System Requirements

Operating System:	Windows 7 or Later
Processor:	Intel 2 Duo 1.8 GHZ or AMD Athlon 64 2.0 GHZ
Memory:	2 GB Ram
Hard Drive Space:	150 MB Free
Graphics:	128 MB
Game Resolution:	1280 X 720 (Windowed or Full screen)
Game Controls:	Mouse and/or Gamepad, keyboard and a keyboard/mouse hybrid.
Monitor:	Must be set to 60HZ.

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Section 1: Getting Started

Introduction

Welcome to Star Fleet Armada Rogue Adventures! In this game you will command a small fleet of ships across a sector of the galaxy to destroy the home star base of one specific alien race. You will encounter other races along the way. Some will be friendly and some…. well not so friendly. Along the way you will search planets, discover ships in need of assistance, explore nebulas, asteroid belts, comets and even suns. In your travels you can also visit space stations and civilian outpost to buy and sell goods. But beware of pirate outpost as these will always result in a battle.

About Star Fleet Armada

The best way to describe SFARA is that it is a blend of the planet exploration of Star Control 2, the rogue aspect of Faster than Light (FTL), and small 15 to 60 second mini arcade type events that rely on your quick reflexes. This creates a new and refreshing experience.

About This Manual

This manual will tell you everything you need to know to play SFARA. This manual is broken up into sections. These sections then have sub-sections. The first section is ‘Getting Started’. This will focus on what you need to know to start a game.

Installing and Running the Game

The game is installed and run via Steam. Steam will save your achievements so if you ever need to re-install the game for any reason you will not lose your achievement progress.

Game Display

The game is designed for 1280 X 720 screen resolution. The intro animation is windowed but will automatically switch to full screen when the game starts. You can toggle between windowed and full screen by pressing the F1 at any time during the game.

Initial Game Options

Once the introduction animation has completed (you can press the 'esc' key to skip), click on the 'OK' button to continue. You will then see this screen:

This is the games 'Main' menu. From here you can start a new game, load the current game, view your achievements, view high scores, select DLC (when available) and exit the game.

You can only have one saved game at a time so 'Load Current Game' will load the last saved game you were playing. If you have no current game (first time playing or you won or lost your last game) this will be grayed out as will the 'Select DLC Content' if you have no DLC content.

Load Current Game

This will only be on option if you have a previously saved game. There is only one saved game and saves are done automatically when you enter a new star system or when you leave the game. If you have a game you are playing and you start a new game, the previously saved game will be lost.

View Achievements

This will show you the achievements you have made so far. Achievements work a bit different with SFARA compared to most games. In most games achievements have no real effect on the game. SFARA has taken a much different approach to this. Each achievement is tied to an Achievement Artifact. These are special artifacts that are not found in the game. Unlocking these will add these to any new games that you start from that point forward. You can also view your achievements via steam.

High Scores

This will list your highest scores. You are scored whether you win or lose. But you get a much higher score for winning.

If you lose the game your score is based upon how long you lasted in the game, your races level versus the enemy's level (more on that next) and the skill level you are playing the game at.

If you win the game your score is based upon how fast you win, your races level versus the enemy's level and the skill level you are playing the game at.

You also get bonus points for eliminating other races, rebels and by destroying pirate outpost.

Starting a New Game

Selecting ‘Start A New Game’ will bring you to this screen:

If this is the first time you are playing the tutorial will be active by default. This can be turned off by LMB clicking on the ‘X’ in the ‘Activate Tutorial’ box. The tutorial will walk you through most of the encounters before you leave your initial star system. Once you have completed the combat tutorial the tutorial will go into a dormant state until you do something new and it will temporarily turn the tutorial back on until that new encounter is resolved. Then it will go dormant again unless all of the other hidden tutorials are completed. If they all have been completed then the tutorial will turn off for the rest of the game.

While the tutorial is active you can only use the mouse controls. So you can’t use the gamepad controls during the tutorial.

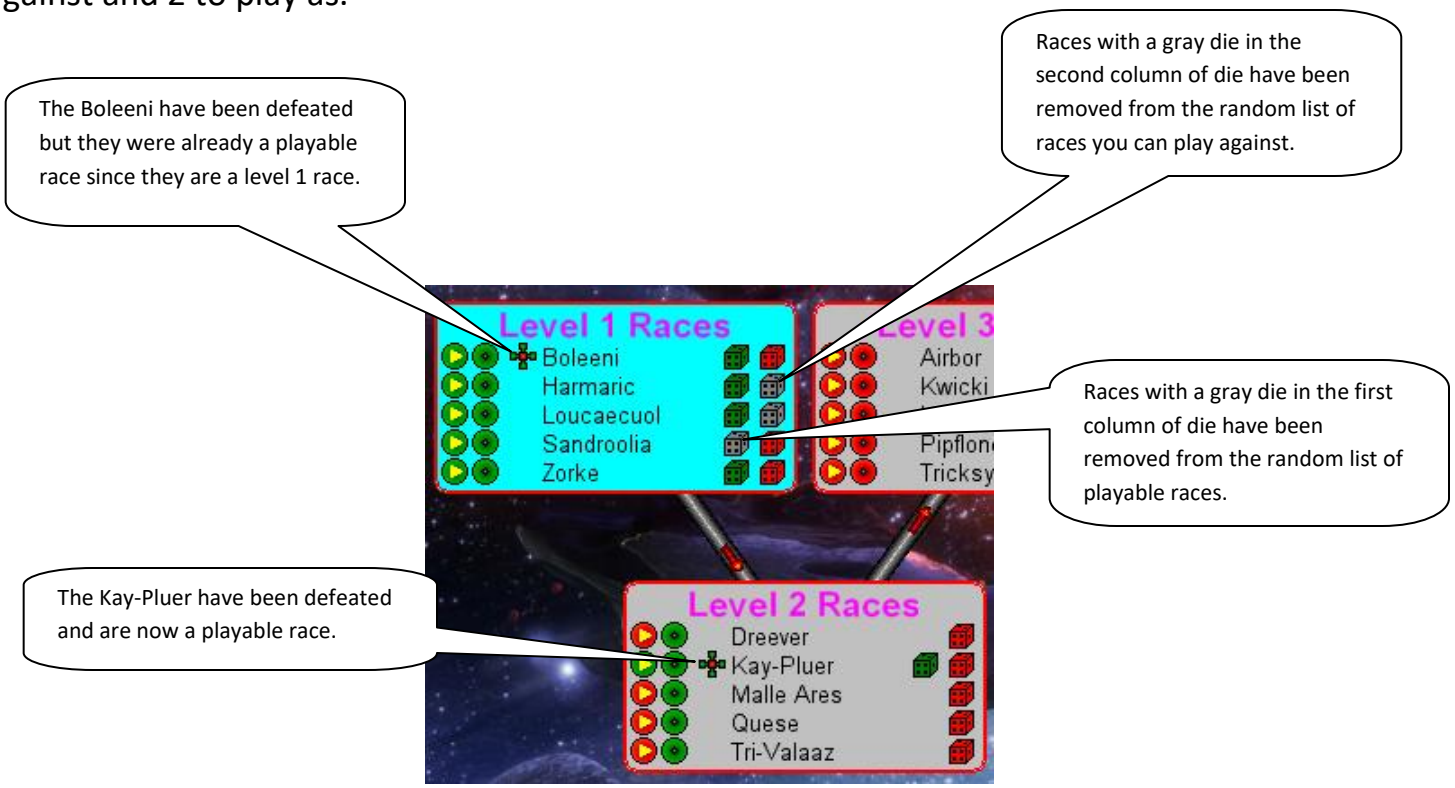
We do recommend using the tutorial for your first game as it will explain things pretty thoroughly.

Now let's explain the races. There are 45 unique races each with their own ship. Each ship has a different look and stats. Level 1 race's are the easiest and have less high stats versus a higher level race. The difference from level 1 to 2 is not significant but as you get 3-4 levels apart, the difference is significant.

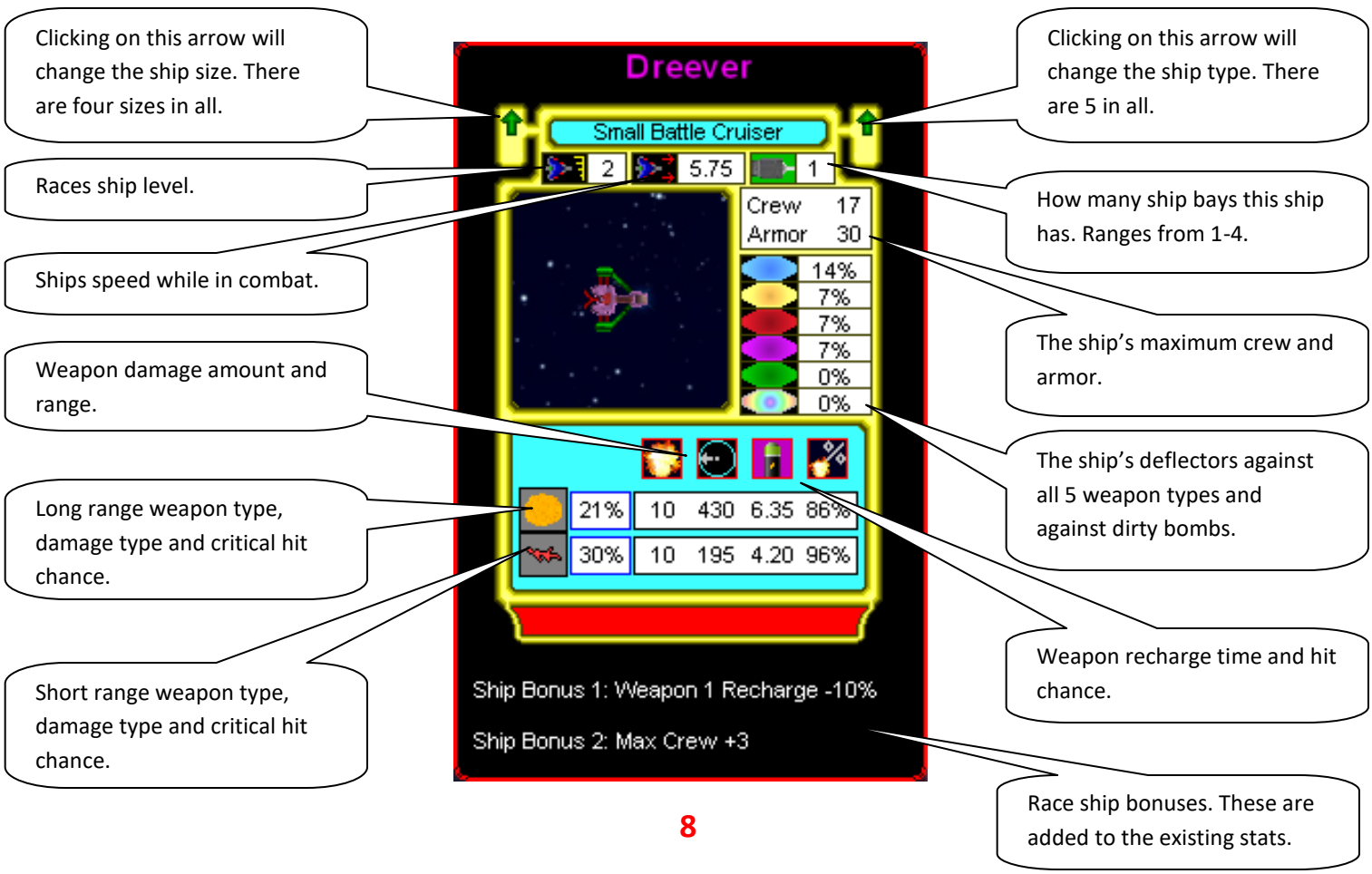
You will notice that the level 1 race's boxes are light blue while the rest are gray. This is because level 3-9 are currently locked. In order to unlock a new level, you must unlock all the races in that level. This is done my eliminating them from the game or becoming their allies.

Currently you can only play as a level 1 race. Once you have eliminated a race you can then play as that race. So defeating your first level 2 race will allow you to play as that race which will give you a slightly better chance of defeating the other 4 races in that level. In the screen shot above both the Boleeni and Kay-Pluer were eliminated in a previous game. The icon to the left of their names shows this.

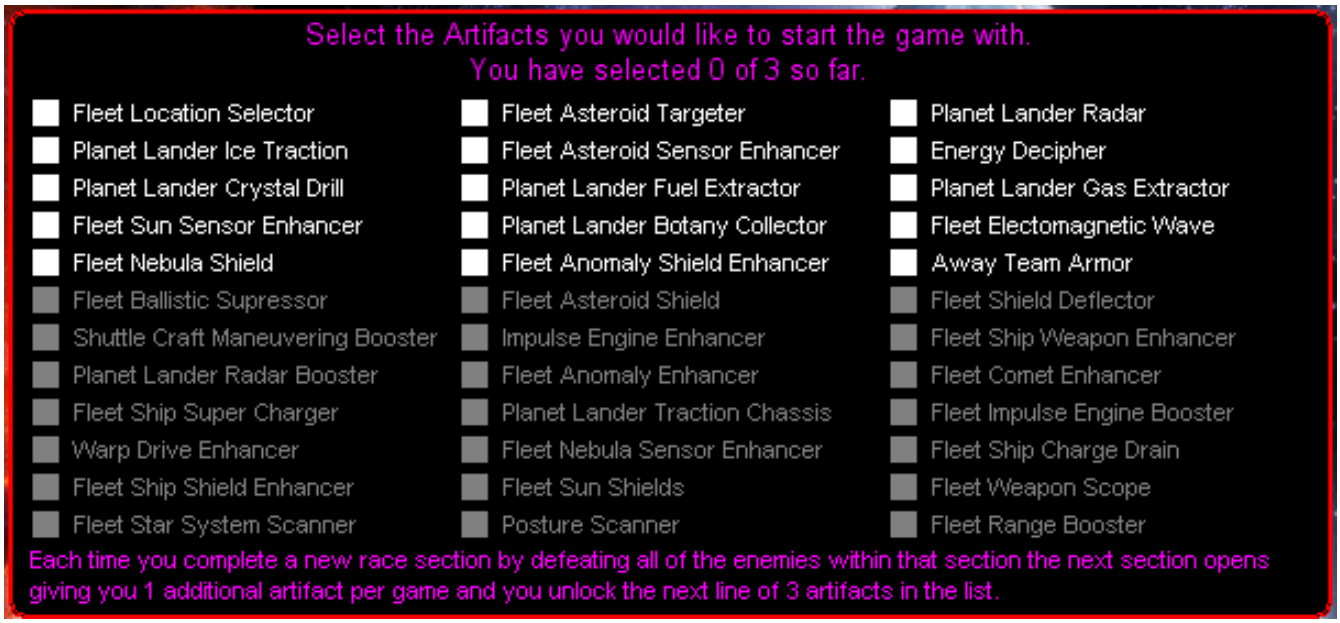
You can also remove your race or the other races from being used in the game by RMB clicking on the dice icons to the right of the name. When you do the dice turns gray. You can put it back on the list by RMB clicking on it again. There must always be at least 8 races to play against and 2 to play as.



If you hover your mouse over any of the races you will get a popup that shows that race's ship stats. You can LMB click to select it. When your done RMB click to exit the selection.



The next thing we want to point out is the artifact list.



These are game artifacts that can be found while playing the game. These are different than Achievement Artifacts. Each one gives you a specific buff of some kind. If you hover the mouse over the checkbox it will describe what it does. You will notice that only the top 5 rows are selectable. Currently you can select 3 of these artifacts to start the game with. Each time you unlock a new race level, one more row will be unlocked and you will get one additional artifact to select.

We highly recommend selecting Planet Lander Radar and Away Team Armor as these are very important early on in the game.

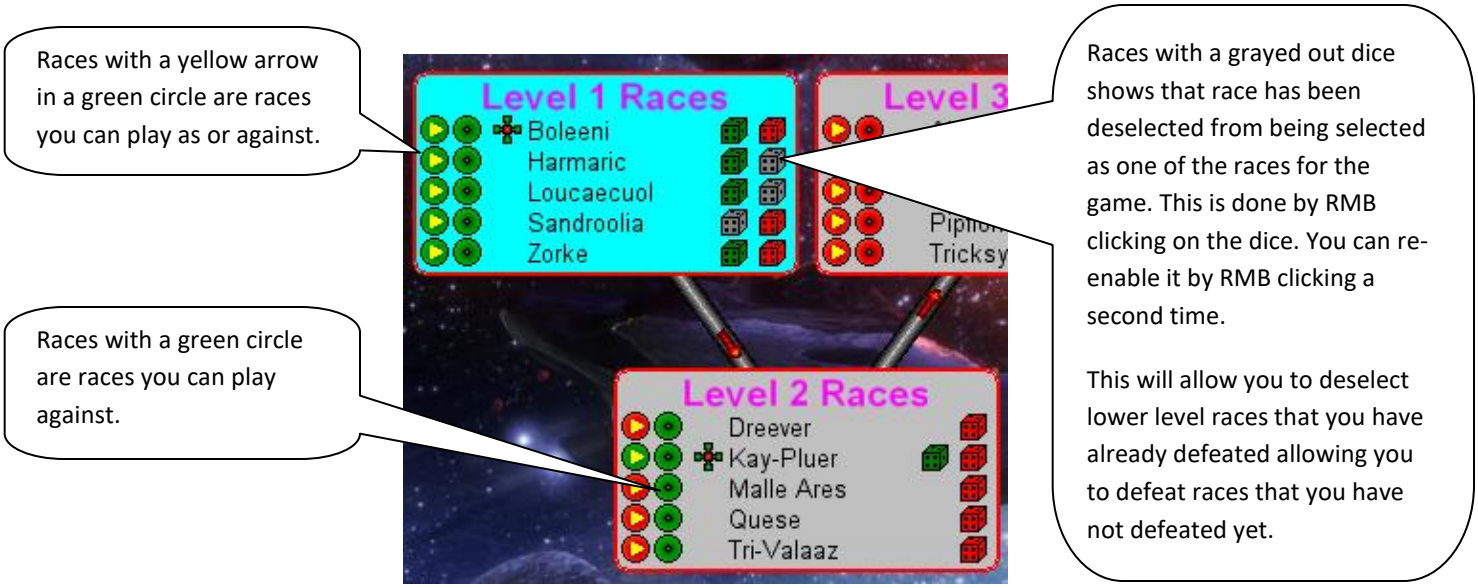
Once you have selected all of your artifacts the ‘Start Game’ button will appear at the bottom.

Captain’s Name

You are given a default random name. If you don’t like it you can either hit the red dice which will give you another random name, or you can select the edit icon to create your own name.

Player's Race

This lets you select which race you want to play as or select one randomly. If you select random then you could be any of the races with a green dice to the right of its name. If you actually select a race then all of the green dice disappear and a green check will appear next to the race you have selected.



Enemy Race

This lets you select which race you want to play against or select one randomly. If you select random then you could play against any of the races with a red or green arrow circle to the left of its name. This will include any all level 1 races. Since you are trying to defeat races in level 2 to unlock the level 3 races, we recommend that you actually select one of the level 2 races. When you do select one then the red dice will disappear and a red check will appear next to the race you have selected.

Skill Level

This lets you select the skill level. There are 5 difficulty settings ranging from very easy to insanely hard. This controls many things about the game making it harder to win. But this will also affect your score whether you win or lose. For your first time we suggest selecting very easy or easy.

The chart below shows what the player starts a new game with based upon the skill level.

Skill Level	Planet Landers	Shuttle Crafts	Ship Slots	Ships	Max Ship Size
Very Easy	3	4	5	5	Medium
Easy	3	3	4	4	Medium
Moderate	2	3	4	4	Medium
Difficult	2	3	3	3	Medium
Very Hard	2	2	3	3	Small

The skill level also affects the following:

1. Requirements to explore objects while in a star system.
2. Fleet and ship size of race, rebel and pirate fleets.
3. How often enemy ships will have ship modules and bays equipped.
4. How much armor and crew percentage enemy ships have of their maximums.
5. How difficult Pirate Outpost are to defeat.
6. How difficult exploring damaged or derelict ships can be.
7. The danger and reward levels for star system object requirements.
8. Your score for either winning or losing the game.

Below is a chart show what types of ships you start the game with based upon the skill level you selected for the game.

Skill Level	Battle Cruisers	Fighter Carriers	Cargo Ships	Science Vessel	Transport Ship
Very Easy	1	1	1	1	1
Easy	1	0	1	1	1
Moderate	1	0	1	1	1
Difficult	1	0	1	0	1
Very Hard	1	0	1	0	1

You can also get more detailed information about how you will start the game my moving your mouse over the Skill Level Selector graphical area.

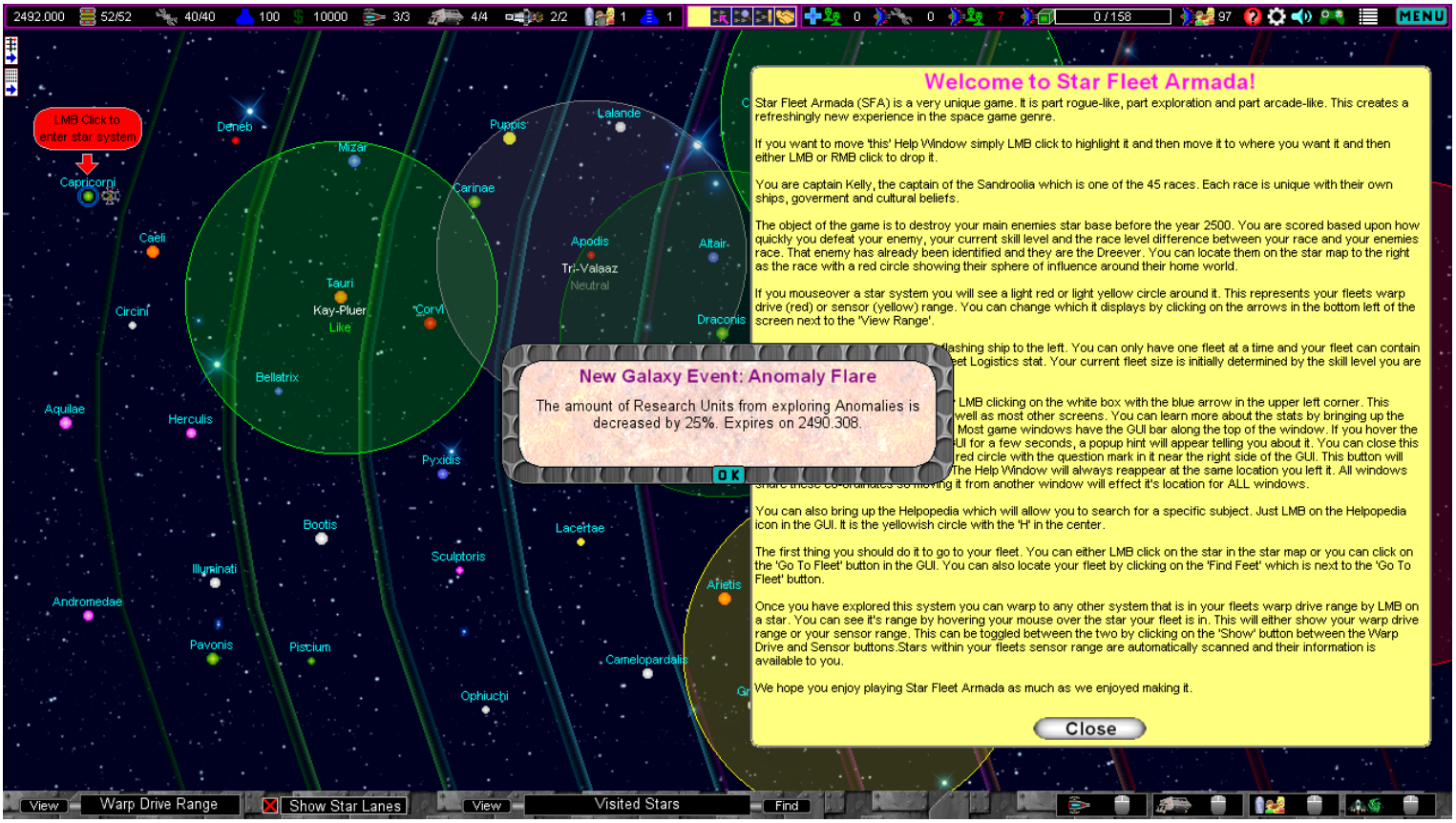
When you mouse over the Skill Level Selection area it will show you details about what you will start the game at with the currently selected skill level.

When you mouse over a race that you have not unlocked to play against yet, then instead of seeing their portrait you will just see their silhouette.

Section 2: Star Map Basics

Star Map Overview

When you first start the game your first screen will look something like this:



Galaxy Events

The first thing you will notice is the message box in the center of the screen. These popup whenever something of interest happens. In this case it is letting you know about the current Galaxy Event. In this case the event is Anomaly Flare. While this event is taking place all Research Units (RU's) from exploring anomalies are reduced by 25%. Events only last for a specific amount of time and then another event will trigger. In this case this event will last until the year 2490.308. The game starts at 2490.000 and moves forward as you travel.

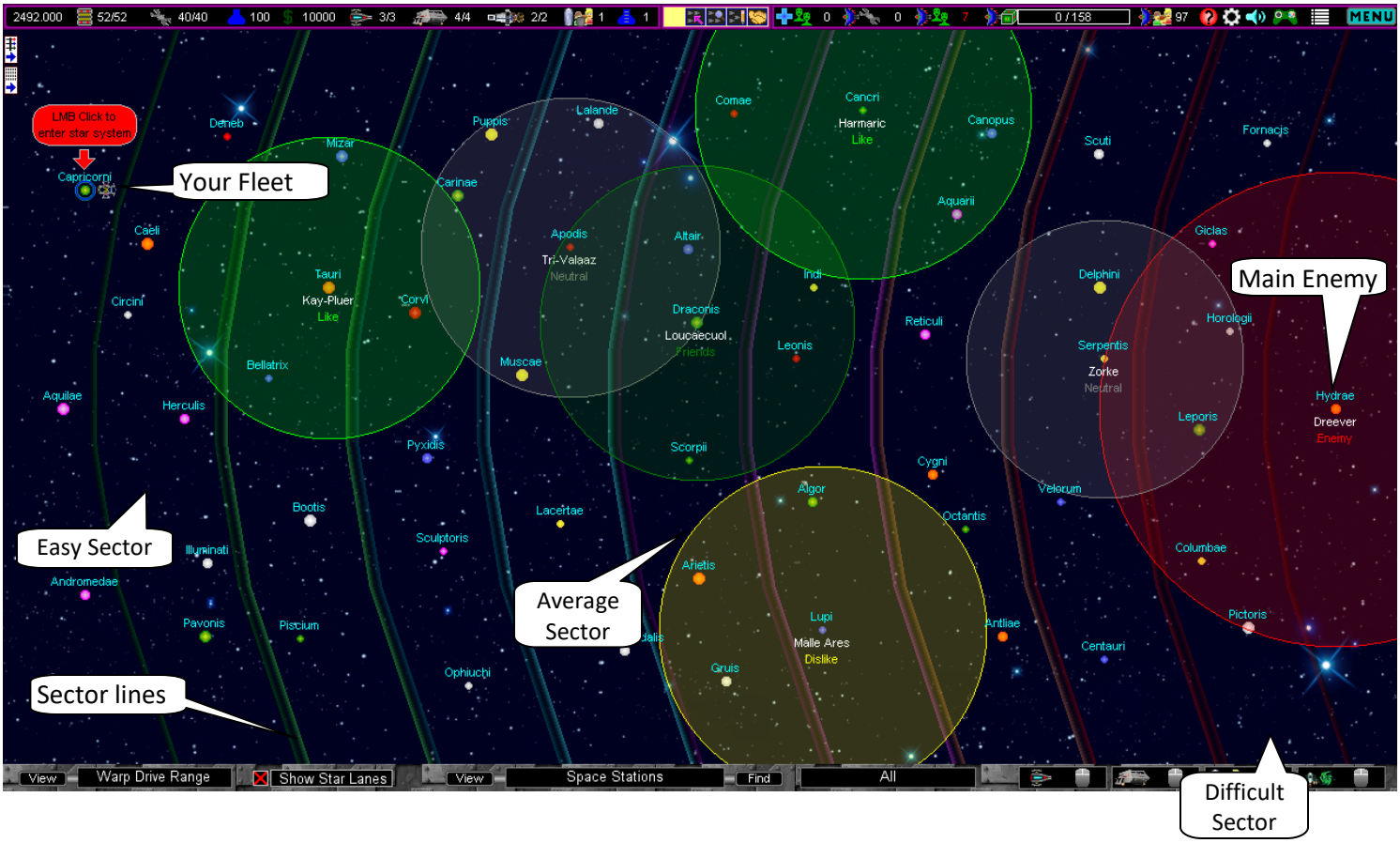
Some events are negative (like this one), some are positive and some can be both. You click 'OK' to close the message box.

Screen Overview Help

Each screen has an overview help message. It's the big yellow box that says 'Welcome to Star Fleet Armada!' at the top. These are single page messages that explain things about that screen. You can move the screen my LMB clicking on it and then moving it. RMB to place it. Press the 'Close' button when you are done with it. You can bring it back up later by pressing on the question mark in the red circle which is on the right side of the players GUI bar. It looks like this:

Fleet and Enemy Locations

After removing the message and screen help boxes you will see something like this:



Your fleet always starts the game in one of the three star systems to the far left. If you start the game with the Fleet Location Selector Artifact you can choose which of the three star systems to start in. The galaxy is divided to sectors. (The curved lines that run vertically). The outline of these sectors lets you know how dangerous that sector is. It gets more dangerous to the right.

Your main enemy is always located in the star system to the far right. You win the game by making your way from left to right and destroying their star base.

Players Top GUI

Along the top of most screens you will see this GUI menu bar. If you hover your mouse over any of the items a tooltip will popup explaining what each one is.

This is the left side of the Players GUI bar.

Star Date
Starts at 2492.000 and increments as you travel. Game ends if star date reaches 2500.000.

Repair Armor
Used to repair the armor on your ships and planet lander.

Galactic Monetary Units (GMU's)
Currency system used to purchase items.

Shuttle Crafts
Used to explore asteroids, comets, nebulas and suns.

Research Level
Used for determining how many RU's are collected from anomalies, comets and gas planets.

Ships Fuel
Used to travel between star systems.

Research Units (RU's)
Used to upgrade your ships stats.

Planet Landers
Used to explore planets.

Research Probes
Used to examine anomalies and worm holes.

Away Team Size
Used to explore damaged or derelict ships. Ranges from 1 to 5.

This is the right side of the Players GUI bar.

Reserve Crew
Extra crew from selling a ship in your fleet.

Crew Needed
Crew need to man all of the ships in your fleet.

Away Team Crew
This is how many crew members you have available as away team personnel.

Audio Settings
This allows you to set the volume level for music, speech and sound effects.

Gamepad Settings
This allows you to activate a gamepad for use in the game along with its settings.
Green Icon: Gamepad active.
White Icon: Gamepad Inactive.
Red Icon: No Gamepad found.

Armor Needed
Repair Armor need to repair all of the ships in your fleet.

Fleet Cargo Hold
This shows how much of your fleet's cargo hold is used up.

Screen Help
This will bring up a help window for the specific screen you are currently viewing. Available even if the tutorial is turned off.

Game Options
This will display your race, the enemy race and their levels and the game skill level. Also displays if you are in full screen or windowed.

Fleet Info Details
This shows detailed info about your fleet.

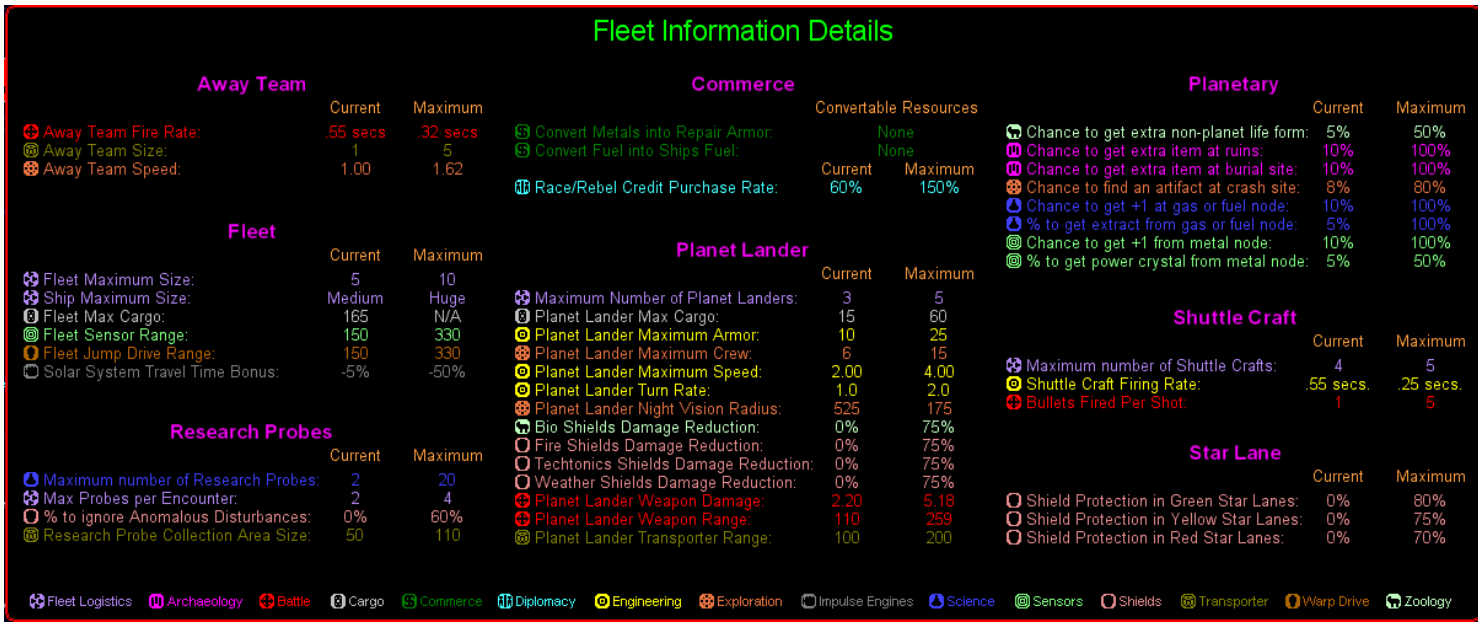
Menu
This will bring up the game menu. You can quit, view high scores and achievements or return to the game.

If you hover your mouse over the fleet cargo hold gauge in the players GUI bar you will see this:

This will quickly show you what you have in your fleet's storage. And resource with an asterisk to its left means that resource can be converted in repair armor (raw metals) or ships fuel (raw fuels).

Power crystals and gas/fuel extract are used to upgrade the size of your ships. To the right of that is how many upgrade modules and docking passes you have. Upgrade modules are also used to upgrade your ships and docking passes are used to dock with space stations.

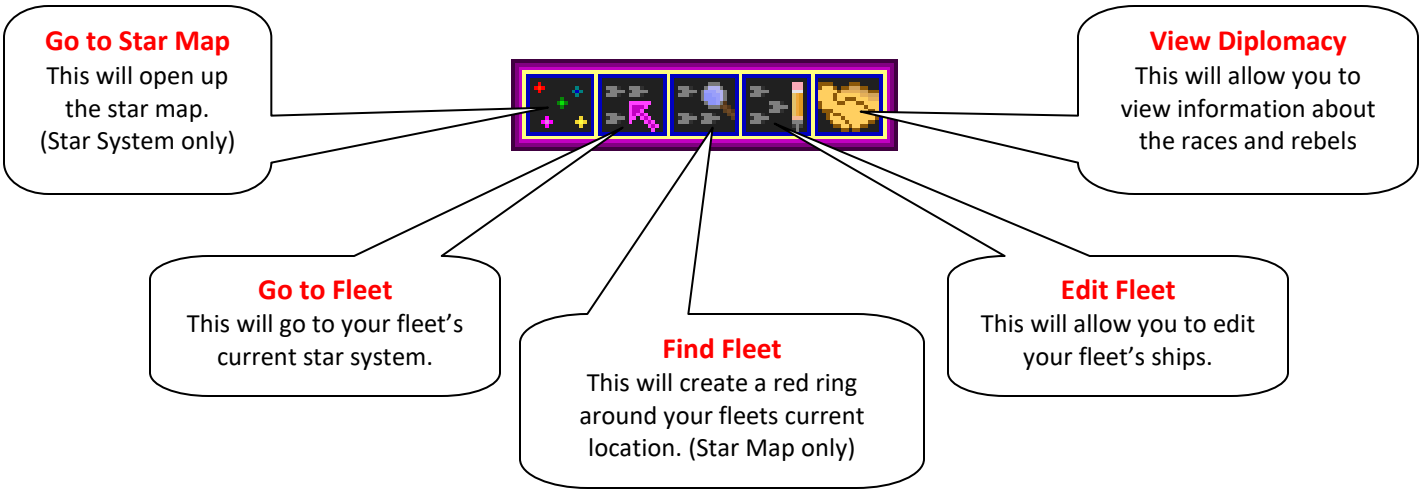
And if you hover your mouse over the Fleet Info Details Icon in the players GUI bar you will see this:



This will list all the vital stats about everything in your fleet. They are divided into categories to make it easier to find what you are looking for. Most entries will show you your 'Current' value for a specific stat along with the maximum for that stat. This will give you an idea of how close you are to maxing out a stat.

