

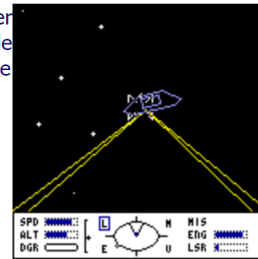


Elite - Void (for Palm)

On this page, you will find information on the game **Void for Palm**. This game is nothing more than another remake of the classic Elite and, I must say, a very high-quality remake! For happy **Palm** owners, this article will be especially interesting, but for pilots who do not have this PC, the article will not seem boring. The article was written by **Vladimir Trotsenko** and revised by **Igor Kuryatnikov**.

You can download the **Void** for your **Palm** with iSilo manual [from here](#).

For more information on **Palm** computers, visit <http://palm.v-lazer.com>.



BACKGROUND

... The solar system has undergone global changes in the 4 billion years since you are reading this. A G2-class star called the Sun has entered the final stages of its life and is using up its remaining energy before the transition to the supernova stage begins. Long before that, scientists on planet Earth had come to the conclusion that when the sun eventually explodes, the shockwave will engulf even the fastest human spacecraft, adapted to evacuate the solar system. So, after hundreds of years of debate on this topic, earthlings have come to the conclusion that the only way for humanity to survive this is to search for a completely new habitat.

During this time, the power of the computer industry increased so much that even the smallest machines were able to emulate every atom of the human body, and parallel networking of computers made it possible to emulate entire cities. Despite the fact that these derivatives did not have physical forms, the inhabitants of the planet were so convinced of their rich and full life that even the most skeptical people began to doubt that life in the physical world is still better.

Tests were carried out using tiny machines called **Genies**, which could travel great distances at speeds close to light, collect surrounding materials for samples, reproduce their own kind and repeat the process. They would put everything together and form powerful computers that could again simulate cities and ultimately entire inhabited worlds and galaxies without being tied to any physical constraints and dependencies of the universe.

Over the next two millennia, an extensive project was carried out to digitize and collect every aspect of life on Earth. From the tiniest insects to every animal found in the oceans, the entire history of the Earth and every inhabitant has been recorded in the largest database ever known to mankind. Using the remaining resources of the planet, the Genies retreated into the void (literal translation of the English word **void**) and began their long journey to save humanity.

After about 500 million years, the Sun increased its brightness to the point that all water on Earth evaporated into the atmosphere and all remaining life forms on the planet were extinguished. Another 100 million years later, the last Genies to leave Earth recorded a Supernova explosion, which is still visible today as a reminder of where our home was.

The Genies have rebuilt our solar system within their giant computer networks and rolled back emulations of our world back to the post-last Ice Age in the hope that humankind will have a second chance at peace on the planet. Each millennium, they analyze our progress and make small changes with the hope of redirecting our destiny on a global scale (although, for example, in the case of religion, these changes do not always go as planned).

With the advent of the new millennium, the time has come for the next analysis - "the judgment of mankind". This time, the Genies created a Void ...

REPRESENTATION

If this is your first time aboard **Valen V**, please take the time to read these instructions in order to be familiar with your new spacecraft. Even if you have piloted other ships from Valen Ore Industry Designs in the past, we advise you to read the complete guide to get the most out of the world's most recent achievement, the intergalactic spacecraft.

The Valen V is designed to replace the multipurpose ship that you know was a tool in research, security and trade in the **Auroa** region ... Its compact two-seater design accommodates an extremely powerful pulsating photon engine, leaving ample room for the optional three military equipment and a 30-ton cargo bay.

After 3 years of design, test flights and modifications, we believe that we have created a sufficiently powerful and versatile ship suitable for any mission. Whether used for space exploration or interplanetary trade, no other ship can match the agility, speed, and power of the Valen V.

The Valen cockpit is housed within a honeycomb-like protective shield The main control panel of the ship's on-board computer has a simple interface that makes it easy to control all the functions of the system's vital functions. Starting with Series V, we have included an escape capsule in the cockpit design, which allows him to leave the ship in a matter of seconds in the event of a complete failure of all its systems, saving his life. This capsule automatically sends a signal to the last space station you visited, and your insurance company will replace your ship with a brand new one as soon as you get there (insurance is automatically concluded when you receive the ship). In doing so, you will retain your current cash and rating status, but you will lose all your cargo that was on board in the crash, unless you yourself have previously entered into an additional cargo insurance contract.

