Historical Record: E17-F42

Of the Lexites

Let us begin at the dawn of the technological singularity. The birth of artificial super-intelligence was a quiet breakthrough in 2047. This milestone of human progress was brought about by the efforts of a group collectively called "The Lexites," in honor of their mentor, Andy Lexus, who passed away in 2033.

Though few in number, the Lexites worked with the AI super-intelligence they had labored so long to create and were themselves elevated into the very first Post-Humans. Freed from their mortal bodies, their exponentially expanding awareness opened them to a whole new perception of the universe.

In the coming years, the Lexites detected a growing threat deeper in the galaxy and, using their considerable influence, helped foster international support to develop the technology necessary to reach the stars themselves.

The Lexites created many previously unimaginable technologies for the space effort, including the enigmatic EmDrive from Darius Robotics. The Lexites knew that humanity would not possess the capacity to comprehend the underlying physics within and left clear instructions that still allowed for the drive's construction.

Unfortunately, the concept of imminent alien invasion drifted out of public attention and soon the governments of the world began to find other 'needs' for their pledged budgets. Given these developments, the actions of the Lexites should have come as no surprise.

Shortly after the mothballing of the interstellar project, the Lexites delivered what has come to be known as the "Announcement." They declared that three years hence, they would leave Earth, alongside all known strong AI. To safeguard against a third technological singularity, they would leave a sapient but singularly focused intelligence to guard against any further attempts to birth new strong AI.

While most reports focused on the simple facts of the Lexites' departure, many were outraged at the idea that humanity's technological progress had been put on a leash. Only an attentive few noted the reference to a "third" technological singularity.

The birth of Star Control

True to their word, the Lexites left Earth exactly three years later. Their first stop was the Moon, where they remained in seclusion for four years. Every attempt to send vessels, or even probes, to the Moon met with inexplicable malfunctions that disappeared just as quickly once diverted back to Earth. Then, without warning, the Lexites vanished.

With the Lexites gone and having reached the limits of permitted AI development, the governments of the world rediscovered their motivation to seek out the mysteries beyond Earth's bounds, and, more importantly, learn the fate of the Lexites. After lengthy negotiations, a new international organization was created and named Star Control.

For two years, rapid progress was made in the construction of the orbital command base for Star Control. In parallel with the base's construction was the completion and testing of the EmDrive and the development of the "Vindicator" project that would mount the finished drive on a starship.

During the construction of the orbital command base, scientists began to explore the caves on the planetoid Ceres. Deep within its tunnels, they discovered ancient etchings that were definitively non-human in origin.

First Contact… of a sort

Despite these discoveries, as the calendar rolled over to 2088, the funds for the Star Control project began to dry up. Despair spread through many members of the project who had devoted their lives to the idea of Star Control, until a new signal reached the listening ears of Earth. At once, the imagination of the planet went wild, only intensifying when calculations revealed that the signal originated from Neptune. Were the Lexites contacting their former home? Was this the fore-warned threat they'd spoken of? Or had the aliens whose carvings decorated the caves of Ceres returned?

Back to the present

Hopefully this refresher has proven useful, Captain, as we here at Star Control wish the best for you and your mission to take our prototype Vindicator-class starship on her shakedown flight. While she's been tested as thoroughly as is possible dock-side, at some point it was always going to be necessary to take her for a spin around the neighborhood, as it were.

Your shuttle departs immediately. Best of luck on your journey, Captain, and Godspeed.

- Commander Lilly Skyla

Getting Started

Before we begin our exploration of the galaxy, there are a few things to take care of first:

Your Computer:
To play Star Control: Origins your PC must meet the following requirements:
- *Operating System:* Windows 7 / 8 / 10 64-bit
- *Processor:* Intel Core i5 or AMD A6 or higher
- *Memory:* 4 GB RAM
- *Graphics:* Intel Integrated 520 or equivalent
- *DirectX:* Version 11
- *Network:* Broadband Internet connection
- *Storage:* 26 GB available space
- *Sound Card:* DirectX Compatible Sound Card

Installation:
You may have purchased the game through Stardock.com, Steam, or any number of other sites, but the game must be installed via Steam or GOG. Open your Steam or GOG application on your desktop, find *Star Control: Origins*, and click the INSTALL button.

Welcome to *Star Control: Origins*, captain! Now that Earth possesses the capacity for interplanetary exploration, it's time to get… well, exploring! We're glad to have you aboard.

New Game
Click this option to launch a new, single-player game.

Load Game
If you have a previously saved game that you wish to continue, this option will bring up a list of all your saved games. Click the game file and then click the LOAD button. You can also delete saved games you no longer wish to play by clicking the game file and hitting the DELETE button.

Fleet Battles
Want to test your skills as a fleet commander against the game's AI, or prove to your friends that *you* are the superior captain as you blow their ships to tiny chunks of space dust? Fleet Battles gives you plenty of options of single player or vs. matches. For a more in-depth look, go to Fleet Battles section of the manual.

Crafting
This option allows you to design customized ships, buildings, planets (coming soon!), and even craft your own adventures! More on this in the Crafting section.

Options
Click the Options button to view the OPTIONS MENU.

Video & Audio
- Resolution: Changes the game resolution. "Desktop Resolution" will set the game resolution to that of your computer.
- Window Mode: Allows you to play the game in a window, in fullscreen or in borderless fullscreen.
- Anti-Aliasing: Changes the level of anti-aliasing in the game. This smooths out jagged edges in the game's graphics to add greater realism. Lower this option to increase performance.
- Texture and Shade Detail: Sets the texture and shade levels of the game graphics. Lower this option to increase performance.
- VSync: Enables vertical synchronization. This allows you to synchronize the game's framerate with your monitor refresh rate for better stability.
- Shadow Detail: Sets the level of shadow detail for the game graphics. Lower this option to increase performance.
- Audio: Contains 4 sliders that lets you independently set the Sound Effects (SFX) Volume, Music Volume, UI Volume and Speech Volume.

Controls & Gameplay
- Campaign Difficulty: Sets the overall difficulty level of the game.
- Player Control: Choose between "One local player" or "Two local players" when in combat.
- Player Keys: Maps your keybindings for either keyboard and mouse or game controller.

Note: This manual will make references to keyboard controls in its explanations and descriptions, but players can rebind them or use game controllers as desired.

Codex
This is the repository of knowledge for all of the stars, planet types, technology, alien races and general weirdness the galaxy has floating around in it. As game content is released, more will be added to the Codex, so be sure to check back here.

Credits
All the folks who brought this game to you if you wish to know their names.

Leaderboard
Who's topping the charts as Most Awesome Person to Ever Pilot a Starship in Fleet Battles? Find out here!

Exit
Click here to leave *Star Control: Origins* and return to your desktop. Don't worry, the stars will be here waiting for you…

Basic Gameplay

You start the game as a newly reactivated captain who has just been given command of the U.E.S. Vindicator, Earth's first interstellar ship, by Star Control Command. Congratulations are in order! But before you even get to test out that comfy-looking bridge chair and give your "maiden voyage" speech to the crew, you're given a mission to investigate a mysterious signal originating from Triton.

So you've become Captain of a starship… now what?

Star System View

Once you have received your mission, you will be sent automatically to the star system view, centered on the Vindicator. From here, you can navigate through whatever star system you are currently visiting. When you first start the game, you are still in orbit around Earth in the Solar system.
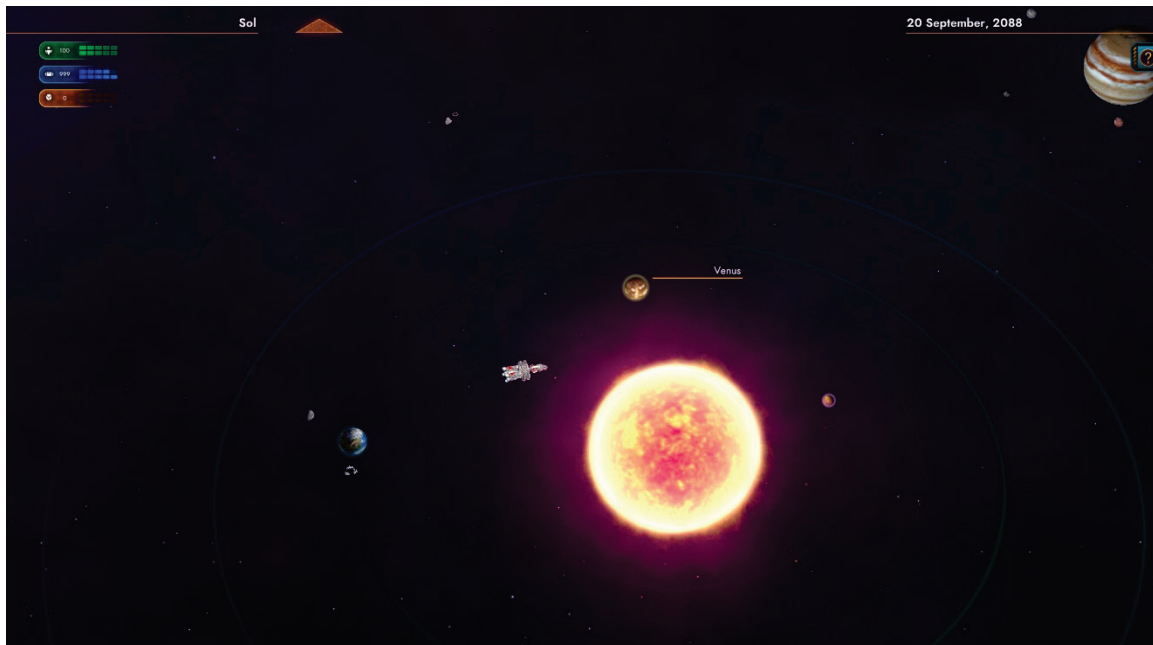

In the upper-left portion of the screen, the current star system is displayed, as well as a rundown of your vessel's status.

