

QUICK START

(and helpful hints)

GUIDE

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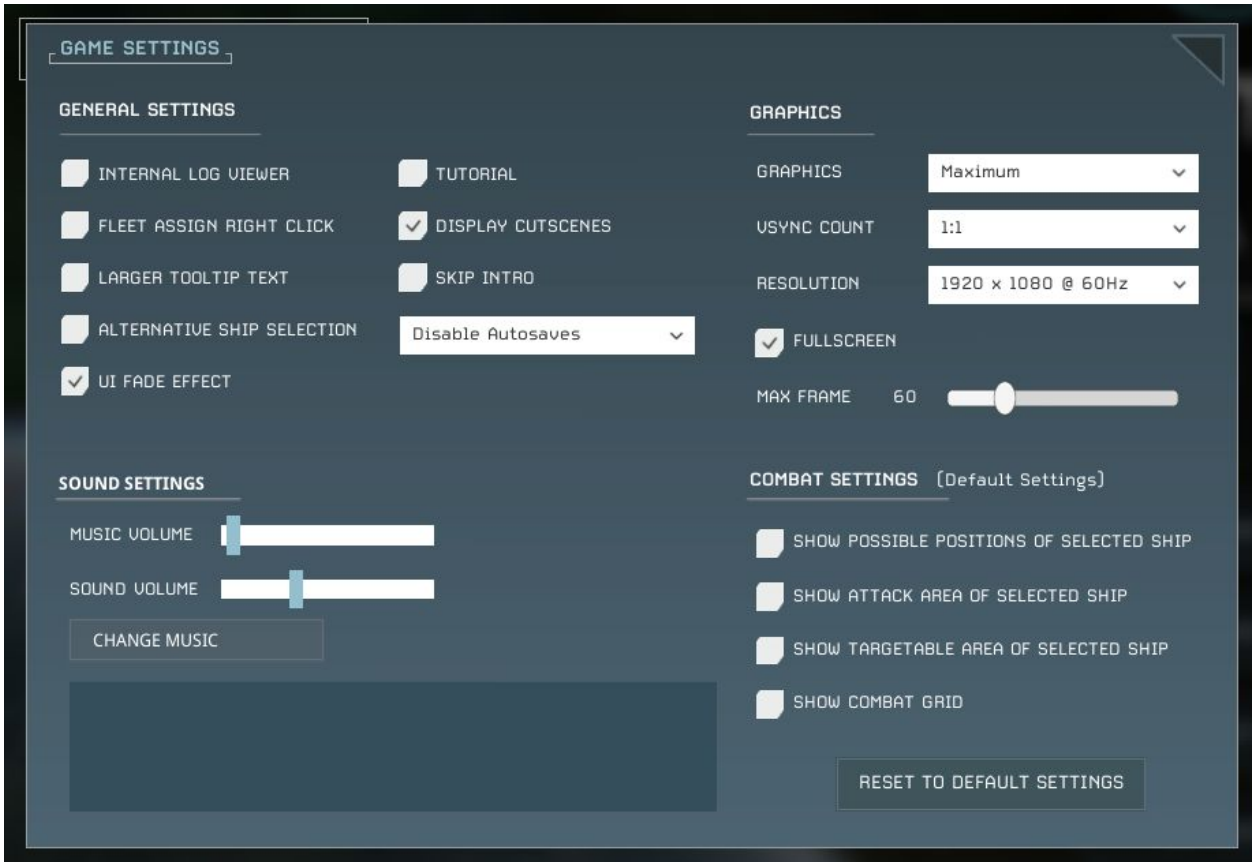
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A brief Introduction

Interstellar Space Genesis (formerly Project Space Sector) is a spiritual successor to Master of Orion 2, the turn-based space 4X strategy game from the 90's that we love so much. This will be a faithful successor that is true in spirit to the series. We believe that by sticking to its fundamentals we will please the fans who want to feel the atmosphere and that "feeling" of Master of Orion 2, but also want to experience something new and fresh, with all the complexity and depth of an epic 4X game.

Welcome emperor! If you're reading this you are now the proud owner of ISG. I guess we can dispense with the small talk and get straight to the point, you have the game and now you want to play it... we can relate to that.

The guide you are now reading is a user friendly manual that will address some of the more basic aspects of the game so that you can dive right in and start enjoying ISG. That means we will try and answer the crucial basics for you in a streamlined fashion and leave out any mundane topics that are obvious. Here we will discuss crucial mechanics and their effects, we will not teach you how to use a pc as you already know that.



(Game Settings)

You can adjust general, sound and music, graphics and combat default settings at the appropriate screen to maximize the performance of the game.

The Start Screen

So you have selected play and if this is your first campaign you chose a new game, if you're seeing this, so far so good.

