Quick Reference

- List of Colonists
- List of Resources
- List of Ships
- List of Structures
- Travel Times

List of Colonists

Types of colonist

| Name						Additional Cost	Requirements	Score
🧍 Worker	-	-	-1 Food per 100	-	-	:food:	Free pop storage	0.0001
🧍 Soldier	12	8	20	10	4	1 Worker is permanently converted into a Soldier during training.	Army Barracks, Free soldier storage	0.00336

Workers and Soldiers

Workers are used in the building of all objects in the game and act as planet defence against Invasion. Your planet will naturally grow population at steady rate until your housing is filled.

An Army Barracks is required to begin Training Soldiers.

Soldiers are used to Invade hostile planets during the game and also act as planet defence against Invasion.

See Invasion page for more details.

List of Resources

Types of resources		
Name	**Type**	**Score**
Metal	Basic resource	0.00004
Mineral	Basic resource	0.00006
Food	Basic resource	0.00008
Energy	Basic resource	0.00012
Ground space	Finite resource	n/a
Orbital space	Finite resource	n/a
Research points	Research	n/a

Metal

Accumulated on your planets by building metal producing structures. Used to construct all buildings and units in the game.

Mineral

Accumulated on your planets by building mineral producing structures. Used to construct all buildings and units in the game.

Food

Accumulated on your planets by building food producing structures. Used to feed workers and train soldiers.

Energy

Accumulated on your planets by building energy producing structures. Consumed by structures, scanning, holo-ships.

Ground space

Each planet will have a finite amount of ground space available. Once all space has been used you will not be able to construct further land-requiring buildings until reclaiming more space with Land Reclamation.

Orbital space

Each planet will have a finite amount of orbital space available. Once all space has been used you will not be able to construct further orbit-requiring buildings until reclaiming more space with Orbital Clearing.

Research points

Research points are spent on technological advances, and are accumulated one point per turn across your whole empire.

List of Ships

Military Ships

See also Combat

	Name	![]	![]	![]	![]	Score	Req's
	Fighter	2,000		500	4	0.24	Ship Yard, Light Weapons Factory
	Bomber		4,000	1,500	6	0.72	Ship Yard, Light Weapons Factory
	Frigate	12,000	8,000	5,000	10	2.88	Ship Yard, Light Weapons Factory
	Destroyer	40,000	40,000	25,000	14	12	Ship Yard, Heavy Weapons Factory
	Cruiser	120,000	60,000	50,000	18	25.2	Space Dock, Light Weapons Factory
	Battleship	400,000	250,000	300,000	22	93	Space Dock, Heavy Weapons Factory

Transport Ships

	Name	![]	![]	![]	![]	Req's	Score	Stores
	Freighter	24,000	16,000	20,000	8	Ship Yard	3.84	100,000 units or 50,000 ![] Workers (![] Workers count as two units each)

	Name	![metal]	![mineral]	![worker]	![time]	Req's	Score	Stores
	Merchant	48,000	32,000	36,000	10	Ship Yard	7.68	250,000 units or 125,000 ![worker] Workers (![worker] Workers count as two units each)
	Trader	72,000	48,000	60,000	12	Space Dock	11.52	625,000 units or 1,250,000 ![metal] Metal or ![mineral] mineral or ![worker] Workers (these resources and ![worker] Workers count as 0.5 units each)
	Hulk	120,000	80,000	96,000	14	Space Dock	19.2	1,562,500 units or 3,125,000 ![food] food or ![energy] energy or ![worker] Workers (these resources and ![worker] Workers count as 0.5 units each)

Support Ships

	Name	![metal]	![mineral]	![worker]	![time]	Score	Req's
	Outpost Ship See Colonization	30,000	20,000	50,000	16	4.8	Ship Yard
	Invasion Ship See Invasion	25,000	18,000	40,000	16	4.16	Ship Yard, Light Weapons Factory
	Colonisation Ship See Colonization	180,000	180,000	150,000	24	54	Ship Yard