All of these stats can be increased by spending research units on one of the 15 fleet stats. Each stat has a small colored icon to its left. This will let you know what stat you need to increase in order to increase that stat. There is a legend at the bottom of the box that explains what each fleet stat is. The first fleet stat is Fleet Logistics since this is the most important and cost more RU's in increase. The other 14 are then listed alphabetically.

This is the center of the Players GUI bar.



Using a Gamepad

SFARA supports most gamepads. You should only have one gamepad connected to your computer and this should be done prior to launching the game.

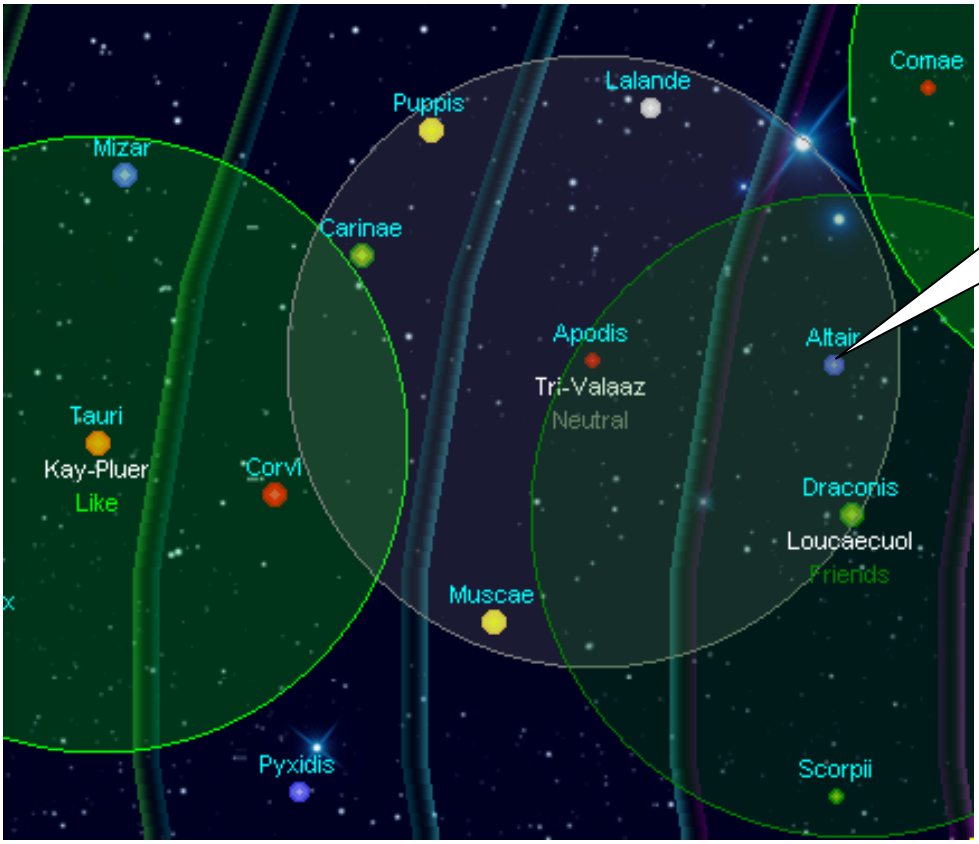
If a gamepad is detected then the gamepad icon in the players top GUI will be either white or green. If no gamepad was detected then it will be red. You can only access the gamepad settings if a gamepad was detected.

If you have a gamepad connected but it is not being detected make sure that you are running the latest version of windows and that your gamepad drivers are up to date.

From the gamepad settings you can control which buttons and sticks to use, the sensitivity settings for the movement stick and which parts of the game you wish to use the gamepad for. So even with the gamepad selected you still have the option of using the mouse for certain encounters. This was done as some encounters are easier with the mouse.

Sphere of Influence

Each race has a sphere of influence that emanates from their home star system. This is signified by the colored circle around their home star system. If you visit a star system that is within a race's sphere of influence then that star system will have fleets from that race. If a star system falls within two or more race's sphere then you will get fleets from all those races.



Each race has their own attitude towards you. Your main enemy is obviously very hostile and is your only true enemy. The chart to the right shows the possible attitudes you will find in the game. The skill level you start the game at will help determine if the races are more likeable or more hostile towards you.

Attitude	Sphere Color
Enemy	Red
Hostile	Orange
Dislike	Yellow
Neutral	Gray
Like	Lime Green
Friends	Dark Green
Allies	Blue

Also each race has an associated rebel force that also roams in the sphere of influence. The rebel's attitude towards you is always opposite of that of the race they are rebels of.

The attitude of the races and rebels towards you will never change under normal circumstances. There is one exception to this rule. This occurs when a race and their rebels are both neutral towards you. This gives you a choice. You can either attack the race or the rebels. Once you do this the attitude of both will change. The attitude of the one that was attacked will change to Enemy while the other will become your ally.

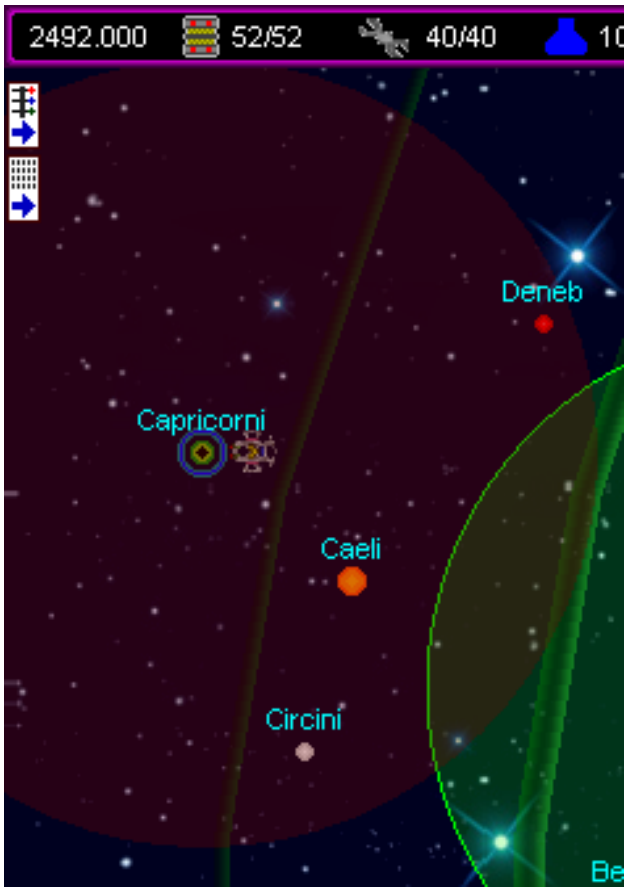
You can't attack a race or rebel whose attitude is like, friends or allies. You also can't trade with a race that dislikes, is hostile or is an enemy, so there is an advantage to keeping them both neutral as this allows you to play both sides of the fence as it were.

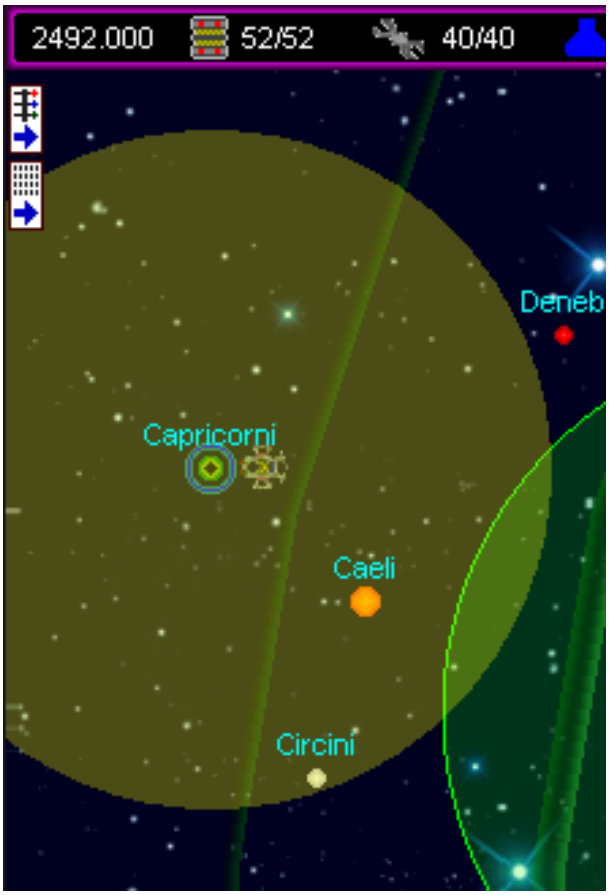
Star Map Bottom GUI

Along the bottom of the Star Map is a GUI bar. First let's explain the left side. This determines if you see your ships sensor or warp drive range when you hover your mouse over a star system. Mouse over the box to get a popup box to change the selection or use the Mouse's center scroll button while hovering your mouse over a star system or the big blue box to the left of the arrows. This works for any star system not just the one your fleet is in. This way you can plot a course or verify what star systems will be within your sensor or warp drive range if you enter that star system.

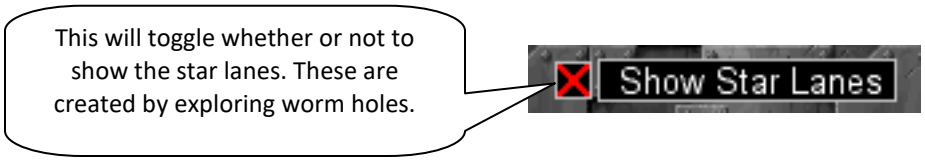
Warp Drive Range shows up as a red circle around the star system.

Sensor Range shows up as a yellow circle around the star system.





Once you have successfully explored a worm hole it will open up into a one-way star lane to another star system. Travelling through a star lane takes no time or fuel. There is a check box that will allow you to show or hide these star lanes from the star map.



There are times during the game that you may want to find a certain type of space station, nebula, worm hole or you may want to find a civilian outpost that is selling a particular item. This is where the star map filters come into play.

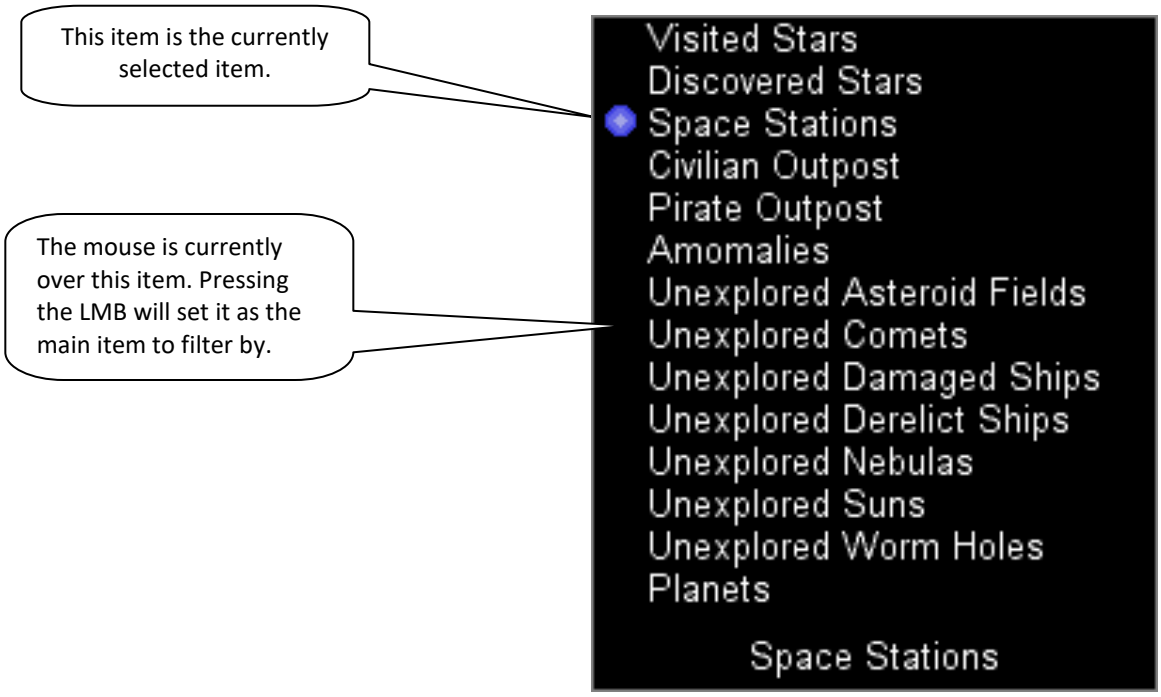
In the center of the bottom GUI you will see the following:

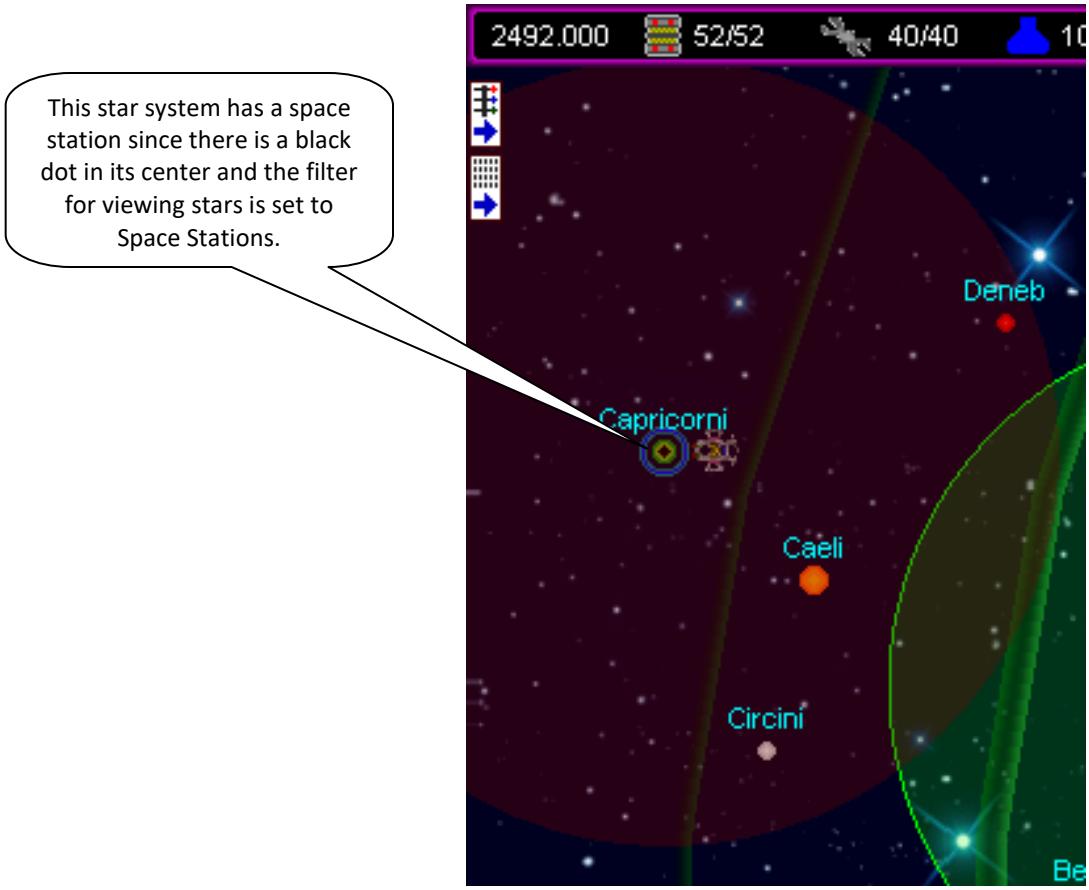
Here's how the filter works. Select what you want to view from the left side box. This is done by moving your mouse over the black box and then selecting one of the selections from the list. Once selected, it will appear in the black box.

Some items will give you a sub selection menu. In the example above selecting Space Stations will allow you to further filter it using the black box to the right. That filter is always set to 'All' by default. What is available to select will depend on the main filter item.

Once you have selected an item you will see a black dot in the center of all star systems that meet the criteria. You can also press the 'Find' button and it will draw rings around each star system that meets the requirements of the filters.

Here are the possible main items that you can select as the main filter:

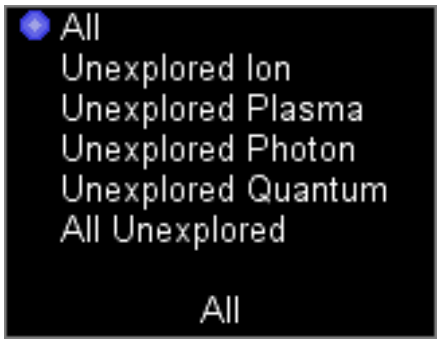




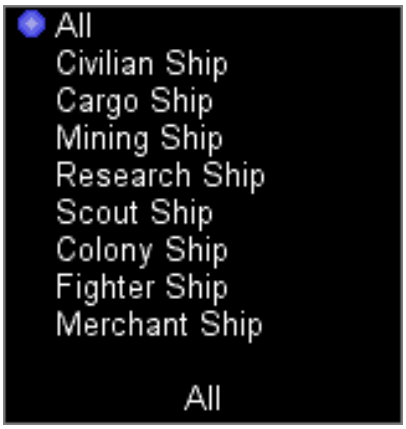
As already mentioned some selections have sub filters. They are all listed below.

Nebula Sub-Filter

Anomaly Sub-Filter



Damaged/Distressed Ship Sub-Filter



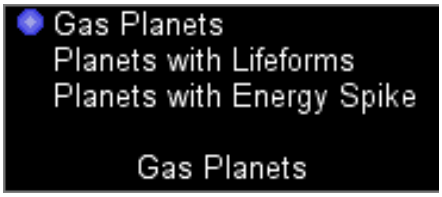
Pirate Outpost Sub-Filter

Civilian Outpost Sub-Filter

Space Station Sub-Filter

Worm Hole Sub-Filter

Planets Sub-Filter



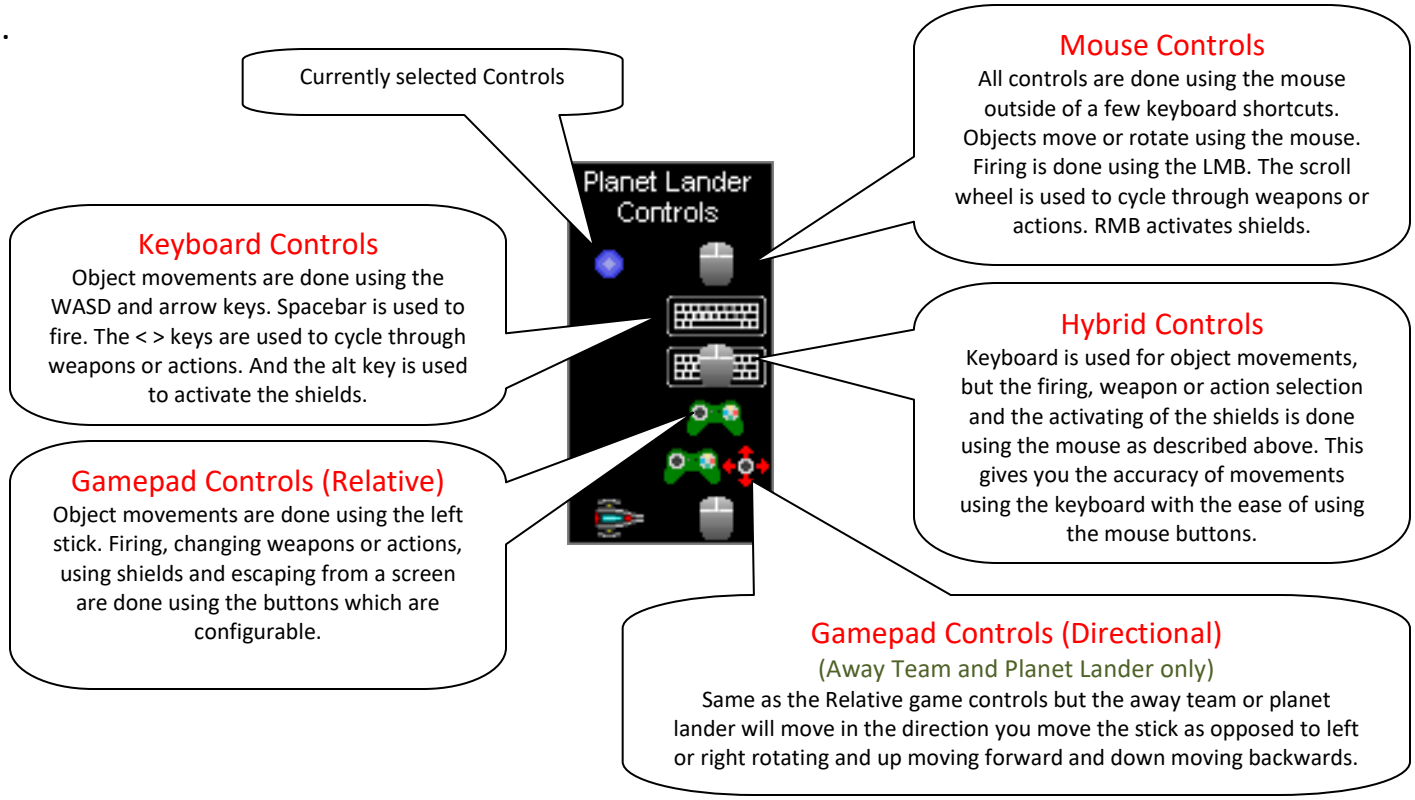
The last item along the bottom is the menus to change the controls for the different types of encounters. There are 5 different types of object driven encounters. They are listed below.

1. Planet Lander (Used for planet exploration)
2. Shuttle Craft (Used to explore asteroid fields, comets, nebulas and suns)
3. Away Team (Used to explore damaged or distressed ships)
4. Star Lane Warp (Used to travel through a star lane)
5. Research/Scientific Probes (Used to explore anomalies and worm holes)

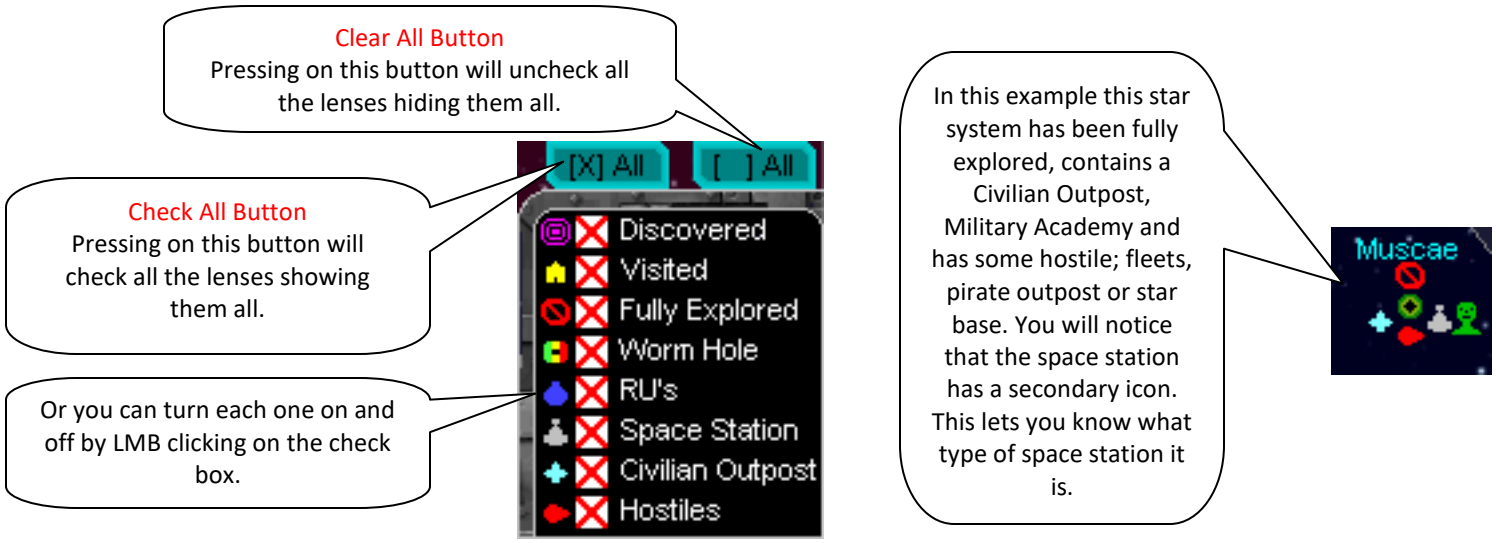
The default controls for all are the mouse, but the top 4 can be set to keyboard, hybrid or gamepad. The last one (Research/Scientific Probes) doesn't benefit from having any type of keyboard controls so you can only choose mouse or gamepad.

Here's what the icons for these encounters look like in the bottom GUI bar.

If you hover your mouse over one of them then a selectable menu will appear that looks like this.



In addition to the advances search functions, the game has a built in lens overlay system. This lens system will display icons around each star system that contains that object.



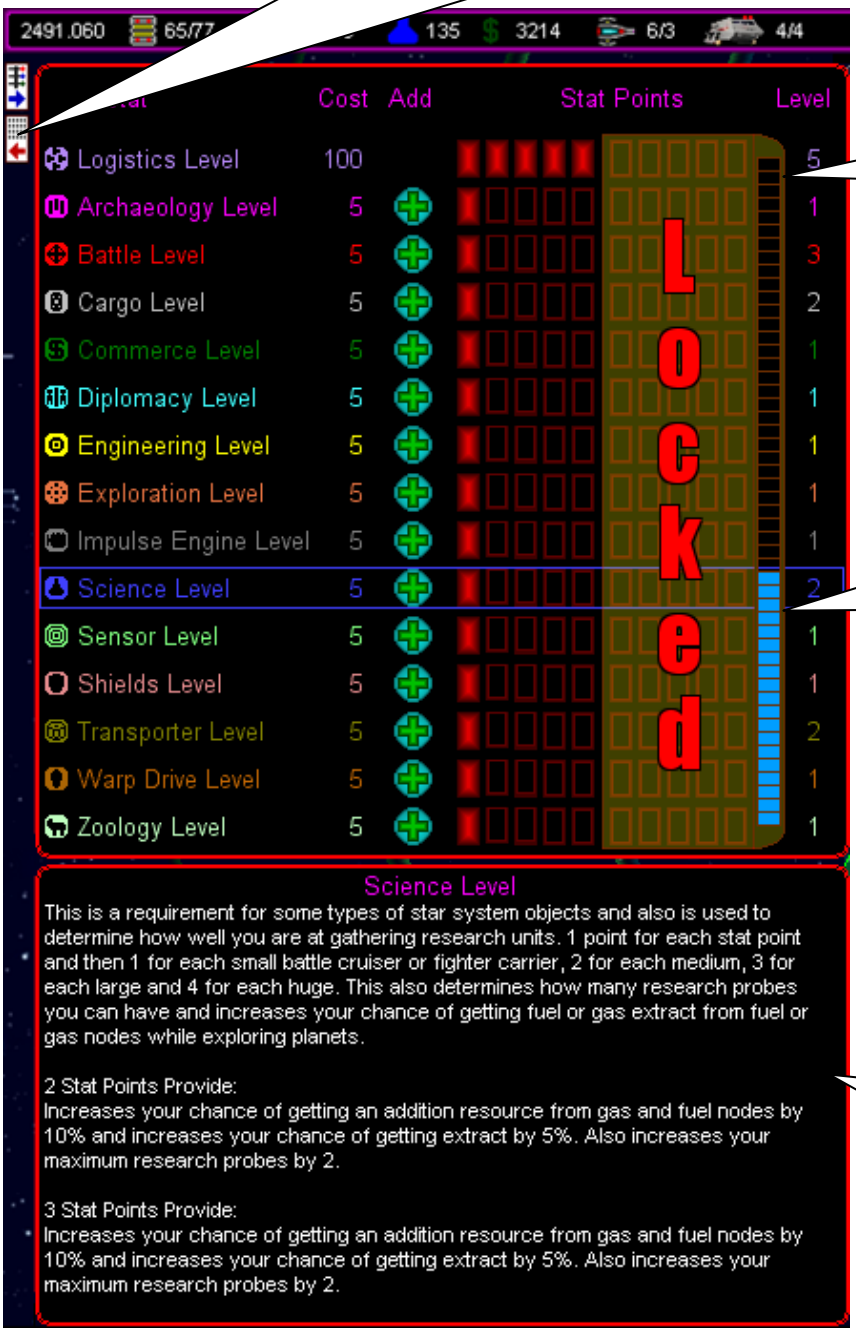
Lens	Description
Discovered	This will display if you have discovered the star, but have not yet visited or fully explored it.
Visited	This will display if you have visited the star but have not fully explored it.
Fully Explored	This will display only if the star has been fully explored. This means that all anomalies, asteroid fields, nebulas, suns, comets, damage ships, derelict ships and worm holes have been explored.
Worm Hole	This will display any unexplored worm holes. It's color will match that of the worm hole. Once the worm hole has been explored and turned into a star lane, then it will no longer appear here as it will then appear on the star map as a star lane.
RU's	This will display if there are any unexplored; anomalies, comets or gas planets with RU's.
Space Station	This will display if there is a space station. There will also be a secondary icon next to its icon to represent the type of space station it is.
Civilian Outpost	This will display if there is a Civilian Outpost.
Hostiles	This will display if there are any hostile fleets, pirate outpost or star base. This does not detect neutral fleets unless you attack them and their posture changes.

Fleet Stats

Fleet stats are the way you upgrade your fleet. These are used for a number of things, but most notably is that all encounters you have while exploring a star system requires one or more minimum stat levels to be achieved before you can explore it. Stat points cost research units.

Fleet Stats Button

This button is available on most screens. Hover your mouse to display it or RMB on the button to bring it up to increase a stat. Once you bring it up you can click on the green + to add a stat point.



Initially you will only have access to the first 5 stat points until you unlock the second set of 5. These are unlocked once you 50 total stat points.

Your progress is tracked by the vertical gauge. The blue boxes are full while the black ones are not. Once you have all 50 boxes blue, the other 5 stat points will unlock.

If you hover your mouse over one of the stats a box will appear under the stats box that shows you what you will get by adding a stat point for the particular stat. It also shows you what the next stat point will get you.

Each fleet stat has 10 stat points. Each one starts at 1. The exception to this is the Logistics Level. This will start at between 1 and 5 depending on the skill level you start the game with.

To the right of the Stat Points is a column called Level. This is that stats actual level. Each stat point adds one to the level and most stat levels max out at 10. But some stats like battle level, cargo level, science level and transporter level also get an increase in the stats level from having certain types of ships in your fleet. That's why in the example on the previous page, the stats points did not match the stat level.

Battle Cruisers and Fighter Carriers add to your battle level. Cargo ships add to your cargo level. Science Vessels add to your science level and Transport Ships adds to your transport level.

Small ships add 1, medium adds 2, large adds 3 and huge adds 4.

Logistics

The logistics stat is listed first because it has a much bigger impact that any other stat and also cost much more RU's to purchase. It determines your fleet's maximum size, ships maximum size and how many planet landers and shuttle crafts you can have.

Archaeology

This increases your chance to get extra items from cultural ruins and burial sites while exploring a planet.

Battle

This increases your planet landers bullet damage and range. It also increases the number of shots your Shuttle Craft can shoot at one time. This starts at 1 and can be increased to 5.

Cargo

This increases your planet landers and fleets maximum cargo hold size.

Commerce

This allows you to convert certain metals into repair armor and certain raw fuels into ship fuel.

Diplomacy

Increases the amount of race credits you get when converting GMU's into race or rebel credits.

Engineering

Increases your planet landers speed, turn rate and maximum armor.

Exploration

Increases your planet landers maximum crew and increases your chance to get extra items while exploring a shuttle craft crash site on a planet's surface. Also increases your away teams speed and your planet landers night vision.

Impulse Engine

Decreases the time it takes you to travel to objects while exploring a star system.

Science

Increases your chance of getting an extra resource from gas and fuel nodes while exploring a planet. Also increases the maximum number of research probes your fleet can carry.

Sensors

Increases your fleet's sensor range on the star map and while traveling through a star system. And increases your chance of getting an addition resource while exploring metal nodes and increases your chance of finding a crystal inside the node.

Shields

This increases the level of your planet lander's fire shields, tectonics shields and weather shields. And also increases your star lane shields.

Transporter

Increases the range of your planet lander's transporter and increases the size of the away team that can be transported to damage or derelict ships.

Warp Drive

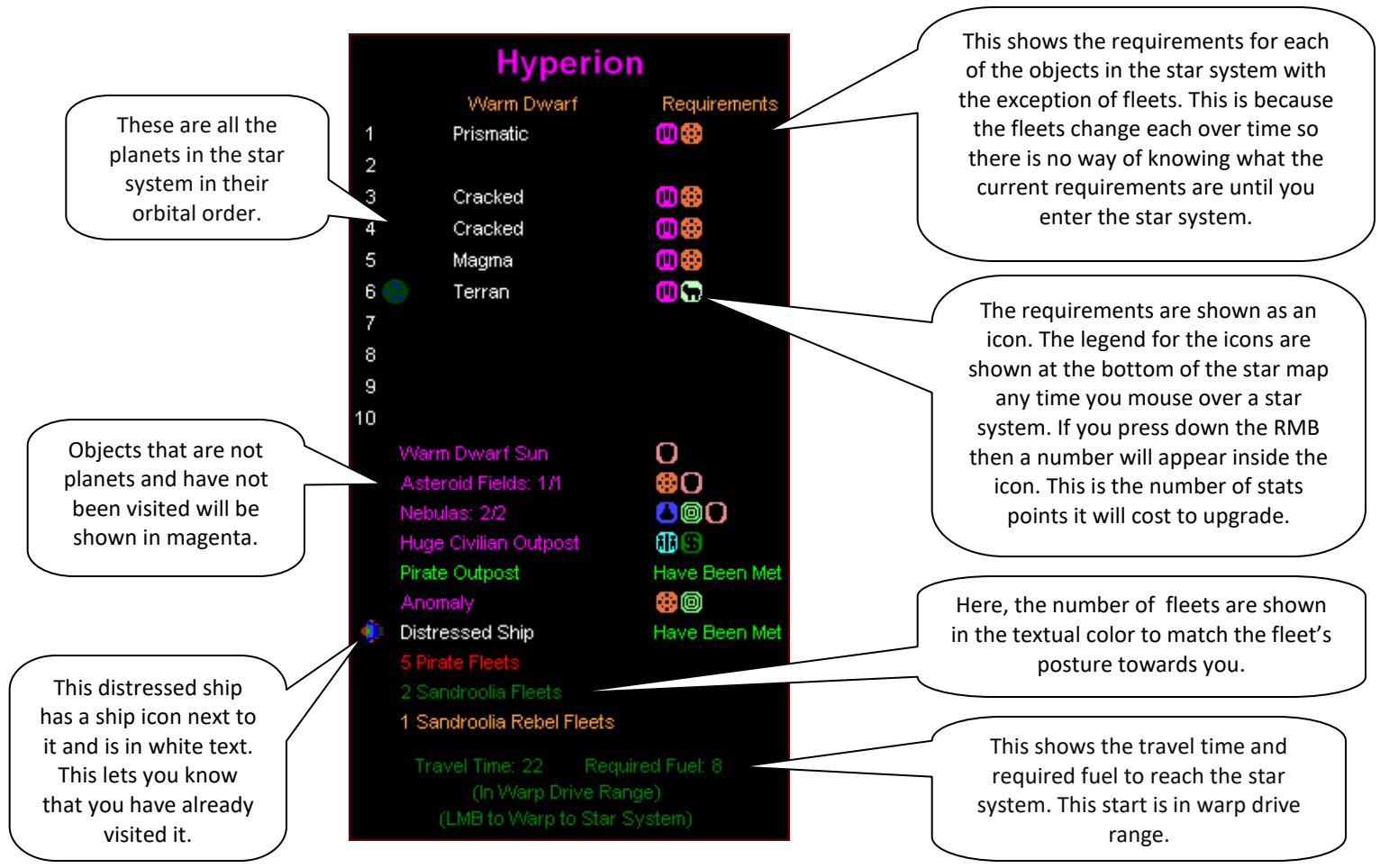
Decreases the time it takes you to travel from star system to star system and increases your star jump range.

