



Oolite written by,
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Oolite Reference Sheet

Keys

	IN-FLIGHT	DOCKED
<u>GENERAL</u>		
⌘ + Q	Quit	Quit
⌘ + F	Toggle Fullscreen	Toggle Fullscreen
*	Take Screenshot	Take Screenshot
SHIFT + F	Show Frame Rates	
P	Pause	
<u>NAVIGATIONAL CONTROLS</u>		
F1 or 1	Forward View	Options Screen
F2 or 2	Rear View	Load/Save Game
F3 or 3	Left View	Buy Equipment
F3 × 2	Left View	Buy/Sell Ship
F4 or 4	Right View	
F5 or 5	Current Status	Current Status
F5 × 2	Manifest Screen	Manifest Screen
F6 or 6	Local Chart	Local Chart
F6 × 2	Galaxy Chart	Galaxy Chart
F7 or 7	Planet Information	Planet Information
F8 or 8	Market Prices	Buy/Sell Goods
F8 × 2		Passenger/Cargo contracts
W	Increase Thrust	
S	Decrease Thrust	
Z	Toggle Scanner Magnification	
D	Jettison Cargo	
C	Docking Computer	(Full Sequence)
SHIFT + D	Docking Computer	(No Sequence)
I	Engage Fuel Injectors	
J	Activate In-System Jumpdrive	
H	Activate Hyperdrive	
G	Activate Galactic Hyperdrive	

OFFENSIVE EQUIPMENT

A	Fire Laser
T	Arm Missile
M	Fire Missile
U	Unarm Missile
Y	Cycle Available Missiles
TAB	Launch Energy Bomb

DEFENSIVE EQUIPMENT

R	Activate ID Computer
E	Activate ECM
ESC	Launch Escape Pod

Combat Rating	Kills
Harmless	0
Mostly Harmless	8
Poor	16
Average	32
Above Average	64
Competent	128
Dangerous	512
Deadly	2560
Elite	6400

Political Level

Corporate State
Democracy
Confederacy
Communist State
Dictatorship
Multi-Government
Feudal World
Anarchy

ITEM	AVERAGE PRICE	MIN PRICE	MAX PRICE	
Food	4.4			T
Textiles	6.4			T
Radioactives	21.2			T
* Slaves	8.0			T
Liquor/Wines	25.2			T
Luxuries	91.2			T
* Narcotics	114.8			T
Computers	84.0			T
Machinery	56.4			T
Alloys	32.8			T
* Firearms	70.4			T
Furs	56.0			T
Minerals	8.0			T
Gold	37.2			KG
Platinum	65.2			KG
Gem-stones	16.4			G
Alien Items	27.0			T
*These items are considered illegal and trading in these may result in a change in your criminal status				

ITEM	TECH LEVEL	PRICE
Beam Laser	4	1000
Docking Computers	9	1500
ECM System	2	600
Energy Bomb	7	900
Escape Pod	6	1000
Extra Energy Unit	8	1500
Fuel	Always	Varies
Fuel Scoops	5	525
Galactic Hyperdrive	10	5000
Large Cargo Bay	1	400
Military Lasers	10	6000
Mining Lasers	10	800
Missile	1	30
Multi-Targeting System	5	325
Passenger Berth	5	825
Pulse Laser	3	400
Targeting Enhancement	11	450
Witchdrive Fuel Injectors	10	600



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Adder (34 × 8 × 35) (W × H × L)				
	SPEED / THRUST	240 / 30	ENERGY / RATE	85 / 2
	PITCH / ROLL	2 / 2.8	MISSILE PYLONS	1
	CARGO CAPACITY (t)	2	AVAILABLE TECH-LEVEL	4
	STANDARD EQUIPMENT	1M / PL	MINIMUM PRICE (cr)	65,000
Anaconda (75 × 54 × 170)				
	SPEED / THRUST	140 / 14	ENERGY / RATE	500 / 3
	PITCH / ROLL	0.4 / 0.75	MISSILE PYLONS	7
	CARGO CAPACITY (t)	750	AVAILABLE TECH-LEVEL	8
	STANDARD EQUIPMENT	3M / PL	MINIMUM PRICE (cr)	650,000
Asp MkII (82 × 19 × 70)				
	SPEED / THRUST	400 / 50	ENERGY / RATE	350 / 4
	PITCH / ROLL	1 / 2	MISSILE PYLONS	1
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	10
	STANDARD EQUIPMENT	1M / PL / STE / MTS	MINIMUM PRICE (cr)	375,000
Boa (71 × 60 × 115)				
	SPEED / THRUST	240 / 36	ENERGY / RATE	450 / 3
	PITCH / ROLL	1 / 2.8	MISSILE PYLONS	4
	CARGO CAPACITY (t)	125	AVAILABLE TECH-LEVEL	6
	STANDARD EQUIPMENT	3M, PL	MINIMUM PRICE (cr)	450,000
Cobra Mk I (70 × 13 × 47)				
	SPEED / THRUST	260 / 25	ENERGY / RATE	150 / 2.5
	PITCH / ROLL	1.2 / 2	MISSILE PYLONS	1
	CARGO CAPACITY (t)	10	AVAILABLE TECH-LEVEL	4
	STANDARD EQUIPMENT	1M, PL	MINIMUM PRICE (cr)	100,000