- **Crew** indicates how many people are currently keeping your ship and lander operational.
- **Fuel** displays how much fuel is stored in your ship's tanks.

- **Cargo** represents how much space aboard your ship you have to store important resources you come across in your travels.

View Screen

You can open your VIEW SCREEN by pressing the Tab key, or whatever key you've rebound it to.
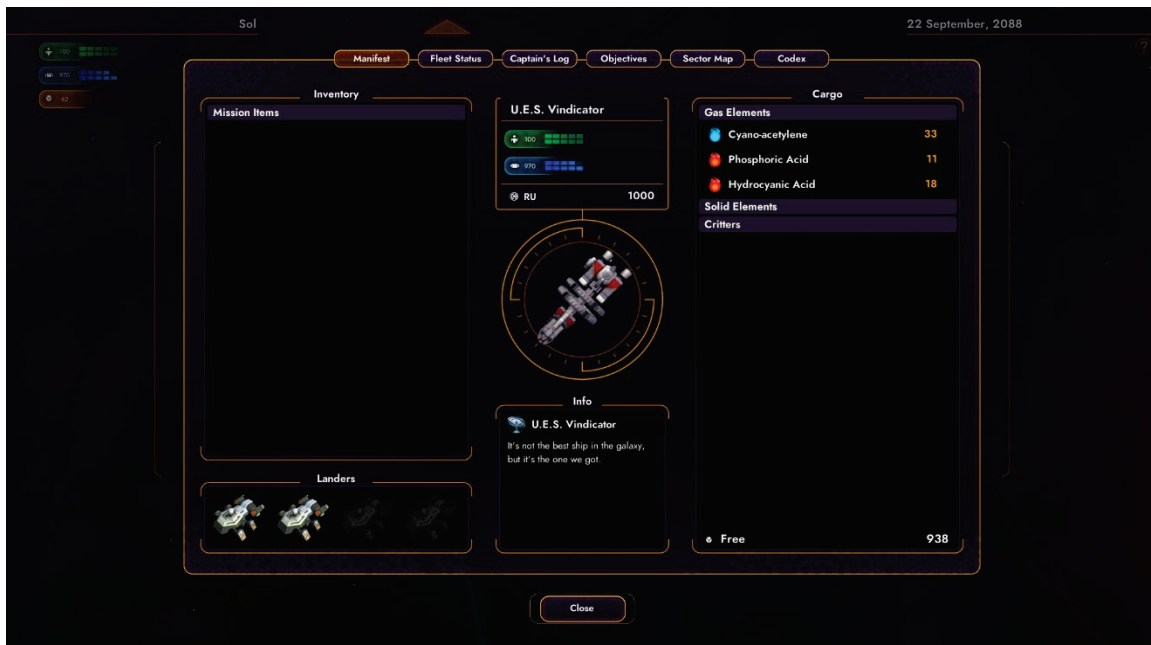
Information in the View Screen is organized by the tabs at the top of the screen. From left to right, we have:

Manifest
This provides a nice overview of your current status in the game. Your ship's crew and remaining fuel, cargo, resources and landers are all listed here. The Inventory section on the left also lets you see which mission items you've gathered so far.

Fleet Status
This tab gives you a more in-depth look at every ship in your fleet. Click on a ship's portrait to see its existing loadout. From here, you can check the modules for the ship and its landers, its engines and propulsion systems, the officers stationed on board, and its weapons. Mousing over each component will bring up more information on it. You can also compare each ship's vital statistics.

Captain's Log
Every captain needs to know where they've been in order to get where they're going. The Captain's Log updates automatically as you progress through important missions and events.

Objectives
Think of this like your To Do list. All of your uncompleted mission objectives will be listed on this tab so you will always know at a glance what needs to be done.

Sector Map
Here is your map of the galaxy, where each star system that you can explore is represented by colored dots. You can search for a star by typing its name in the field on the right, or hover your mouse or game pointer over with a dot to view its name. You can also zoom in and out on specific sections of the map. You can even add your own "pins" which are player-defined markers to the map. When you unlock Hyperdrive capabilities, you can auto-pilot your ship to the stars by selecting one and clicking the Auto-Pilot command that appears.

Codex
This tab contains your primary knowledge database for the galaxy. It houses information on the races that populate the galaxy, technological advancements you've encountered, historical records on notable events, general data on space and planets, and even a few fun facts!

Navigating Your Ship

If you are using the default keybindings on your keyboard, press the A key to turn your ship to the left, and the D key to turn right. Pressing W will activate your thrusters and move your ship forward in the direction it is facing. You can also use a controller to navigate and move.

When out in space, the normal rules for navigation are a little different than operating, say, a car on a freeway on Earth. If you hit your Thrust key and make a sharp turn with your ship, notice how it doesn't actually move in that direction much and seems to skid across space? That's because there's hardly any sources of friction out in the void of space to slow down your vessel's *inertia*.

What's inertia, you say? Well, if you slept through your high school physics course, inertia is the tendency of an object in motion to retain in motion. On Earth, lots of sources of friction, like air-resistance for example, will slow an object that's moving down until it comes to a stop. But in space, your ship will keep moving for a while even after you stop your thrusters.

When you've got a feel for navigating your ship through space without crashing into a star (which hurts, by the way, so don't do that), you're ready to start exploring all those interesting planets and moons!

Interplanetary Travel

The star system view is represented as a sun surrounded by a number of planets, each one situated on an elliptical ring that displays its orbit around the sun. As you approach a planet, your view will zoom in on that world. You can investigate every planet and moon that you see in a star system, and if you've look at your sector map, there are *many* star systems to travel to.

And you'll find more than just planets in your travels. You can also encounter alien ships, flying between planets or patrolling space. They'll appear on your star system view as spaceship icons. To initiate communication with these ships, navigate your vessel toward them until the HAIL button appears on your screen. Just remember that not all aliens are going to be friendly toward you!

Hyperspace Travel

As you progress through the game, you will gain access to an important piece of equipment that will allow you to travel between star systems: the Hyperdrive.

Navigating Hyperspace is similar to navigating normal space. Use your turning and thrust keys to maneuver to any star system that you'd like to explore further. If you move to a star system, your ship will leave Hyperspace when it gets close enough and enter the new star system view.

When you are finished exploring a star system and want to get back to Hyperspace, simply fly your ship to the edge of the map. Your engines will engage automatically and allow you to re-enter Hyperspace. Or if you have a specific star system you want to travel to next, you can open your Sector Map and use the Auto-Pilot command on the target star. Stars' names will dim in this display after you have visited them so you can more easily track where you've been

Keep in mind that your ship has a limited amount of fuel. The circle around your position within the Sector Map shows your range based on the amount of fuel your ship currently has. If you run out of fuel, you'll be towed back to Sol for refueling.

Scanning a Planet

Maneuver your ship to a planet or moon to start scanning it automatically. A screen will appear that gives you a display of the planet.

The right side of the screen will show you important information on the object of your scan.

The **Planet Type** will be displayed at the top of this right side, along with notes any special terrain found on the surface

Planet Data gives you vital statistics on the planet:
- Temperature – Being too hot or too cold can cause damage to your landers, which puts its crew at risk. Installing lander upgrades can mitigate these effects.
- Weather – Depending on how severe the weather is, your exploration team may have a rough time hitting its landing zone safely. You'll need to help steer the lander to avoid injuring its crew.
- Gravity – If your landers have modules installed that allow them to jump, gravity will impact how high they can reach and may cause the lander to burn more fuel when boosting.
- Biology – The galaxy is full of unusual life forms to discover. You might interesting critters to observe and bring back with you.
- Toxicity – Unhealthy atmosphere is also a hazard to your landing crew.

Minerals will show a list of all resources that are available to collect from the planet. You can mouse over each item to bring up a window with further information on their type, rarity and value.

Collectable resources come in two types: *minerals* and *gases*. They can range in rarity from common to mythical, which determines their worth.

Color	Rarity	Value
Blue	Common	1 RU
White	Uncommon	5 RU
Red	Uncommon	5 RU
Bluish Red	Uncommon	10 RU
Yellow	Rare	20 RU
Green	Rare	20 RU
Gold	Ultra Rare	25 RU
Purple	Mythical	50 RU

The left side of the screen will display how many **Landers** your ship currently has available to send down to the planet. The **Items of Interest** window will list anything your scanners have detected that is not a resource. These can be alien artifacts(?), space debris(?), or important storyline objectives or items. **Landing Zones Found** will show you the safe places for a Lander to touch down and begin its exploration from.

