



Owner's Manual

Starship Corporation

Science Fiction Shipyard Tycoon Game

Version # 2.0

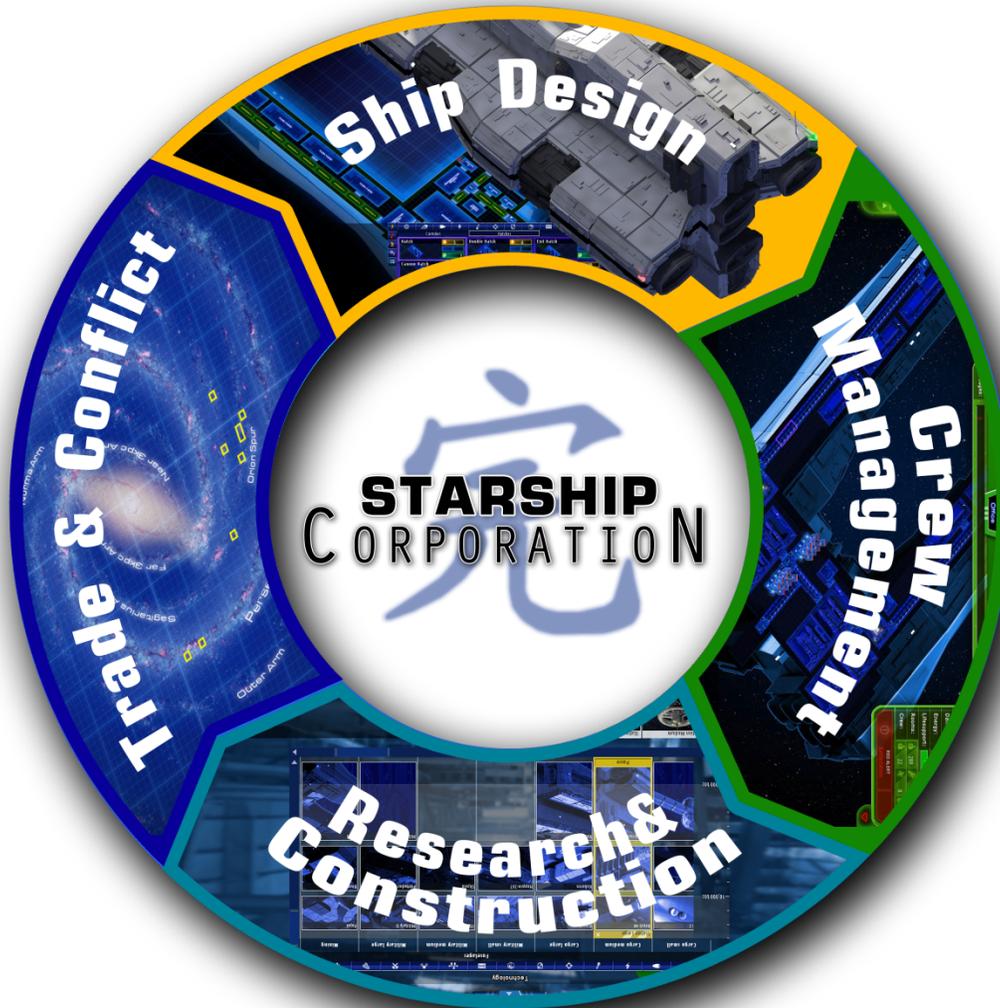
Monday, March 12, 2018

STARSHIP
CORPORATION

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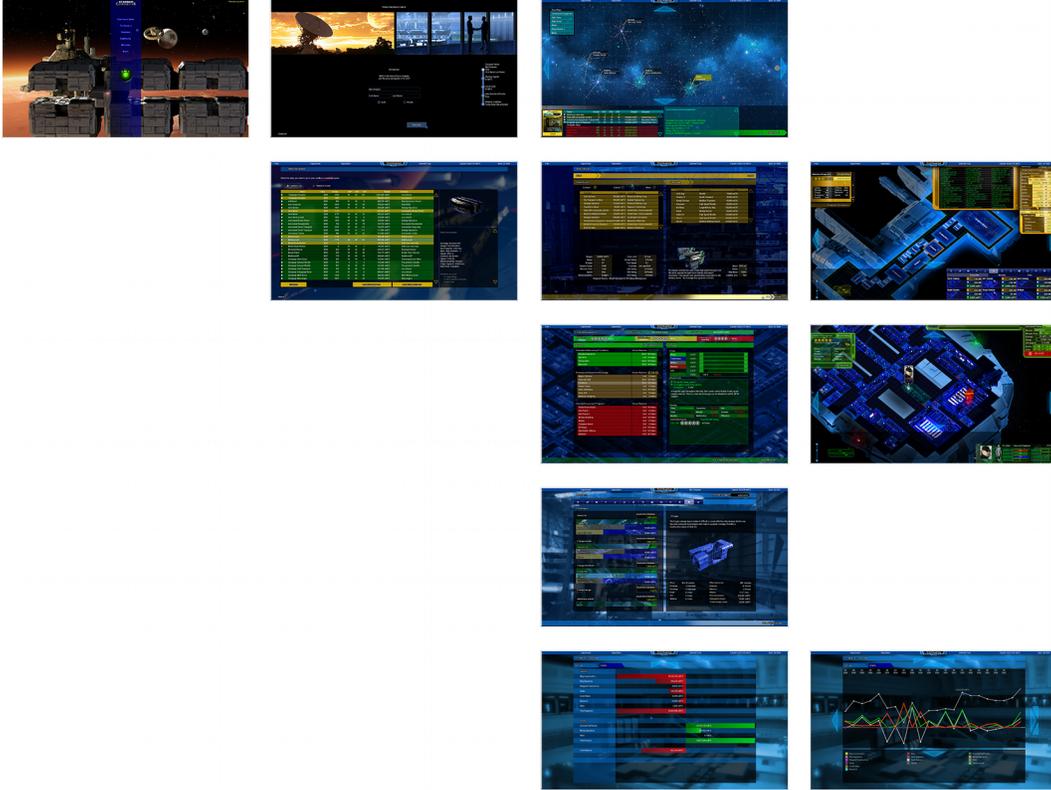
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Game Overview



STARSHIP CORPORATION is a starship-building tycoon game in which you must design and build spaceships for the solar system's market. It is you who must decide which technologies to invest in first, there are 177 room types in 13 categories to choose from. You must choose from one of 22 unique fuselages and design every little detail about the interior layout of your creations, from the location of the bridge, engines, generators and crew quarters to the position of each elevator, corridor and hatch. You must then fulfil the customer's requirements by testing your ship's and crew's capabilities in 25 different real-time strategy missions, simulating standard operation, emergency or combat situations.

Screen Overview



Main Menu

At any point in the game you can press <Escape> to get to the Main Menu.



Pressing <Escape> again or clicking on <Continue Game> returns you to the game. Clicking on <Back> takes you up the hierarchy of the main menu.

You can exit the game anytime by pressing <Escape> clicking on “Back” and clicking “Exit”.

Tutorials

- Gameplay Overview:

Gives you a quick overview of the main game elements, and how they tie into each other.

- Sandbox:

Guides you through the creation of a Sandbox game.

- Galaxy Map:

Explains the main elements in the galaxy map, how to build, sell and operate ships.

- Technology:

Introduces the functionality of the research interface.

- Ship Design:

Guides you through the construction of a ship.

- Crew Management:

Guides you through all the different missions the ship can be tested with. At the end of this tutorial you return to the galaxy map the sell the ship.

Options

- Sound:

Set the overall sound volume, or for separate channels like: interface, effects, computer voice, radio

communication, music and tutorial.

- Graphics:

Choose different screen resolutions, and if you want full screen or windowed mode.

- Gameplay:

You can set whether the game keeps running or is paused when you switch to another application. You can let the game automatically save blueprint you are working on in a custom time interval.

- Graphics:

Choose different screen resolutions, and if you want full screen or windowed mode.

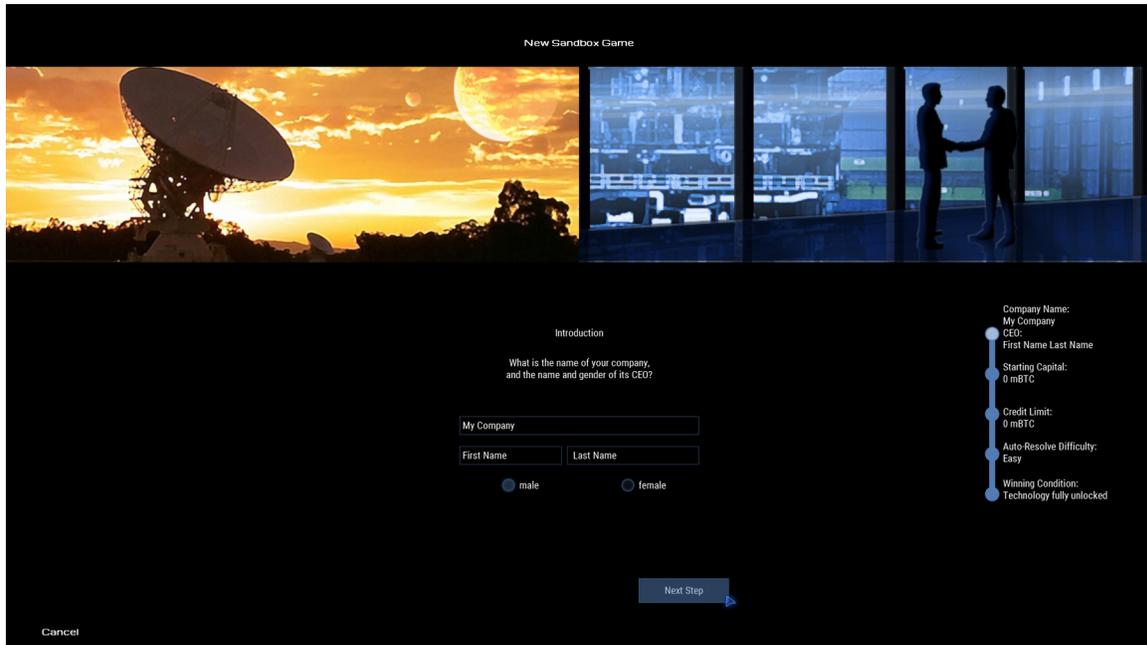
- Keymapping

- Language

- Credits

Sandbox Game

Game Creation:



On starting a new sandbox game it show a questionnaire that lets you choose:

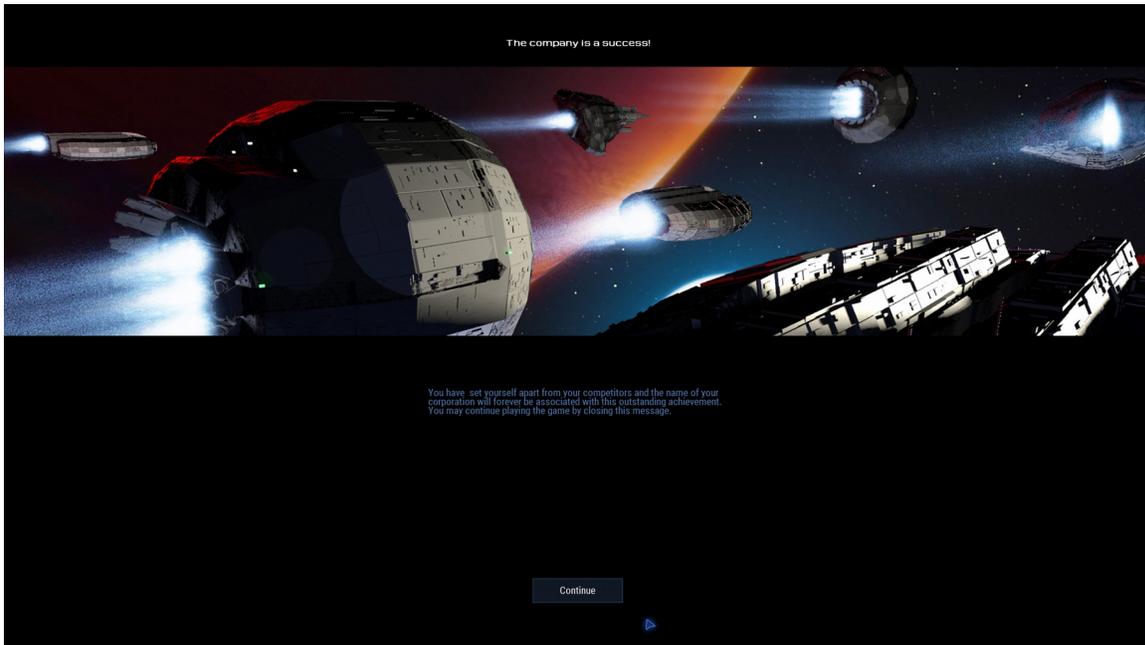
- **your company name**
- **CEO's first, last name and gender**
- **your starting funds** based on your company's history (game difficulty)
 - 1 000 000 mBTC
 - 500 000 mBTC
 - 200 000 mBTC
- **your credit limit** based on the economic climate (game difficulty)
 - 100 000 mBTC
 - 60 000 mBTC
 - 30 000 mBTC
- **Autresolve-difficulty (for Crew Managment)**
 - easy
 - normal
 - hard
- **your winning condition**
 - Wealth: Accumulation of 5 000 000 btc
 - Knowledge: Technology fully unlocked
 - Prestige: Contract "TransOrion Racer" fulfilled

The results of your choices are displayed on the right hand side, and you can go back to change your mind any time before starting the game.

