



# USER'S MANUAL

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## Introduction

Welcome to Endless Space - Disharmony!

This manual will give you instructions to play the expansion of the game. If you have further questions, please visit our forums here:

<http://forums.amplitude-studios.com/forum.php>

## The Universe

This galaxy is ancient, and its first intelligent life was the civilization we call the Endless. Long before our eyes gazed upon the stars they flew between them, though all that remains of this people is what we call Dust. A substance found scattered across systems or buried in forgotten temples, it once gave powers to admirals and galactic governors. The galaxy will belong to the faction that can take control of the Dust and uncover its secrets...

## Installation and Configuration

After you have purchased the expansion of the game and downloaded it from Steam, simply launch it from your Library of games, by double clicking on Endless Space, or the associated desktop shortcut. The first time you launch it, it will install the needed software. Once the installation is over, the game will launch automatically.

## Hardware requirements

This version runs on Windows computers, which must match the following minimal configuration:

- OS: XP SP3 / Windows Vista / 7
- Core 2 Duo Processor or Equivalent
- Memory: 2 GB RAM
- Graphics: 256 MB DX9 Compliant
- Hard Drive: 3 GB free hard drive space
- Sound: DX 9 Compatible Audio

To play the game with the best experience and visuals, you have own the following recommended configuration or above:

- OS: XP SP3 / Windows Vista / 7
- Processor: Core i5/i7 or equivalent
- Memory: 2 GB RAM
- Graphics: 512 MB DX9 Compliant with PS 3.0 support
- Hard Drive: 3 GB free hard drive space
- Sound: DX9 Compatible Audio

## Main menu

Once the game is installed and launched, you should reach the main menu of Endless Space - Disharmony.



From this menu, you can start a new game, reload an existing one, change the game options, or leave the game. The “Mods” option is temporarily unavailable in this version. The option « Mods » gives access to the different community creations. The following link will allow you to look at what is currently available: <http://forums.amplitude-studios.com/forumdisplay.php?10-Modding>

Clicking the “Options” button will allow you to configure the game options.



The game options are used to change some gameplay settings, as well as setup graphics and audio preferences. In the graphic settings, the Quality Level allows you to define the most adapted performance for your computer. If you think your game system is closer to the minimal configuration described above, go for the “Fastest” setting. If you think your computer is above the recommended configuration, go for the “Fantastic” setting, which provides the best visual experience.

## Starting a game

When you click the “New Game” button in the main menu, a screen appears which lets you configure the parameters for the game you are about to start.



The Galaxy panel lets you choose the shape and size of the Galaxy, as well as the number of competing empires. If you chose a tiny galaxy with 8 empires, you will face heavy territorial tensions at the start of the game, while the opposite (Huge + two empires) should give you more space to expand. The age of the galaxy determines the type of stars which will be generated, and therefore the types and numbers of planets they will hold. The “Advanced Options” button displays more galaxy generation options.

The Empire panel displays the faction you have currently selected. You can click the emperor portrait to change this faction in a special screen. The text listed to the right represents your traits, abilities specific to your faction, which usually provide advantages and sometimes drawbacks.

The Competitors panel lists the empires (and their faction) which will take part to this game, including yours. For AI empires, you can use the drop list to change to a different faction. You can also select a “Random” empire, which will draw a random empire among the basic factions when the game is launched.



The Settings panel lets you set the pace of the game and how hard it will be for you to win. You can also access “Advanced Options” to fine tune the game settings.

When you are ready, click the “Start Game” to generate the galaxy and start playing!

## Game Overview

### The Galaxy View



This screen is an overview of the game galaxy.

1. Your home system is centered on the screen. Zoom in/out using the mouse wheel. Press the left mouse button and drag to move the view.
2. The control banner at the top of the screen gives you access to the different departments of your empire. Hovering over these icons displays status information.
3. You conquer the galaxy by colonizing Star Systems. Each Star System holds up to 6 diverse planets. The dots over the star name indicate the number and type of planets: Blue are already colonized, white planets are colonizable, red planets cannot be colonized yet.
4. Stars are connected by cosmic strings, natural links which allow fast travel. Other, more advanced means of travelling can be unlocked later.
5. The flag above a star system informs that a unique exploration event awaits the very first player to travel this far.

6. When an important event occurs, usually at the beginning of the turn, an icon appears. Clicking on the icon will open a detailed panel, which you can either minimize or dismiss (like the icon).
7. The auto-cycle button allows you to review all your fleets that remain around planets, waiting for your orders.
8. All planned moves of your fleets can be executed automatically thanks to the forced-move button.
9. Once you have completed all your actions for the turn, press the end-turn button in the lower right corner to advance constructions and research as well as move ships and fleets.

## Controlling Fleets



This panel is for managing fleets and ships in Galaxy View.

1. The spaceship symbol next to your home planet represents one or more fleets. When you click on this symbol, a fleet control panel appears, and the fleet (or fleets) are selected.
2. In the fleet list half of the panel (left) you can see the details of each fleet.
3. Selecting an individual fleet displays the list of ships in that fleet. You can drag and drop ships from fleet to fleet.
4. Once a fleet is selected, order it to move by right-clicking on a destination star (connected by a string). The fleet will start moving, but may take more than one turn to arrive at its destination. Technology advances will speed up this movement.
5. The Fleet Control panel also has some special actions, which will blink when available. For example, when a fleet containing a colony ship orbits a Star System, you can press the blinking Colonize button to settle one of the planets in that Star System.
6. Invasion action triggers a siege to conquer an enemy's system. You will also have the choice to send bombs or land troops in order to speed your invasion if you have enough power and the proper modules on-board.



## System View



This screen shows the Star System's status and allows you manage its production.

1. The Star System name is displayed here; click on it to change it if you wish.
2. A Star System produces four basic outputs: Food, Industry, Dust, and Science. Together, they are known as FIDS.
3. A Star System's population increases when there is sufficient food output. The more population units, the more FIDS your planets will generate.
4. The Star System's Approval represents how happy the people are in this system. This will affect the FIDS output.
5. Your Star System contains up to 6 planets of various types. You start with one colonized planet, and may need more advanced technology to colonize new planet types. The base FIDS production of each planet is multiplied by its current population, then added to the system's FIDS.
6. When you control more than one planet in a system, you can drag and drop population units between them to optimize the FIDS output.

## System View (continued)



## Planet View



Clicking on a planet provides details of the planet. From here you can select advanced planetary options.

1. Planet types vary in terms of FIDS outputs.
2. A planet may hold an Anomaly, which can alter (for better or worse) its FIDS and other values.
3. A planet may also hold a Luxury or Strategic Resource, which usually requires research of a specific technology to receive those bonuses.
4. The planet population is defined by maximum (white) and a current (blue) values. The current value represents the active population, which is multiplied the base FIDS output of the planet to determine its contribution to the system FIDS.
5. Once you have colonized a Star System from a ship, you can colonize other planets inside that system from the Planet View (provided you have discovered the right technology for that planet type).

## Planet View (continued)



There are many development options for a planet once it has been colonized.

1. Each planet can have one type of exploitation, which specializes it to producing one of the FIDS. You can only have one exploitation at a time on a planet, but you can replace it with a different one.
2. Some negative Anomalies can be countered by Anomaly Reduction options, when the proper technology has been discovered.
3. When unlocked through research, Terraforming options allow you to change one planet type to another.
4. A planet may have a moon. Once you have done a Moon Survey, the moon may reveal a hidden temple. These temples can provide critical advantages to the Star System, and even to your Empire.
5. Colonization, exploitations, anomaly reductions, terraformations and moon surveys are all stacked in the system construction queue, which will implement them one at a time.



## Empire Management



This screen gives you an overview of your empire. You can also perform actions on your Star Systems from here.

1. This is your empire's Dust treasury, as well as the projected income / loss for the next turn
2. This is your empire's Approval rating. The more content your citizens are, the more they will produce and research, and the faster your population will grow. Empire Approval is the average of each Star System's Approval, weighted by population.
3. Increasing your Tax rate will also increase your Dust production, but will reduce your Approval. Reducing the Tax rate will have the opposite effect.
4. The list of Star Systems can be sorted in different ways by clicking on the header tab for each column.
5. Clicking on the appropriate cell allows you to manage a planet's population, assign heroes, change the production queue, and manage the ships in the hangar.
6. You can also ask the AI to take over a system's management. Select the area you want the AI to focus on from the drop down list.
7. This is a quick overview of all the bonus/malus factors that currently affect your empire.
8. This is the list of all the effects generated by your Trade Routes.
9. These are the actions you can perform on all your systems at one time: scrap useless improvements, or explore all moons, or reduce all anomalies.