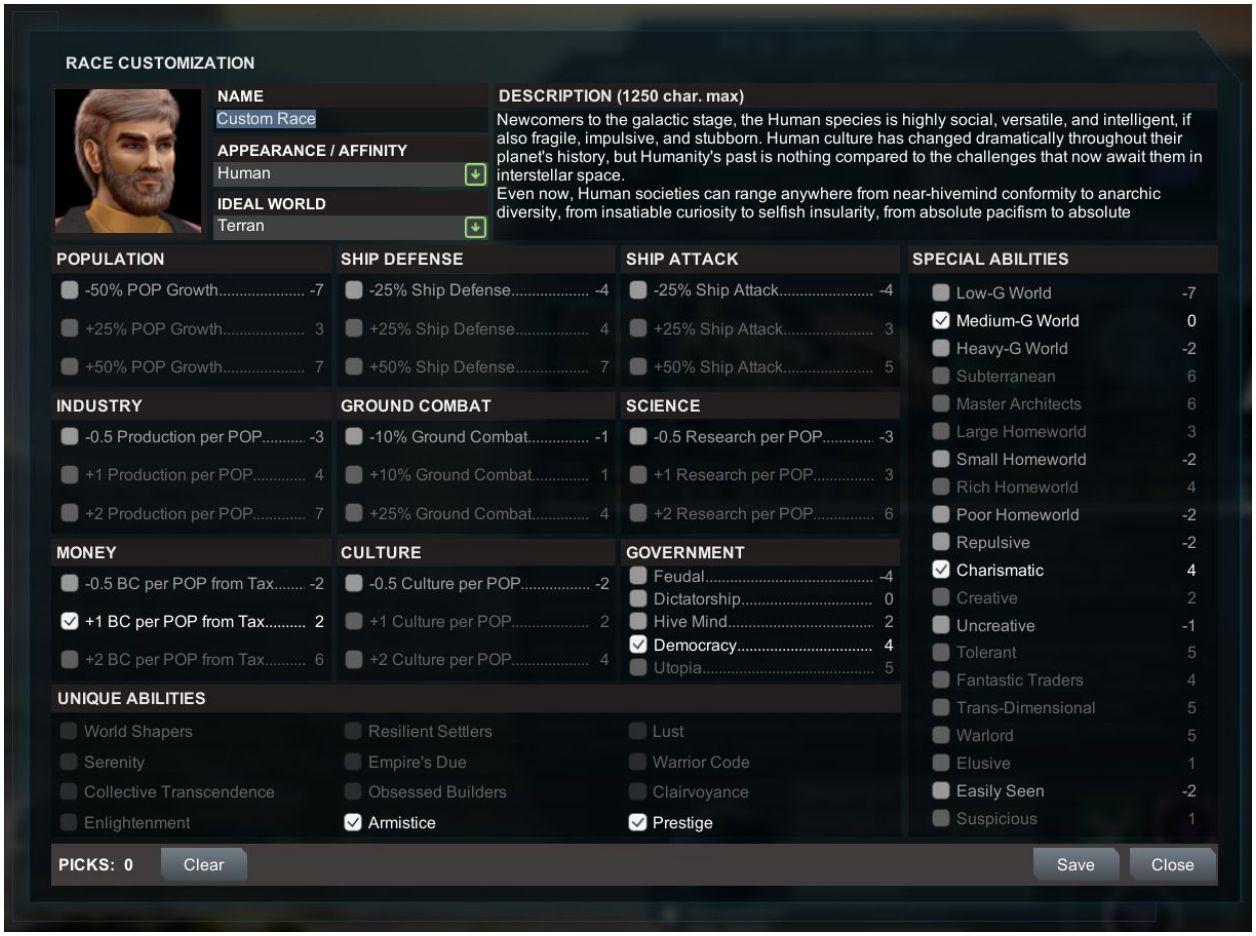


(New Game Set Up Screen)

All aspects of ISG are now implemented, and there are a number of relevant choices for you here. **You can select your race, color, difficulty level, size of map and number of opponents. You can also customize your leader name, empire name, set frequency of events, tech tree preferences and Homeworld name.**

You can now customize your own race or select one of **the default races. Each race has different attributes and homeworld preferences** which are displayed as you select the race avatar.

In this screen you can also choose **different galaxy generation settings**. You can set a **star system distance**; choose between **a more even or varied star distribution** on the galaxy map; decide to have **more or less planets**; **more abundant or scarce resources**; **few, average or more planet specials** and the **amount of space monsters** found in the galaxy.

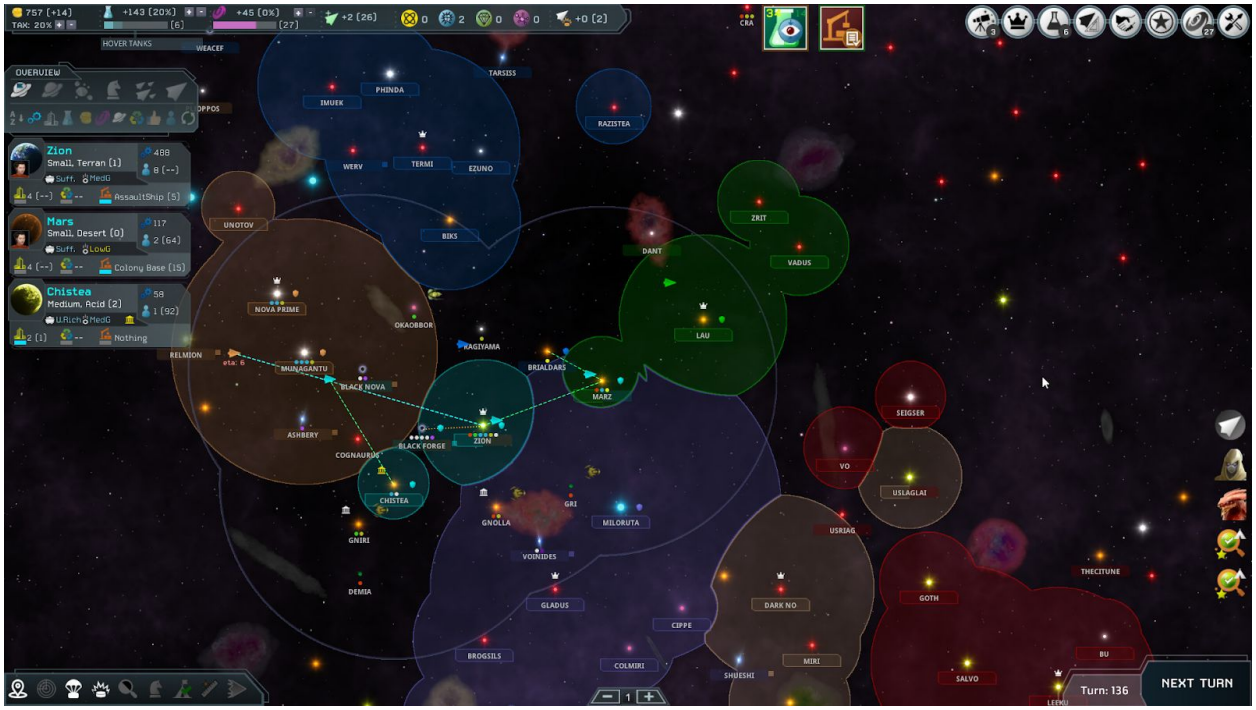


(Race Customization screen)

For your first game, we highly recommend a setting of easy or normal and a medium galaxy (or large galaxy if you want more breathing space and time to learn as you go). We also recommend starting out with the Humans or the Sulak as your first choice as they are slightly more adaptive overall and this will give you more freedom as you play.

