



SPACE TRADER

M E R C H A N T M A R I N E



HERMITWORKS
ENTERTAINMENT
CORPORATION

MERIDIAN4

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS:

- WINDOWS VISTA/XP
- 1.0 GHZ PROCESSOR
- 512 MB RAM
- DIRECTX 9.0C
- DIRECTX COMPATIBLE 128 MB GRAPHICS CARD
- DIRECTX COMPATIBLE SOUND CARD
- 200MB OF AVAILABLE HARD DRIVE SPACE
- BROADBAND INTERNET CONNECTION

OPTIMAL SYSTEM REQUIREMENTS:

- WINDOWS VISTA/XP
- 2.0 GHZ DUAL-CORE PROCESSOR
- 1 GB RAM
- DIRECTX 9.0C
- DIRECTX COMPATIBLE 256 MB GRAPHICS CARD
- DIRECTX COMPATIBLE SOUND CARD
- 200 MB OF AVAILABLE HARD DRIVE SPACE
- BROADBAND INTERNET CONNECTION

NOTICE: PRODUCT OFFERED SUBJECT TO YOUR ACCEPTANCE OF THE STEAM SUBSCRIBER AGREEMENT (“SSA”). YOU MUST ACTIVATE THIS PRODUCT VIA THE INTERNET BY REGISTERING FOR A STEAM ACCOUNT AND ACCEPTING THE SSA.

PLEASE SEE [HTTP://WWW.STEAMPOWERED.COM/AGREEMENT](http://www.steampowered.com/agreement) TO VIEW THE SSA. IF YOU DO NOT AGREE WITH THE PROVISIONS OF THE SSA, YOU SHOULD RETURN THIS GAME TO YOUR RETAILER IN ACCORDANCE WITH THEIR RETURN POLICY.

INSTALLATION

INSERT THE SPACE TRADER: MERCHANT MARINE DISK INTO YOUR OPTICAL DRIVE. IF YOUR DRIVE HAS AUTO-PLAY ENABLED, THE INSTALLER WILL START AUTOMATICALLY. FOLLOW THE ON SCREEN INSTALLATION INSTRUCTIONS.

IF AUTO-PLAY IS NOT ENABLED, DOUBLE-CLICK ON THE “MY COMPUTER” ICON ON THE DESKTOP. DOUBLE-CLICK ON THE OPTICAL DRIVE ICON TO BEGIN THE INSTALLATION. FOLLOW THE PROMPTS TO INSTALL THE GAME.

IF THE GAME DOES NOT BEGIN INSTALLING IMMEDIATELY, RIGHT CLICK ON THE DRIVE ICON, CHOOSE “EXPLORE” FROM THE PULL-DOWN MENU, AND THEN DOUBLE CLICK ON “SETUP.EXE” TO LAUNCH THE INSTALLATION.

PLEASE READ THE GAME’S README FILE FOR LAST MINUTE DOCUMENTATION THAT MAY NOT BE AVAILABLE IN THIS MANUAL.

TECHNICAL SUPPORT

FOR AN OPTIMAL GAMING EXPERIENCE, BE SURE TO UPDATE YOUR COMPUTER WITH THE LATEST DRIVERS AND SYSTEM UPDATES. SOME OF THE MOST POPULAR HARDWARE AND SYSTEM SOFTWARE COMPANIES ARE LISTED BELOW. BE SURE TO CHECK YOUR PC MANUFACTURER'S WEB SITE FOR ADDITIONAL UPDATES AND DRIVERS.

- ATI TECHNOLOGIES® - WWW.ATI.COM
- CREATIVE - WWW.CREATIVE.COM
- NVIDIA® - WWW.NVIDIA.COM
- MICROSOFT® DIRECTX® - WWW.MICROSOFT.COM/WINDOWS/DIRECTX
- WINDOWS® UPDATE - [HTTP://WINDOWSUPDATE.MICROSOFT.COM](http://WINDOWSUPDATE.MICROSOFT.COM)

SHOULD YOU HAVE ANY QUESTIONS CONCERNING THE OPERATION OF THIS PRODUCT, FIRST CHECK OUR SUPPORT PAGE ON OUR WEB SITE LISTED BELOW TO SEE IF YOUR ISSUE HAS ALREADY BEEN RESOLVED. IF YOU STILL NEED TO CONTACT US, PLEASE SEND AN EMAIL TO OUR TECHNICAL SUPPORT STAFF AT: SUPPORT@MERIDIAN4.COM.

MERIDIAN4 WEB SITE: WWW.MERIDIAN4.COM

STORY

IN THE FAR FUTURE HUMANITY IS RULED BY THE MINISTRY OF ACCOUNTS, AN OPPRESSIVE BUREAUCRACY THAT TRACKS, RECORDS AND TAXES EVERY TRANSACTION OF DAILY LIFE. FROM THE DEPTHS OF RED TAPE A NEW BREED OF MARKETEEAR ARISES TO CHALLENGE THE AUTHORITY AND MAKE A PROFIT: THE SPACE TRADER IS BORN!

BECOME A SPACE TRADER, AMASS A FORTUNE BEYOND YOUR WILDEST DREAMS. TRAVEL THE SOLAR SYSTEM IN SEARCH OF THE BEST DEALS FROM IRON ORE TO ORGANS. SUIT UP TO HUNT DOWN DANGEROUS FUGITIVES WITH THE LATEST IN COMBAT EQUIPMENT AND DEFEND YOUR HARD EARNED PROFITS FROM THE MINISTRY OF ACCOUNTS.