## Empire view Harmony

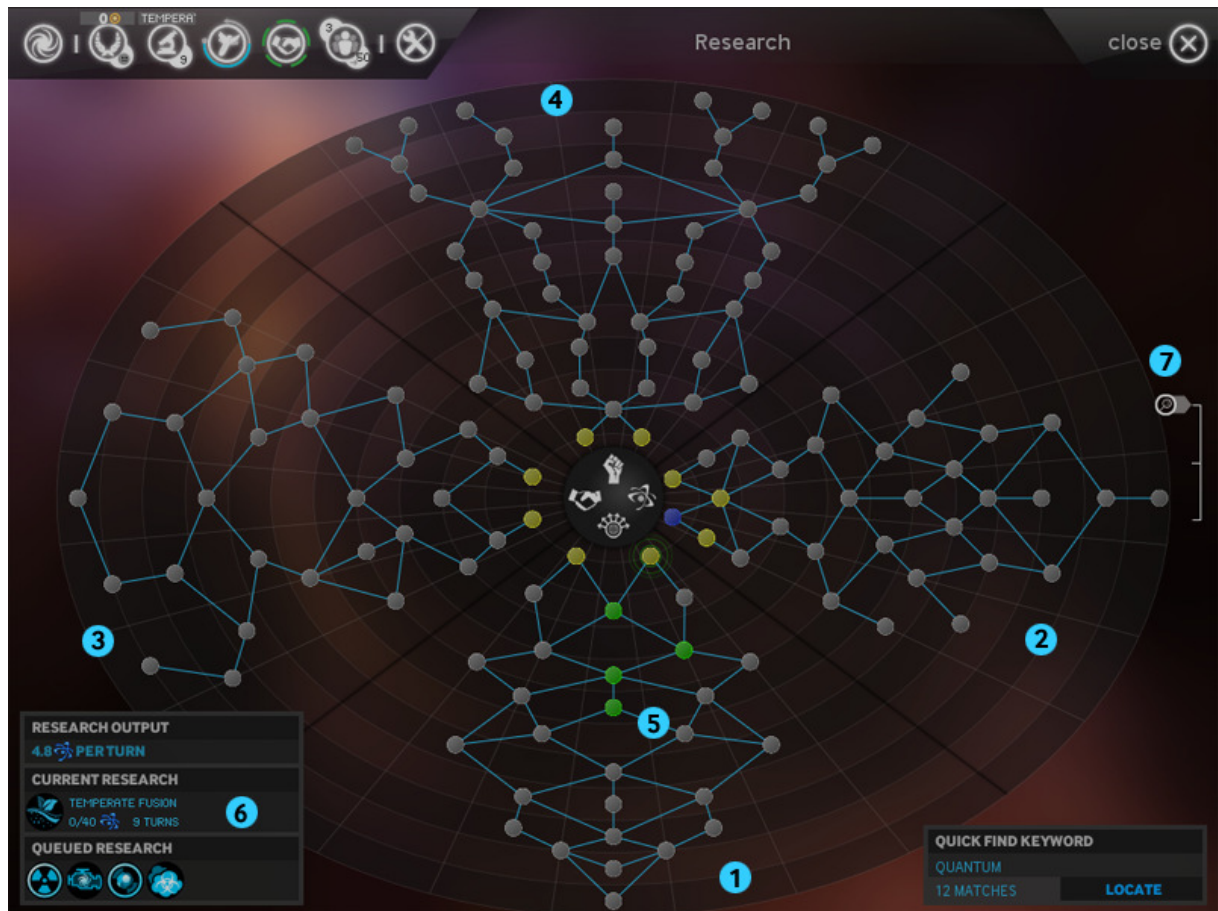
The screenshot displays the 'Empire Management' interface for the Harmony faction. The top bar includes icons for various actions and a 'Close' button. The main interface is divided into several sections:

- HARMONY**: Contains 'DUST' (0 (+0)), 'APPROVAL' (2), 'MIND AND MATTER' (3), 'EMPIRE FACTORS', 'RESEARCH' (13218 PER TURN), 'RESOURCES' (4), and 'TRADE ROUTES'.
- STAR SYSTEMS**: A table listing systems with columns for NAME, POPULATION, APPROVAL, HERO, PRODUCTION, HANGAR, and AI. Systems include FORS, GRUS, HPP-RL, HATH, IBANY, and KRAZ.
- SYSTEM ACTIONS**: A section for managing system actions, including 'RESTORATION GRIDS' (5) and 'INTERPLANETARY TRANSPORT NETWORK'.
- DEVELOPMENT**: A section for managing development, including 'SILIC SOILS', 'INTENSIVE CU', 'COMPACT RE', 'WASTELESS', 'PERMANENT', 'PREDICTIVE L', 'AI LABOUR', and 'SELF-ORGANIZING'.

The empire view is slightly different when playing the Harmony faction.

1. Harmony your Dust treasury is set to 0 and will remain this way considering their aversion for this resource.
2. As sentient rocks they have no concept of Approval. Population growth, production and research will go without any disruption possible.
3. Increasing your Conversion rate will also increase your Science production, but will reduce your Food production. Reducing the Conversion rate will have the opposite effect.
4. The Harmony needs only 3 luxury or strategic resources to obtain an abundance bonus.
5. As a consequence of their Dust intolerance, Harmony do not buyout construction and do not endure upkeep costs.
6. The Harmony does not see any interest in hiring heroes corrupted by Dust and thus have no assignment on system or fleet allowed.

## Research



This screen allows you to research new technologies to improve your empire. The technologies are divided into four main categories. The farther away from the center, the more advanced the technology is.

1. "Exploration and Expansion" allows you to navigate faster and farther, unlock new spaceship hulls, and colonize or improve new planet types.
2. "Applied Sciences" are for improving your empire's economy and sciences, as well as discovering Strategic Resources.
3. "Diplomacy and Trade" helps you in agriculture, diplomacy, and finance, and also helps you manage your citizens.
4. "Galactic Warfare" unlocks new combat modules to outfit your ships, and makes ships more efficient in combat.
5. When you click on a technology, you select it and its associated modules for research. Technologies are researched one at a time, and research advances to the next queued technology when one is complete.
6. You can consult your research rate and queued technologies in this panel.
7. You can use the mouse wheel or scale control to zoom in or out.

## Research (continued)



When you zoom in all the way, you can see the details of each research option.

1. Each technology has a research cost (in Science points) that is directly converted into the number of turns it takes to research.
2. When technology research is completed (blue), it unlocks improvements of various kinds: Star System improvements, new ship hulls, planetary exploitations... Basically, everything in the game.
3. Technologies are connected by dependencies. To research a technology, you must have discovered at least one technology connected to it (closer to the center of the wheel).
4. The technology currently being researched is surrounded by a green wave pattern. Other technologies in the research queue are also colored in green.
5. Some technologies are specific to the empire you play; those have an orange icon.
6. If you are looking for a specific technology or module/improvement, simply type a keyword in the Quick Find box and hit return. You can then cycle through the matching elements.



## Military View



You can consult your military status on this view -- both active fleets and available Ship Designs.

1. Fleets are presented in rows that show detailed information on the fleet stats as well as its location. Double-clicking on a fleet will open and center the Galaxy View on this fleet's location.
2. When you select a single fleet by clicking it, the ships contained in this fleet are displayed in the area below. You can drag and drop ships between fleets if the fleets are located in the same Star System.
3. Selecting fleets and ships will open up options for managing them.
4. If you hold "Ctrl" while selecting fleets, you can select multiple fleets. Fleets can be merged if they orbit the same Star System.
5. If you disband a fleet, for instance to reduce your empire upkeep, its ships will be returned to the hangar if the fleet orbits one of your Star Systems. Otherwise, the ships are scrapped.
6. Use the Retrofit button to upgrade Ships or entire fleets to the latest revision of their Ship Design. This will cost you some Dust. Note that Harmony empire will not use this feature.