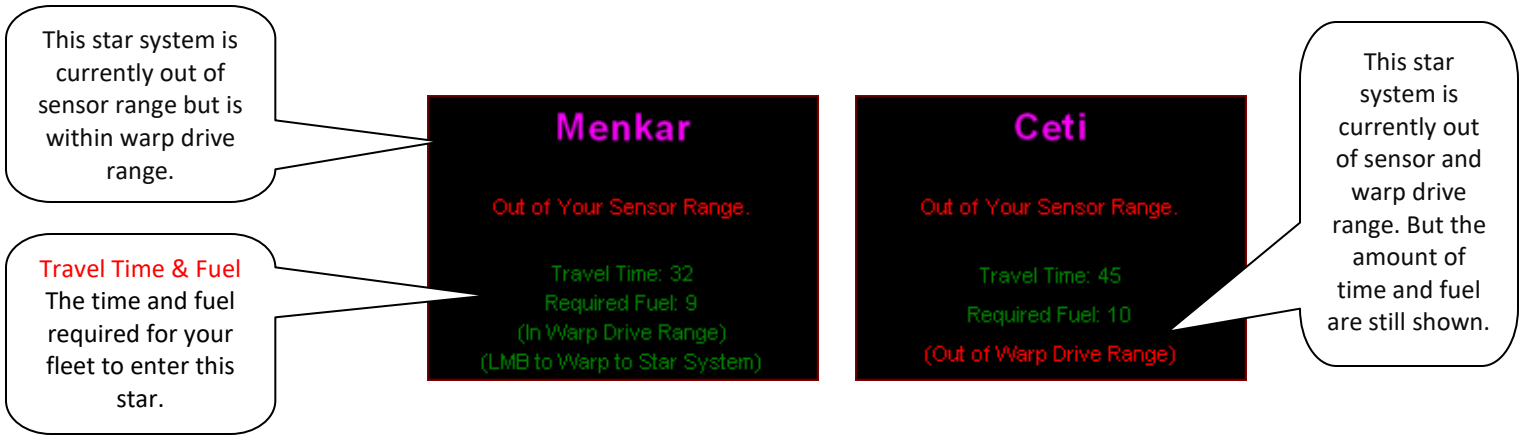
Zoology

This Increases your planet lander's bio shield. Also increases your chance of finding an extra non-plant life form when capturing one.

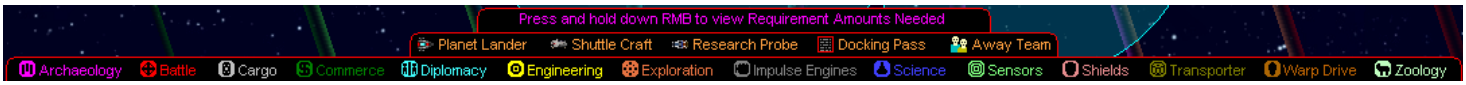
Star System Information

If you hover your mouse over a star system and keep it there for 1 second you will get a popup box. If the star system has been sensored then you will get detailed info regarding the system. Otherwise you will get an Out of Sensor Range or Out of Warp Drive Range or both.

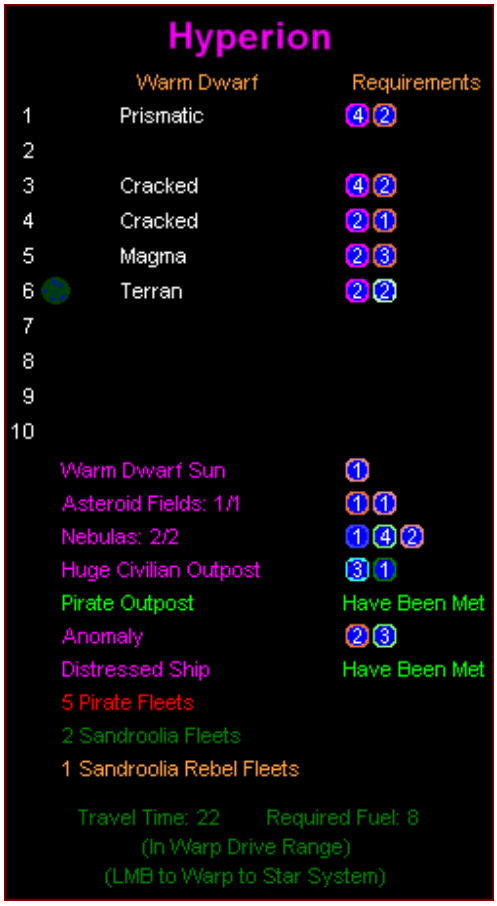




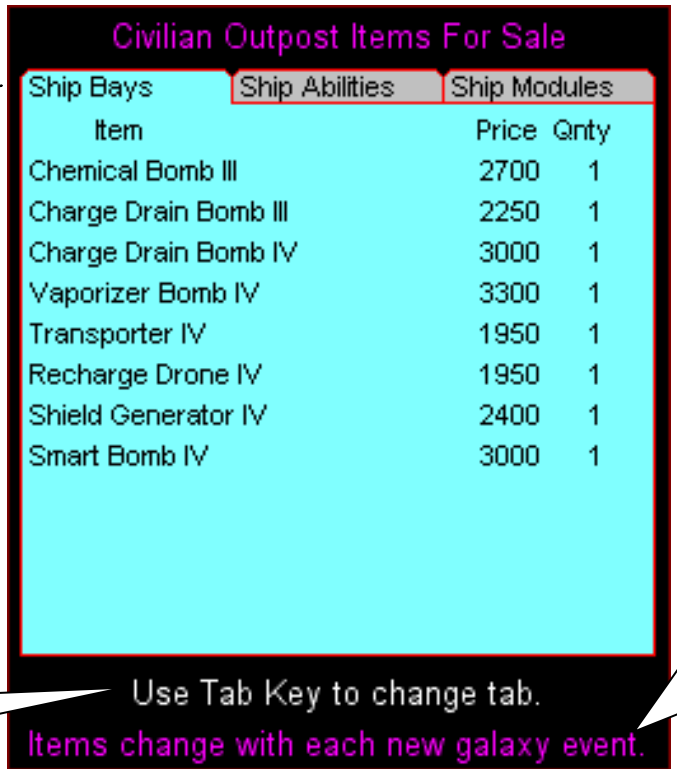
This is the Legend.



Below you can see what happens when you press the RMB while the mouse is over a star system. The example on the left is normal and the one on the right is with the RMB pressed. You can see that the icons now have a blue circle with a white number over them. This is how many stat points for the specific stat is required to meet the objects requirements. There will only be an icon for the requirements that have NOT been met. If all requirements have been met then you will see 'Have Been Met' in green.



If the star system your mouse if over has a Civilian Outpost or Ship Factory then you will see an additional window to the right of the Star System object list. These will both be explained in greater details below.



These are the 3 tabs for the Civilian Outpost.

The tabs can be changed by pressing the Tab key.

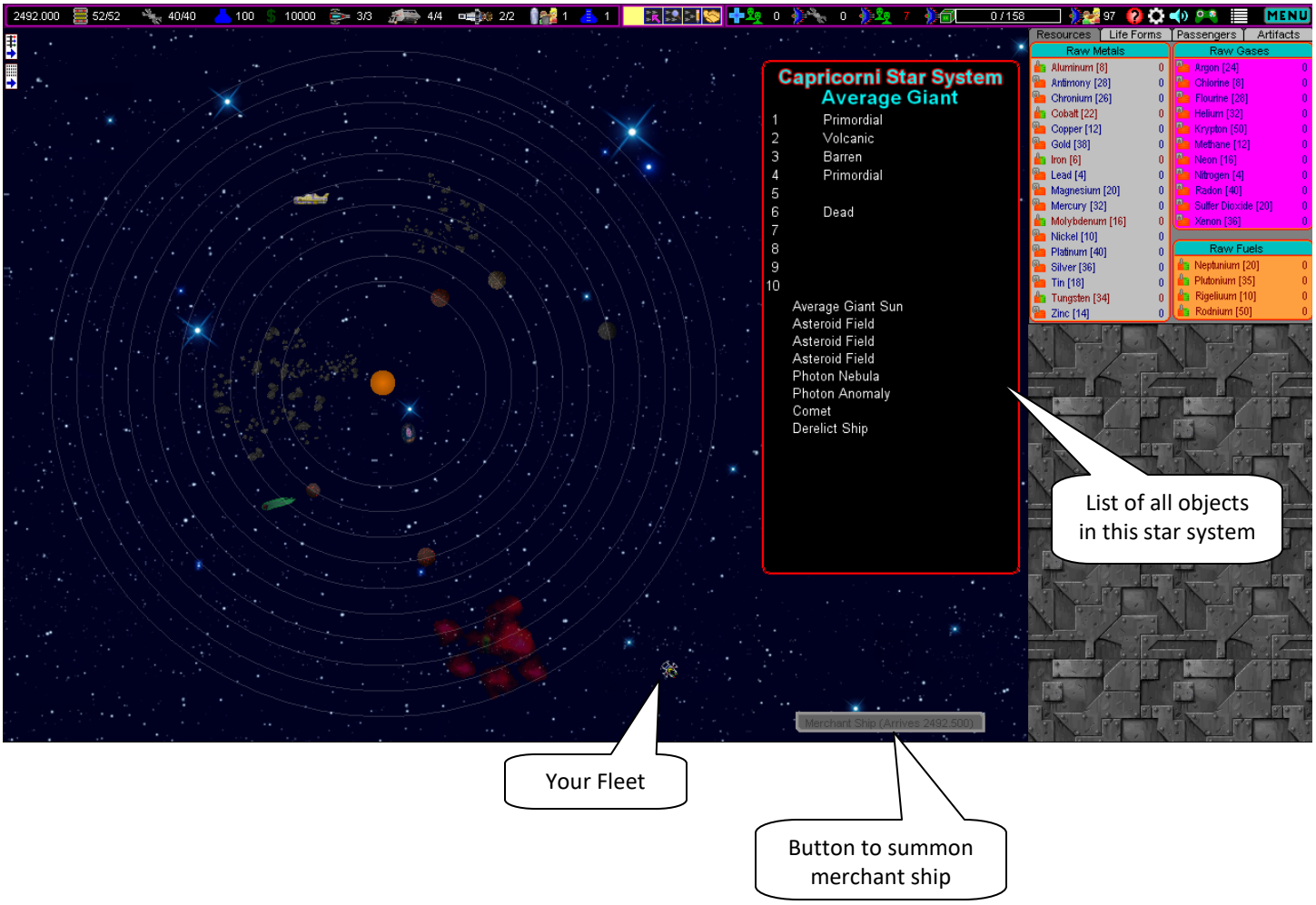
There are over a dozen different types of items a Civilian Outpost can sell, but only three will be available at each outpost. These change with each new galaxy event. Civilian Outpost come in three sizes. Small, medium, large and huge. Larger outpost will have more items in each category and more of them.

This shows what ships the ship factory has for sale and the cost. Each factory will always have at least one of each ship. Once a ship was been purchased by the player it will show in the list as 'Sold'.

The available ships change when the Merchant ship is visited or leaves, or when the player upgrades their maximum ship size by spending research units on the Logistics stat.

Section: 3 Star System Basics

Once your fleet enters a star system you will see something similar to this:



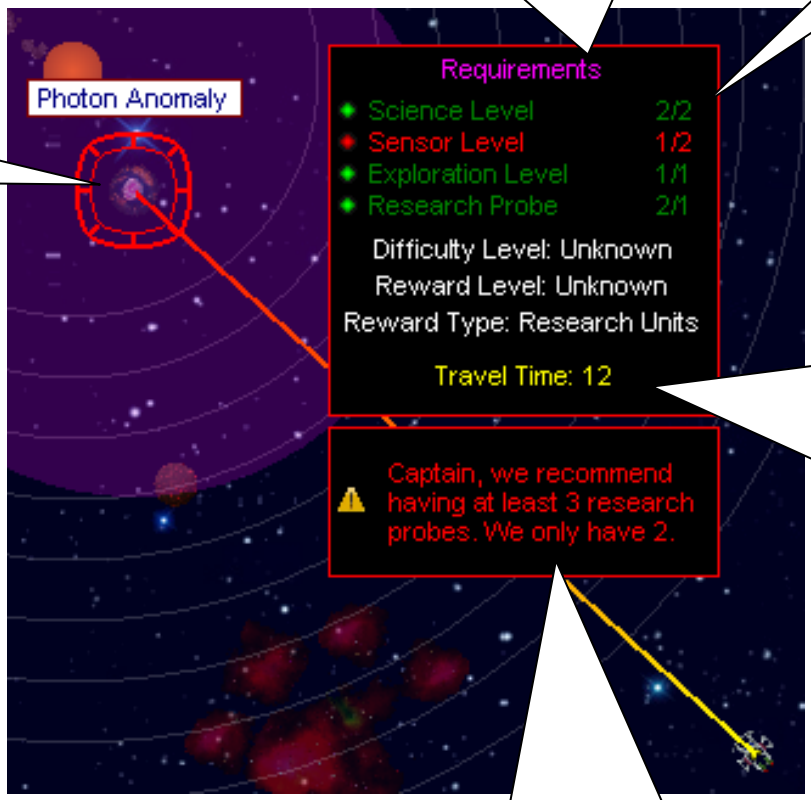
When you first enter a star system your ship will be in one of the four diagonal corners. In this case it is in the lower right side of the star system.

To the right of the star system overhead view is a list of all the objects in this star system.

To travel to an object simple LMB click on it in either the star system view or in the list. Sometime if objects are very close to each other it's easier to click on the objects in the list. Traveling from within a star system does not cost fuel since only the impulse engines are used, but it does cost time. This is shown if you hover over the object.

In the example below our mouse is hovering over the Photon Anomaly. A list of requirements for engaging the object will appear. In this case we meet all the requirements except for Sensor Level. It needs to be 2 and ours is 1. We could still travel to the anomaly but we would be unable to explore it.

If the object had been sensored we would know the difficulty and reward level. The reward type for anomalies is always Research Units. The travel time is 12. This would get added to our current star date.



Requirements
Since our sensor level is not high enough to explore this object, it is listed in red.

We don't know the difficulty or reward level because we have not sensored this anomaly yet.

We are getting info on a Photon Anomaly.

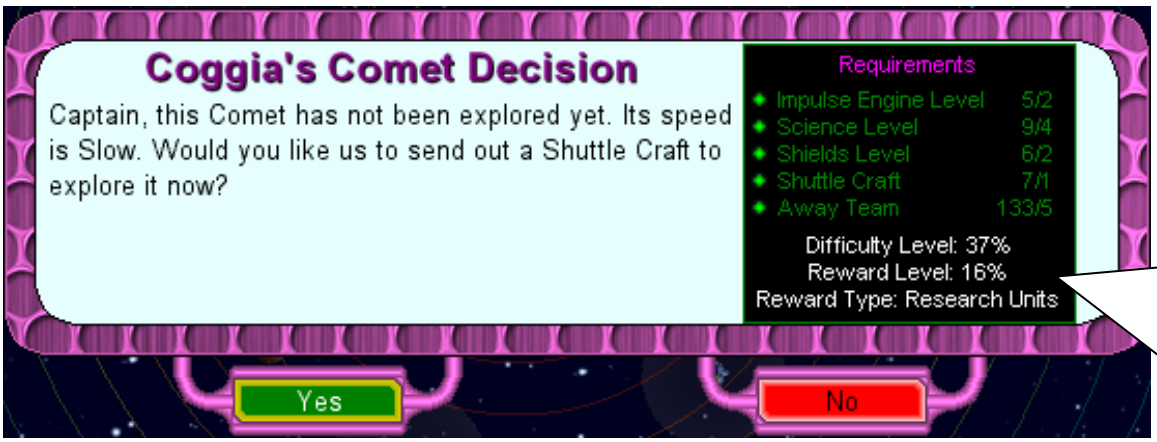
Travel Time
The travel time to get to this anomaly from our current location is 12. For example, if the current star date was 2492.00 which is the starting star date, then after traveling to the anomaly the star date would now be 2492.012. Each tick represents about 8.75 hours as one day is equal to 2.74 ticks.

There are times when you will get a recommendation about exploring an object. In this case it's recommending that we have 3 research probes as it could take that many to explore the anomaly. It will most likely only take 1 or 2. But if you start exploring an anomaly or a worm hole and you don't have enough research probes and you need to come back later you will lose any progress you made initially.

Non-Combat Encounters

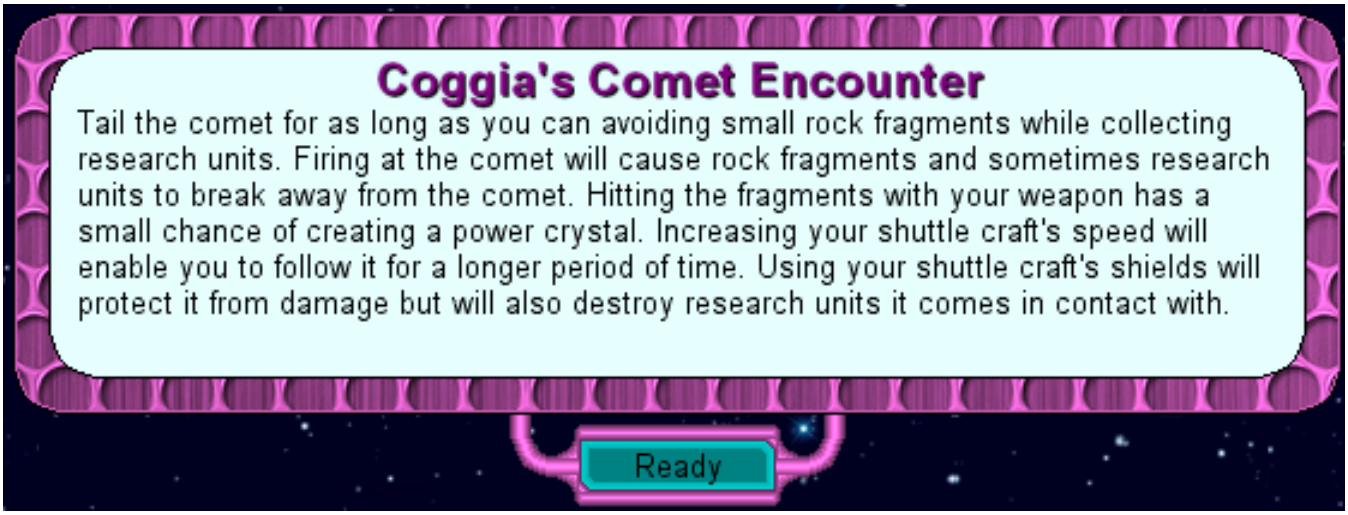
Object	Reward	Description
Planet (Surface)	N/A	Explored with your planet lander. Contains raw metals and fuels. You will also get an occasional shuttle craft crash site, burial grounds or cultural ruins.
Planet (Gas)	N/A	Contains raw gases. You will also find space debris.
Anomaly	Research Units	Explored with Research Probes. Enter an arcade type game where you fire 1-4 probes depending on your fleet logistics level.
Asteroids	Crystals	Explored with shuttle craft. Enters an arcade style game that last about 15-20 seconds. You must maneuver you shuttle craft to pick up the crystals that form when you fire and hit an asteroid. You must also avoid ramming the asteroids.
Civilian Outpost	N/A	Allows you to sell resources and items. You can also buy ship fuel, repair armor, planet landers, shuttle crafts, research probes and they will have items from 3 different categories which change with each new galaxy event.
Comets	Research Units	Explored with shuttle craft. Enters a short arcade style game that last about 20-30 seconds. You fire weapons at the comet to break off RU's that you can capture with your shuttle craft. Firing at the comet will also result in debris fragments breaking free. These will damage your shuttle craft so beware.
Damage Ships	Varies	Explored with an away team that is transported to the ships transporter room. Damage ships will have several fires that you must put out with a fire extinguisher. They way also contain damaged rooms that you must fix using the tool kit.
Distressed Ships	Varies	Explored with an away team that is transported to the ships transporter room. Derelict ships have been invaded by some type of alien. You must destroy the alien using one of your weapons. Be quick as then aliens are firing randomly and if they hit certain rooms it could break them. Then you will need to fix the damaged room before it explodes. Fires could also erupt if the alien hits a critical room like the warp core or a weapon room.
Nebulas	Gas Extract	Explored with a shuttle craft. Enters an arcade style game that last about 15-20 seconds. You must maneuver your shuttle craft to pick up the gas extract while avoid the lightning strikes. You have a shield you can activate to protect your shuttle craft. But you can't pick up the gas extract with the shields up. You can also fire at the lightning strikes to create additional gas extract.
Space Stations	N/A	There are six different types of space stations each providing you with specific things you can do while you are there. (These will be covered in the space station section later.
Sun	Fuel Extract	Explored with a shuttle craft. Enters an arcade style game that last about 15-20 seconds. You must maneuver your shuttle craft to pick up the fuel extract while avoid the solar flares. You have a shield you can activate to protect your shuttle craft. But you can't pick up the fuel extract with the shields up. You must fire at the solar flares in order to create the fuel extract.
Worm Hole	Creates Star Lane	Explored with Research Probes. Enter an arcade type game where you fire 1-4 probes depending on your fleet logistics level. If you are successful a star lane will be created between that star system and another star system. Star lanes can them be used to travel between star systems with no time or fuel cost.
Non-Hostile Race Ship	N/A	Allows the player to trade with the race for ships and items.
Non-Hostile Rebel Ship	N/A	Allows the player to trade with rebels for ship upgrades and items.

When you visit a non-combat object that has not been visited yet you will see this message:



Before deciding if you want to enter the encounter you will be able to see the requirements, difficulty level, reward level and reward type. You can also see the comets speed. Slower comets can be tailed for a longer period of time.

If you select yes you will see this message:



This message will always explain what to do. Since this is a comet encounter you will need to fire at the comet to create research units that you can pick up with your shuttle craft. If you hover your mouse over the ready button you will see a popup that will explain the controls.

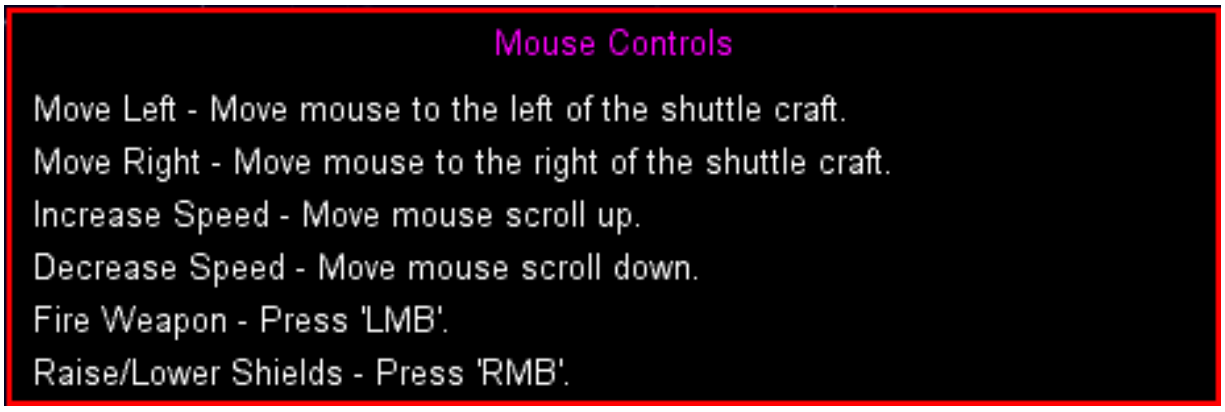
Comets have various speeds which will greatly effect how long you will be able to tail them.

When you hit a rock fragment with your weapon there is a small chance it will create and random power crystal which can then be picked up by your shuttle craft.

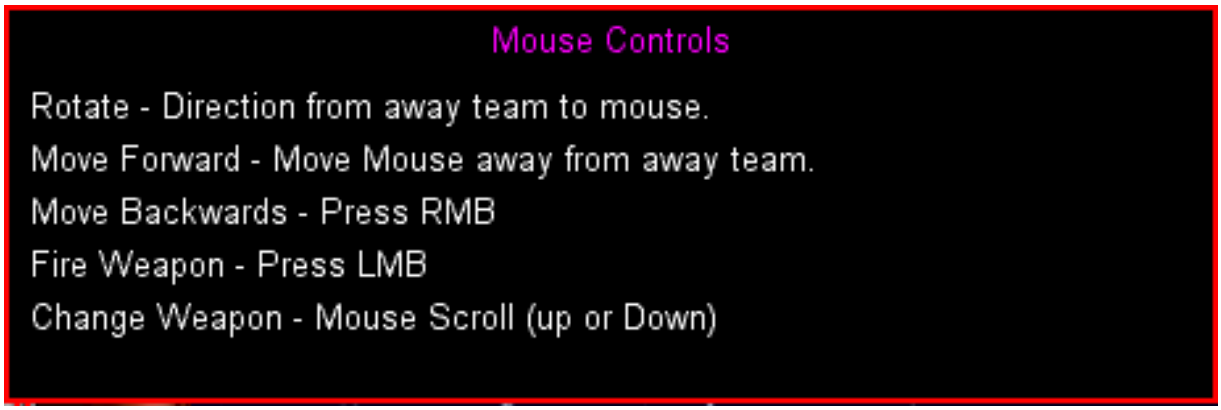
Mouse Controls

Listed below are the mouse controls for both the shuttle craft and the away team. In addition to the mouse controls you can activate gamepad controls as well. Click on the white or green gamepad icon in the topGUI.

Shuttle Craft Controls



Away Team Keyboard Controls



Shuttle Craft

The shuttle craft is used while exploring asteroid fields, comets, nebulas and the sun. Each of these encounters will be discussed later in this manual. At first your shuttle craft can only shot a single bullet. But once you spend research units on the ‘Combat’ fleet stat this will increase to eventually 5. This should be done as quickly as possible as this gives you a much better chance to collect more resources from the encounter.

The shuttle craft can be damaged by collisions with asteroids, lightning strikes, comet debris and hot spots, so these should be avoided when possible. Your shuttle craft is equiped with a shield which will eliminate any damage, but this will also make it impossible to collect any resources such as crystals, gas and fuel extract and research units. This is because you can't normally collect them with your shields up.

Shuttle Craft's shield is up. While up your shuttle craft will not take damage, but you also can't collect resources.

Armor Left
When the armor is gone the shuttle craft is destroyed. Hitting asteroids, lightning strikes, comet debris and hot spots will damage the armor.

Speed
Going faster will decrease how much time you have while exploring asteroids, nebulas and suns, but will increase your chance to get more loot.

When exploring comets the opposite is true. Going faster will help you to keep pace with the comet giving you more time to trail it.

RU's Collected
There will always be at least one icon beneath you shuttle craft showing how many resources you have collected. In this case the resource is research units.

If your shuttle craft is destroyed during the encounter then you get nothing, and you lose a shuttle craft.

Shuttle Craft Encounters

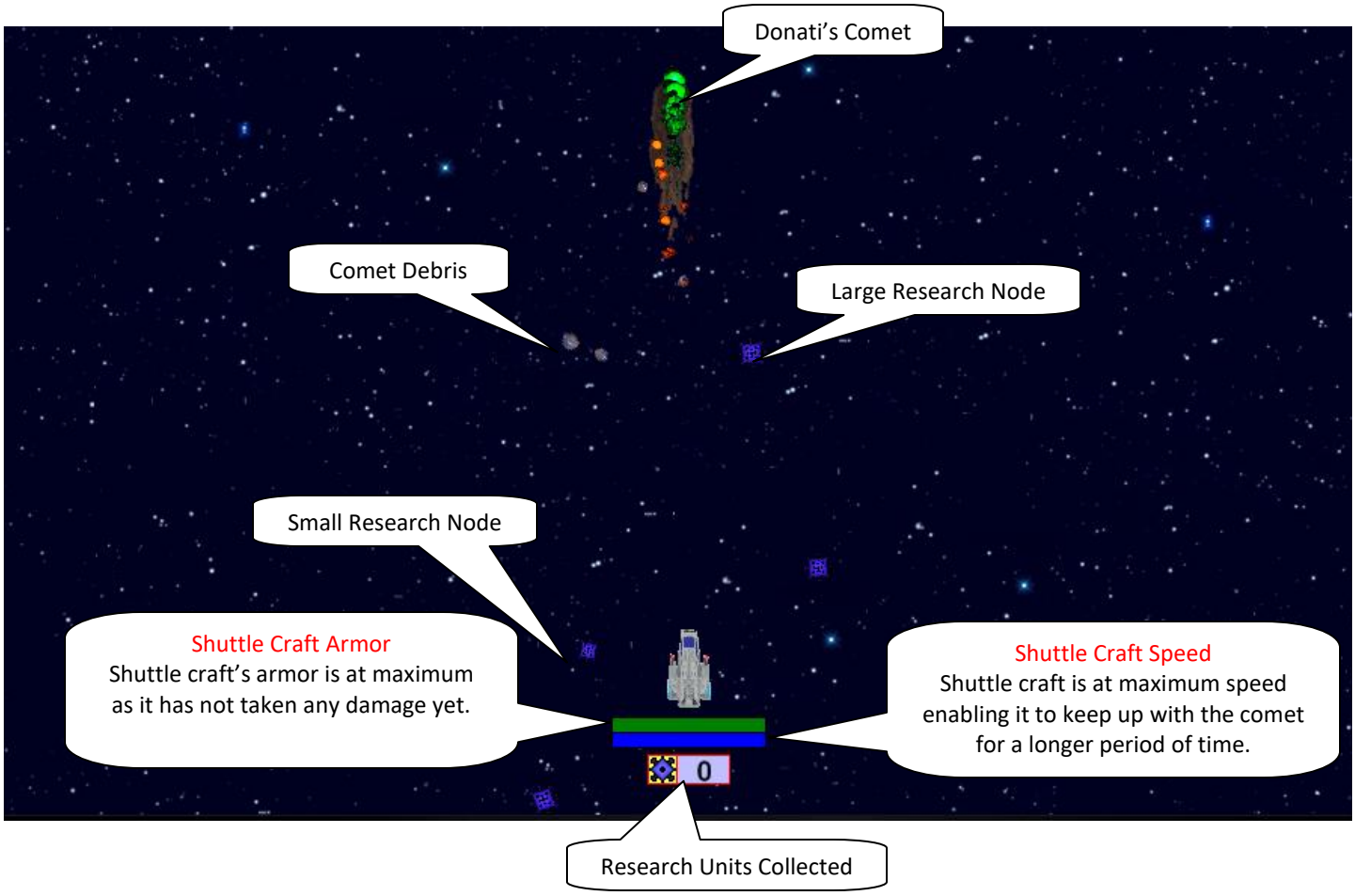
This section will cover all the encounters that use the shuttle craft. All shuttle encounters have a chance to find research units even if RU's are not the main collectable item. This chance increases with a higher science level.

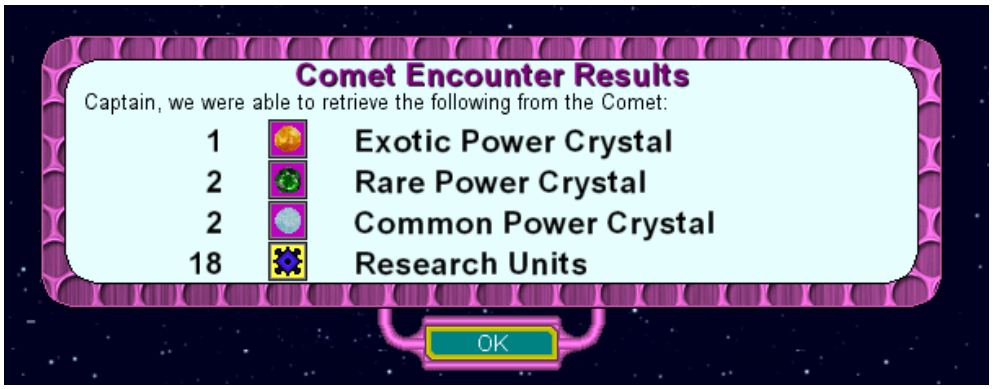
Asteroid Encounter

To create crystals you must fire at the asteroids. Hitting an asteroid will make the asteroid smaller and has a chance to generate a crystal. Avoid hitting the asteroids with your shuttle craft as this will damage it. Larger asteroids do more damage. You can use your shield to protect your shuttle craft from asteroids, but you can't collect crystals while your shield is up.

Comet Encounter

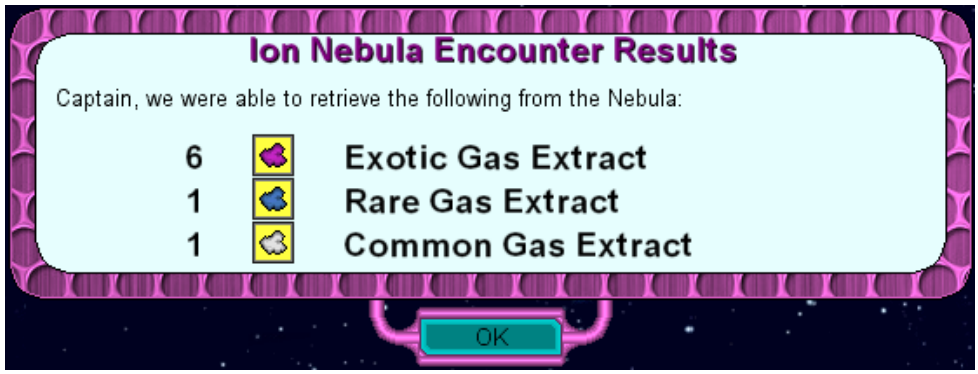
Comet Encounters will allow you to gather research units. Firing on the comet will cause comet debris to break off from the comet as well as having a chance to have some RU's break off too. Avoid the comet debris while trying to collect the Research Unit nodes. Smaller nodes produce smaller amounts of RU's while the larger ones will produce greater amounts. Hitting the debris with your weapon also has a chance to create a random power crystal.





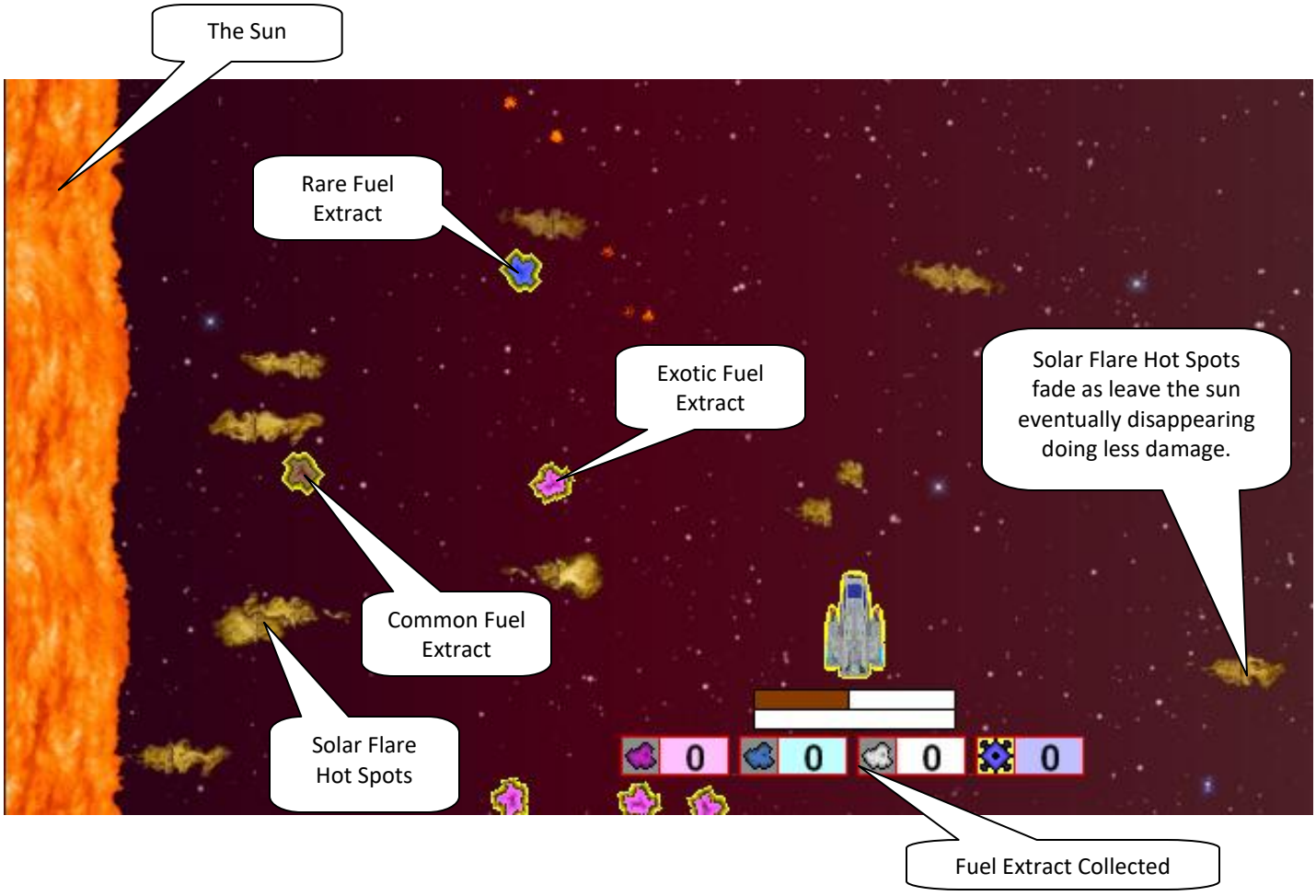
Nebula Encounter

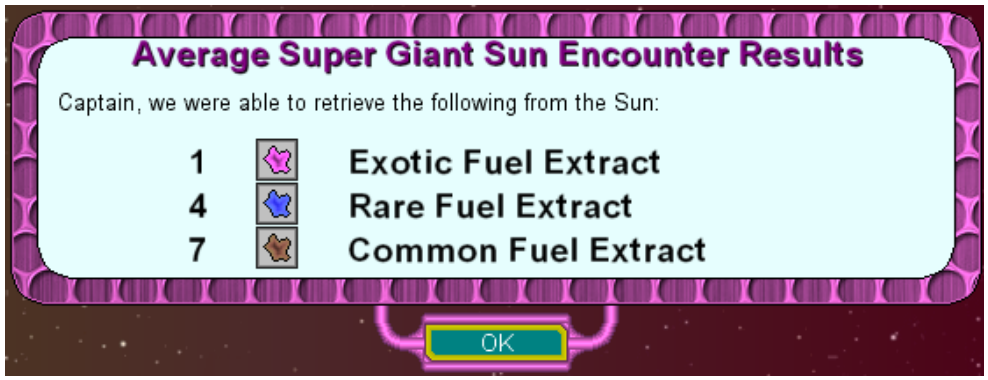
Nebula Encounters will allow you to gather Gas Extract. Firing on the static lightning charges will have a chance to create Gas Extract. Avoid the lightning strikes while trying to collect the gas extract. There are three types of nebula. Ion (Blue) tend to have more exotic gas extract. Plasma (Green) tend to have more rare gas extract. And Photon (Red) tend to have more common gas extract. A small yellow harmless spark will appear about 1 second before a lightning strike occurs. This will help you to fire at or avoid them.