SPACE TRADER IS A FAST PACED ACTION TRADING GAME IN FULL 3D. PLAYERS COMPETE TO MAKE MONEY BY BUYING AND SELLING COMMODITIES, CAPTURING FUGITIVES AND COLLECTING STASH. CHALLENGE YOURSELF, YOUR FRIENDS, AND YOUR FOES IN A BID TO BECOME THE WEALTHIEST TRADER IN SPACE!

OKAY, SO HERE ARE YOUR KEY GOALS:

THE BAD GUYS ARE THE MINISTRY OF ACCOUNTS AND VARIOUS SCUM BALLS KNOWN AS CRIME BOSSES. YOUR GOAL IS TO MAKE AS MUCH MONEY AS HUMANLY POSSIBLE WITHOUT THE BAD GUYS TAKING YOUR PROFITS.

HOW TO PLAY

THE GOAL OF THE GAME IS TO MAKE AS MUCH MONEY AS POSSIBLE. HOW DO YOU DO THIS?



BUY!

BUY COMMODITIES FROM THE MERCHANTS YOU MEET THROUGHOUT THE GAME. THE MERCHANTS MAY DEAL IN LEGAL COMMODITIES OR BLACK MARKET GOODS. BUY COMMODITIES BEFORE YOU TRAVEL TO A NEW LOCATION.



SELL!

SELLING THE COMMODITIES IN YOUR INVENTORY LIST IS THE BEST WAY TO INCREASE YOUR PROFITS, ESPECIALLY IF YOU ARE AT A NEW LOCATION AND PRODUCTS HAVE GONE UP IN PRICE. YOUR INVENTORY LIST INCLUDES, COMMODITIES PURCHASED FROM MERCHANTS AND STASH PICKED UP FROM VARIOUS HIDDEN LOCATIONS OR DURING MISSIONS.



FIGHT!

READY FOR SOME ACTION? BOUNTY MISSIONS ARE AVAILABLE SHOULD YOU CHOOSE TO ACCEPT. BARTENDERS AND VARIOUS SHADY CHARACTERS GIVE YOU THE OPPORTUNITY TO BRING CRIMINALS TO JUSTICE. YOU CAN EARN REWARDS AND CAPTURE CASH AND GOODS FROM THE CRIME BOSSES HIDEOUTS. THIS IS A GOOD WAY TO INCREASE YOUR PROFITS QUICKLY.

SIDE DEALS

THERE ARE INFORMANTS THROUGHOUT THE GAME WHO WILL REQUEST SMALL JOBS DONE FOR THEM. THESE OFTEN RESULT IN BONUSES OF GOODS OR MONEY.

HOW TO WIN

CAMPAIGN

SPACE TRADER: MERCHANT MARINE IS A SINGLE PLAYER, STORY DRIVEN ADVENTURE SET WITHIN THE SPACE TRADER UNIVERSE. YOU WILL START OFF WITH LIMITED RESOURCES AND FEW TRAVEL OPTIONS, SLOWLY OPENING UP THE GAME AS YOU PROGRESS – EVENTUALLY LEAVING THE EARTH AND ITS MOON, TRAVELING ACROSS THE INNER SOLAR SYSTEM AND EVENTUALLY ENDING UP IN THE JOVIAN SYSTEM.

YOU WILL MEET RECURRING CHARACTERS, EVADE THE AUTHORITIES AND MAKE DEALS WITHIN THE CRIMINAL UNDERWORLD. WARS BETWEEN RIVAL TRADING POWERS AND THE OMNIPRESENCE OF THE MINISTRY OF ACCOUNTS WILL NEVER BE FAR AWAY.

CAN YOU RISE FROM ABSOLUTELY NOTHING TO BECOME ONE OF THE WEALTHIEST INDIVIDUALS IN THE SOLAR SYSTEM THROUGH SHREWD TRADES, BACK ALLEY DEALS, BRIBES AND MORE?

CHALLENGES

EACH OF THE THREE CHALLENGES HAVE A TRAVEL TIME LIMIT ALLOWING YOU ONLY SO MANY CHANCES TO TRAVEL BETWEEN LOCATIONS.

IN THE FIRST TWO CHALLENGES A SET MONETARY VALUE IS YOUR GOAL. ONCE YOU'VE REACHED THE GOAL, THE NEXT CHALLENGE IS UNLOCKED.

IN THE FINAL CHALLENGE ONCE YOU HAVE REACHED THE MONETARY GOAL YOU OFFICIALLY BECOME A MASTER TRADER!

CONTROLS

FORWARD:	W OR UP ARROW
BACKWARDS:	S OR DOWN ARROW
MOVE LEFT:	A OR LEFT ARROW
MOVE RIGHT:	D OR RIGHT ARROW
JUMP:	SPACEBAR
CROUCH:	C
COMMUNICATE WITH/ATTACK:	LEFT MOUSE CLICK
PREVIOUS WEAPON:	[OR MOUSE WHEEL DOWN
NEXT WEAPON:] OR MOUSE WHEEL UP
HIGH CALIBER PISTOL:	1
MACHINE PISTOL:	2
ASSAULT RIFLE:	3
SHOTGUN:	4
SNIPER MODE	
(ONLY WITH ASSAULT RIFLE):	E OR MOUSE RIGHT CLICK
RELOAD:	R

CHALLENGES

THERE ARE THREE CHALLENGES AND ONE TUTORIAL ON THE JOURNEY TO MASTER TRADER:

START WITH MOON MADNESS. ONCE YOU HAVE ACHIEVED THE MONEY MAKING GOAL WITHIN THE TIME LIMIT FOR THAT LEVEL, YOU UNLOCK THE NEXT CHALLENGE. BUT DON'T GIVE UP ON IT - YOU CAN ALWAYS TRY AND IMPROVE YOUR HIGH SCORE!