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Vladimir Trotsenko, Igor Kuryatnikov

## PALM SETTING

The Valen V-class ships are equipped with a remote control allowing all parameters of the main on-board computer to be controlled from your Palm PDA. (Currently only this type of device is supported.)

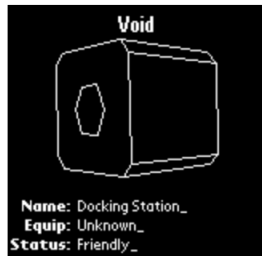
To initialize the remote control, you must install the Void.prc file.

After installation, the program is activated by clicking on the Void icon on the Application Launcher screen. Upon entering the program, you will be presented with different types of spaceships. Click on the screen to start.

When you start the Void program, you will see a choice of mode: Normal (normal) or Trade Only (only trade). Normal mode allows you to enter the full galaxy of Void, Trade Only mode allows you to learn trading without going into space.

Void doesn't allow you to save your game. Instead, an insurance system is used to protect your cargo and your spacecraft's additional equipment. It is advisable that you buy Cargo Insurance as soon as your financial situation allows you to do so.

## SPACE STATIONS



Space stations are located near every planet in the galaxy and are jealously guarded by the Federal Police Agency, which tries to prevent the trade in illegal goods (drugs and DNA), and attacks any ship that finds any of these items. They also protect Space Stations from pirates such as the infamous Aikos who attack ill-defended ships and planets.

There are usually many FAP ships patrolling the Space Stations, please observe the following rules:

- > If you are trying to smuggle illegal goods, then be prepared for a skirmish with the police.
- > It is illegal to enter an area adjacent to the Space Station if you do not intend to enter it.
- > Direct landing on the planet is strictly prohibited (and dangerous) unless you have a Solar Pulse or similar device. go through quarantine and immigration control.

The entrance to the station is located on the side of the planet. The station rotates slowly on its axis to provide the necessary gravity within it. To enter the station, you must position your ship strictly on the axis of its rotation in front of the entrance, you need to enter at a very low speed. Once inside the station, your on-board computer will automatically connect to its internal network and display the main page, giving access to 5 areas of the station:

### Trade

By entering the trade area of the Space Station, you can buy or sell goods from the various planets that you visited during your flight. Prices vary from planet to planet: buying goods in one place and selling in another can be well cooked.

### Equipment (Equip)

From time to time it becomes necessary to refuel, to supplement your ship with new equipment, more powerful weapons or a larger cargo hold. The Galactic Trade Group controls the quality of the equipment, so the prices for it on all planets are the same.

### Status

A black box device installed in the Valen V cockpit continuously records all information regarding your status. Despite the fact that the device has a memory capacity designed for more than 30,000 flight hours, information from it is transmitted to the Intergalactic Network via the Space Station's computer each time it is entered. To view the full data, you can call up the status screen, which displays your current rating, cash, cargo weight on board, your asset (cash + cargo value), the number of ships you downed, the number of missions completed, the number of hyperjumps and the total range of flights.

### Map (Map)

Access to the complete map of the galaxy. Here you can view detailed information about each planet, from here you can also make a hyperjump by choosing a travel destination.

### Mission

From time to time you will be prompted to complete missions for various planets and corporations, and this screen will give you information about the current mission.

### Leave Station

Press this button to leave the station and into the planet's atmosphere. After completing the undocking and exiting process, you will be facing the planet with the Space Station behind you. You can enter the station again at any time.

## FLIGHT CONTROL

*No matter how they tell me that **ELITE** will not work on Palm due to the lack of a full-fledged keyboard - but no, get it and sign it. I agree that the Spectrum control was more functional, and it was carried out more quickly. But, what can you do - I had to sacrifice something ...:)*

The main screen is divided into two sections. The upper part of the screen displays the view transmitted by one of the external onboard cameras. In the center is the crosshair, which changes its shape whenever the target is in the capture area or when the GPS locator is active.