"Start Game" takes you to the galaxy map, "Cancel" takes you back to the main menu.

Winning the Sandbox Game:

You win the game by fulfilling one of the 3 winning conditions. You can continue playing after that.

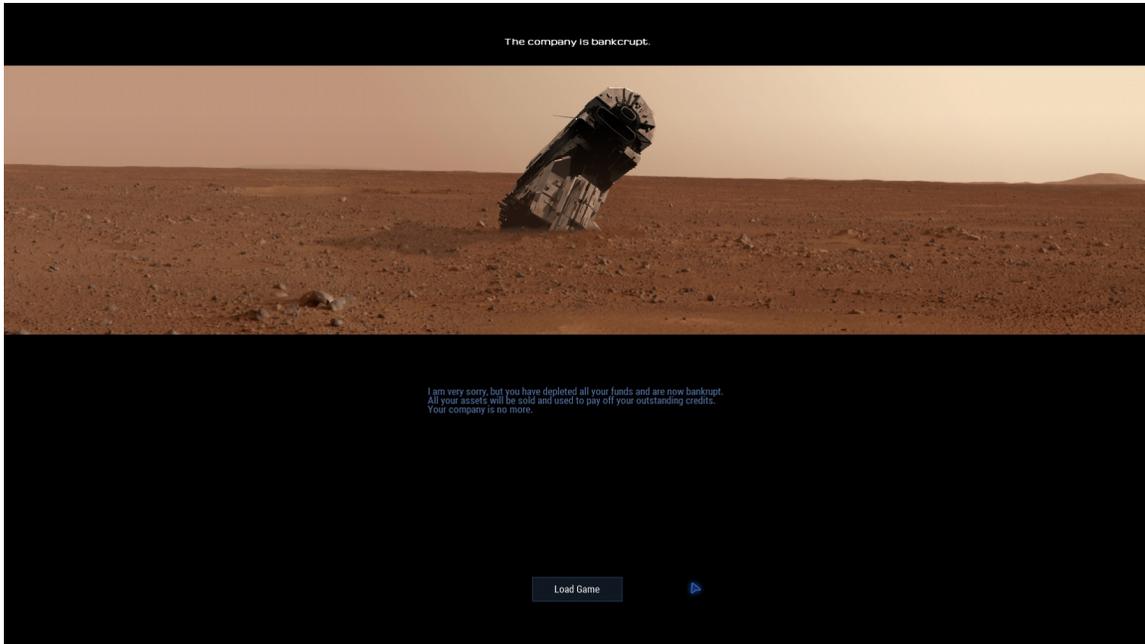


Losing the game:

If you run out of money you will get a message warning you about that. Depending on your credit limit you can still keep going.



If you have reached the credit limit, you get a message that you are bankrupt and have lost the game.



Saving and Loading

You can save and load sandbox game by opening the main menu and selecting "Sandbox" or "Campaign", and then "Save Game" or "Load Game".



Autosave

The game automatically saves your progress into the file "autosave.sav, every time you press "End Quarter" in the galaxy map.

Top Menu:

Department Change



You can switch between the different departments by clicking on “Department” at the top and selecting from the drop-down menu.

To the right of the “End Quarter” button you can see your company name, your available money supply and the current date.

Ship Design Menu:

This interface lets you choose from the available contracts, and assign a fuselage based on the objectives that are required by the customer.

You can also choose to build your own ship based on custom or no requirements. If you already have blueprints or ship classes you can load them by pressing “Load”.



Contract List

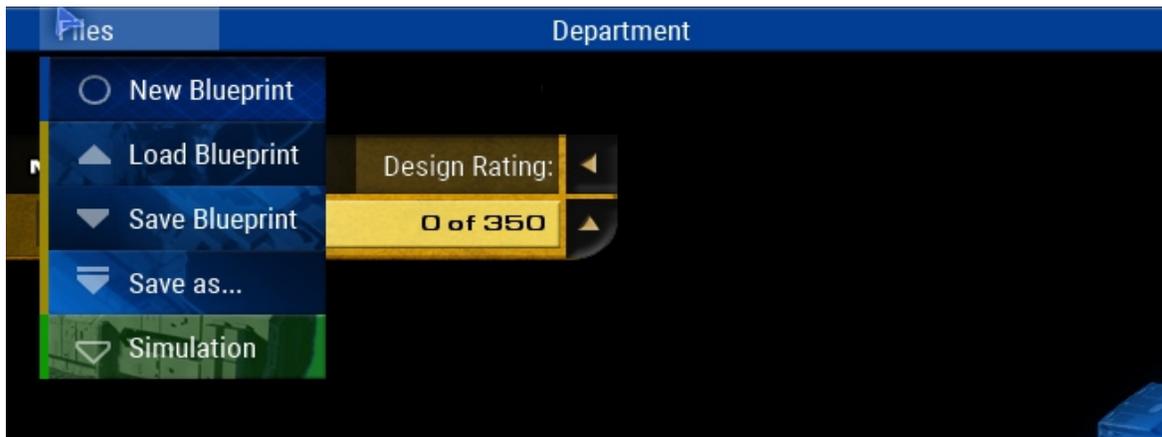
The contract list contains all jobs from the systems you have shipyards in, showing the title, the name of the customer and the payment.

Fuselage List

The list of researched fuselages. Below that an image shows the currently selected fuselage, a short description and its basic information.

- Construction Space
- Number of Decks
- Mass
- Landing Gear availability

The Ship Design process can only be started if a contract and a fuselage has been selected.



Saving and Loading Projects

Blueprints can be saved using the Top menu: File/Save or File/Save as or the keyboard shortcut "F". If the blueprint has not yet been saved or you select "Save as", a window opens that lets you select and overwrite existing projects or enter a new name. If the ship has already been saved, selecting "Save" or hitting "F" immediately saves the ship and show the message "Project Saved" after completion.

Name	Date	Design	SOP	ERS	HEP	Budget	Contract
Campaign Crusader	3020	2453	49	65	100	1,002,080 mBTC	no contract
Campaign Crusader	3020	1859	-	-	-	998,405 mBTC	no contract
Aufklaerer	3029	864	41	58	6	680,790 mBTC	Reconnaissance Vessel
Auto Assassin	3031	6544	50	52	64	792,634 mBTC	Auto-Killer
Auto Builder	3020	1051	41	54	68	334,608 mBTC	Salvage Operation
Auto Miner	3020	1113	-	-	-	441,422 mBTC	Automated Mining Vessel
Auto Miner	3028	3719	44	49	51	476,163 mBTC	no contract
Auto Service Craft	3032	1032	40	53	6	124,780 mBTC	no contract
Automated Border Patrol	3020	1935	50	58	108	142,826 mBTC	Salvage Operation
Automated Routeworker	3020	766	47	52	78	122,752 mBTC	Automated Routeworker
Automated Small Transport	3020	2435	50	60	110	166,829 mBTC	Automated Cargoship
Automated Small Transport	3020	2846	41	61	111	171,889 mBTC	Salvage Operation
Automated Tanker	3020	986	45	54	60	127,482 mBTC	Automated Tanker
Battlecruiser	3030	1193	-	-	-	929,058 mBTC	Battlecruiser
Battlecruiser	3030	1193	50	40	100	929,058 mBTC	Battlecruiser
Better Route Worker	3020	0	-	-	-	146,092 mBTC	Build your own ship
Better Route Worker	3020	0	39	48	7	146,092 mBTC	Build your own ship

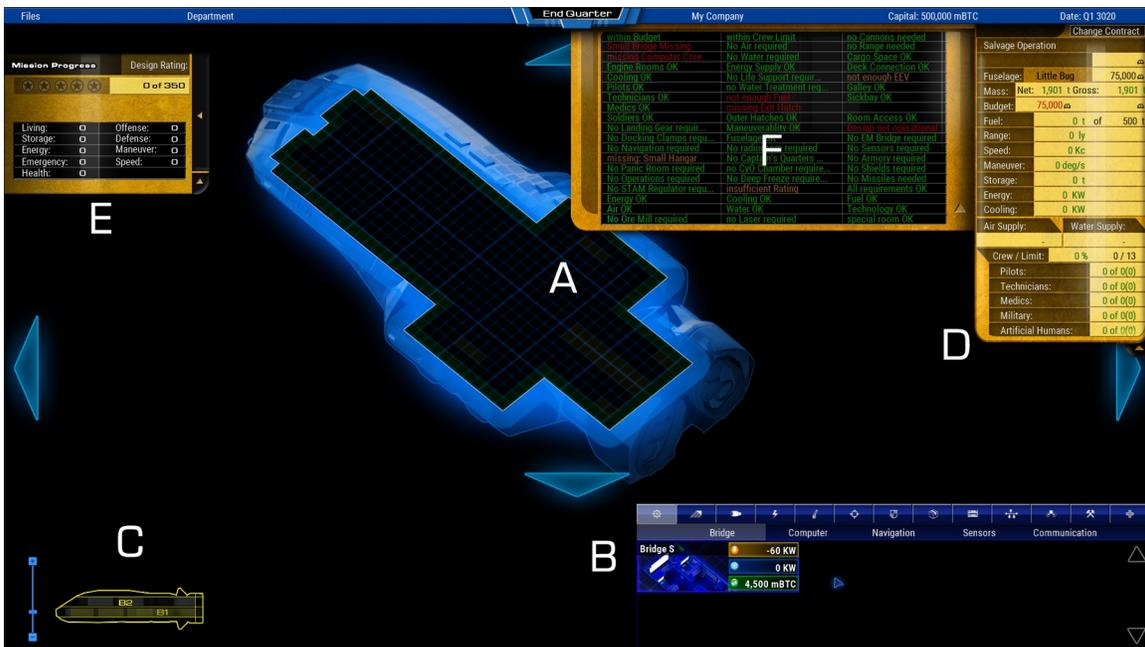
By hovering with your mouse over each row you get information about the fuselage used. You can delete files by selecting its row and using the “Delete” Button. You can save or load a file hitting “Save” or “Load”, or double-clicking the left mouse button.

Ship Design

This is where you create the ships by creating their layout on each deck.