Sun Encounter

Sun encounters are a bit different. The reason is the sun is always to your left and the hot spots will always emanate from that side shooting to the right. You must still firing at the hot spots to create Fuel Extract. Also, the larger the sun the longer the encounter will last. You shuttle craft will take moderate damage from the solar flares and heavy damage from the sun.





Research Probe Encounters

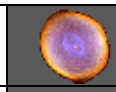
This section will cover all the encounters that use research probes. You will need a minimum of 1 research probe and a maximum of 4.

There are 2 galaxy events that will affect using research probes to explore Worm Holes. The first is 'Worm Hole Anomaly' which guarantees doubles the amount of scientific units the probe gets from each scientific object. The second is 'Worm Hole Enigma' which halves the amount.

Anomaly Encounter

There are 4 types of anomalies. Each one affects the base RU range for research nodes. The chart below shows the base research value per research node.

Anomaly Types

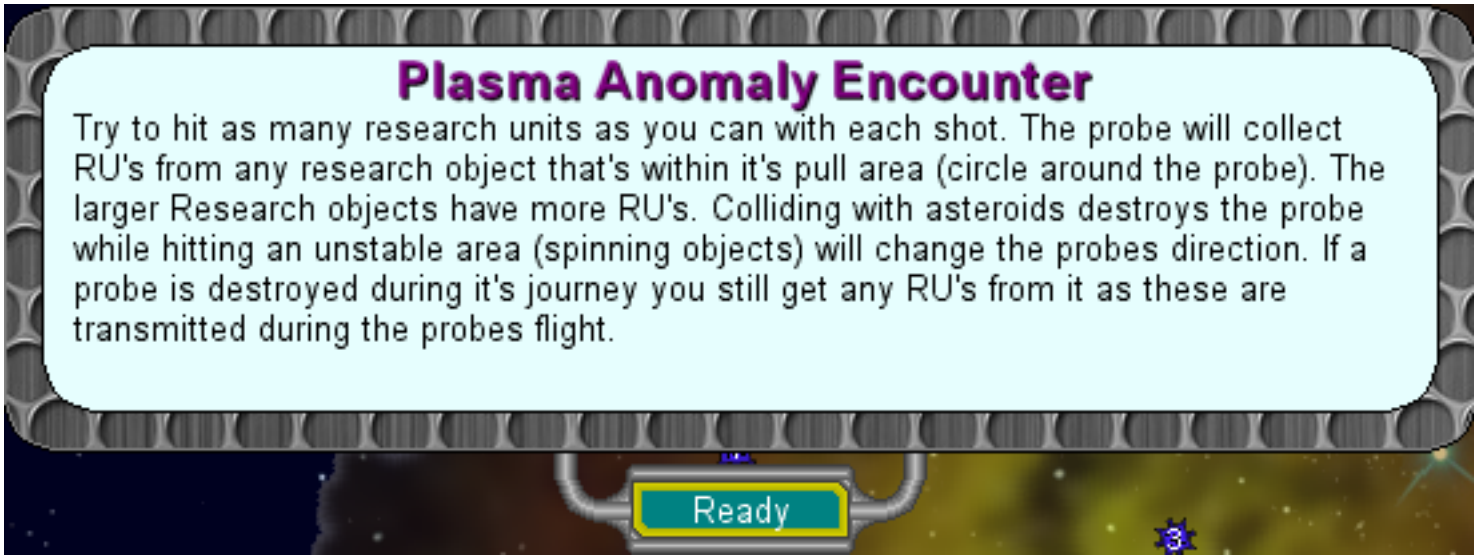
Ion Anomaly		Base Research Per Research Node is 1.
Plasma Anomaly		Base Research Per Research Node is 2.
Photon Anomaly		Base Research Per Research Node is 3.
Quantum Anomaly		Base Research Per Research Node is 4.

The number of research nodes found in an anomaly is determined by the reward level and the skill level. The amount of RUs found in each node is determined by the reward level, skill level and the type of anomaly. And finally the amount of spatial plasma spheres found is determined by the danger level and the skill level.

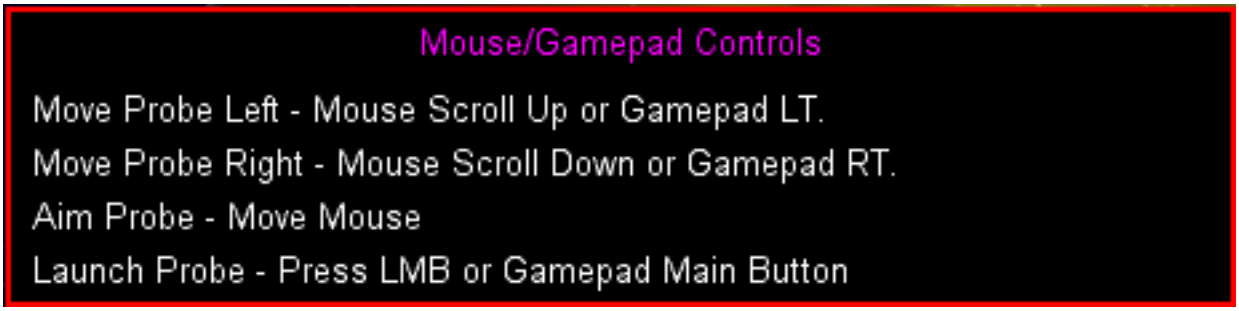
There are two things that can affect anomalies. The first is if an anomly is in an asteroid field then there will be twice as many asteroids inside the anomaly. Hitting these will destroy the research probe.

The second is if the anomaly is in a nebula. This will increase the number of research nodes found within the anomaly by 25%.

When the anomaly encounter first starts you will see this message in the middle of the screen:



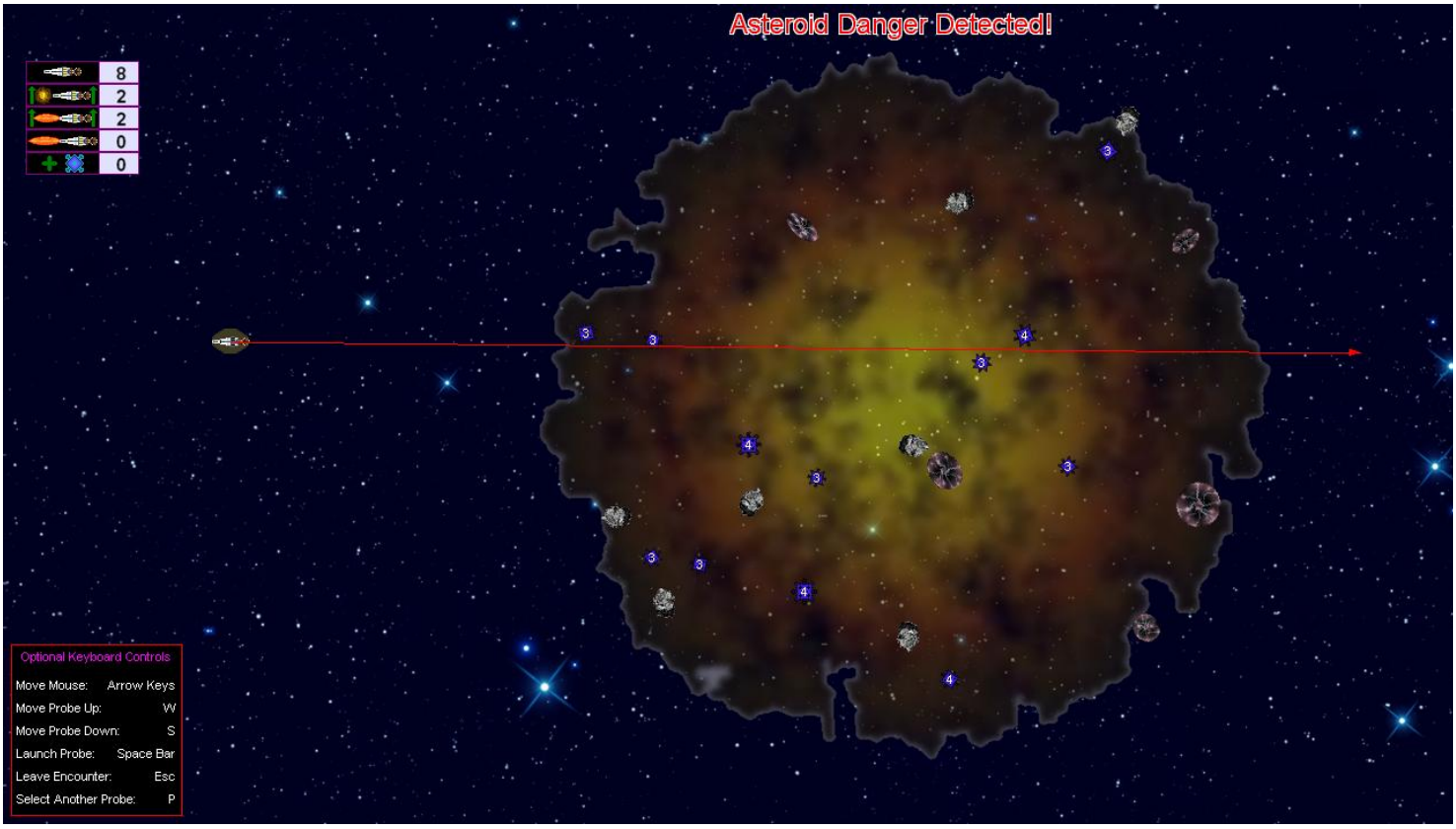
If you mouse over the 'Ready' button you will then see the controls for the encounter.



If you have an active gamepad then you can use either the gamepad controls or the mouse controls.

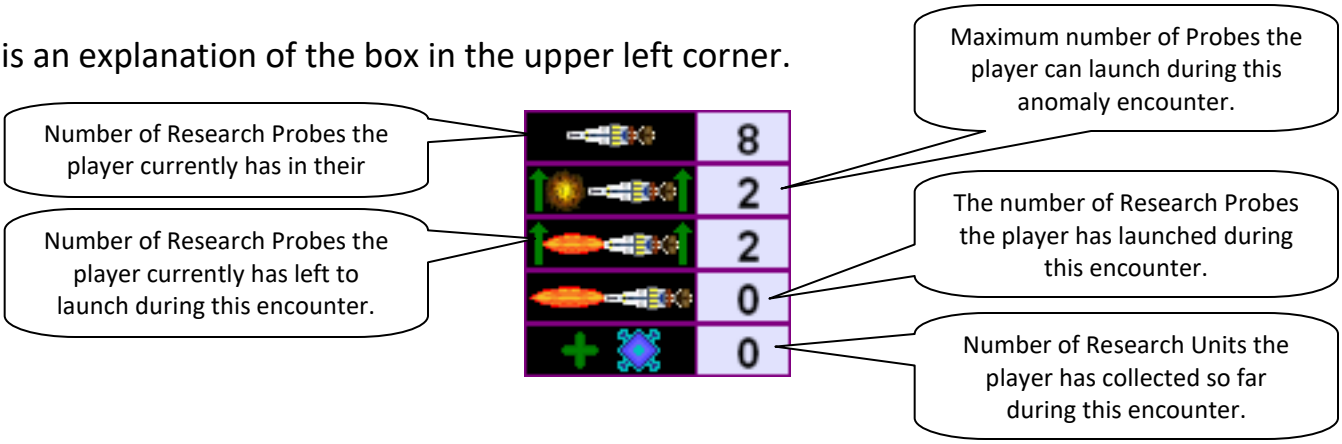
The goal is to collect as many RU's from each research node. The white number in the center of the node lets you know how many RU's that node has for collection. If your research probe or any part of the probes AOE (yellowish ellipse around the probe) makes contact with a research node then the node will be collected. You will get those RU's even if the probe is destroyed as the research data is transmitted to your fleet immediately.

This is what the Anomaly screen looks like:



When the encounter first starts you already have a research probe ready to launch. You can move the probe to its left or right (up and down on the screen). A red arrow is drawn from the probes current location to the mouse pointers location. This is the path the probe will follow when you launch it.

Here is an explanation of the box in the upper left corner.



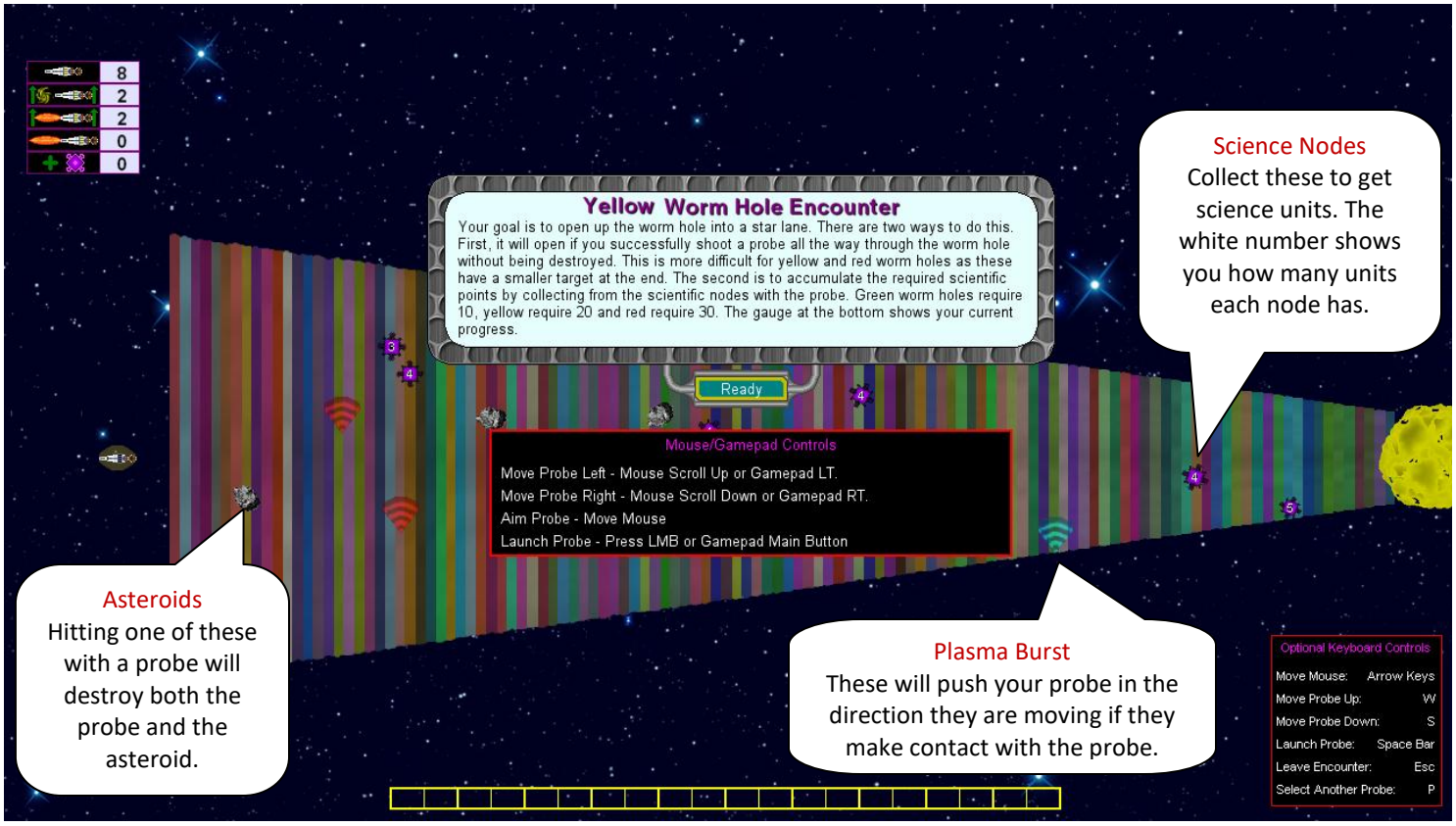
Once the player has launched a probe the ‘Leave Anomaly’ button will become active. If they also are able to launch another probe then the ‘Launch Another Probe’ button will be visible as well. Once the player has selected to ‘Launch Another Probe’ then the ‘Leave Anomaly’ button will disappear until the probe has been launched.

Worm Hole Encounters

Worm Hole Encounters are unique in that once they have been successfully explored, they will open up into a two way star lane to another star system. These can then be entered by your fleet and cost no time or fuel to travel through.

There are three types of star lanes. Green Star Lanes are short and are fairly easy to pass through without any trouble. Yellow Star Lanes are a bit longer and a little more difficult to travel through. And finally Red Star Lanes are very long and very dangerous when traversing. But the distance you can travel without using any time is phenominal.

When a worm hole encounter first starts you will see this:



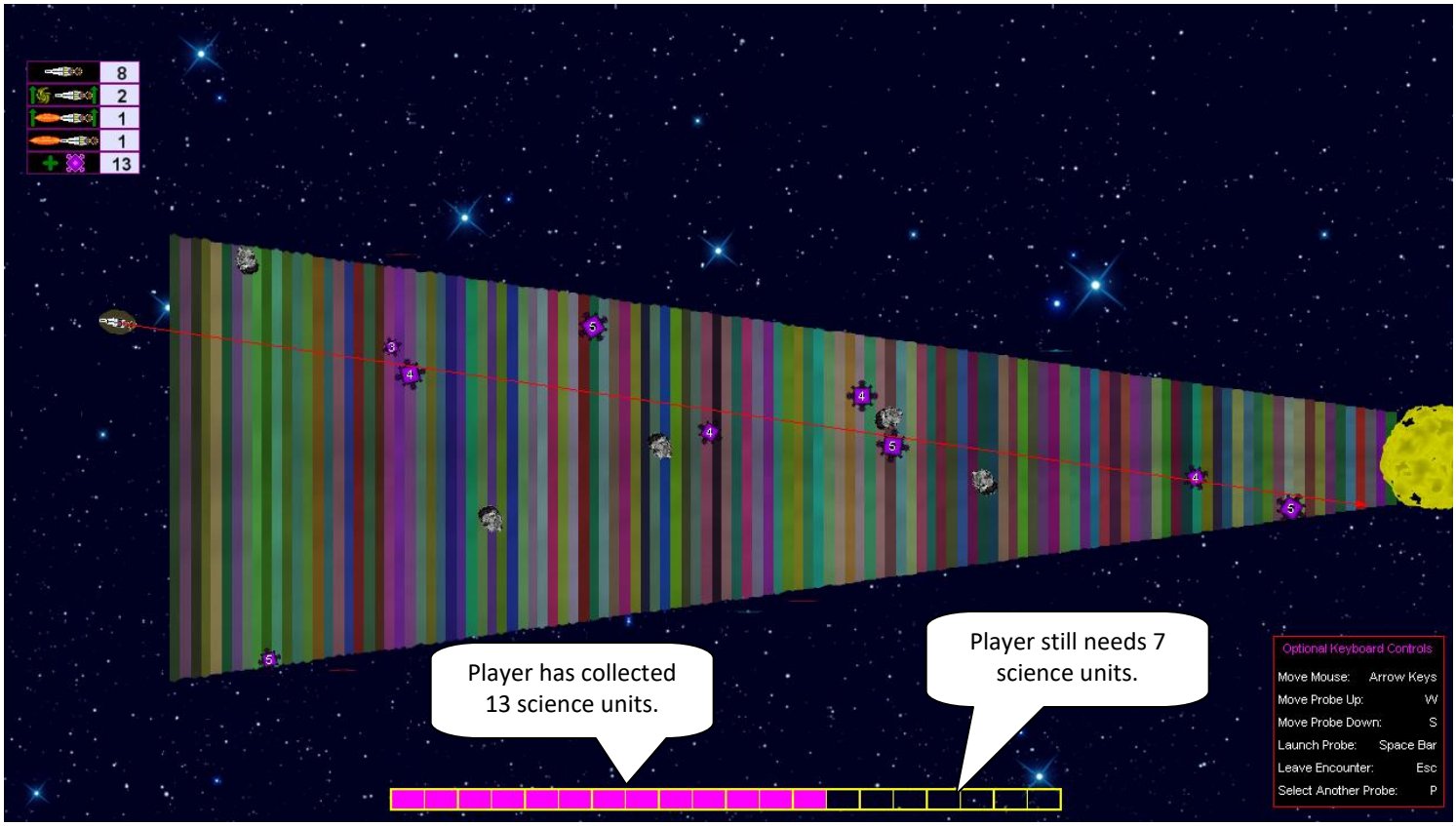
These are similar to an anomaly encounter but instead of finding RU's inside of research nodes you are finding science units inside of a science node. The difference is that these only count towards opening the star lane and they do not give you any research units. As with the anomaly encounter you only get a limited number of research probes to launch during the entire encounter. If you fail to open the star lane you will then need to leave and come back and start all over.

Moving and launching the probes are the same used for anomaly encounters.

There are two ways to open. The first is to shoot s research probe safley to the end of the worm hole without it being destroyed. A probe is destroyed when it hits an asteroid or the edge of the worm hole so make sure you stay withing the colored area.

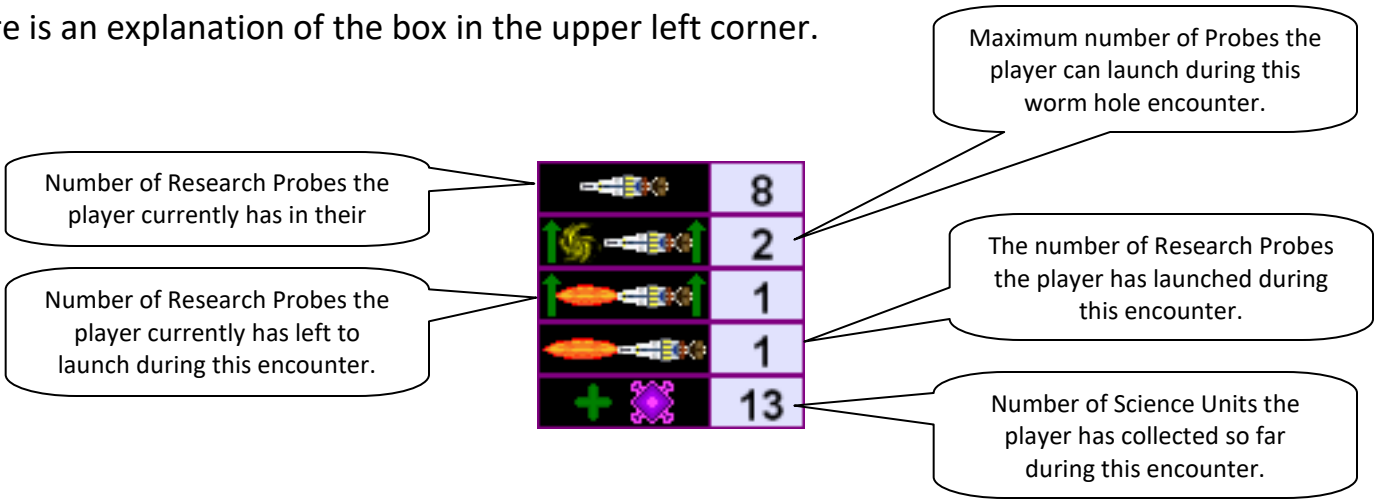
The second way is to collected enough science units to open the worm hole into a star lane. A class I worm hole (green star lane) requires 10, a class II (yellow star lane) requires 20 and finally a class III (red star lane) requires 30.

There is a gauge at the bottom (yellow outlined boxes) that show how close you are to opening the worm hole into a star lane.



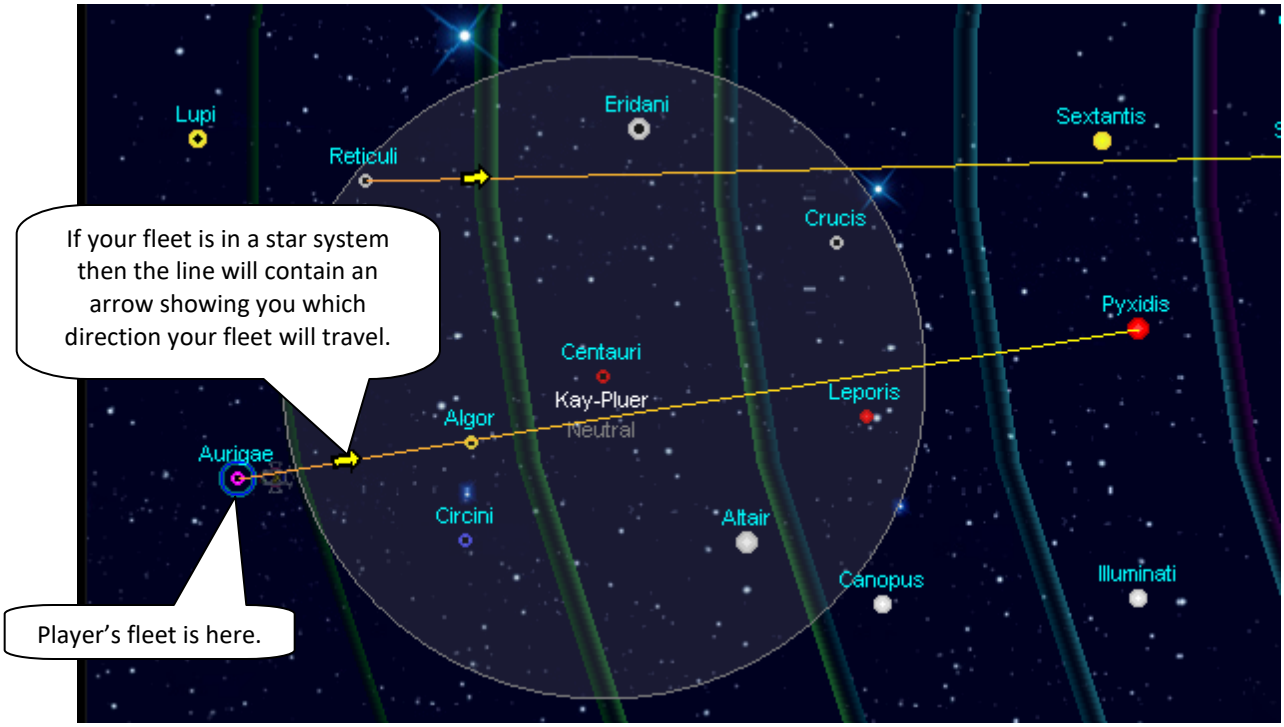
In the example above the player has already launched one probe and is getting ready to launch a second. The first probe collected 13 science units which means the player needs another 7 to open the worm hole.

Here is an explanation of the box in the upper left corner.

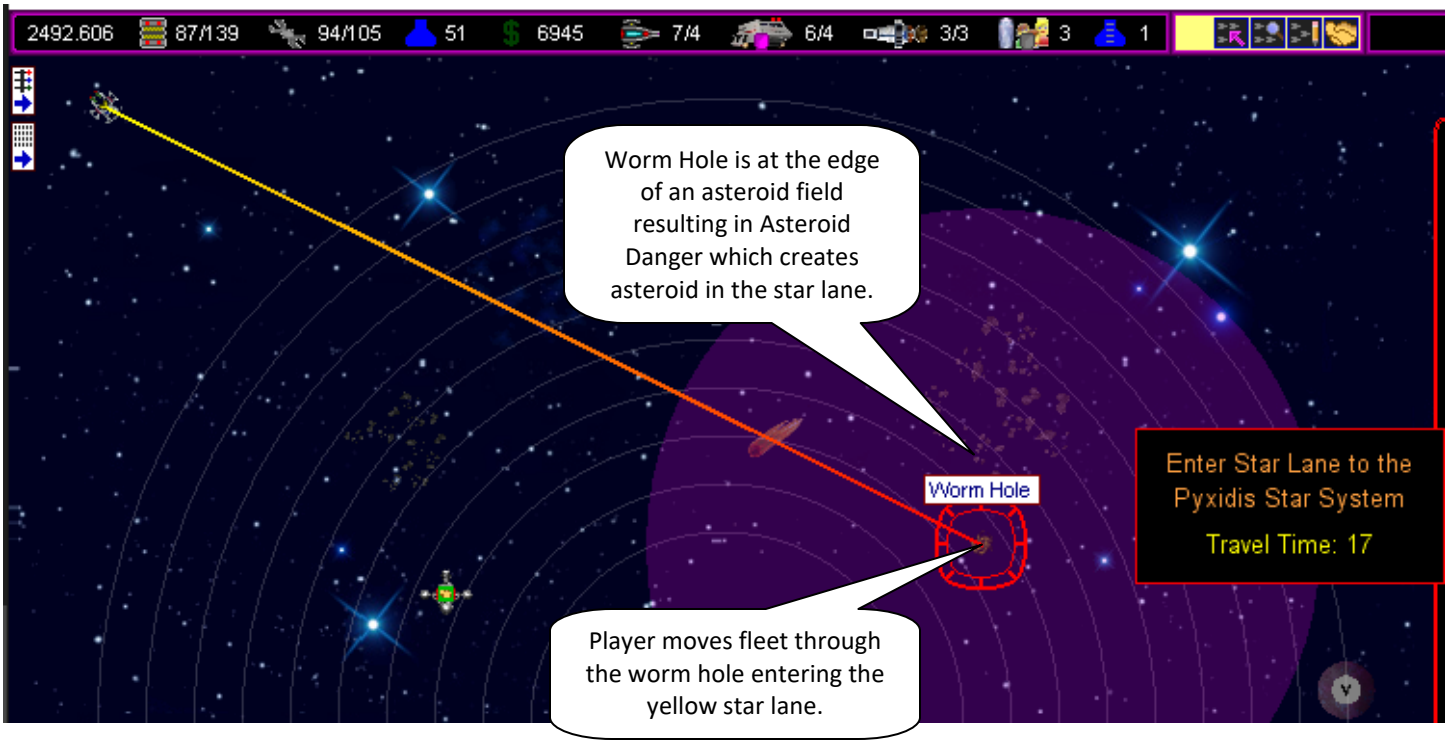


Once a star lane has been successfully opened then a colored line (green, yellow or red) will appear on the star map. This is a two way passage allowing you to travel both ways.

In the example below the player has successfully explored the worm hole in the Aurigae Star System. This has opened up a yellow star lane to the Pyxidis Star System. This is shown on the star map as a yellow line originating from the Aurigae system and ends at the Pyxidis system. The yellow arrow indicates the direction of the star lane as these are one way passages.



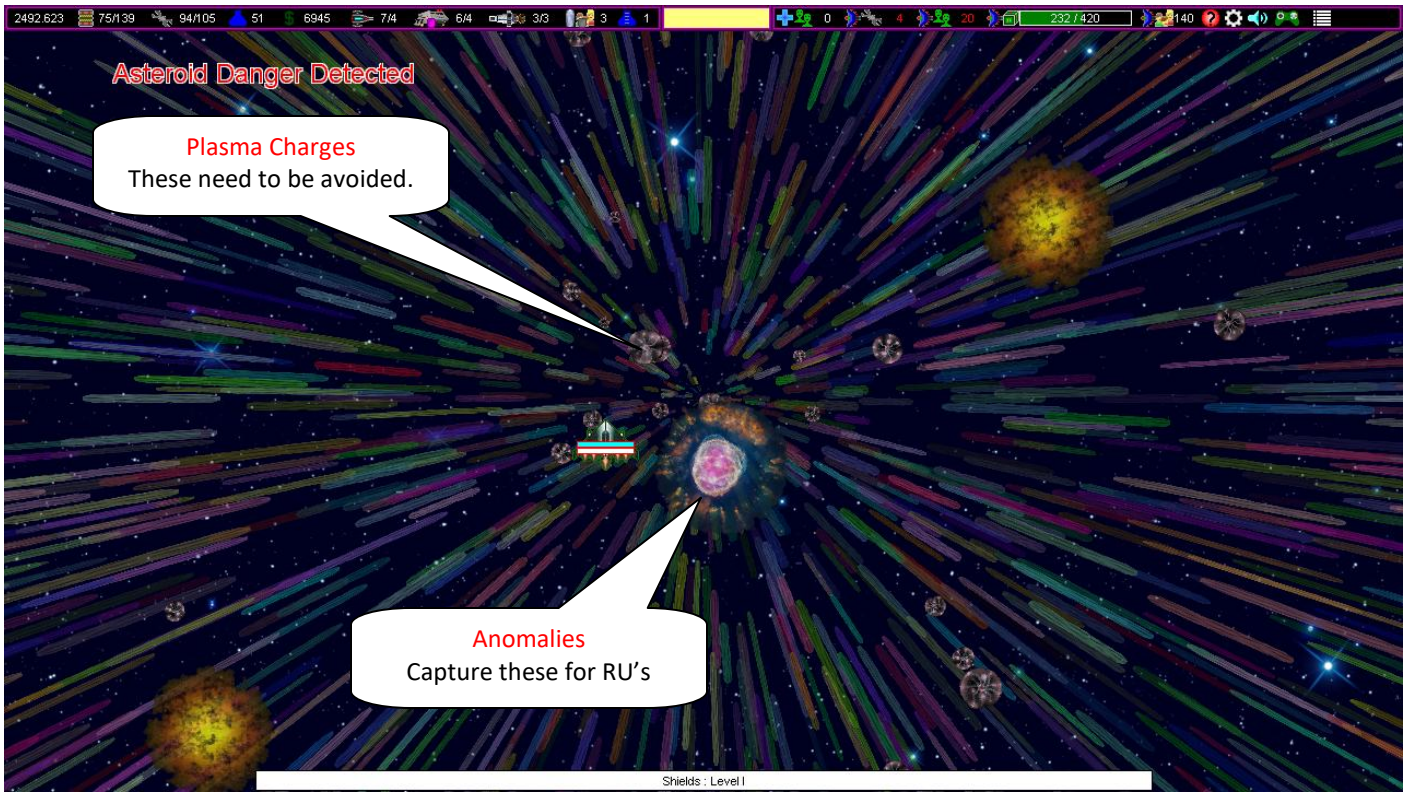
The star lane can be entered from the star system view of the orginating star system. The current star date is 2492.606. The travel time for the fleet to get from it's current location to the yellow star lane is 17. So when the player enters the star lane the star date will be 2492.623.



When you enter a star lane your fleet is represented by a single ship icon (See image next page). It will start in the center of the screen. Plasma Charges will fly at you starting small and then getting bigger as they approach you. If your fleet hits a plasma charge that is near its maximum size your fleet will take damage. You will also encounter some anomalies in the star lane. You can gather these with your fleet for research units. Green star lanes last about 6 seconds, yellow will last 9 and red will last 12. The longer star lanes also have an increased amount of plasma charges.

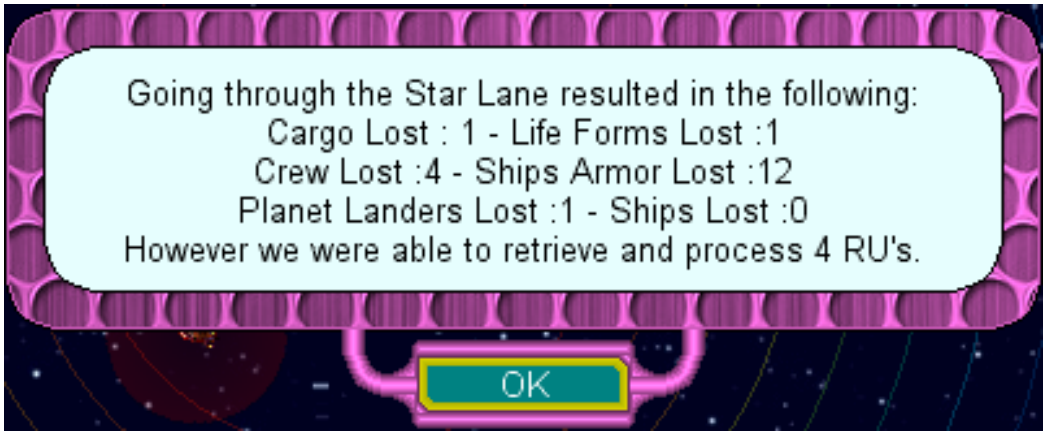
When entering the star lane if the star lane is in contact with an asteroid field (see the image above) you will also have a chance to get asteroids which must be avoided. If the star lane is in contact with a nebula then the star lane will have an increased chance to see anomalies. There will be a message at the top of the screen letting you know. It will say ' Asteroid Danger Detected' or 'Anomaly Chance Enhanced' or both!