MOON MADNESS

A SHORT TRADE ROUTE BETWEEN EARTH AND THE MOON. TRADING HERE IS LESS HECTIC AND A GREAT PLACE FOR NEW TRADERS TO BEGIN. A CONVOY OF WEALTHY MERCHANTS HAS ARRIVED IN THE SYSTEM GIVING THE TRADER A TASTE OF WHAT THEY WILL FACE IN MORE DEMANDING CHALLENGES.

FREE TRADE

THE TRADER NOW HAS A LICENSE TO TRADE BETWEEN MARS, VENUS AND EARTH. THE RISKS ARE GREATER BUT SO ARE THE REWARDS. BOUNTIES ARE BOUNTIFUL AND THE MINISTRY OF ACCOUNTS STARTS HOUNDING YOU FOR TAXES. WILL YOU PAY OR FIGHT?

RED EYE TRADER

THE TRADER NOW TAKES THEIR EARNINGS TO THE JOVIAN SYSTEM. THE GAS GIANT JUPITER, ALONG WITH ITS MANY MOONS IS CURRENTLY A HOTSPOT FOR WEALTHY MERCHANTS AND TRADERS. CRIME GRIPS THIS SECTION OF SPACE, AND THE MINISTRY OF ACCOUNTS ARE AS RUTHLESS AS EVER IN THEIR ATTEMPT TO TAKE A PIECE OF THE ACTION. ONLY TIME WILL TELL IF THE TRADER CAN BEAT THE ODDS AND TURN A PROFIT, EARNING THE TITLE... MASTER TRADER.

LEARN THE WAYS OF A TRADER IN OUR TUTORIAL!

MAKE YOUR FIRST TRADE BY FOLLOWING THE INSTRUCTIONS AND WATCH YOURSELF BECOME THE GREATEST TRADER THE SOLAR SYSTEM HAS EVER SEEN. LEARN THE DIFFERENCE BETWEEN LEGAL AND BLACK MARKET COMMODITIES, AND MAKE YOUR OWN CHOICES ON HOW TO REACH YOUR GOALS. EXPLORE ALL THE FEATURES THAT SPACE TRADER HAS TO OFFER ON YOUR OWN TERMS!

ARMED WITH A FEW DOLLARS AND ENOUGH CARGO SPACE TO START A BUSINESS IN TRADE, YOU ARRIVE. A 'NEWS BULLETIN' APPEARS LISTING THE CURRENT EVENTS AND DISASTERS. YOU CAN TAKE ADVANTAGE OF DISASTERS BECAUSE THEY CAN DRASTICALLY ALTER THE VALUE OF CERTAIN GOODS. A SHREWD TRADER WOULD DO WELL TO HEED THEIR EFFECT ON THE OPEN MARKET. BE SURE TO KEEP IN MIND THAT NOT ALL GOODS ARE AVAILABLE AT EVERY LOCATION!

TRAVEL - CLICK ON TRAVEL WHEN YOU ARE READY TO MOVE TO ANOTHER LOCATION.

BANK – MONEY CAN BE BORROWED FROM HERE TO MAKE PURCHASES ON DEALS OR CARGO SLOTS. MONEY CAN ALSO BE PUT IN HERE TO EARN INTEREST.

QUIT – ALLOWS YOU TO EXIT THE CURRENT GAME IN PROGRESS.

Track to another location

BACK TO DASH FOR LOG INVENTORY ASH ATTUNE USE

III ADAMS 5000 CRED 50 5,760 50,456 2,899,000 XP

The Moon

Canto

Kor

CLICK ON TRAVEL TO MOVE TO ANOTHER LOCATION: THE TRAVEL SCREEN APPEARS.

7

EXPLORING

AFTER ARRIVING AT A NEW DESTINATION THE FIRST THING TO DO IS EXPLORE, BECOMING ACCUSTOMED TO YOUR CONTROLS AND THE LAYOUT.

CONTACTS

THERE ARE MERCHANTS THROUGHOUT AND POSSIBLY NEW CONTACTS. YOU CAN GAIN BONUSES BY CONNECTING WITH ALL THE MERCHANTS AND CONTACTS AT EACH LOCATION.

JOBS

NEXT, LOOK AROUND AND SEE IF YOU CAN FIND PEOPLE THAT MAY HAVE JOBS FOR YOU, THEY WILL HAVE AN EXCLAMATION POINT ABOVE THEIR HEAD. RIVAL TRADERS AND OTHER SHADY INDIVIDUALS WILL OFTEN HAVE JOBS FOR YOU TO TAKE ON TO MAKE SOME EXTRA MONEY. OFTEN THESE JOBS ARE DANGEROUS, BUT THE REWARDS ARE WORTH THE RISK!

STASH

THERE ARE FLOATING BOXES OF COMMODITIES HIDDEN IN CORNERS, UNDER STAIRS AND SOMETIMES IN THE PLANTS! TO AVOID TAXES OR FINES SOME MERCHANTS WILL DITCH THEIR STASH HOPING TO COME BACK FOR IT LATER. THIS IS A GREAT CHANCE TO PICK UP COMMODITIES. A MESSAGE FLASHES ACROSS THE SCREEN WHENEVER A STASH OR BAG OF MONEY IS PICKED UP, INDICATING WHAT WAS PICKED UP.

IF YOU CAN FIND ALL THE STASH AT A LOCATION AND SELL IT OFF TO LOCAL MERCHANTS, IT WILL GREATLY INCREASE YOUR AVAILABLE CAPITAL AND HELP YOU FILL YOUR CARGO HOLD BEFORE YOU TRAVEL TO YOUR NEXT DESTINATION.