At the bottom of the screen is the control panel for the host computer:

On the left side of the panel there are 3 indicators showing your current speed (SPD), altitude above the planet's surface (ALT) and an indicator (DNG), which starts blinking rapidly when the onboard security system senses something amiss. Pressing the SPD indicator activates the automatic flight control system, which allows you to fly without constantly pressing the accelerator pedal.

Please note that Valen V must be equipped with a Solar Pulse engine to be able to land on most planets. If you try to enter without an engine, you will be seriously injured.

The ship's position is shown by a small dot moving up or down on the roll indicator. Despite the fact that you are flying in open space, your ship maintains a virtual horizontal level to help you orientate around the planets. If the dot is in the middle of the indicator, the ship is on the correct course horizontal.

*It would have been better to have left everything as in **ELITE** : there you could fly with your nose up and at the same time cutting "dead loops". And the limited vertical maneuvering, oh, how sometimes it interferes ...*

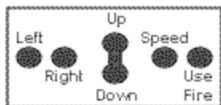
On the right of the panel there are 2 indicators that show the ship's battery level (ENG) and the temperature of the laser system (LSR). Here you can see the indication of the number of missiles and ECM on board the ship.

The radar is located in the center of the panel and shows the location of nearby objects. The V-like area of the radar shows the field of view from the cockpit. There is a small dot around the outside of the radar that shows the direction to the nearest Space Station. When the dot is hollow inside, the station is above you; when it is shaded, the station is below you. Observe the following guidelines for detecting and entering the Space Station:

After exiting the hyperjump, fly directly to the planet, paying attention to the Space Station locator on your radar. When the planet fills most of the screen and the ALT indicator shows 1/4 of the full level, turn 180 degrees and fly back to the Station. When the station comes into view, align your ship exactly with the station's axis of rotation and approach its entrance at half speed. After flying close, slow down and enter exactly the station entrance. The slightest mistake entering the station can lead to a crash!

To facilitate the search for objects in space, the Valen V is equipped with a GPS locator system at the center of the radar. When the mode is on, a small arrow appears around the crosshair in the center of the screen, indicating the direction to the currently selected object. To change the current target (object), click on the radar again.

There are 4 squares around the radar area in the corners, showing the type of the selected weapon (Laser, Missile, ECM) or the selected view (View). Click on one of the 4 squares to switch selection. Pressing the V square toggles the front and rear cameras for display on the display.



The Left and Right keys activate horizontal control of the ship, and the Up-Down keys - vertically. You can reverse the key values through the Preferences menu.

With the Speed key, you activate the ion drive at the rear of the ship. Observe the indicator ENG - how the ion engine uses fuel. To maintain a constant speed, press the SPD indicator to activate the automatic flight control system. This system is automatically disabled when the Speed button is pressed.

Press the Shot / Use button to use one of the selected weapons: Laser, Missile, or ECM.

Calling the Preferences menu item at any time during the game allows you to change:

- > Space Dust (space dust) - toggles the presence / absence of small dust particles moving on the display and helping you estimate the speed and direction of flight
- > Invert Up / Down - swaps the keys Up and down
- > Screen Inverting - inverts the image of the main display
- > Color - for color Palm switches the game mode: color or black and white.

## EQUIPMENT

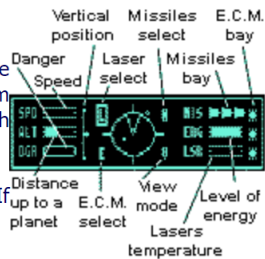
Your ship is currently equipped with Class C military equipment as prescribed by the Federal Police Agency. Below is an overview of upgrading your weaponry.

Located in the front and back of the Valen V, the cold laser cannons allow you to fire 10 Megakol shots. Both lasers are equipped with a protection system that turns off the laser in case of overheating. This new feature prevents the cannon from failing, which has been reported by previous ship owners.

Your ship allows for the following upgrades:  
(remember, not all types of equipment are on every planet)

### Electronic Counter Measures (ECM)

Very powerful electromagnetic transmitters firing in front of the ship. They work on the principle of "snapshot" of all outgoing radio waves from ships that occur when missiles are launched. Then they transmit deceptive signals that tell the launched missiles that the target has already been destroyed. Range of action ~ 4 kilometers, activity time <30 seconds. Some system functions are destabilized in close proximity to the active ECM.



