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[Freelancer - Cheats and Map Guide](#)

The fate of the Universe is in your hands

Freelancer came after a long wait and delivered exactly what it promised: an open-ended universe, tons of solar systems to explore and a gripping story that would keep you glued to the monitor. The intense action and the multitude of items (weapons, engine, missiles and so on) made its replay value go through the roof, not to mention the formidable multiplayer available. We can only hope that Microsoft (Digital Anvil, the developers are now gone) will see the potential and continue this universe's tale.

God modeNote: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "perfoptions.ini" file in the game folder. Change the "DIFFICULTY_SCALE = 1.00" line to "DIFFICULTY_SCALE = 0.00".

Finding secret bases and jump holesWhen you are looking for hidden jump holes to other systems, turn on your Nav Map, then select the "Show Patrols" map. The lines that appear show popular paths that the AI ships use. Almost any path that stretches out beyond the normal trade-lane traffic of a star system will lead to a hidden starport or even a hidden jump hole. Fly out to where the line leads to and turn on the "Solars" option on your targeting computer. You will usually find a place of interest. However, in places with reduced sensor ranges you will probably have to rely on visually looking for something. Also, to find all the paths, make sure to look at the "neutral", "hostile" and "friendly" paths in the patrol paths map. Be wary of stumbling upon an enemy's base.

Easy battlesFor slightly easier battles when attacking, select a hostile ship as your target then ignore that ship. Focus instead on the other hostiles but do not select them as a target. Even though they are not selected, you will still be given the blind fire marker (the crosshair you aim with), although it will be smaller. Sometimes, a targeted hostile will just sit there, waiting to be shot. Other times, it will remain on a straight course and will not maneuver too much. The AI will eventually catch on to you and will alter its techniques or will send in more ships. Also, you will not be able to use missiles like this. If you are in a tight battle, with very few nanobots, use the afterburners as much as possible as you can easily outrun the missiles and mines. Be careful, as you can crash quite easily. Use first-person view to avoid debris.

Easy moneyHang around in the debris fields and use turret mode, etc. to shoot the floating canisters. Haul in the scrap metal, and sell it at Baltimore Shipyards, if you can. You will get about 20 credits per piece of scrap metal, and you can get easy money this way, if you do not mind waiting. In order to get easy money, you have a good relationship with the Rogues, Hackers, and Outcasts. Go to Mactan Base in the Magellan system. Save the game. Exchange your ship for a Dromedary. Buy as much Cardamine as you can. Leave Mactan and go through the old jumpgate from Magellan to New York. Staying in the Badlands, fly from the jump gate to Buffalo Base. One there, sell all of the Cardamine. Leave, go back to Mactan, and repeat. By the time you can buy a entire cargo bay full you will be making more than 100,000 credits each time.

Profitable trade routesAt the beginning of the game, while still in Liberty, you can find a good profitable trade route between Planet Manhattan and Planet Pittsburgh. Fill up on Pharmaceuticals at Manhattan, then sell them at Pittsburgh. Next, fill up on Boron at Pittsburgh and sell them at Manhattan. Keep doing this to easily get enough money to upgrade your ship to a Rhino. You can earn nearly 5,000 credits for the whole round trip. If you are patient, try this trade route. Buy Gate/Lane parts at Trenton Outpost in New York. Take this to Holman Outpost in the Tau 31 system and sell it. Then, buy Niobium at Holman Outpost and take this to Planet Manhattan (which is next to Trenton Outpost). Sell it, then go back to Trenton Outpost and repeat the process. A HumpBack freighter can earning 347,500 credits in one round trip. If you prefer to keep a Heavy Fighter, you can still earn 97,300 credits in one round trip.

Backwards landing intermission sequenceTo get an intermission sequence featuring you landing on a planet backwards or sideways, move between the docking rings "pincers" and stop. Turn so that you are facing away from the planet. Dock with the docking ring. You will get an intermission sequence with you landing backwards. Note: This only works with planets.

Finding bases and jumpsTo find the exact location of the bases/jumps, check your patrol path map. For bases, find the location where two or more lines intersect. Jump holes will usually either have multiple lines intersecting, or a single line ending abruptly. Obviously, if there is a break in a trade lane, there is most likely a base there.

Jump holes
Note: Coordinates in parentheses do not work until after you finish the story.