TIP

PICK UP AND SELL OFF STASH BEFORE ACCEPTING ANY MISSIONS SO YOU HAVE ROOM IN YOUR CARGO HOLD FOR ANY YOU ENCOUNTER DURING ACTION.

BUYING AND SELLING

AS A NEW TRADER YOU ARE EAGER TO START BUYING AND SELLING COMMODITIES. IT IS TIME TO MAKE YOUR FIRST TRADE BUT WHERE DO YOU BEGIN?

AT THE START OF A NEW GAME A TRADER BEGINS WITH A MINIMUM AMOUNT OF CASH INVENTORY TO BEGIN TRADING. WHEN THE SCREEN WITH THE NEWS BULLETIN APPEARS, ON THE LEFT SIDE THERE ARE A LIST OF CONTACTS.

A TRADING WINDOW APPEARS IN FRONT OF THE MERCHANT WHEN YOU SHORTCUT TO OR CLICK ON THEM TO COMMUNICATE.

YOU CAN QUICKLY SHORTCUT TO ANY OF THE MERCHANTS BY CLICKING ON THEIR ICON. YOU CAN ALSO APPROACH THE MERCHANT DIRECTLY WHILE IN EXPLORE MODE BY CLICKING ON THEM WHEN YOU ARE CLOSE. IF THEY ARE A NEW CONTACT, THEY WILL AUTOMATICALLY BE ADDED TO YOUR LIST.

THE BOX AT THE TOP OF THE WINDOW CONTAINS THE COMMODITIES THE MERCHANT HAS AVAILABLE TO YOU. NEXT TO THE COMMODITY IS THE CURRENT PRICE PER UNIT AND A NUMBER WITH AN ARROW. AN ARROW DOWN MEANS THE COMMODITY IS CURRENTLY BELOW AVERAGE PRICE, WHEREAS AN ARROW UP MEANS IT IS ABOVE AVERAGE PRICE.

THE LOWER BOX CONTAINS THE COMMODITIES YOU HAVE TO SELL TO THE MERCHANT. IT SHOWS YOU HOW MANY UNITS YOU HAVE AND AT WHAT PROFIT TO SELL THEM.

WHEN YOU CLICK ON A COMMODITY IN EITHER THE BUY OR SELL BOX IT SHOWS UP ON THE RIGHT-SIDE OF THE TRADING WINDOW. THIS WILL AUTOMATICALLY CALCULATE THE NUMBER OF UNITS YOU CAN PURCHASE WITH YOUR CURRENT AMOUNT OF CASH AVAILABLE, OR WHAT YOUR TOTAL WOULD BE IF YOU SOLD ALL UNITS OF THE SELECTED COMMODITY. THERE IS A SLIDER BAR TO ADJUST THE NUMBER OF COMMODITIES YOU WISH TO PURCHASE OR SELL.

SHORT ON CASH? CLICK ON THE BANK AT THE TOP OF THE TRADING WINDOW. HERE YOU CAN BORROW FUNDS TO MAKE PURCHASES, ESPECIALLY IF THE DEAL IS GOOD.

TIP

WHEN SPEAKING WITH MERCHANTS BE SURE TO KEEP YOUR EYE OUT FOR GOLD STARS WHICH APPEAR BESIDE CERTAIN GOODS. THESE STARS SIGNIFY AN EXCEPTIONALLY HIGH OR LOW PRICE FOR THE COMMODITY IN QUESTION.

BOUNTY MISSIONS

HELP CLEAN UP CRIME AND EARN A PROFIT!

SOME BOUNTY MISSIONS ARE SANCTIONED BY THE MINISTRY OF ACCOUNTS FOR A REWARD. THE EXTRA BONUS IS BEING ABLE TO PICK UP STASH AND CASH LYING ABOUT THE GANGSTER'S LAIR. MERCHANTS CHEATED BY CRIME BOSSES TELL YOU WHERE THEIR HIDEOUTS ARE AS PAY BACK. YOU CAN GO LOOKING FOR BOUNTY MISSIONS BY TALKING TO YOUR LOCAL BARTENDER OR LOOKING FOR ONE OF THE DISGRUNTLED MERCHANTS.

WHEN YOU ARE TRANSPORTED TO THE HIDEOUT YOU WILL SEE A RADAR IMAGE ON THE UPPER RIGHT CORNER AND A PORTRAIT OF THE BOUNTY TARGET ON THE LOWER LEFT CORNER.

AFTER THE MISSION IS OVER YOU ARE RETURNED TO YOUR CURRENT TRADE CENTRE.

THE GREEN CIRCULAR RADAR INDICATES WHERE THE PLAYER WILL FIND EVERYTHING IN THE MISSION:

GREEN \$	STASH
RED +	HEALTH PACKS
SHIELDS	PROTECTIVE SHIELDS
RED FIGURES	THE BAD GUYS

EVERY TIME A PLAYER PICKS UP STASH OR MONEY IT IS REFLECTED IN THE INVENTORY ON THE INFORMATION BAR AT THE TOP OF THE SCREEN.

HEALTH PACKS WILL REPLENISH A PORTION OF YOUR HEALTH.

SHIELDS WILL PROTECT YOU FROM ENEMY ATTACKS UNTIL THEY ARE DEPLETED.

WHEN HOLDING THE ASSAULT RIFLE, YOU CAN RIGHT CLICK WITH THE MOUSE TO SWITCH TO SNIPER MODE.

PRESSING THE R KEY WILL RELOAD YOUR GUN.

