

Interface & Gameplay

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Home Screen

Planets

Structures

Without buildings, planets are little more than balls of rock orbiting stars. By using the Building Menu, players can build, demolish, and cancel the structures that make their planet great. Although multiple buildings may be queued to be built, only one building may be built at a time.

The characteristics of the structures you can build are described in List of Structures.

Demolish

Buildings can only be demolished after they are built. Demolishing buildings requires half the number of turns as constructing the building, unless structures decreasing travel time which requires same number of turns as to build them. The orbital or ground space used by the building are returned to the planet; resources are not.

Note: You cannot demolish while constructing

Cancel

Buildings can be cancelled before they are completely built. All resources used in the construction of the building are returned to the planet, as well as any orbital or ground space used by the building.

Ship Yard

The Ship Yard is where players can build ships for their fleets.

A Ship Yard is required to produce ships. You don't need a Ship Yard to create fleets if there are already ships on your planet. At game start, your home planet already contains an Outpost Ship that you can use to colonize another planet.

Only one **type** of ship can be produced at any one time. Any **number** of ships can be produced at any one time. Here is the List of Ships you can produce.

Building multiple ships does not add additional time to the default production time for the type of vessel being produced.

Create a fleet

Once some ships are built, or if you already have ships on your planet, you need to create a fleet to use these ships.



The screenshot shows the Ship Yard interface for the planet Mercury. The top bar displays the planet name, version (0.0.0.0), and resource status: 30,000 / 50,000 +300 (30,000 available) for Metal, 0 / 100,000 for Energy, and 80 / 60 for Food. Below this is a table of resources:

	Metal	Mineral	Food	Energy
Stored	30,000	20,000	10,000	1,000
Output	+630	+420	+190	+80
Abundance	70%	70%	70%	70%

Below the table are buttons for BUILDING, SHIP YARD, BARRACKS, CONVERTER, and COMMUNICATIONS. The SHIP YARD button is highlighted.

The interface is divided into two main sections: SHIPS AVAILABLE TO BUILD and QUEUED SHIPS. The SHIPS AVAILABLE TO BUILD section shows a message: "You are currently unable to build any ships as you do not have a Ship Yard at this planet. This page is provided to you so you can create fleets to handle ships which are currently present at this location." The QUEUED SHIPS section shows "There are no items in the queue".

Below the QUEUED SHIPS section is a section titled SHIPS IN THE SHIPYARD. It lists "1x Outpost Ship" and has a "Create Fleet" button.

Type a fleet name and click on "Create Fleet". Then you see the fleet transfer page.

Barracks

In order to train soldiers for invading or defending you will need to build a barracks on a planet.

The barracks requires a light weapons factory to be built first.

Once built a link becomes active on that planet to go to the barracks screen.

Soldiers are used to invade hostile planets during the game. Soldiers are also protecting your own planets from Invasion.

Planets

Converter

Communications/Radar

You need first to build a Comms Satellite.

It lets you see all the fleets moving into the same system as the planet where you built it. They are visible in the Radar tab.

You can also see them in your planet's Communication Menu, which also gives you the ability to scan planets.


Scanning

You need first to build a Comms Satellite.

Your planet's Communication Menu gives you the ability to scan planets:


Resource Scan

The Resource Scan lists detailed planet resource and space information. It includes the planets abundance percentages of resources and the planets available land and orbital space.

( 500 per scan.)


Surface Scan

The Surface Scan lists all the information provided in the Resource Scan in addition to all buildings, Colonists and Soldiers currently stationed on the planet. These informations are useful if you want to invade a planet.

( 2000 per scan.)

Fleet Scan

The Fleet Scan lists all ships currently orbiting the planet or going to the planet. These informations are useful for space combat.

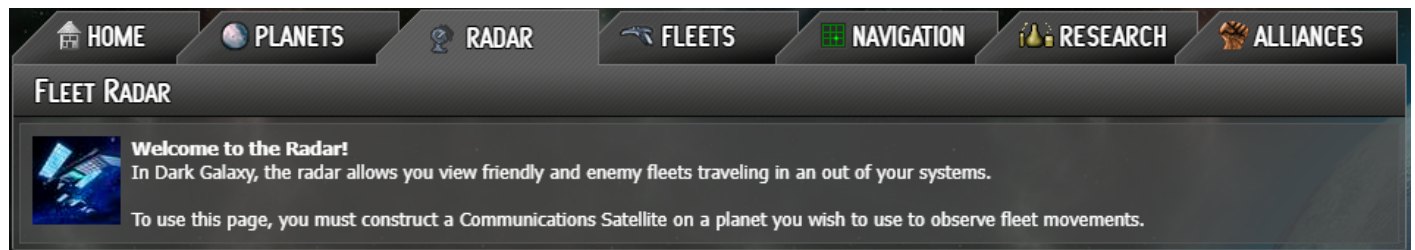
( 5000 per scan.)