The Galaxy Map

You set your parameters and preferences and selected start game, now you are looking at something like this.

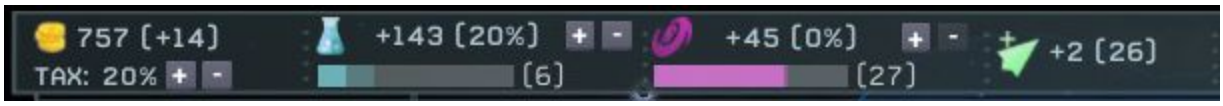


(Galaxy map)

Take a good look at this screen, a lot of the action in ISG takes place here, thankfully ISG features **a single screen map** similar to its inspiration, this will make it easier for you as the game progresses and you can see all the relevant action without scrolling or searching the map.

Valuable tooltips are available in all relevant areas so if you want additional information just hover over whatever you desire.

Starting at the top left we have some colored icons which give you information on the following:



(Treasury/income, research and culture generation and allocation and ship support)

The coins represent your **treasury** and income generation per turn, that's right you're a pauper. (You can leave the default settings in place until you get more comfortable with them). You can increase the tax rate of the empire, but be careful, your production will suffer.

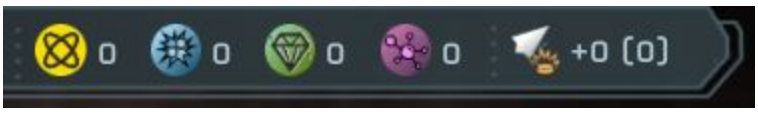
The beaker represents your **research points** and ETA to research completion. You can adjust the settings with the + and – switches (you can leave the default settings in place until you get more comfortable with them).

The Galaxy icon represents your **Space culture** point generation and the ETA of your next level up. You can adjust the settings with the + and – switches (you can leave the default settings in place until you get more comfortable manipulating them).

The ship Icon represents your **SSPs** (ship support points). The first number shows the actual SSPs available while the number in parentheses is your SSPs currently in use. This is your **ship maintenance support requirements** and you will incur a hefty penalty for exceeding your limits. You can get more detailed information via tooltip but cannot increase SSPs from here.

Directly to the right of the ship icon, you can see the number of **freighters** in use.

The next four Icons display **information on strategic resource generation**.



(Strategic resources and number of Freighters)

Right now you have no **strategic resources** available, you will have to discover them first and then send an **outpost ship** to the relevant location before you start generating these resources. Strategic resources will **unlock new research options** based on your decisions once you discover them. Keep an eye out for these, they are important and many technologies will require some strategic resource in order to function.

You also have information on the amount of freighters being used and the total amount of freighters available in the empire.

At the top right of the galaxy map you will see another group of icons:



(Game Main Screens)

The **telescope** will engage your **remote exploration map** and interface any time you wish, details provided in the Remote Exploration section of this guide.

The **crown** will engage your Empire view screen which will display valuable information about your empire in an easy to understand format.

The **black and white** beaker will engage the research screen and interface any time you wish, details are provided in the **Research section** of this guide.

The **spaceship** will engage the **ship design** screen and interface any time you wish, details provided in the Ship Design section of this guide.

The **handshake** will engage your **diplomatic actions** after contact with Aliens has been established. To speak with an Alien simply hover over the text bubble that appears on the top right of his avatar. A limited number of options are currently available, these all feature tooltips so you can familiarize yourself once they arise.

The **star** gives you access to any **leaders** you have so that you can assign them, you can also hire leaders that are waiting around. Leaders in ISG level up with experience and time, try and hire a colony leader as soon as possible for better growth.

The **spiral galaxy** icon will bring up your **space culture** **screen** but the interface will not be active until you reach the next level up. (When this happens the screen enables automatically, you do not need to micromanage this).

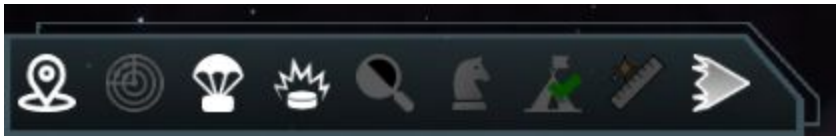
The **tools** of course are your way out, saves, etc.

Now look at the **outliner on the left of the screen:**



(Colony overview panel)

This list will grow as you colonize new worlds. The information available here is quite a lot and can be sorted in numerous ways but it is not critical to familiarize yourself with this quickly (you can play on defaults till you are comfortable). At your leisure, check the tooltips available and make yourself comfortable with the configuration as you see fit. The most critical thing to know is that you can bring up the relevant colony screen by clicking here on the desired planet whenever you wish. You can also set maximum levels of production from here. (If you wish to fine-tune production levels, you will need to access the colony screen).

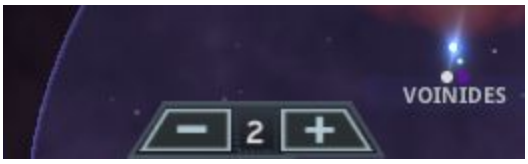


(UI Overlays and options - bottom left of galaxy map)

Now at the **bottom left** of the Galactic map you can see your **settings** that will enable visuals for your **territory, range, scan strength and political borders**. You can configure these to your personal tastes. On the opposite end you have the **end turn button** which will only be **active if there are no mandatory actions for you to take** such as setting research, remote exploration, etc. In this way a lot of micro-management has been eliminated for you and you don't need to worry that you missed a vital action.

You can also switch on/off seeing the **strategic resources on the map**; **highlight colonizable systems**; **measure distances between stars** and control which **fleets' destinations you'd like to see** on the map.

In the bottom center of the map you will find the controls for **zooming** in and out of the galaxy map view. Alternatively, you can use your mouse scroll wheel to accomplish the same.



(Zoom level - bottom center of Galaxy map)

Fleet Panel



(Fleet panel)

The fleet panel shows the contents of a fleet after clicking on a fleet icon (small ship icon when the fleet is moving or a 'shield' looking icon when the fleet is stationed in a system).