THE MOUSE WHEEL CAN SWITCH THROUGH THE WEAPONS YOU'VE PICKED UP, AND YOU CAN ALSO PRESS THE NUMBERS ON YOUR KEYBOARD TO SWITCH WEAPONS.

THE CRIME BOSS'S PORTRAIT IN THE LOWER LEFT HAND PORTION OF THE SCREEN WILL TURN RED AS THEIR SHIELDS AND HEALTH ARE DEPLETED.

THE RED HAZE AROUND THE SCREEN WILL INDICATE YOUR HEALTH IS RUNNING OUT YOU MIGHT NEED TO REGROUP AND GATHER MORE HEALTH PACKS.

REMEMBER!

A PLAYER IS GIVEN 3 CHANCES ON A BOUNTY MISSION TO BRING DOWN A CRIME BOSS. IF THEY FOUL UP ALL 3 CHANCES, THE BOSS ESCAPES AND THE PLAYER LOSES OUT ON THE BOUNTY MONEY!

CHARACTERS

THE FOLLOWING WILL GIVE YOU A TASTE OF WHAT TYPE OF CHARACTERS YOU CAN EXPECT TO MEET IN SPACE TRADER. THESE ARE BUT A FEW, YOU WILL HAVE TO ENTER THE GAME TO ENCOUNTER THE REST. YOU NEVER KNOW WHO YOU ARE GOING TO MEET OR WHO YOU SHOULD AVOID.

ICONS



GREEN \$

MERCHANTS THAT DEAL ONLY IN LEGAL COMMODITIES.



RED \$

MERCHANTS THAT DEAL ONLY IN BLACK MARKET GOODS.



EXCLAMATION

A CHARACTER THAT HAS INFORMATION, SIDE DEAL OR BOUNTY MISSION.



QUESTION MARK

GREETER BOTS – THEY HAVE ANSWERS TO SOME OF YOUR BASIC QUESTIONS ABOUT TRADING. THEY ALSO SOMETIMES GIVE OUT POST CARDS TO INQUISITIVE TRADERS!

WRENCH

THE WRENCH ICON IS SEEN ABOVE THE SHIP MECHANIC. THE MECHANIC IS WHO YOU BUY MORE CARGO HOLDS FROM IF YOU NEED TO INCREASE INVENTORY SPACE ON YOUR SHIP. IF YOU ARE OUT OF INVENTORY SPACE, YOU CANNOT PICK UP ANY MORE STASH OR BUY ANY MORE COMMODITIES. THE MECHANIC IS ALSO KNOWN FOR HIS CHEESY BANTER AND WITTY COMMENTS.

MERCHANTS

MERCHANTS ARE THE CHARACTERS WITH WHOM YOU BUY AND SELL. THEY CAN BE FOUND THROUGHOUT THE GAME IN EVERY LOCATION. SOME HIGH END MERCHANTS FIND IT BENEATH THEM TO DEAL WITH YOU UNTIL YOU REACH A CERTAIN LEVEL. SOME DEAL IN LEGAL COMMODITIES AND OTHERS IN CONTRABAND ITEMS.

A SMALL SAMPLE OF SOME OF THE MERCHANT YOU WILL MEET IN YOUR ADVENTURES!



AUN ARGENT - LEGAL MERCHANT

AUN ARGENT IS A POWERFUL AND WEALTHY MERCHANT, AND HAS BEEN INVOLVED IN TRADE FOR MANY YEARS. HE SURROUNDS HIMSELF WITH SYMBOLS OF HIS RICHES, AND WILL TAKE UP RESIDENCE IN ONLY THE FINEST OF LOCATIONS. AUN ARGENT DRIVES A HARD BARGAIN, AND FEW TRADERS HAVE EVER GOTTEN THE BEST OF HIM.



MIRELA FAZ - CONTRABAND MERCHANT

MIRELA FAZ DEALS IN ONLY ILLEGAL AND HIGHLY DANGEROUS COMMODITIES, WHICH HAS PUT HER AT ODDS WITH THE MINISTRY OF ACCOUNTS ON MORE THAN ONE OCCASION. FAZ LIKES TO TELL HER CUSTOMERS THAT SHE HAS ARCANES POWERS THAT CAN INFLUENCE THE FLOW OF COMMODITIES AND THEIR PRICES. BY CONSULTING WITH THE 'BEYOND' AND STUDYING THE PHASES OF THE MOONS, MIRELA REMAINS ONE STEP AHEAD OF THE COMPETITION. MOST TRADERS FALL FOR THIS TACTIC, AND OFTEN GET SUCKERED INTO BAD DEALS.



JENN FALKOS - LEGAL MERCHANT

JENN IS A WEALTHY MERCHANT OF HIGH STANDING - ONE OF THE MOST SUCCESSFUL MERCHANTS IN THE ENTIRE SOLAR SYSTEM. DESPITE HER MONEY AND POWER, SHE STILL PREFERS TO BE ACTIVELY INVOLVED IN TRADING RATHER THAN HAVING A TEAM OF UNDERLINGS DO ALL THE LEGWORK. HER STANDARDS ARE HIGH, MAKING SURE TO KEEP LOWER END TRADERS AT ARMS LENGTH FROM HER, FOCUSING ONLY ON THE SUCCESSFUL ONES THAT HAVE MONEY TO BURN.