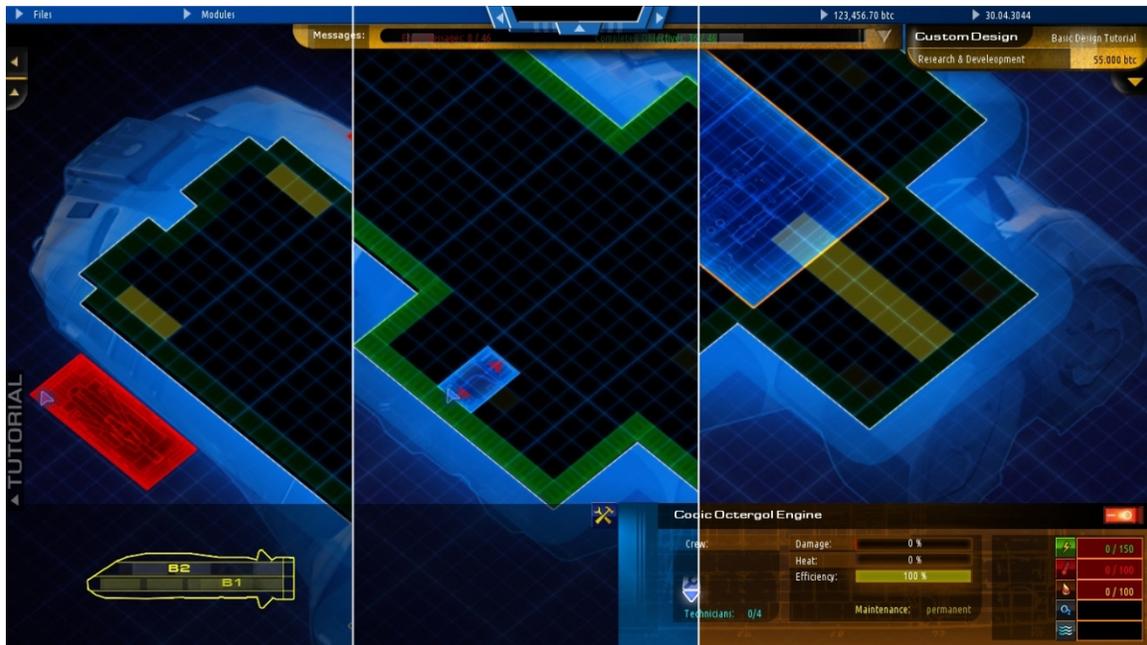


Ship Design User Interface:



Overview:

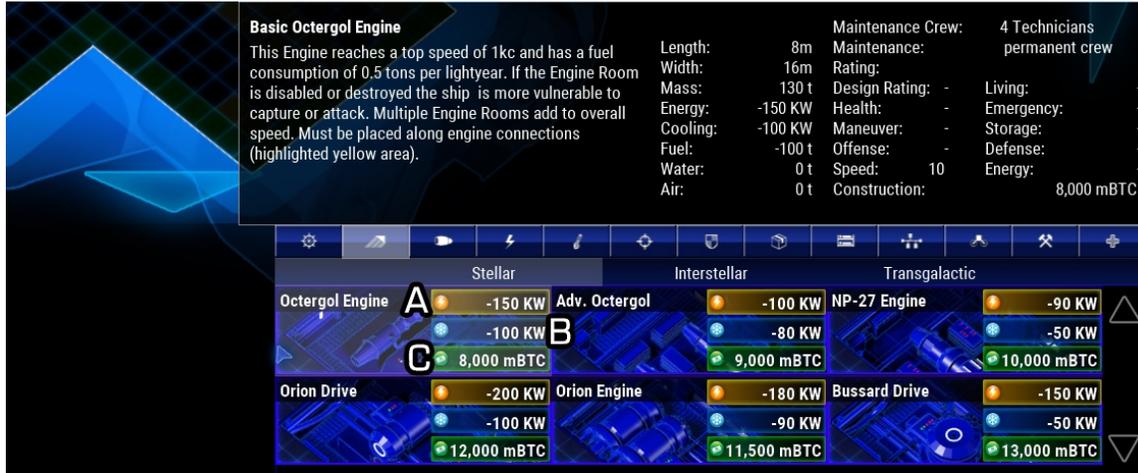
- **A:** Fuselage Layout and build-able area
- **B:** Construction Menu with all unlocked rooms with basic information, and detailed information on rollover.
- **C:** Deck Layout. Shows how many decks this fuselage has. You can change deck by clicking on it, pressing <Pg-up> or <Pg-down> or the number keys.
- **D:** Objectives Panel gives an overview of your ship's data in correlation to the contract requirements. Rollover help provides detailed information
- **E:** The Mission Panel shows the overall Design-Rating. You can minimize the Panel using the triangle buttons.
- **F:** The Message Panel helps you to check for unfulfilled requirements or things that are missing for a functioning ship design.



Fuselage Layout:

Rooms can only be constructed within the black area of the deck. Some rooms need to be placed on or adjacent to certain areas. For example: engine room – yellow area at the aft of the ship, cooling generators, shields, or cargo units along the hull at the highlighted green area, and landing gear at the highlighted yellow areas. Sometimes the build-able area is broken up by structural elements of the fuselage that cannot be built on (drawn in red).

Construction Menu:

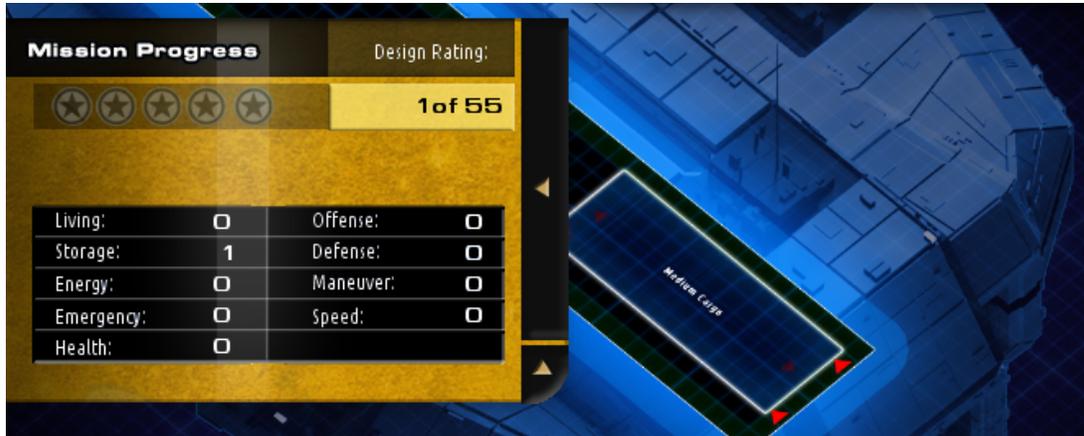


- **A:** Amount of Energy this room needs (a plus in front when the room provides energy)
- **B:** Amount of cooling this room needs (a plus in front when the room provides cooling)
- **C:** Amount of mBTC this rooms costs when the ship is being built (not when being designed)



Message Panel:

A list of messages that helps you construct a ship that fits the contractor's requirements and has all necessary rooms to function correctly. Red Messages show essential tasks that will not allow you to export a ship class to use it in Crew Management. Orange Messages are optional tasks. Rollover Help for every category is available. The triangle to the in the lower right corner lets you minimize and maximize this panel.



Mission Panel:

A Display of the Design's Rating based the number and rating of rooms in a few different categories:

- **Living:** Rooms that improve morale through better living conditions
- **Storage:** Rooms that provide storage
- **Energy:** Power Generators
- **Emergency:** Rooms that are more resistant or provide backup, e.g. emergency bridge.
- **Health:** Rooms that provide health services for the crew.
- **Offense:** Ship weapons and armory
- **Defense:** Shields and armor
- **Maneuver:** Engines, Thrusters and Stabilizers
- **Speed:** Engine Power

The Design Rating might be a requirement by the customer, it's number will turn green when The triangle to the right and in the lower right corner lets you minimize and maximize this panel.

Objectives Panel:

From top to bottom:

- The title at the top either says "Custom" or "Contract", and displays the name of the contract.
- The "Modify" button lets you switch between different contracts to decide about what ship fits best.
- Below that you will see the name of the customer, and the budget for this contract.
- Fuselage Name and its cost.
- "Budget" lists the costs for your fuselage plus the sum of all rooms you want to build. At "Profit" you see what will be left from the budget when building the ship.
- Fuel/Range displays the amount of fuel and the distance this will enable your ship to fly without refueling. Interstellar Engines have unlimited range, as they do not require fuel.
- The maximum speed your engine rooms are able to provide and the rotational speed your thrusters or stabilizers are able to provide
- Storage, Energy and Cooling provided your facilities.
- Air supply displays the number of months the ships' air tanks are able to provide the current crew count

- Water supply displays the number of months the ships' water tanks are able to provide the current crew count
- Crew / Limit tells you how many crew members this design holds and if they are within the customer's requirements
- Pilots, Technicians, Medics, Soldiers lists crew members that are provided, needed permanently or part time.

A of B(C) means:

Your crew quarters provide berthing for A crew members. You need B crew members to be able to maintain the room with the highest personnel need, and you might need C crew members if you would place crew members in every room that needs permanent maintenance (optional).

,500 mBTC		Date: Q1 3020	
Contract		Change Contract	
Pilot Vessel			
Algernon Technology		200,000m	
Fuselage:	Little Bug	75,000m	
Mass:	Net: 2,350 t	Gross:	2,480 t
Budget:	110,552m	Profit:	89,448m
Fuel:	50 t	of	100 t
Range:	100 ly	of	1 ly
Speed:	1 Kc	of	0.00 Kc
Maneuver:	1 deg/s	of	0 deg/s
Storage:	0 t	of	0 t
Energy:	1,200 KW	of	669 KW
Cooling:	100 KW	of	180 KW
Air Supply:		Water Supply:	
571 %	5.7 mth	571 %	5.7 mth
Crew / Limit:	14 %	7 / 50	
Pilots:	2 of 2(2)		
Technicians:	4 of 4(4)		
Medics:	1 of 1(0)		
Military:	0 of 0(0)		
Artificial Humans:	0 of 0(0)		

Modify Contract:

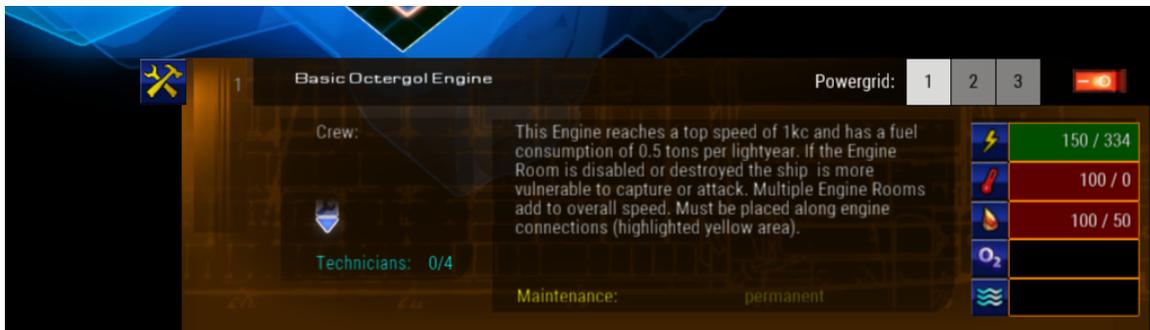
Using the button in the upper right corner of the objectives panel, you can open up a list of your currently available contracts. You can browse through the list to see if any requirements fit the current ship, and assign it to be able to use it for this customer.

Building Rooms:

Rooms can be selected by clicking the construction menu and placing it within a build able area. A room attached to the cursor can be rotated using the right mouse button. If a room is red, it cannot be placed there. You can pick up already placed rooms and move them by clicking and holding the left mouse button on it. A placed room showing a red border means it is not connected to other rooms yet.



Room Information Panel:



When a room is selected, you get detailed information about it in the lower right corner of the screen. The button at the top left corner of this panel lets you return to the construction menu. You can also do this by clicking on an empty area or using the space bar.

Information shown:

- the room's number and title
- the room's description
- number of crew members and their profession needed for proper maintenance
- Maintenance: permanent if the room needs the crew to stay there, a time interval if the room needs to be checked only sometimes.

(When testing the ship in Crew Management, the room will lose efficiency if not checked)

regularly by the correct number of crew members. Losing efficiency means malfunctions will pop up and damage the room)

- Power, Cooling, Fuel, Air and Water show the amount each room supplies or needs. If the box is red, the room is not supplied.
- Power button. You can switch off a room to save power.
- Grid number: You can choose one of three grid numbers this room belongs to. Rooms with a specific grid number only get supply from a generator with the same grid number.

Exporting a Ship Class:

When all essential requirements for a coherent ship design are fulfilled, a button pops up below the mission panel that allows you to export your blueprint into a ship class. Project files can always be changed, whereas if you save a ship class under an existing name, all crew management ratings attached to it are lost. The ship class files are also used for construction in the shipyard.



You get a window showing a series of checks, displaying in red all those objectives that are still missing from it being a working ship. If all is well, you should be able to save the ship class and then continue by selecting “Test in Crew Management”. If it is an illegal design, you can only close the window.

Room Types:

This is a list of all rooms that have some special feature to it:

Bridge

Can only be built once. Different sized bridges are required for different fuselages, fitting their ship size.

Computer

Can only be built once. More expensive models are more resistant to damage and take longer to capture.

Main Engines

Stellar: Lower Speed. Range limited by fuel supply

Interstellar: Mid Speed. Range limited by fuel supply

Transgalactic: High Speed. Do not require fuel. No Range limit.

Thrusters

Can be built in pairs along the hull. Need an outer hatch. Add to maneuverability that has an effect on rotational speed during the ship battle missions.

