

GAME MANUAL

DISTANT WORLDS™ UNIVERSE



EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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INTRODUCTION TO *DISTANT WORLDS: UNIVERSE*

WELCOME TO *DISTANT WORLDS*!

Distant Worlds is a vast real-time 4X space strategy game in which you, the player, must lead a space civilization, controlling its diplomacy, economy, military and technology. The victory and even survival of your civilization is completely in your hands!

Distant Worlds is about the grandest of grand strategy on the most epic of scales: galaxies with up to 1,400 star systems and 50,000 planets, moons, asteroids, space creatures and dozens of other civilizations!

As leader of your civilization, you must explore, colonize, fight, engage other civilizations in diplomacy, build, research and send agents on espionage, all with one goal in mind: to dominate the galaxy!

Your empire is divided in two sections: the state, which you control, and the private sector, which you do not. You have four basic tasks: explore the galaxy, colonize new planets, construct new ships, and defend your empire.

The Full Series: *Distant Worlds*, Return of the Shakturi, Legends, Shadows and Universe

Distant Worlds: Universe includes all previous *Distant Worlds* releases as well as new features and improvements. The *Distant Worlds* series started with the original *Distant Worlds*. The first expansion to *Distant Worlds*, Return of the Shakturi, came with many improvements and an expanded storyline. The second expansion, Legends, includes many improvements to make *Distant Worlds* more rich and immersive, including new special events and faction-specific victory conditions. The third expansion, Shadows, expanded the gameplay to allow you to play as a space-based (non-planetary) "Pirate" empire and also added the pre-hyperspace era and storyline. You can play a game with the full storyline, none of it, or only part of it, based on your choices when creating a new game and you can also turn on or off Disasters, Events and the special victory conditions.

Distant Worlds: Universe includes all of these improvements and storylines and allows you to choose from preset games that reflect the experience of each previous release, or setup a completely custom game with your choice of settings. *Distant Worlds: Universe* also adds a new "Ancient Galaxy" storyline and opens up *Distant Worlds* completely for mods and new storylines and

scenarios, allowing you and the rest of the *Distant Worlds* community to carry the story of *Distant Worlds* forward to the galaxies of your imagination.

This manual is updated to reflect the series as of the release of *Distant Worlds: Universe*.

WHAT'S NEW IN *DISTANT WORLDS: UNIVERSE*

- ▶ The entire *Distant Worlds* series in one package! Universe includes the Original *Distant Worlds*, Return of the Shakturi, Legends, Shadows and the new Universe expansion!
- ▶ Comprehensive Modding and Customization Support: Allows adding/removing/changing most items: resources (including new colony-manufactured resources), ship components, planetary facilities and wonders, fighter designs, alien races and race families, diplomatic dialog, empire policy, custom characters, ship and base design templates, governments, plagues, research tech trees and more
 - ▶ Can customize most of the images used in the game: ships and bases, fighters, alien races, planetary facilities and wonders, characters, troops, components, resources, ancient ruins, planets, stars, asteroids, animated in-game effects and more
 - ▶ Use a previously saved and editor-customized game as a map for a new game (instead of generating a new galaxy)
 - ▶ Powerful new event system accessible from a considerably-upgraded Game Editor. Set up your own storyline in a custom map with triggered events and custom victory conditions
 - ▶ Add story triggers on specific in-game objects or events, executing one or more actions on other in-game objects (either immediately or delayed)
 - ▶ Can replace most of the user interface icons and sound effects
 - ▶ Add your own custom help files to the in-game Galactopedia
 - ▶ Switch between different customization sets with a couple of mouse clicks from the main game menu

- ▶ **A comprehensive 100-page Modding Guide (separate from this manual) that outlines how to make Mods and explains all of the settings in detail**
- ▶ A new official storyline built using the new modding capabilities, covering the first war between the Freedom Alliance and the Shaktur Axis, in which you have access to the tech required to build your own planet destroyers, establish the Ancient Guardians and research and deploy the Xaraktor virus.

***DISTANT WORLDS* BACKGROUND INFORMATION**

SPOILER ALERT: If you have not yet played through all the *Distant Worlds* storylines, this section will contain some spoilers, so if you prefer to discover the stories in the game then skip to the next section. If you prefer to learn more about the setting before playing, then read on.

UNIVERSE

Distant Worlds: Universe tells the story of the Ancient Galaxy, during the first war with the Shakturi. During this time, the Shakturi first arrived in our galaxy from the nearby galaxy and the resulting catastrophic war between the Shaktur Axis and the Freedom Alliance left the few survivors to rediscover faster than light travel. This era takes place in the distant past, roughly five hundred years before the original *Distant Worlds* storyline.

SHADOWS

Distant Worlds: Shadows takes place during the Age of Shadows, the time period after the cataclysm that befell the galaxy at the end of the first Great War against the Shakturi but before the previous planetary empires recovered enough to return to space and rediscover their history.

After the first Great War between the Freedom Alliance and the Shakturi, the remaining fragments of civilization in the galaxy collapsed and those who remained found themselves engaged in a desperate struggle for survival that at times looked certain to fail. As they realized the terrible fate that had been unleashed on them, the Shakturi went on a final rampage that was halted only as the last of them perished to the virus. The Xaraktor virus itself was still actively spread through its genetically engineered carriers for many years after the Shakturi themselves were eradicated from the galaxy.

The planets themselves were the worst affected, as multiple waves of plague swept over them through decades, as the Kaltors continued their grim work. Along with the terrible casualties, most of what was previously known was lost.

Only in space did some knowledge survive. Here the few remnants of the fleets of the Freedom Alliance and the Shaktur Axis initially continued to fight each other as well as the Kaltors. They recognized that the planets, where the plague was still active, held no future for them. Attempts to recolonize or restore civilization during this time all failed. They realized that to survive, they needed to remain in space, to remain mobile and evade the Kaltors until the planets themselves were either free of plague or devoid of population.