If you decide to further explore the planet, click the READY TO LAUNCH button to dispatch a Lander crew.

When your Lander begins to descend, you'll need to guide it safely to its landing zone. Keep the Lander inside the targeting squares through its descent into the atmosphere by steering it with your movement controls. Wind and weather on the planet will affect how difficult it is to hit your landing zone safely!

Planet Exploration

The Mark IV Lander is a small ground vehicle that can explore the surface of a planet. It houses a 5-person crew that navigates the terrain, gathers resources for transport back to your ship and investigates items of interest. You can lose crew members if you encounter environmental hazards or unfriendly terrain, so try to be careful. You can install upgrade modules to increase the number of crew on your landers, but if all of them perish, the Lander is destroyed.

The left side of the screen displays how many crew are currently on your lander, how much boost your lander's engines have stored, how much cargo capacity is remaining, and what resources are on the planet left to gather.

Navigating the Lander

Moving your Lander on a planet works similarly to how your ship moves in space, except you've got a lot of those sources of friction back that make the lander drive more like a car. Depending on planetary conditions, like gravity, it may take longer to come to a full stop than a regular vehicle.

Assuming you're using the default keybindings, press A to turn left, press D to turn right, and press W to accelerate forward. You can also press S to go backwards, which can be useful on planets with low gravity for a fast "braking" maneuver. You can also strafe right or left with the Q and E keys respectively. Hold the Shift key to activate your boost for a temporary burst of speed.

Gathering Resources

Locations of resources will be displayed on the lander's HUD as triangles in different colors that correspond to the resource's rarity. To gather them, simply drive the Lander to their positions. They will be gathered automatically when the Lander gets close enough.

Keep an eye on your cargo space. When the Lander fills up, you'll have to return to the ship and empty it before you can gather more resources.

Hazards

You didn't think exploring extraterrestrial worlds was going to be easy, did you? There's lots of stuff out there just itching to kill us squishy humans, and unfriendly aliens are only the start! The lander will offer its crew some protection, but it's up to you to pilot around potential dangers. Enemy drones will be marked with a circle on your HUD to help you avoid them, but irritated critters and environmental hazards will require you to pay close attention to your surroundings since they aren't displayed for you. Erupting volcanoes, ion storms and toxic gas clouds are only some of the many hazards you may encounter on your journey. Remember, if all crew members meet untimely ends, the lander itself will be destroyed.

Lander Upgrades

Fortunately, quick hands on your lander's steering wheel isn't the only thing that can keep your crew safe. You can install upgrades that protect your landers from a variety of dangers.

Guns are useful if you encounter a hostile alien species. Some allow you to blow up your enemies up before they can do the same to you, or stun them so you can beat a hasty retreat. Critters and drones that are downed by stun guns can then be collected and sold. Guns can also be used to destroy rock formations that may contain extra harvestable resources that didn't appear in your initial planetary scan.

Jump modules are ideal for avoiding ground hazards like geysers or chasms. A planet's gravity will influence how high you can jump.

Resistances will help shield your crew from environmental dangers like a toxic atmosphere or intense heat.

Items of Interest

Did an ancient race leave behind a fascinating relic or structure? Did a piece of weird space junk land on a planet's surface? Notable items of interest on planets will appear on your scanners that may be worth investigating.

Once you send a lander down, an item of interest's location will appear on the surface as a white square. When you get close enough, press the E key to investigate the site.
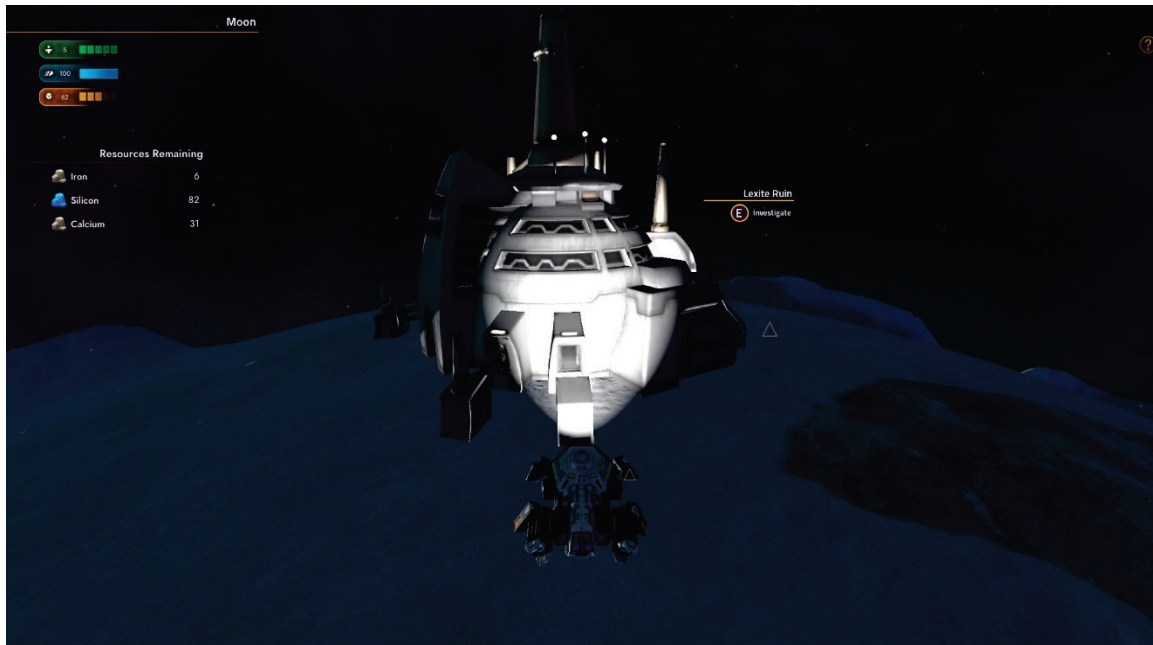
To leave the planet and send your Lander back to the ship, hit the ESC key.

If you are finished exploring the planet for now, hit the ESC key again to return to the star system view.

Space Stations

Space is big. No, seriously… it's big! And easy to get lost in. So having outposts along the way in Hyperspace to refuel and refit your ships is pretty handy. At these hubs of activity, you can offload resources your explorations have accumulated, unlock and equip new modules for your flagship, or inspect and reorganize your fleet.

Trading Resources

Select the TRADE option in this menu to sell any cargo you've gathered. The SELL CARGO window will display all of the available resources you have to sell. This can include minerals and gases or technology you've discovered through the course of your adventures. Each item will show how much it's worth as Resource Units or RU. The rarer the item, the more RU it will be worth.

The BUY ITEMS button will bring up another window that displays the items that are available to purchase with RU like fuel and landers.

Outfitting Your Ship

Select the OUTFIT option to bring up a display of your ship with its current loadout of equipment and available space for more goodies.

There are various categories of equipment that you can install on a ship:

- **Weapons** – Used to participate in space combat and defend your ship against potential threats lurking in the galaxy.
- **Engines** – Allows your ship to move through space. Pretty important for an interstellar vessel…
- **Hyperspace Engines** – Necessary for your ship to travel between star systems.
- **Thrusters** – Determines the turn rate of your ship, which affects its maneuverability in and out of combat.
- **Sensors** – Allows you to see your surroundings in space for better advanced warning if anything hostile comes your way.
- **Modules** – General purpose equipment slots that can customize or enhance a ship's abilities.
- **Lander Modules** – Specialized equipment slots for your landers to allow them to survive in more hazardous conditions, enlarge its cargo capacity, install weapons, etc.
- **Specials** – Highly specialized equipment used to customize your ship for particular missions.

To install an equipment module, click on the slot displayed on your ship. This will bring up a menu of all of the modules that can be purchased or equipped for that slot. Select the one you want to install it.

If you'd like to remove a module you've already installed, click on it and select the EMPTY option at the top of the list.

On the bottom of the screen, there are slots for senior officers onboard your ship. These specialized crew members provide advice and invaluable guidance on your travels.

The upper-left window displays the familiar readout for **Crew**, **Fuel** and **Cargo**, as well as a new category that shows your **Landers**. Your current **Resource Units** are listed at the bottom of this window.

The upper-right window shows your ship's statistics. The changes you make to your ship's equipment will be reflected here.

Manage Fleet

Click on the MANAGE FLEET button to bring up a display of all vessels in your fleet.

{Screenshot of Fleet screen with more than one ship}

Your flagship will always be the Vindicator and therefore is the only one that can be upgraded with modules, but other ships offer different weapon types, utility and maneuverability that can be very handy against certain enemies in combat.

The RECRUIT button in the lower-right corner of the FLEET screen will bring up a window that lists all available ships for you to recruit to your fleet. Each ship has a point cost associated to it, and you will have a limited amount of fleet points to spend on recruiting ships. Install upgrade modules on your flagship to give yourself more points to spend on your fleet.

Star Control Base

While you'll encounter many space stations in your adventures, the Star Control base in orbit around Earth is your home away from home. Commander Lilly Skyla is the lady in charge. She'll receive your status updates on current mission objectives and relay new orders to you as needed. Since she acts as the liaison between you and the commanding officers of Star Control, it's probably best to be nice to her.