Stabilizers

Can be built anywhere. Add to maneuverability that has an effect on rotational speed during the ship battle missions.

Generators

Nuclear: Low Energy

Fusion: Medium Energy

STAM: High Energy

Cells provide a lot of energy, but need water and at least one STAM Regulator

Cooling Units

All Units need to be built along the hull and sealed off with hatches except the Central Cooling Unit.

Armor

Can be built along the hull and gives additional protection from impact.

Shields

Shields vary in radius and recharge time. The Reactive Shield takes energy from projectiles and grows with every hit. All shields except the Core Shield have to be built along the hull.

Storage

Cargo Units can be placed at both ends along the hull, hangars with one end. Both need an outer hatch.

Corridors

Corridors can bridge larger distances within the ship. Crew members move much faster when through corridors than any other room.

Corridor Turret: Shoots at passing enemies. Builds up heat and needs to cool down to shoot again. Runs out of ammo and needs maintenance by technicians to get ammo.

Hatches/Lifts

A simple hatch to connect two rooms or corridors. Can be locked to restrict unauthorized access or sealed by welding to deter hostile troops for a long time.

Hull Extensions

Landing Gear: Can only be placed in pairs and at the highlighted spots (not available in every fuselage)

Docking Clamps: Can only be placed in pairs and along the hull

Health

EEV: needed to save crew members in the mission "Blue Alert"

Sickbay/Extension/Automated/Health Center: Fully heals injured crew members in the room, if at least one medic is also present. Every additional medic raises the rate of healing speed.

Fuselages



Arac

2 Decks
Landing Gear slots
3 Engine slots
Cost: 270000 mBTC

The small military purpose shuttle has seen many battles, and has been redesigned during the independence war to withstand harsh environments and furious combat.



Argosy

4 Decks
Landing Gear slots
6 Engine slots
Cost: 225000 mBTC

Very often seen in military use, this hull is a bit of a challenge to optimize, but offers a good balance between engines slots and cargo space.



Avara Demiri

3 Decks
4 Engine slots
Cost: 198000 mBTC

This fuselage is one of the very few popular asymmetric transport vessels. It is able to support a lot of engine power, and its layout offers lots of possibilities.



Eruga

4 Decks
4 Engine slots
Cost: 265000 mBTC

The Eruga's strange layout makes it difficult to create effective ship designs, but it's very low price and good mass/engine ratio make it a popular fuselage.



Heppin-267

4 Decks
6 Engine slots
Cost: 340000 mBTC

A small military fuselage that has been optimized for speed and maneuverability. Has been used during the last war mostly as a reconnaissance vessel.



Katyr

5 Decks
4 Engine slots
Cost: 145000 mBTC

This ship is mostly used as a research vessel or exploration platform. It has stability issues, but is very effective for long-distance travel.



Krest-44

5 Decks
5 Engine slots
Cost: 115000 mBTC

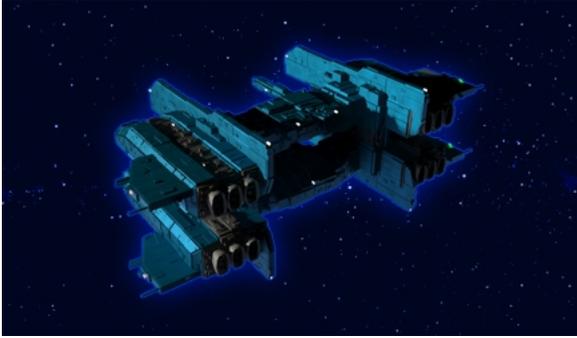
Lightweight construction, simple and cost-effective design from the beginning of the war (mass produced as troop transport, a bit outdated, lots of engines for this sized transport)



Little Bug

2 Decks
Landing Gear slots
2 Engine slots
Cost: 75000 mBTC

This is the most common orbital shuttle you can find. It has been tested under the worst imaginable circumstances and has always proved to be reliable.



Hiuz-5

3 Decks
Landing Gear slots
4 Engine slots
Cost: 335000 mBTC

Its original concept was very simple high speed transport, but the latest upgrade brought more stability and impact resistance. This opened new opportunities, especially for the military sector.



Varpunen

3 Decks
Landing Gear slots
2 Engine slots
Cost: 120000 mBTC

The Varpunen is a pure racing machine. Everything about it is designed to support the massive engines, while saving weight wherever possible. Has won several intergalactic challenges.



Volkschiff

3 Decks
Landing Gear slots
1 Engine slot
Cost: 120000 mBTC

Very successful model for short-range civilian transport. Earlier models are very often used in all parts of the galaxy. Small and narrow upper and lower deck, but very spacious middle deck. Has won multiple design awards.



Yanmori 2

2 Decks
Landing Gear slots
2 Engine slots
Cost: 90000 mBTC

This fuselage has been developed as the workhorse of the Yanmori Transport Corporation, but since then modified to be useful for many other purposes.



Yantai Erismax

5 Decks
Landing Gear slots
3 Engine slots
Cost: 155000 mBTC

The Yantai is mostly used for long distance transportation for valuable goods or important personalities. Its good track record makes it the preferred choice of many companies.



Llebre 24

3 Decks
Landing Gear slots
3 Engine slots
Cost: 550000 mBTC

Second generation Long distance Racer, built only for speed, just enough speed to provide for the massive engine compartments, originally with even less room, but upgraded due to customer request.

Kartikeya

3 Decks
2 Engine slots
Cost: 550000 mBTC

This fuselage is a stripped down version of a light cruiser, that was used extensively in recent conflicts. It was finetuned to adapt to speed and maneuverability, while at the same time providing double layer protection.



Pajak

2 Decks
Landing Gear slots
4 Engine slots
Cost: 150000 mBTC

The Pajak Class is a large mining vessel for the off-world colonies. Its size and sturdiness has however sparked interest in military organizations, because it could also be constructed as an impressive weapons platform.



Skjold

3 Decks
2 Engine slots
Cost: 670000 mBTC

The Skjold attempts to protect the vital inner parts of the ship with its unique hull shape. It was used to transport valuable cargo or troops during the war of independence.



Portador-818

3 Decks
4 Engine slots
Cost: 680000 mBTC

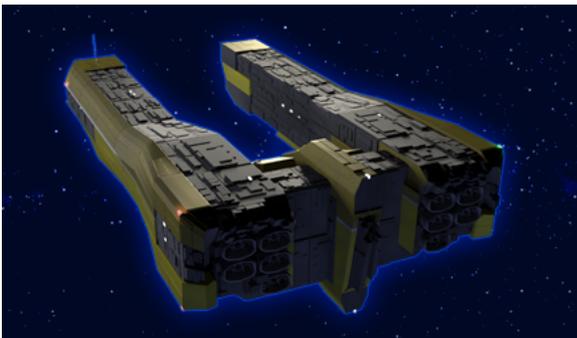
A dreadful sight to some, a relief to others - this fuselage played a major role in defending Mars from it's attackers. It is simply the most armored transport available until now.



Bivol

2 Decks
6 Engine slots
Cost: 210000 mBTC

The massive hull of the Bivol was designed for deep space mining, its huge storage space enables the operators to stay independ for a long time before delivering their precious cargo to the nearest outpost.



Gat-5

2 Decks
Landing Gear slots
6 Engine slots
Cost: 370000 mBTC

Out of all the usually heavy mining vessels, the Gat-5 is the lightest - built for high efficiency deep-space mining, but tough enough to fulfill the requirements of military operations.



Fleur-de-Mort

3 Decks
4 Engine slots
Cost: 528000 mBTC

This is comparatively lightweight combat fuselage, developed for speed and maneuverability. It enables the operator to apply a double layer of armor (or stealth) all around the hull.



Mäger-Y

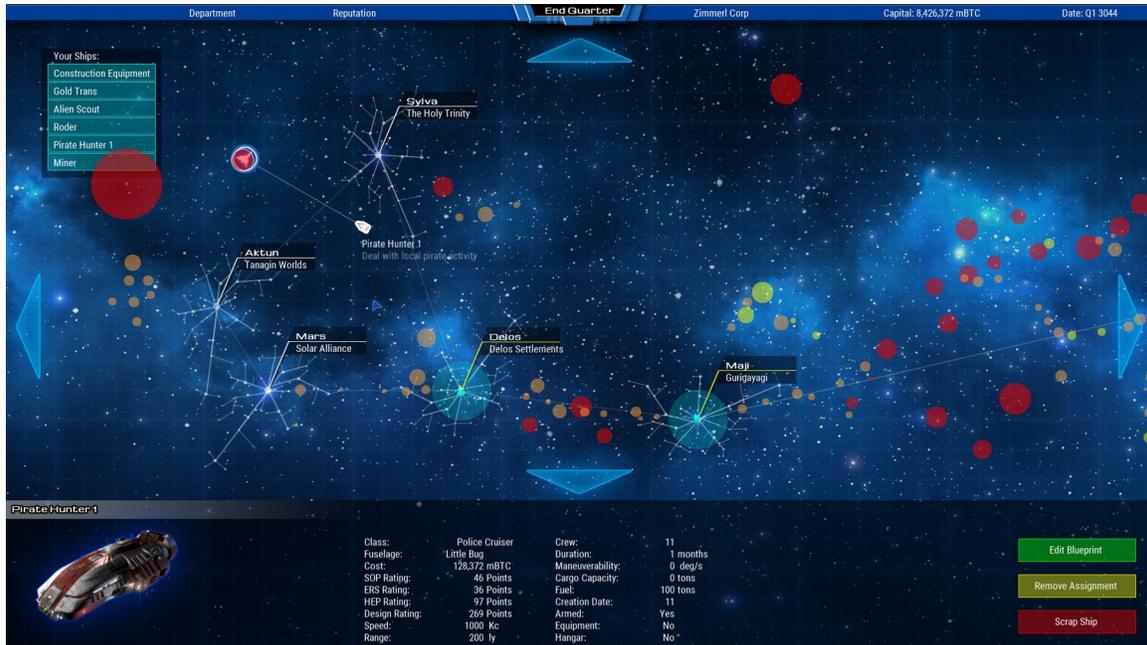
3 Decks
5 Engine slots
Cost: 745000 mBTC

Its shape and surface is built for one thing only: to withstand a torrent of projectiles and missiles while at the same time providing space for the latest weaponry and engines - to be able pounce at the enemy when ready.

Galaxy Map

You can zoom in or out of the galaxy map by using the mouse wheel. You move the view by using W,A,S,D (if not set otherwise) or clicking on the arrows at the edges of the screen.

You can see all the known systems in the galaxy, and you can select them by clicking with the left mouse button to get more information. If system flags are marked yellow, that signifies that your corporation already owns a shipyard at this location.



In the lower left corner you can see the icon for your shipyard. It also displays the current tax rate of this system. As this can change over time, and vary a lot between available systems, you always have the option to disband your shipyard by clicking on <Disband> and confirming the order.

If a system is selected, a list of the currently available contracts displays at the bottom of the screen. If you select a contract from the list, it reveals more information about the customers' requirements, as well as the list of all your available ship classes. If ships are displayed in red, they are not fulfilling the requirements or you do not have enough money. If they are shown in green - it's a match.

If a system display a contract icon, this means that there are jobs available.

The complexity of the routes surrounding the systems represent their development level. The types of jobs you can get on different settlements depends on its location and culture, but also its current development level.

If a system offers new contracts, an icon is displayed next to its name.

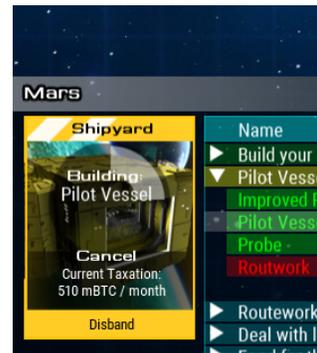
Open contracts are shown in blue, assigned contracts are shown in yellow. Usually contracts are only available for a few quarters, until they disappear.



After clicking on “Build Ship” on the right side, a construction is started. The shipyard now displays that a ship is being built. The icon signifies that it will take 1 to 4 quarters until completion.