## Military View (continued)

**ACTIVE FLEETS**

NAME	Count	Health	Status	MISSION
Defense 29	7/7	0	Green	9/9 IBANY
Defense 29	1/7	0	Green	10/10 RANAS
Defense 29	1/7	0	Green	10/10 RANAS
Defense 29	7/7	3755	Green	0/9 WORDAN
Defense 29	5/7	4938	Green	0/9 GATRIA
ExpansionFleet	1/7	0	Green	0/9 XEMS
Exploration	1/7	82	Green	11/16 XEMS
Exploration	1/7	78	Green	14/14 JERI

**AVAILABLE SHIP DESIGNS**

ADD (+) COLONY SCOUT 4 DEFENDER 13 DESTROYER 7 CRUISER 13

REMOVE (X)

**SHIP DESIGN DETAILS**

SCOUT 4: 53 MP, 1 Health, 84 / 110, 630

CORVETTE: 75 MP, 0 Health, 52%, 53%

**SPECIAL SLOTS**

ENGINE: 22, 15 PCS/T

KINETIC: 7, 75

SUPPORT: 77

**3 ships in fleet Defense 29**

SORT BY NAME SORT BY CLASS SORT BY HEALTH

CRUISER 8 OFFENDER 6 CRUISER 6

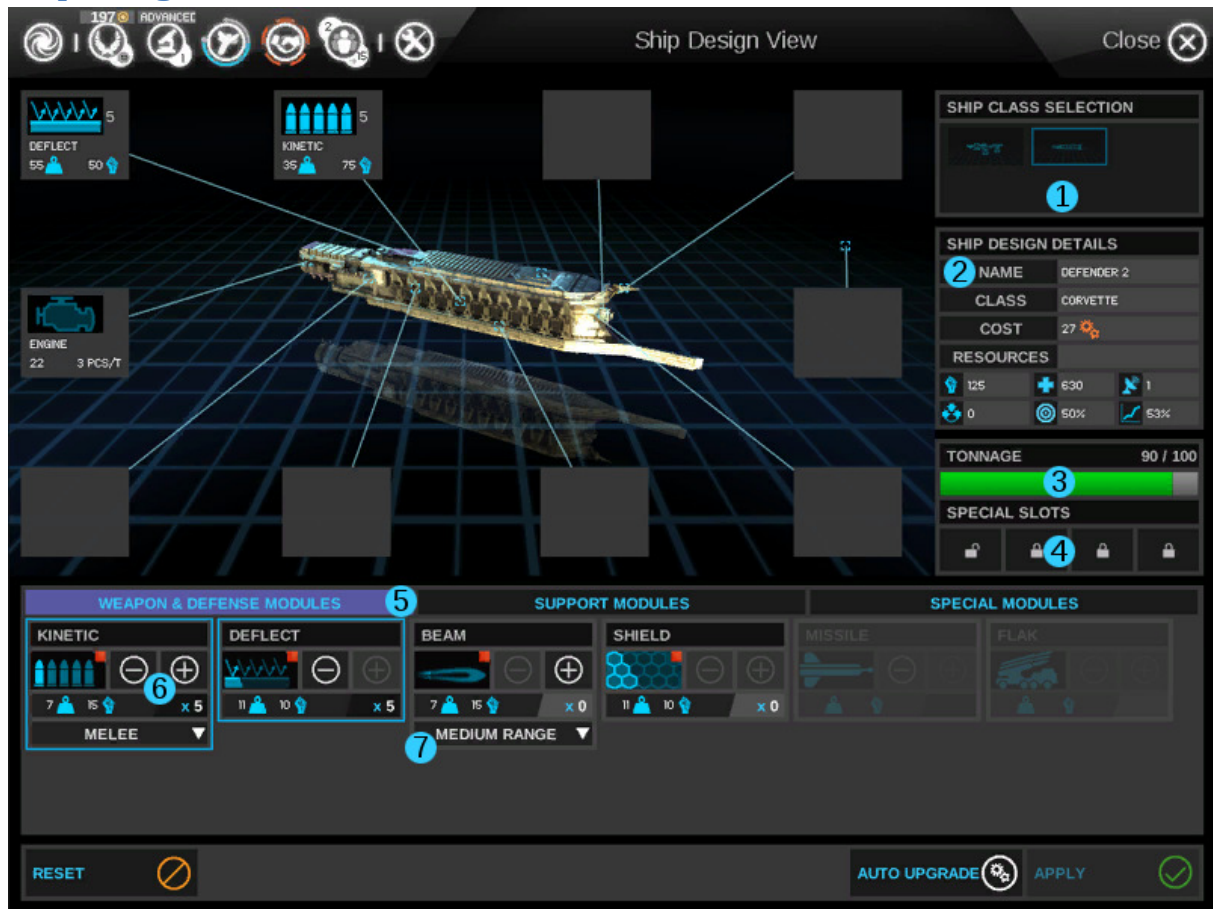
SELECT ALL (A) RETROFIT (G) CREATE (+) SCRAP (X)

UPGRADE QUEUE (AUTO) (X) MODIFY (7) (X)

1. Available Ship Designs shows the current Ship Designs created for your empire. A Ship Design is a template which can be used to produce ships in your Star Systems. Ship designs can be modified and evolved through “revisions”, as you research new ship modules or change your strategies.
2. You can create new Ship Designs anytime, and should do so when a new ship class becomes available. Ship designs can be removed, but this will prevent you from retrofitting any older ships in your fleets that have that design.
3. When you select a Ship Design or a ship within a fleet, you will see detailed information on its design.
4. The Ship Design Details panel displays various statistics for a Ship Design, as well as the types and numbers of ship modules outfitted to that ship.
5. The Military Power (MP) is a compound representation of a ship combat strength, combining offense and defense.
6. Modules are organized in categories, with the total weight and effect (usually MP) summarized.
7. Click the Modify button to edit a Ship Design.