The fleet panel shows the **fleet speed**, **fleet ground combat strength** (top right). You can issue the command to **colonize a planet** from the fleet panel. You can also conduct **ancient ruins searchin**g from the panel (button only shown when there are ruins present in the system).

It's also possible to issue the command to **build an outpost**, when suitable and vacant system objects are available in the system and the fleet has at least one outpost ship. It's also possible to issue the fleet to **engage a fleet** in a system after disengaging from a previous fight in that system.

Splitting a fleet in ISG is a case of selecting the ships you wish to break apart from a current fleet being shown (in the fleet panel) and then assigning them to some other system. In the example above, we're selecting the colony ship to split from the current fleet stationed in SOL and to form a new fleet to go alone to the ADRE system. It's never advisable to leave civilian ships unescorted though. We can also see that another fleet is heading from the SOL system to an unknown orange main sequence star to the left.

Remote Exploration

One of the exciting unique aspects of ISG is that the galactic map only shows you what is readily found out there. **To locate black holes, rogue planets, etc** you need to **conduct remote exploration**. You will also need to fully explore more traditional systems (main sequence stars) to know all the relevant details.



(Remote exploration screen)

Notice the **opaque** squares on the map? These are the **sectors that have not been explored yet**. You can explore any sector where the blue telescope icon is present, just select the appropriate icon and it will turn green to indicate a scan in progress.

Technology is available that will aid and increase your abilities to scan as you progress in the game.

Survey ships can also greatly **speed up exploration** but be careful, they are unarmed and expensive to build and maintain. Survey ships are particularly helpful in exploring systems.

When you complete remote exploration you will be prompted to assign a new sector.

There are **three levels** of exploration for each sector, conduct them all to get the most information available.

You can also **automate the remote exploration** if you so desire, and you can choose between three exploration patterns: balanced, more shallow or deep. The latter will tend to scan sectors more fully with a shallow approach will try to explore more sectors with a less deep scanning being applied.

Research

Research in ISG is **partially random** and dependant on discoveries and choices. Research is also slightly influenced by which race you are playing. Take a look at the research tree here. You can also select Random Tech trees at the start menu which are race dependent.



(Research screen)

There are six research disciplines available to you and they have been color-coded to aid you in familiarizing yourself with the system.

Research that has been **completed** is color coded **blue** and is available to you.

Research that **can be conducted** is color coded **dark green.**

Un-available research is shaded and you cannot research these technologies without meeting the prerequisite requirements first.

The technologies shaded in **green** are **under-way research**. You can only research **one tech at a time** but you can **set a cue for research** as I have done here. The number under the tech title indicates the order of research.

You can change research at any time and will not be penalized.

Tool tips are available and when you complete research without anything else in queue you will be prompted to assign a new tech for research.

Ship Design

ISG features one of the most streamlined and effective ship design screens available, have a look.



(Ship Design / Customization screen)

You can **add/remove weapons** from the **left of the screen**. You will also be able to configure firing arcs, size of mounts, ammunition levels for missiles and lots of other options.

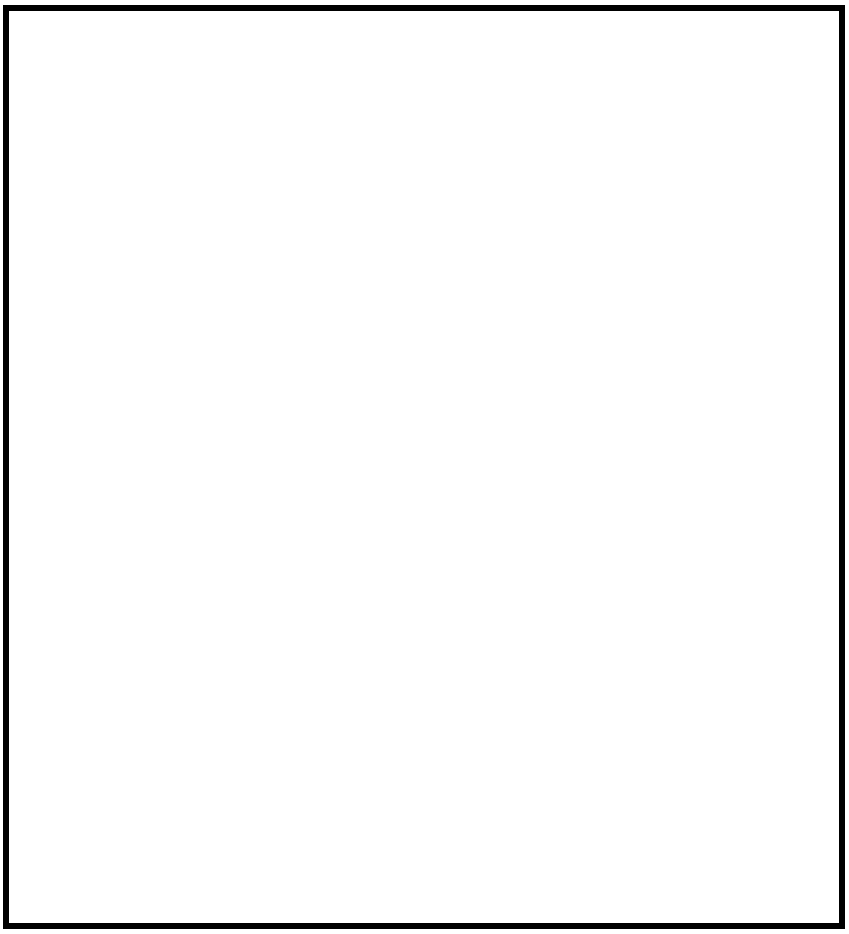
The **center** of the screen allows you to **name** each ship as you wish and keeps track of the **available space** of the hull type.

At the **right of the screen** you will be able to **configure engines**, select **armor strength** and **shield** level. ISG also allows you to set shield coverage, meaning that you can leave a section of your ship unshielded for an increase in available space.

Directly under that you can add any relevant **specials** you desire to your design. Go ahead and save your design when you are satisfied.

You can also **generate a design** on the fly by using the “Generate Design” button, and the game will generate a design for you.