The player is now traveling through the yellow star lane. Player uses the mouse to move the fleet to avoid or gather objects. Player also has a Level 1 shields which gives some protection.

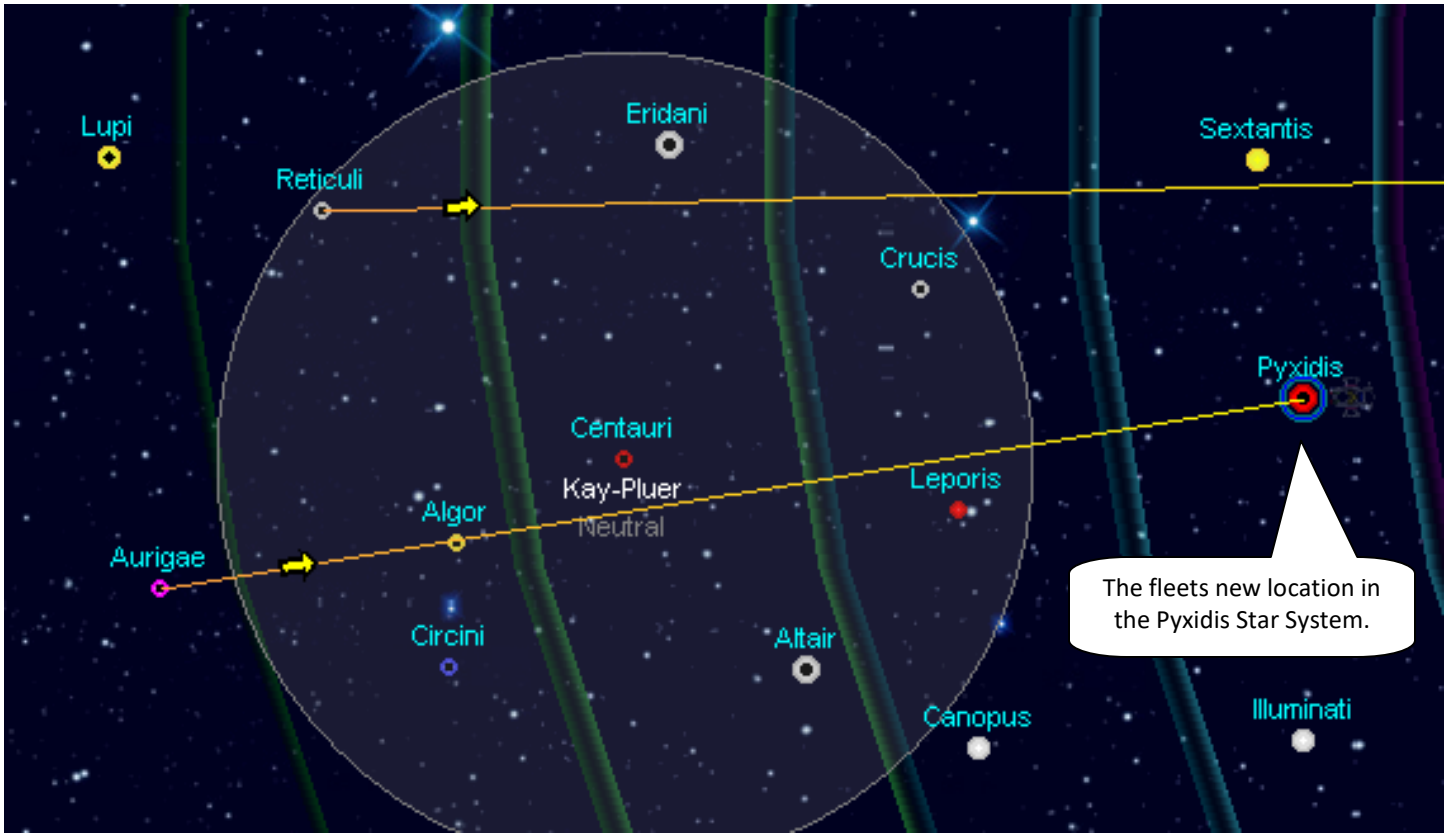


This is the result of traveling through the star lane. Any damage taken by the fleet while traveling through the star lane will result in the loss of cargo, crew, armor, life forms, planet landers and even ships. You can however collect the anomalies for additional Research Units.

The big advantage is it takes no time or fuel to travel through a star lane.



After going through the star lane the player now finds their fleet in the Pyxidis star system.



Away Team Encounters

An away team encounter occurs when you explore a damaged or distressed ship. While they both involve sending an away team to a ship, each one has slightly different objectives. For that reason we will explain them individually. But first let's go over the away team itself.

The size of your away team starts at one and can go as large as 5. This is done by spending RU's on your fleet's 'Transporter' stat. We recommend doing this before exploring any ships. You should probably have an away team size of 2-3 to start with.

Each member of the away team has 10 hit points. So having 3 in your away team would result in 30 HP. Each time your away team loses 10 HP then you lose 1 away team member. When using weapons each member fires their own weapon giving you a chance for more than 1 hit with each hit doing the damage amount for that weapon against the specific invader type.

The chart below shows how much damage each weapon type does against each type of invader. The tool box is never a weapon and will always do zero damage. In a few cases the fire extinguisher is effective against several types of invaders.

Weapon Damage Done Against Each Invader

Weapon										
Phasor		3	3	1	2	3	0	0	2	1
Laser Gun		2	1	3	3	0	3	1	1	2
Ultrasonic Gun		1	2	2	1	2	1	3	3	3
Fire Extinguisher		0	0	0	0	1	2	2	0	0
Tool Box		0	0	0	0	0	0	0	0	0

While the base weapon fire rate is determined by your fleets Battle Stat level, each weapon also adds to that delay. Phasors add .10 of a second, laser guns add .15 while the ultrasonic gun adds .20. The Fire Extinguisher and the Tool Box don't add any additional delay time.

Each alien invader type has their own set of stats that make up what they are. The chart below shows what those stats are.

Invader	Hit Points	Speed	Weapon Damage	Weapon Sight	Weapon Speed	Weapon Life (seconds)	Weapon Fire Delay (seconds)
	28	.55	5	440	2.50	2.20	2.00
	16	.50	2	260	1.25	1.60	2.25
	20	.45	2	290	1.75	1.80	2.40
	32	.70	3	380	2.75	2.00	1.90
	24	.60	3	320	1.05	2.40	1.80
	40	.85	4	410	3.25	2.60	1.60
	36	.65	4	350	1.25	3.00	1.95
	44	.80	4	470	3.00	2.80	1.85
	50	.75	5	500	3.50	3.20	1.50

If your away team is not within sight of the invaders then the invaders will randomly shot at the rooms. If they hit a room that can be broken then it will need to be repaired. If they hit a weapon room it will be destroyed and catch fire. If they hit a warp core then it will become damaged and will need to be repaired. It was also catch fire. This means that you will need to both put out the fire and fix the damaged room.

The invaders hit points and weapon damage are both base stats and are changed based upon the players skill level. The chart below shows how the stats are altered.

Skill Level	Hit Points	Damage
Easy	+10%	NA
Moderate	+20%	+1
Difficult	+30%	+2
Insanely hard	+40%	+3

Damaged and Distressed Ships

When encountering a damaged or distressed ship there are 8 types with each giving a different set of rewards. Depending on how well you do during the encounter you could get up to 3 different types of rewards. And if you do the encounter flawlessly you get more of each loot type.

A flawless encounter would be not losing any crew, eliminating all invaders, putting out all fires and fixing all rooms and having no destroyed rooms.

The Chart below shows the rewards each damage or derelict ship will offer.

Ship Type	Possible Rewards
Cargo	Planet Lander, Shuttle Craft, Research Probe, Metals, Race Credits and Rebel Credits
Civilian	Galactic Monetary Units (GMU's), Cultural Artifact and Ships Fuel
Colony	Crew, Repair Armor, Cultural Artifact and Ship Upgrade Modules
Fighter	Military Artifact, Ship Module, Ship Bay, Ship Fuel and Ship Special Ability
Merchant	Gas/Fuel Extract, Power Crystals, Ship Module, Ship Bay, Repair Armor, Game Artifact and Ship Upgrade Modules
Mining	Metals, Repair Armor, Crystal Drill Game Artifact and Ship Upgrade Modules
Science	Research Units, Research Probes, Space Station Technology and Ship Upgrade Modules
Scout	Star System Data, Ship Fuel, Planet Lander, Shuttle Craft, Research Probes and Ship Upgrade Modules

Items listed first are awarded first based upon how well you do during the encounter. To get the items listed last you must have a very successful encounter.

In addition to there being 8 different ship types there are 4 different sizes. Small and medium ships have just 1 level but large and huge ships have 2 levels. If you are transported to a ship with 2 levels then your away teams current level will be shown at the bottom. Also if the ship has 2 levels and there is a transporter room on the second level then it's possible that your away team will start the encounter on the second level.

It's important to note that fires and damaged rooms on the level your away team is not on will deteriorate much slower. So it's always a good idea to clear the level you are on before going to the other level. The same is true for invaders. They are much less aggressive when they are on a level you are not on.

The zone of the star system you are in will generally determine the size of the ship. You will general find huge ships in the orange and red zones, while the green zones will normally have small ships only.

There will always be 6 or more crew from the encounter ship that will want to join your fleet. If the encounter is with a Colony Ship then you will get the normal crew reward plus the additional crew. For this reason it is best to only make contact with a damaged or derelict ship when you have room for the additional crew.

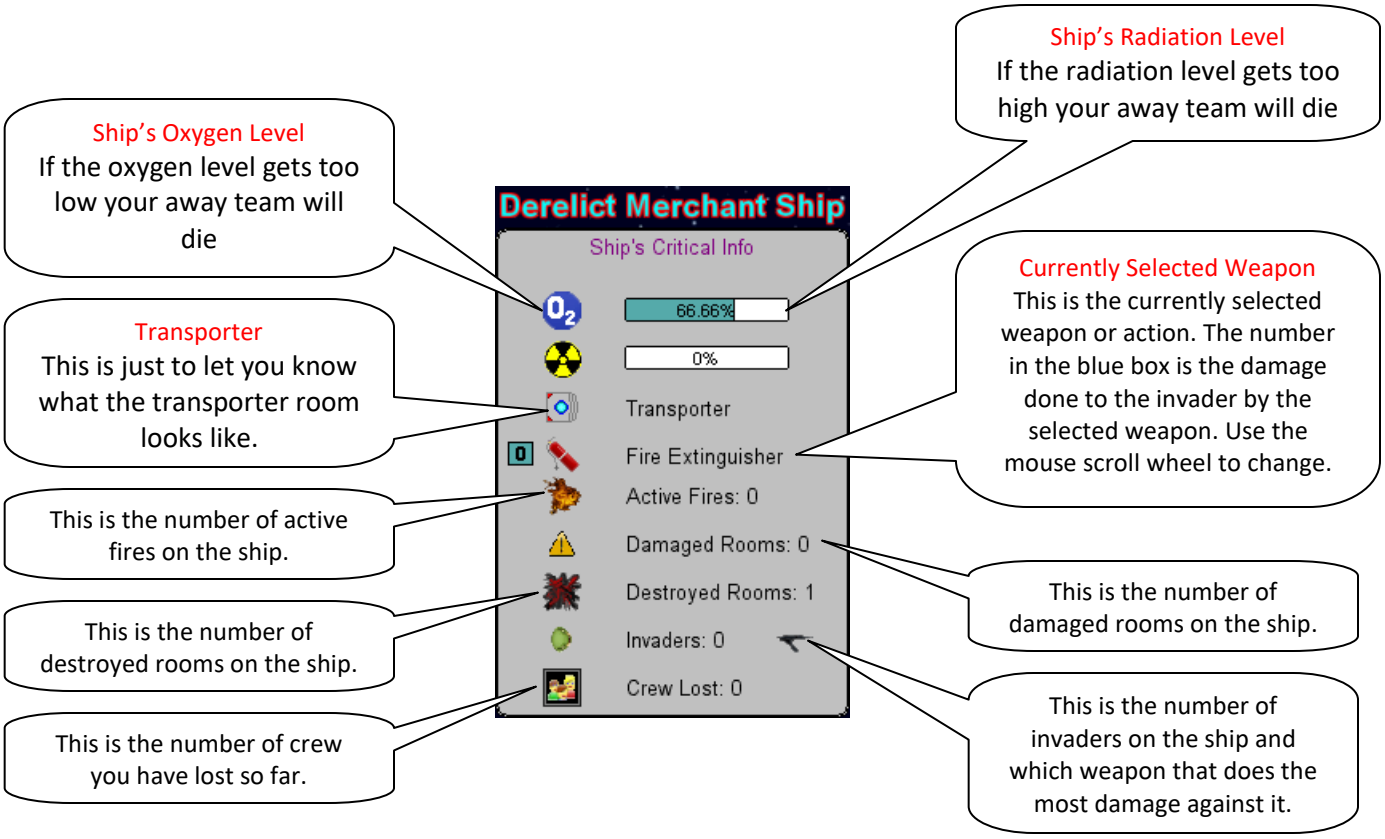
When you have selected to accept the encounter but have not yet clicked on the 'OK' button to start it, you do have the option to select which weapon/action your away team is currently using. You do this with the scroll wheel. This will allow you to equip the correct weapon.

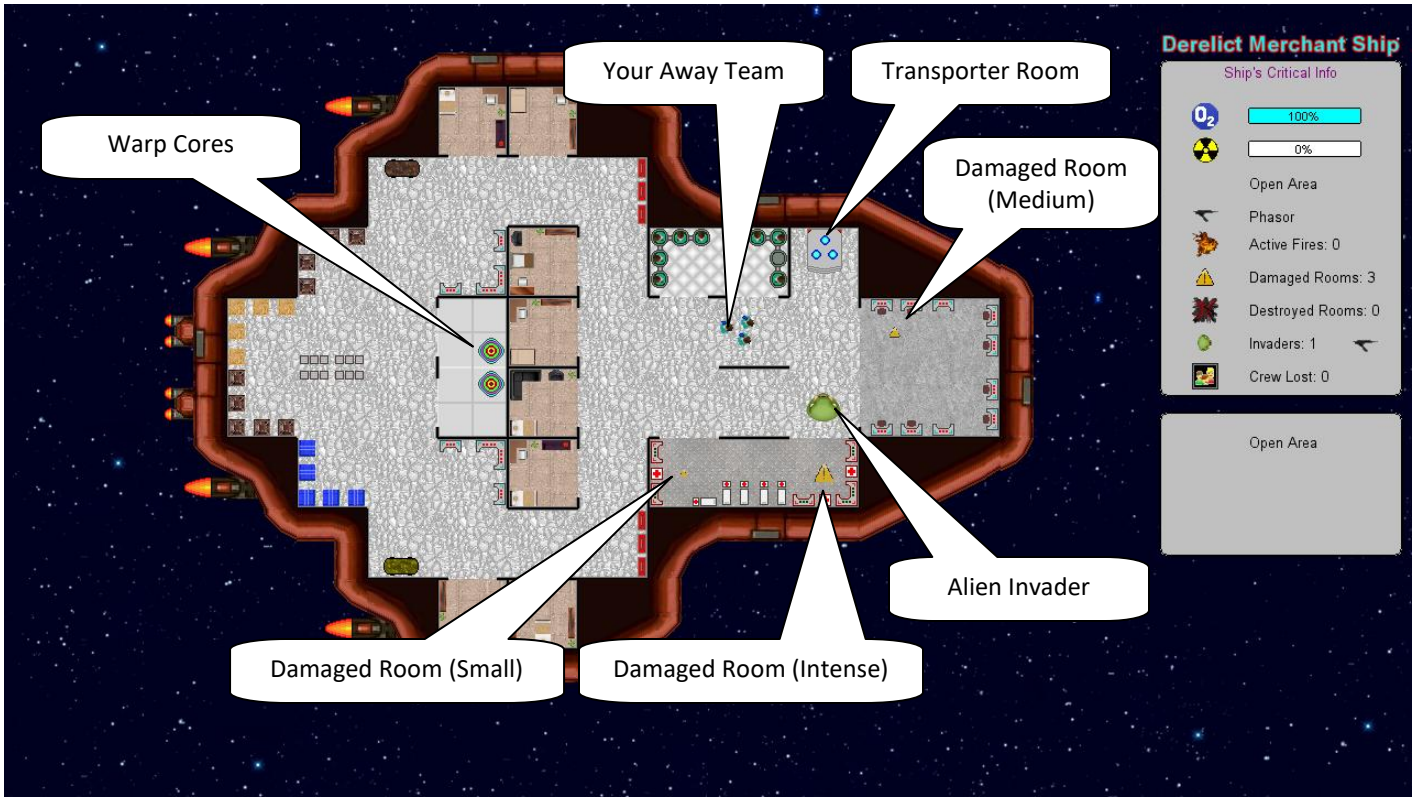
If you are on a damaged ship then its best to start with the fire extinguisher and put out all the fires, then focus on the damaged rooms and fix them with the tool box. The larger the fire or damaged room icon is the more intense its damage is. Fires will eventually destroy a room and can then spread to an adjacent room. Damaged rooms can become destroyed rooms as well.

If the ship is a derelict ship then select the weapon that does the most damage against the invader type. Its icon will be shown next to the invader in the ships critical info window. (See example on the next page)

You also need to keep an eye on the ships oxygen and radiation levels. If the oxygen level gets too low or the radiation level gets to high, then your away team will stop and die.

Oxygen levels go down when a room is destroyed and the radiation level goes up then the ship's warp core has been damaged, destroyed or is on fire or if a weapon room is destroyed.


Ship's Oxygen Level
If the oxygen level gets too low your away team will die
Ship's Radiation Level
If the radiation level gets too high your away team will die
Derelict Merchant Ship
Ship's Critical Info
66.66%
0%
Transporter
Fire Extinguisher
Active Fires: 0
Damaged Rooms: 0
Destroyed Rooms: 1
Invaders: 0
Crew Lost: 0
Transporter
This is just to let you know what the transporter room looks like.
Currently Selected Weapon
This is the currently selected weapon or action. The number in the blue box is the damage done to the invader by the selected weapon. Use the mouse scroll wheel to change.
This is the number of active fires on the ship.
This is the number of damaged rooms on the ship.
This is the number of destroyed rooms on the ship.
This is the number of invaders on the ship and which weapon that does the most damage against it.
This is the number of crew you have lost so far.

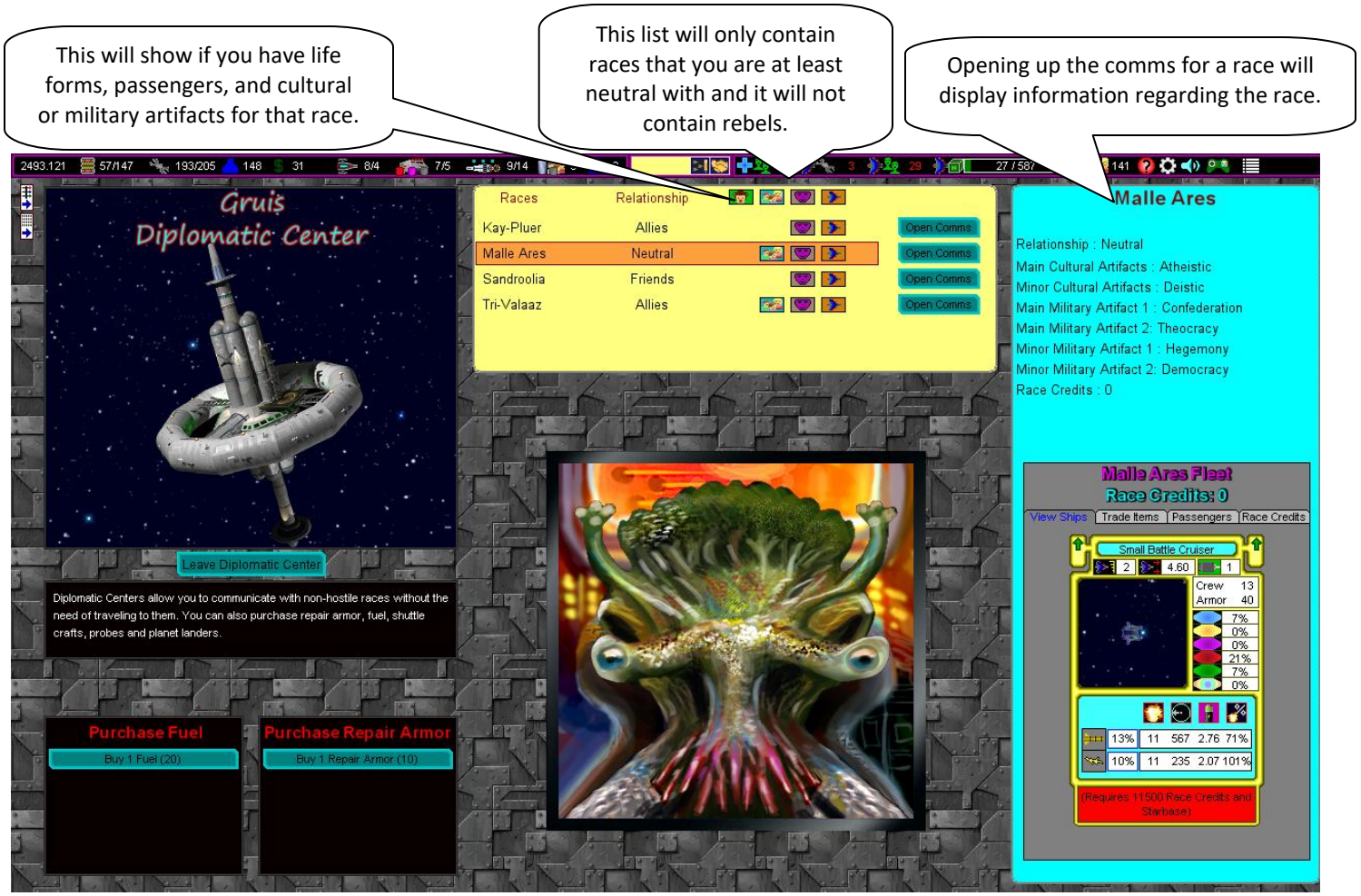

Warp Cores
Your Away Team
Transporter Room
Damaged Room (Medium)
Alien Invader
Damaged Room (Small)
Damaged Room (Intense)
Derelict Merchant Ship
Ship's Critical Info
100%
0%
Open Area
Phasor
Active Fires: 0
Damaged Rooms: 3
Destroyed Rooms: 0
Invaders: 1
Crew Lost: 0
Open Area

Space Station Encounters

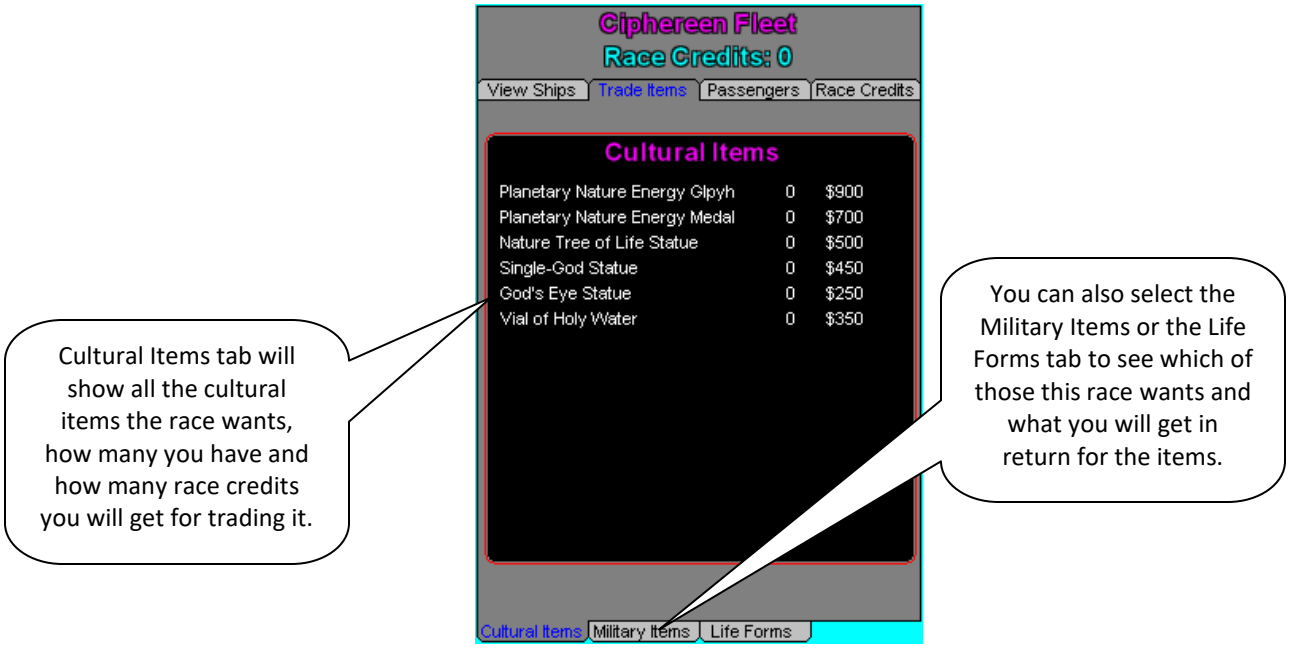
There are 6 types of space stations. Each one has something special to offer. They all sell ship fuel, repair armor, planet landers, shuttle crafts and research probes. The chart below gives you a quick rundown on what each one provides.

Space Station Type	Special Offerings
Diplomatic Center	Allows you to do some basic trading with races and rebels without the need of visiting them personally.
Military Academy	Allows you to purchase crew.
Repair Station	Allows you to repair your ships.
Science Station	Allows you to purchase special Space Station Technologies with RU's and to sell life forms for RU's
Ship Factory	Allows you to purchase one of your own type ships.
Trade Center	Allows you to sell metal, gas and fuel resources.

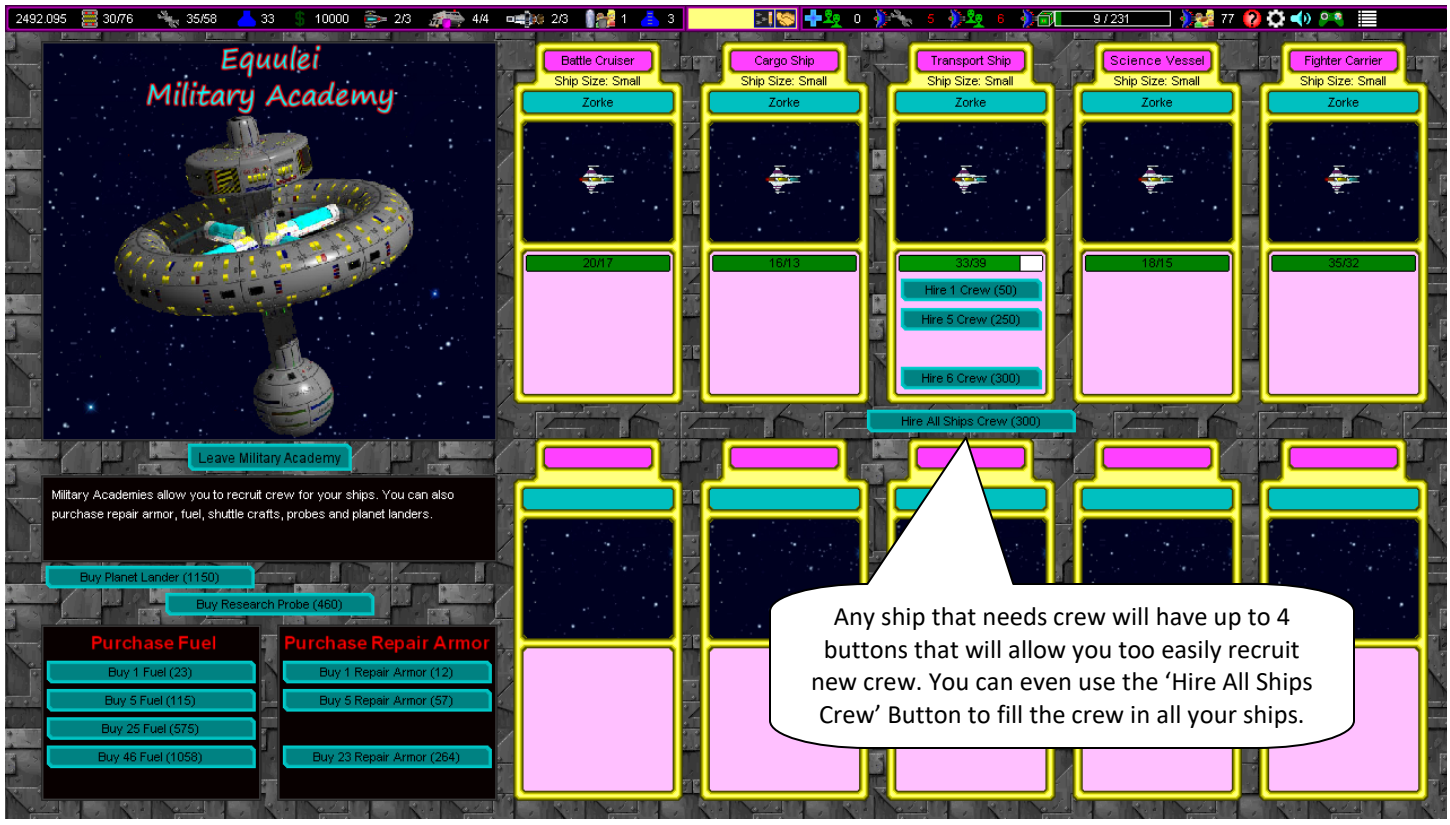
Diplomatic Center



If you select the ‘Trade Items’ tab then you will get another set of bottom tabs.

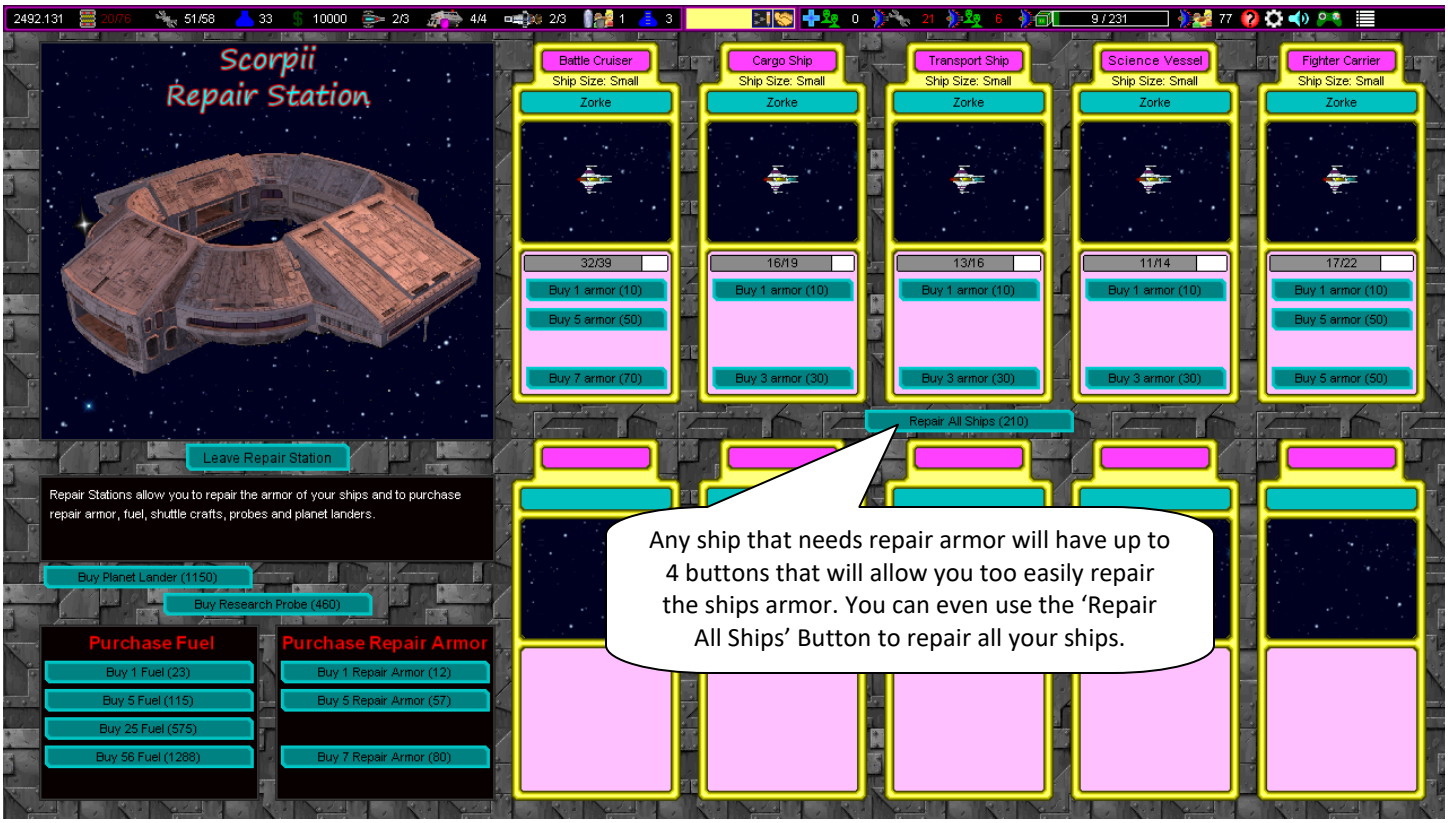


Military Academy

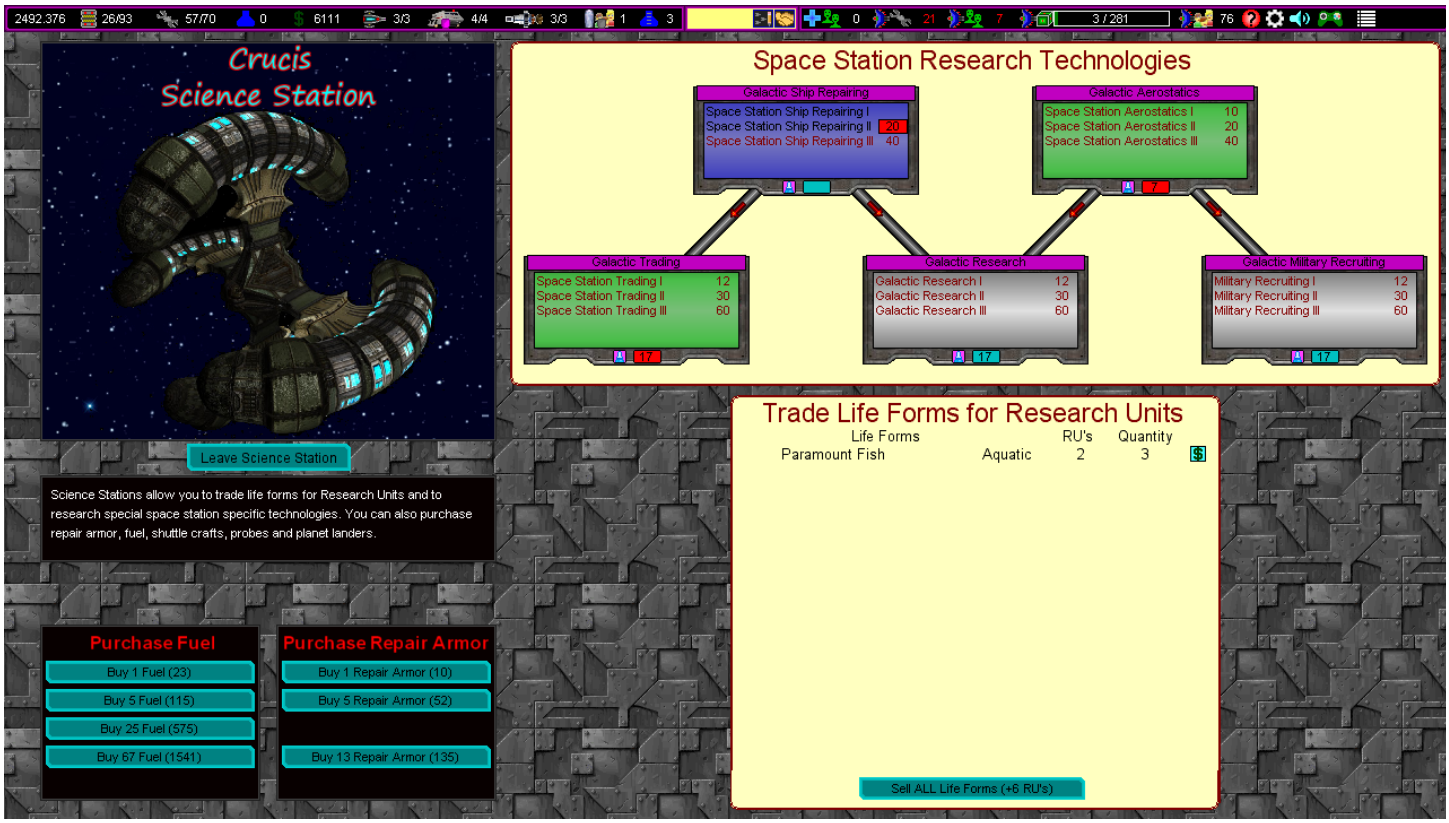


A Military Academy allows you to hire crew for the ships in your fleet. For your convenience there is a ‘Hire All Ships Crew’ button.