Cobra Mk III (131 × 26 × 59)				
	SPEED / THRUST	350 / 32	ENERGY / RATE	256 / 4
	PITCH / ROLL	1 / 2	MISSILE PYLONS	4
	CARGO CAPACITY (t)	20	AVAILABLE TECH-LEVEL	6
	STANDARD EQUIPMENT	3M, PL	MINIMUM PRICE (cr)	150,000
Fer-de-Lance (40 × 16 × 80)				
	SPEED / THRUST	300 / 25	ENERGY / RATE	150 / 4
	PITCH / ROLL	1 / 3.6	MISSILE PYLONS	2
	CARGO CAPACITY (t)	2	AVAILABLE TECH-LEVEL	8
	STANDARD EQUIPMENT	2M, BL, FS	MINIMUM PRICE (cr)	585,000
Gecko (70 × 12 × 37)				
	SPEED / THRUST	300 / 45	ENERGY / RATE	250 / 4
	PITCH / ROLL	1.5 / 3	MISSILE PYLONS	1
	CARGO CAPACITY (t)	3	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Krait (90 × 18 × 73)				
	SPEED / THRUST	300 / 35	ENERGY / RATE	250 / 2.5
	PITCH / ROLL	1.5 / 1.75	MISSILE PYLONS	0
	CARGO CAPACITY (t)	2	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Mamba (64 × 8 × 48)				
	SPEED / THRUST	320 / 32	ENERGY / RATE	240 / 3
	PITCH / ROLL	1.4 / 2.1	MISSILE PYLONS	0
	CARGO CAPACITY (t)	4	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A

?M - ? × Missiles, PL – Pulse Laser, BL – Beam Laser, ML – Military Laser, MNL – Mining Laser, STE – Scanner Targeting Enhancement, MTS – Multiple Targeting System, FS – Fuel Scoop

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Moray Starboat (60 × 23 × 53)				
	SPEED / THRUST	300 / 32	ENERGY / RATE	240 / 3
	PITCH / ROLL	1.5 / 2.5	MISSILE PYLONS	2
	CARGO CAPACITY (t)	7	AVAILABLE TECH-LEVEL	5
	STANDARD EQUIPMENT	2M, PL	MINIMUM PRICE (cr)	125,000
Python (74 × 37 × 130)				
	SPEED / THRUST	200 / 20	ENERGY / RATE	450 / 2.5
	PITCH / ROLL	0.8 / 2	MISSILE PYLONS	2
	CARGO CAPACITY (t)	100	AVAILABLE TECH-LEVEL	4
	STANDARD EQUIPMENT	1M, PL	MINIMUM PRICE (cr)	200,000
Shuttle (20 × 20 × 31)				
	SPEED / THRUST	80 / 16	ENERGY / RATE	120 / 1
	PITCH / ROLL	0.9 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	30	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Sidewinder (64 × 16 × 32)				
	SPEED / THRUST	370 / 37	ENERGY / RATE	240 / 2
	PITCH / ROLL	1.6 / 2.8	MISSILE PYLONS	0
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Thargon (19 × 5 × 18)				
	SPEED / THRUST	450 / 40	ENERGY / RATE	150 / 3
	PITCH / ROLL	1 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A

Thargoid (328 × 56 × 328)				
	SPEED / THRUST	500 / 50	ENERGY / RATE	600 / 4
	PITCH / ROLL	1 / 2	MISSILE PYLONS	5 Thargons
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Transporter (30 × 8 × 25)				
	SPEED / THRUST	100 / 20	ENERGY / RATE	150 / 3
	PITCH / ROLL	1 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	12	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Viper (96 × 32 × 96)				
	SPEED / THRUST	320 / 32	ENERGY / RATE	180 / 4
	PITCH / ROLL	1.8 / 2.8	MISSILE PYLONS	1
	CARGO CAPACITY (t)	0	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Viper Interceptor (96 × 32 × 96)				
	SPEED / THRUST	520 / 50	ENERGY / RATE	280 / 6
	PITCH / ROLL	2 / 4.2	MISSILE PYLONS	3
	CARGO CAPACITY (t)	12	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A
Worm (26 × 12 × 30)				
	SPEED / THRUST	110 / 12	ENERGY / RATE	75 / 2
	PITCH / ROLL	1 / 2	MISSILE PYLONS	0
	CARGO CAPACITY (t)	2	AVAILABLE TECH-LEVEL	N / A
	STANDARD EQUIPMENT	N / A	MINIMUM PRICE (cr)	N / A

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