Diplomacy



(Diplomacy dialog screen)

As we discussed earlier, diplomacy is accessed by the appropriate icon on the galaxy map.

Diplomacy in ISG is a very rich experience with several options and actions available to both the player and AI

Trade treaty will allow both you and the other party to gain an increase in credits per turn, be careful though as the first few turns the treaty is active you will lose some credits to reflect the cost of establishing trade routes, customs, and police patrols

Science treaty will allow both you and the other party to gain an increase in research output per turn, the first few turns the treaty is active you will lose some credits to reflect the cost of establishing the needed support services required for coordinating scientific efforts. The science treaty also allows you to trade specific techs with your partner

Mining treaty will allow you and the recipient to set up mines in each other's space and expand your potential for exploiting asteroids, strategic resources etc.

Alliance is self explanatory, if your relations are high enough, you can enter into an alliance with another faction which is the ultimate form of cooperation

Apart from your basic fare, there are also some more specific actions you can take via diplomacy

Gifts you can both gift and be gifted a number of Items, such as credits, systems, starships etc.

Coordinate efforts against rivals by asking your friends for specific aid, such as attacking or defending a system, hunting down a specific ship, etc.

Tribute requests allow you to ask for tribute from another faction, however, you can also be the recipient of such a request

War and Peace are also part of diplomacy, you can declare war on any faction or sue for peace via diplomacy

Leaders



(Leaders screen)

You can **hire leaders** to help you manage your colonies and to captain your military ships.

Each leader has a set of initial **traits**, and more can be gained as the game progresses.

Each leader also has a set of **primary skills**, different if they are colony governors of ship officers giving all types of bonuses, from more accuracy or defense in battle to helping a colony be more productive or generate more research.

Along with the primary skills, leaders also have **secondary skills** that they can level up with time which provides further benefits.

From time to time, leaders will have new **desires** or ambitions, and will humbly make requests to you. Fulfilling their requests will make them raise their opinion, which in turn helps them be more productive and lower the chance of them leaving the empire or being bribed.

Each leader has a **salary** that will increase as they level up, and they will make requests for further raises from time to time when they think they have been very useful to you over the years.

Space Culture

Space culture allows you to **customize your race progression** by offering unique choices to select, there is a **trade off** however, you will be presented with two choices each time you level up, once your choice is made the un-selected option will not be available to you again in the same game session.



(Space culture screen)

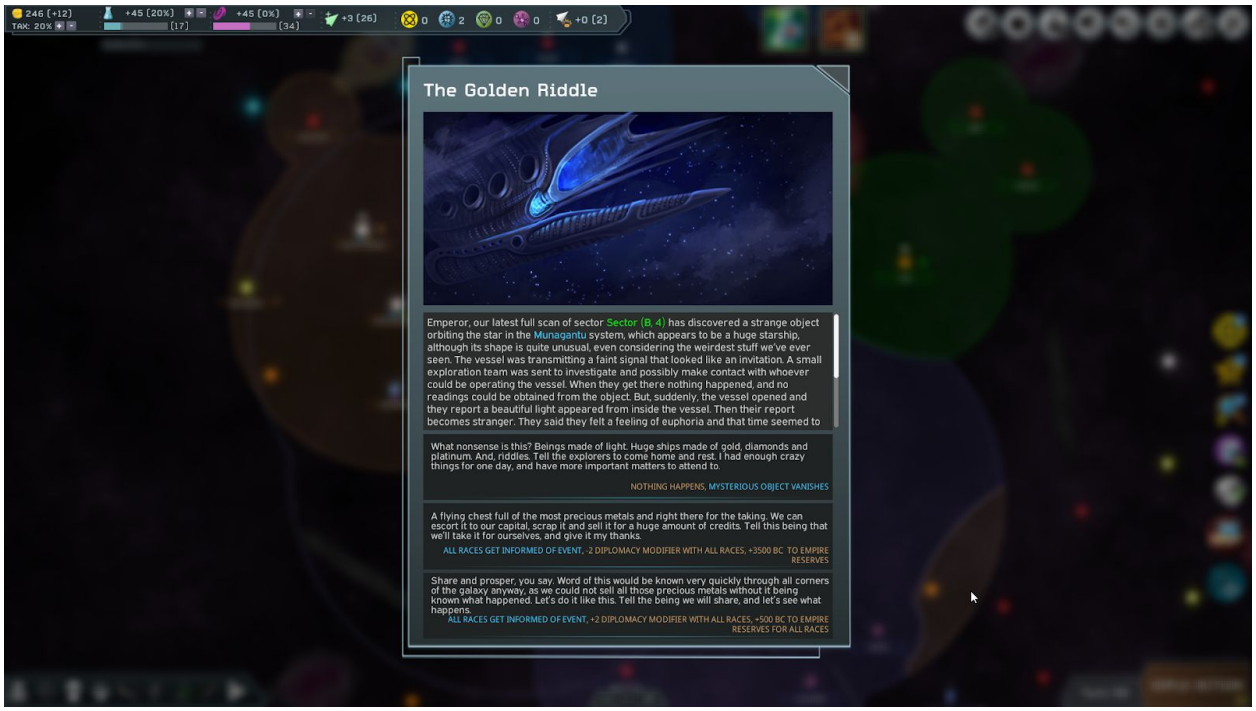
Tool tips are available in all selections to help you make a more informed decision.

Every time your culture reaches a new level you will be prompted, you do not need to micromanage this.

Events

From time to time you will get random **galactic events** where you're presented with a series of choices. You'll also get **colony events** after colonizing worlds.

This is how a game event looks like:



(Events screen)

Events can be a great tool to get access to a particularly powerful technology, or to change the diplomatic game with the correct choice. Some events will require that you have enough credits to choose an option.

Some events also admit **followup events**, for a linked chain of events.

The Colony Screen

The colony screen is where decisions are made and executed at the colony, or “local” level, let’s have a look:



(Colony view screen)

Most of **relevant information** and interface is located on the **left side** of the colony screen.

Population is shown as total, maximum and number of turns until increase (next to the clock).

Infrastructure level is shown along with the number of turn until increase.