COMMANDER DETT - CONTRABAND MERCHANT

DETT IS A CORRUPT MINISTRY OF ACCOUNTS OFFICIAL, IN CHARGE OF THE SEIZED COMMODITY WAREHOUSES. HE SELLS THE SEIZED CONTRABAND GOODS THAT WERE SCHEDULED FOR INCINERATION, AND ALTERS RECORDS TO COVER HIS TRACKS. DETT WILL OFTEN CALL UPON MEN UNDER HIS COMMAND TO MUSCLE OTHER ILLEGAL MERCHANTS OUT OF BUSINESS TO MAXIMIZE HIS ALREADY ASTRONOMICAL PROFITS.

INFORMANTS

THERE ARE SEVERAL INFORMANTS THROUGHOUT THE GAME THAT ARE TYPICALLY INVOLVED WITH CRIMINAL UNDERGROUND GANGS. SOME GIVE YOU THE OPPORTUNITY TO TAKE ON CRIME BOSSES FOR A CUT OF THE REWARD MONEY WHILE OTHERS NEED YOU TO TRANSPORT ITEMS FOR THEM. THEN THERE ARE THE BARTENDERS WHO ALWAYS SEEM TO KNOW WHAT'S GOING ON.

CRIME BOSSES

WHAT CAN WE SAY, CRIME BOSSES ARE THE BAD GUYS. HIDING IN RUNDOWN LOCATIONS, KNOWN ONLY TO A FEW ASSOCIATES AND OF COURSE THE BARTENDERS, CRIME BOSSES HANG OUT WITH THEIR THUGS AWAITING THEIR NEXT BIG HEIST. THEY OFTEN LEAVE PLENTY OF STASH LYING AROUND, NOT TO MENTION THE MONEY THEY CARRY IN THEIR WALLETS. CAPTURING FUGITIVES FOR REWARD MONEY IS A GREAT WAY TO EARN EXTRA TRADING CASH.



BOEL KRUGGER WANTED FOR:

SABOTAGE
ASSAULT
ROBBERY
LIBRARY LATE FEES
EXOTIC PET OWNERSHIP WITHOUT A LICENSE
EXTREMELY DANGEROUS!



SALLY BARRIS WANTED FOR:

GANGSTERISM
BRIBERY
EXTORTION
JAYWALKING
ILLEGALLY REFILLING DRINKS
APPROACH WITH CAUTION!

COMMODITIES

FROM IRON ORE TO ORGANS – TURN MISFORTUNE TO PROFIT. BUY LOW, SELL HIGH. OVER 40 DIFFERENT COMMODITIES TO SUPPLY THE DEMAND. HERE ARE A FEW:



ANTIBIOTICS

UNCONTROLLED ANTIBIOTICS ARE A HOT COMMODITY USED BY UNLICENSED MEDICAL PRACTITIONERS. LEGAL ANTIBIOTICS ARE A KNOWN TREATMENT FOR HYPERHYPOCONDRIACHITIS. PROLONGED USAGE RESULTS IN A STRONG CABBAGE SMELL.



BANANABIS

GENETICALLY MODIFIED PSYCHOTROPIC FRUIT, RICH IN VITAMINS AND NUTRIENTS. OFTEN QUOTED AS BEING “PERFECT FOR THOSE LONG TRIPS THROUGH SPACE”. DON’T FORGET TO BRING EXTRA MUNCHIES.



CARGO HOLD

CARGO HOLDS ARE UNITS THAT CAN BE INSTALLED TO UPGRADE YOUR SHIP - ENABLING YOU TO HOLD MORE CARGO. SHIP MECHANICS STAND BY, READY TO SELL AND INSTALL MORE UNITS. THEY ARE ALSO READY TO OFFER UP CORNY JOKES AND CHEESY BANTER.



COPPER

THOUGH IT IS A COMMON METAL, COPPER IS HIGHLY VALUED FOR ITS ELECTRICAL PROPERTIES. IT IS ALSO SOUGHT AFTER BY MEMBERS OF HISTORICAL SOCIETIES THAT WANT TO LIVE AN AUTHENTIC ‘PRE-HISTORIC LIFE’.



COTTON

COTTON, A NATURAL FIBER, HAS ITS OWN TAX GROUP DUE TO LOBBYING BY THE CLOTHING INDUSTRY. A STUDY BY THE COTTON FARMERS ASSOCIATION FOUND: MOST ARTIFICIAL FIBERS CAUSE SPONTANEOUS AND ACUTE RENAL EXTROPLOSION. THIS HAS RESULTED IN A SPONTANEOUS AND ACUTE INCREASE IN POPULARITY OF COTTON CLOTHING.



ENERGY CELLS

HIGH CAPACITY, LIGHT-WEIGHT ENERGY CELLS ARE USED MAINLY IN ROBOTICS. MOST ENERGY CELLS ARE CREATED BY PLACING A GOVERNMENT SANCTIONED PROBABILITY GENERATOR NEXT TO SPHERES OF IRON ORE. OVER TIME, THE PROBABILITY GENERATOR INFLUENCES THE LIKELIHOOD OF THE IRON ORE TURNING INTO ANTI-MATTER.



GOLD

A PRECIOUS METAL COMMONLY USED IN NON-OPTICAL CIRCUITRY AND FLASHY JEWELRY. HISTORICAL RECORDS AND ARCHAEOLOGICAL DIGS SHOW, IN THE PAST, GOLD WAS OFTEN USED TO REPLACE THE 'NATURAL SMILE'.



ORGANS

UNLICENSED BIO-ENHANCEMENT CLINICS WILL PAY A FORTUNE FOR THESE, ESPECIALLY LIVERS. AFTER THE 'SPIKED CHILI EPIDEMIC', SEVERAL YEARS AGO, NEW AND USED STOMACHS HAVE SEEN A SURGE IN DEMAND.