Over generations, these nomadic survivors scavenged, built and re-built their ships and bases many times. Many perished, but more survived and while they were unable to maintain the level of technology that had once been, they still knew how to travel faster than light, how to exist in space, to mine for the resources the needed and how to build fast and powerful ships that could protect them from the Kaltors and other menaces.

Over time they also lost their common identity and separated into smaller factions, each with different goals. Some, following blindly in the footsteps of their Freedom Alliance ancestors, foresaw a future where they would be able to once again establish a more orderly galaxy, with colonized planets, trade and an organized military. Others, either because of the trials they had been through or because of their origins with the Shaktur Axis, were more concerned with raiding, pillaging and destroying what was left, until they would sit alone as the final survivors of a dying galaxy. These then, are the "pirates" of the Age of Shadows.

On the planets, over many generations the virus finally went dormant, allowing civilization a chance to re-establish itself. The Kaltors themselves became more rare, largely because of the actions of the survivors in space, but also bred and mutated across generations until they also no longer carried the virus. The planetary survivors multiplied and with the help of a few remaining stories and the ruins of their ancestors, rebuilt a basic level of technology and began to repopulate their worlds.

The space-based survivors were busy enough surviving and fighting each other that at first the recovery that was taking place on the few remaining

inhabited worlds went unnoticed, but eventually the exploration ships of the pirates discovered that the worlds they previously thought to be tombs now had the beginnings of new civilizations, already with population in numbers that far exceeded the survivors in space, but with technology that was much more primitive. The response of the pirates to these newly discovered planets varied, and in some cases they simply ignored them while they dealt with their own problems. For the most part though, they made contact, in some cases peaceful to trade for resources and food, in others hostile to pillage and take what they would in goods and slaves.

This is where the Age of Shadows in the game begins. The planetary civilizations have regained enough technology to return to space, but only within their systems. The pirates have better technology and knowledge of the galaxy. Two futures are possible. The first is one where the planetary civilizations expand into space and regain a measure of their former glory, following along the original storyline. The second though, is a very different future, where the pirate factions are able to manage the rise of the planetary civilizations, control them, exploit them and eventually conquer them to establish an entirely different kind of galactic order, depending on which type of pirate emerges triumphant.

The Age of Shadows, in short, is a struggle for survival and an ongoing battle to determine the future of the galaxy. Will it be a strong, united and advanced galaxy that the Shaktur find on their eventual return, or simply smouldering ashes?

***DISTANT WORLDS* AND RETURN OF THE SHAKTURI**

The original *Distant Worlds* and the first expansion, Return of the Shakturi, continue the story once the planetary civilizations have returned to the stars and pushed back the pirate factions. This is considered the "Classic Era". Exploration, research and conquest increase the power and knowledge of these civilizations until they approach the level of their ancestors. However, they still may not be strong enough to survive the Return of the Shakturi.

LEGENDS

Legends continues the story after the Second Great War against the Shakturi, with the addition of a long-forgotten menace that could destroy most life in the galaxy as well as new events and disasters as well as faction-specific victory conditions.

HOW TO WIN

The player wins by doing one of the following, depending upon the victory conditions the player chooses prior to the game: (1) controlling a selected percentage of the total galactic territory, (2) ruling a certain percentage of the galactic population, (3) generating a certain percentage of the galactic economy, or by simply having the greatest strategic value (4) at the pre-set time limit for the game. These victory conditions are normally combined and compared to a victory threshold. The first to meet the threshold level is the victor.

In addition, if you are playing with the Return of the Shakturi storyline or the Ancient Galaxy storyline, there may be alternate victory conditions triggered by certain storyline events. These replace the normal victory conditions.

In addition, with the Legends expansion there are race-specific victory conditions that allow you to earn victory by playing to the background and storyline of each of the possible races. These are intended to be used in conjunction with the Territory, Population and Economy victory conditions, but can also be used on their own depending on the player's preference.

In addition, with the Shadows expansion, the Pirate space-based factions have their own unique victory conditions, based on whether you choose to be Pirate, Raider, Mercenary or Smuggler. These affect the game similarly to the race-specific victory conditions introduced in *Distant Worlds: Legends*.



At any point in the game, the player may press V, which brings up the Empire Comparisons and Victory Conditions screen. This is an overview of the player's empire and a comparison to other empires. This screen shows graphs which the player's relative strength in several categories compared to all other known empires. These areas include population, territory, economy, strategic value and military strength. All known colonies are also ranked by strategic value and a list of the top ten colonies can be displayed with the "Top Colonies" tab.

Important Note: When playing as a planetary empire, you are only competing against other planetary empires in terms of victory conditions. When playing as a space-based pirate empire, you are only competing against other pirate empires in terms of victory conditions.

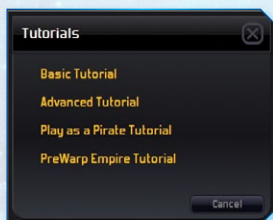


Victory conditions are outlined as well, and this screen shows the empire nearest to attaining victory and shows how the total victory level is calculated.



MAIN MENU

TUTORIALS



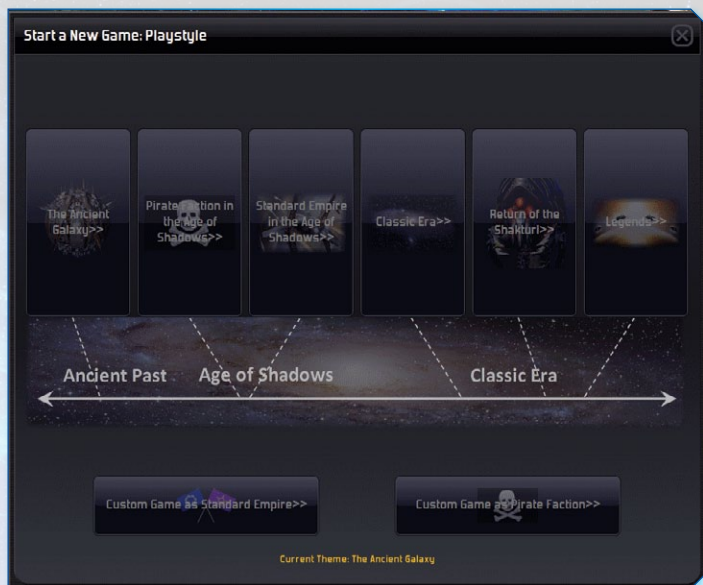
Click on the Tutorial button to select and begin either the basic tutorial or a more advanced tutorial. There is also a tutorial on how to Play as a Pirate and a Pre-Hyperspace Planetary Empire. We strongly recommend playing through these entirely, especially if you don't plan to read through the entire manual before playing.

