

%area = Gives text description of your area %coords = Prints out your coordinates %selfname = Gives your own name in game %tickname = Prints the name you have ticked on the stat box %energy = Prints how much energy you have %Flags = Prints how many flags you have %Freq = Prints out what Frequency you are on %killed = Prints name of last person you killed %killer = Prints name of last person to kill you %red = Prints name with flags and bounty of closest red flag carrier (must be seen on radar) %redbounty = Prints bounty of closest red flag carrier (must be seen on radar) %redflags = Prints flag count of closest red flag carrier (must be seen on radar) %redname = Prints name of closest red flag carrier (must be seen on radar) %squad = Prints out what squad you are on %shield = Prints how much longer you have left with Shields %super = Prints how much longer you have Super left ?arena = Displays list of public Arenas ?best = Displays your best score (timed games) ?chat= = Sets chat channel (begin messages with a ;) ?chat = Displays the players on your chats ?flags = Prints a list of who currently holds flags ?go = Warps you to a public arena from a private arena. Requires full Energy. ?go arena = Warps you to private arena or creates one if it doesn't exist ?go #arena = Warps you to a private arena. Start the arena name with # to hide the arena from others. ?ignore = Toggles ignore feature on and off (confirmation message will appear) for ticked player ?kill = Toggle "kill message" display. Kill messages are displayed in the text at the bottom of the screen. ?lines=x = Set number of message lines to display x lines ?log filename = Toggle message logging to a text file (?log to toggle logging off) ?packetloss = Displays Server2Client and Client2Server packetloss percentages ?ping = Displays ping statistics ?lag = Displays ping and packetloss statisites ?password=x = Change your current password ?savemap XX = Saves current arena map(even local) to name you specify (XX=name) [BMP Format] ?spec = Displays a list of players spectating you ?status = Displays your ship's status in percentage (Recharge, Thruster, Speed, Rotation and Shrapnel) ?target=X = Sets bounty level For radar [dark blue ships turn light blue (self-imposed honor system)] ?team = Displays the teammates of ticked player ?time = Displays time remaining in current game (where applicable) ?usage = Prints Current Session Time, Total Usage Time and Date First Played ?zone = Displays current zone name ?buy = Displays a list of items that can be bought with points ?buy item = Insert the name of the item to purchase ?sheep = Zone sheep message ?crown = How many kills you have left/need for a crown ?score = Show score in a soccer game ?userid = Display your unique user ID ?scorereset = Reset your score (in zones that allow it) ?getnews = Downloads the zone news to a text File in your subspace directory ?owner = Displays the name of the zone owner ?cheater = Sends a message to all online zone staff. Format is ?cheater [cheatername] [offense]. ?music=x = Sets music volume [0=off 10=max]

?away = Sets afk message [this message is automatically sent back

"message = Sends message to entire team of the player whose name is

::message = Sends message to last player to send you a private message

ticked in the stat box
:alias:message = Sends message to player across arenas

to the player that messaged you (?away to toggle off)].

Hitting the Esc key will bring up a long list of previous messages in addition to a menu box of the following options: Q = Quit F1 = Cycle Through Help Screens F3 = Cycle Through Name Tag Displays F4 = Toggle Radar Display on/off F5 = Toggle message display on/off F6 = Toggle help ticker on/off F7 = Toggle background starfield on/off F8 = Toggle engine sounds on/off F9 = Toggle gamma correct PGUP/PGDN = Adjust size of Player Stat box B = Brings up Set Banner Box with all banners that are in current Subspace Directory A = Brings up list of all arenas. Use PGUP/PGDN to select arena and press Enter to join selected arena C = Change server settings (if available) F = Display Frame Rate (Red number in top left of screen) I = Ignore public macros 1 = Change ship type to Warbird 2 = Change ship type to Javelin 3 = Change ship type to Spider 4 = Change ship type to Leviathan 5 = Change ship type to Terrier 6 = Change ship type to Weasel 7 = Change ship type to Lancaster 8 = Change ship type to Shark S = Change to Spectator Mode Any other key to exit Esc menu and resume game.

Console (non-Esc menu) F1 = Cycle through multiple Help screens F2 = Cycle through multiple Player List boxes F3 = Activate Rocket afterburners F4 = Drop BrickF5 = Activate Decoy F6 = Fire Thor's Hammer F7 = Attach to another ship if you have sufficent bounty (must have 100% energy) (or detach) F11 = Toggle Spectator Mode ON/OFF Alt = View Map Home = Toggles your stealth device ON/OFF DEL = Toggles your multifire ON/OFF INSERT = Warps your ship ONLY if you have maximum energy END = Activates X-RADAR (if present) SHIFT+INSERT = Drops Portal Beacon SHIFT+DEL = Fires the BURST weapon SHIFT+HOME = Toggles CLOAK on/off (if available) SHIFT+END = Toggles ANTIWARP on/off SHIFT+PGDN = Move Ticker in Player Stat Box up one screen SHIFT+PGUP = Move Ticker in Player Stat Box down one screen SHIFT+CTRL = Activates REPEL device =[0-9999] = Set weapon frequency/GHz. Requires full energy

Basic controls for manuvering your ship and firing weapons Left Arrow = Rotate Ship Counterclockwise Right Arrow = Rotate Ship Clockwise Up Arrow = Thrust Forward Down Arrow = Thrust Backward Shift+Up Arrow = Forward Afterburner Shift+Down Arrow = Backward Afterburners Ctrl = Fire Gun Tab = Fire Bomb (if available) Shift+Tab = Lay Mine (if available)