You can also see the **production levels** of the colony as regards, **money**, **research** and **culture**. The number of **Ship Support Points** generated by the colony is also shown.

Production Allocation features a **triangle view or a slider view** for your convenience, switch between the two freely. There are **three areas of production allocation** that allow you to decide how much effort you want towards development.

(As a first time player you can use the default settings in production allocation and still play the game well. This will give you time to get familiar with the system and start allocating production levels manually when you are comfortable)

Infrastructure allows you to build up and customize the infrastructure on the colony level.

Planetary Engineering allows you to dedicate an effort to **population increase** (habitat control) **ecological improvement** (if available) or to **terraforming** (only possible if you have researched the appropriate technology.

Construction allows you to decide how much effort will go into **ship construction** and **colony buildings.**

Available constructions will show you a scrollable **list of all the items you can construct** at the colony. This list will grow as you research new technologies and design new ship types.

The **construction queue** will show you the **items currently set to be constructed**.

If you choose to stop construction before completion you will lose any accumulated effort.

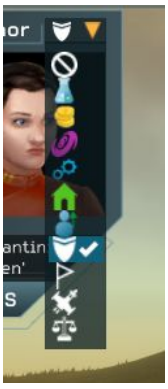
You can **automate construction** if you wish and **assign the colony to the AI**, a leader assigned to the colony will be depicted here as well. (Note: Automated construction is not implemented yet).

On the **right of the screen** you will see a list of **Finished Construction** or buildings for the colony. You can **demolish an existing building** from here. This is a temporary solution to show your buildings. In the future the plan is to show the buildings right there in the terrain.

You can now **speed up construction of ships and buildings** if you have enough funds. The coin Icon next to your current under-way construction will be active if you can meet the price.

The ship **Refit** option is also available in the colony screen. Once a Star-base has been constructed in orbit, this option comes on line. Look for the wrench Icons on the same line as available constructions to access this feature.

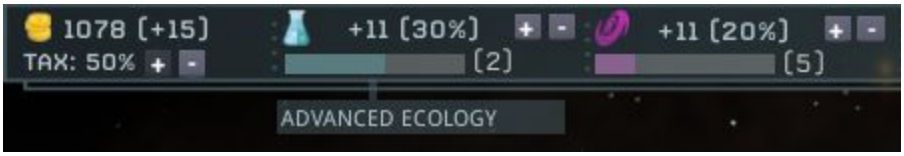
If you want your colonies to manage automatically you can turn on **colony automation,** choose a focus, and the colony will manage itself without the need for your intervention. Available focuses include: research, credits generation, space culture generation, production, habitability, population growth, ground combat strength and planetary defense, civilian ships, military ships or a balanced approach.



(Colony automation focus options)

Taxes, Income and Research and Culture Allocation

Raising taxes increases the income. When you allocate part of your income to research and culture, the income will be diverted from your treasury to those activities, increasing their output, proportionally to the allocation you set.



(Empire treasury/income, research and culture generation and income allocation)

So, for example, taxing the industry at a 50% rate (maximum percentage allowed) and allocating 30% of empire income to research means 30% of all the empire's income will be diverted to research (in a 2BC to 1RP conversion ratio). As can be seen above, 20% of the income is going to culture generation (4BC to 1SCP conversion).

So, you can allocate empire income to boost research and/or culture activities, as seen fit. It's possible to have a 50% tax rate and allocate all income to research (100%) and none to culture generation (0%), for example.



(Production tooltip information)

Increasing the tax means you're taxing more your industry empire-wide, and your production output in your colonies will fall as a result. With a 50% tax rate, you're taxing your industry output at a 50% rate, so 50% of the total production potential in colonies is "lost" and is diverted to the empire treasury as tax with a 3 production to 1BC conversion ratio (more details can be consulted in the production tooltip in one of your colonies - hover your mouse near the blue gear icon).

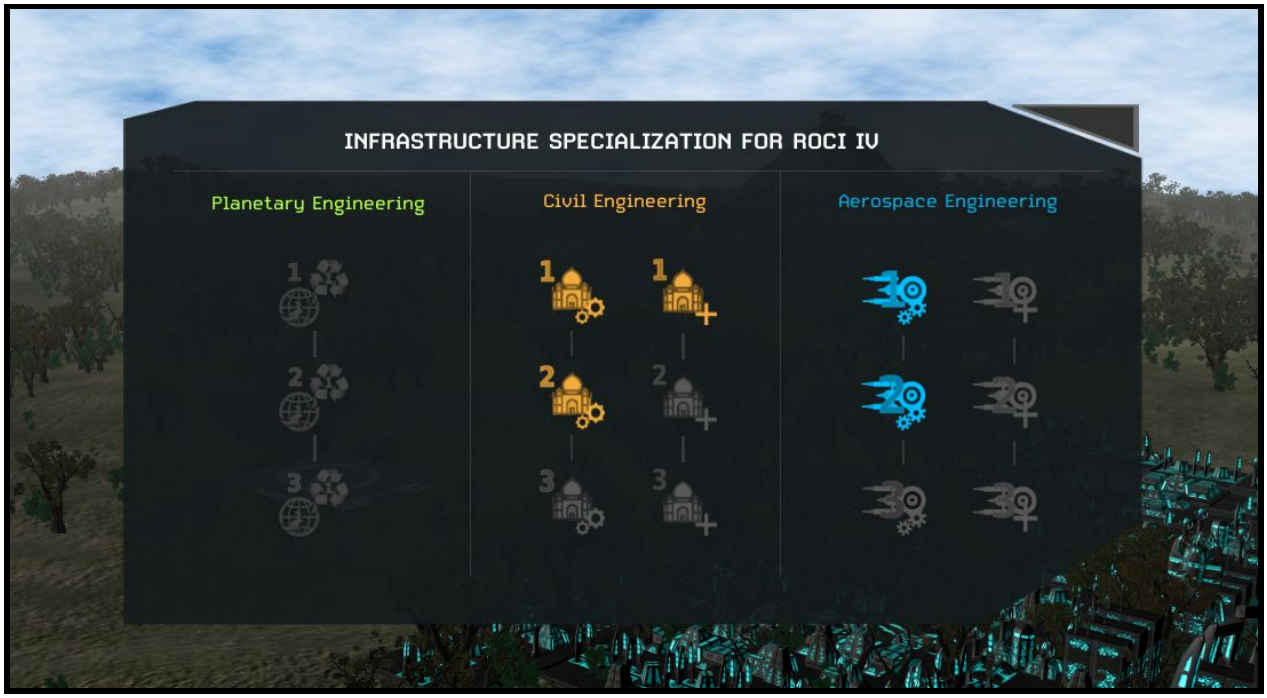
For example, if a colony generates 79.6 production when the tax rate is 0%, increasing taxes to 50% will cause the colony to only generate 39.6 production from your population production (half of the colony's total production potential from population work, as can be seen above). Of those 39.6 that are "lost", part is converted to BC tax in a 3 production to 1BC ratio, resulting in +13BC income from taxing your industry at 50% in this colony.