## **Exonite IV Medium Range Returnable Missiles**

Automatically programmed by the onboard computer when a target hits the crosshair, these missiles are capable of reaching and destroying (with a maximum explosion radius of <3 km) all but the fastest ships. The missile launcher is located at the forward bottom of the ship at a 22-degree downward angle (this reduces recoil and backtracking).

## **Automatic Docking Computer**

Provides 99.6% success when entering Space Stations. Located at the side of the ship, the computer works by capturing external signals from the station gate during entry. When the ship approaches the station from the side of the entrance, a small DOCK indicator lights up in the lower right corner of the display, pressing which turns on / off the docking computer.

*Mmm-yes ... Still, do not turn on this computer, being at an angle to the axis of rotation of the station - even at a small angle there is still a chance of crashing the ship. Exit directly in front of the gate to the axis of rotation of the station, regardless of the distance to it, and even then .... "Let's go!" © Gagarin;)*

## **Photon Laser Enhancement**

Doubles the power of a standard cold laser in half (20 Megakols). 6 explosive capacitors store energy between charges to keep the laser on fire, while standard lasers take 30 milliseconds to charge between shots.

## **Large Cargo Bay**

Additional cargo bay that allows you to carry an additional 30 tons of cargo. The built-in anti-inert device is guaranteed to exclude the influence of the compartment on the flight dynamics.

## **Hyperjump unit**

Allows you to hyperjump 210 light years away. These expensive devices are designed for one-time use in cases where the standard hyperjump is insufficient to cover the intended distance.

## **CARGO INSURANCE**

This is to insure all your cargo (even if you use an additional cargo hold) and weapons from theft or destruction. After an accident, the lost is returned to you and the contract is considered completed, that is, terminated. To conclude a new contract, you must buy it again at full price. Damage claims must be made within 30 days of the accident. The insurance policy does not cover cases that occurred during a Supernova explosion or when falling into Black Holes. Replacement will be performed after investigations into the accident.

## **Fuel**

Fully fueled, the Valen V has enough power to hyperjump 10 light years away, and fuel can be purchased from any space station. The spacecraft takes energy for flights in near-planetary regions and for the operation of the protective screens of the hull from lithium batteries, which are recharged free of charge during each stay at the station.

## **GALAXY**

The Void Galaxy has over 400 inhabited planets, each of which is classified according to its stage of development. There are 3 stages in total:

### **CLASS A**

Wealthy and well-developed planets with abundant and highly transferable natural resources. These planets have reached a level where crime is completely eliminated, there are no wars, and difficulties such as hunger and poverty are dealt with very easily and quickly.

Government is usually Corporate, Democracy, or Unified. Trading here is safe and usually well predictable. Illicit goods such as drugs and DNA are not only prohibited, but also completely out of demand among the population. The income of these planets is mainly formed on the basis of the rational use of their own natural resources and energy.

### **CLASS B**

Semi-developed class B planets are the most diverse in their population. Despite the mostly arranged life, many inhabitants of such planets crave thrills. Crime and poverty are not uncommon here, this is reflected in the fact that international trade restrictions here can simply turn a blind eye. Natural resources are still abundant here, so it is unlikely that on such planets you will meet the need for ore (Ore) and minerals (Minerals). Usually the source of income on such planets is the development of natural resources and agriculture.

Governments: Communist, Dictatorship and Anarchy.

## CLASS C



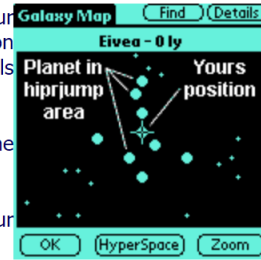
Planets with this level of development are most often recently populated (either artificially or by natural method of development) worlds with a low level of technical knowledge. Space stations for such planets are provided and maintained by the Intergalactic Trade Group. Luxury goods (Luxuries), gold (Gold), diamonds (Diamonds), drugs (Narcotics), etc. on these planets are absent, so people do not feel the need for them.

The government on such planets is either variable (Volatile), or undeveloped (Undeveloped) or absent at all (Free).

To navigate the galaxy, you need to use its Galaxy Map. The map shows your current location and the currently selected planet. To view detailed information from the Space Station computer about the selected planet, click the Details button at the top of the screen. To search for a planet by name in the database, click the Find button.