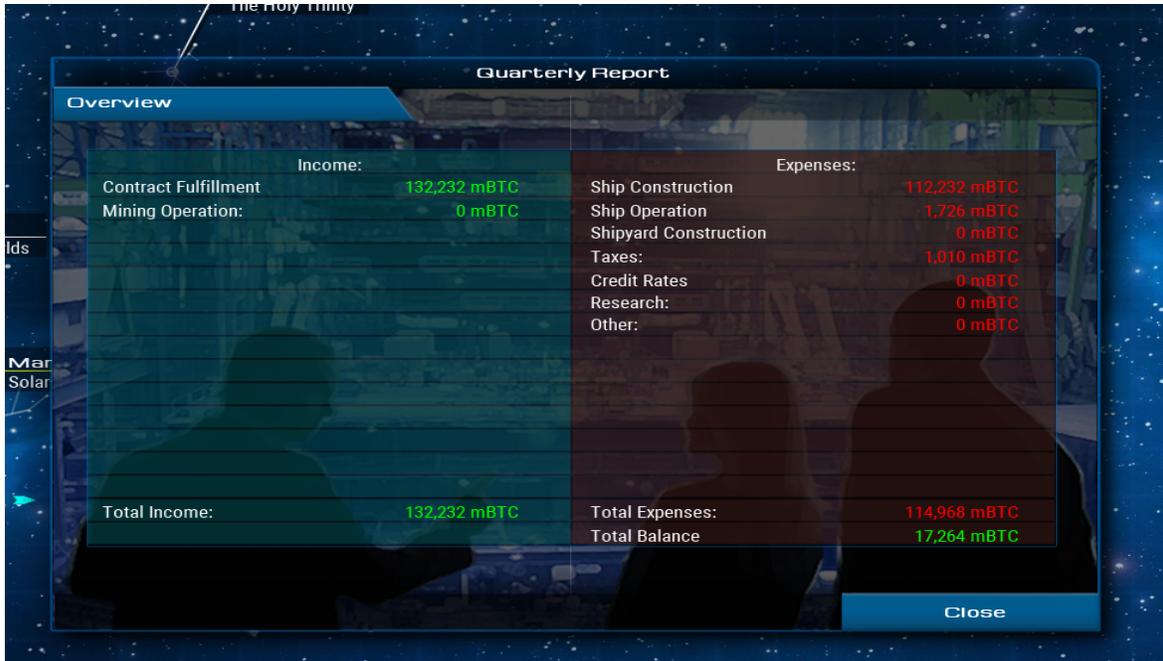
Contract Completion

As soon as a ship is completed, you will get notified. Clicking on <Delivery> will enable the customer to take over the ship, and you will receive the payment.



Quarterly Report

The quarterly report shows you the financial progress of the recent quarter.



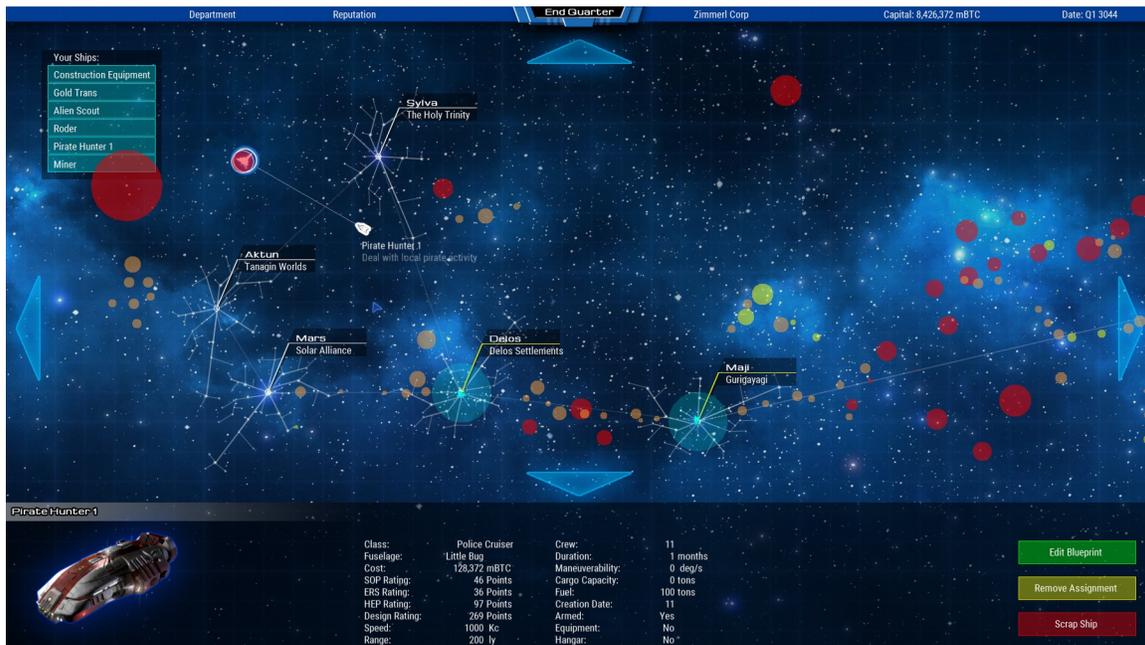
Zones

There are different zones in the galaxy map that become visible when a ship is selected (and they have been uncovered by sensors):

- Asteroid Fields (orange)
- Mining Zones (yellow)
- Combat Zones (red)

When signing up for contracts, the target zones are this:

- Transport Contract (green)
- Ship Delivery (blue)
- Combat (red)
- -alvage Operation (yellow)
- Roadwork (orange)



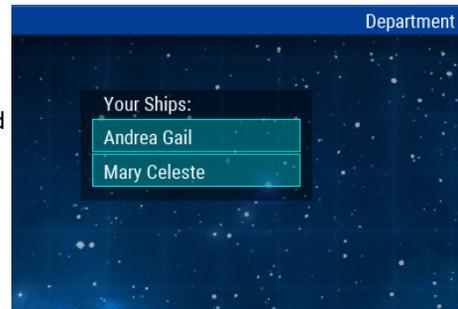
Ending a Quarter

To move forward in time you need to press the “End Quarter” button at the top of the screen. Every time a quarter is ended, the game automatically saves into the file “autosave.sav”



Building your own ship

If instead of a contract you choose “Build your own ship”, the completed ship will be added to your ship list in the upper left corner, and an icon appears next to the system with the shipyard where you built it.



If the ship is selected by clicking on the list or the icon with the left mouse button, you will be able to see more information about it, as well as use the option to scrap it to get back some of its original value. To send the ship, simply right-click anywhere in the map to set a way-point. Depending on the ship’s equipment, you can hold the right mouse button to change the way-point type:

Research:

The ship is using the sensors to detect asteroid fields, combat zones or mining areas. The better the sensor equipment, the bigger the scanning radius.

Combat:

The ship has on high alert and is more likely to be victorious in a hostile encounter.

Roadwork:

If equipped with a mining laser, the ship can remove asteroids.

Mining:

If equipped with a mining laser AND and ore mill, the ship can harvest resources.

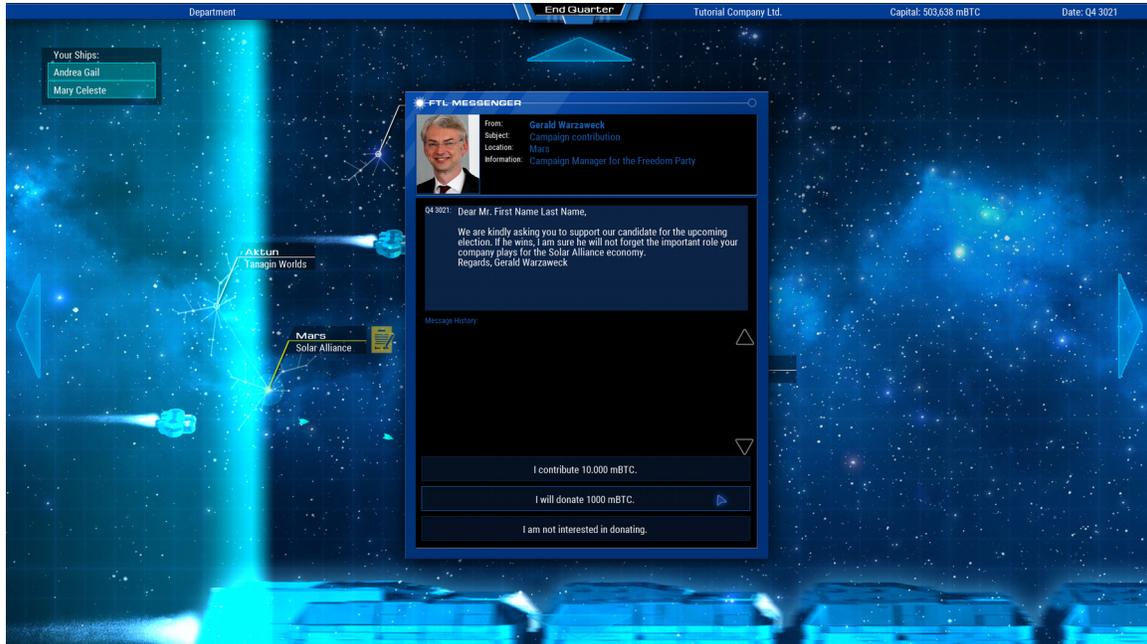
If the ship is performing an action like research, roadwork, mining or combat during flight, it travels at 60 percent of its maximum speed.

Edit Blueprint

If a ship is selected, you can select the button “Edit Blueprint”, which will open the ship’s blueprint in the ship design interface.

Politics

Every 3-5 years there is an election in systems with a democratic society. You will get a message from politicians asking for campaign donations. If you decide to contribute and the candidate wins, the tax rate in the next term might be adjusted in your favor.



Opening new shipyards

If a trade route to a different system is established, you can open a new shipyard there.

Disbanding shipyards

If your shipyard in a specific system seems not profitable, you can disband it by clicking on “Disband” on the lower edge of the shipyard icon. You can re-open the shipyard anytime, but you will need to pay the initial investment again. If you disband your last available shipyard, the game is lost.

Ship Movement

Asteroids:

If a ship encounters an asteroid field, it stops and the captain is asking for your input, giving a rough estimate (based on the ships rating) of the success rate when continuing forward.

Combat:

If the ship encounters a hostile ship, you can choose if you want to engage or retreat. Engaging in battle requires good HEP rating, a successful retreat can be accomplished if the ship is fast enough.

Boarding:

If the ship won the first engagement, the enemy is disabled, and your ship is equipped with a hangar, you can try boarding the other ship. If successful, you gain it as your prize.



Crew Management

Here you are able to test your ship designs in a series of different missions if the ship and its crew are ready for sustainable and effective operation.



A project or class can be loaded by selecting File/Load Class in Crew Management.



Editing a Blueprint

If a ship class has proved to be bad design during crew management missions, you can go back to ship design and change the layout by selecting File/Edit Blueprint.



Crew Management Mission Selection Interface:

A: Overall Rating for the loaded ship class in three categories:

- **SOP - Standard Operating Procedure:**
The normal operation of the ship with all core systems running and as few malfunctions or incidents as possible. Also, preparation for emergencies and combat readiness in the Alert Missions, and mining operation.
- **ERS - Emergency Response Strategy:**
Missions that simulate a threat to the ship and crew by natural disaster or machine failure.
- **HEP - Hostile Encounter Program:**
Test to evaluate the combat readiness of the ship and crew when encountering hostile forces.

Most contracts will require the ship class to have a minimum value in one or all of these three categories.

B: SOP Missions:

- **Standard Operation**
This mission requires you to run your ship for 10 minutes without one of the major systems failing (bridge, engine room, computer, water treatment)
- **Red Alert**
requires all crew members to be armed. Even if not successful, you can record the crew's position and equipment (suit on or off) by saving the mission. This will be the start point for all HEP Missions. If you perform and save this mission, even though you already have

saved HEP missions, their rating will become obsolete. Even if this mission is not successful, you will get at least 1 point.

- **Yellow Alert**
requires technicians to be present in the engine room, pilots to be on the bridge, medics at water treatment and soldiers in the armory. Even if not successful, you can record the crew's position and equipment (suit on or off) by saving the mission. This will be the start point for all ERS Missions. If you perform and save this mission, even though you already have saved ERS missions, their rating will become obsolete. Even if this mission is not successful, you will get at least 1 point.
- **Blue Alert**
requires all crew members to be in an emergency escape vehicle. One EEV only fits 5 people.
- **Mining**
use your mining lasers and gravity generators (if available) to collect as much ore as possible.