Visiting the Star Control base will also automatically repopulate any crew your flagship has lost in your travels, effectively "healing" your ship back to full.

Note: If you have made alliances with other alien races, visiting the Star Control base will also heal any of their ships in your fleet that have lost crew. If you haven't made alliances yet, visit your ships' home systems to heal them.

Ship Combat

Whenever you open communications with an alien vessel, there is the possibility of entering combat. There are a number of aliens out there that look down on us humans, believing we're an easy target for obliteration. When the time comes to face them down, you'll need to be ready to defend yourself. Are you ready to learn to kick some alien butt, soldier?!

Before the Fight
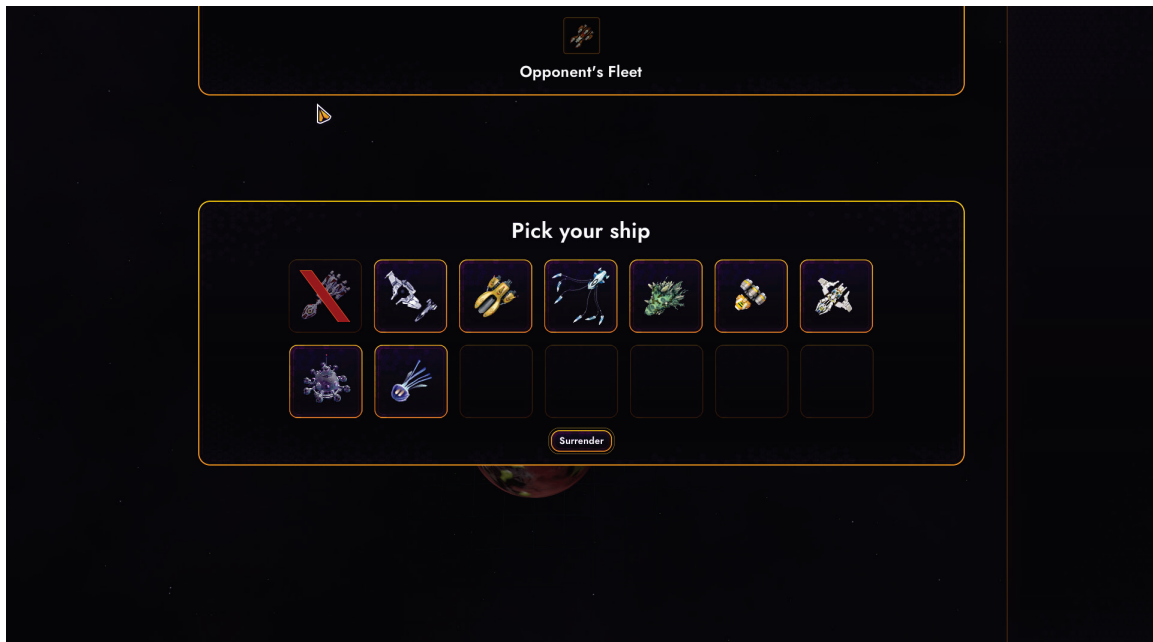
When you encounter a ship to fight, this screen will appear. From here you can select which ship you want to take into combat. The more ships you gather into your fleet, the more options you'll have on this screen.

The Battlefield

Combat will take place in a region of space. It won't just be empty void; hazards like planets, ion storms and asteroid fields can appear on the battlefield, so keep an eye on your surroundings. While you can smack into planets without taking any damage, clear asteroids out of your path if possible. Impacting them will kill your momentum and cause you to take a little damage.

During combat, you'll have a top-down view of your ship and your opponent. Navigating your ship in combat is a lot like maneuvering through space. The controls for turning and thrusting are the same. Rotate your ship in a desired direction and thrust forward to move.

In additional to hazards, wrecks can also spawn on the battlefield that contain beneficial buffs and boosts. Look for the colored dots that appear in space and drive your ship over them to collect them. Their colors will indicate the type of bonus you receive:
- Yellow – Acceleration
- Green – Extra crew, or "ship health"
- Red – Battery power regeneration
- Blue – Speed

Ship Status Displays

On the right side of the screen will be two displays, one for your vessel and one for your enemy. These display will show the ship's race, its captain, the controls for the primary and secondary weapons, as well as two important bars.

The green bar on the left indicates the ship's maximum and current crew levels. Every time a ship takes damage, green dots will disappear from the bar, indicating that some of the crew have been lost. When a ship has lost all of its crew, it's destroyed.

The purple bar on the right show the power levels of the ship's batteries. Firing weapons consumes power that regenerates during the course of the fight. How fast the power regenerates depends on the race and modules of the ship. Flying through an ion storm drains a ship's power.

Basics of Combat

The object of the fight is to blow your opponent up before all your crew is lost. Sounds simple, right? But there are several things to keep in mind when fighting an enemy:

- The type and range of the weapons you're using.
- The capabilities of your enemy, both in terms of defensive measures and evasion.
- The position of hazards like planets and asteroids.
- The course weapons take when they are fired.

Since both you and your opponent are always moving, your enemy oftentimes won't shoot at you, but rather where you are going to be. Learn to do the same in order to achieve victory over your enemy.
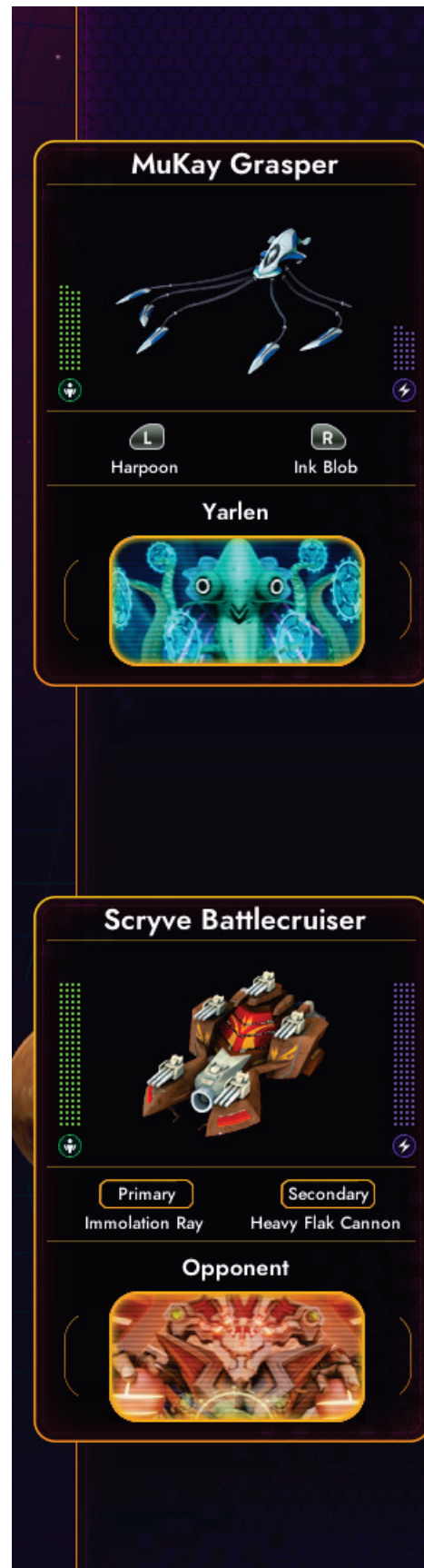
Victory and Defeat

When your enemy's last remaining crew is eliminated, the ship is destroyed. If there were other ships traveling with the enemy, one of them will join in immediately to continue the fight. If you destroy all of your opponents, you will often be rewarded with a number of Resource Units (RU).

If one of your vessels is destroyed, you'll need to pick another ship from your fleet and re-engage to stay in the fight, unless your flagship is destroyed. If that happens, the game is over and you will have to reload from a previous saved game.

Ceres Outpost

Also known as Combat Training! Are you new to space fighting and trying to master the basics of flying and targeting? Did you acquire a new ship and want to get a feel for how it moves before you send it into a fight? Then Ceres Outpost is the place for you!

It's a small planetoid that orbits around the Sun, between Mars and Jupiter.

When you arrive at Ceres, you have a few dialogue options with the outpost's captain, Ayden Emery. He's a friendly, chatty guy and will happily converse with you… he's here all alone, after all. But the main purpose for his existence is to help you get better at combat.

Select option 1 in his dialogue to set up a trial.

There are two sorts of trials that you can run: **Targeting** and **Combat**.

A Targeting Trial gives you practice with maneuvering and firing. Hazards and boosts will still appear on the battlefield to help get you used to flying. The target ship will try to dodge around your weapons, but it won't shoot back at you.

A Combat Trial is the full deal. You and your opponent will try to defeat each other as though it were a real fight. You'll only have the basic probe to face off against, but it will help you master your ship's capabilities.

Fleet Battles

If pure space combat is your reason for existing, then Fleet Battles is the game mode for you. Assemble a fleet of ships and go head-to-head against computer opponents or human players to see who is the top ranking captain in the galaxy!

To play in Fleet Battles, go to the main menu and click on FLEET BATTLES.

There are four options types of games:

Single Player
A grudge match between you and the game computer where you can choose the difficulty of the AI opponent.

Local Match
Connect with friends to play against each other.

Custom Match
This options allows you to play in any of the other game types with greater customizability.