Repair Station



Repair Stations allow you to repair any or all of your ships armor. For your convenience there is a ‘Repair All Ships’ button.



The Science Station allows you to sell life forms for research units. You can also spend your research units to learn the technologies in the 5 technological areas.

Before you can actually purchase any technologies you must first unlock it. In the example above Galactic Ship Repairing is unlocked since its background is in blue. Galactic Aerostatics and Galactic Trading are in green because they can be unlocked. And finally Galactic Research and Galactic Military Recruiting is in gray because it can't be unlocked. To unlock a technology branch you must have unlocked the adjacent technologies above it, which is why Galactic Trading can be unlocked since Galactic Ship Repairing has already been unlocked.

Once you have unlocked a technology you can then spend research units to actually acquire the first branch technology in it. Then you can acquire then second, and then finally the last one. To unlock technologies below other technologies only requires that you unlock the technology itself and does not require that you unlock any of its branches.

You can hover your mouse over a technology inside of one of the technology branches to see what that technology will give you.

The ship factory needs a little explanation. This is the only place you can get your own races ships. This is essential since half of the ships in your fleet must be your own ships. This was done since your score does depend on the races ship technology level. This keeps you from just purchasing all your ships from another race that may have better ships then you.

The ship factory starts out with 10 ships they will sell to you. These change with each galaxy event. The size of the ships will range from small to the largest your fleet can currently upgrade too. This is based upon your fleet's logistics level.

You can just buy a ship if you have room in your fleet, or you can sell a ship or do both simultaneously.

If you sell a ship without purchasing another one, then the crew from that ship will be added to other ships in your fleet. If there is not enough room for all the crew then the crew is added to your fleet's reserve crew. These are automatically added to your fleet each time you visit the ship factory.

The Trade Center is somewhat similar to a civilian outpost but is much bigger. The trade center will allow you to buy and sell resources and both ship modules and bays. They don't always have all the modules and bays available but they have a pretty good selection.

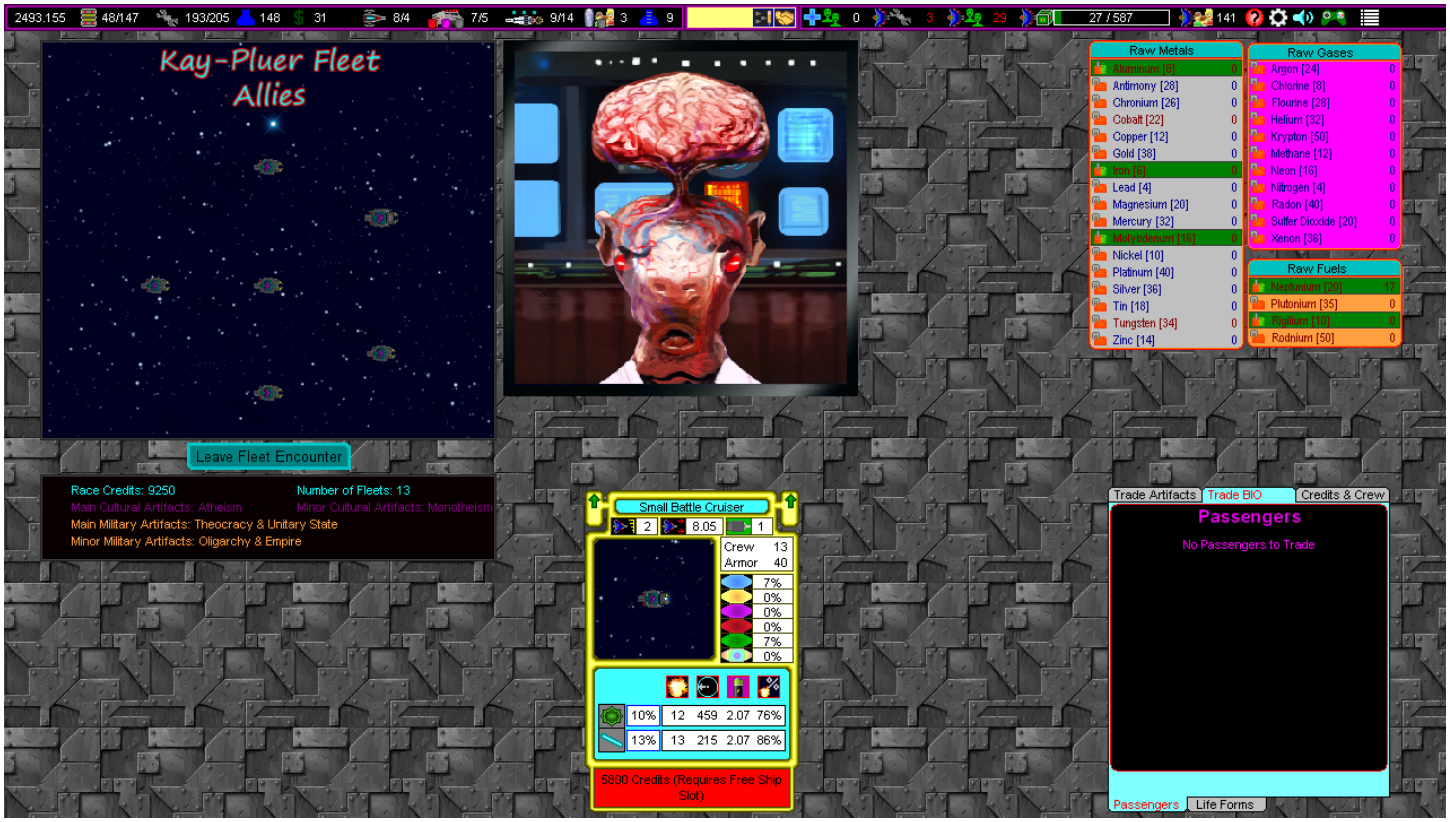
The tabs at the top let you select what items you are looking at. Resources, ship modules or ship bays. If you are looking at ship modules or bays you can select the filters at the top to help you only see what you are looking for. You can filter by module/bay level or by ship type. This will also show you what ship modules and bays you have that you can sell. These only count the ones that are not currently installed on a ship.

You can only enter a Trade Center with a Trade Center Pass. The Trade Center is the only Space Station that requires a pass to enter. This is because Trade Centers are very busy and what they have to sell and the quantity changes each time you visit them. Trade Center Passes are acquired by helping damaged or derelict ships. Merchant ships are more likely to give you one, but all types of damaged or derelict ships can give you one or more passes.

Non-Hostile Race & Rebel Encounters

Non-Hostile Race Fleet Encounter

Below is the screen that appears when you make contact with a non-hostile race fleet.

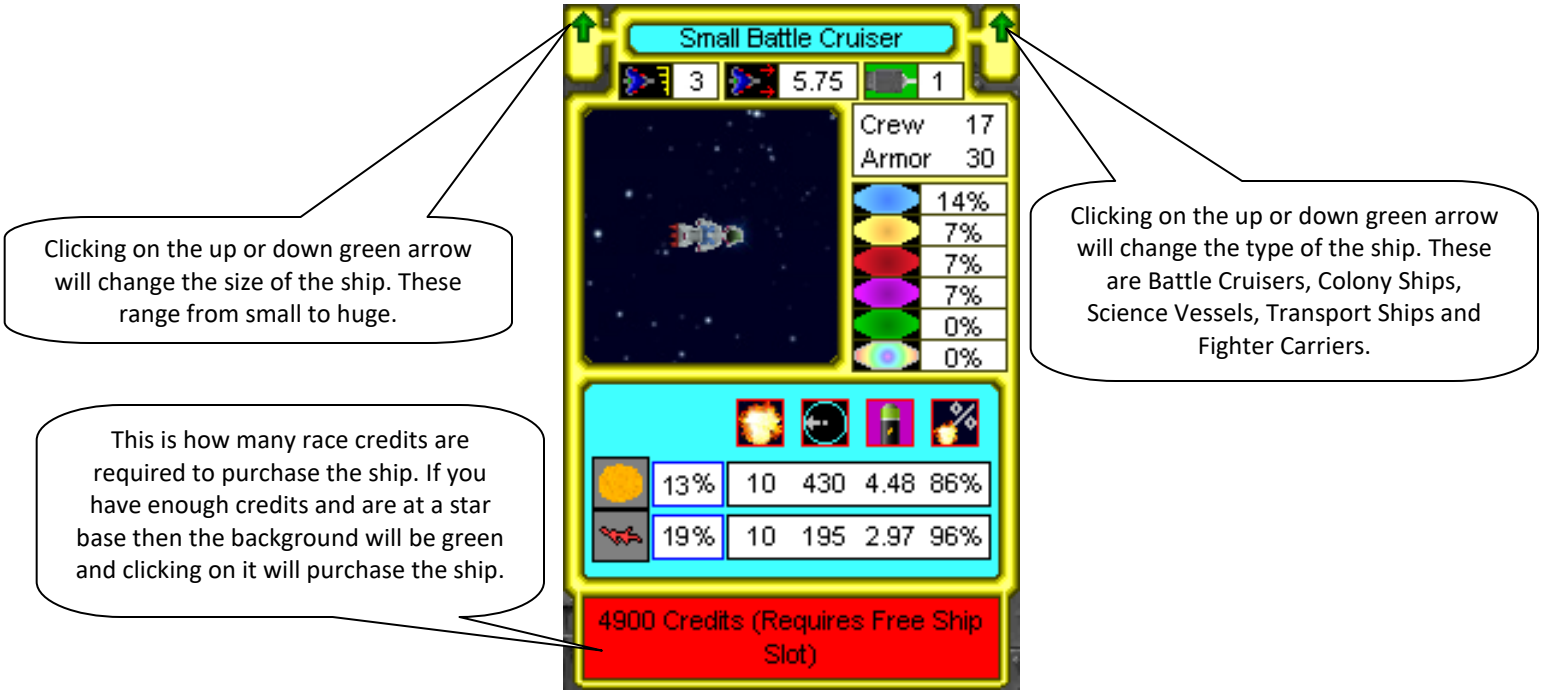


An encounter with a race fleet will allow you to trade artifacts and biologicals. Biologicals include both passengers and zoological life forms.

You can also purchase race credits. These credits can be spent on purchasing ships and hiring crew, but those can only be done at a race's starbase which is also required to sell resources and purchase planet landers, research probes and shuttle crafts.

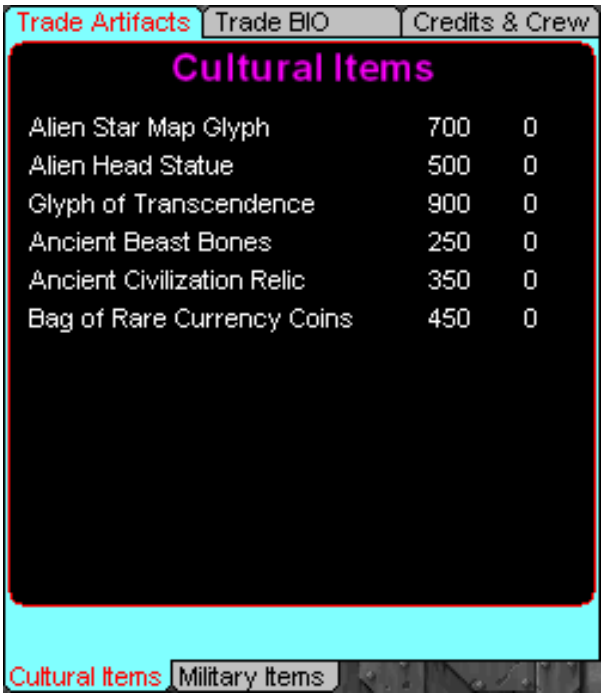
While you can't sell any resources during a fleet encounter you can still convert metals to repair armor and raw fuels to ship fuel.

From the race encounter you can view the races ships but you must be at a star base to purchase them with race credits.



The tab section allows you to select the top tab which will change the bottom tabs. Here's a breakdown of the tabs.

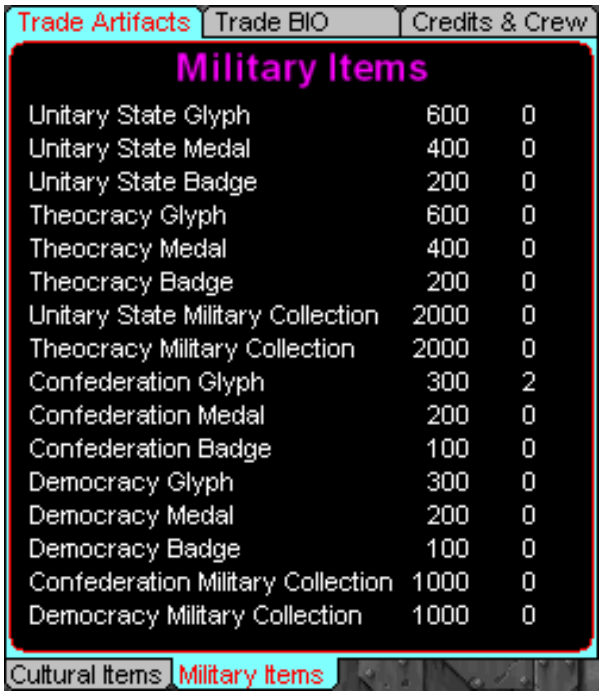
Trade Artifacts – Cultural Items



This will list all the cultural artifacts the race will trade for race credits. They will be listed even if you don't have any.

The number to the far right is the quantity while the number to its left is the amount of race credits you get per item if you trade.

Trade Artifacts – Military Items



This will list all the military artifacts the race will trade for race credits. They will be listed even if you don't have any.

The number to the far right is the quantity while the number to its left is the amount of race credits you get per item if you trade.

Trade BIO – Passengers

This will list all the passengers the race will trade for race credits. They will be listed even if you don't have any.

This could include both standard crew and diplomats. Trading Diplomats will earn much more credits as they are more important to the race.

Trade BIO – Life Forms

This will list all the Life Forms the race will trade for race credits. They will be listed even if you don't have any.

The number to the far right is the quantity while the number to its left is the amount of race credits you get per item if you trade.

Credits & Crew – Buy Credits

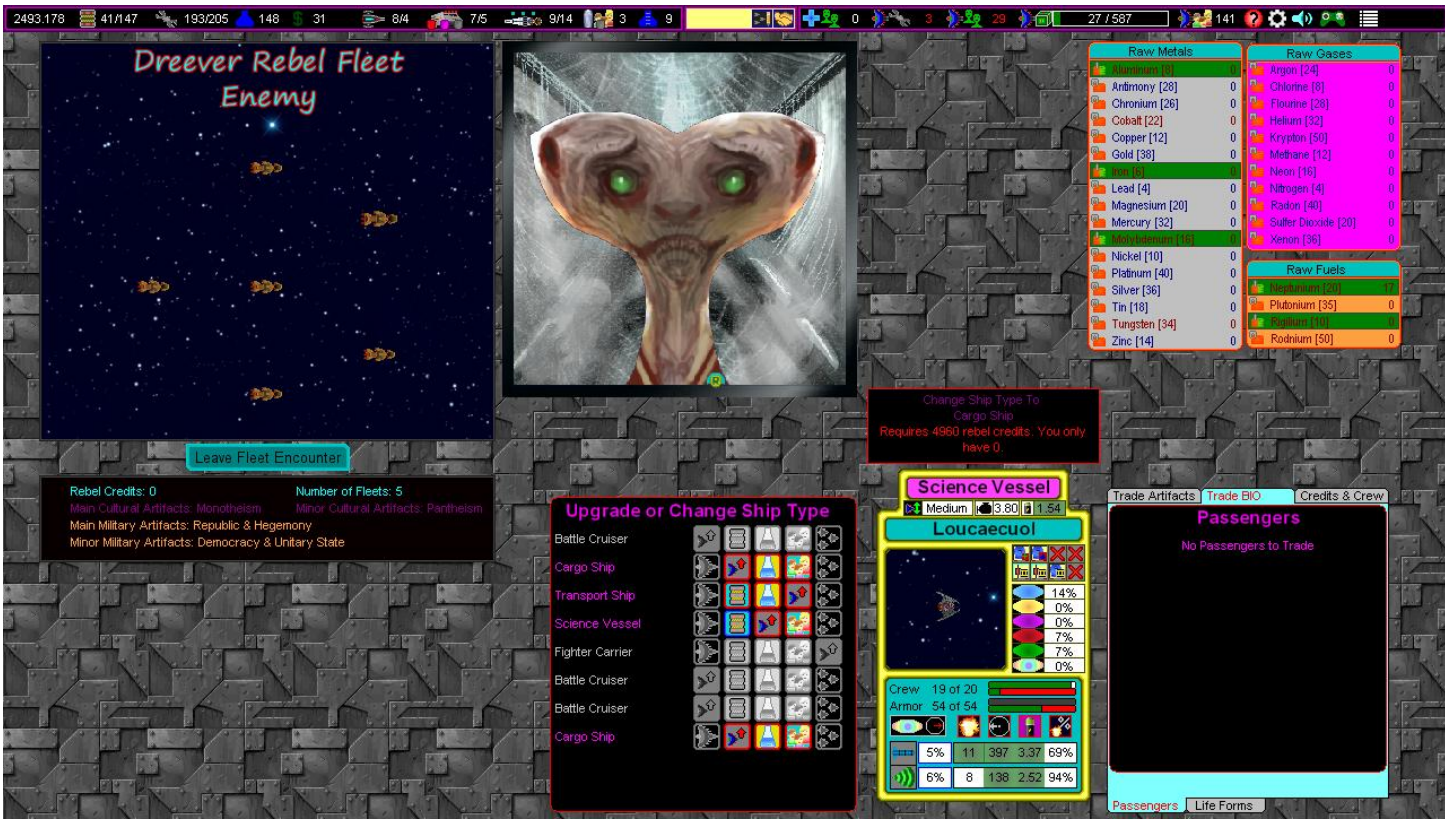
This will allow you to sell Galactic Monetary Units for Race Credits. The exchange rate depends on your relationship with the race. Being allies will get you a much better exchange rate versus being neutral.

Credits & Crew – Hire Crew

This will allow you to hire crew using race credits. This can only be done while at a race's star base.

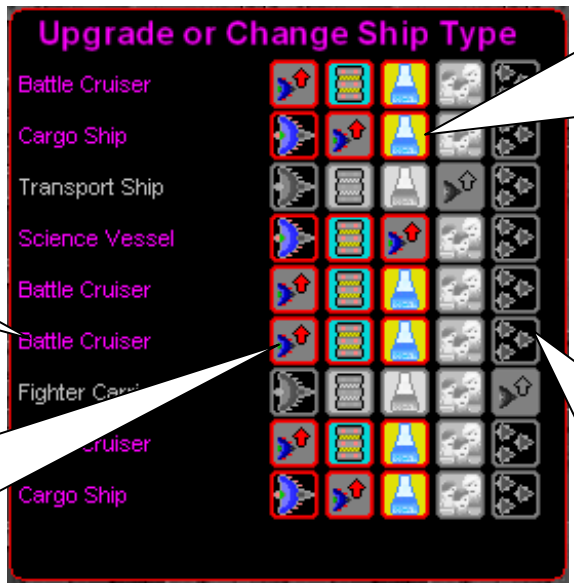
Non-Hostile Rebel Fleet Encounter

Below is the screen that appears when you make contact with a non-hostile rebel fleet.



The only difference between a non-hostile race encounter and a non-hostile rebel encounter is that the race ship buying is replaces with a rebel ship upgrade/refit option. Each rebel group will only allow 3 of the 5 ships to be upgraded or refitted.

This rebel group will allow you to upgrade or refit Battle Cruisers, Cargo Ships and Science Vessels as these are in magenta. Transport Ships and Fighter Carriers are not upgradable and can't be refit since they are in grey.



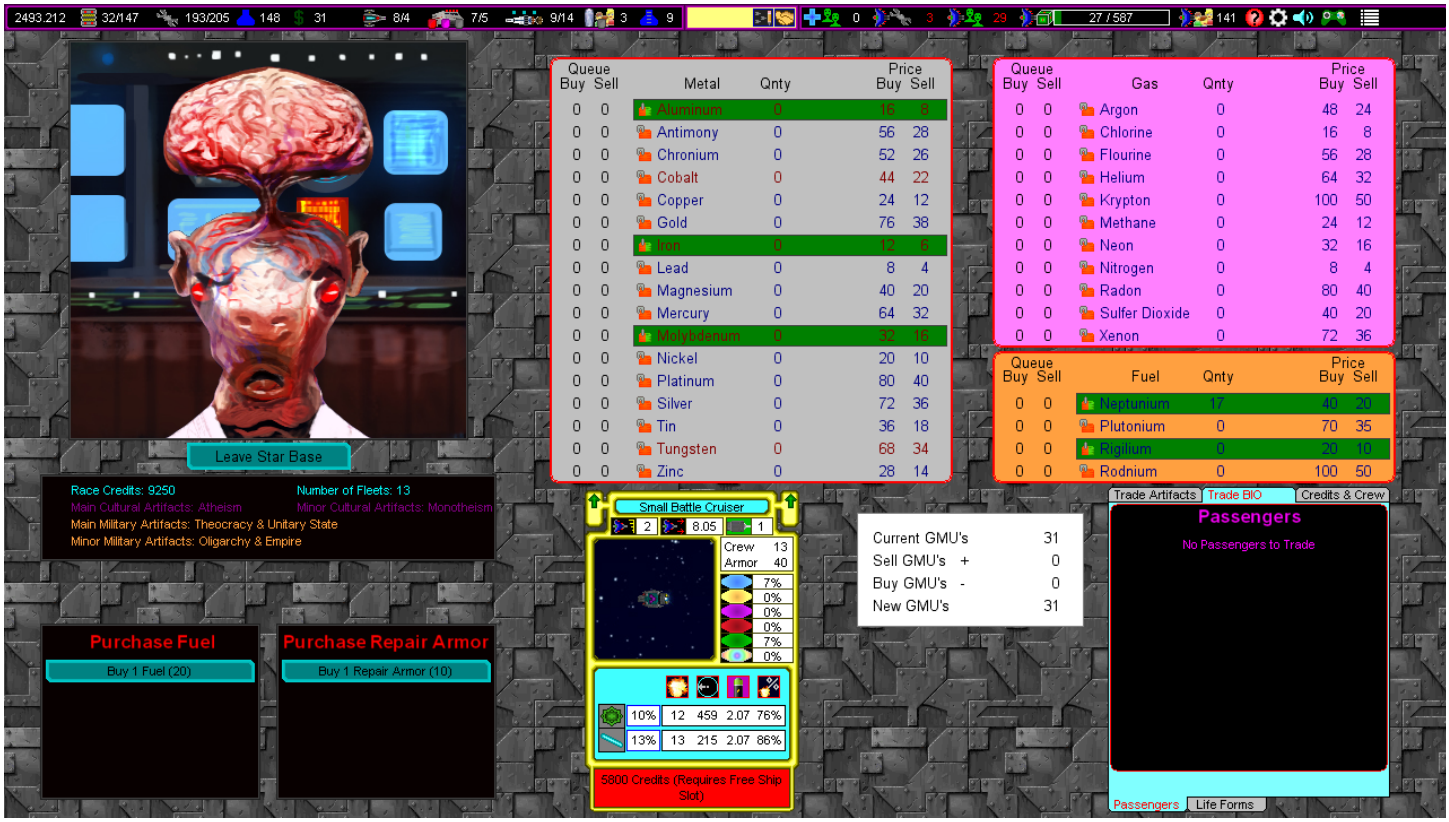
This Cargo Ship can be converted to a Battle Cruiser or a Science Vessel if we had enough credits. The red outline around each icon shows we don't have enough credits, otherwise it would be green.

This Battle Cruiser can be upgraded but since we don't have enough rebel credits the upgrade arrow is red as well as the outline color. If we had enough credits they would both be green.

Icons that are grayed out can never be upgraded or refit as these involve ship types this rebel group does not deal with.

Non-Hostile Race Star Base Encounter

Below is the screen that appears when you make contact with a non-hostile race star base.

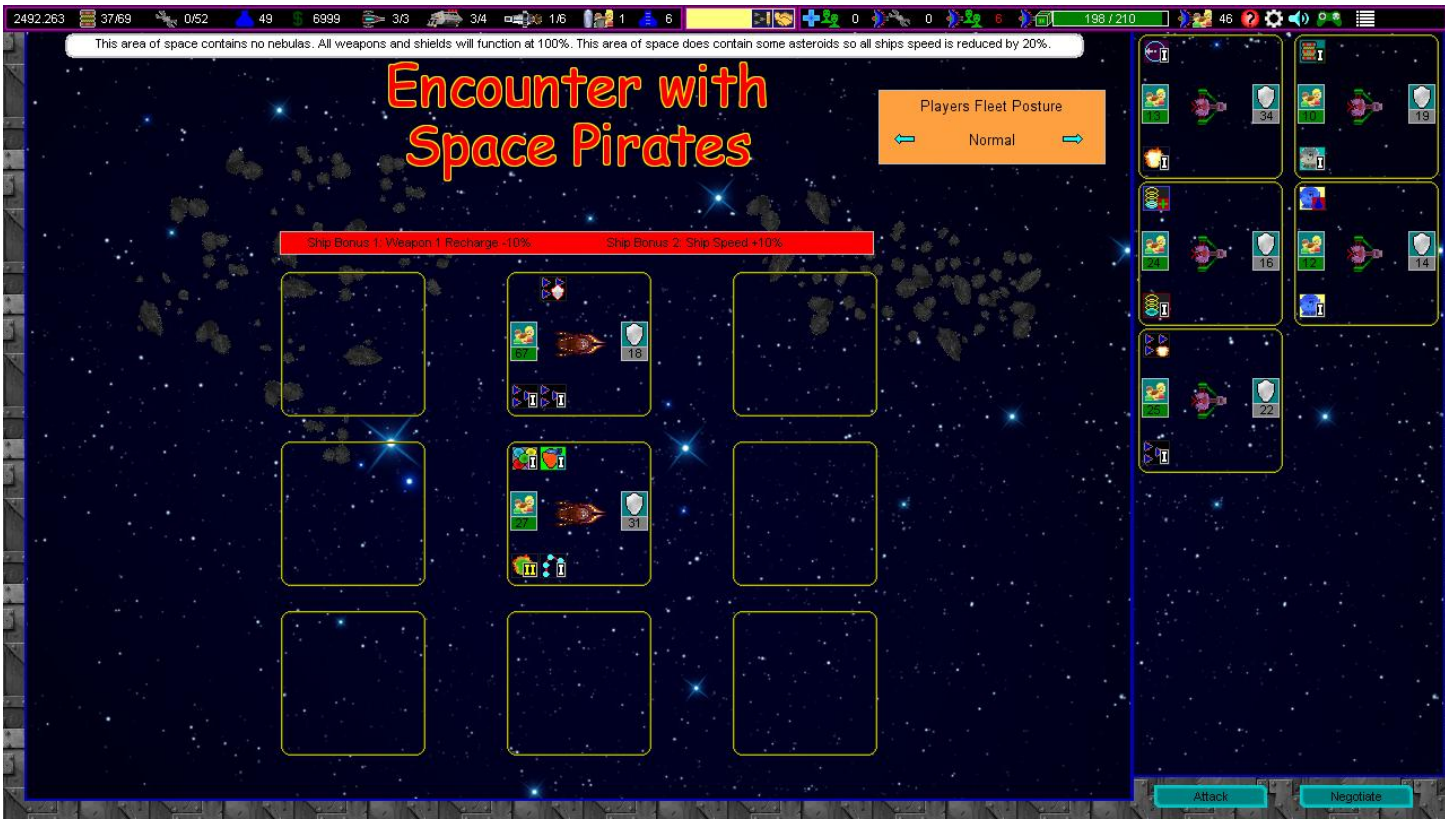


There are several differences between a race fleet encounter and a race star base encounter. A star base will allow the following where a fleet does not.

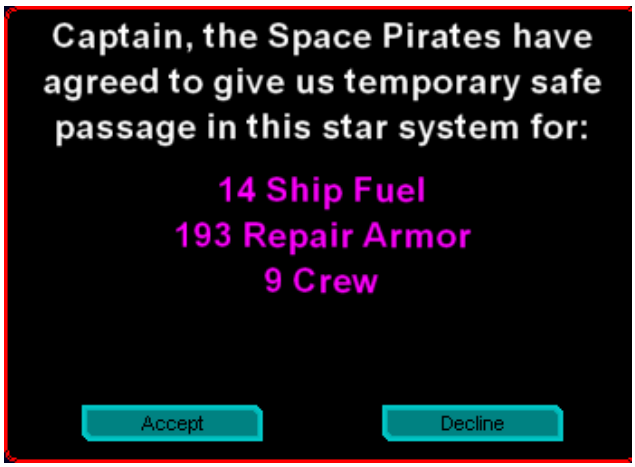
1. You can buy and sell metal, gas and fuel resources from a star base.
2. You can buy ship fuel and repair armor.
3. You can purchase planet landers, shuttle crafts and research probes.
4. You can purchase ships and hire crew.

Space Pirate Fleet Encounters

Pirate fleet encounters are somewhat unique. It does start like most combat encounters but gives you the choice to ‘Negotiate’ with the Space Pirates.

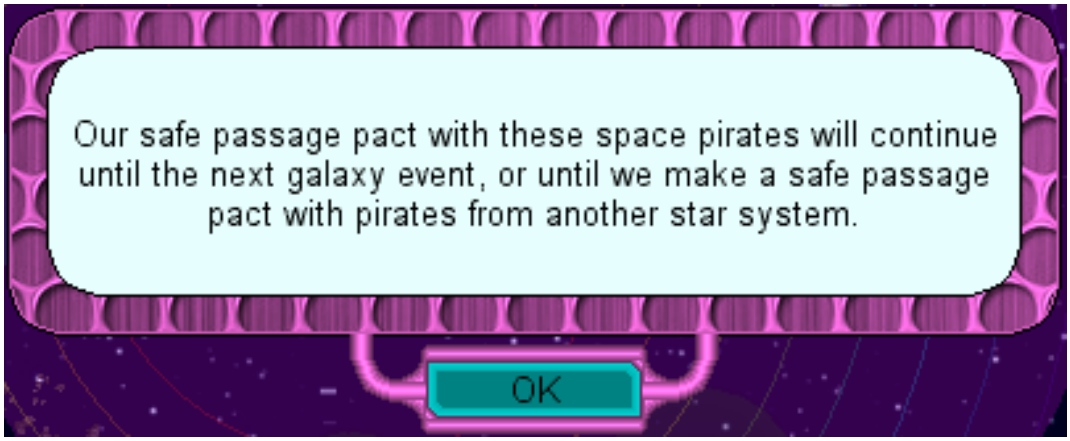


Negotiating with them will bring up a message similar to one of the two shown below. If you have enough GMU’s they will ask for that. If not they may ask you for some other resources. If you don’t have anything they want they will let you know and the only recourse is to battle.



Space Pirates will always ask for 2000 GMU's first. If you don't have enough GMU's then they will ask for some other type of payment based upon what you have. If you don't have anything that they want, then they will tell you that and the only recourse is combat.

You can accept their offer or decline it. If you accept you will see this message:



You will then have save passage from these space pirates while in this star system only. It will last until the next galaxy event or until you make a new safe passage pact with space pirates from another star system.

If you decline the offer then the 'Negotiate' button will no longer be active. You will still be able to edit your fleet and its alignment. But you can only attack at that point. Also since you rejected their offer they become the attacker and will take their action first in the event that the recharge counters for one of your ships and one of theirs becomes charged at the same time. If you attack them without negotiating then you become the attacker and have that same advantage.

What happens if a battle ensues will be covered in the next section, Ship Combat.

Avoiding Fuel and RU Bottlenecks

There are two things that can bring the game to a screeching halt. These are running out of fuel and running out of research units.

To eliminate the possibility of your game not being able to progress due to one of these reasons we have implemented a way for you to get fuel and research units at a cost of time.

Getting Additional Fuel When in a Bind

At any time you can send your fleet to a sun regardless of its exploration requirements or if you have already visited it. Once there you can move your mouse of the sun and RMB click to activate your fleet to collect 5 fuel from the sun. The cost is it takes you 25 time units to do so. And since you're scored based upon how quickly you win the game, this should only be done when absolutely necessary.

Getting Additional RU's When in a Bind

Research Units are used to increase your fleet's stats. And these stats are used to determine what objects in a star system can be explored by you. For this reason it is possible to spend your RU's in a way that may cause you to not be able to get more RU's because you don't have the fleet stats to do so.

For this reason we have set up the same mechanism for research units as we did with fuel. You will be able to visit any anomaly regardless of its exploration requirements or if you have already visited it, and you can scan it to collect 5 research units. The time unit cost is the same as it is for fuel. It will use up 25 time units. The scan is done the same way as with fuel. Just send your fleet to an anomaly and once there hover your mouse over the anomaly and press the RMB.

Merchant Ship

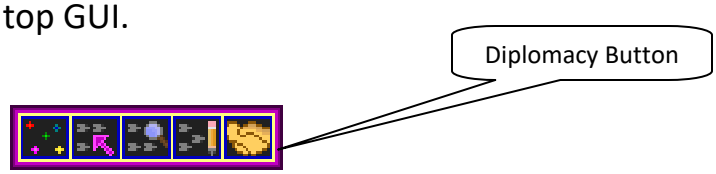
Merchant ships will periodically enter your sector of space and will only stay for a short time. These can be summoned and they provide a vast amount of ship modules and bays items. Be careful when summoning them in a star system that has space pirates as the space pirates will capture them if their ship enters the space pirate's combat zone!

Section 5: Diplomacy

Diplomacy Basics

Generally speaking Diplomacy doesn't normally play a huge role in the game. That being said, it's not something that can be ignored completely. The biggest reason for this is diplomacy is the best way to add ships from other races to your fleet. And it's best not to have a fleet with just your own ships. The main reason is that your ships only have two weapon types and two damage types. Adding ships from another race that has different weapon and damage types is very important since if will give your fleet more diversity.

To view your current diplomatic relationship with the other races and rebels simply click on the Diplomacy button in the center of the top GUI.



You will then see this screen.

To the top left is a list of all the races and rebels along with their attitude towards you. It will also have an icon if you have a cultural item, military item, passengers or life forms that they are looking for.

If you hover the mouse over any of the races or rebels that are at least neutral with you then it screen will fill with more information about that race or rebel.

The bottom left will display general information regarding the race. This includes how many credits you have with them, how many fleets they have left, what their main and minor cultural artifact types are and what their main and minor military artifacts are.

The 4 black boxes on the right half of the screen will display what cultural artifacts, military artifacts, passengers and life forms they are looking for.

If this is a race then the top center will show the races ship information. You can click on the race in the race list to select the race. This will enable you to change the ship type and size in the ship information area.

If this is a rebel then the top center will show you the ship upgrade/change grid. The grid will let you know what ships you can upgrade or change as each rebel group can only upgrade or change 3 of the 5 ship types.

Section 5: Managing Your Fleet

Fleet Basics

Upgrading the ships in your fleet is essential as you most likely will need to have 10 huge ships in your fleet in order to defeat your main enemy.

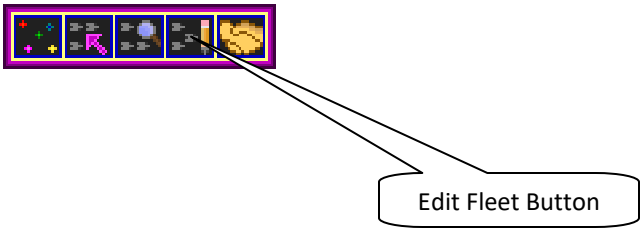
Depending on the skill level that you are playing the game at, you will start with 3-5 ship slots each one already having a ship. If you are playing at the most difficult level then you will not be able to upgrade your ships from small to medium until you get to Logistics level 2. All other skill levels will be at least at Logistics level 2 so they will be able to upgrade ships from small to medium from the start.

There are two ways to increase your fleet's strength. First is by adding more ships to your fleet. This normally means that the player will need to spend some research units on Logistics to unlock new ship slots.