So, raising taxes makes production go down and income go up. The max tax rate is 50%. You may then allocate part of your income to research and culture activities, to give them a boost. You can distribute your income however you like. You can decide to allocate 100% of your income to research or 50% to research and 50% to culture.

Note that if you may decide to invest 100% of your income to research (or culture), increasing the tax rate further will not increase your treasury income as all that extra income is being diverted to research, so you will see the same treasury income but an increase of research in that case.

Infrastructure

Eventually you will reach a point where the infrastructure level of a colony can be increased. At this point you will be prompted to go to the relevant screen. This will also occur when you first colonize a new world.



(Infrastructure specialization screen)

The choices available here will allow you to **customize each colony accordingly**. For example, a mineral rich world would be a good candidate for aerospace engineering. You can check the available tooltips for information to help you with your decision.

Completion of any of the three sections shown will confer **Empire-wide** bonuses and it could pay dividends to specialize some worlds.

Planetary Engineering



(Planetary engineering panel)

Planetary Engineering in ISG is different than what you may be used to. The first concept you need to familiarize yourself with is that Terraforming does not equal planetary engineering it is only a part of it.

A planet in ISG will have a **biome type** (terran, swamp, lava, etc) and an **ecology level**.

You can develop and improve a planet in multiple ways.

Infrastructure will improve over time and you can increase/decrease this rate from the colony screen. There will be more infrastructure increases available on planets that are larger in size.

Each planet will have an **ecology level** from **0-3**. Zero is the worst and there will be penalties for living here, 3 is the best. You can increase the ecology level from the colony screen provided you have the requisite technology to do so.

Terraforming in ISG is non linear. This means that depending on your starting race, the **basic terraforming** technology (terrestrial terraforming) will allow you to terraform **tolerable worlds to ideal**. It takes **advanced technology to terraform hostile worlds**. Terraforming can be set at the colony screen by choosing the second option in planetary engineering (look for the bulldozer icon there). Be advised that this option will only be available and selectable if you have the technology required.

Take your time and learn the system as you play, it can be very rewarding.

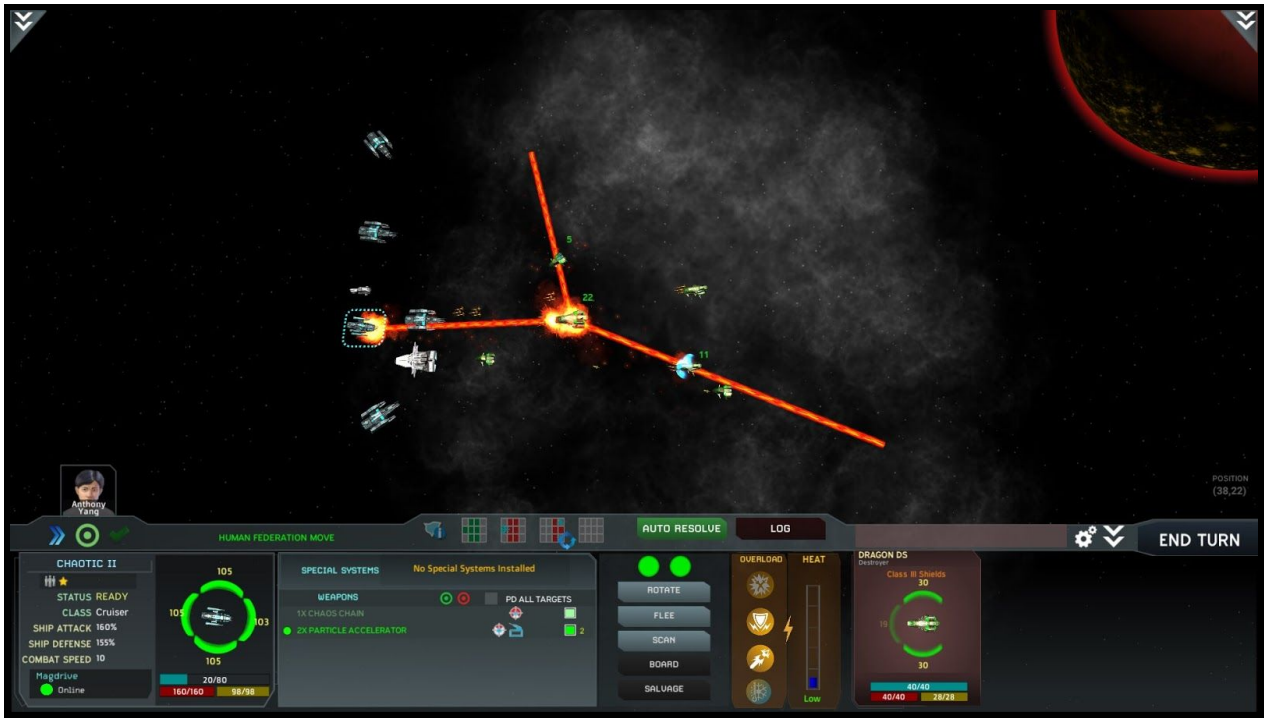
Ecological improvement offers a quicker upgrade but one that is less effective.

Terraforming offers a better upgrade but takes longer to achieve.