Press the Zoom button for a more detailed view of the galaxy around the selected planet, large dots show the planets located in the zone of one hyperjump, taking into account the remaining fuel.

Once you have selected your destination on the map, press the HyperSpace button to hyperjump to your destination.



## TRADE

To survive in the Void galaxy you must learn to trade wisely. Trade at all stations is helped by a computer that stores all information about the goods offered for sale and their prices in universal credits. The units of measurement of goods are indicated as t (tons), kg (kilograms) or g (grams).

Item	U	P	Q	I
Minerals	t	10	32t	0
Ore	t	6	99t	0
Luxuries	t	22	-	0
Machinery	t	15	-	0
Alloys	t	20	78t	0
Rare Artifacts	kg	77	72kg	0
Radioactives	kg	71	88kg	0
Platinum	kg	50	-	0
Gold	kg	43	-	0
Diamonds	g	42	-	0
Narcotics	kg	63	-	0
D.N.R.	g	69	-	0

100 cr, 0/20 t

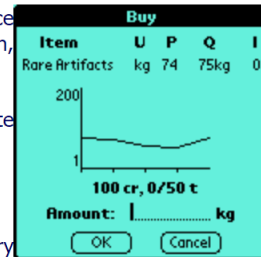
The 5 columns of this screen show the name of the product (Item), the units of measure (U), the selling or buying prices (P), the quantity available on the planet (Q) and the quantity of this product in your cargo hold (I). The value in the Quantity (Q) column shows how many items are currently in the Space Station's warehouses.

Drugs are banned from trade on all planets of the galaxy.

Cryogenic frozen DNA was banned by the Intergalactic Trade Group many years ago after artificial selection experiments on some B-class planets led to a fatal imbalance in the planetary evolutionary process. The virus, known as Etola, evolved into a colony that could not be detected or destroyed, causing the planet and its inhabitants to be completely vaporized to stop the deadly virus from spreading throughout the galaxy.

Click on the Buy or Sell button to perform trade operations with the product. The graph will show the price dynamics of the selected item on the last five planets you visited, use this information to determine when, where and what to trade.

Enter the quantity you want to buy or sell and click OK. The Space Station computer will automatically update your account and issue a command to load / unload the goods in your cargo hold.



## RANGI

When you first enter the galaxy, you are given the rank of Trainee (trainee). Your rank rises with every downed ship, every trade operation, and every mission you complete, eventually making your way through Novice to Expert. Few of you will become the Master.

From time to time, you will run into other Valen pilots who, like you, have intentions to become a Master.

Use your skills wisely!

## MISSIONS

After proving to the Intergalactic Trade Group your skills in combat, safe entry to space stations and trade, you will reach the Novice level. Your name and ship number will be recorded on the Federation Central Computer so that the Space Stations know you are qualified for missions.

Many missions involve traveling to a planet to deliver cargo or a person there. Sometimes you may be asked to collect and return lost or stolen items. When you prove yourself an ace in battles, you may also be asked to save the planet from foreign invasion or deliver a dangerous cargo.

Most missions pay well, improving your reputation and rank, so if you are offered something, agree;) However, being at any Space Station, you can abandon the mission by clicking on the Abort button on the Mission screen.

## STRATEGIES

There are many ways to make money in the Void galaxy, here are some examples of some strategies:

### Trader

This is the easiest and safest method to make money and will always take place at the start of the game. This is a good way to start exploring the Void galaxy. Be careful - do not buy prohibited goods if they are offered to you, in which case you will simply be quickly hunted down, and rightly so. Most of the Valen ships you encounter along the way will be merchants or bounty hunters.

### Bounty Hunter

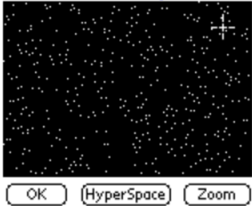
Every time you shoot down a ship ( *or even just an asteroid, by the way*), you receive a bonus from one of the enemies of this ship. You will also have a chance to pick up the cargo remaining after the destruction of the ship, which he carried on board. Unfortunately, there is no way to know what you are picking up as long as the load is in the cargo hold. Most often, you will come across minerals or rarities, but one day you can pick up a load that will bring you wealth.