STAPLE FOODS

ANY NON-LUXURY FOOD FALLS UNDER THE GROUP 'STAPLE FOODS'. THE MOST COMMON AND WELL KNOWN FOOD IN THIS GROUP IS 'FANCY FOOD', MADE UP OF VARIOUS GRAINS, VEGETABLES, FRUITS, AND NONDESCRIPT PROTEINS BLENDED INTO SLURRY AND THEN DRIED OUT. IT PROVIDES ALL THE NUTRIENTS A PERSON NEEDS. YUM.

LOCATIONS

SPACE TRADER IS FULL OF DIFFERENT PLACES TO VISIT, WITH COUNTLESS CHARACTERS TO INTERACT WITH. EACH ENVIRONMENT LETS YOU EXPLORE AND FIND HIDDEN SECRETS WHILE MAKING NEW CONTACTS WITH MERCHANTS AND OTHER INTERESTING CHARACTERS. HERE'S A TASTE OF WHERE YOUR TRAVELS WILL TAKE YOU IN SPACE TRADER!



MARS

MARS WAS DISCOVERED TO BE ONE OF THE MOST MINERAL RICH LOCATIONS IN THE SOLAR SYSTEM, AND AS SUCH HUNDREDS OF MINING SITES HAVE CROPPED UP UPON ITS SURFACE. ONE OF THE MOST PROMINENT IS THE LUNAMEI MINING COLONY, AND MERCHANTS HAVE SET UP SHOP THERE TO DO BUSINESS WITH THE ENDLESS STREAM OF TRADERS ATTEMPTING TO FIND AN EXCELLENT DEAL ON MINERALS.



EARTH

EARTH IS THE CRADLE OF CIVILIZATION, THE CENTER OF ALL WEALTH. THE EARTH TRADING DISTRICT IS LOCATED DEEP IN THE ANDES MOUNTAINS, AND BOASTS AN INCREDIBLE VISTA THAT LOOKS OUT ONTO THE MOUNTAINS CAPE. MERCHANTS PAY TOP PRICE FOR THE RIGHT TO MAINTAIN A PRESENCE THERE.



VENUS

VENUS IS THE INDUSTRIAL CAPITAL OF MANKIND. THE ENTIRE SURFACE IS COVERED WITH INDUSTRIAL CITIES AND PROCESSING FACILITIES THAT TAKE IN VAST AMOUNTS OF RAW MATERIALS AND OUTPUT THE ITEMS USED AROUND THE SOLAR SYSTEM EVERY DAY. THE VENUSIAN TRADING SECTOR IS LOCATED IN ONE OF THE OLDEST CITIES ON VENUS, AND FEATURES MASSIVE BUILDINGS AND CLASSIC STATUES.



MOON

THE MOON HAS BECOME A POPULAR DESTINATION FOR PEOPLE SEEKING TO ESCAPE THE CROWDED CITIES OF EARTH. NOVICE TRADERS WILL OFTEN TRAVEL THERE FOR THEIR FIRST TRANSACTIONS BEFORE TRYING THEIR LUCK IN THE REST OF THE SOLAR SYSTEM.



CONVOY

TRAVELLING BETWEEN VARIOUS PLANETS AT A LEISURELY PACE, THOUSANDS OF PEOPLE LIVE ON THE SPACE CONVOY, SEEING ALL THE DESTINATIONS THE SOLAR SYSTEM HAS TO OFFER AND BARTERING WITH HUNDREDS OF TRADERS EVERY DAY. THE PEOPLE THAT LIVE UPON THE CONVOY ARE WEALTHY, SO THERE IS A VIBRANT MARKET FOR HIGH END COMMODITIES THERE.



EUROPA

EUROPA IS ONE OF THE MAIN COLONIES IN THE JOVIAN SYSTEM AND THE EUROPA TRADING STATION IS LOCATED DEEP BENEATH THE SURFACE OF THE MOON, SUBMERGED IN ITS DARK OCEANS. RESEARCH IS THE MAIN PURPOSE OF THE SITE, BUT WITH HEAVY TRAFFIC THERE IS INCREASED INTEREST IN TRADING.



GANYMEDE

GANYMEDE IS RAPIDLY BECOMING ONE OF THE PREMIERE WATER HARVESTING SITES IN THE SOLAR SYSTEM. DUE TO ITS THICK MANTLE OF FROZEN WATER, THE PLANET HAS BECOME AN INVALUABLE RESOURCE TO MANKIND. MERCHANTS HAVE SET UP SHOP IN ONE OF THE GRANDEST STRUCTURES ON ITS SURFACE, AND SWARMS OF TRADERS COME TO GANYMEDE EVERY DAY.



IO

THE DEEP MINES OF IO ARE FILLED WITH MOLTEN ROCK AND VALUABLE MINERALS. PEOPLE FROM ALL OVER THE SOLAR SYSTEM COME TO FIND VEINS OF PRECIOUS METALS, AND THE TRADERS HAVE FOLLOWED. DEEP BELOW THE SURFACE, A MINING AREA HAS BEEN REPURPOSED TO SERVE THE NEEDS TO MERCHANTS AND TRADERS DOING BUSINESS.