START NEW GAME

Click on "Start New Game" to begin a new game of *Distant Worlds*.

Your first choice is which era and what type of empire to play. **For your first game, we strongly recommend playing In the Classic Era, or as a Standard Empire in the Age of Shadows. These are the easiest places to start.** The most challenging options are to Play as a Pirate and the Ancient Galaxy. For Pirates, the Age of Shadows is easier than the Classic Age. For Normal Planetary Empires, the Classic Era is easier than the Age of Shadows.

You can also choose to play a Custom Game as a Standard Empire or a Pirate Faction. These options allow you complete control over the game setup and storylines and will remember your last settings. **Once you have tried the**



presets, the Custom Game will give you much more freedom and choice in how to setup your game.

If you choose one of the preset options, you will either start your game immediately, or be presented with a single screen of choices before your game starts. We'll go through the options for a Custom Game below, which will also explain the preset customization choices.

Once this first choice is made, the player will be brought to a screen in which they can customize the galaxy in which to play. Here, the player is able to customize the galaxy's size in terms of stars and sectors, the difficulty level, the prevalence of habitable planets, levels of alien life and pirates, speed of research, and levels of aggression in other civilizations. If you want more conflict, increase the Aggression setting, if you want to focus on peaceful expansion and trade, keep it low.

These settings have a great impact in determining your game experience. Make sure you set them to your preferences and try different settings if you haven't found the right combination yet for your play style.



We recommend leaving them on the default settings for your first game. That experience should give you a good idea of which settings you like and which you might want to change.

For a more challenging game, consider increasing the Difficulty and also setting the Expansion of the other empires to 'Young' while keeping your own at 'Starting' on the following setup screens.

The Difficulty setting as of the *Distant Worlds: Shadows* expansion is much more comprehensive. Experienced players will find that increasing Difficulty by just one setting will result in a much more challenging game against the AI.

There is also an option to allow Difficulty to scale as you near victory, which can make things much more interesting in the end game, as well as an option to prevent destroyed pirates being replaced by new pirate factions.

Also, the player can customize the shape of the galaxy. There are six possible shapes from which to choose:

Elliptical	Classic spiral shape, two large nebula cloud arms winding out from center, dense core, distinct outer rim of stars.
Spiral	Two large nebula cloud arms winding out from the center, dense core, two-armed spiral formation, no outer rim.
Ring	Dense perimeter, scattered formations within perimeter.
Irregular	No fixed shape or structure, stars and nebula clouds spread evenly throughout the galaxy.
Even Clusters	Cluster galaxies have groups of stars clustered together in constellations. Even clusters means that each cluster is approximately the same size.
Varied Clusters	Cluster galaxies have groups of stars clustered together in constellations. Varied clusters means that cluster sizes are varied – some are small, while others are large.

The next screen allows customization of colonization and territory behaviour. The first two settings allow you to adjust the prevalence of colonisable planets and independent alien life.

Start a New Game: Colonization and Territory

Colony Prevalence Influences the number of colonizable planets and moons in the galaxy. Lower prevalences will mean sparser empires with colonies more spread out, while higher prevalences will mean denser empires, with colonies closer together.


Colony Prevalence: Scarce Occasional Normal Proliferous Abundant

Independent Alien Life: Rare Scattered Normal Proliferous Teeming *About Alien Life...*

Colony Influence Range: 100%
Suggested range for a 400-star galaxy of size 8 x 8 sectors: 100%

☒ Enforce Colonization Range Limits

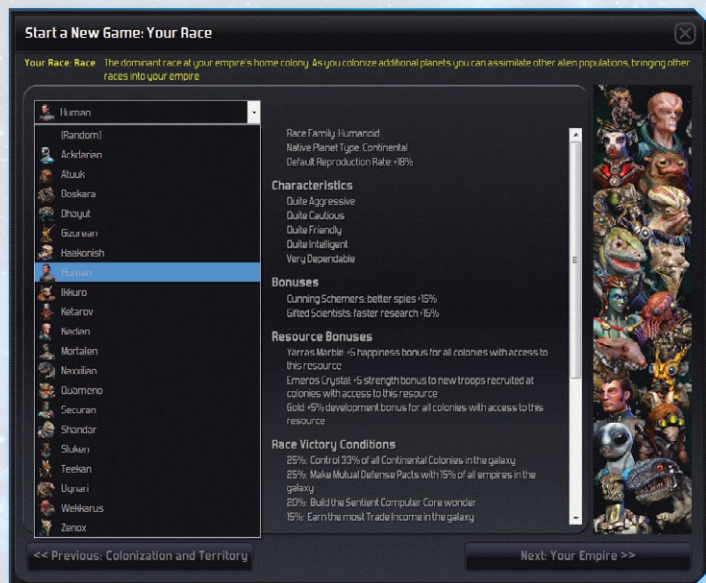
Colonization Range: 2.00 sectors



<< Previous: The Galaxy Next: Your Race >>

Colony Influence range determines the size of the territory an inhabited colony influences. This range determines the "borders" of your sphere of influence in *Distant Worlds*.