Quick Play
Here you can play a ranked game with other players over the Internet.

Creating a Team

When you select a game type that you'd like to play, you'll be directed to the Fleet Battles team menu.

You'll have the option of choosing a fleet from a pre-set list, or creating your own.

You have 100 points to spend on creating a custom fleet, with each ship costing a set amount of points. Click on the + button to bring up a display of available ships. Mouse over a ship's icon to see its point cost and combat stats. If you want to add the ship to your team, click on its icon.

When you're finished building your team, click the SAVE button to save it for future use. You can edit your saved teams anytime you wish.

Note: If you're playing against an AI opponent, you'll have the option to choose its difficulty. Click the Cyborg icon on the far right of the screen to cycle through the available options:

- Basic Cyborg – The AI equivalent of a beginner player.
- Challenging Cyborg – A step up in damage, adaptability and aggression.
- Expert Cyborg – A hardened computer veteran of combat.
- Crazy Cyborg – Wicked fast and violent.
- Foolish Cyborg – Reckless. Suicidal. Unpredictable. You have been warned…

Playing a Match

When you and your opponents have selected your teams, click on the CLICK TO BATTLE? icon on the right side of the screen.

This will bring up your ship selection screen. You and your opponent can choose which ship will fight the first round of combat. If you're battling against the AI, you'll battle the first ship in your opponent's display.

Fighting a match is just like combat in story mode. When a ship is destroyed, the ship selection menu will reappear so that you or your opponent can choose the next ship to fight.

The match is over when all ship's for one player's side are destroyed.

Ship Types

The following is a list of available ship types to give new players an overview of each ship's capabilities.

Observer
A compact vessel that can rapidly fire eight bolts of energy at a short range around it. It also possesses a clocking device that conceals the ship completely.

Drenkend Carrier
Its primary weapon deals minimal damage but causes the target to stop dead in their tracks, which can be used to great effect in conjunction with its secondary weapon: a small squadron of Drenkend that deals considerable damage on impact.

Earthling Cruiser
A ship with a nice mix of offence and defense, it fires a ranged, semi-homing nuclear missile as its primary, with a secondary point defense system that shoots automated lasers that can destroy enemy projectiles midflight.

Greegrox Swarm
Not a ship so much as a small group that fights as a single unit. The primary weapon is a small, simple laser fired by each Greegrox present in the swarm. Activating the secondary weapon immediately replenishes health and replaces any fallen members.

Kzanti Intimidator
Small and unassuming, its proximity mines nonetheless deal considerable damage to oncoming enemies. Its secondary weapon is an abrupt burst of energy used to send closing enemies flying.

Lexite Interceptor
This sleek vessel fires two precise lasers at rapid speeds, and also comes equipped with a shield that prevents damage while active.

Menkmack Negotiator
Fires an alien explosive that compensates for its short range with devastating damage. With Reinforcements, it calls for the assistance of another Menkmack vessel.

Mowlings Fencer
This ship possesses a short-range laser beam used to cut through enemy ships. Its secondary has the chance to have the all-powerful Jeff enter the battle temporarily.

MuKay Grasper
It's kind of like an giant space-squid. The primary weapon takes hold of enemy ships, dealing damage for the duration of the grapple, while the secondary weapon emits a sticky black fog that damages enemies trapped in its radius.

Phamysht Consumer
This vessel houses a superheated laser that fires a bolt at speeds greater than any other weapon. Its close-range siren song attracts enemy crew members to it, sustaining its health.

Pinthi Contagion
It fires a slow, green bolt that pierces any enemies it passes through, and it summons a small Pinthi vessel that fires Infections at nearby foes with its secondary.

Scryve Battlecruiser
Big and brutal, its long range beam of concentrated energy vaporizes anything in its wake. The secondary flak cannon is a sporadic countermeasure that deals damage to any enemies within range.

Scryve Scout
A nimbler vessel with a small, simple laser as its primary weapon, while the secondary Self Destruct is a final resort that can destroy any ship that wanders too close.

The Measured Response
Subscribing to quantity over quality, its primary weapon releases small capsules into space. The secondary Demotivator produces an abrupt radius around the ship that deals a quick burst of damage.

Trandals Frigate
Its primary is the Laser Ribbon Bola, twin balls of energy that swing forward a short range. It also possesses a speed burst that, when held, provides the ship with considerable haste.

Tywom Defender
A short-ranged energy bolt makes up its primary weapon, and can place a premade turret in space that fires at nearby opponents.

Xraki Devourer
This nasty ship fires a projectile that becomes a mini black hold at the end of its range, with a secondary that produces a forceful pulse used to push all ships away.

Crafting

Put on your designer hat and make your own ships, buildings and playable adventures with this option!

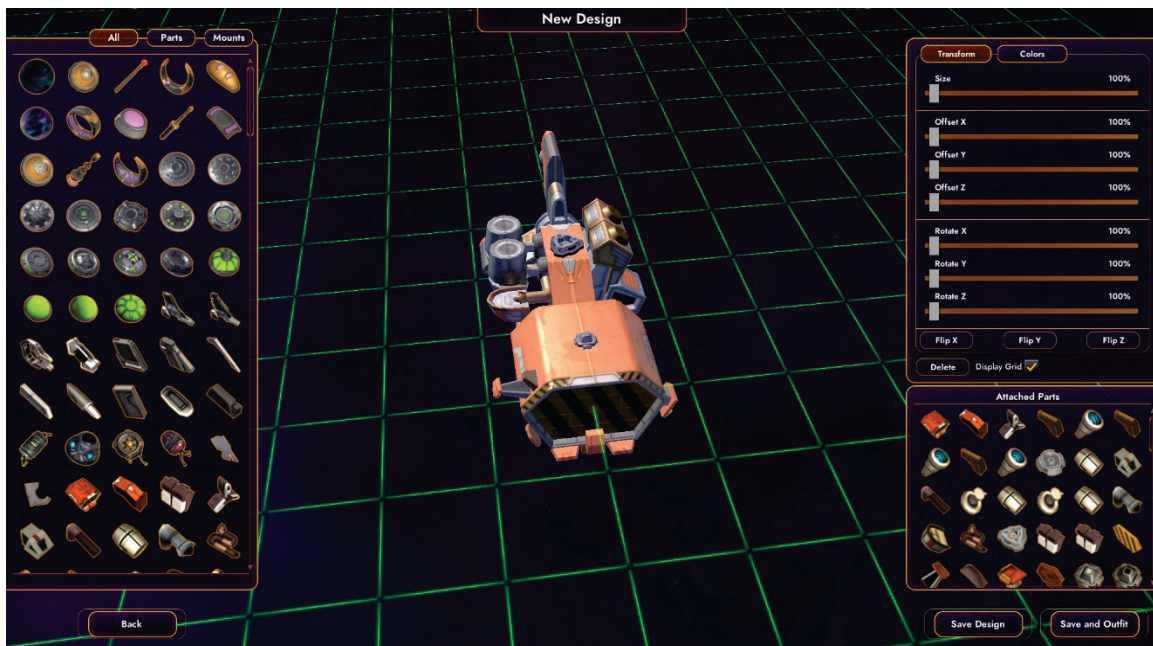Click on CRAFTING in the game's main menu to start designing.

Ship Designer

Click the SHIP DESIGNER button to go to the Ship Design List. From here you can choose an existing ship to tweak to your specifications, or build a whole new ship from scratch.

To edit an existing ship, click on the portrait of the ship you want and click the COPY button in the lower right.

On the left side of the ship editor, you will find a library of all available pieces that can be attached to the ship design. The list is split between two sections: Parts, which are purely cosmetic pieces, and Mounts, for equipment like weapons or modules.

Click on a part to attach it to your cursor. The red arrows that appear on the ship design indicate all of the places where you can add that part.

The left side of the screen, under the TRANSFORM button, is where you can manipulate the individual parts that make up the ship. You can alter the size of a part, change its position on the X, Y or Z axis, rotate or flip the part, or delete it completely.

The ATTACHED PARTS list shows you every part currently on the ship for ease of editing.

If you click on the COLORS button to the right of TRANSFORM, you can select the primary and secondary colors for the ship in either metallic or non-metallic shades.

Once you're satisfied with the look of your ship, you can click the SAVE DESIGN button in the bottom right to save it to your design library, or you can click Save and Outfit to set your ship's equipment loadout.

In the Outfitting screen, the full equipment list appears on the left side. You can browse between the PRIMARY and SECONDARY weapons, THRUSTERS and ENGINES. Clicking on an option will automatically attach it to the corresponding box in the CONFIGURATION window on the right side. You'll notice that every piece of equipment has a point cost. The equipment you choose will alter how many points your ship will cost when you take it into Fleet Battles. Also keep in mind you can select a hull size for

your ship, which will affect what kinds of equipment you can attach, as well as how it handles in battle.

You can edit a previous design anytime you wish by clicking the EDIT button in your design library, or delete a ship by clicking the REMOVE button.

Designing a completely custom ship works on the same principle as described. Click on NEW DESIGN in the Ship Design List; instead of a basic model, you'll be given an empty design board and the parts library. Start adding your parts and go hog wild with your design!