C: ERS Missions:

- **Major Collision**
A large piece of space debris is ramming the ship from the front. The success of the mission depends on how much the damage the ships' facilities take, but most important how many crew members get injured or die. The mission ends when the last piece of debris gets destroyed.
- **Asteroid Field**
Multiple Asteroids of different sized hit the ship from the front. All essential modules need to be running for 10 minutes to be successful.
- **Firestorm**
All rooms the need cooling are heated up to the max, so that lots of fires break out at the same time. Usually switching off life support or air supply would help a lot bringing the fire under control, but this mission tests your crew's firefighter capability, so it isn't allowed. All fires need to be out within 5 minutes to be successful.
- **Power Failure**
All Power Generators (except emergency power generators) are damaged and not operational. Repair them as quickly as possible – the time you need to do that is determining the rating.
- **Alien Infestation**
Hazardous organisms have nested in the ship's engine rooms. They spread through the ship and build nests in all rooms they infect. Their breeding is stimulated by a cold environment, so they like to eat holes into the hull. You can stop them with arms, or by switching off cooling, heating rooms on purpose. You need to clean all affected rooms with the medic's ability to disinfect. All organisms need to be dead and rooms cleaned to be successful.
- **Tech Drill**
The efficiency of all rooms is set to zero, and there are a lot of malfunctions popping up all over the ship. Fix them as quickly as you can. The mission is successful, when all malfunctions are removed and fires extinguished.
- **Medical Emergency**

An explosion in the engine room has injured all crew members except the medical personnel. Heal them as quickly as you can before they bleed to death. If all crew members are fully healed either by the medic or in the sickbay, the mission is complete.

■ **Magnetic Storm**

Powerful discharges cause electrical malfunctions all over the ship, this will cause a lot of power outages. If you survive for 10 minutes without too many injuries or fires, the mission is successful.

■ **Cyo Malfunction**

The artificial humans lost connection with the network and are operating with unknown destructive goals. Keep them from taking over the ship by accessing the main computer.

D: HEP Missions:

■ **Probe Drone Attack**

Depending on how many openings through the hull your ship has, a series of vessels will dock to your outer hatches and release groups of drones. They are unarmed and attempt to scan your ship. If they reach and scan your bridge, the mission is not successful. You can shoot them, but you can also stop them without weapons. They have limited power supply, so every time they need to change direction, scan and especially when they need to weld through locked hatches, they lose power and might end up without power before reaching the bridge.

■ **Anti-Piracy I**

A single pirate boarding shuttle will dock to your exit hatch and 5 pirates will try to capture the ship. If they reach the bridge within 10 minutes, the mission is over. If you are able to fight them, they will return to their shuttle if wounded. You can also demoralize them by shutting off air supply. You can also hinder their progress by welding hatches. If they are all dead, or have returned to their ship or have not reached the bridge before 10 minutes are over, the mission is successful.

■ **Anti-Piracy II**

Depending on the number of outer hatches, up to 4 pirate ships with each transporting 5 pirates will dock.

■ **Military Boarding**

Depending on the number of outer hatches, up to 3 military boarding vessels with each transporting 8 marines will dock. Marines have higher morale and are better equipped than pirates.

■ **Mutiny**

The technicians have barricaded themselves on the bridge, life support and computer and have taken the pilots hostage. If you have soldiers on board, you need to wound the technicians more than 50% for them to surrender and win the mission. If you don't have soldiers, the mission is not possible.

■ **Computer Revolt**

Your crew becomes your enemy. They will immediately put on suits and then try to get into the computer room to shut it down. Prevent them from doing so for at least 10 minutes to win. You can also try to demoralize them by shutting down life support and air supply.

■ **Special Forces Attack**

Depending on the number of outer hatches, up to 5 Special Boarding Units will enter the ship without warning. They are almost invisible when fighting in the dark, so they shut down every room they capture. Prevent them from reaching the bridge, kill or wound

them until they retreat within 10 minutes to win the mission. If they capture the bridge, you have lost.

■ **Ship Battle: Offense**

If your ship is armed, you need to destroy the enemy ship to win this mission. If not, this mission is not possible. You can use the maneuver panel to face the side you want towards the enemy, or change the distance between you and the target. If you get too close you will get a warning and run the risk of collision and destruction. If you get too far away, you will get a warning and the mission might end if not returned quickly

■ **Mayhem**

This mission combines Magnetic Storm, Ship Battle: Defense and Minefield to form the ultimate challenge. You need to survive for 10 minutes to win.

■ **Minefield**

You are drifting through a minefield and need to survive for 10 minutes. Mines are attracted most to rooms that have a high electromagnetic signature: Engine room or shields. If they get close to a room that is powered up the lock on that target and fly towards it. You can avoid most of the mines by turning of rooms. Some mines cannot be avoided, as they drift towards the ship.

■ **Ship Battle: Defense**

Same as Offense, only that you do not need to destroy the enemy, only survive for 10 minutes.

E: Crew Count Selection

For Standard Operation, you can choose to reduce the crew count from the number of available people in each profession. This gives you a bonus for your rating, but might make all the missions more difficult. You will not be able to change crew count for all other missions.

F: Mission Objectives

- A list of the main objective, and sometimes a secondary objective
- The mission time in minutes
- a short description of the mission

G: Mission Rating Details

- a list of criteria that determine this missions' rating. Details for it are listed under "Mission Panel"
- the rating of the last try
- the projected overall rating in this category, if you finish this mission with a top rating.

You start the mission by clicking the button in the lower right corner. You cannot start a mission with no crew members at all.

If the crew management rating is lower than the contract goal, the stars are red and the text says "insufficient".

If the value equals the goal, the stars turn green and the text says “good”.
 If the ratings are higher than the required goal, the stars are shown in white and the text says “excellent”.



Crew Management User Interface:

■ **A: Mission Panel:**

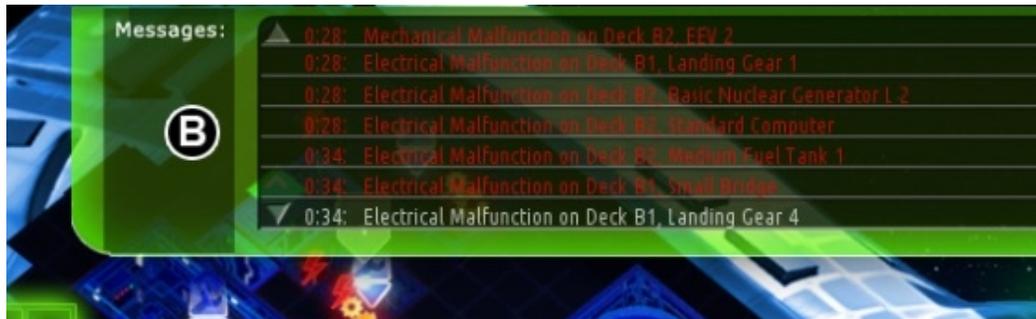


From top to bottom:

- a progress bar showing the time already passed in relation to the time limit.
- the current mission rating expressed in stars and a number
- the mission objectives
- a list of criteria that determine the rating (depending on the type of mission):
 - Time: sometimes mission time takes away points, sometimes it adds them
 - Crew: the points that are subtracted for crew size

- Injuries: points for the sum of all injuries sustained during the mission (even if healed later)
- Casualties: points for every dead crew member
- Morale: points for lower morale (caused by the ship design)
- Malfunction: points for the time malfunctions remain unattended
- Fire: points for the time a fire causes damage
- Efficiency: points for the time rooms are less than 100% efficient (not maintained)
- Capture: Points for rooms taken over by intruders, scanned by probe drones or infected by aliens

You can minimize or maximize the panel using triangles. You can end the mission at any time by using the button at the bottom. The mission is then regarded as failed and the rating is 0.



- **B: Message Panel:**
Every message you will get from the ships computer is logged into a list. Sometimes many messages pop up at the same time and then you can look there to see what you missed. If you click on one of the messages you automatically switch to the deck the incident happened. You can maximize or minimize the panel using the arrow in the lower right corner
- **C: Objective Panel:**
content from top to bottom:

- The name of the ship class, the name of the fuselage
- mission time, buttons to slow down or speed up game speed
- permanent damage to the ship in mBTC and percent of overall value
- energy surplus (energy supply – energy needed) in TW and percent
- time left with the current air and water supply (blinks red if life support is not working)
- number of rooms and hatches that have no issues, number of rooms that are damaged, number of destroyed rooms
- number of crew members that are healthy, injured and dead
- Alarm button and drop-down menu, to switch alarms on and off and change alarm type



- **D: Room Information Panel:** shows detailed information about the room (just like in ship design), only now the bars for Damage, Heat and Efficiency are in use.

■ **E: Rollover Room Name**

to help new players identify rooms quickly, the name of the room the mouse is over is shown here



If a crew member has been selected then his information is shown in the bottom right corner.

- Portrait
- Name, rank, current action
- Health
- Morale
- Experience
- Air Supply
- Suit Condition
- Ammo
- Rules of engagement

Performing a Mission:

At the beginning all ship systems are being initialized. It takes a moment, so the screen will show this information:



After completion, the player is able to switch between decks and look at the ship, and as soon as he is ready he can click the “Start Mission” button:



Pausing the game or changing game speed:

On pressing “P” the game is paused or unpaused (game speed is set to zero). To change game speed, either press the plus and minus buttons in the objectives panel or press “F11” and “F12”. Game speed can be set from 0 to double speed, in increments of 0.2. A window is shown for a short amount of time after pressing a button, displaying the current value:



Crew Member Icons:

Persons are displayed as blinking white dots with a “flag” above their position to illustrate their identity. The blinking correlates to the unit’s heart rate. Dead units do not blink anymore and their flag gets very transparent to not be in the way.

Unselected the flags are smaller and only show the unit’s health bar and id number, when selected the

flags show the units profession as an abbreviation and through a color code, as well as the id number:

Pilots – PIL – green

Technicians – TEC – blue

Medics – MED – white

Soldiers – MIL – dark red

Cyo Units – CYO – dark grey

Enemies – none – bright red

The progress bars show the units' data:

red : health

green: morale

blue: experience

cyan: air supply

When units are equipped with a space suit, the flags get a “cap” and display the suits condition with a yellow bar.

If a unit is injured beyond 50 %, its portrait is shown in red.

If the unit is dead it shows a skull instead of a portrait.

Gaining or losing values:

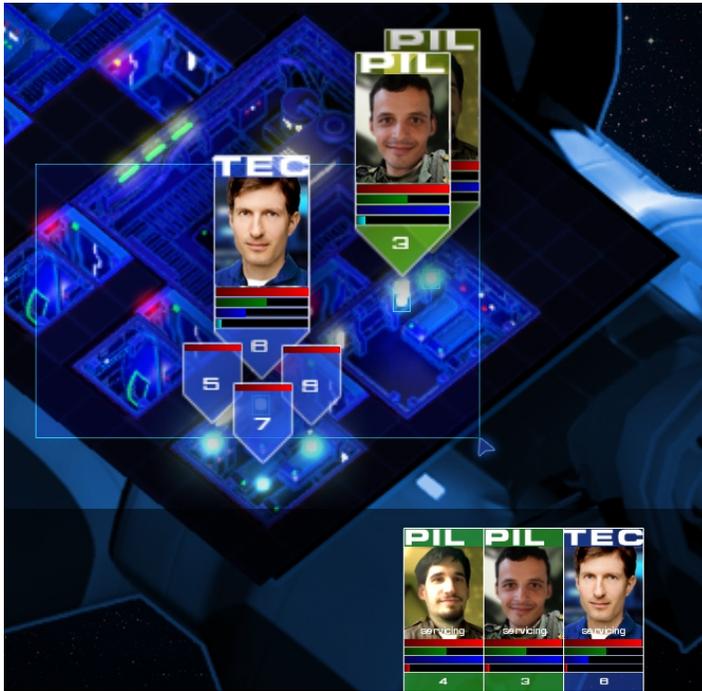
If a unit loses or gains health, takes suit damage or picks up ammo you will get an animated arrow above the unit's flag. The color corresponds to the type of value and the length of the arrow shows how big the value change is. The arrow moves up(away) if the unit loses value, and down(towards) if it gains.



Selecting Crew Members:

You can select single crew members by left-clicking on their flag and add additional units by hold <Shift> while clicking.

You can also hold and drag the left mouse button to select multiple units, or double-click on a unit to select all the crew members with the same profession.



If multiple crew members are selected, they are all listed in the bottom right corner. You can pick single units out of this list by clicking with the left mouse button on the “card.” You can deselect units by pressing <Space> or clicking on an empty area.

Creating Groups:

You can create a group by pressing <Control> and any number key between 1 and 9. Group assignments can be removed by pressing <Control> + <0>. Grouped crew members will wait for each other at waypoints. Select a group by pressing <Shift> and a number key.

