Castle, Trevor Scheer, Mike Lotfi, Jason Campbell, Nick Sherba, Dolph Cieplenski, Errol Campbell, D'Andre Campbell, Andrew Winsor

QA Tester/Bug Database Support: Steve Tarantino

QA Engineering Support and Automation: Demetrius Comes, Wei Shoong Teh, Skyler York

Additional QA Credits: Beau Hopkins, Britton Howard, David Reese, Donnie Tittle, Glenn Sperry, Josh Stoke, Mike Sloan, Shane Dietrich, Michael D. Jones, Frank Yoder

STUDIO OPERATIONS

Studio General Manager: Louis Castle

Chief Creative Officer: Brett Sperry

Creative Director: Chris Plummer

Chief Operating Officers: JF Prata, Jerry Bowerman

Executive Management: Louis Castle, Jerry Bowerman, Laura Miele, Craig Alexander, Chris Plummer, Dan Cermak, Steve Wetherill, JF Prata

Human Resources: Cristy Huender Lynn Lau

Finance and Accounting: Kia Huntzinger, Laura Mixson, Cherri Abreu, Nora Vargas

MIS Direction: Kurt Dehlschlaeger

MIS Team: Tom Andrulis, Milo Ballan, William Owsley, Doug Radmacher

Office Management: Wanda Flathers, Cheryl Ann Prenger, Bob Lemon, Judy Matteson, Jennifer Hoge

ER.COM

Senior Integration Producer: Mike Glosecki

Executive Producer: Craig Alexander

Associate Producer: Chad Okada

Technical Directors: Steve Gray, Lars Smith, Christian Straight

Operations Project Manager: Mark Franz

Operations Management: Greg Bartlett

Chief Architect, Online Operations: Mark Rizzo

Architect, Online Operations: Amol Kabe

Operations Staff: Steve Nichols, Marc Pernia, Steve Rish

Engineering Project Managers: Nathan Fahrenthold, Peter Huang, Lily Weiss

Engineering Management: Warren Mayoss, John Hayase

Manager, CRMD Tool Development: Marc Pernia

Engineering Staff: Jeff Price, John Gu, James Whitehouse

Network Producer: Belinda Heywood

Senior Development DBA: Demetrius Comes

Systems DBA: Joan Perry, Lalita Joshi, Chris Davis

DBA Lead: Rajesh Kumar

Director of Marketing: Kim Cieslak, Eric Hartness

Legal Team: Jennifer Damewood, Sue Garfield

Finance and Accounting: Deborah Lightfoot

Executive Management: Erick Hachenburg, Rick Geiger, Joe Keene, Joe Kugler, Rob Martyn, Chris McKibbin, Bryan Neider, Chris Yates

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Group Studio Managers: Luc Barthelet, Bing Gordon, Bruce McMillan

Marketing and Sales: Frank Gibeau, Nancy Smith

Executive Management: Don Mattrick, Stan McKee, Rusty Reuff, John Riccitiello, Larry Probst, Paul Lee

Documentation Editor: Sharon Maher

Documentation Design and Layout: The Big Idea Group, Inc.

Package Project Management: John Burns

Package Design: Hamagami/Carroll & Associates

Customer Quality Control: Anthony Barbagallo, Tony Alexander, Eron Garcia, Darryl Jenkins, Dave Knudson, Russell Medeiros, Simon Steel, Andrew Young

Mastering Lab: Michael Yasko, Yakim Hayuk, Michael Deir, Chris Espiritu

EARS CAT LAB: John Hanley, Dave Koerner, Angelo Bayan, Dave Caron, Mark Gonzales, Nicolas Field

Business Affairs: Jennifer Ansaldo

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