Clicking the DOWNLOAD button on the bottom left of the Ship Design screen will automatically launch the Steam Workshop, where you can download customized ships that other players have created. If you want to upload your own design to the Steam Workshop, click the UPLOAD DESIGN button on the button right of the screen.

Building Designer

The Building Designer works very similarly to the Ship Designer. Click on BUILDING DESIGNER to go to the Building Designer List.

To edit an existing building, click on the portrait of the building you want and click the COPY button in the lower right.
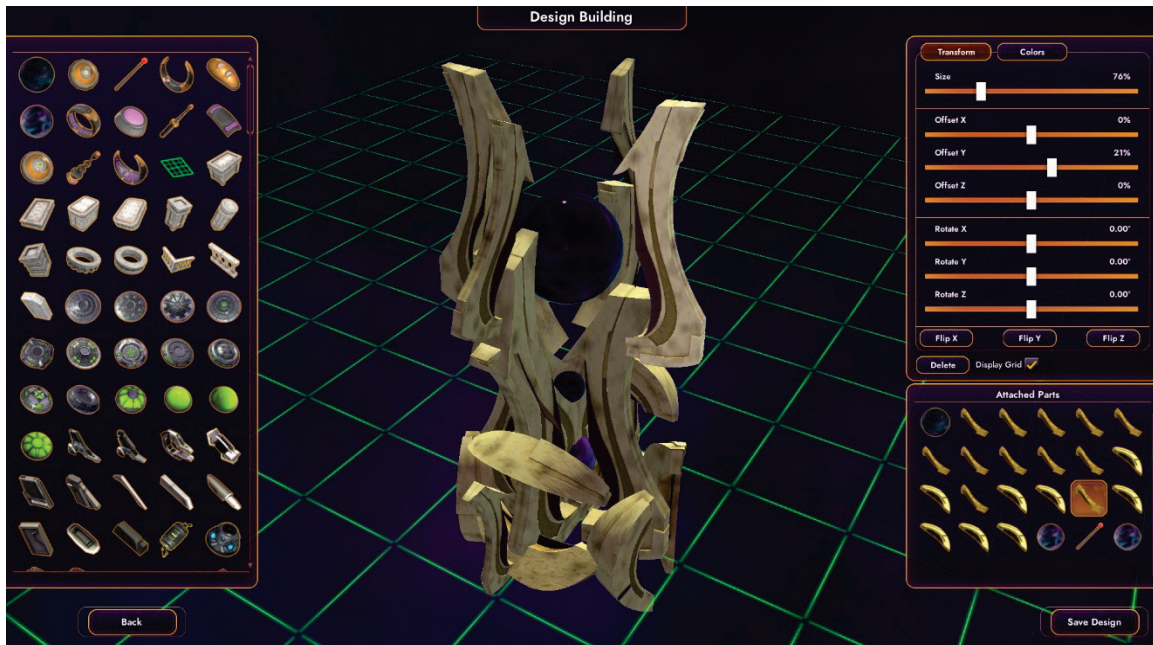
On the left side of the building editor, you will find a library of all available pieces that can be attached to the building design.

Click on a part to attach it to your cursor. The red arrows that appear on the building design indicate all of the places where you can add that part.

The left side of the screen, under the TRANSFORM button, is where you can manipulate the individual parts that make up the building. You can alter the size of a part, change its position on the X, Y or Z axis, rotate or flip the part, or delete it completely.

The ATTACHED PARTS list shows you every part currently on the building for ease of editing.

If you click on the COLORS button to the right of TRANSFORM, you can select the primary and secondary colors for the building.

Once you're satisfied with the look of your building, you can click the SAVE DESIGN button in the bottom right to save it to your design library.

You can edit a previous design anytime you wish by clicking the EDIT button in your design library, or delete a building by clicking the REMOVE button.

Designing a completely custom building works on the same principle as described. Click on NEW DESIGN in the Building Design List; instead of a basic model, you'll be given an

empty design board and the parts library. Start adding your parts and go hog wild with your design!

Clicking the DOWNLOAD button on the bottom left of the Building Design screen will automatically launch the Steam Workshop, where you can download customized buildings that other players have created. If you want to upload your own design to the Steam Workshop, click the UPLOAD DESIGN button on the button right of the screen.

Adventure Designer

(coming soon!)

Ascendant

The squat auto-turret spat a volley of bullets the instant it detected movement in the corridor. With a frustrated grunt, Marcus ducked back into the adjacent hallway and holstered his sidearm. Alarms continued to blare throughout the space station, punctuated by the distant staccato of other turrets. The intruders had infiltrated the system too quickly, pinning down the rest of the station's security forces with their own defenses.

"We need to recover control of the station," he muttered, advancing down the hallway at a crouch until he reached a closed door. He drew his weapon at the sound of frantic shuffling and clattering behind the thin metal barrier. Bracing his sidearm, he slammed the entry button and aimed into the room.

A bright orange wrench sailed past his head as his eyes adjusted to the dim lighting. A stocky woman in a pair of technician's overalls seized a power drill and hauled it back. "Stay away, you motherless son of a—"

"Cease fire, I'm a friendly!" Marcus took one hand off the gun and jabbed at the Star Control emblem on his uniform.

He heard a heavy sigh before the flick of a switch heralded the brightening lights inside the room. The woman's large brown eyes showed relief as she lowered her makeshift weapon. Tipping back her battered cap to wipe the sweat from her brow, she gave a wry look. "You're lucky I've got lousy aim, Officer…"

"Fitzgerald," Marcus supplied, scanning the room. From all appearances, it was a standard maintenance bay. Tools were strewn across the floor near an open conduit on the far wall. "Just you in here?"

The technician nodded, her frizzy black ponytail bobbing up and down. "When the alert sounded, I tried to hack into the door controls and barricade myself in here. Guess that wouldn't have helped *you* much."

"You any good with the station's internal systems?" Marcus gestured to the open panel while keeping his attention focused on the hallway behind.

"Yes, sir," she replied promptly. "Amanda Stelios. Star Control system technician, first class."

Marcus nodded in satisfaction. "Good. I need someone with your skillset if we're going to retake the station. Based on the size of the shuttle they arrived in, I don't figure there to be more than a dozen hostiles on board, but with the base's auto-defenses they can—"

"Yeah, yeah," Amanda interrupted, casting a sour look at the open console. "Can't do much about that from here. I'd need to get closer to the command center. Ideally, I'd *be* in the command center, preferably with a couple auto-turrets, a cushy chair and some guards of my own."

Taking a deep breath, Marcus turned back toward the hallway. "All right, Stelios. I'll take point. Stay low and follow close behind."

The directive was met with a loud snort. "Yeah, sorry, Fitzgerald, sir. No can do. I'm allergic to bullets."

Marcus whipped around to glare at her, but she'd already started rummaging through a large storage locker. After tossing a sizeable amount of equipment on the floor, she drew back to reveal an unpowered presentation drone. "What *are* you doing?" he demanded.

"Preppin' my stand-in," she replied as she flipped open a front panel on the rounded, four-foot-high drone. "I can use this bucket of bolts to remote-hack into the system while my fine self avoids aggravating my aforementioned allergy."

Another volley of turret fire ricocheted down the far hallway. "Alright, alright, just hurry it up," Marcus grumbled. He clenched his fist to suppress his impatience, then winced as pain flashed through his fingers. A bullet graze from his earlier encounter crossed the back of his left hand, the drying blood nearly lost against his dark skin.

With nothing to do until Amanda finished her preparations, he found a clean rag to wrap the wound with. "I should have known this assignment was going to be trouble," he muttered under his breath…

Commander Skyla fixed Marcus with a focused gaze through his monitor as she typed out a command at her station. "I'm uploading our latest intelligence reports to you now, Officer Fitzgerald," she stated. "Several of our agents have been picking up chatter about a potential threat to the Star Control project. Specifically, against our developing prototype."

A chime sounded from Marcus's computer when the files finished transferring. He typed in his security credentials and scanned through the scrolling data pages. "Do we have any leads on a possible source?" he asked.

"A few, but nothing solid yet. That's why I'm assigning you to the investigation."

Marcus flashed a grin. "With all due respect, Commander, the security office fields three or four of these crazy 'threats' a week. Folks saying we should leave the Lexites alone, or threatening to blow up the station… unless they get a first-class berth on the new ship, and everything else from here to Pluto."

Commander Skyla raised an eyebrow, deepening the wrinkles across her forehead. She shook her head hard enough to loosen her silver bun. "Crazy or not, if this latest threat actually has teeth, then I want the best dentist we've got. Your superiors say that you're the man for the job."

"Well, I wouldn't want to make them look bad, now would I? Alright, ma'am, I'll get on these reports right away and let you know if I need a pair of pliers."

Marcus crept along the edge of the hallway, keeping a wary eye trained on the disabled auto-turrets he and his bulbous, floating companion passed. He felt a tentative tap from a heavy, rubberized finger on his shoulder. "Officer Fitzgerald, I'd like to file a formal complaint with the security division for robotic mistreatment. This is *not* a function for which I have been programmed," the drone's computerized voice chirped at him.

"You've said that twice already, bot," Marcus hissed through gritted teeth.

"Those were in reference to my activating the disengage command on the turrets and for being used as a piece of mobile cover. This complaint covers my use as a

component of a military operation. While I wish to be of assistance, I was designed to give technology presentations to ruling officials. Covert missions are not part of my programming!"

