

This is a little rough, but should give you the idea...

Click join enter e-mail address. Pick a username and a password. Click Join. Check e-mails. Click the link or enter the details contained in the email. Click login and enter username and password. Use the "logout" button after you have finished.

After logging in there is a 'status bar' telling you information about you and information you may need. You can see your username, the server time, how many credits you have, how much you have in the bank, how much you owe in bills, how many ships you have and if you have unread messages.

If you didn't get the welcoming e-mail please just wait 5 minutes and check your e-mail address again. If you still don't have it click "Activate" on the Space Freight Website and carefully type your e-mail address into the top box (next to "re-send") and click "re-send". If it tells you it was invalid then click the "Contact" link and get in contact via e-mail as you probably mis-typed the address on the "Join" page. If, however, you get a message saying the e-mail has been re-sent then check your e-mail address again. If it still doesn't arrive after 5 minutes then please click the "Contact" link on the website and send us an e-mail.

You have been given 15000 credits to get you started, this will be barely enough to get started. You will need a ship to make money. Click "Parts Shop", You will need a "chassis" an "engine", a "cockpit", some "storage", a "loader" and a "fuel-tank". Buy one of each. Probably the cheapest of each! Now go to "Crew" (the purple link - not the red one!). Choose a pilot and click hire. You now have everything you need to make a ship and fly it.

Click the red "parts" link. In the "Current spare parts" box: click to select one of the parts and click 'attach', do this for all 5 of the ship parts to attach them to the chassis you bought. When you have done this click the "Create" button to make a completed ship out of the parts you attached. "Your ship has been constructed". Now you need to click the red "Crew" link. Find the pilot you hired before and choose a ship from the 'dropdown' box - there should only be one! And click "assign". Your completed ship has now got a pilot.

Click "Places". Find one with a price in the fuel column. Now click "plot course" next to it. You now need to select your ship and click plot. You will see information about the trip, just click "Confirm" when you are ready. Now you need to wait until your ship arrives! Click "Ships" to go back to your ship list. You will be able to see how long your ship will take. Unfortunately you need to be patient as the distances can be quite large in space.

While you wait for it to arrive: Click HQ choose a name for your company. You can also toggle whether you want the daily report or not. Click Options. You can change your username or password. You will probably want to leave Newsletter and Help "on". Redirection is an option that auto-bypasses certain information screens it's probably best to leave it on until you are more familiar with the game. You can upload 2 images, one for the forum and one as a company logo.

Click "Ships" to see your list of ships. You can click it's name (it'll be called something like "Ship #362"). You can rename it here. Don't dismantle it unless you want to re-create it. Click "Ships" again. You can see various information about it. Check that it has fuel - it'll say something like "450/450" if it's full or something like "83/450" if it needs filling up. If you created the ship correctly you will see the letter "C" in the "Load" column.

To search for a user click "search"; type all or part of their username and "search". you can click on the user to see more details about them. You can send messages. Click messages you will see a list of messages sent to you. Click on one to read it, you can also click to delete. Click compose to send a message. Type the user name and subject and message and "Send". If you are not sure of their username you can use the search facility to find them; on their information page there is a link to message them and their username will be pre-filled. Chat is easy. Read the messages, newest ones at the bottom; enter a message and click "say" to write one back. The forum. You can see a list of threads. The most recently created or replied to ones are at the top. Click a thread to read it at the bottom is a link to reply to the thread. Click view threads to go back to the thread list. New thread allows you to start a new thread, just type a subject and a message.

"Online" lets you see a list of players who have recently been online. The ones at the bottom haven't performed an action for the longest time. "Leaders" shows a list of players who are doing the best at certain aspects of the game. On the "rewards" page you can get a small reward by clicking on each link and 'voting' for the game. This helps bring in new players. "Awards" shows you a list of any in-game awards you may have received.

Use the "contact" page if you need to get in contact with us. "Background", "Privacy", "Terms" and "Copyright" all give information about the game and your obligations etc. Use "Home" to return to the front page.

"Places": This will just show you a list of all the planets you may visit. You can check which planets have fuel and which take salvage. You can click "Plot course" if you need to get a ship to a particular planet. Co-ordinates": If you need to find out about some particular co-ordinates you can select them here. You will see some data about the area and you can plot a course too, if you want.

When your ship arrives: Click the fuel as you can now refuel your ship. Click the link to refuel it. It'll tell you how much it costs. Now click back to "Ships". Click the "C" in the load column. You will see a list of all the cargo available. You can take any number of items as long as you have the cargo space. For example if you have a cargo space of 100 you might load 3 items of 20, 45 and 15 and still have space for 20 more units. One strategy to pick cargo would be to select the largest amount all going to the same destination. So I might pick 3 items going to "Rakan". When you have decided click "Load" next to each one you want. The reward value is the amount of credits you will get for the delivery, the quantity is the amount of items in the delivery and the distance is how far you need to go for the trip. At anytime you can click "view" next to the "Storage" indicator at the top, do this when you have loaded all you want to. You will see a list of all the cargo your ship has. Click plot next to one of them to plot a course. Again you will see details of the trip and a confirm button.

Now you need to wait until your ship arrives again. When it does: any cargo that is for the planet you arrive at will have been delivered and you will have been credited with the reward. When you buy fuel or do various other things the money may not be taken straight away, it'll be added to your bills; you need to pay this regularly as you may be charged interest from time to time. Click "bills" to see how much you owe and to pay them; the money will be taken and the bills will return to 0. You should now put your money in the bank. Any money you put in the bank is safe. Any you don't put in the bank could be raided and taken.