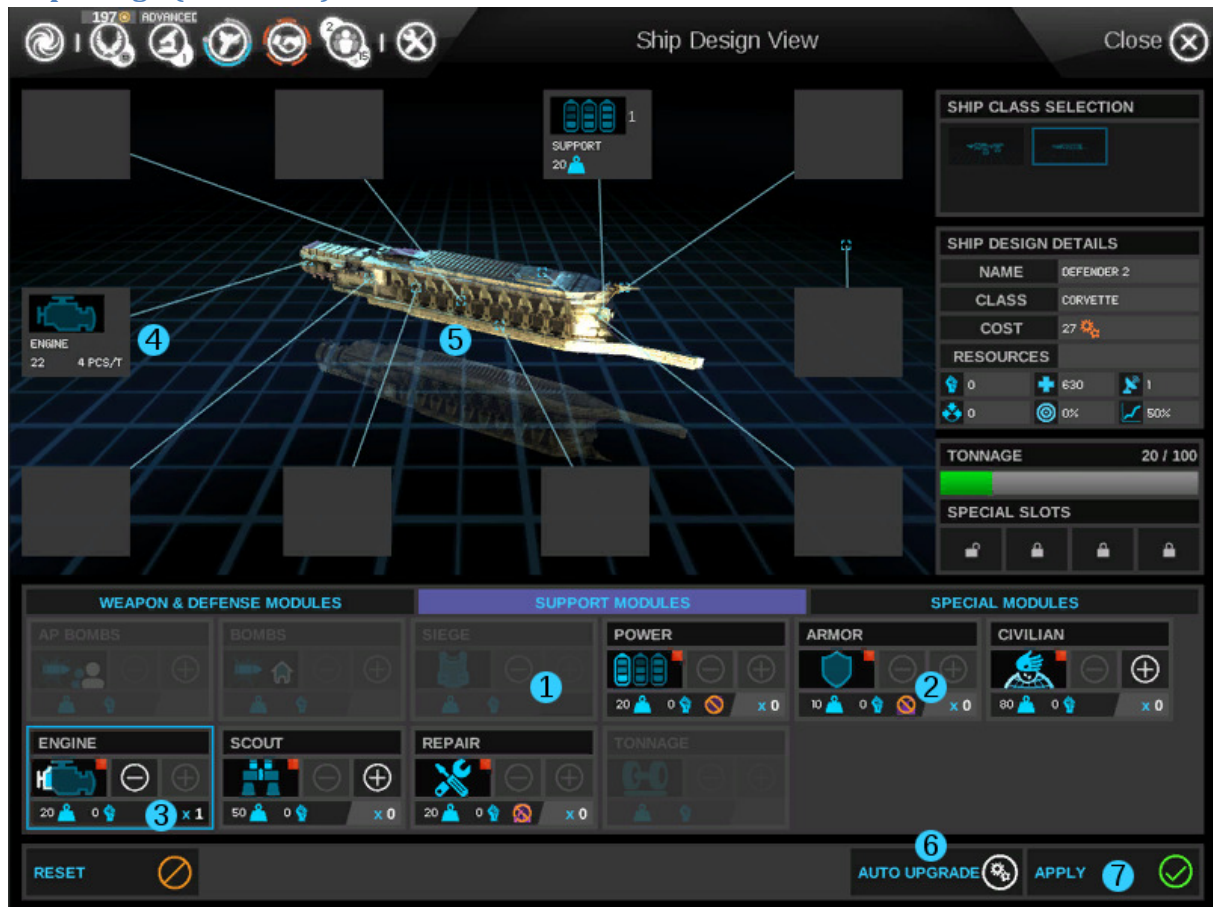
## Ship Design



The Ship Design view is used to create new Ship Designs or modify existing ones. Basically, a Ship Design is the combination of a ship class (or hull) and a list of ship modules.

1. When you create a new Ship Design, you select a ship class here. Ship classes vary in tonnage and also offer special bonuses to certain module types. The greater the tonnage, the more Industry points the ship will cost to build.
2. If this is a new Ship Design, you must give it a name of your choosing.
3. The tonnage is an absolute limit to how many ship modules you can build onto a ship. Some technologies allow you increase the ship tonnage capacity through miniaturization.
4. Special slots are required to board the special modules and their availability depends on the hull.
5. As you progress in the game, you will discover new modules to install in your ships. Use these tabs to switch between the families of modules: Weapon & Defense, Support and Special.
6. To add or remove a module on a ship, simply click on + or - symbols in the "Available Modules" area.
7. Some categories may have several modules options depending on range or specialization. It will occur for the weapons but also for special modules.

## Ship Design (continued)



1. Modules status follow those specific feedback:
2. A module which has not been researched yet will be totally disabled (grey).
3. Adding a module will be impossible if the weight of a module exceeds the remaining tonnage capacity or, as in this case, if the module requires access to a Strategic Resource.
4. A module currently on-board is surrounded by a blue frame. The exact number is displayed in the bottom-right of the area.
5. The ship area summarizes within each category box the modules currently selected for the Ship Design.
6. Some modules can be damaged and will have a repair rate depending on the system their ship is orbiting (own or ally).
7. You can click the auto-upgrade button to automatically fill up the ship with modules.
8. Once you are finished, click the Create/Apply button.

## Diplomacy

### Diplomacy and Negotiation



The Diplomacy View shows your diplomatic status with other empires, and lets you contact them to make (or break) agreements.

1. When you open this View, you as the emperor are in the center, represented by holographic figure. Around you are pedestals for the leaders of the other empires in the game. These will be empty until you make contact with those empires.
2. Your status with other empires is shown by the lines radiating from your image. The color and symbols of those lines represent the current diplomatic situation: War, Cold War, Peace, or Alliance.
3. The attitudes towards the centered empire are displayed through emotional icons. It gives a quick overview of the relationship status between empires in addition to the line type.
4. You can click on another emperor to center them in the view and see their relations with other empires.
5. When an empire is selected, you can click the Inspection button to show information about this empire (including your own).
6. Once an empire is selected, you can click the contact (speech bubble) icon to open negotiations with this empire.

## Diplomatic Negotiations Panel



1. Once you have contacted an empire, the diplomatic negotiations panel opens to allow you to prepare the terms of the deal you want to offer. Your empire is represented on the left part of the screen, the other empire on the right.
2. A deal is an exchange of diplomatic terms. The other empire must agree to the deal for it to become active, unless you are declaring War -- they get no choice on that.
3. You can switch between different categories of terms with these tabs: Treaties to change your status or to exchange Dust, technologies, or Star Systems.
4. Select items from the list that appears in order to determine your offer.
5. Select terms or items from the contacted empire to explain what you want to request in return for what you are offering.
6. Once you are ready, you can click the "Offer" button to send your proposal to the contacted empire. Note: They will not necessarily accept it.
7. The deal balance gauge lets you know how likely it is that the deal will succeed, to make sure you do not offer too much or too little.
8. Use these buttons to see your previous deals with this empire (or all empires).



## Empire Information Panel

**EMPIRE INFORMATION**

[AI] #6  
**SOPHONS**

**STATUS**  
PEACE  
**ATTITUDE**  
NEUTRAL (+13)  
**SCORE**  
79.3625

**TRAITS**

Sophon Affinity	
Isolation Shields	+
PeV-scale Accelerators	++
Neural Robotics	++
Scientists	+++
Fast Traveler	++

**YOUR ACTIVE DEALS WITH SOPHONS**

YOUR TERMS	THEIR TERMS	PENALTY	ONGOING	EMPIRE
RELATIVISTIC ECONOMICS		-50	0	SOPHONS
TRADE DUST (PER TURN)	3			

**CLOSE**

This panel gives information on an empire, and lists the deals you have signed with it. When you select your own empire, you will see your own empire information and all the deals signed with other empires.

1. The current status is shown here, as well as this empire's attitude towards you. If they like you, it will be easier to strike deals or even form a long term alliance.
2. The score is a good indication of how well this empire is doing. You can also check the score by hovering on the galaxy icon of the Galaxy View banner.
3. This area lists all the accumulated faction traits of this empire. This can tell you how dangerous this empire might be, or what its preferred path to victory is.
4. This part summarizes the deals currently in progress with the empire.
5. You can terminate a deal by clicking this button.
6. However, killing a deal will incur an attitude penalty with the other empire. This penalty gradually decreases as turns pass.



## Academy and Heroes



The Academy is where you hire or manage Heroes, powerful characters who can greatly improve the efficiency of your Star Systems and fleets. The Academy is separated into two parts: the management of active Heroes, and the recruitment of new Heroes.

1. When you click on the lower part, you switch the top and bottom halves of the View. Whenever you enter the screen it is set to Hero management on top (assign or re-assign Heroes to fleets and systems, inspect their abilities) and Hero recruitment on bottom (a list of available Heroes, if any).
2. When one of the two lists is selected, its available actions appear as you select each Hero. These actions will depend on the list (manage or recruit) and the situation of the hero (not hired, idle, injured, assigned to a fleet, etc.).
3. When you start the game, some Heroes are available for hire. More will come after a number of turns. To hire a Hero, select the recruit list, select the Hero, and click the Hire button. This will deduct the hiring cost from your treasury.
4. Once a Hero is hired, his/her upkeep cost will be subtracted from your empire treasury each turn. If you are having financial problems you can Expel a hero to save Dust, but he will leave your empire permanently.
5. The standard activity for an active hero is to manage a fleet or a Star System, which you perform by clicking on the Assign buttons in the manage list. The game also offers many shortcuts to assign heroes directly from the Star System View or Fleet View interfaces.

6. If you want to know more about a Hero, you can click the Inspect button to check out their information and abilities.
7. Horatio faction is allowed to clone a recruited Hero to its current level thanks to a specific button in the academy.

## Heroes



The Hero inspection panel displays critical information about a Hero, and also allows you to select new abilities as your Hero progresses in skill.

1. A Hero's overall power is defined by their level, which is the same for both classes.
2. Each Hero has two classes (out of 5 possible) which determine their ability to perform certain missions. Some Heroes will be more adapted to governing Star Systems, others to commanding fleets.
3. The upkeep cost of the Hero needs to be paid each turn by your empire, and increases as the Hero gains levels.
4. The Hero attributes determine the bonus they bring to a Star System or fleet. These attributes can be increased by selecting certain abilities when the Hero gains a level.
5. When a Hero has gained enough experience governing a Star System or commanding a fleet, they gain a new level and can unlock a new ability.
6. As long as you have ability points left, you can select an ability to acquire it for the Hero.
7. This area summarizes all the bonuses provided by the Hero.