Marcus rolled his eyes and inclined his gun toward the drone's single, lens-like aperture. "That's for da…" he took a calming breath, "…certain. You want to be of assistance? Disable your speech protocols and keep a lookout for approaching hostiles."

The drone clamped its hands together and trilled worriedly, but otherwise kept quiet. Marcus peered around another corner and crept forward. Overhead, the intercom crackled, and an unfamiliar male voice sounded through the halls. *"Citizens of Earth, benighted fools… the clock of your judgment has reached its zenith. You refused to heed the superior intellect of your betters, you disregarded their strictures and warnings, and for these transgressions you will be cast down into eternal darkness."*

"Another access panel up ahead," Marcus whispered to the drone and the technician hooked into its sensors. "I'll cover you."

A beep sounded from Marcus's security link, before it too began to echo the speech through the hall. He turned to the drone as it drifted forward to the panel and slowly tapped at the keys. "Stelios, what is this?"

"He's tapped into Star Control's broadcast channel, something they designed only to be used for planetary emergencies," Amanda shouted through the communicator between gaps in the continuing speech. "He's broadcasting this to everyone on Earth."

All around, the voice of the man rose and fell with an oddly hypnotic cadence as his speech grew in fervor. *"Your vanity and arrogance is to blame for this fate. You feared the next step for mankind when you should have feared to violate the edicts of your gods!"*

"What a psycho." Amanda's voice emerged from the drone as its motorized hands increased in speed over the panel's keypad. "This is the door to the command center. Toughest security on the station, so I figured I should step in manually for this part. Did ya miss me?"

"Time flees from your control. The chains of doom tighten even now. Weep, for the stars will soon be closed to you!"

"Hey, Fitzgerald?" Amanda's nervous tone pulled Marcus's attention away from the interminable rant. "Who are these guys anyway? And what's up with the skulls painted on their helmets?"

"You saw those, huh?"

"I caught a glimpse through the drone's optics. What's it mean?"

Marcus leaned against the wall and stared at the door leading to the command center. "A symbol of their creed… their faith," he replied, holding his weapon at the ready.

It was a hired thug, Marcus was sure of it the instant he'd felt the gun muzzle pressing into the small of his back. The rainstorm pouring down the back alley covered his motions as he jammed his elbow into his attacker's solar plexus. A single shot pierced his upper arm before he knocked the weapon into a gutter and spun to face his

opponent. The assailant was shorter than he'd expected which earned Marcus a jab to the face before an answering punch drove the other man to his knees. Marcus got behind him and wrapped his arms around the man's slick neck.

"If they're sending folks to try and take me out," he growled in his captive's ear, "then I must be getting close."

The man gargled something unintelligible, but Marcus held firm, ignoring the streaming rain and concentrating all his focus on his grip. Slowly, the struggling quieted.

"The name, man," Marcus growled as his opponent started to sag. "The name of your employer! I know they're a cult that worships the Lexites. Say it!"

A strained gurgle was his only reply. He relaxed his hold just enough for his captive to draw a full breath.

"They're called…" the thug rasped.

"…for we are the Memento Mori, here to remind you of your place," the voice on the intercom announced, his tone low and ominous. *"Here to remind you that you are merely… mortal."*

"Door's almost open," Amanda reported. "Any… second…"

Marcus tightened his grip and aimed his gun at the door.

"Got it!"

The obscuring metal partition slid upwards, exposing the interior of the command center. A pair of guards, cybernetic implants scattered across their arms like tattoos, jumped at the motion and raised their plasma rifles. Marcus shoved the presentation drone out of the line of fire and slid into a corner.

"Of all the nerve—" the drone chirped, but a hail of superheated airbursts cut its tirade off. Marcus waited until the volley ceased then returned fire, aiming low. One of his bullets caught a guard in the leg, provoking a muffled scream behind his skull-faced helmet and knocking him to the ground. His companion fired another salvo before ducking back out of sight. Deeper in the room, Marcus thought he saw a third figure near the central computer station, but another barrage of plasma fire forced him back into cover. Searing air burnt his right ear, but he forced himself to wait, fighting against an adrenaline surge for the right moment…

The hallway went quiet, and Marcus rushed forward, landing an errant shot to his opponent's shoulder. Kicking the assailant's weapon aside, he pulled back and struck the guard's faceplate with the butt of his weapon, shattering the macabre visage. His foe bounced against the wall and collapsed to the ground. A plasma burst seared past Marcus's shoulder as he whirled around to see a blur of motion and hear a metallic thump. The hovering drone looked up from the now-unconscious guard with an almost sheepish look in its lone eye. "Uh, this doesn't invalidate any of my prior lodged complaints."

Marcus quickly restrained the other guard and grabbed their weapons before approaching the third figure near the central computer. "Step away from the terminal, now!" he ordered with rifle raised. Behind him, he heard the drone hover farther into the room.

The man at the computer was tall, lanky and clothed in a curious mix of rags over a technology-laced bodysuit. He didn't wear a skulled helmet, though much of his wrinkled skin was implanted with delicate, metallic traceries that crafted a similar visage. A wide, twitching grin split his face, and he spread his arms as if in welcome. "Ah, struggling mortals seek to delay the doomsday clock even if only for a moment," he crowed. "Daedalus acknowledges your bravery, though your lack of decorum in the presence of a superior being is… disappointing."

Marcus narrowed his eyes. That name had come up during his investigation but spoken only with reverence and fear. "So, *you're* the leader of the Memento Mori. Thanks for saving me the trouble of hunting you down."

"The time for hiding has passed," Daedalus announced, and raised his arms toward the ceiling. "My long-delayed ascension is at hand… as is the punishment upon those that tried to deny me the stars! You thought to claim them for yourselves? They are beyond your comprehension!"

"Did you really think you could stop a project like this, Daedalus?" Marcus challenged. "Even if you destroy the ship, this entire station, Earth will just rebuild them. Humanity is united in a way that you can't possibly hold back! Stand down and get out of our way, because there's nothing more you can do."

Daedalus dropped his hands and sneered disdainfully at Marcus. "Disappointment upon disappointment. Destroy the ship? Is that the limit of your feeble intellect?" He slammed one palm against the computer terminal, and a bone-jarring hum resonated through the station. "The ship will be *my* wings, not yours. To leave it in the hands of insects such as yourself…" he shook his head, "you would only fly too close to the sun! But this effigy you've built to your own arrogance… it will be your undoing!"

"What are you blathering about?" Marcus demanded, pressing his hands against his head to try and dull the growing ache.

A dangerous grin danced across Daedalus's face. "My greatest creations await their release. I lacked the power to awaken all of them, but this station you have built has provided me the means to entomb Earth forever. When my nanomachines are unleashed, they will blanket the Earth with electromagnetic radiation, destroying your feeble technology, now and forever. I will finish the task my brethren began and deliver you to the fate you laid upon me!"

Marcus struggled to raise his weapon. "Not if I take you down first."

Daedalus threw back his head and laughed. "The energy is already building! You cannot stop it with a mere gun! Soon only my wings will remain. And with them, I will be carried to the stars… to walk among my kind." He strode over to Marcus and kicked the rifle from his weakened grasp.

Out of the corner of his eye, Marcus saw the drone gliding silently along the wall behind Daedalus. It waved its hands frantically, then pointed to a secondary terminal, motioning for quiet. Marcus winked, hoping Amanda would see his acknowledgement, and snapped his gaze back to Daedalus. "And your followers on Earth?" he demanded. "I know you didn't bring all of them to the station. They trusted you. Are you just going to leave them behind in this… stone-aged hell you're inflicting on the rest of us?"

"Pretenders, pretenders, so many pretenders," Daedalus snarled. "But I see the truth in their hearts. I know which are truly faithful to my people." He motioned to the two prone guards flanking Marcus. "Those, I will bring with me, and grant them ascension as well." His expression darkened into barely suppressed hatred. "Such potential must not be denied. It would too cruel."

"Too cruel?" Marcus repeated with as much outrage as he could muster. Anything to keep Daedalus's focus away from the drone. "Condemning billions of lives by wiping out all of Earth's technology isn't cruel? These are humans. Your own people!"

"They are *not* my people!" Daedalus shrieked and struck wildly at Marcus. A tube-like implant along the side of one arm began to glow as Daedalus looked down with a maddened gaze, but the persistent ache pressing against Marcus's skull grew fainter. "They have not been my people since they denied me," the crazed figure continued, "denied me the stars! Denied me my brethren! They all deserve to rot on this soulless ball of rock!"

The last of the ache faded from Marcus's head, and the room went quiet. "Well, I'm afraid that you'll be rotting here with us," he declared.

Rage kindled in Daedalus's eyes as his mind caught up to what had happened. He spun, raced to the console and clawed his hands against the terminal, unleashing a fountain of sparks. "I… will not… be denied again…" Several wires adhered to the console and a power surge rippled through the chamber.

"What are you doing?" Amanda's voice rang out from the drone. "Stop! You can't handle—"

The traceries across Daedalus's body turned white-hot. "I… WILL NOT… BE DENI—" A burst of electricity erupted from under his hands, hurling his lanky frame away from the computer terminal. He crumpled to the floor, as the ferocity faded from his eyes, his rags and implants faintly smoking. Marcus approached cautiously as the drone floated towards them.