CREDITS

SPACE TRADER: MERCHANT MARINE

DEVELOPED BY HERMITWORKS
ENTERTAINMENT CORPORATION

EXECUTIVE PRODUCER
CAMERON TOFER

CREATIVE DIRECTOR
MARCIA TOFER

PRODUCER
PHILLIP DAIGLE

PROGRAMMING
SCOTT BROOKS
PHILLIP DJONOV
STEVE SARGINSON

ART
KJELL IVERSON
MATTHEW REGAN
TROY WUTTUNEE-CAMPBELL
ANDREW CARRUTHERS
JORDAN DENNIS
CHRISTY SCHOLLEN
RYAN TRAUTMAN

MARKETING AND PROMOTION
LENA GILJE

QUALITY ASSURANCE
DALYN DESCHENE
CHRIS FRAYSSE
REID GURLITZ
MATTHEW THORSON

PUBLISHED BY MERIDIAN4

BUSINESS DEVELOPMENT
ANDY SHER

MARKETING MANAGER
STEVE MILBURN

PRODUCTION MANAGER
JEFF GIASSON

GAME PACKAGING
LES PARSONS

PROMOTION DESIGN
ANTHONY VRAKOTAS

WEB TEAM
ZAF FARDELLIS
NIZAR SABRA

TESTERS
SAV
SPENCE
CONNOR
BRAEDEN
JORDYN
STAN
MOOSE

PRODUCED WITH THE FINANCIAL
PARTICIPATION OF
TELEFILM CANADA
ADMINISTRATOR OF
THE CANADA NEW MEDIA FUND
DEPARTMENT OF CANADIAN HERITAGE.

Canada

HERMITWORKS ENTERTAINMENT
CORPORATION
WWW.HERMITWORKSENTERTAINMENT.COM

MERIDIAN4
WWW.MERIDIAN4.COM

©2008 MERIDIAN4. ALL RIGHTS
RESERVED. SPACE TRADER: MERCHANT
MARINE IS A TRADEMARK OF HERMITWORKS
ENTERTAINMENT CORPORATION. OTHER
PRODUCTS AND COMPANY NAMES
MENTIONED HEREIN MAY BE TRADEMARKS
OF THEIR RESPECTIVE OWNERS.

END USER LICENSE AGREEMENT

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. BY INSTALLING OR OTHERWISE USING THE SOFTWARE PROGRAM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, DO NOT INSTALL OR USE THE SOFTWARE. YOU SHOULD RETURN IT TO YOUR PLACE OF PURCHASE, SUBJECT TO THEIR RETURN POLICY.

The software application (the "Program"), and any and all copies and derivative works of the Program are the copyrighted work of Meridian4 and/or its suppliers. All rights reserved, except as expressly stated herein. All use of the Program is governed by the terms of this End User License Agreement ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** Meridian4 (referred to herein as "Licensor") hereby grants, and by installing the Program you thereby accept, a limited, nonexclusive license and right to install and use one (1) copy of the Program for your own personal use on a computer. Licensor reserve the right to update, modify or change any such terms of use agreement at any time. The Program is licensed, not sold. Your license confers no title or ownership in the Program.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Licensor or its suppliers. The Program is protected by the copyright laws of Canada, USA, international copyright treaties and conventions and other laws. All rights are reserved. The Program contains certain licensed materials and Licensor's suppliers may protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
 - A. Subject to the grant of license hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Licensor.
 - B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.
 - C. You are entitled to use the Program for your own personal use, but you are not entitled to:
 - (i) sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Licensor;
 - Or
 - (ii) exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming center or any other location-based site;
 - D. Your continued use of the Program may require periodic updates, error corrections, or enhancements to the Program and is subject to any terms and conditions under which use of the Program over the Internet is provided.
4. **Program Transfer.** You may permanently transfer all of your rights under this License Agreement, provided that: (a) the recipient agrees to the terms of this License Agreement, (b) you remove the Program from your computer and retain no copies of the Program, and (c) you transfer all of the Program (including all software components, the media and printed materials that accompany the Program, any code used to "unlock" the Program ("CD Key"), any Program upgrades, and this License Agreement) to the recipient. Furthermore, you agree that you will not provide a CD Key to any third party except as part of the transfer of this License Agreement and the entire Program in accordance with the preceding sentence.
5. **Termination.** This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program. Licensor may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. This License Agreement shall automatically terminate in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program. The provisions of Sections 2, 5, and 7-9 will survive any termination of the Agreement.
6. **Limited Warranty.** The entire risk arising out of use or performance of the Program and any printed material(s) remains with the User, however Licensor warrants up to and including one (1) year from the date of Program release (to be defined by Licensor) that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period please contact customer support. In order to enforce the above-mentioned warranty, customer support should be informed of the defect within two (2) months following its discovery. EXCEPT AS PROVIDED ABOVE, THE PROGRAM AND ANY PRINTED MATERIAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. Some states/jurisdictions do not allow the exclusion or limitation of implied warranties, so the above limitations may not apply to you.
7. **Limitation of Liability.** NEITHER LICENSOR, OR AFFILIATES SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. ANY WARRANTY AGAINST INFRINGEMENT, I UNDERSTAND AND ACKNOWLEDGE THAT MERIDIAN4 INC. CANNOT AND WILL NOT BE RESPONSIBLE FOR ANY SOFTWARE OR HARDWARE FAILURES OR ANY OTHER EVENT WHICH MAY RESULT IN A LOSS OF DATA OR DISRUPTION OF SERVICE.
8. **Equitable Remedies.** You hereby agree that Licensor would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Licensor may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License Agreement shall be deemed to have been made and executed in the Province of Quebec and any dispute arising hereunder shall be resolved in accordance with the law of the Province of Quebec. You agree that any claim asserted in any legal proceeding by you against Meridian4 shall be commenced and maintained in any provincial court located in the Province of Quebec, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both you and Licensor. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements. You hereby acknowledge that you have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of your agreement to be bound by the terms and conditions of the License Agreement contained herein. You also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between yourself and Licensor and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between yourself and Licensor regarding this Program.





www.hermitworksentertainment.com
www.meridian4.com



000183-MAN