## Explore

Your fleets will be your primary tools to explore your surroundings. However, even before moving your fleet to have a look around your neighboring stars, you can get an indication of which star is the best suited for colonization.

- White stars tend to be perfect for earth-like planets.
- Yellow Stars have a good chance to hold an earth-like planet or other planet propitious to life.
- Blue Stars are very hot suns with good chances of finding warm planets.
- Red Giants are cold suns, and often have frozen planets orbiting around them.
- Proto Stars are nascent stars with very inhospitable planets.
- Binary Stars tend to be surrounded by dry and rocky planets.
- White Dwarf: a dying star, you are more likely to find hostile planets here.
- Red Dwarf: Lots of hard to colonize planets, and many gas giants

## Managing your Fleet

### Merging and creating fleets



When a fleet is stationed in a system, you can split the fleet by selecting some of the ships using Ctrl + left-click, then clicking the “Create” button.

When more than one fleet is stationed in a system, you can merge them into a single fleet if the sum of their Command Points is less than or equal to the maximum allowed. (Note: Your max CP can be increased through researching technologies.) To merge, select the fleets with Ctrl + left-click then click the “Merge” button.

## Advanced galaxy map movements

- Shift + right-click: allows to queue movement orders
- Ctrl + right-click: force free (Warp) movement if you have the technology

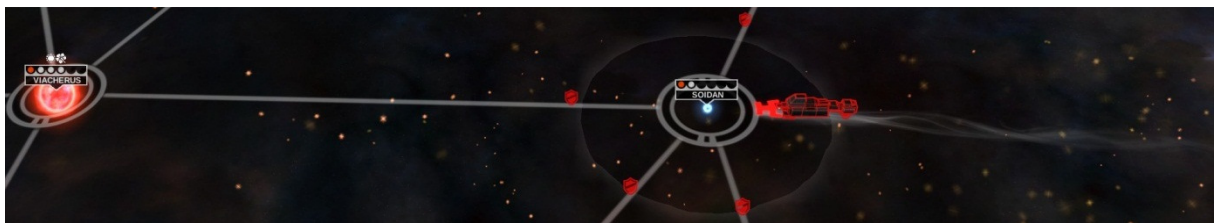
There are a number of situations that can prevent fleet movement:

- The target is inside or behind enemy territory: you'll need to sign an Open Borders treaty or declare war to pass through
- The target is on the other side of a wormhole, and you don't have the necessary technology
- An enemy fleet in guard is preventing you from moving out of the system: you must destroy that fleet to pass (or sign a peace treaty)

Your exploration fleet might find itself in the middle of enemy territory. It won't be able to attack without declaring war. Your fleet won't be considered as a threat against that faction as long as you leave the system before next turn ends.

## Issuing Fleet Orders

### Guard



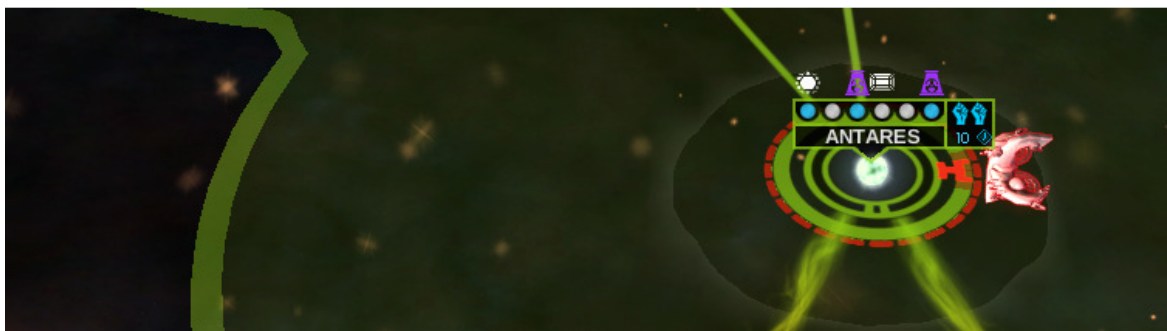
- A fleet stationed in any system can be placed on Guard by clicking on the related button.
- When a system is being guarded, shields appear on the connected strings.
- An active guard automatically triggers a blockade which is effective on every system owned by an empire you are at war with. During cold war, only outposts outside influence area are affected by this effect.

A system under blockade does not produce science and its trade routes are suspended.

Moreover, food production is reduced of 25%. A blockade also stops exportation of all resources from this system.

If a fleet is guarding a system, enemy fleets that arrive can't move until they destroy the guarding fleet. Friendly fleets are not affected.

### Invasion



A fleet can invade an opponent's system by clicking on the Invasion button, but only if there are no defending fleets. The Invasion progress is shown by the colors on the circle around the system – it starts showing 100% of the defender's color, and changes as the invasion progresses.

Invasion can be performed on any system if you are at war with a faction, but only on Outposts outside of an empire's influence during Cold War.

The invasion's progression depends on the ratio of your fleet's (or fleets') Military Power versus to the Defense of the system. A turn counter is updating itself and a colored circle changes its color to adopt the one of the invader in order to feedback the invasion progress.



## Special actions



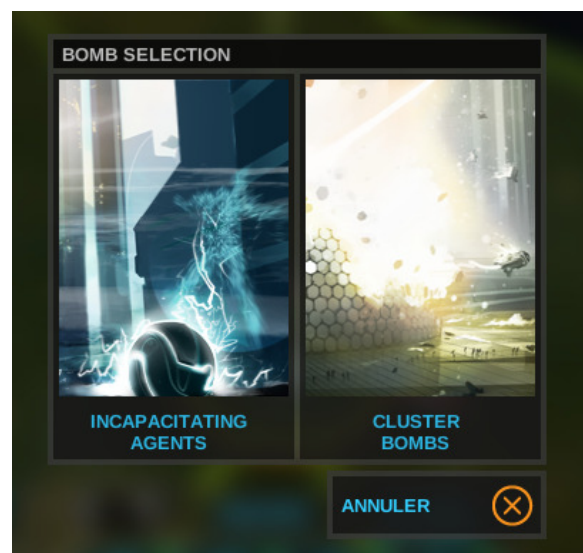
A fleet that is currently invading a system can potentially send some land troops or bombs in order to speed the process.

Sending land troops is like an instantaneous invasion.

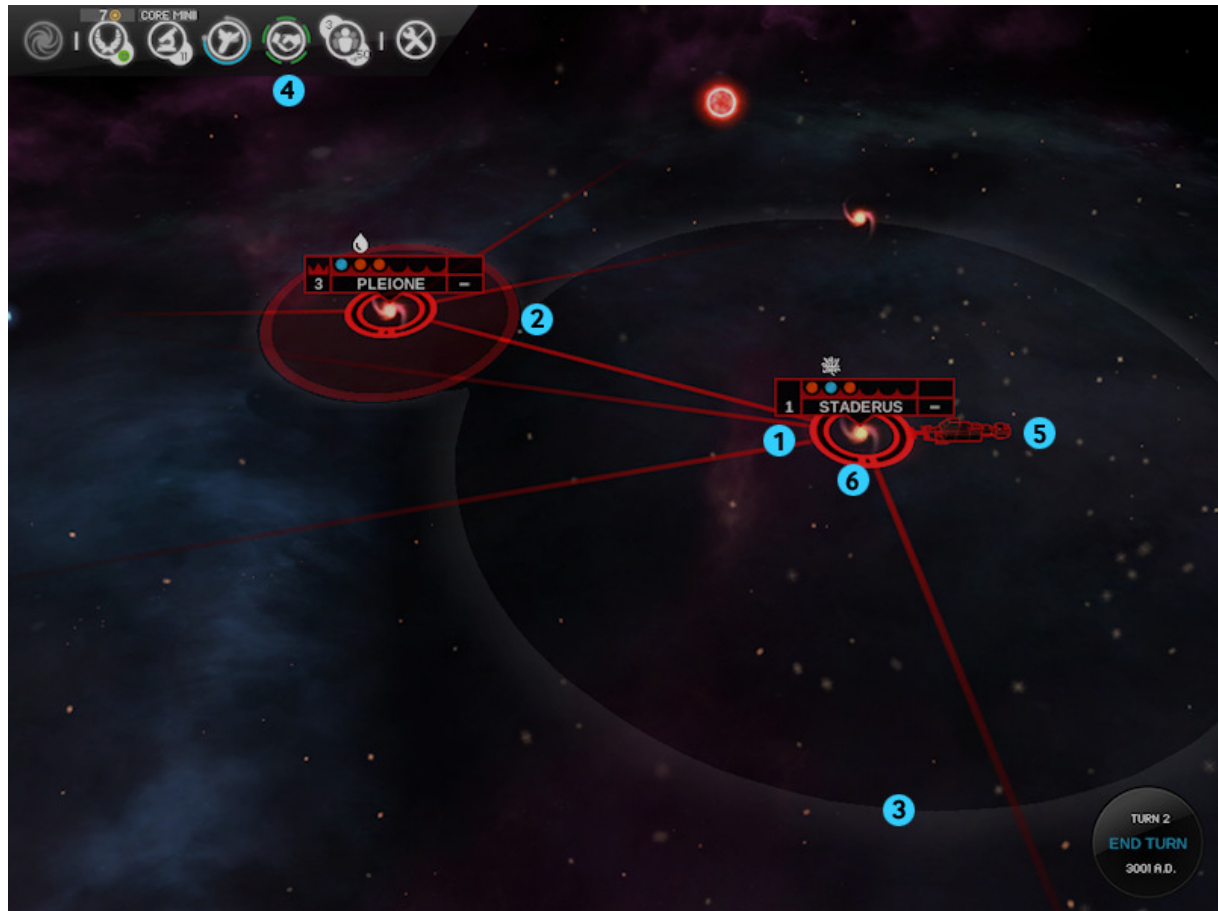
A troop module is mandatory to activate this action. Bombers and fighters can join their forces into the assault. According to the system's defense, this action will be a failure or a success. Whatever the end, casualties on the system will be as population and improvements. In case of victory remaining buildings will be new acquisition for the successful invader and the troops will add themselves to the remaining population.