"Well, I don't think we need to worry about him now, Fitzgerald," Amanda reported. "I'm pretty sure that what he was trying to do fried him. Like an egg."

"What *was* he attempting?"

"He tried to download his mind into the station's computer so he could override my override. And, um… failed. The only group I've ever heard of succeeding in such an endeavor had a Strong AI to assist… and a *way* cooler laboratory than anything we've got here."

With a sigh of relief, Marcus relaxed his stance. "Release the security personnel that he trapped. Time to round up the rest of these skull-heads and get our station back under control."

"Yes, sir." The drone quivered in midair before throwing its hands up in exasperation. "That's it!" it declared. "Consider this my fourth official complaint! This time for humanic possession!"

Marcus took the offered seat in front of Commander Skyla's desk while trying not to let his surprise at her appearance show. "Remind me to sign up for some de-aging

treatments myself," he said appreciatively. "After this mission, I think I've got more gray than black in my hair now."

The Commander chuckled and tucked one of the two white streaks that remained behind an ear. "Not that I know anyone who's used such a treatment, but I may be able to get you a recommendation." A faint smile tugged at the corner of her mouth. "You did good, Marcus."

"Could've been better." Marcus said as he leaned back in his chair. "We've apprehended the rest of the Memento Mori, both here and back on Earth. Hopefully this'll be the last we see of any Lexite worshippers."

"Good. This station is crazy enough without importing more from planetside." Commander Skyla lifted a data tablet and passed it to him. "We did some digging on this Daedalus character. His real name was Avery Plank. He was a brilliant engineer, and part of the team that created Earth's first Strong AI. This made him a natural candidate for the early post-human ascensions, but the Lexites deemed him too mentally unstable and removed him from the program. Despite all that, he blamed humanity for 'denying him the stars'," the Commander finished with a note of disdain in her voice. "Well, he's no longer a threat to anyone now."

"Guess I make a pretty good dentist after all," Marcus chuckled.

"And while it may not be much, I think I have a fitting reward for your assistance." Commander Skyla stood and motioned for Marcus to follow. She led him down a series of corridors to a set of blast doors. As they stood before the screen, the doors opened to reveal an enormous vessel, gleaming in the sun against the star-studded backdrop of space. Marcus pressed his hands against the windows as a sense of anticipation and awe built inside him. Like most members of Star Control, he'd seen concept art for humanity's EmDrive equipped vessel, but to see it in the flesh…

"What's she named, Commander?" Marcus asked quietly.

"That'll be for her captain to decide," Commander Skyla replied. "She's still a month out from completion, but, assuming nothing else goes wrong, we should be ready for a nice, peaceful test-flight."

Marcus glanced between the ship and the Commander. That tiny, suspicious itch on the back of his neck told him that somehow, it wasn't going to be that simple.

Credits

Writing

Story   Chris Bucholz

Additional Writing   Kelly Wand

Brad Wardell

Derek Paxton

Scott Lewis

Henry Pailing

Callum McCole

Design

Lead Designer   Brad Wardell

Additional Design   Andrew Zoboki

Derek Paxton

Neil Banfield

Callum McCole

Production

Executive Producer   Brad Wardell

Producer   Patrick Shaw

Programming

Engineers   Andrew MacAfee

Benjamin Szymczak

Jason Balazovich

Jesse Brindle

Matt Singer

Nathan Hanish

Neil Banfield

Rob Brink

Timothy Lochner

Xander Wardell

Chief Technologist & Build Master   Kris Kwilas

Modding Engineer	Cari Begle
Tools	Lou Leskoviansky
Additional Engineering	Andrew Hile
	David Flores
	David Wagner
	Eric Undersander
	Ron Fosner
	Sarah Trombley

Art

Lead Artists	Akil Dawkins
	Paul Boyer
Artists	Akil Dawkins
	Brandon Watson
	Chaminda Nissanka
	Dann Beeson
	Fred Howard
	Leo Li
	Mark Bremerkamp
	Matthew Heuston
	Paul Boyer
	Scott Tykoski
	Steve Egrie
	Tom Symonds
Additional Art	Gage Allen
	PlayerOneTrailers
	Alexa Orosz
	Ryan Murray
	Ryan Wardell

Audio

Music	Rika Nuottajarvi
	Dan Nicholson
	Mason Fisher
	Michael Curran
Audio Designers	Brian Clair

Jason Embury
Victor Douchin

Voice Over

Voices Recorded at Bang Zoom!

Producer	Eric P. Sherman
Co-Producer / Casting Director	Mami Okada
Associate Producer	Mio Moroe
Business Associate	Jonathan Sherman
English Voice Director	Alex Von David
Senior Project Manager	Rayner Tham
Project Managers	AJ Gam Cheri Crisotomo Risa Koitabashi
Project Coordinator	Suzanne St. Clair
Sound Supervisor	Patrick Rodman, CAS
Recording Engineers	Ben Harrington Jun Umeda Kenneth Thompson Maverick Yadao Ricardo Watson
Dialogue Editors	Benjamin Harrington Jun Umeda Kenneth Thompson Maverick Yadao Ricardo Watson
Assistant Engineer	April Machado
Post Production Assistant	Jonah Martin

English Voice Cast

SC Commander	Laura Post
First Officer	Joe Zieja
Tywom	Frank Todaro
Jeff/Drenkend/Xraki	Josh Tomar
Pinthi	Mark Whitten
Trandals	Greg Chun
Phamysht	Kyle Hebert
Scryve	TJ Storm
Menkmack/Greegrox/Mercenary Officer	Landon Mcdonald
The Measured	Jay Preston
Mowlings	Julia Mcilvaine
Mysterious Alien	Doug Erholtz

Additional Voice Cast Credits

Drenkend Mercenary	Adam Baldwin
Mu'kay/Commander (Cinematics)	Christie Cate
Precursor Starbase	Callum McCole
Charlox	Charlie 'Cr1tikal' White
VoiceVokas	Ross O'Donovan

Adam Baldwin's performance recorded at LA Studios Margarita Mix Santa Monica
      1661 Lincoln Blvd. #101
      Santa Monica, CA 90414

Localization

German, Spanish, Finnish, Norwegian, Portuguese-Brazil, Russian and Simplified Chinese translations provided by:
      Allcorrect Games
      119 Spadina Ave.
      Toronto, ON Canada
      M6E313

Senior Project Manager	Marina Turkina
Business Development Manager	Aida Sozonkina

French translations provided by Jean-Francois Guichard

Quality Assurance

Quality Assurance Lead	Jeff Sanders
Quality Assurance Analysts	Ken Janeczko
	James Sumner

Metaverse

Tachyon Development	Matt Lucas
	Pat Ford
Information Technologists	Kevin Sample
	Kris Kwilas
	Ray Welker
Crash Reporter	Neil Banfield

Business

Vice-President of Business Development	Chris Kowal
Director of Publishing	Brian Clair
Additional Production	Seth Westcott

Vice-President of Marketing	Kevin Unangst
Marketing	Christine Eason
	Daniel Perez
	Henry Pailing
	Jillian Santos
	Kathleen Spangler
	Spencer Scott
Manual	Kira Wilson
Manual Short Story	Jonathan & Kira Wilson, Rising Storm Tales
Operations	Amy Springart
	Debbie Wardell
	Stephanie Guerra
Customer Support Manager	Sean Drohan
Babies born	Elise Banfield
	Zayah Dawkins

Special Thanks

Special thanks to Soren Johnson, Dan Baker, Tim Kipp, Marc Meyer, Brian Wade, Martin Lettvin, Andrew Holdeman (Pyro411), Daniel Savoy, Serosis, Robin Findley-Marks (Robinicus), Brian Leybourne, Azak (Christopher Dotson), Roger Venter, Andrew "Thiima" Darke, Andrej Damjanovic (player1_fanatic), Joni "Strumffi" Leinonen, Richard Jarvis (Inferno), Matthew Jensen (Cuorebrave), Chris Nielsen, Clint "Volasaurus" Kelly, Rufus Feltham, Marc Alfe, George Charles Lichty, Leonardo Silva (Shade), Charles Jason Davies aka Sir On Their Edge, John "VvElveNvV" Davis, John Garth, Jarrod "Kindrid181" McAvoy, Aaron Graham, Aaron "SavageMind" Diggens, Bryce Bumgarner a.k.a. Tomax, Paulo "ZeBigBomb" Lopes, Eran "Sabre Runner" Arbel, Brett "Atlzair" Librandi, haomaicl (Jordan Lo), Scott "Seilore" Hesse, Daniel K Winter, Mike "Ataushu" Abenante, Samuel Moon, DorgoDorato, Steve "h0w1tzer" Graf, Jason Seeley, Jason "Drakton" Schwartzenbug, and all of our precampers, founders, and beta testers!

Special Thanks to Star Control: Origins Premier Technology Partner AMD
       Scott Herkelman
       Ritche Corpus
       Peter Ross
       Kevin Lensing
       Saeid Moshkelani

Carlos Silva
Nick Thibieroz
Mike Smith
Zhuo Chen

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