(You should note that a planet with maximum ecology (level3) cannot be terraformed without researching specific high end technology allowing you to do so).

Manual Combat

While ISG features a good auto-resolve mechanic, manual combat is far more rewarding. This being a turn-based strategy game you will find manual combat to be very enjoyable and effective, you will not be herding cats here! Let's take a look at the combat screen.



(Space combat screen)

In this situation a small group of ships is fighting to clear out a space entity (monster) from a system.

There are many actions that you can take here typical of a TBS game such as selecting ships, moving, firing (fire can be split to different targets), etc. There are also some actions that are not typical. You can also withdraw from combat if you need to or auto-resolve at any time.

Overload weapons will allow your ship to have a bigger punch and also increase the speed of your missiles.

Overload shields will give a temporary boost to your defensive capabilities.

Overload engines will temporarily increase your combat speed.

All **overloads generate extra heat** so be careful, your ships can be destroyed if they overheat. (Don’t worry, you will be warned, you can also use your arrow keys to manipulate the combat map).

Planet Specials Ruins and Asteroids



(System view, including a planet special tooltip)

Many **planets** in ISG contain **specials**. Some of these are quite beneficial to you while others are detrimental. It is a good idea to **uncover any specials before you colonize** a planet by either conducting **remote exploration** or sending a **survey ship** to the planet in question. Tooltips are available with every special so you can get information as you play.

Ruins can also be found occasionally and explored. Unlike other games, **you can explore ruins more than once in ISG.** You will know when there is no more exploration to be conducted when the ruins turn red on the galaxy map. Send a **leader** with the **Explorer trait** for increased chances of finding something valuable in ruins.

Asteroids in ISG can be mined and the production assigned to any of your existing colonies. Just build an outpost ship and assign it to create an outpost on a selected asteroid field. This is an excellent way to **boost the productivity of select planets**. Be aware though that unlike strategic resources, a **freighter fleet is required for a construction type asteroid exploit to work**. Science and trade exploits do not require freighters to operate. In short, use asteroid fields to aid your production, increase your research efforts, or help your treasury. The larger the asteroid field, the greater the benefit.

Espionage



(Espionage mission selection screen)

The **espionage** system in ISG is now operational and fairly sophisticated. Espionage is conducted exclusively through leaders and there are various options to choose from. As your leaders gain levels, they will at times have the ability to increase espionage related skills. Other leaders already have espionage skill at the start, look to hire some when you can.

Sabotage allows for the destruction of enemy assets and structures.

Espionage is your traditional intelligence gathering, while other skills such as **Psy-Ops** allow you to influence enemy leaders and possibly induce them to defect to your cause. There are additional branches to espionage such as **Deep cover** and each of these allows you to conduct specific targeted missions.

Apart from the leaders themselves, there are many technologies to research and special buildings to construct which will aid your overall efforts, but be careful, the AI knows how to conduct espionage as well and can frame you in the process.

The main thing to remember is that spy missions require a leader, (who will be unavailable to you during the duration of the mission), and there are numerous projects you can undertake to increase your chances of success. (In ISG, you will be sending a unique individual on a specific targeted mission)

Helpful Hints

Choose your construction carefully, you will be penalized if you disrupt it prior to completion.

Click on a system directly from the galaxy map to see details about it.

Colonization is a considerable effort in ISG, do not colonize worlds that are not suited for your species if you can help it. You will have more candidate worlds to colonize than available colony ships initially, pick and choose where to expand wisely. Consider the following.

(Ideal biome first, tolerable second and hostile last)

(Try and stay within your gravity preference)

(Mineral richness, the richer the better)

(Ecology, the higher the better)

(Avoid nasty specials like meteor storms)

Colony leaders are a big help, hire one quickly and leave the ship leaders for later.

Domes offer a less effective but quicker alternative to planetary engineering on hostile worlds.

Don't colonize a world without first exploring it fully.

Esc and right click will allow you to exit from any screen.

Fleets can be selected by clicking the shield icon on the galaxy map.

If you **start at the edge** of the map choose the space culture advancement that allows you to scan further away.

If you **start at the middle** of the map choose the space culture advancement that allows you to scan two sectors at the same time.

Med bays are excellent for boosting morale where you need it.

Tool tips are everywhere, if you're not sure about something check the information there.

When exploring try and select the sectors closest to you that contain a star system.

To measure distances use the measuring tool by pressing the SHIFT key. Then select two systems and you'll be shown the distance between the two in parsecs. Press your mouse right button (or the Esc key) to switch off the measuring tool.

Support ships are a great way to jump-start production in the early game, you get a free one once you research the appropriate tech.

Maximizing infrastructure on newly built colonies is a great way to accelerate their growth. Set Infrastructure to 100% until you gain a few levels, then you can consider buildings structures.

Splitting a fleet in ISG is a case of selecting the ships you wish to break apart from a current fleet being shown (in the fleet panel) and then assigning them to some other system.

Tactical Hints

Avoid fighting monsters early on, you don't stand a chance.

Avoid scraping your starting Frigates early on.

Cover your colonies (especially on the periphery of your empire), the AI loves to target undefended worlds.

Design a better Frigate quickly and try to produce some, they will be effective for quite a while.

Do not stack all your forces together especially after you make contact with the AI, it is very good at raiding.

Fleet leaders are a good asset and you want one with you in combat.

Frigates make for lousy exploration ships, however, you can send them to nearby systems in the early game in order to determine where to focus your remote exploration efforts.

Ground Forces are now implemented, if you clear a planet of enemy forces, you will still require an assault ship in order to invade. Outposts may be invaded and captured without an assault ship present.

Keep your military potent and do not neglect it. If you wait to increase your military until after you meet the AI you will be in trouble.

Nuclear Missiles should be available before turn 100, you do not need to research them from turn one but do not ignore them for long.

Spread out your hull types and create a mixed fleet, if you go for heavy hulls only you will not have the numbers to counter the AI early on.

Bomb racks are a must. If you want to soften up a colony prior to invasion, a ship with bomb racks will allow you to execute different types of bombing attacks and aid you greatly.

Survey ships should be escorted at all times, add a fleet leader to the escort and watch that leader level up quickly.