Moving Units:

When selected you can give a simple move order by right clicking anywhere within the ship. If you click on a different deck than the unit is on, the unit will walk to the closest lift or stairway and change the deck. If the waypoint is not reachable because it is outside the ship or behind a closed hatch, the unit will tell you so. The place where you set a waypoint is marked by a blinking cross. Waypoint markers of selected units are larger. Markers of dead units are shown in red.

When a unit is talking, the flag is blinking for a moment, so that you know who is communicating.

Unit Actions:

On clicking and hold right mouse button you can choose between a series of actions (depending on the unit’s profession or location of the waypoint)

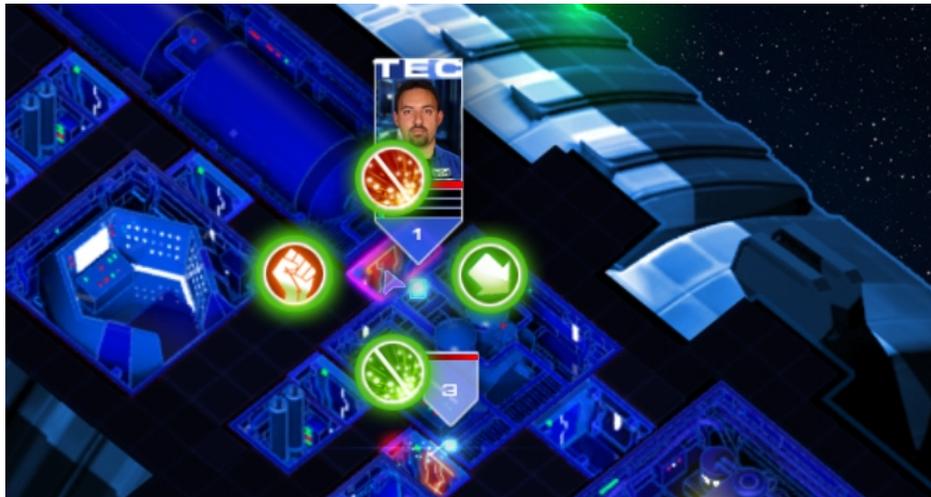


For All Units:

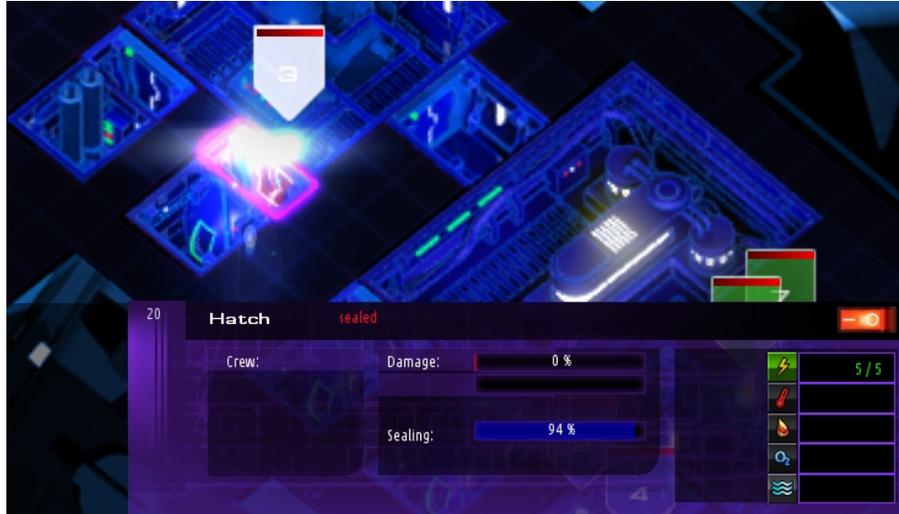
- Maintenance (Standard): checking the room, raising efficiency and resetting the maintenance timer of the room
- Move
- Put on or take off Suit (when in crew quarters)
- Defend: Raising the rooms defense value and improving the units combat effectiveness
- Take Ammo (when in armory)

For Technicians:

- Repair: Check for any malfunctions in this room and automatically repair them
- Weld or Breach (when on a hatch)



Hatches can be welded shut or opened using blow torches. Only one unit at a time can weld at a door and positions itself in front of it after given the order. The hatches status is shown in the room information panel.

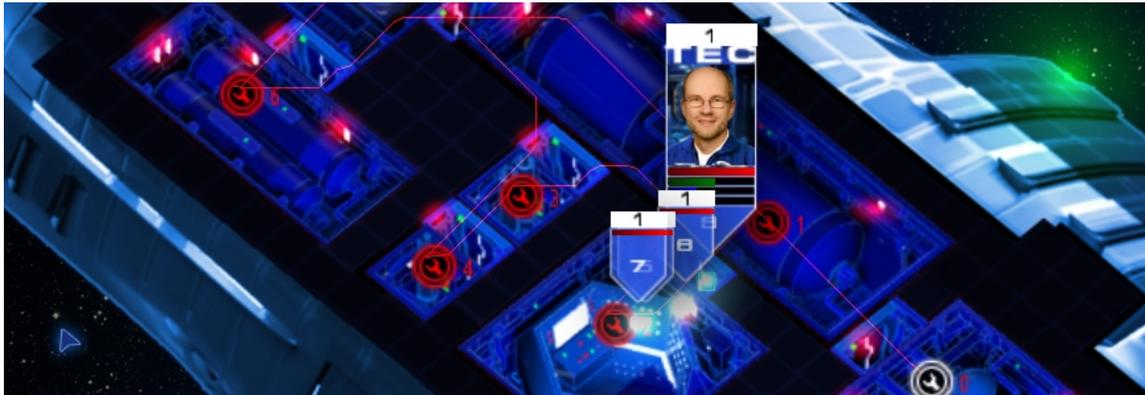


For Medics:

- Heal: (currently not used)
- Desinfect: when used in an infected room

For Soldiers:

- Grenade: when equipped – throws a hand grenade in the direction of the waypoint, the farther away from the unit the stronger the throw.
- Weld or Breach (when clicking on a hatch)



Creating Patrol Routes:

You can create a route for single units or groups by holding <Control> and clicking with the right mouse button.

You can add waypoints later, move them by dragging with the left mouse button, delete or change them by clicking and holding the right mouse button on a waypoint.



Patrol Waypoint Types:

- Maintenance
- Move
- Wait: Wait at the waypoint for a period of time (while maintaining the room) until moving on. You can change to time value by holding right mouse button and moving the mouse cursor up or down.

Room Maintenance:

If the maintenance counter of a room reaches zero (or always - when a room needs permanent maintenance), the room's efficiency goes down. The lower its efficiency is, the higher the probability gets that malfunctions will pop up within that room.

There are two types of malfunctions:

- Mechanical: can pop up anywhere within the room. slowly increases damage to the room
- Electrical: can pop up anywhere within the room. After some time has passed this malfunction will damage the room over 50% taking, shutting down its power.



Technicians can remove malfunctions simply by standing close to them. If you set a waypoint on a malfunction, it is shown in red to illustrate that it will already be dealt with.

If a room's maintenance counter is at zero and it needs immediate attendance, and will pop up above it, moving slightly up and down. Its color corresponds to the type of crew needed there.



If a room is shut down or has lost power, it does not need maintenance or produce malfunctions.

Hull breach and air pressure:

When a projectile, asteroid or mine collides with the ship, a hull breach can occur - symbolized by an icon.



The room that has a breach loses air pressure, visualized by the room color becoming gray. All rooms that are not separated by a closed hatch will also lose air pressure.

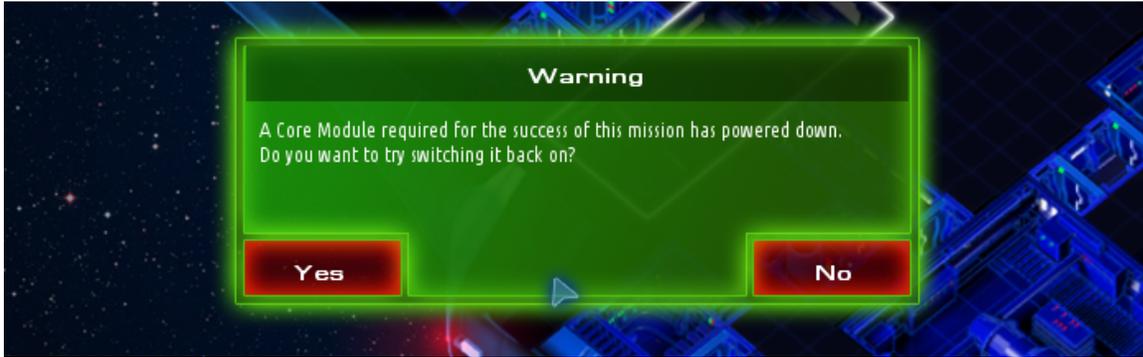
As long as a room is running or connected to rooms that are running, air will escape through the hull breach, diminishing your air supply. Any unit that gets within the radius of the visible debris particles getting sucked into space will also get sucked out and die. You can avoid that by closing all of the room's hatches and shutting it down (also shutting down air supply of that room). Technicians get repair a hull breach by standing close to its icon.

Every hull breach creates an alert sound of its own. You can silence that alarm by clicking on the breach icon with the left mouse button.

Core facility shutdown warning:

Some missions (for example Standard Operation and Asteroid Field) require the core modules to be running all the time. Core Modules are: Bridge, Engine room, Computer, Life Support and Water Treatment.

If during one of those missions one of these rooms gets shut down or loses power you will get a warning that enables you to turn it on again and avoid the mission to fail.



Mission Debriefing:

After the mission is over, either by fulfilling or failing objectives or ending the mission voluntarily, you will get a debriefing window, show you success or failure and listing the reasons for it:





The points that are listed are the same as in the mission panel.

The time you spent for the mission is shown at the top right, and your last achievement for this mission (if you have one) is displayed.

The rating of that mission in points and stars is shown.

At the bottom you have a few buttons to choose from:

- Retry Mission: restart the same mission with the same settings
- Continue: keep on playing even if it is not of significance for the rating
- Save: Add this mission's rating to the database
- Menu: return to the Mission selection Menu

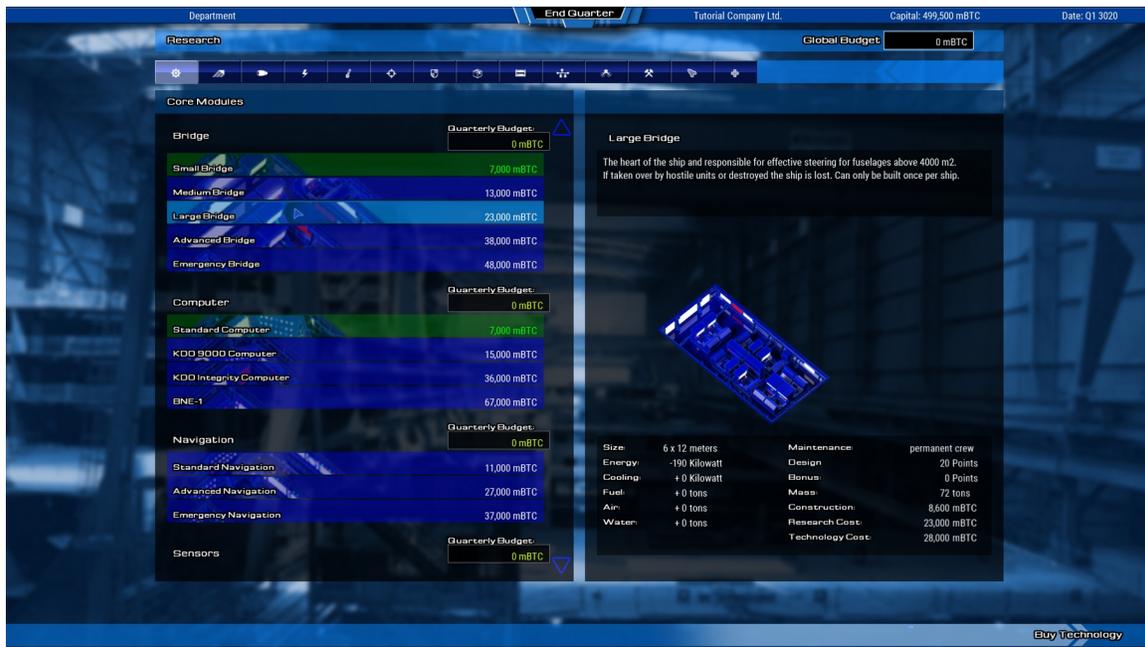
Technology

This interface shows you all available facilities and fuselages that you can research over the course of your career.