Bombardement requires a bomb type of support modules. One of them randomly destroys improvements while the other destroys population. You cannot activate this action if the fleet in orbit does not have enough invasion power.

Notice that only one of those special actions can be activated during a turn.



## Expand



You will be able to colonize other Star Systems shortly after you begin playing the game.

1. Newly colonized Star Systems start as Outposts, gradually evolving into full-fledged Colonies.
2. Colonies generate a border around them, which defines your empire's frontiers. This territory expands as the system grows.
3. Spaceships have a detection range, which reveals nearby enemy ships.
4. When you meet with new empires you share a status of Cold War. That is unchanged unless you declare war or are able to negotiate peace.
5. When in Cold War, all ships can engage in battle outside of their empire territory.
6. Outposts control no territory until they become full Colonies. They can be invaded by enemy forces without a declaration of war as they are not yet part of an empire's territory.

# Exploit



## Approval management

There are two approval parameters: a local approval on each system and a global empire approval.

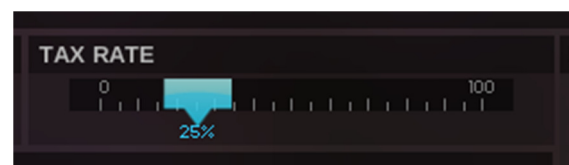
The System Approval depends on the system improvements, the planet's class, the current tax rate and any potential anomalies. The Empire Approval is the average approval of all systems.

High approval (happy, ecstatic and fervent) offers a bonus on the food, science and industry production, whereas low approval (unhappy, strike and rebellion) reduces their production.



## Tax rate

The tax rate directly influences the Dust income and the Approval of each system.

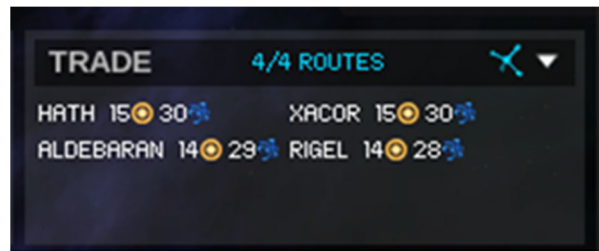


- With a tax rate of 50% you have neither bonus nor malus.
- With a higher tax rate (55 to 100%) profit is generated, whereas with a lower tax rate (0 to 45%) there is an income loss.

For the Harmony it is replaced by a conversion rate where repercussion is on Food and Science productions.

## Trade routes

Establishing trade routes between systems generates income of Dust and Science. In order to create a Trade Route, you need to be at peace with a faction. When that happens, trade routes are generated with each known system of that faction.



The home system has two available trade routes by default, and other systems have none. New trade routes can be added by building the proper System Improvement.

The income generated by a Trade Route depends on the population, system improvements and any potential luxury resources. Trade routes are automatically established to be the most profitable for the player.

## Strategic Resources

Some planets possess strategic resources which are required to build some improvements and ship's modules.

In order to discover a Strategic Resource, you need to research its related technology. Once the technology is known, strategic resources will appear on explored systems. To be able to exploit a resource, you need to colonize the planet that possesses it.



A production bonus is applied on the planet (independent of the amount of the resource). There is also a global bonus due to export and trade, which depends on the amount (the size of the deposit; from 1 to 3). Each player possessing 4 deposits of the same type of resource receives an extra bonus due to the abundance.

## Luxury Resources

Similar to strategic resources, some planets can provide luxury resources. They are shown from the start in the galaxy view, but require one of four specific technologies to be exploited.

Each Luxury Resource offers a production bonus on the planet independent of the amount of the resource, plus a global bonus that depends of the number of deposits of the resource the player controls. There are only 7 deposits of each resource in the galaxy. A player possessing 4 deposits of the same type of resource receives an extra bonus due to a monopoly.





# Exterminate

## Encounters and Space Battles



1. When a battle is possible (either optional or obligatory), the Fleet Attack icon starts blinking.
2. Clicking this icon opens the Encounter Panel, which gives you critical information before the battle. This panel opens automatically if the enemy attacks you. Your forces are shown on the left, the enemy's forces on the right.
3. The strength of each fleet is represented by its health and military power, which is the sum of all ships of the fleet.
4. You can see the order of battle of the ships participating to the battle, and hover your cursor to check their stats.
5. The balance of power gauge represents your chances of winning the battle. It compares the product of current health percentage by military power for you and your opponent.
6. You can pre-select a Target strategy for the first and following phases.
7. You can pre-select a Fleet Formation for the duration of the combat.
8. You can pre-select a Battle Action for each combat phase.
9. If you feel secure enough to win the battle you can play it in Auto mode; otherwise, select the Manual option to visualize and direct the encounter.

## Manual battles



The Battle View opens when one of your fleets confronts the enemy in a Star System. This view also allows you to choose Battle Actions to increase your chances of winning the engagement.

1. The battle is subdivided into phases: A prologue, three combat phases, and an epilogue phase.
2. The three combat phases are also shown in your Fleet Command interface.
3. During the long range phase, missiles are more effective.
4. During the medium range phase, beams are more effective.
5. During the melee phase, kinetic weapons are more effective.
6. You can select a Battle Action for each combat phase.
7. You can select a Targeting Action for the following combat phase.
8. Your Fleet Formation is displayed here.

## Battle Actions



When you click on the Battle Action icon for each combat phase, the Battle Action choice panel appears. Simply click on a card to select it.

1. The Battle Actions are presented as cards. Each one has a color that corresponds to their action "family." The family is also displayed on top of the card.
2. Each card can counter another family of cards, resulting in an improved effect for the action. The countered family is displayed at the bottom of the card.
3. Some Battle Action cards are free to use, requiring 0 Dust to activate. Those are technological actions, unlocked through scientific research.
4. Some action cards require Dust to activate, but their effect is quasi magical in nature, due to the uncanny ability of Heroes to create powerful effects by manipulating Dust. Those actions are unlocked by your Heroes as they gain levels, and they must be an admiral in the battling fleet for their actions to be available.
5. When you do not have enough Dust to activate an action, it is grayed out and the cost is displayed in red.
6. The Battle Action cards list the base and improved effects of the action. You can check your available Battle Actions at any time via the Fleet Control panel.



## Manual battles (continued)



1. The list of ships into the current fleet is shown with a real-time state update.
2. You can hide the interface. Click back on H key to show it again.
3. Those are camera buttons. First one allows you to have control on the camera using your mouse and the arrows on your keyboard. The other makes you follow a squadron of fighters or bombers if any. Use the arrows to switch between them.
4. The battle can end in a victory, defeat, or even a draw if both fleets survive. Survivors can resume the fight on the next turn.