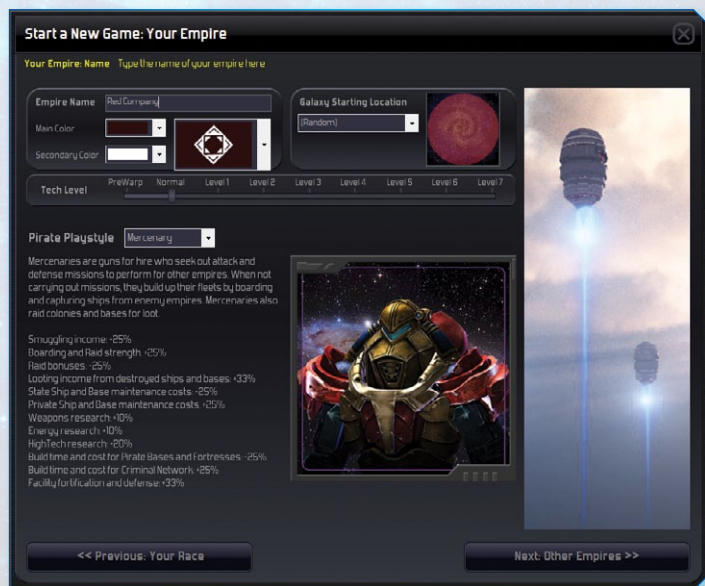
Finally, colonization range limits allow an additional limitation beyond fuel range on how far from its existing colonies an empire is allowed to colonize a new planet.



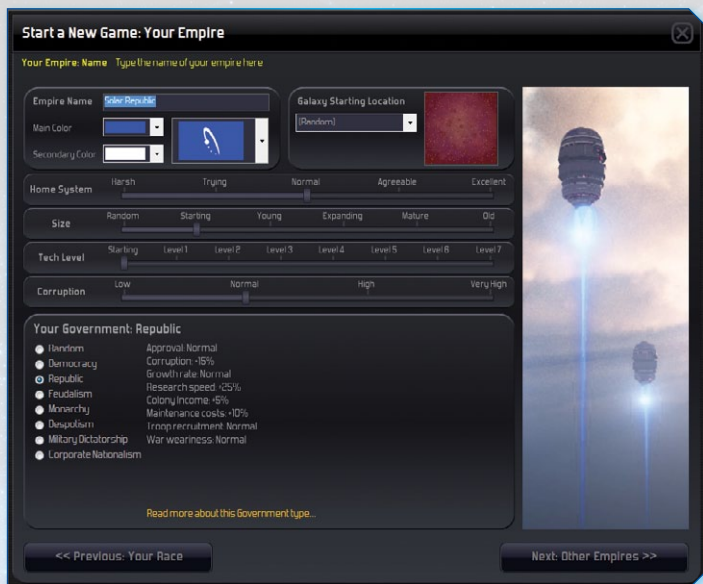
After the player has designed the galaxy to their liking, the next screen allows him to choose his race from among the twenty playable races in *Distant Worlds*. Each race has a set of unique abilities, including in some cases unique technologies, special events and bonuses, unique government types, strategic resource bonuses and victory conditions (if the race-specific victory conditions are enabled). The Humans are a fairly balanced race, while some others are more specialized to a particular playstyle. The possible playstyles resulting from race, government and galaxy setting combinations are almost limitless.

When playing as a space-based Pirate empire, the choice of which is your faction's starting primary race is relevant only in terms of the characteristics, bonuses and special technologies. In some cases, certain Pirate playstyles are unavailable to some primary races.

The next step is to customize the empire: its name, its flag, its race, its size and age, its starting location in the galaxy, the harshness or fecundity of its home system, the type of government, the level of corruption (this includes all manner of waste and inefficiency as an empire grows) and the level of technological advancement at the game's beginning. Each race and government type combination can also create a very different gameplay experience. Make sure you review the different choices on this screen as well and explore combinations you haven't tried to find your favorite.



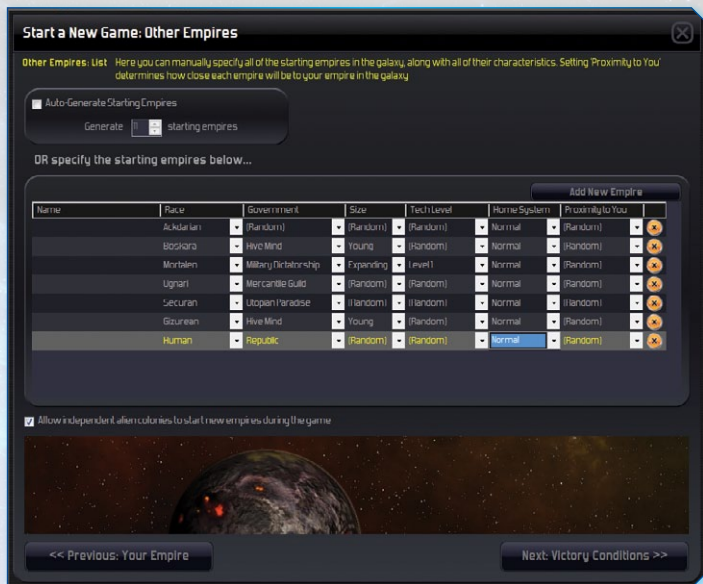
When playing as a pirate, instead of choosing from the same government options as a planetary empire, you need to choose a playstyle. The possible choices are Balanced, which means that you have no special bonuses or



penalties and have the option to do a bit of everything, Raider, Mercenary or Smuggler. Each of these choices is explained on the screen.

The next screen allows the player specify their opponents: their number, their names, their sizes and races, government types, proximity to the player's home system, and their technology levels. Or, if the player has no preferences about their opponents, they may choose to simply automate their creation. This allows you a great deal of flexibility in determining what kind of opponents you will face and how the game will unfold.

It is possible to create a galaxy with entirely peaceful, passive races where the game will be focused on trade and economic victory. It is likewise possible to create a galaxy where a few races face off against a well-established and very hostile alien race, and just about any combination in between. Allowing your opponents to be automatically generated preserves the mystery as you will discover them through exploration, but a customized galaxy will often give you a better guarantee of the type of gameplay you prefer.