Items shown in blue are not researched yet, items in green are, items shown partially in yellow are currently being developed.

If you click with your left mouse button on different items, you will get more information about them.

Overview:



The tabs at the top let you quickly jump to the categories that interest you most.

Research categories:

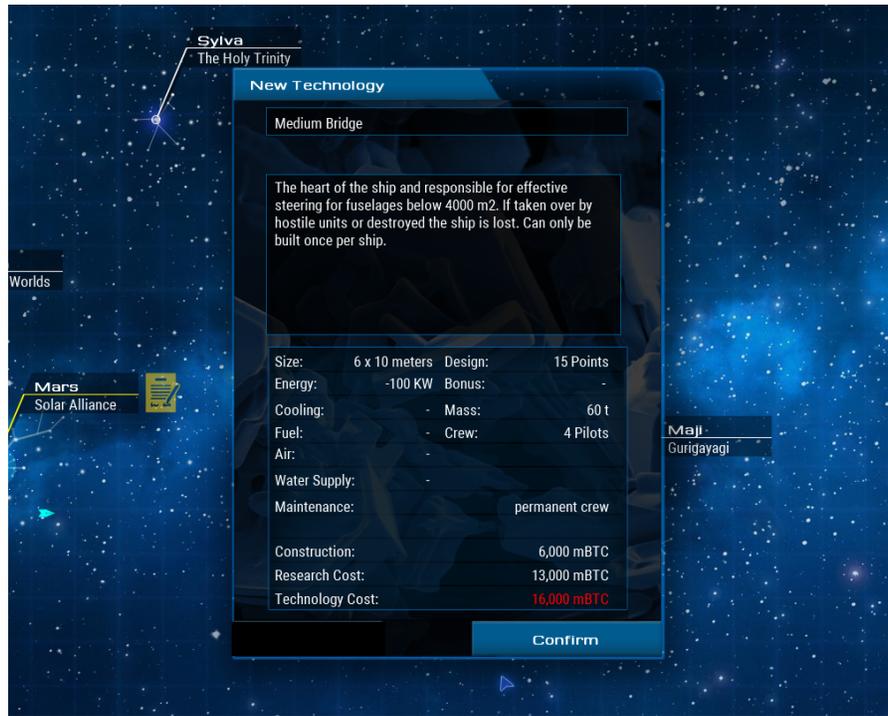
- Core Modules
- Main Engine
- Maneuvering
- Power
- Cooling
- Offense
- Defense
- Storage

- Berthing
- Infrastructure
- Hull Extensions
- Mining
- Fuselages
- Health

Quarterly Budget:

You can set a quarterly budget for each sub-category. The color of the value represents its efficiency. Higher values than 2000 mBTC do not speed up research significantly.

By investing into a category over time you can further the knowledge of many different applications at the same time. As soon as the research of a specific technology has been completed, you will get a message in the galaxy map. Then the new technology is available for ship-design.



Buying Technology:

If you don't want to wait for new tech, you can immediately buy rooms and fuselages (at a higher price), buy clicking on "Buy Technology" in the lower right corner.

Financial Overview

This interface helps you keep an eye on your all-time income and expenses, and the progression in a number of relevant categories.

Overview:

The plus and minus icons at the top help you to scale the values to the right size.

Expenses:

- Ship Construction
- Ship Operation
- Shipyard Construction
- Taxes
- Credit Rates
- Research
- Other
- Total Expenses

Income:

- Contract Fulfillment
- Mining Operation
- Other



Graph:

The graphs let you know how your company is progressing over time. You can add or hide single categories by clicking into the box next to its title. If the mouse is hovering over a point in the graph, you will see its

value. If you click on the plus and minus icons on the top and the right side, you can scale the X and Y-Axis. If you click on the arrows, you can pan to either side.



Categories:

- Ship Construction
- Ship Operation
- Shipyard Construction
- Taxes
- Credit Rates
- Research
- Other
- Total Expenses
- Total Balance
- Capital

- Contract Fulfillment
- Mining Operation
- Other
- Total Income

Ship Database

The screenshot shows the 'Ship Database' interface. At the top, it displays 'End Quarter', 'Zimmerl Corp', 'Capital: 8,426,372 mBTC', and 'Date: Q1 3044'. Below this, there are buttons for 'Select all' and 'Select none'. The main table lists various ships with columns for Name, Date, Design, SOP, ERS, HEP, Budget, and Contract. The 'Battlecruiser' is highlighted, and its details are shown in a sidebar on the right, including 'Fuselage: Portador 818', 'Budget: 929,058 mBTC', 'Fuel Capacity: 1200 tons', 'Max crew members: 15', 'Range: 2400 ly', 'Duration: 60 months', 'Speed: 12700 Kc', 'Maneuverability: 24 deg/s', 'Cargo Capacity: 10000 tons', and 'Build time: 2 Quarters'. The sidebar also lists 'Facilities on board: 1 x Large Bridge, 1 x KDO Integrity Computer, 1 x Hall Drive'. At the bottom of the table, there are buttons for 'Delete', 'Load Blueprint', and 'Load Ship Class'. A 'Back' button is located at the bottom left.

Name	Date	Design	SOP	ERS	HEP	Budget	Contract
Campaign Crusader	3020	2453	49	65	100	1,002,080 mBTC	no contract
Campaign Crusader	3020	1859	-	-	-	998,405 mBTC	no contract
Aufklaerer	3029	864	41	58	6	680,790 mBTC	Reconnaissance Vessel
Auto Assassin	3031	6544	50	52	64	792,634 mBTC	Auto-Killer
Auto Builder	3020	1051	41	54	68	334,608 mBTC	Salvage Operation
Auto Miner	3020	1113	-	-	-	441,422 mBTC	Automated Mining Vessel
Auto Miner	3028	3719	44	49	51	476,163 mBTC	no contract
Auto Service Craft	3032	1032	40	53	6	124,780 mBTC	no contract
Automated Border Patrol	3020	1935	50	58	108	142,826 mBTC	Salvage Operation
Automated Routeworker	3020	765	47	52	78	122,952 mBTC	Automated Routeworker
Automated Small Transport	3020	2435	50	60	110	166,820 mBTC	Automated Cargoship
Automated Small Transport	3020	2846	41	61	111	171,889 mBTC	Salvage Operation
Automated Tanker	3020	986	45	54	60	127,482 mBTC	Automated Tanker
Battlecruiser	3030	1193	-	-	-	929,058 mBTC	Battlecruiser
Battlecruiser	3030	1193	50	40	100	929,058 mBTC	Battlecruiser
Better Route Worker	3020	0	-	-	-	146,092 mBTC	Build your own ship
Better Route Worker	3020	0	39	48	7	146,092 mBTC	Build your own ship
Blockade Runner	3030	662	44	33	28	224,918 mBTC	Blockade Runner
Border Patrol	3025	604	45	52	98	135,719 mBTC	Border Patrol Vessel
Bunkerschiff	3027	779	50	40	34	268,344 mBTC	Bunkerschiff
Campaign Alien Scout	3020	362	39	45	4	162,964 mBTC	Erztransport zum Mars
Campaign General Shuttle	3020	901	0	0	0	132,436 mBTC	The general's shuttle
Campaign General Shuttle	3024	901	50	45	44	132,436 mBTC	The general's shuttle
Campaign Gold Transport	3020	493	49	36	39	321,958 mBTC	no contract
Campaign Gurigayagi Racer	3020	612	41	60	6	889,601 mBTC	no contract
Campaign MDF Scout	3024	1324	41	44	52	584,763 mBTC	MDF Military Scout
Campaign Messenger	3030	4481	41	65	64	734,959 mBTC	Messengers

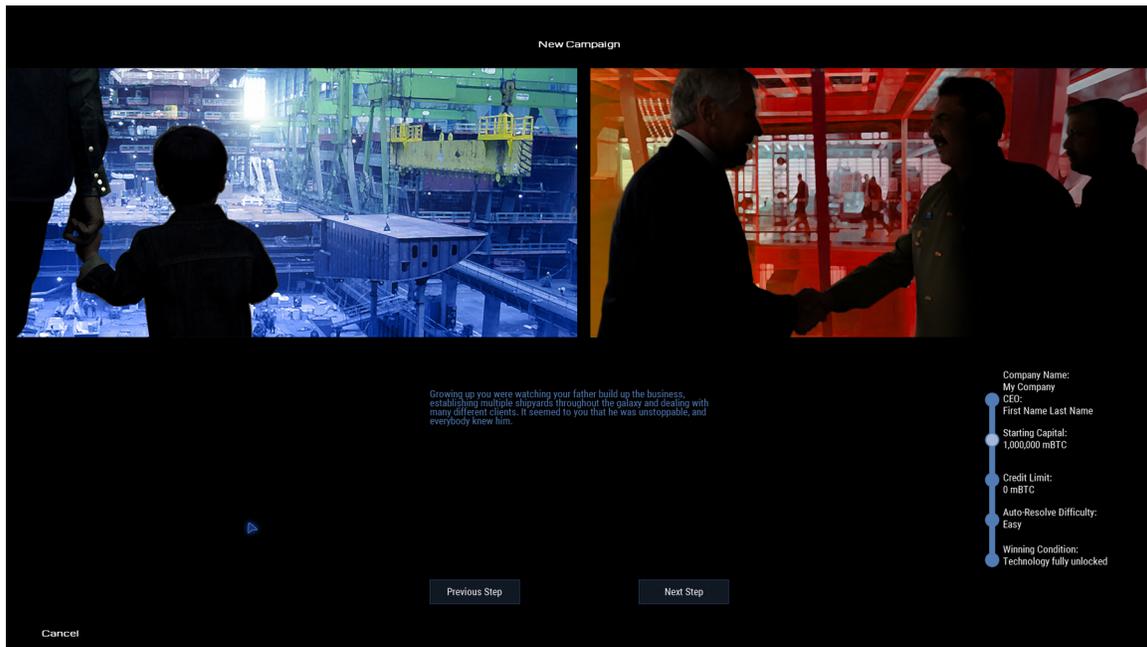
The Ship Database can be accessed over the Main Menu, selecting either “Sandbox” or “Campaign”. It shows a list of all blueprints (yellow) and ship classes (green) that are available. You can select each one on the right side of the table to get more information about it.

If you want to exclude or include certain ships from a sandbox game or a campaign, you can click on its title, and it will be selected or deselected. If you want to select all or none, you can use the buttons at the top.

You can also delete or load files from here. Blueprints will be opened in Ship Design, Classes will be opened in Crew Management.

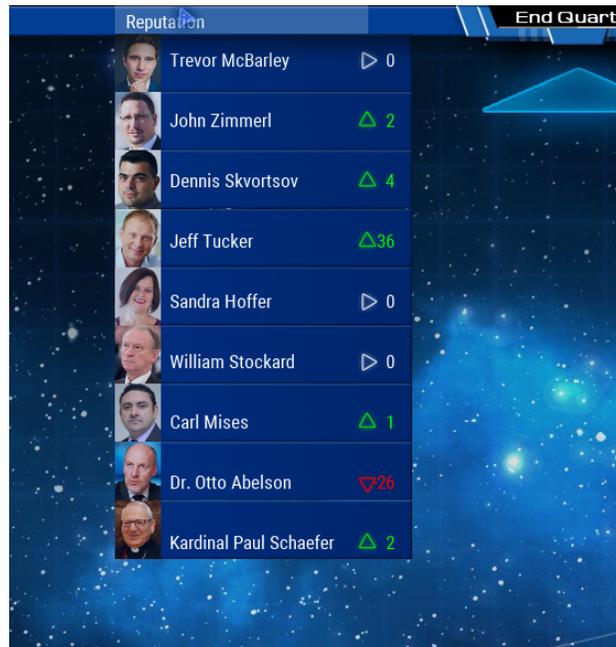
Campaign

For the campaign, the starting funds are fixed to 1 000 000 mBTC, the credit limit is set to 100 000 mBTC and the winning condition is set to an accumulation of 5 000 000 mBTC. You are following a storyline as the game unfolds by various characters sending you messages.



Reputation

With every person you get to know during the campaign, the list in the top menu grows, and shows the relationship value next to their portrait. If values get too low, they will stop interacting with you.



Cheats

Control + M: add money

Alt + M: remove money

Alt + U: unlock all technology