## Battle Report

**DRAW AT CANIS**

**AMPLITUDE FLEET**  
Attacker

5 1 25077

RA 3 RA 3 RA 3

**ENEMY FLEET**  
Defender

22039

VIDEO D1 SH-IC 4 TECTONIC  
DEFENDER 9 VIDEO D1 2 DEFENDER 5

**FLEET FORMATION & TARGETING TO PLAY**

TARGETINGS DEFENSIVE FORMATION TARGETINGS

**BATTLE ACTIONS PLAYED DURING THIS BATTLE**

LONG RANGE 3 MEDIUM RANGE MELEE  
1 2 3

**BATTLE REPORT**

EFFECTIVE DAMAGES: 6534  
AVERAGE WEAPONS' EFFICIENCY: 70%  
BEST WEAPON: FIGHTERS' WEAPONS  
AVERAGE DEFENSES' EFFICIENCY: 18%  
BEST DEFENSE: DEFLECT

2 SHIPS LOST  
2 ENEMY SHIPS DESTROYED  
Phestus -6 Torini -E0 HAS GAINED 29 XP

EFFECTIVE DAMAGES: 7482  
AVERAGE WEAPONS' EFFICIENCY: 82%  
BEST WEAPON: KINETIC  
AVERAGE DEFENSES' EFFICIENCY: 30%  
BEST DEFENSE: EVADE

MINIMIZE DISMISS

TURN 91  
END TURN  
3090 A.D.

Once a battle is resolved, you can check the Battle Report in the Encounter Panel.

1. The health and Military Power of remaining ships are updated.
2. Destroyed and surviving ships are displayed for each side.
3. The chosen Battle Actions are displayed with their effects on the engagement.
4. Global statistics summarize your ship losses and show how much XP a Hero has earned.
5. If a Hero was injured, they are returned to your Academy, waiting to be healed.
6. The first column displays how much damage you inflicted on the enemy as well as the average efficiency percentage (how much damage passed through the enemy defenses or was avoided) of your active weapon and defense types.
7. The last column is the opposite, showing how much damage the enemy inflicted on you, and how efficient its defenses and weapons were. Analyzing offensive and defensive stats will allow you to optimize your ship designs to better defeat your enemies.

## Winning the game

To win the game you need to fulfill one of the following conditions:

**Expansion Victory:** Conquer 75% or more of the colonized universe

**Supremacy Victory:** Own the homeworlds of all factions'

**Scientific Victory:** Research "Pan-Galactic Society", the last technology of the Science tree

- That particular technological wonder is very hard to get, and reaching specific technologies at the ends of other technology trees will reduce the cost of the Pan-Galactic Society.

**Economic Victory:** Reach a certain level of cumulative revenue (Dust)

- Only overall revenue matters, so it does not matter if the Dust has been used. Just keep income as high as possible.
- The amount of Dust required will depend on the number of players, galaxy size, and game speed.

**Diplomatic Victory:** Survive long enough while being at war the least amount of time.

- You gain "peace points" each turn depending on the number of cold wars, peace treaties and allies. Allies give a huge bonus, but be careful not to lose too many treaties with factions outside that new alliance.
- Peace points also depend on the size of your empire. You'll have to find the right equilibrium between expansion and diplomacy.
- Required points will vary with number of players, galaxy size and game speed.
- Note: This victory condition may not be applicable between human players as it could be sabotaged.

**Wonder Victory:** Build and own systems with 5 "Invulnerable Empire" System Improvements

**Score Victory:** If none of the previously described victory conditions is met, the player with the highest score wins when the turn limit is reached.

- Maximum number of turns varies with game speed:
  - 150 turns in Fast
  - 300 turns in Normal
  - 450 turns in Slow

**Default Victory:** If all the victory conditions are unselected in the game menu, a default victory is still maintained: The winner is the last empire standing.

## End Screen



When you quit the game the end screen appears.

1. The winner is highlighted in the top-right corner.
2. A short text describes the conditions triggering the end of the game
3. Several tabs provide charts on the main game parameters

# Multiplayer

## Hosting



1. When you want to start a new game, instead of single player select Private Multiplayer or Public Multiplayer.
2. If you have selected Public Multiplayer, the game is going to add your server to the server list. You then have to wait for other players to join.
3. If you have selected Private Multiplayer, you have to invite friends to the game.
4. Pressing "Start" triggers a countdown. When it is completed, the game begins.



## Joining



- You can access the selected game via “Join Game” in the main menu
- You can see the number of players and available slots as well as some key parameters.
- If it's a new game the players are still in the lobby; otherwise, the game has already begun.
- All the public games are displayed. Select one by clicking and then click “Join”. To join a private game you must be invited.
- If you join a game which is still in the lobby, select the faction you want and an available color. Then click on Ready to alert the host that you are ready to start.
- Some games can be inaccessible. An error message will inform you if you do not have the same files and what you need to activate or change in order to join the game. Reasons can be from 3 sources:
  - The host changed his/her xml files.
  - The host has a specific mod activated.
  - The host plays with the expansion instead of the game basic version.

## End turn options

The host of the game can select different options for the end of a turn:

- Every player has a fixed time to play their turn. The length is decided by the host.
- A countdown starts when there is only one player who has not finished their turn. That length is decided by the host.
- Endless time (players are free to play as slowly as they want and nobody can do a thing about it!)

## Battle options

The host of the game can select different options for the battles:

- Battles can be automatic only if the host decides so.
- A timer can be also added following the will of the host.

## Saving & loading



- When you save a multiplayer game, the ID of each player is associated with the faction they were playing. When you reload it, if you play with the same people, they will automatically be associated with their faction
- When you reload a multiplayer game, you'll have access to the lobby where you can wait for other players to join before launching the game.
- If the game has already started you can select any free slot, either an absent player or an AI slot. Once selected, you have to wait until the beginning of the next turn to start playing.

## Annexes

### Setting up a Game

#### Galaxy Settings

**Shape:** Changing the shape of the galaxy will change the way stars are generated on the map. Two players could start very close to each other depending on the shape and the number of players. Players will still be separated by wormholes, unless that Advanced Option is changed.

**Size:** Changing the size of the galaxy will mainly increase the number of stars without changing the density. Average distance between two stars will remain the same in both Tiny and Huge galaxies.

**Age:** This will change the Sun type probabilities: a younger galaxy will have more normal suns, thus more habitable planets, while the opposite will be true for older galaxies.

#### Galaxy Generation

**Galaxy density:** Increasing density will add stars without changing galaxy size. This means that nearby stars will be slightly closer.

**Star connectivity:** More links will make most nearby stars interconnected, whereas fewer links will most likely create chains of stars with rare crossroads. This increases the advantages of free movement (Warp Drive) technologies.

**Number of constellations:** Constellations, linked by wormholes, separate players at the beginning of a game. This prevents early rushes on opponent systems. More constellations will create even more barriers between each region.

**Wormholes:** With fewer wormholes, some constellations may be hard to access without free movement technologies. More wormholes will improve the odds that adjacent constellations will be connected.

**Constellation distance:** This will change the distance between the last stars on the border of a constellation. A greater distance will increase the benefit of using wormholes as opposed to free movement techs to travel between constellations.

**Planet options:** Increasing planet number and size will make the expansion part of the game easier (for all factions). Decreasing the number of planets per system may lead to unbalanced game starts between factions.

**Resources:** “More resources” will place more strategic resources in the galaxy, allowing nearly all factions to have all of them with the “abundance” bonus. Low resources will make resources rare enough to go to war for them.

#### Game Settings

##### Difficulty

At higher difficulty settings, you will have more approval maluses due to over-colonization and overpopulation, while the AI will have:

- Bonuses to Approval plus to fleets’ attack and defense values

- Reductions on upkeeps and buyouts.

The AI behavior will also be slightly more aggressive and it will be more difficult to maintain positive attitudes toward other factions.

In Newbie mode, AIs won't have any bonuses or maluses. Play this one if you never played a 4X game before or if you're trying Endless Space for the first time.

In Normal mode, AI bonuses are adjusted to compensate the decisions only a Human can make. AI opponents will become a real challenge here.