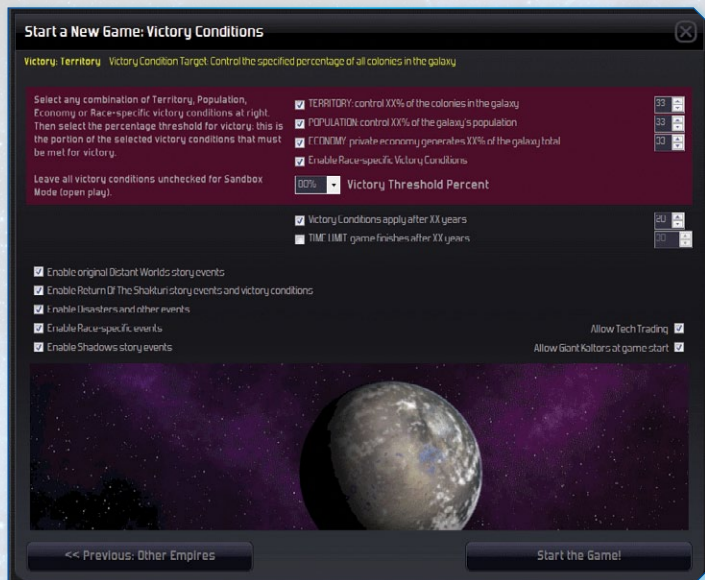
The final screen before the game commences is the Victory Conditions screen. Here the player can decide "how to win" (see above). The player can choose not only the criterion by which the game is decided, but also the level of dominance at said criterion that determines victory.

The available criteria are territory, population, economy, race-specific victory conditions and time limit. The player can also choose to have victory conditions only apply after a certain time period has passed; this way, the game will not end prematurely in the early stages of the game when the balance of power often fluctuates wildly. Once the player has made their selections, the game begins!

The player can also choose to turn off the storyline and the various possible special events or only enable part of it, using the settings on this screen. Enabling the storyline can make the game much more exciting, but for pure sandbox play or for modded games, you may wish to turn it off.

When playing in the Age of Shadows, you will also have the option to turn on the Shadows story events. These relate mainly to the pre-hyperspace era and the interaction between the space-based and planetary empires.

If you are playing as a Pirate, by default your faction will use the Pirate-specific victory conditions. These vary based on the pirate playstyle you chose. The Return of the Shakturi storyline is also unavailable when playing as a pirate, but all other options are available.



There are also several available alternative modes of playing *Distant Worlds*, during which the player is advised to automate all activity. These include playing as a ship captain; as a fleet admiral; locking on a ship and supervising it; playing as a bounty hunter in search of pirates; automating everything except espionage and playing as a "spy master;" or building a secret construction project. For more information on these alternative modes of game play, consult the Galactopedia. There are many ways of conquering the universe!

GOVERNMENTS AND RACES

There are 20 races from which to choose at the beginning of a new game. Each race has its own unique characteristics, prejudices, advantages and disadvantages over others. The player's diplomatic relations with

other empires will be affected by both their own race and that of the other players. The player's choice of race, because of its diplomatic and other implications, can deeply affect the outcome of the game and should therefore factor into one's strategy. For example, if the victory conditions set are to achieve a certain population level, it is advantageous to select a race that reproduces at a high rate. What follows is a brief list of the major characteristics of each race; a more extensive treatment of each is available in the Galactopedia.

Please note that many races and government types received balance adjustments during the development of *Distant Worlds: Shadows*, so some of the details may be different from what you may be familiar with from previous *Distant Worlds* releases.

NAME	GENERAL CHARACTERISTICS	VICTORY CONDITIONS AND SPECIAL RULES	CHARACTERS	KEY RESOURCES
Ackdarian	Amphibian, Ocean Planets, reproduce at a 19% rate (default), quite intelligent, very passive, very cautious, quite friendly, very dependable, gifted scientists, master engineers, special technology: TurboThruster ER7 (Main Thrust Engine),	Want to control Ocean Colonies and build the largest ships, Slower at colonizing Desert and Volcanic planets	More likely to generate Colony Governors	Nephtys Wine, Ucantium Pearl, Steel
Atuuk	Ursidian, Continental Planets, reproduce at 28%, extremely stupid, quite aggressive, extremely reckless, extremely friendly, very dependable, naturally optimistic.	Must keep their homeworld and have a large, happy population. Luddites. Slow builders.	More likely to generate Generals, less likely to generate Scientists.	Caguar Fur, Chromium, Rephidium Ale
Boskara	Insectoid, Volcanic Planets, reproduce at 24%, moderately intelligent, extremely aggressive, very reckless, quite unfriendly, very unreliable, warrior class, fierce rivalry, special government: hive mind. Special technology: Shaktur Firestorm.	Destroy enemy ships, bases, and troops, enslave or exterminate their people, control their homeworlds.	More likely: Admirals and Generals, Less likely: Ambassadors, Governors, Scientists	Aculon, Emeros Crystal, Rephidium Ale