Radar

Radar Overview

Radar View

The radar will become accessible when you build a Comms Satellite on your planet.



Fleets

Fleets Overview

The number of fleets a given player can control is equal to that player's planet limit * 1,5. Therefore, a player with a planet limit of 4, for instance, can't have more then 6 fleets. The limit of planets a player can have can be increased through research.

Create a fleet

You need to go to the Ship Yard page. Even if you haven't built it yet, the button appears if you have ships on your planet.

Fleet transfer



This screen allows you to transfer ships and resources to your fleet, or to your planet. This fleet is currently empty, and you need at least 1 ship to move to another planet.

Type the number of ships and resources you want to transfer to your fleet and click on "Transfer".

Note that you can't transfer resources without a transport ship. In this example you can only transfer the outpost to the fleet. Then, your fleet is ready to move to an uninhabited planet to colonize.

Navigation

Universe View

The universe is split up into 49 Galaxies in a ring pattern. The central galaxy has the richest resources, but will also be the most highly contested region of space. Resource density decreases the further the galaxy is from the centre.

Once you click in to view a galaxy, you will be presented with the galaxy view, showing all the sectors within that galaxy.

Each sector contains 4 planetary systems containing planets which are each given a unique coordinate.

- The first coordinate shows which galaxy you are in.
- The second coordinate shows which sector of the galaxy you are in.
- The third coordinate shows which system within the sector.
- The fourth coordinate shows which planet you are at.

All players start with their home planet which is given the coordinates 0.0.0.0 and which is invisible to every other player.

In order to travel to a new planet you will need to first create a fleet in your ship yard and add ships to it on your fleet page.

Once your fleet is ready to move the fleet page allows you to add the coordinates so if you wish to move to a new planet you would simply put in the 4 numbers that relate to that planet and hit move e.g. 1.1.1.1



See Travel Times for more informations about how many turns it will take to travel.

The navigation also displays the status of an area/planet by colour:

- Grey = uncolonised
- Green = you have a planet in the galaxy/sector/system
- Blue = an alliance member has a planet in the galaxy/sector/system

- Red = there is a hostile player in the galaxy/sector/system

Areas you share with other players will show as a separate coloured corner on the navigation.

It is possible for a whole area to be controlled by you/your alliance/hostiles, in which case all 4 corners will be the same colour.

Galaxy view

Within a galaxy all sectors are equal, there is no difference in resource density.

The number of sectors per galaxy is :

- 25 sectors into galaxy 1
- 6 sectors into galaxies 2 - 13
- 2 sectors into galaxies 14 - 25

Sector view

There are 4 systems per sectors.

System view

Systems in Galaxy 1 have 12 planets. Systems in other galaxies have 9 planets.

Table of info

Galaxy	Total Sectors	Total Systems	Total Planets	Typical Abundance	Coords Range
1	25	100	1200	Food: 80% - 100% Others: 80% - 120%	1.1.1.1 - 1.25.4.12
2-13	72	288	2592	80% - 100%	2.1.1.1 - 13.6.4.9
14-49	72	288	2592	Unreachable	14.1.1.1 - 49.2.4.9

Research

Research Overview

There are several ways to get research points:

- Each tick your empire will produce 1 Research Point.
- You gain 1 research point every time you build a Metropolis
- You gain 3 research points every time you build an Orbital Ring
- You loose 3 research points every time you demolish an Orbital Ring

Once you have accrued enough points you can choose to spend them to advance your empire. All advances are detailed into the Research tab.

Alliances

Alliances Overview









Colonization

Colonization

You need a fleet containing at least 1 Outpost Ship or 1 Colonisation Ship. The Outpost Ship is much cheaper so it's suitable during early game.

Colonization with an Outpost Ship

The Outpost Ship is more a flying building then a real ship. As soon as you colonise, the ship lands, and becomes the outpost you see in the finished buildings list on your planet building page. When you deploy the outpost ship, your new planet gets these resources and buildings to start:

10,000  Metal	8,000  Mineral	2,000  Food	500  Energy
			
1 Metal Mine	1 Mineral Extractor	2 Farms	1 Solar Generator

Colonization with a Colonisation Ship

The Colonisation Ship is very expansive. As soon as you colonise, the ship lands and is disbanded to create your colony. Its advantage is that your new planet will already have:

70,000  workers		50,000  Metal	30,000  Mineral	20,000  Food	3000  energy	
						
Colony	Launch Site	2 Core Metal Mines	2 Core Mineral Extractors	2 Hydroponics Labs	2 Solar Arrays	1 habitat

Combat

Combat

Once you have colonised some planets you will need something to do with the resources you generate.