Holo Ships

Name	![metal]	![mineral]	![worker]	![energy]	![time]	Req's

	Name						Requires
	Holo Projector	60,000	40,000	50,000	12,000	16	Holo Generator
	Holo Fighter	40			43	0	Holo Generator
	Holo Bomber		80		132	0	Holo Generator
	Holo Frigate	240	160		528	0	Holo Generator
	Holo Destroyer	800	800		2,198	0	Holo Generator
	Holo Cruiser	2,400	1,200		4,620	0	Holo Generator
	Holo Battleship	8,000	5,000		17,424	0	Holo Generator

List of Structures

Tier 1 Structures

These structures are given at the start of the game and have no special requirements in order to build on any planet.

	Name	⬜	🔴	🟩	⚡	🧍	🏜️	⬛	Max	🕐
	Outpost	+300	+200	+100		+200 / turn +50,000 cap +100,000 sol cap	-1		1	-
	Provides 50,000 housing for workers and 100,000 housing for soldiers. Produces some resources and 100 🧍 workers per turn.									
	Metal Mine	600 +300	2,000 -		-10	5,000	-1			4
	Mineral Extractor	3,000 -	400 +200		-10	5,000	-1			4
	Farm	1,500	1,000	+200	-10	5,000	-1			4
	Solar Generator	1,500	1,000		+100	5,000	-1			4
	Leisure Centre	12,000	8,000		-10	10,000 +0.4%	-2		1	8
	Increases Birth Rate by 0.4% per turn. (total birth rate will be 1.4% if you don't have a Medical Centre)									

	Name									Max	
	Launch Site	15,000	10,000		-10	25,000		-2		1	8
	Enables building of orbital structures.										
	Living Quarters	2,400	1,600		-10	25,000 +50,000 cap		-1			6
	Provides 50,000 Housing.										

For instance, building a Metal Mine will cost you 600 Metal, 2,000 Mineral and 1 ground space. 5,000 workers are occupied during this 4-turns building time. Once it's built, the workers become available and the Metal Mine will consume 10 energy and produce 300 Metal per turn if your planet's Metal abundance is 100%.

Tier 1+ Structures

These structures are unlocked by building a Launch Site. Some may also require research.

	Name									Max	
	Habitat	4,800	3,200		-20	25,000 +100,000 cap		-1			6
	Provides 100,000 Housing.										
	Space Tether	20,000	16,000		-10	20,000		-2	1		8
	Decreases travel time by 1 turn to any ship, including enemy. Required at **Origin** planet only.										
	Comms Satellite	33,000	22,000		-10	40,000		-2	1		8
	Allows you see all the fleets moving into the same system, and allows you to scan panets.										

Name								Max	
Ship Yard	48,000	32,000		-10	25,000		-2	1	12
Enables production of basic ship designes.									

Tier 2 Structures

These structures are unlocked by building a Colony.

All space structures requires a Launch Site.

Name								Max	
Colony	60,000	40,000			50,000 +100,000 cap	-2	1	24
Light Weapons Factory	30,000	20,000		-10	40,000	-2	1	12
Required for production of military ships and to build Army Barracks.									
Army Barracks Requires Light Weapons Factory	12,000	8,000		-10	25,000 +400,000 sol cap	-2	1	8
Enables training of soldiers, and provides housing for 400,000 soldiers.									
Core Metal Mine	3,600 +900	12,000		-20	35,000	-2		8
Core Mineral Extractor	18,000	2,400 +600		-20	35,000	-2		8

Name								Max	
Hydroponics Lab	9,000	6,000	+600	-20	35,000		-2		8
Solar Array	9,000	6,000		+300	35,000		-2		8
Medical Centre Requires Leisure Centre	21,000	14,000		-10	20,000 +0.3%	-2		1	10
Increases Birth Rate by 0.3% per turn. (total birth rate will be 1.7% if you don't have an hospital)									
Resource Converter	24,000	16,000		-20	20,000	-2		1	12
Allows conversion of any resource to and from energy.									
Holo Generator	18,000	12,000		-50	120,000		-2	1	24
Allows production of holo ships									

Tier 2+ Structures

These structures are unlocked by building a Colony and required research.