In Impossible mode, AI properties will make each of them twice as powerful as a player faction. Some victory conditions may quickly become impossible, so every decision, every move counts. Choose this difficulty mode only if you think the previous ones are too easy.

### *Game Speed*

This will allow you to choose the pace of the game. It will alter most of the FIDS' effects and costs, as well as victory conditions. Timed elements like random events or Cravers' Locust duration will also be changed.

- Fast will make each faction's empire evolution 50% faster
- Slow will make each faction's empire evolution 50% slower

Change Game Speed in addition to galaxy size when you want to play shorter or longer games.

Game Speed won't alter fleet speed and repairs, however.



## Advanced Game Settings

### *Events options*

You can activate two categories for events:

Exploration events are bonuses given to the first faction visiting the system where the event is settled. Generation frequency can be adjusted. Flags in galaxy view indicate the location of such events but they can be hidden in order to ensure surprise effect during exploration.

Random events are positive or negative effects happening during the game and which sometimes require making a choice. A generation seed can be used to create those events.

### *Pirate difficulty*

More players mean more pirates. By setting “No pirates” here, they will be absent from the game. This mode may be recommended if you’re having a hard time dealing with pirates in early game.

“Insane” will bring complete pirate fleets to your doors in no time. This is more of a “survival” mode than anything else. You shouldn’t pick this mode if difficulty is lower than Normal, otherwise the AI factions won’t be able to handle them.

### *Battles options*

You can activate a time countdown that will show itself in the panel right after you encounter an enemy’s fleet. This timer is available in solo or multiplayer game.

When the time is over, if no action has been taken, the battle will start in automatic mode by default. The manual option is accessible but can be hidden if necessary.

### *Victories*

Deactivate one victory type will cancel the objective that could have end a game. In case every victory types are deactivated, Score Victory will be implemented by default.

### *Random galaxy generation seed*

Disabling this option will use the number written below the checkbox to generate the galaxy map. Using the same generation seed allows you to try out the same galaxy and player start with different factions, for instance. You can also give that number to a friend instead of a save file if you want them to play with the same galaxy generation as you!

During a game, you can find the galaxy generation seed number in the game options.

### *End Turn timer*

Selecting a timer will force you to end your turns more quickly.

In multiplayer, selecting “last player” will activate the countdown only when there is only 1 player who has not yet clicked on the End Turn button.

## **Ships Details**

### **Weapon and defense**

Each of the three weapon type is associated with a specific defense that counters it:

- **Deflectors** deviate a certain quantity of kinetic projectiles
- **Shields** reduces laser damage
- **Antimissiles** will try to destroy missile projectiles, each round

This allows for different strategies to overpower the enemy defenses; this can be as simple as adding more weapons mods than they have in defenses.

When designing new ships, remember what weapons and defenses were used by your opponents last time and plan how to counter them. Using scout ships to spy nearby enemy fleets just before building new ships may give you to create a perfect counter fleet.

Time and information are also useful weapons in these wars...

### **Support mods**

Support mods will allow you to make other kinds of ships than just pure attack and defense.

You can put more than one Colony module inside a ship, so that colonies start with more than 1 population.

Scout and Engine mods can be used to gain information about enemy moves, and even help large fleets to move faster.

Invasion mods will become quite useful against big colonies.

Repair modules can help each ship to make repairs faster. Some mods allow a single ship to be specialized in repairing whole fleets.

Power mods will boost the effects of weapons and defenses in your ships. These can be quite effective on large ships. Some power mods can boost the whole fleet.

### **Leveling**

Through battles, system improvements, and other means, the ship's crew gains better knowledge of their ship which improves its overall efficiency. At each level, a ship will gain bonuses in HP, weapon damage, and defense efficiency.

There are a total of 9 levels. At maximum level, weapon and defense efficiencies are doubled and the ship hull is reinforced even beyond that.

## Advanced battle tactics

### Weapons specificities

In each battle phase, base Accuracy values for each weapon type will be different:

ACCURACY values per weapon for each phase	Long range	Medium range	Short range
Missile	90%	70%	40%
Laser	50%	90%	70%
Kinetic	20%	40%	90%

- Missiles have the advantage of being able to deal high damage early in the battle, and they have higher critical damage potential than other weapon types. They are slow, however, so there is also a higher chance that they will be intercepted before they hit.
- Lasers have a small accuracy advantage, and shields are less likely to be researched than other defense modules. But shields are more effective in reducing laser damage than other weapon/defense combinations.
- Kinetics are nearly useless at long range without accuracy boosts, but they can deal more damage per phase than other weapons.
- Kinetics and Lasers are fired 4 times per phase, whereas missiles are fired only once, but can deal 4 times the damage of other weapon types.

### Battle Actions

These will help you turn the tide in a battle, if you choose your action wisely.

There are 5 main categories: Offense, Defense and Engineering will boost your fleet, Sabotage will affect the enemy fleet, and Tactics contains risky moves which can generate very effective results if used at the right time.

Each action blocks a specific category. If the opponent plays a card from that category, his action will be nullified, and yours will have a greater effect. Keep in mind that the opponent can do the same to you!

Depending on your ships' modules and the opponent's defenses, some actions will be more interesting to use than others.

This will be the same for the opponent, so think carefully about actions that you might try to block as well as enemy actions that might be boosted if they block yours.

With these three rules in mind, you should be able to avoid giving huge bonuses to your opponent while improving your chances of boosting your fleet.

## Diplomacy

### Diplomatic statuses

**Cold war:** This status exists at the beginning of the game. It means that you can attack or be attacked outside of frontiers without declaring war.

**War:** You'll need to declare war to be able to attack inside another faction's frontiers or invade their systems.

**Peace treaty:** You'll need at least a peace treaty to propose other treaties and exchanges. Being at peace won't prevent opponents from declaring war! If your opponent is an AI, you'll have to check their attitude factor to guess how they might act towards your empire.

**Alliance:** All members of the same Alliance will share the same diplomatic relations with factions outside that alliance. When creating or entering an alliance the worst relations' statuses are kept: If the alliance was at war with another faction but you were at peace with it, when you join the Alliance you will also automatically be at war with that other faction. This also works the other way around...

**Ceasefire:** This term stops the ongoing war. Every hostile invasion actions on your colonies will be ended automatically. During a definite number of turns, both opponents are placed in a state of cold war and may not declare war neither ask peace. At the end of this waiting, a peace treaty will be proposed.

### Other treaties

**Open borders:** This is the only way to travel through another faction's known frontiers without declaring war.

**Cooperation treaty:** This will allow both you and the other faction to gain a bonus to trade routes. However, it will take a number of turns before the bonuses become interesting. It will start as a malus, and only after 30 turns will the treaty generate bonuses. As both parties benefit from this treaty, factions having a cooperation treaty will be less likely to turn against each other.

### Exchanges

Either faction can cancel a permanent exchange at any time. With AIs, their attitude towards you will drop if the treaty is cancelled too quickly. Between players, you have to make sure that your friend won't break exchanges and treaties when you need them the most!

AI factions will agree to an exchange of Star Systems only when signing a truce.



## Keyboard shortcuts

- Esc / Right mouse click: closes the current screen and returns to the previous menu, except for the galaxy view.
- Galaxy View
  - WASD / Arrow keys: move the view
  - Num-Enter: ends the turn
  - Return: opens the chat interface (multiplayer)
- Fleet selection in Galaxy view
  - Right click on destination star to issue a move order to the selected fleet
  - Shift + Right click: queue up move orders for the selected fleet
  - Ctrl + Right click: force free movement (once the proper technology has been researched)
- Battle View
  - H: Hides / shows the user interface
- Battle View / Free Camera mode
  - Arrow keys: move the view
  - Mouse wheel: changes the camera angle
  - Mouse right click + pan: rotates the camera view
  - Ctrl: sticks / unsticks the camera on your fleet

## Technical Support

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our forum at [http:// http://forums.amplitude-studios.com](http://forums.amplitude-studios.com) . For most errors and problems, solutions or workaround exist.

When posting on the forum, please be sure to include:

- A brief description of the problem
- The hardware configuration of your computer
- Information on the circumstances under which the error occurred

## Epilepsy Warning

Please read this caution before you or your child play a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame:

dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

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