Alaskato New York (F5) Beringto Hamburg E7to Hudson C4to Texas D2 Californiato Cortez B4,C5to Magellan C6to New York F3to Texas F5 Cambridgeto Leeds F3to Omega 3 F3,G4to Omega 5 F6to New London B3,C3 Chugokuto Hokkaido D5to Honshu E5to Sigma 13 E5to Tohoku (E5) Coloradoto Galileo D3,E2to Kepler B4,C3to New York D7,E7 Cortezto California F4,F5to Magellan E6to Manchester B6 Dresdento Frankfurt G4to New Berlin D3,E2to Omega 11 C4to Stuttgart C3 Dublinto Leeds E3to New London E3,F4 Edinburghto Leeds F3,F4to Tau 31 D3 Frankfurtto Dresden D7to Hamburg D3,D4to New Berlin B6to Sigma 13 D2,E3 Galileoto Colorado D6,D7to Kepler B3to Shikoku B2,E2 Hamburgto Bering E2,F2to Frankfurt F5,G4to Hudson C2to New Berlin E7,E7 Hokkaidoto Chugoku C3to Kyushu C6to New Tokyo E6to Tohoku (E3) Honshuto Chugoku D3to New Tokyo B5,C4to Sigma 13 F6,F7to Sigma 19 G3,G4 Hudsononto Bering F6to Hamburg E7to Texas D2,D3 Keplerto Colorado B4,D7to Galileo F4to Shikoku D2 Kyushuto Hokkaido E2to New Tokyo G3,G4to Shikoku G4to Tau 23 B4to Tau 29 B5 Leedsto Cambridge D6to Dublin C6to Edinburgh B5,C3to Magellan E6to Manchester F6to New London D6,E7to Tau 31 F3 Magellanto California G4to Cortez C2to Leeds C3to Manchester C4,C5to New York D4 Manchester to Cortez F2to Leeds D3to Magellan F3,G4to New London B4 New Berlinto Dresden D6,D7to Frankfurt G4to Hamburg C3,D2to Sigma 13 E5to Stuttgart B5 New Londonto Cambridge G5,G6to Dublin B6,C5to Leeds C3,D2to Manchester G3 New Tokyoto Hokkaido D2to Honshu G4,G5to Kyushu B5,C6to Shikoku E7 New Yorkto Alaska (G5)to California B6to Colorado C3,D2to Magellan D7to New York G6,F7to Texas E7,F6 Omega 3 to Cambridge B4,B5to Omega 5 D7to Omega 7 G5 Omega 5to Cambridge D5to Omega 3 D4to Omega 7 D4to Omega 11 F4to Omega 41 D6 Omega 7to Omega 3 B5to Omega 5 C6 to Omega 11 F6to Stuttgart G5 Omega 11to Dresden F3to Omega 5 B4to Omega 7 C4to Omega 41 C5to Stuttgart D2,E3 Omega 41to Omega 5 C5to Omega 11 D4to Omicron Gamma E5to Omicron Theta E4 Omicron Alphato Omicron Beta F5to Omicron Theta F5to Tau 37 C5to Unknown 2 F4 Omicron Betato Omicron Alpha E3to Omicron Major (D4)to Omicron Minor (D4)to Sigma 19 E6 Omicron Gammato Omega 41 C5to Omicron Theta D3 to Unknown 1 F2 Omicron Thetato Omega 41 C5to Omicron Alpha F4to Omicron Gamma E6to Sigma 17 E3 Shikokuto Galileo E7,F7to Kepler D7to Kyushu D3to New Tokyo E2 Sigma 13to Chugoku D4to Frankfurt C6,E7to Honshu C3,D2to New Berlin C5to Sigma 19 E3to Sigma 17 F5 Sigma 17to Omicron Theta F6to Sigma 13 C4to Sigma 19 D3,E2 Sigma 19to Honshu C3,C4to Omicron Beta E3to Sigma 13 C5to Sigma 17 E6,F6 Stuttgartto Dresden G4to New Berlin G3to Omega 7 B4to Omega 11 C6,D7 Tau 23to Kyushu F3to Tau 29 G5to Tau 31 C7to Tau 37 E2 Tau 29to Kyushu F4to Tau 23 D3to Tau 31 B5,C5 Tau 31 to Tau 23 E2to Tau 29 F4,G4to Edinburgh A5to Leeds C7 Tau 37to Omicron Alpha E3to Tau 23 D6 Texasto Bering G5to California C4to Hudson D7,E7to New York D3,E2 Tohoku to Chugoku (B5)to Hokkaido (B5) Unknown 1to Omicron Gamma E6 Unknown 2to Omicron Alpha E6