Dhayut	Insectoid, Desert Planets, reproduce at 12%, quite intelligent, very aggressive, slightly reckless, extremely unfriendly, extremely unreliable, fierce rivalry, special technology: Velocity Drive ST3 hyperdrive.	Must keep their homeworld, Conquer and enslave enemy colonies and people, Regular change cycle increases aggression and population growth	More likely: Admirals, Less likely: Ambassadors	Wiconium, Tyderios, Osalia
Gizurean	Insectoid, Volcanic Planets, reproduce at 30%, quite stupid, quite aggressive, quite cautious, extremely unfriendly, very unreliable, master engineers, special government: hive mind.	Build the Universal Hive, Keep your Leader alive, Build a large military and use it, Control many Volcanic colonies, Faster builders, Regular change cycle increases population growth	More likely: Generals, Less likely: Ambassadors, No Replacement Possible: Leader	Nekros Stone, Iridium
Haakonish	Reptilian, Marshy Swamp Planets, reproduce at 16%, quite intelligent, quite aggressive, very cautious, very unfriendly, cunning schemers, master engineers, special government: mercantile guild, special technology: mega-density fuel cell.	Successful Espionage and Counter-Espionage, Trade, Control Restricted Resources, Larger military ships	More likely: Intelligence Agents, Scientists, Less likely: Ambassadors, bonus Intelligence Agent	Ilosian Jade, Polymer, Falajian Spice
Human	Humanoid, Continental Planets, reproduce at 18%, quite intelligent, quite aggressive, quite cautious, quite friendly, very dependable, cunning schemers, gifted scientists, special government: corporate nationalism	Control Continental colonies, make Form alliances, Be victorious when at war, Build Trade and Tourism	More likely: Ambassadors, Governors, Scientists, Intelligence Agents, Less likely: Admirals, Generals	Yarras Marble, Emeros Crystal, Gold
Ikkuro	Ursidian, Continental Planets, reproduce at 16%, quite intelligent, quite aggressive, quite cautious, quite unfriendly, quite unfriendly, quite dependable, master engineers, warrior class, natural merchants, special technology: S2F7 RepairBot.	Control Continental colonies, build Space Ports, Form alliances, Keep military casualties to a minimum, Fast builders, Colonization technology experts	No modifiers	Megallos Nut, Lead, Osalia

Ketarov	Ursidian, Marshy Swamp Planets, reproduce at 16%, quite intelligent, extremely passive, very cautious, quite unfriendly, extremely unreliable, cunning schemers, special government: corporate nationalism	Successful Espionage and Counter-Espionage, Avoid war, but maintain a large military, Smaller civilian ships	More likely: Intelligence Agents, Less likely: Scientists, bonus Intelligence Agents	Ekarus Meat, Carbon Fibre, Vodkol
Kiadian	Humanoid, Continental Planets, reproduce at 18%, very intelligent, slightly aggressive, very cautious, slightly friendly, extremely dependent, gifted scientists, master engineers, special technology: ShadowGhost ECM 2000.	Maintain long-term treaties, Be trustworthy, Research	More likely: Scientists, Intelligence Agents, Less likely: Generals	Natarran Incense, Polymer, Rephidium Ale
Mortalen	Reptilian, Desert Planets, reproduce at 16%, moderately intelligent, very aggressive, quite reckless, very unfriendly, very unreliable, warrior class, fierce rivalry, special technology: Swift Vector 5000 (Vectoring Engine)	Have the best Admirals and Generals, Destroy enemy troops, subjugate their empires and conquer their colonies	More likely: Admirals, Generals, Less likely: Ambassadors, Scientists	Dantha Fur, Wiconium, Silicon
Naxxilian	Reptilian, Ice Planets, reproduce at 23%, slightly stupid, very aggressive, very cautious, quite unfriendly, quite dependable, warrior class.	Control ice and Continental colonies, form alliances, export your culture, Higher Tourism, Armor tech disallowed, Slow to colonize Volcanic planets	No modifiers	Jakanta Ivory, Tyderios, Vodkol
Quameno	Amphibian, Ocean Planets, reproduce at 14%, extremely intelligent, extremely passive, very cautious, very unfriendly, extremely dependable, gifted scientists, special government: technocracy. Special technology: NovaCore NX-700 (Reactor Hyper Fusion)	Avoid wars, avoid treaties and alliances, Research, research, research!	More likely: Ambassadors, Scientists, Ambassadors are linguists, Less likely: Admirals, Generals	Aquasian Incense, Polymer

Securan	Humanoid, Desert Planets, reproduce at 27%, moderately intelligent, very passive, quite reckless, quite friendly, very dependable, natural optimists, special government: Utopian paradise.	Build Resort bases, form alliances, Promote Tourism and Happiness, Regular change cycle increases happiness and population growth, Higher tourism	More likely: Ambassadors, Intelligence Agents, Less likely: Admirals, Generals	Wiconium, Natarran Incense, Osalia
Shandar	Reptilian, Volcanic Planets, reproduce at 21%, slightly stupid, quite passive, quite cautious, slightly friendly, quite dependable, natural optimists, special government: Utopian paradise.	Be happy and have lots of luxury resources, Control Volcanic colonies and Build the Lava Palace Resort Wonder, Slow to colonize Ocean and Ice planets, avoid disasters on Volcanic planets	More likely: Ambassadors, Governors, Less likely: Admirals, Generals	Otandium Opal, Osalia, Aculon
Sluken	Insectoid, Marshy Swamp Planets, reproduce at 21%, quite intelligent, very aggressive, slightly cautious, very unfriendly, very unreliable, warrior class, fierce rivalry, special government: hive mind, special technology: StarBurner XX-12 (Main Thrust Engine)	Control Marshy Swamp and Continental colonies, Maintain the largest ground forces, Faster troop regeneration	More likely: Admirals, Generals, Less likely: Ambassadors	Chromium, Falajian Spice, Questurian Skin
Teekan	Rodent, Desert Planets, reproduce at 19%, quite stupid, extremely passive, quite reckless, quite friendly, extremely dependable, industrious miners, natural merchants, special government: Mercantile Guild.	Make money through trade and the private economy, Avoid war, Annihilate the hated Sand Slugs, Smaller military ships, larger Civilian ships, Faster builders, Good Traders, High Migration rate	No modifiers	Silicon, Dantha Fur
Ugnari	Rodent, Ice Planets, reproduce at 14%, quite stupid, very passive, very reckless, quite friendly, extremely unreliable, industrious miners, natural optimists, special government: mercantile guild.	Control Ice colonies, Complete High Tech Research, Trade, Mine Resources, Fast builders, Good Traders, Avoid disasters on Ice colonies	Less Likely: Ambassadors	Terallion Down, Aculon, Tyderios