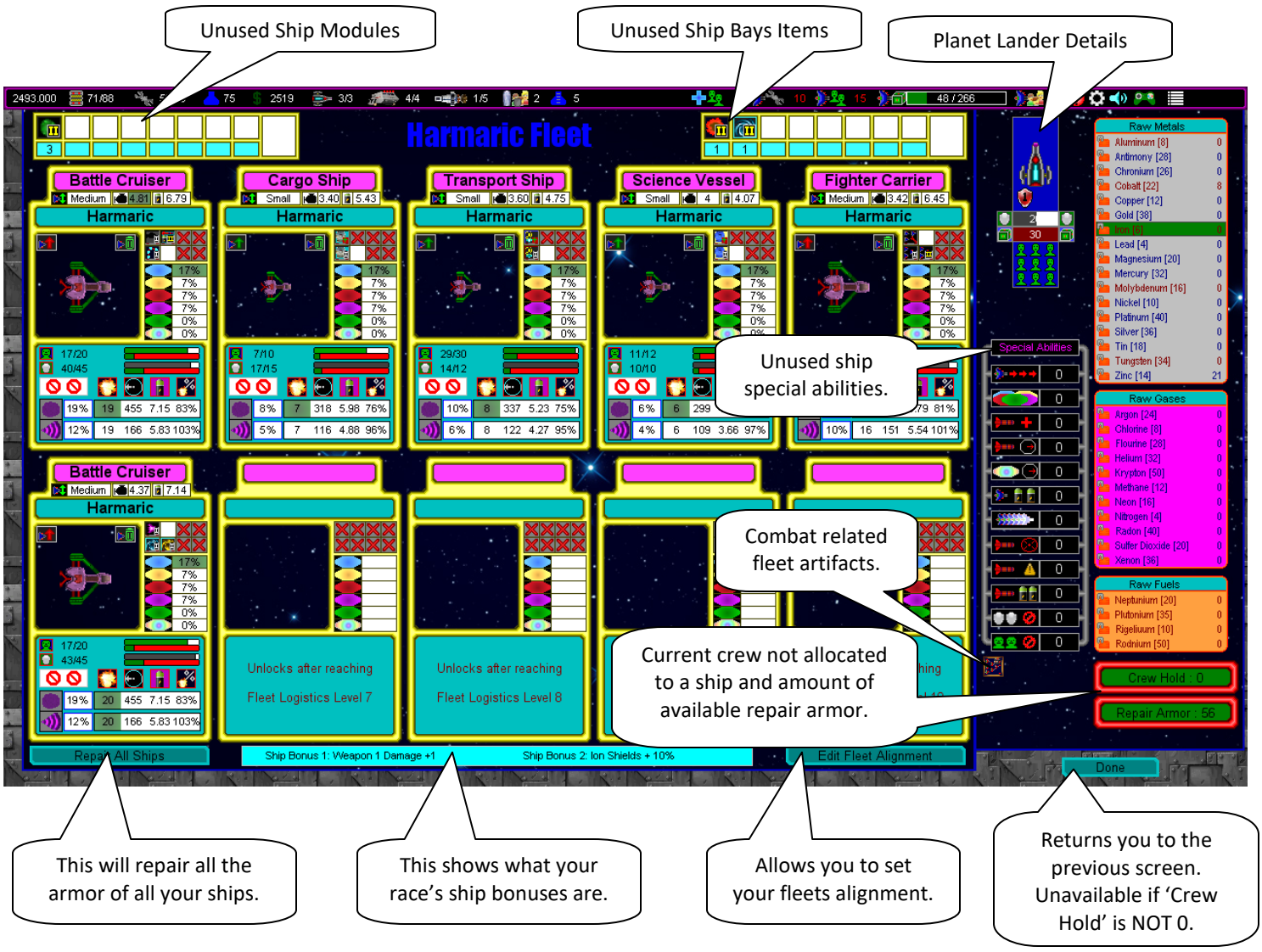
The other way is to increase the current ship size. This is typically the easiest. There are two ways to upgrade a ship's size.

The first is to upgrade it yourself. For this you will need 4 things. Power Crystals (exotic, rare and common), gas extract (exotic, rare and common), fuel extract (exotic, rare and common) and ship upgrade modules. The amount required depends on the type of ship being upgraded and the size of ship you are upgrading too.

To upgrade a ship you must first click on the 'Edit Fleet' button in the center of the top GUI.

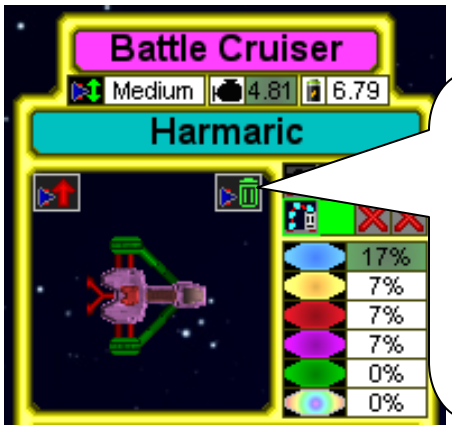


You will then see this screen.



Scraping Unwanted Ships

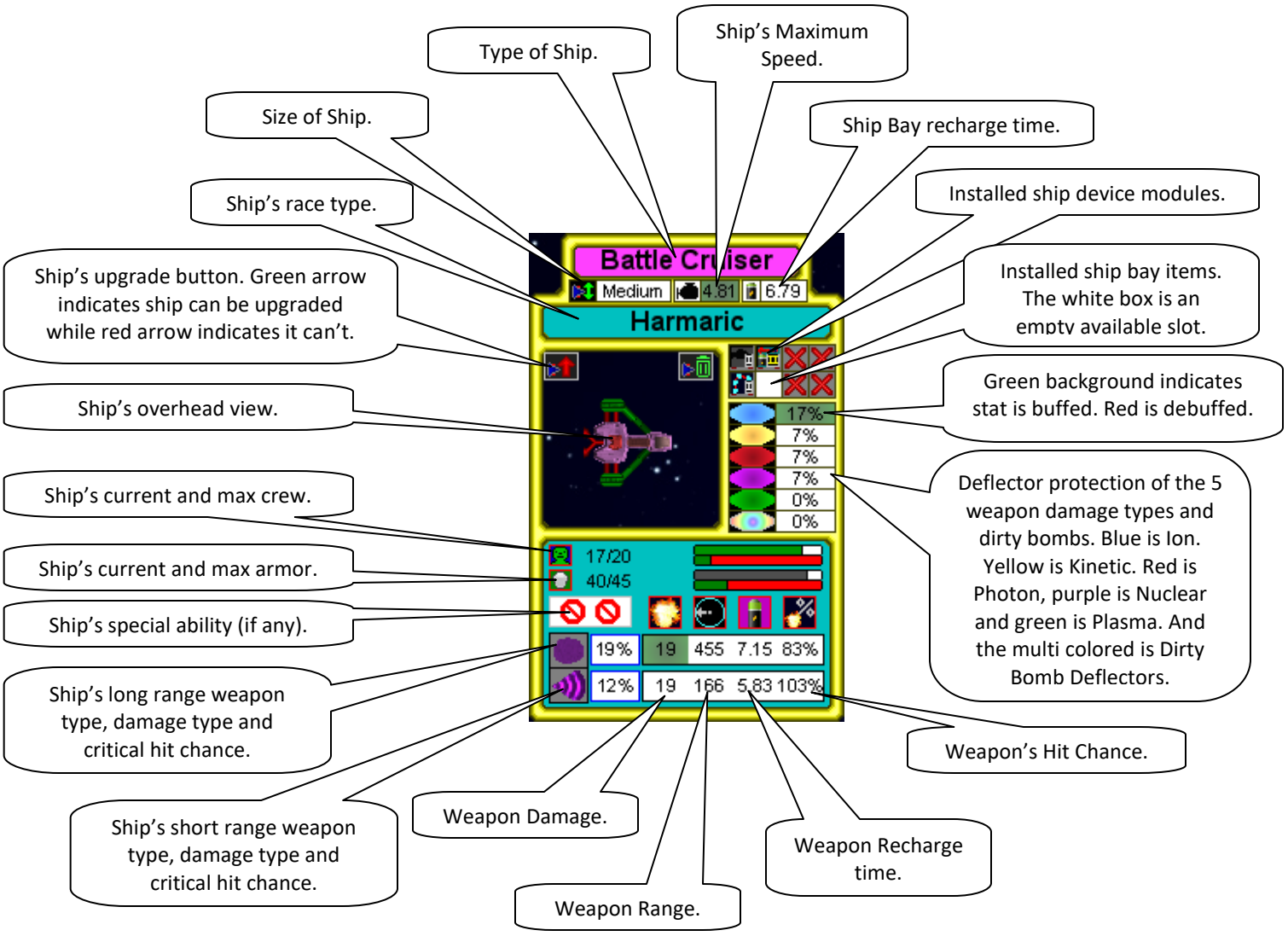
If you have a ship you don't want or need any longer you can scrape it by pressing the green trash can icon in the upper right corner of the ships portrait. Doing so will give you GMU's and will put all ship module and bay items along with your special ability, back into your inventory.



Ship Scrap Button
Pressing this button will scrap your ship for GMU's. You can place the mouse over it to see how many GMU's you will get.

Ship Details

This will cover the ship statistics in detail.



Small ships only have 1 ship module and bay slot. Medium ships have 2, large have 3 and huge have 4.

The hit chance for some ships weapons may be over 100%. This is because the actual hit chance is the weapons hit chance minus the defending ships deflector protection against that specific type of weapon. Weapon hit chances above 100% will help negate some of the shield protection of the defending ship.

Effects of Ship Size

Increasing your ships size will have the following effect:

- Increases Damage
- Increases Recharge Rate
- Increases Weapon Range
- Increases Device and Bay Modules
- Increases Weapon Hit Chance
- Increases Weapon Crit Chance
- Reduces Ship Speed

Effects of Ship Class

There are 5 ship classes, two of which are combat focused. The chart below shows how the ships rank amongst themselves in each of the 9 categories with 1 being best and 5 being worst.

Ship Type	Ship Speed	Weapon Recharge Rate	Bay Recharge Rate	Weapon Range	Weapon Hit %	Weapon Crit %	Max Crew	Max Armor	Max Cargo
Battle Cruiser	1	1	5	1	1	1	3	1	5
Cargo Ship	5	4	4	4	4	4	5	3	1
Science Vessel	2	5	1	5	3	5	4	5	4
Transport Ship	4	3	3	3	5	3	1	4	3
Fighter Carrier	3	2	2	2	2	2	2	2	2

Each ship has 1-4 device and bay module slots depending on the ship's size.

There are over 120 ship device modules. Some can be installed on any type ship while others may only be installed on 1 or 2 specific ship types.

Devices vary in what they do. Some increase damage, shields, hit and crit chance, crew and armor.

There are 40 ship bay modules. These are all specific to a certain ship class. These will be explained in detail under the section for each of the ship types.

Most ship device modules and bay items come in 4 classes. Class I can be used on any size ships. Class II requires a medium or larger. Class III requires a large or huge and Class IV can only be installed on a huge size ship.

Ships Weapons and Shields

There are 5 types of weapons and six damage types. Each weapon type can be any of the six damage types. That means that there are 30 different weapon type/damage combinations. Weapon types are either long range (main weapon) or short range (secondary weapon). The charts below show the weapon and damage types.

Weapon And Damage Types

Long Range Weapons

Weapon Type	Damage Type				
	Ion	Kinetic	Photon	Nuclear	Plasma
Missile					
Particle					
Projectile					

Short Range Weapons

Weapon Type	Damage Type				
	Ion	Kinetic	Photon	Nuclear	Plasma
Beam					
Bolt					
Burst					

The best way to think of the weapons is that the damage type determines the amount of damage, where as the weapon type determines the hit chance.

Deflector Types

Icon	Deflector Type
	Ion
	Kinetic
	Photon
	Nuclear
	Plasma
	Dirty Bomb

Each weapon will have a hit chance. This hit chance is modified by the targeted ships distance and speed and their shield protect versus the weapon damage type.

For example: Player fires a nuclear missile at an enemy ship which was a hit chance of 80%. The targeted enemy ship has 14% nuclear shields. This would give the final hit chance of 66%. This is the reason some hit chances may start at > 100%. Ships with a lot of shields can be very difficult to hit.

Battle Cruisers

Battle Cruisers are the most powerful combat ship in your fleet. They tend to have extra armor and a decent crew. Their weapons do much more damage than any other ship.

Their special bay module item is dirty bombs. These are single use bombs that have a specific purpose. See the chart below.

These bombs are used by both the player and enemy battle cruisers.

Bay Module	Icon	Description
Chemical Bomb (I-IV)		Only kills crew. Does 20, 30, 40 or 50 damage.
Smart Bomb (I-IV)		Hits up to 4 enemy ships with each hit doing less damage. First hit does 10, 15, 20 and 25 damage.
Vaporizer Bomb (I-IV)		Only damages armor. Does 20, 30, 40 or 50 damage.

These bombs are only available to the player's battle cruisers. This means that enemy fleets will never have these on any of their battle cruisers.

Bay Module	Icon	Description
Percussion Bomb (I-IV)		Creates a ring of destruction from the target ship outwards doing 8, 12, 16 or 20 damage to any ship or turret in its radius.
Charge Drain Bombs (I-IV)		Does 4, 8, 12 or 16 damage and drains the ship or turrets weapon recharge back to 0.
Stun Bombs (I-IV)		Does 10, 15, 20 or 25 damage to the ship or fighter and stops its movement for 4, 6, 8 or 10 seconds.

Below is a chart of Device Modules that are specific to Battle Cruisers.

Device Module	Icon	Description
Dirty Bomb Shields (I-IV)		Reduces the hit chance of Dirty Bombs by 10, 20, 30 and 40%.
Dirty Bomb Pre-Launcher		Ships bay is pre-charged and ready to fire a dirty bomb when the battle first begins.

Fighter Carriers

Fighter Carriers are the 2nd most powerful combat ship in your fleet. They have decent armor and have a large complement of crew.

Their 1st bay module is a Fighter Squad. These come in four classes. They have the same two weapons and 3X the speed of the fighter carrier that launched them. They have much shorter weapon range but have a quicker recharge time. They launch with a shield.

They can also launch a missile barrage. These are the only damage weapons that are not instantly resolved. They launch just like a fighter squad and can be directional maneuvered. They are twice as fast as a fighter squad so they move very fast. They explode upon impact with an enemy, ship (disabled included), fighter squad, turret or missile barrage. Hitting an enemy missile barrage will result in an explosion causing damage to nearby objects. These can be shot at by the opposing player.

These have no effect on your, ships, fighter squads or other missile barrages.

Here is a chart showing the Fighter Squads for the Fighter Carrier.

Bay Module	Icon	Description
Fighter Squad I		It has 9 armor, 3 crew and does 2 damage.
Fighter Squad II		It has 12 armor, 4 crew and does 3 damage.
Fighter Squad III		It has 15 armor, 5 crew and does 4 damage.
Fighter Squad IV		It has 18 armor, 6 crew and does 5 damage.

Here is a chart showing the Missile Barrages for the Fighter Carrier.

Bay Module	Icon	Description
Missile Barrage I		Does 10 damage.
Missile Barrage II		Does 20 damage.
Missile Barrage III		Does 30 damage.
Missile Barrage IV		Does 40 damage.

Here is a chart showing the Device Modules that are specific to the Fighter Carrier.

Device Module	Icon	Description
Fighter Carrier Bay Expander		Increases the number of fighter squads or Missile Barrages the carrier can carry by 1. (4 Max)
Fighter Squad Repair Bay		Fighters lost in battle have a 100% chance of being replaced after each battle. Without this they have a 50% chance of being replaced.
Fighter Armor Enhancer		Increases armor for each squad by 3.
Fighter Carrier Weapon Enhancer		Increases the damage done by fighter squads by 1 and missile barrages by 10%.
Fighter Carrier Pre-launcher		One fighter squad or missile barrage comes ready to launch when battle begins.

Cargo Ships

Cargo Ships have three main functions. First they increase your fleet's maximum cargo hold which reduces your trips to Civilian Outpost to sell off resources.

Secondly their 1st bay item is a repair drone. These repair drones can repair armor of any of your ships while in battle. They **can't** repair fighter squads as these are too small and fast to repair.

Thirdly their 2nd bay item is a recharge drone. These can be sent to a friendly ship to partially recharge the weapons and bay items. Once again these **can't** be used on fighter squads.

Here is a chart showing the Repair Drones for the Cargo Ship.

Bay Module	Icon	Description
Repair Drone I		They repair 4 armor to a friendly ship.
Repair Drone II		They repair 8 armor to a friendly ship.
Repair Drone III		They repair 12 armor to a friendly ship.
Repair Drone IV		They repair 16 armor to a friendly ship.

Here is a chart showing the Device Modules that are specific to the Cargo Ship.

Device Module	Icon	Description
Drone Bay Expander		Increases the number of Drones the Cargo Ship can carry by 1. (4 Max)
Drone Range Enhancer		Increased the range of the Cargo ship's Drones by 20%.
Repair Drone Armor Enhancer		Increases the armor repaired by the Repair Drones on a Cargo ship by 3.
Repair Drone Matrix		The Repair Drone will also repair 1 disabled ship module.
Drone Pre-Launcher		The ship comes pre-charged so a drone can be used immediately.

Science Vessels

Science Vessels have three main functions. First they increase your fleet's science level which increases the amount of research units you get from anomalies and while exploring gas planets.

Secondly they allow you to send out a research drone while in battle to steal research units from enemy ships.

Thirdly they allow you to send out a Virus Drone while in battle to infect the opponent's weapons and bay and reduces the current recharge of them.

Here is a chart showing the Research Drones for the Science Vessel.

Bay Module	Icon	Description
Research Drone I		They steal up to 3 research units from an enemy ship.
Research Drone II		They steal up to 6 research units from an enemy ship.
Research Drone III		They steal up to 9 research units from an enemy ship.
Research Drone IV		They steal up to 12 research units from an enemy ship.

Here is a chart showing the Research Drones for the Science Vessel.

Bay Module	Icon	Description
Virus Drone I		They steal up to 3 research units from an enemy ship.
Virus Drone II		They steal up to 6 research units from an enemy ship.
Virus Drone III		They steal up to 9 research units from an enemy ship.
Virus Drone IV		They steal up to 12 research units from an enemy ship.

Here is a chart showing the Device Modules that are specific to the Science Vessel.

Device Module	Icon	Description
Research Vessel Bay Expander		Increases the number of Drones the Science Vessel can carry by 1. (4 Max)
Research Vessel Range Enhancer		Increased the range of the Science Vessel's Drones by 20%.
Research Drone Enhancer		Increases a Science Vessel Research Drones Research Units returned by 3.
Research Drone Matrix		Using a Research Drone only consumes half of the recharge allowing the ship to use Research Drones twice as often.
Viral Enhancer		Gives your virus drone an extra 10% charge reduction.

Transport Ship

Transport Ships have three main functions. First they hold an enormous amount of crew. Your ship's crew is used in away teams and to man shuttle crafts and planet landers.

Secondly they allow you to transport crew to a friendly ship or an enemy ship. When transporting to an enemy ship the ship must have less crew than the number you are transporting. This will result in you losing the number of crew they have and disables their ship.

Thirdly they allow you to use a Shield Generator to create a shield over a friendly ship or fighter squad. These shields will protect the ship from 100% damage for one hit only. Any damage taken by the ship will destroy the shield. A critical hit will remove the shield, but will only due normal damage. The shields only last for a short time before they lose their energy. This will normally range from 2-5 seconds. When they are getting close to ending, their yellow glow that appears around the ship will start to go dimmer. The exception to this would be if you had the Transporter Reverse Matrix. This allows you to transport enemy crew into space, regardless of how many crew they have. This also means that you will not lose any crew.

Here is a chart showing the Transporters for the Transporter Ship.

Bay Module	Icon	Description
Transporter I		They Transport 3 Crew to a friendly ship or to an enemy ship with 2 or less crew.
Transporter II		They Transport 6 Crew to a friendly ship or to an enemy ship with 5 or less crew, disabling their ship.
Transporter III		They Transport 9 Crew to a friendly ship or to an enemy ship with 8 or less crew, disabling their ship.
Transporter IV		They Transport 12 Crew to a friendly ship or to an enemy ship with 11 or less crew, disabling their ship.

Here is a chart showing the Shield Generators for a Transport Ship.

Bay Module	Icon	Description
Shield Generator I		They Transport 3 Crew to a friendly ship or a disabled enemy ship.
Shield Generator II		They Transport 6 Crew to a friendly ship or a disabled enemy ship.
Shield Generator III		They Transport 9 Crew to a friendly ship or a disabled enemy ship.
Shield Generator IV		They Transport 12 Crew to a friendly ship or a disabled enemy ship.

Here is a chart showing the Sheild Generators for a Transport Ship.

Bay Module	Icon	Description
Transporter Pre-Initilizer		The bay starts the battle charged so you can use the transporter or shield generator immediately.
Transporter Bay Expander		Increases the maximum number of bays by 1. (4 Max)
Transporter Range Enhancer		Increases the range of both bay items by 20%
Transporter Enhancer		Increases the number of crew that can be transported by 3.
Transporter Reverse Matrix		This allows you to transport crew from an enemy ship into space regardless of how many crew they have.

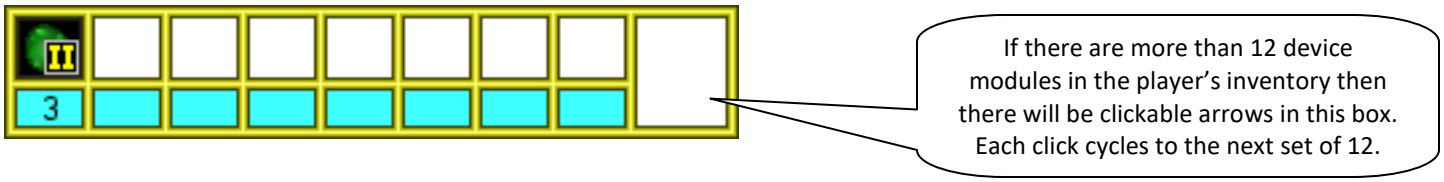
Here is a chart showing the Device Modules that are specific to the Transport Ship.

Device Module	Description
Transporter Expander	Increases the number of Transporters the Transporter Ship can carry by 1. (4 Max)
Transporter Range Enhancer	Increased the range of the Transporter Ship's Transporter by 20%.
Transporter Enhancer	Increased the number of crew that the Transporter on a Transport Ship can transport by 2.
Transporter Reverse Matrix	Allows the Transporter on a Transport Ship to transport crew from an enemy ship into space.

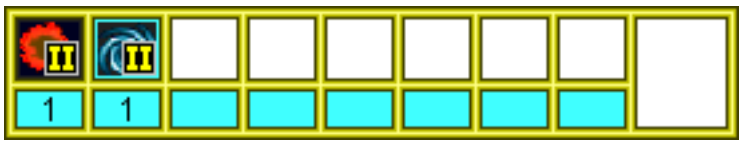
Installing Device and Bay Modules

To install a Device or Bay Module simply click on it in the icon grid along the top. The device modules are on the left and the bay modules are on the right.

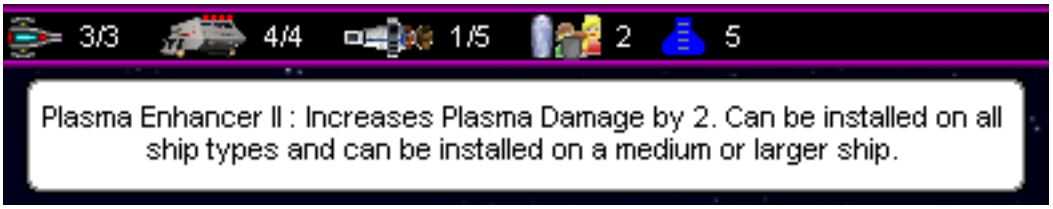
Device Module Grid



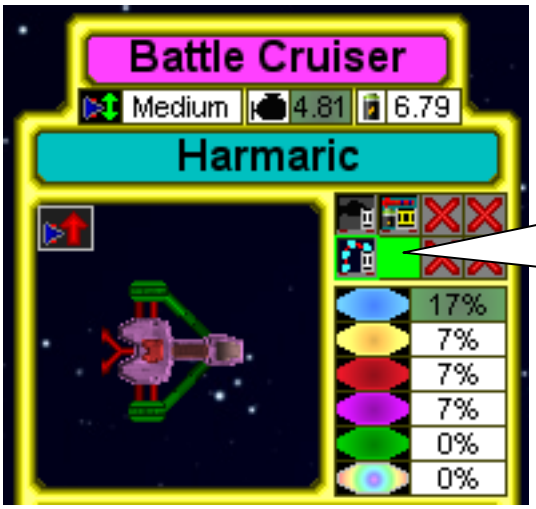
Bay Module Grid



Hovering your mouse over a device or bay module will display its description between the two grids just under the players top GUI.



Once you click on a device or bay module then any empty device or bay where that particular item can be installed on will have a green background highlight around any currently installed item, or the white background of an empty slot will turn green. See example below.



The selected bay module can be placed in either of these slots. If a slot already has an item then it will be replaced with the currently installed item going to the player's inventory.

It doesn't cost anything to move device and bay modules from ship to ship. You can also remove a currently installed item without replacing it by RMB clicking on it.

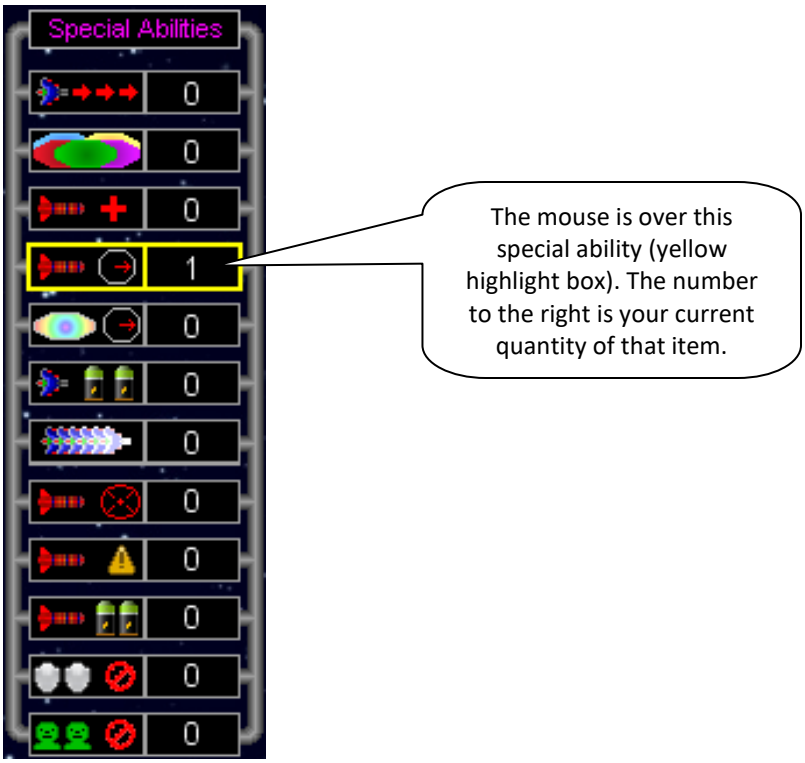
Both device and bay modules can be destroyed by the enemy while in battle. This doesn't happen very often but there is a chance that a critical hit could either disable or destroy one of your device or bay modules.

Installing Ship Special Abilities

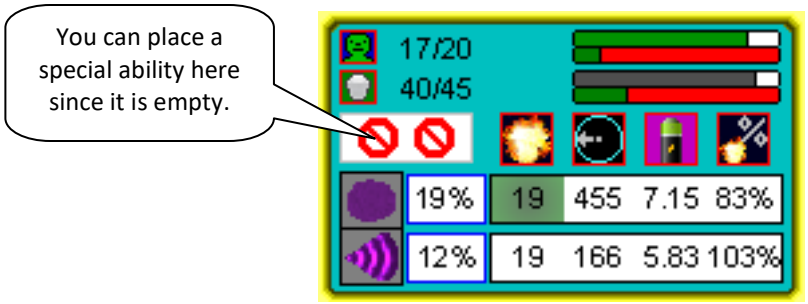
Each ship can only have a single special ability. This ability can only be used once per battle. It can't be destroyed while in battle. It does cost 500 GMU's to install a special ability module on a ship and it cost 250 GMU's to uninstall one. You must first un-install a ships special ability before you can install a new one.

There are 12 total special abilities.

To install a special ability simply select it from the special ability icon list.



If you want to see what the ability does you can hover your mouse over it and a yellow highlight will appear around it and you will see this (below left):



Once selected your mouse icon will change to the special ability icon and you can then place in on any ship that does not have a special ability. To do this place it in the ships special ability slot (See above right) and LMB click.

Below is a list of all 12 special abilities along with a description of what each one does.

Special Ability	Description
Turbo Boost	Increases your ships speed by 100% for 12 seconds.
Mass Shield	Increases your ships shield protection for all 5 weapon shields by 20% for 10 seconds.
Weapon Enhancer	Increases your ships weapon damage by 10% for 10 seconds.
Weapon Extender	Increases your ships weapon range by 20% for 10 seconds.
Bomb Squad	Increases your ships Dirty Bomb Shields by 50% for 10 seconds.
Recharge Booster	Decreases your ships weapon recharge time by 15% for 10 seconds.
Cloak	Makes your ship invisible to your enemy for 8 seconds or until this ship uses a weapon or device.
Aim Scope	Increases all your weapons hit chance by 20% for 8 seconds.
Crit Penetrator	Increases all your weapons Crit chance by 20% for 8 seconds.
Mass Charger	Charges all of this ship's weapons and bays.
Armor Immunity	Makes your ship immune to all armor damage for 6 seconds.
Crew Immunity	Makes all ship’s crew immune to damage for 6 seconds.

Fleet Alignment

Clicking on the ‘Edit Fleet Alignment’ button at the bottom of the edit fleet screen near the right side will take you to the ‘Edit Fleet’ screen.

From here you can move your ships by LMB clicking to select the ship and then LMB clicking again to place it in one of the green zones. If a ship exists in the target zone then the two ships will be swapped. You can RMB click to exit the placement mode if you have a ship selected.

You can also change your fleet’s posture by clicking on the blue arrows in the Players Fleet Posture box. This will move your ships closer too or further from the enemy.

You can also select the enemy type to get an idea of where the enemy’s ships, outpost or star base will be. If enemy ship is selected then you can also find out where the enemy’s ship may be depending on their posture by clicking on the blue arrows in the Enemy Fleet Posture box.

Upgrading Your Fleet

There are two ways to upgrade your fleet. The first is to increase the number of ships in the fleet. The second is to upgrade the size of the ships in your fleet.

Increasing Your Fleets Ship Capacity

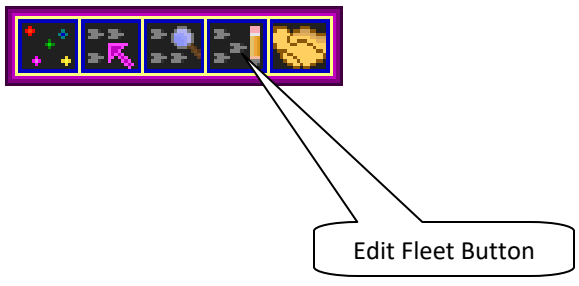
Increasing your fleet's ship capacity is done by spending research units on the Fleet Logistics stat. When the game first starts you will always have all of your available ship slots filled with a ship. The number and type depend on the skill level you are playing the game on. You can refer to page 10 for more information regarding the ships you start the game with.

The fleet logistics stat is the most expensive to upgrade since it has the biggest impact on the game.

Increasing Your Fleets Ship Size

All the skill levels except for 'Insanely Hard' will allow you to upgrade your small ships to medium. This is by far the easiest way to upgrade your fleet's combat strength.

Upgrading ships is done from the Edit Fleet screen. This can be accessed by clicking on the 'Edit Fleet' button in the center of the Top GUI located at the top of most screens.



Upgrading ships requires the following:

Power Crystals – Found in metal nodes on planets and while exploring asteroid fields.

Fuel Extract – Found in fuel nodes on planets and while exploring suns.

Gas Extract – Found in gas nodes on gas planets and while exploring nebulas.

Ship Upgrade Modules – Mostly found in combat but can also be found in a few other ways.

Power crystals, fuel and gas extract all come in three grades. These are exotic, rare and common. Each ship upgrade will require a certain number of each type. See the charts below for exactly what each ship type requires for each upgrade step. Typically combat ships are more expensive to upgrade compared to non-combat ships.

Battle Cruisers

Upgrade	Power Crystals			Gas Extract			Fuel Extract			Upgrade Modules
	Exotic	Rare	Common	Exotic	Rare	Common	Exotic	Rare	Common	
From Small to Medium	7	5	4	5	3	2	4	2	2	1
From Medium to Large	8	6	5	6	4	3	5	3	3	2
From Large to Huge	9	7	6	7	5	4	6	4	4	3

Fighter Carrier

Upgrade	Power Crystals			Gas Extract			Fuel Extract			Upgrade Modules
	Exotic	Rare	Common	Exotic	Rare	Common	Exotic	Rare	Common	
From Small to Medium	5	6	3	4	3	2	3	2	2	1
From Medium to Large	6	7	4	5	4	3	4	3	3	2
From Large to Huge	7	8	5	6	5	4	5	4	4	3

Cargo Ship

Upgrade	Power Crystals			Gas Extract			Fuel Extract			Upgrade Modules
	Exotic	Rare	Common	Exotic	Rare	Common	Exotic	Rare	Common	
From Small to Medium	3	4	4	3	2	3	3	2	1	1
From Medium to Large	4	5	5	4	3	4	4	3	2	2
From Large to Huge	5	6	6	5	4	5	5	4	3	3

Science Vessel

Upgrade	Power Crystals			Gas Extract			Fuel Extract			Upgrade Modules
	Exotic	Rare	Common	Exotic	Rare	Common	Exotic	Rare	Common	
From Small to Medium	3	3	2	2	2	2	2	2	1	1
From Medium to Large	4	4	3	3	3	3	3	3	2	2
From Large to Huge	5	5	4	4	4	4	4	4	3	3

Transport Ship

Upgrade	Power Crystals			Gas Extract			Fuel Extract			Upgrade Modules
	Exotic	Rare	Common	Exotic	Rare	Common	Exotic	Rare	Common	
From Small to Medium	4	3	3	3	2	2	1	2	2	1
From Medium to Large	5	4	4	4	3	3	2	3	3	2
From Large to Huge	6	5	5	5	4	4	3	4	4	3

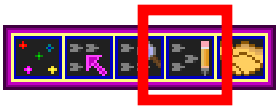
Increasing a ship's size will also increase most of its stats. Here is what it will change:

1. Increases weapon damage, range, hit and crit chance.
2. Increases the ships maximum armor, crew and cargo hold.
3. Decreases the weapon and bay recharge times.
4. Decreases the ships overall speed slightly.

Section 6: Fleet Combat

Combat Basics

Before any fleet combat starts you will have the chance to edit your fleet prior to the battle starting. This includes changing your fleet's alignment. This is done by clicking on the 'Edit Fleet' button in the center of the top GUI (See below).



There are three different types of fleet combat encounters. The most common is player's fleet to enemy fleet. This can be an enemy race, rebel or space pirates. Then you have players' fleet to pirate outpost. And the last in player's fleet to a races star base.

The chart below describes each encounter along with possible rewards.

Object	Reward	Description
Pirate Outpost	Ship Upgrade Modules. Captured race members. Captured crew to join fleet. Other items too.	This will automatically result in a melee battle. Melee battles are important because they provide a vast amount of rewards. Most notably are imprisoned diplomats or crew from other races and also crew who are willing to join your fleet.
Pirate Fleet	Ship Upgrade Module. Metal, Gas and fuel Resources. Artifacts and ship devices. Other items as well.	You will get an option to negotiate or attack them. If you negotiate you will be required to pay a fee that will give you free roaming of the star system. This will continue until the next galaxy event or until you make a deal with another pirate fleet in another star system.
Race Fleet (Dislike or worst)	Ship Upgrade Module. Metal Gas and fuel Resources. Artifacts and ship devices. Other items as well.	This will automatically result in a melee battle. Melee battles are important because they provide a vast amount of rewards. Most notably are ship upgrade modules which are used to upgrade the size of your ships.
Rebel Fleet (Dislike or worst)	Ship Upgrade Module. Metal Gas and fuel Resources. Artifacts and ship devices. Other items as well.	This will automatically result in a melee battle. Melee battles are important because they provide a vast amount of rewards. Most notably are ship upgrade modules which are used to upgrade the size of your ships.
Race Star Base (Dislike or worst)	Ship Upgrade Modules. Other items too.	This results in a melee battle. Winning this battle will eliminate the race from the game and will increase your final score. You must first destroy all fleets of the race. Will also unlock this race a playable for future games.
Enemy Race Star Base	Wins the game!	This results in a melee battle. Winning this battle will win the game for you. You must first destroy all the fleets of your main enemy first. . Will also unlock this race a playable for future games.

As already mentioned there are several types of combat battles. Regardless of what the target of the attack is, your play actions are the same among them all.