The suggested path is to use your resources to build combat ships and soldiers. Combat ships will enable you to attack other players and defend yourself as well as your allies. Soldiers are best used for invading hostile players before they invade you.

To get started with combat you will need to build some structures. For the basic ships you will require a Colony, a Ship Yard and a Light Weapons Factory. The more advanced ships will require a Metropolis and then a Space Dock, Heavy Weapons Factory or both, depending on what you want to build. See List of Ships Page for more details.

Once you are building ships you might want to think about how to best use them. Below is a brief idea to get you started.


Combat Targeting Matrix


Hulks are targeted first. They act as an armor that prevent any loss of other ships. The enemy must destroy all hulks before being able to destroy other ships. If you have hulks, it's harder for the enemy to destroy all your ships in 1 turn.


	#1	#2	#3	#4	#5	#6	#7
 Fighter	Bomber	Fighter	Frigate	Destroyer	Cruiser	Battleship	Civilian
 Bomber	Frigate	Destroyer	Cruiser	Battleship	Bomber	Fighter	Civilian
 Frigate	Fighter	Frigate	Destroyer	Cruiser	Bomber	Battleship	Civilian
 Destroyer	Battleship	Cruiser	Frigate	Fighter	Destroyer	Bomber	Civilian


 Cruiser	Bomber	Fighter	Frigate	Cruiser	Destroyer	Battleship	Civilian
 Battleship	Cruiser	Frigate	Battleship	Fighter	Bomber	Destroyer	Civilian


Ship info


Fighters  : These are the cheapest and weakest of any combat ship available. Their main job is to target enemy bombers but in large enough numbers can overwhelm more advanced ship types but this isn't very cost effective.

Bombers  : The main job of a bomber pilot is to target enemy destroyers which are the biggest threat to your own capital ships but they can also be effective against capital ships on their own.

Frigates  : When you want to do a job well pick the right tool. Frigates are the anti-fighter ship and removing an enemies fighter screen quickly can be the key to winning longer battles.

Destroyers  : Relatively cheap and efficient. Made to eat battleships and cruisers.

Cruisers  : All those pesky bombers crushing your destroyers? Send in some cruisers to clear them out. Known to use fighters for target practice when bored.

Battleships  : If your enemy has these and you don't you might want to start rebuilding your ships before they crash and burn. Effective against all ship types although relatively weak against destroyers.

Invasion


Whenever a player has a fleet in the orbit of an enemy planet, and if that fleet contains at least 1 invasion ship and soldiers, he may invade the enemy planet. An Army Barracks is required to begin Training Soldiers

Space combat





If there is an enemy fleet, you encounter a space combat before being able to invade. The invasion ship has very poor armour and fleet drive, and with all the expensive soldiers in the fleet it's very important that you provide enough Military Ships cover for this ship.

If you still have invasion ship after combat occurs, you can invade the planet even if there are enemy military ships in its orbit.

Invading

The invasion ship can carry 40,000  Soldiers. Invading a planet uses all invasion ships in the invading fleet and all soldiers. The workers (idle+busy) and soldiers on the surface of the planet automatically defend against invasions.

The attacker will loose 1 soldier for every 15 hostile workers to kill and 3 soldiers for every 2 defending soldiers.

Attack & Defence				
Name	Attack Points	Defence Points	1x Kills Defending 	1x Kills Defending 
 Worker	0	2	-	-
 Soldier	30	45	15	0.66666

Successful invasion

The invasion is successful if the attacker kills every soldiers and workers in the planet. Then, the attacker takes control of the planet and the resources stored on it.

Enemy ships in the orbit of the planet are not destroyed by invasion, so the combat will continue each turn as long as there are enemy fleets and military ships in at least one side.

Enemy ships that were left in the Ship Yard are destroyed during invasion.

Invasion failure

If the attacker does not have enough soldiers, the invasion fails and the defender keeps control of the planet.

The attacker loses all soldiers and involved invasion ships (invasion ships without soldiers will not be destroyed).

The defender loses soldiers and defending workers, whose numbers depends on the number of attacking soldiers. Workers are killed only after the attacker successfully killed all defending soldiers.

Escaping a planet before invasion

If there are enemy military ships in the orbit of your planet and you also have ships in orbit, a combat will occur in the beginning of each turn. If the enemy ships are powerful enough, they can destroy any ship you send to the planet. But it does not prevent you to leave the planet with ships and some resources, as long as the enemy don't invade you (for example if there is no enemy invasion ship yet). Because the combat happens in the beginning of the turn, you can freely create fleets during the turn and give them order to leave the planet. Once the turn ends, the fleets can go away so they are not there next turn when the combat happens.