Wekkarus	Amphibian, Ocean Planets, reproduce at 16%, moderately intelligent, very passive, quite cautious, very unfriendly, quite unreliable, industrious miners, natural merchants.	Keep your homeworld, Avoid war, Trade and Mine Resources, Build the Underwater Palace Wonder	More likely: Governors, Scientists, Less likely: Admirals, Generals	Questurian Skin, Dilitium Crystal, Lead
Zenox	Rodent, Continental Planets, reproduce at 17%, quite intelligent, quite passive, very cautious, quite unfriendly, slightly dependable, natural optimists, master engineers, special government: technocracy, special technology: Megatron Z4 (Shields).	Explore the galaxy and Control colonies with Ruins, Keep military casualties to a minimum, Build the Galactic Archives Wonder, Knowledge of additional historical locations	More likely: Ambassadors, Scientists, Less likely: Admirals, Generals	Bifurian Silk, Carbon Fibre, Osalia

In addition to selecting a race, the player may select their government type. Similarly, each government type has unique advantages and disadvantages which the player should take into account when formulating a strategy.

The six basic government types are available to all races and they are democracy, republic, feudalism, monarchy, despotism and military dictatorship. Five government types are available only to certain races: mercantile guild, technocracy, corporate nationalism, hive mind and utopian paradise. Finally, two ancient governments must be rediscovered through the storyline before becoming available: the Way of the Ancients and the Way of Darkness.

Each race, as noted above, has its own tendencies and its own preferences. This makes it even more important to consider race and government type in light of one another.

Each form of government may influence the following factors either positively or negatively:

1. Approval – the empire approval rating at each of the player's colonies
2. Population growth rate at each colony
3. War weariness
4. Research speed
5. Corruption levels
6. Maintenance costs of ships, bases, and troops
7. Troop recruitment at your colonies
8. Trade income

In addition, Corporate Nationalism removes the boundary between state and private income, but pays a price in the long-term effect on the private sector.

Each type of government has natural friends and enemies. Thus, the player must choose their government wisely because it will strongly affect diplomacy throughout the game. While government type is not everything when it comes to diplomacy, it is an important factor which can make diplomatic relations either easier or more difficult.

What follows is a brief and imprecise comparison of the various government types. For more exhaustive detail, consult the Galactopedia.

Corporate Nationalism	All excess private revenue is credited to state funds. All private expenses are paid out of state funds. Over time, your economy gradually loses efficiency. Population growth is negatively impacted in the long run. This government type can provide a great deal of revenue in the short term, but is much less optimal as a long-term choice. It is also very difficult to switch away from and changing to a different government from this type could cause severe disruption to your empire.
Democracy	Advantages: approval, population growth, corruption, colony income. Disadvantages: war weariness, maintenance costs, troop recruitment. Natural friends: way of the ancients, democracies, republics, utopian paradises, monarchies, mercantile guilds. Natural rivals: military dictatorships, despotisms, way of darkness.
Despotism	Advantages: war weariness, maintenance costs. Disadvantages: corruption, approval, research speed. Natural friends: way of darkness, military dictatorships, despotisms, monarchies. Natural rivals: democracies, mercantile guilds.
Feudalism	Advantages: troop recruitment, war weariness, maintenance costs. Disadvantages: approval, research speed. Natural friends: monarchies, way of the ancients, feudalisms, republics, mercantile guilds.
Hive Mind	Advantages: corruption, war weariness, maintenance costs, approval rating. Natural friends: hive minds, way of darkness, democracies, republics. Natural rivals: monarchies.

Mercantile Guild	<p>Advantages: maintenance, colony income.</p> <p>Natural friends: way of the ancients, democracies, mercantile guilds, republics, feudalisms, technocracies, utopian paradise.</p> <p>Natural rivals: way of darkness, military dictatorship, despotisms.</p>
Military Dictatorship	<p>Advantages: war weariness, troop recruitment, maintenance cost. Disadvantages: approval.</p> <p>Natural friends: way of darkness, despotisms, military dictatorships. Natural rivals: democracies, republics, utopian paradises, mercantile guilds, way of the ancients.</p>
Monarchy	<p>Advantages: war weariness, troop recruitment.</p> <p>Natural friends: feudalisms, way of the ancients, monarchies, democracies, despotisms, republics. Natural rivals: military dictatorships, hive minds.</p>
Republic	<p>Advantages: corruption, research speed, colony income. Disadvantages: maintenance costs.</p> <p>Natural friends: way of the ancients, democracies, republics, feudalisms, mercantile guilds, utopian paradises, monarchies.</p> <p>Natural rivals: military dictatorships, despotisms, way of darkness.</p>
Technocracy	<p>Advantages: corruption, research speed.</p> <p>Natural friends: way of the ancients, technocracies, democracies, utopian paradises, republics, mercantile guilds.</p>
Utopian Paradise	<p>Advantages: approval rating, population growth. Disadvantages: war weariness, troop recruitment.</p> <p>Natural friends: way of the ancients, utopian paradises, democracies, republics. Natural rivals: way of darkness, military dictatorships, hive minds, despotisms.</p>
Way of Darkness	<p>Advantages: war weariness, maintenance costs, population growth, research speed, troop recruitment.</p> <p>Natural friends: military dictatorships, despotisms. Natural rivals: way of the ancients, democracies, republics, utopian paradises, way of darkness.</p>
Way of the Ancients	<p>Corruption, maintenance costs, approval rating, population growth, research speed, colony income.</p> <p>Natural friends: way of the ancients, democracies, republics, utopian paradises, monarchies, mercantile guilds. Natural rivals: way of darkness, military dictatorships, hive minds, despotisms.</p>

Balanced	No unique advantages or disadvantages. Victory conditions are varied, including colony control, income from protection agreements, capturing ships and bases, completing pirate attack missions and building a Criminal Network.
Raider	If your goal is chaos and destruction, this is the playstyle for you. Victory conditions focus on raids, colony control, eliminating other pirate factions and building hidden pirate bases and fortresses.
Mercenary	Focused on the combat side of running a space-based empire. Victory conditions include pirate defend and attack missions, capturing ships and bases, raids and building a Criminal Network.
Smuggler	More about trade than the other pirate playstyles. Victory conditions include earning trade income, completing research, maintaining protection agreements, performing intelligence missions and building a Criminal Network.