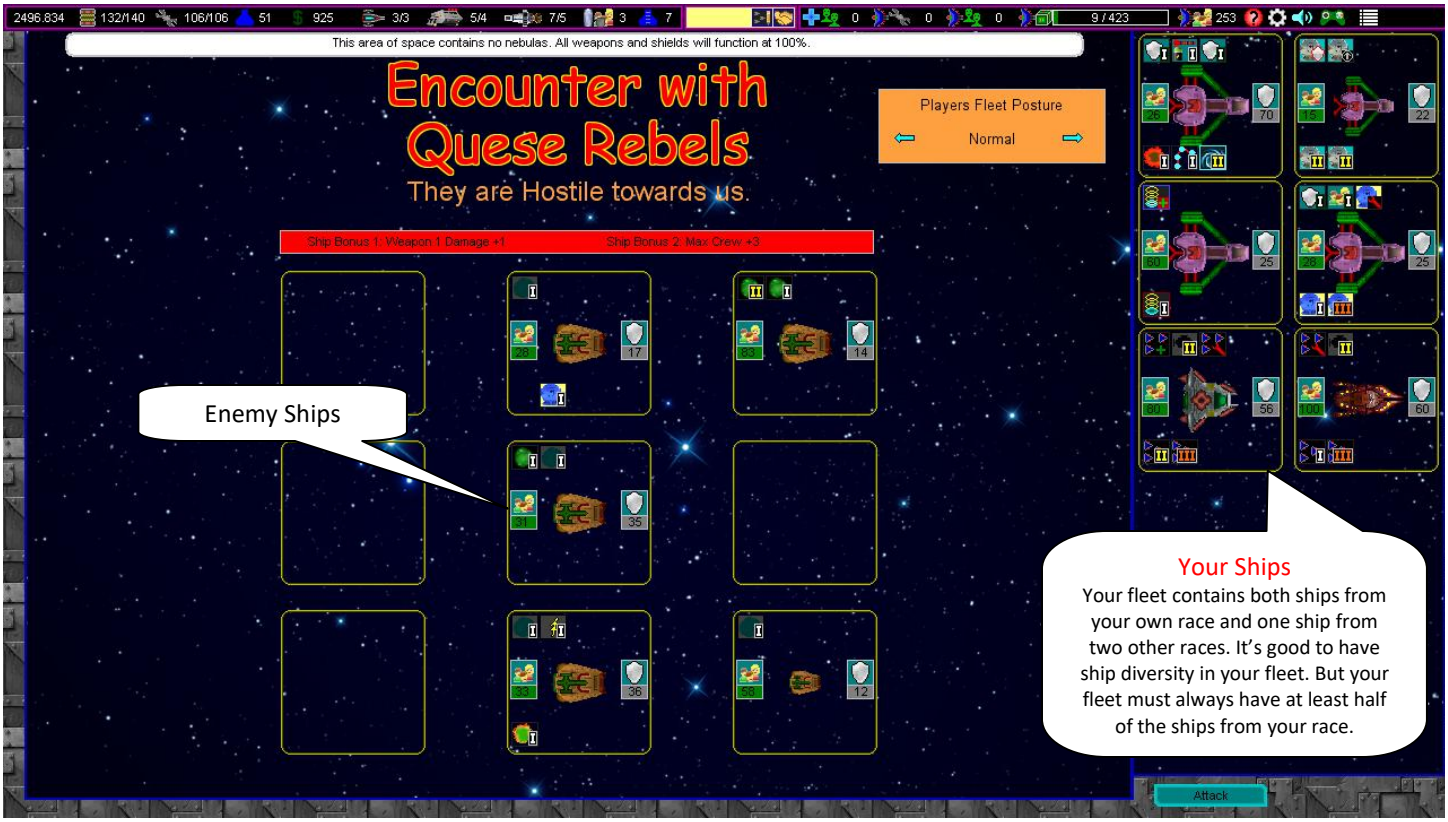
Once the battle commences the alignment of the ships in your fleet will match that which was set by you prior to the battle. The game will start in ‘Pause’ mode. During this time the battle is paused giving you time to change ship directions, fire weapons, use ship modules and bay devices or activate a ship’s special ability.

Actions are instantaneous. Firing a weapon will resolve the results prior to un-pausing the combat. In most cases the game will remain paused until to decide otherwise. This will give you a chance to fire or use any and all ships weapons, bay device modules or special abilities that are fully charged.

To toggle the pause on and off use the ‘Space Bar’ or the gamepad’s left trigger button. To simply pause the game use the ‘P’ key or the gamepad’s right trigger button.

Since the game will automatically pause when the player has a new weapon or bay item fully charged there are times when simply using the pause toggle on and off may accidently turn it back on if the game has already paused prior to you pressing the pause toggle button. It’s best just to use the pause toggle button to resume the combat and the pause button to pause the battle.

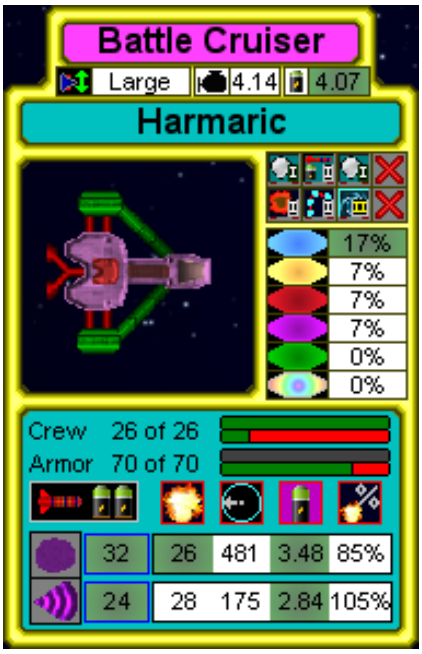
When an encounter ensues you will see this screen.



If you hover your mouse over an enemy ship or one of yours you will see more detailed info regarding that ship.

Enemy Ship Information

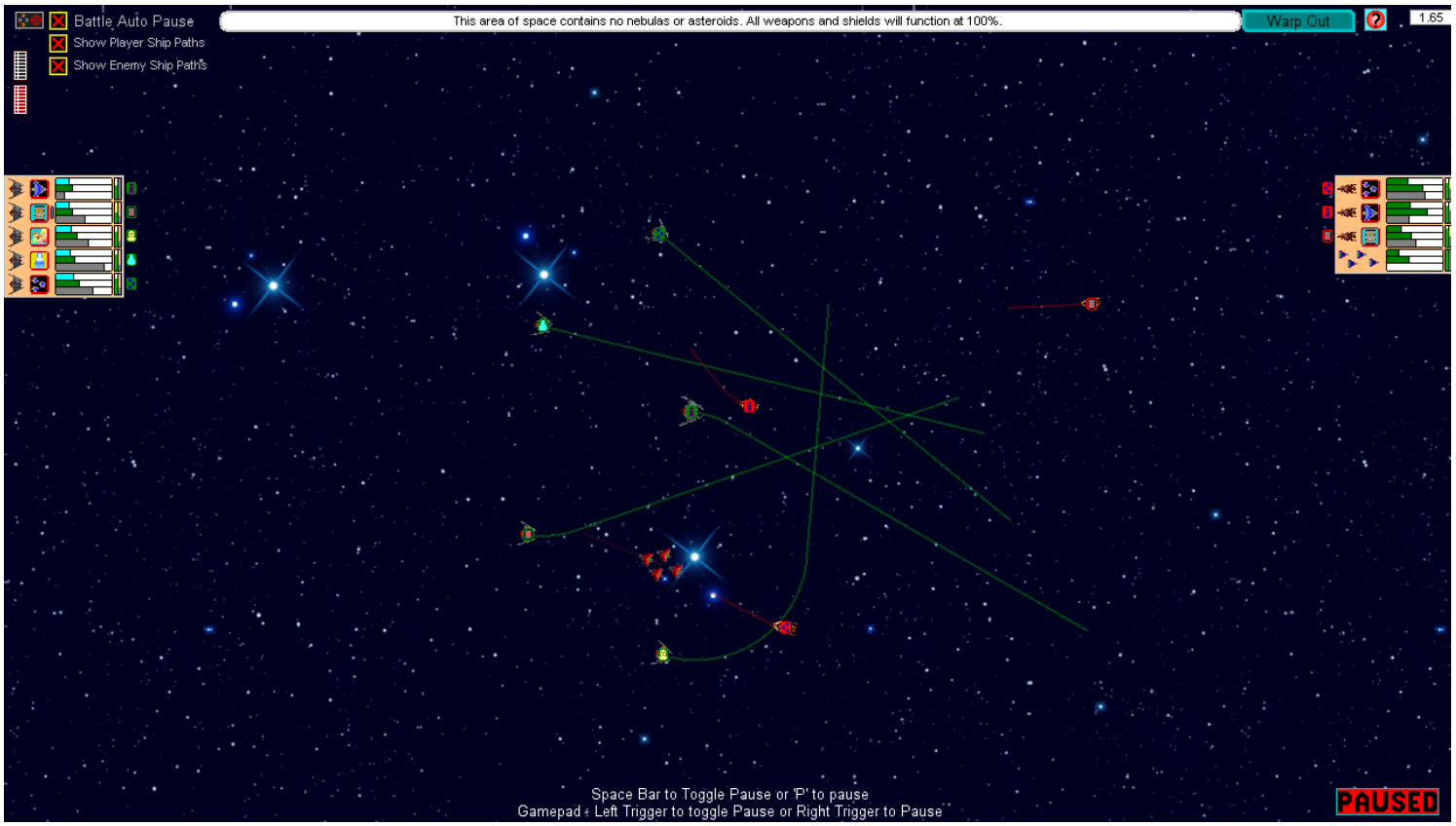
Friendly Ship Information



If you LMB click on a ship then the info will stay visible. This will allow you to move the mouse over any part of the graphic to get more info regarding that particular item. You can then RMB click to exit.

The mouse over info is also shown while your mouse is over the ships too.

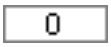
When a combat encounter ensues most of the time your only option is to attack. But prior to attacking you do have the option to edit your fleet. This includes changing ship modules, ship bays and special abilities. You can also change the alignment of the ships in your fleet and change your fleet's posture. Once you are happy and are ready to fight, then click on the 'Attack' button in the bottom right. Then you will see this:



Your ships always move from left to right. The game is currently paused. You can toggle the pause on and off using the space bar. You can also press the 'P' key to pause the combat. This is useful because there are times where the combat is not paused and just prior to you pressing the space bar, the combat becomes paused. This would then cause the space bar to un-pause the game. To avoid this simply use the 'P' key. This will always pause the game regardless of its current state.

While the battle is paused you can see the flight path of your ships (Green Lines) and part of the flight path of the enemy ships (Red Lines). These can be toggle off and on using the two check boxes in the upper left corner of the screen. ('Show Player Ship Paths' and 'Show Enemy Ship Paths')

The table below will list all of the icons and buttoned found in the combat screen and will describe what each of them does.

Item		Description
	Mass Aim	Clicking on this will allow you to send all the ships to the same location.
	Battle Auto Pause	This will turn on and off the battle auto pause. When this is enabled the combat will automatically stop when one of your ships weapons or bay item is first recharged.
	Warp Out Button	Clicking on this will start the warp out timer for your fleet to leave the battle. When activated the ships in your fleet will stop moving, but will still be able to fire.
	Screen Help Button	Clicking on this will bring up the help window specific for the combat battle.
	Combat Timer	This will display how much time has passed during the battle. It will display the time down to the 100th of a second.
	Artifact List Icon	Moving your mouse over this will display all the combat artifacts that your fleet has.
	Special Ability List Icon	Moving your mouse over this will display all of the unused special abilities that any of your ship still have.
	Players Ship List	This is a list of all the ships that are still in your fleet. Ships that have been destroyed will not show up in the list. Ships that have been disabled will show up, but will display 'Disabled' where the recharge gauges normally are.
	Enemy Ship List	This is a list of all the ships that are still in the enemies fleet. Ships that have been destroyed will not show up in the list. Ships that have been disabled or captured will show up, but will displayed as 'Disabled' or 'Captured' where the recharge gauges normally are.

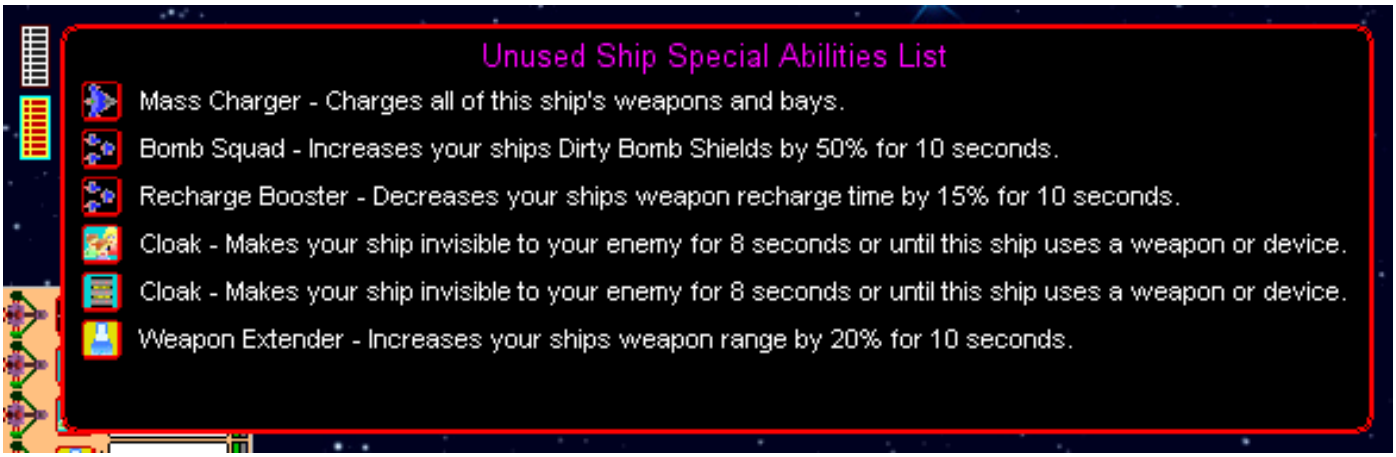
Artifact List Icon

When your mouse is over the Artifact List icon then you will see this:

It lists all of the combat artifacts in your fleet. You can hover your mouse over each and every one to see what the artifact is and what it does. These artifacts affect each and every ship in your fleet and are active during the entire combat. And they can't be disabled or destroyed by the enemy.

Special Ability List Icon

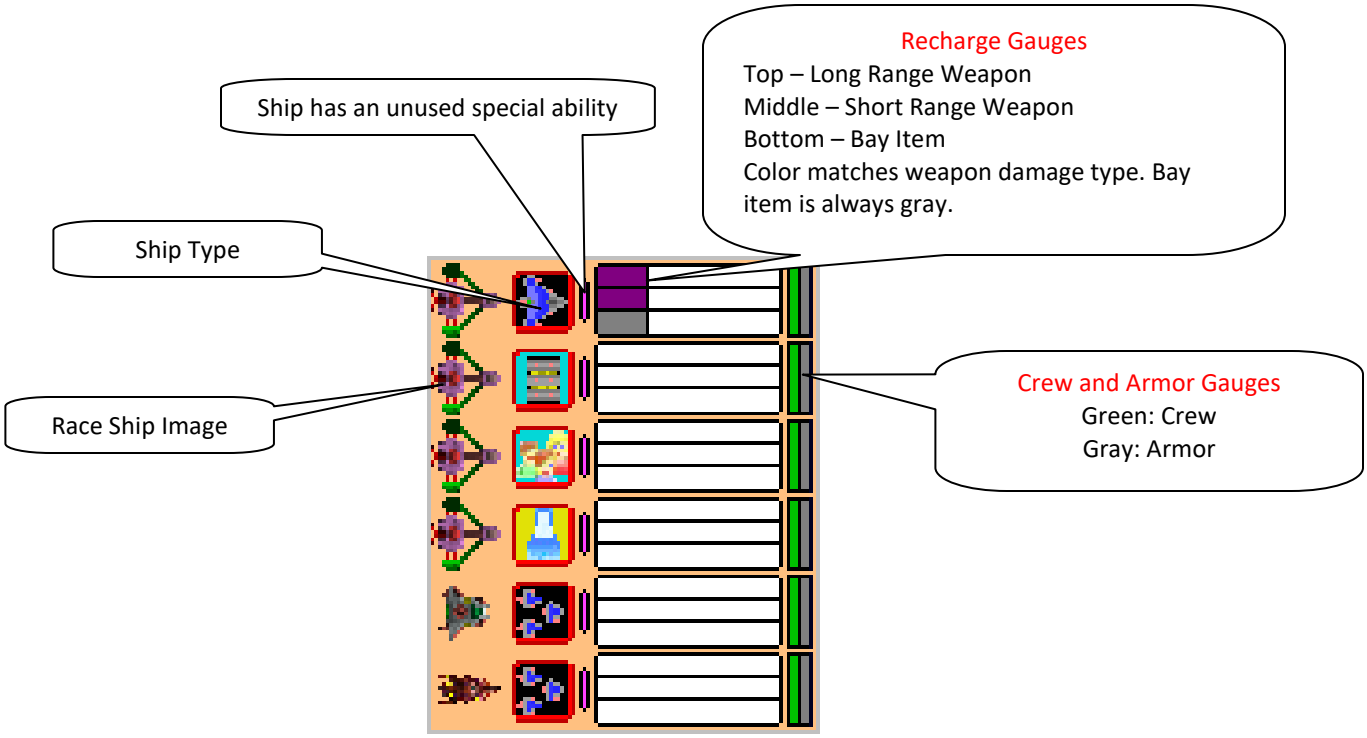
When your mouse is over the Special Ability List Icon then you will see this:



It lists all of the unused special abilities of all of the ships in your fleet. It's possible to see the same one more than once if multiple ships have the same special ability.

Players and Enemies Ship List

Since the players and the enemy's ship list are the same we will just discuss the players list shown below.



To start the battle hit the space bar to un-pause the game. Once one of your ships can fire a weapon or use a bay item the game will pause if the Battle Auto Pause check box is still checked.

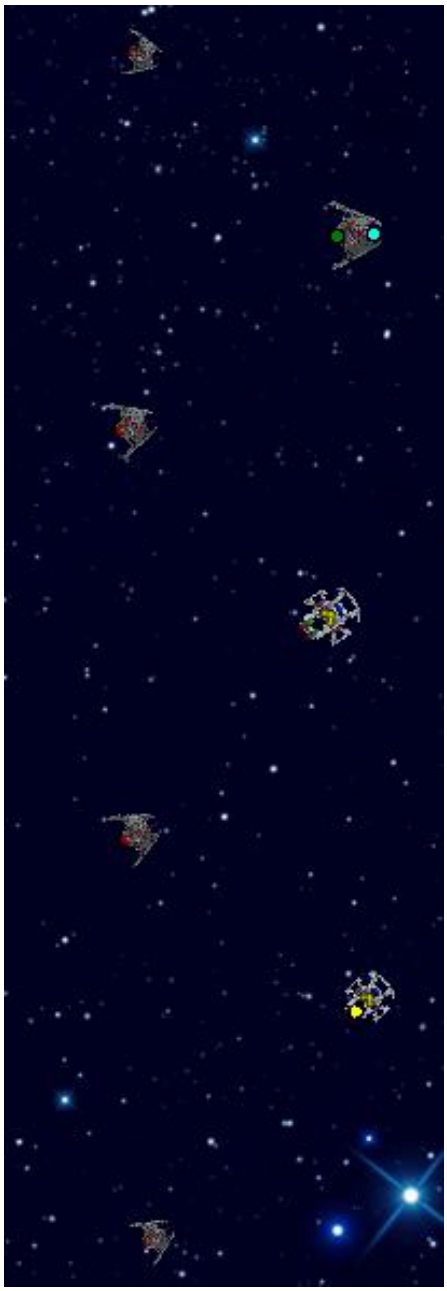
There are two ways to determine what ship or ships can fire a weapon or use a bay item.

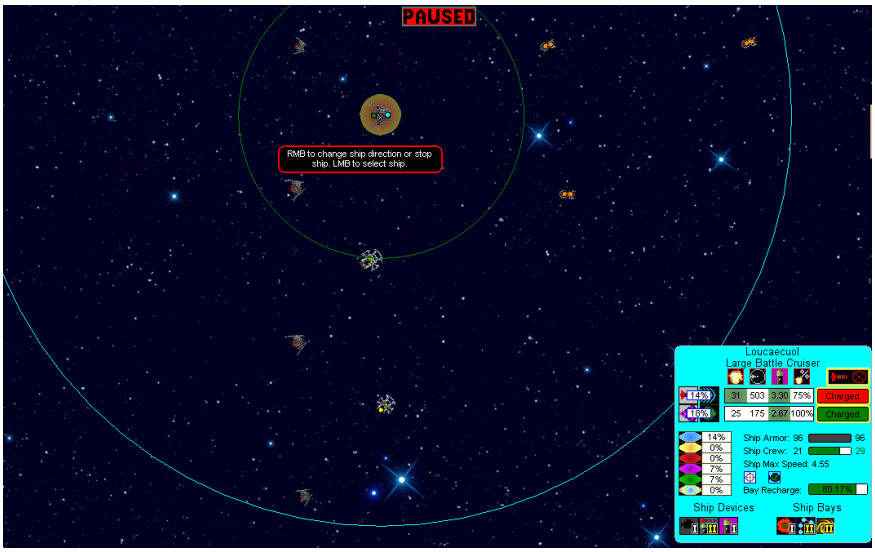
The first is to check your ships in the ship list. In the example to the right the first ship in the list is a battle cruiser. You will notice that the light blue and green recharge gauges are both full and they have a dark blue square in the center. This indicates that those are fully charged. The second ship from the bottom (also a battle cruiser) also has its short range weapon (yellow) charged and its long range weapon (purple) is almost charged as well.

The second way is to look at the ships themselves. Once a weapon or bay item is charged then a small circle in the color of the weapon type will show over the ship. The circle in the front is the long range weapon and the one in the back is the short range. If a bay is charged then the ship type icon over the center of the ship will have a yellow highlight around it.

You will notice the second ship from the top is the battle cruiser that is listed at the top of the ships list. It has both its long and short range weapons charged. The long range weapon is an Ion weapon (Blue Circle) while the short range weapon (Green Circle) is a plasma weapon.

The ship second from the bottom is the same ship that is second from the bottom in the ships list. Its short range weapon (Yellow Circle) is fully charged. Its weapon damage type is Kinetic.



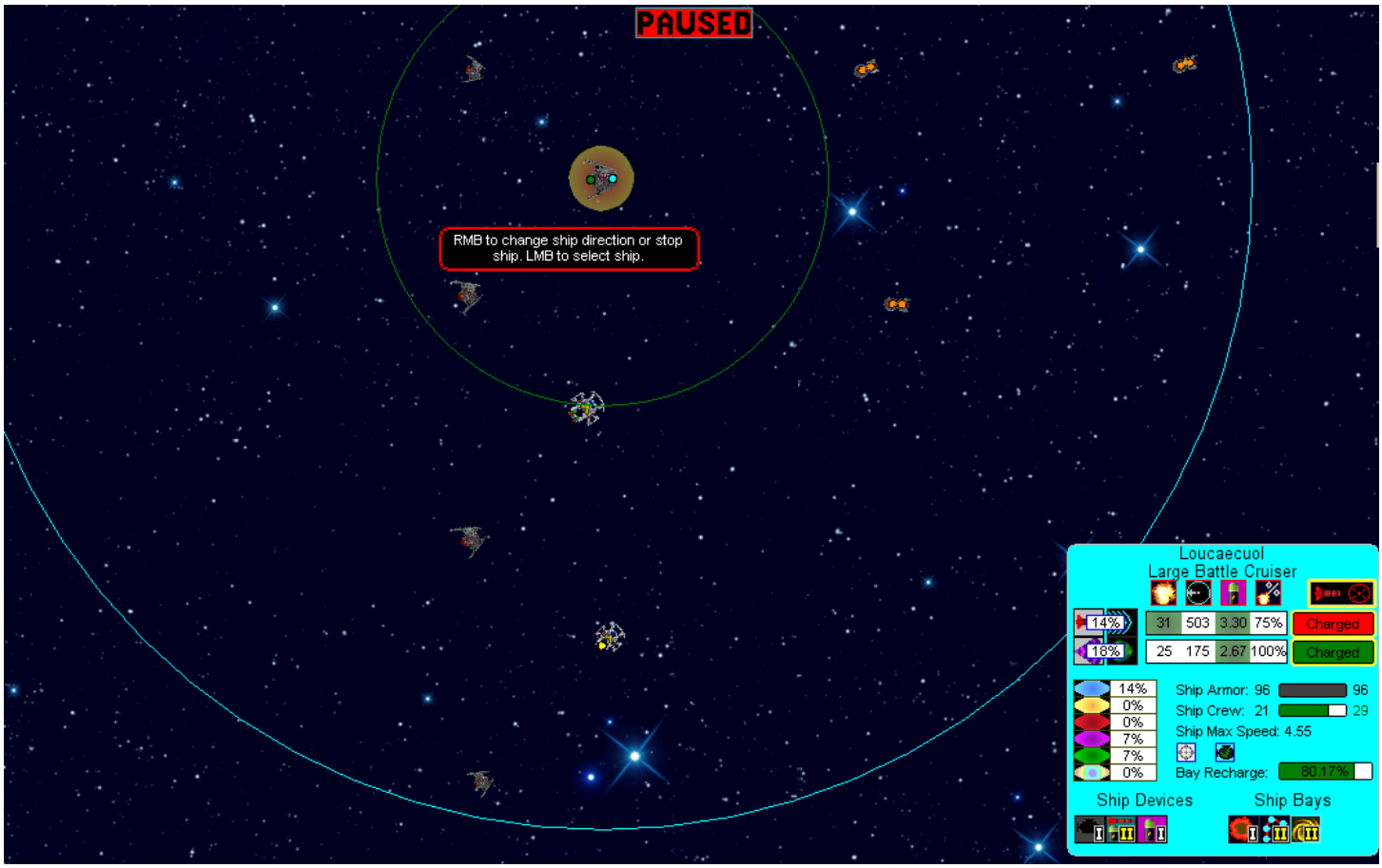


If you hover your mouse over the ship on the screen or in the list it will show you the weapon range for both your long and short range weapons.

In this example there are no enemy ships within range of the short range weapon. But the long range weapon can reach all three enemy ships.

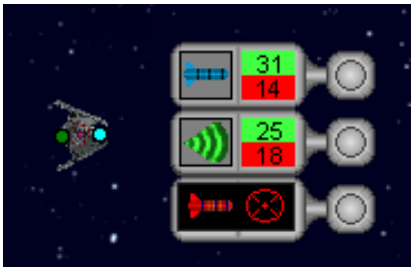
Whenever you mouse over a ship it will also display an information box showing detailed info regarding that ship.

At this point you can either RMB click to change the ships direction or stop it. Or you can LMB click to select it for firing.



If you RMB click to change the direction simply LMB click on the location you want to send the ship too. Or you can LMB click on the ship itself to stop the ships movement. Ships that have been stopped long enough will receive an aim bonus. But they are also more likely to be hit by the enemy. You can RMB click to exit the change direction mode if you change your mind as long as you have not already LMB clicked to set the target location to move the ship too.

If you LMB clicked on the ship to fire a weapon then you will get a popup fire window that will list all of the weapons, bays or special abilities that you can use for the selected ship. It looks like this:

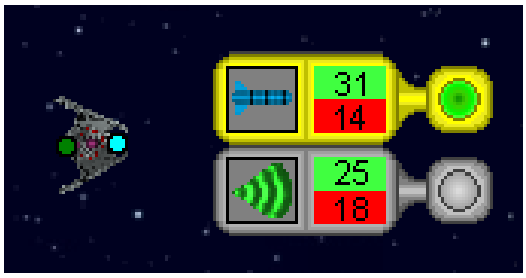


The one of the left is without moving your mouse over one of the selections. The one on the right the player has moved their mouse over the top weapon.

If it's a weapon it will display the weapon and damage type along with the damage amount.

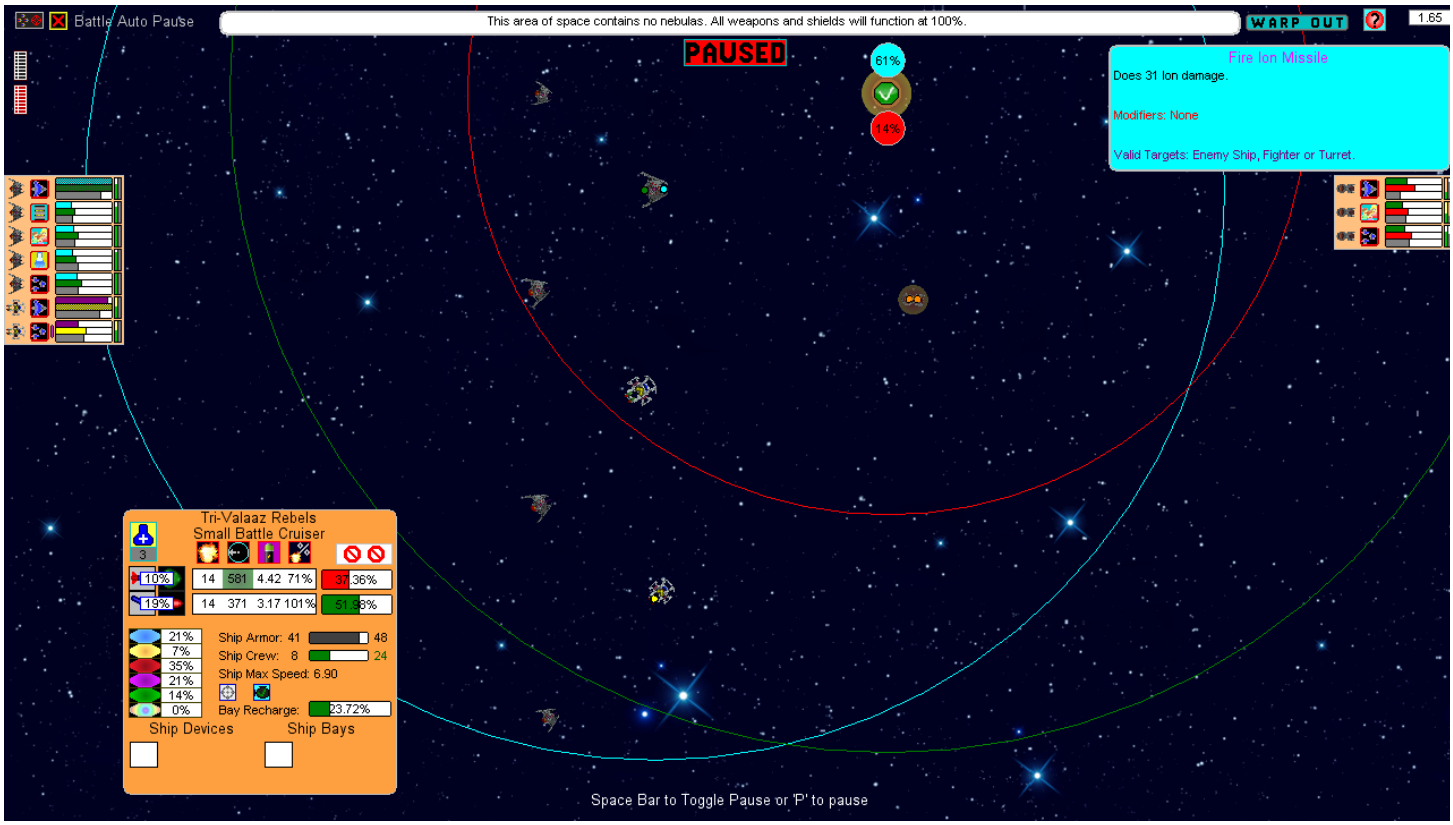
In the example above the player also has the Aim Scope special ability. This will increase the hit chance of both the long and short range weapons by 20% for 8 seconds. Special abilities can only be used once per battle.

The player then selected the Aim Scope. The clicks back on the ship to get the popup window again.



Player now selected the long range weapon.

Once the player has selected the long range weapon they can now mouse over one of the enemy ships to get the hit chance.



In this example the player move their mouse over the enemy ship near the top. If the ship can be fired upon a green check mark will appear. If not a red X will appear. In this example the player has a 61% chance to hit the ship and a 14% chance for a critical hit. Critical hits do 1.5 to 2X the normal damage and have a chance to disable or destroy a ship module or bay item.

The hit chance seems low considering we used our Aim Scope which gave us +20% to our hit chance. But this is modified by the targeted ships Ion (blue) shields which are 21%. So this is subtracted from the hit chance. There are two other factors that affect the final hit chance. These are the speed of the targeted ship and how far the ship is from the firing ship.

When firing a long range weapon on a fighter squad, the fighter squad also gets a defensive bonus making them harder to hit with long range weapons. But short range weapons get an offensive bonus making them easier to hit. There is also a fighter to fighter bonus.

Destroying a Ship

A ship is destroyed when its armor is reduced to 0 even if it has crew left. If a ship has armor but has no crew then that ship becomes disabled. A disabled ship can be captured by either player using a transporter ships transporter.

Pirate Outpost Battles

This section will cover the differences between pirate outpost and fleet to fleet combat.

The main difference is pirate outpost do not have any ships. They start with 5 turrets which come in 4 sizes. The larger the turret the more damage and hit points it will have. Turrets only have one weapon unlike ships which have two. They also do not posses any special modules or abilities.

To compensate for this lack of ship presence each active turret has a chance to launch a fighter squad during the outpost launch phase. The first launch phase for a pirate outpost is 2.1 - 2.5 seconds with another one occurring every 4-6 seconds depending on your skill level. During that phase each turret has a chance to launch a fighter squad. The fighter squad will match the turret size. Small turrets will launch small fighter squads, medium will launch medium and so forth.

Pirate outpost turrets start with a 50% + (5% X skill level above Very Easy) chance to launch a fighter squad and each critical hit to that turret will reduce that percent by 25%. For example let's say a turret has a 50% launch chance and you hit it with a critical hit then it drops to 25%. Another hit would drop it down to 0%. Turrets that have been destroyed or have their launch chance at 0% will NOT launch a fighter squad during the launch phase.

Race Star Base Battles

Star base battles are just like pirate outpost battles except that star bases have 9 turrets instead of 5 and the launch percentage chance for the turrets is determined by the races technology level and your skill level.

The other difference is that the first launch will occur at 1.1 - 1.5 seconds for all races that are NOT your main enemy and .1 - .5 seconds if they are your main enemy. This will make the final battle a bit more challenging.

Eliminating Races and Rebels

Once you have defeated all the fleets of a race or rebel that race or rebel is then eliminated from the game. Each one has a different impact on the game.

Eliminating Rebels

To eliminate the rebels of a specific race you must defeat all of their fleets. Once you have defeated the last fleet that battle will result in getting 10 X the normal Race Credits for the battle victory. In addition the race now becomes your ally. The biggest benefit is that this will reduce the cost to purchase ships from that race.

Eliminating Races

To eliminate a race you must first defeat all their fleets and then defeat their star base. Once you do this that race is eliminated from the game. This will result in the rebels now become your ally. The biggest benefit is that this will reduce the cost to purchase ship upgrades or ship refits from the rebels. You will also get a substantial amount of Research Units and your fleets crew and armor will all be filled to maximum levels.

Scoring

Eliminating a race or rebel group also will give you bonus points added to your score when the game ends. This is also true of defeating Pirate Outpost.

Section 7: Winning The Game

To win the game you must defeat your main enemy's star base. But before you can attack their star base you must have first defeated all the fleets that are in the star system where the star base resides.

Before attacking the star base you should make sure that most if not all of your ships are huge and that you have at least 6 military based ships (Battle Cruisers or Fighter Carriers) in your fleet.

It is also a good idea to have all device and bay module slots filled and at maximum level, and have as many ships with special abilities as you can.

Your Battle Cruisers should be equipped with as many high level dirty bombs as possible. And your Fighter Carriers should also have high level fighter squads or Missile Barrages.

For support you should focus on Cargo ships with lots of Repair Drones, if your thinking more on a defensive level, or Recharge Drones for those who are more offensive minded.

Having a transport ship is also not a bad idea since you would be able to transport crew to ships in need and be able to use Shield Generators.

If you have any Science Vessels remove any research drones and replace them with Virus Drones.

Section 8: Scoring

You final score is a combination of 7 scores combined. You are scored for winning and losing, but score much higher for winning.

Here are the 7 areas you are scored on at the end of the game. Each will be explained in detail.

1. Base Score
2. Time Bonus
3. Race Bonus
4. Rebel Bonus
5. Pirate Outpost Bonus
6. Skill Level Bonus
7. Race Level Bonus

Base Score

Winning the game – 50,000

Losing the game – 5,000

Time Bonus

Winning the game – 25 X the number of time units left before the year 2500.000.

Losing the game – 5 X the number of time units from the year 2490.000

(Time units are each numeric digit increment. 2490.000 to 2490.005 would be 5 time units.

Race Bonus

Winning the game – 2500 X the number of races eliminated from the game.

Losing the game – 500 X the number of races eliminated from the game.

(Races eliminated includes the elimination of your main enemy)

Rebel Bonus

Winning the game – 2,000 X the number of rebels eliminated from the game.

Losing the game – 400 X the number of rebels eliminated from the game.

Pirate Outpost Bonus

Winning the game –500 X the number of pirate outpost destroyed.

Losing the game – 100 X the number of pirate outpost destroyed.

Skill Level Bonus

Winning the game – (5000 X the skill level (1-5)) + skill level * (Time units left before the year 2500.000)

Losing the game – (2500 X the skill level (1-5)) + (skill level X .2) * (Time units passed the year 2492.000)

Race Level Bonus

Winning the game – (Enemy Race Level – Players Race Level) X 1000.

Losing the game – (Enemy Race Level – Players Race Level) X 200.

(The race levels range from 1-9. If the players race level is higher than the main enemies this could result in a negative bonus. If both are the same then this will have no impact on the final score.)

Your final score is the accumulative score of all 7 scores above. The high scores table gives you a breakdown of what your score was for each individual bonus.

You are then given an artifact bonus which is then added to create your final score. This percent is based on the type of artifacts you choose to start the game with.

Section 9: DLC

Currently the game does not have any DLC out yet, but we are working on the first one now, and have several more planned. When DLC content is added the instructions on how to use them will always be at the end of the game manual so as not to affect the base game manual.

Section 10: Game Credits

Game Design: Walter La Croix

Programming: Walter La Croix

Custom Race Portraits : Mitchell Nolte