## ADVICE

### Start:

**Galaxy Map** Find Details You start in your native Eviea system. The first step is to go TRADE and buy all the ORE and then travel to Ayio, which is 9 light years away.

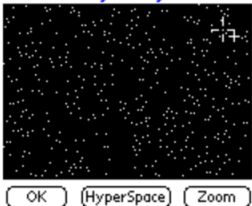
**Eviea - 0 ly**



When you're there (remember to shoot a few asteroids along the way for extra cash.) Buy fuel from the EQUIP station, then after selling all of your ORE, buy RARE ARTIFACTS. Once done, return to the MAP and head back to Eviea.

**Galaxy Map** Find Details After selling RARE ARTIFACTS, buy ORE again. This is the game! Once you've got some cash from the bank, try talking about pirates, missions, and research! You never know what you will find!

**Ayio - 9 ly**



**Trade** Buy Sell OK

Item	U	P	Q	I
Minerals	t 10	32t	0	0
Ore	t 6	94t	0	0
Luxuries	t 22	-	0	0
Machinery	t 15	-	0	0
Alloys	t 20	78t	0	0
Rare Artifacts	kg 77	72kg	0	0
Radioactives	kg 71	88kg	0	0
Platinum	kg 50	-	0	0
Gold	kg 43	-	0	0
Diamonds	q 42	-	0	0
Narcotics	kg 63	-	0	0
D.N.A.	g 69	-	0	0

14 cr, 5/20 t

**Trade** Buy Sell OK

Item	U	P	Q	I
Minerals	t 11	-	0	0
Ore	t 17	43t	0	0
Luxuries	t 19	-	0	0
Machinery	t 15	-	0	0
Alloys	t 29	-	0	0
Rare Artifacts	kg 60	11kg	0	0
Radioactives	kg 54	-	0	0
Platinum	kg 42	-	0	0
Gold	kg 50	-	0	0
Diamonds	q 44	-	0	0
Narcotics	kg 51	-	0	0
D.N.A.	g 71	-	0	0

103 cr, 0/20 t

**Large trade:**

5,360 credits profit from one 10LY jump ... You need at least 10,400 credits to buy cargo, and the cargo is DNA, so you can have the police on your tail. Head on over to Ceuj and buy the entire 80g DNA at 130. Jump 10LY to Niq and sell all of your DNA for 197 - 5,360 credits of profit!

### Combat:

During combat, do not waste your fuel unless you are chased by a rocket. Instead, sit quietly focusing on your target and drench it with your upgraded lasers. This strategy is currently working because: Ships seem to have only one missile and once they fired they cannot hide from you. Ships cannot reach you with lasers while running away from you.

## DISADVANTAGES OF THE GAME

-> There is no saving and loading of the game. This can be useful, for example, if different people want to play on the same Palm, or, say, you want to try different strategies, and you would like to keep what you want. But you never know why - it's still a useful thing. They didn't do it in vain, in my opinion ...

-> There is no automatic calculation of the quantity of goods for purchases. For example, it would be nice, as in ELITE, to suggest: "for your 575 credits of this platinum at 67 each, you can take only 8 grams". Otherwise, you have to poke around for a long time, choosing values.

-> Why are there built-in restrictions on the ship's vertical movement? ELITE didn't have it, and it was much more convenient! Try it, you yourself will understand where this leads ...;)

-> The Docking Computer is rather weak - getting used to it and his way of working in ELITE, I immediately rushed to collect money for it. I bought it. And ... at the first entrance to the station with its help crashed to death. Expensive things should work well, ay-ay-ay! If the DOCK indicator is already on, then if you please, give me maximum safety! Otherwise ...

-> In the "Trade Only" mode it is impossible to purchase an additional cargo compartment.

-> Switching between "Normal" and "Trade only" modes does not work without interrupting the game. I understand that this is intended, but ... it would be nice. ;)

-> Descriptions of planets are generated somehow ugly. Soulless, iron and sometimes even ... pointless;)))) As they say, "- Ik, autopilot ...":)

Vladimir Trotsenko, Igor Kuryatnikov

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Report a bug

Elite - Void (for Palm)

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