Name								Max	
Hyperspace Beacon	39,000	26,000		-20	40,000		-2	1	16
Decreases travel time by 2 turn to your ships only. Required at **destination** planet only.									

	Name	metal	mineral	food	energy	population	planet	space	Max	time
	Metal Refinery	75,000	50,000		-40	100,000	-2		1	24
	Increases metal abundance by 30. For example on your home planet you'll have 100% metal abundance. Abundance can be greater than 100%.									
	Mineral Processor	75,000	50,000		-40	100,000	-2		1	24
	Increases mineral abundance by 30. For example on your home planet you'll have 100% mineral abundance. Abundance can be greater than 100%.									
	Food Purifier	75,000	50,000		-40	100,000	-2		1	24
	Increases food abundance by 30. For example on your home planet you'll have 100% food abundance. Abundance can be greater than 100%.									
	Energy Booster	75,000	50,000			100,000	-2		1	24
	Increases energy abundance by 30. For example on your home planet you'll have 100% energy abundance. Abundance can be greater than 100%.									

Tier 3 Structures

These structures are unlocked by building a Metropolis.

	Name	metal	mineral	food	energy	population	planet	space	Max	time
	Metropolis	120,000	80,000		160,000 +200,000 cap		-4		1	48
	Also provides 1 Research Point when it's built.									

Name									Max	
Heavy Weapons Factory Requires Light Weapons Factory	90,000	60,000		-30	200,000		-2		1	24
Required for production of advanced military ships: destroyers and battleships.										
Space Dock Requires Ship Yard	144,000	96,000		-20	240,000			-4	1	24
Required for production of advanced ships.										
Hospital Requires Medical Centre	36,000	24,000		-20	40,000 +0.3%		-2		1	16
Increases Birth Rate by 0.3% per turn. (total birth rate will be 2%)										
Land Reclamation					100,000	+1				24
Increases the ground space of the planet.										
Orbital Clearing					100,000			+1		24
Increases the orbital space of the planet.										

Tier 3+ Structures

These structures are unlocked by building a Metropolis and required research.

Name									Max	
Jump Gate	156,000	104,000		-40	160,000		-4		1	24

Decreases travel time by 2 turns to all ships of the same alliance. Required at both **origin** and **destination** planet.

Can be combined with a Hyperspace Beacon and a Space Tether for a maximum of 5 turn reduction to your own ships.

Name	⬜	🟥	🟩	⚡	🧍	🟦	✨	Max	🕐
Strip Metal Mine	72,000 +9,000	240,000		-60	200,000	-6		1	24
Strip Mineral Extractor	360,000	48,000 +6,000		-60	200,000	-6		1	24
Hydroponics Dome	180,000	120,000	+9,000	-60	200,000		-6	1	24
Solar Station	180,000	120,000		+3,000	200,000		-6	1	24
Orbital Ring	320,000	240,000		-60	200,000 +1.5m cap + 500k sol cap		-6	1	48

Provides 1,500,000 housing for workers and 500,000 housing for soldiers. Can be combined with an Army Barracks for a maximum of 1000,000 housing for soldiers.

Also provides 3 Research Points when it's built, and these 3 Research Points are lost when demolished.

Travel Times

Travel takes :

- 8 turns between planets into the same system,
- 12 turns between systems into the same sector,
- 16 turns between sectors into the same galaxy,
- 24 turns between your home planet and any planet.

Intergalactic travel between the rings is designed to allow fleet mouvements inwards to take less time than it takes to move outwards.

		To		
		Galaxy 1	Inner ring	Outer ring
From	Galaxy 1	16	20	32
	Inner ring	18	16	24
	Outer ring	24	20	16

All these travel time can be reduced by structures built into planets :

- **Space Tether** provides -1 travel time to ANY player, including enemy. Required at **Origin** planet only.
- **Hyperspace Beacon** grants -2 turns travel time to the player who own the planet. Required at **Destination** planet only.
- **Jump Gate** grants -2 turns travel time to all players of the same alliance. Required at both **Origin** and **Destination** planet.