QUICK START

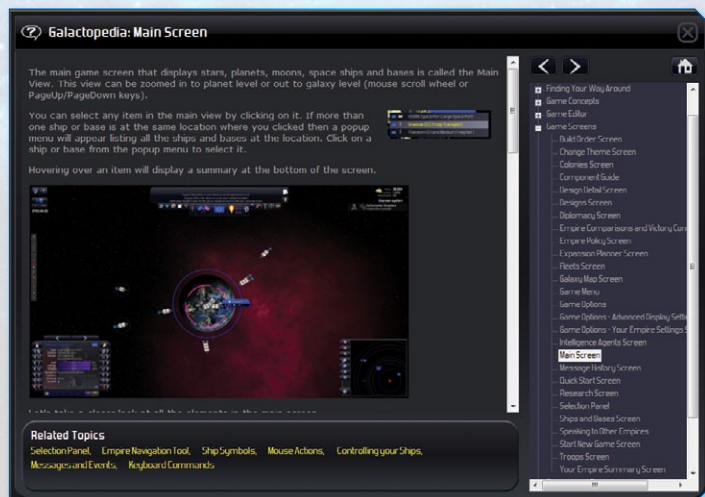
Selecting "Quick Start" on the Main Menu allows the player to jump into a preconfigured game with a minimal of setup. It will begin a new game, but without the option of customizing the galaxy, the player's empire, their opponents or the victory conditions. Instead, the player must choose from a list of options.

Random	Both the galaxy and the player's empire are randomized. The player may, however, select their empire's race.
Fast	A small galaxy in which the player's empire is tiny and their opponents are many.
Epic	An enormous galaxy in which the player has but one colony.
Ring Race	A small ring galaxy. The player begins with one or two colonies clustered together and must expand around the ring.
Conflict	A small galaxy full of pirates and aggressive opponents ready for war.
Expanding Settlements	A standard galaxy, mostly already explored, with many fully mature empires.
Expanding From the Core	A standard galaxy in which civilizations are cramped together in the core and must expand outward.
Fully Developed - Small	A small galaxy which has been completely colonized and divided up between the civilizations. The only way to expand is by war.

Fully Developed - Standard	A medium-sized galaxy completely colonized.
Fully Developed - Large	A large galaxy completely colonized.
Galactic Republic - Supreme Ruler	A standard galaxy in which the player rules a massive republic at the core and must engage smaller civilizations on the outskirts of the galaxy.
Galactic Republic - Wild Frontiers	A standard galaxy in which the player begins as a tiny empire on the outskirts of the galaxy and must take on a massive republic at the core.
Sovereign Territories - Regional Ruler	A standard galaxy ruled by various large and small empires. The player begins as a formidable regional power.
Sovereign Territories - Minor Faction	A standard empire ruled by several large empires. The player begins as a small civilization and must contend with regional powers.

LOAD GAME

Click on the Load Game button to view a list of previously saved games. From this list, the player can load saved games.



GALACTOPEDIA

The Galactopedia is a unique feature of *Distant Worlds*. Few games, if any, have such an informative or detailed encyclopedia of help topics available for the player, and they are strongly advised to consult the Galactopedia early and often.

OPTIONS



The Options menu allows the player to modify the display settings, sound, automation and what types of messages the player wishes to receive.

DISPLAY SETTINGS

Here, the player can control the scroll speed and zoom speed in the main view. Move the slider to the left to slow scrolling or zooming, and to the right to speed it up.

Star Density controls how many stars appear in the background star field of the Main View. Move the slider to the left for fewer stars and better performance,

and to the right for more stars if you have a fast system. Note that the background is purely for appearance; it has no function in the game. If you are playing on a slow system, we recommend increasing zoom and scroll speed and reducing Star Density.

Clicking "Advanced Settings" will open a new window in which the player can control some of the finer details of the game's appearance. The Maximum frame rate setting puts a limit on how many frames are displayed per second in the game. Lowering the FPS can be of benefit on older machines or laptops that might overheat due to high CPU usage.



The player may choose to turn off the display of system nebulae clouds. Doing this will improve game performance. Alternatively, the player can choose to adjust the level of detail shown in system nebulae clouds. Higher levels require faster multi-core CPU's. If the player is using a single-core machine, this should be left set on Low.

SOUND

The player can adjust the volume of the music and of the sound effects to balance them to their liking. Moving the slider to the right increases the volume; to the left decreases the volume.

AUTO SAVED

By default, *Distant Worlds* will save the game every 30 minutes. The player can adjust this interval down to as little as every 10 minutes or set it higher. On slow systems and large galaxy maps, saving the game may take a while. You can also choose whether you want the galaxy to be paused when you load an ongoing game from a save file.

MOUSE SCROLL-WHEEL BEHAVIOUR

In the options menu during the game, the player has the option of adjusting the mouse scroll-wheel behaviour by selecting from a list: no movement, move to selected item (scrolling the mouse wheel will cause Main View to center on the selected item), move to mouse cursor selection (scrolling the mouse wheel will zoom in or out from the galaxy location currently under the mouse cursor).



AUTOMATION

The player can select which, if any, of their leadership functions they would like to automate. The default setting is to automate most major tasks; as the player improves, they can give themselves more and more to manage. Game components which can be automated to various degrees include colonization, ship building, agent missions, and others.

Not only can the player choose which aspects of the game to automate, but

they can also choose the level of the automation: something can be fully automated, not automated at all, or the artificial intelligence can merely make suggestions to the player. In selecting to automate certain things, the player can choose to focus on one particular aspect of the game, rather than having to micromanage every detail. Please also note the new "Offer and Accept Pirate Missions" automation option.

EMPIRE SETTINGS

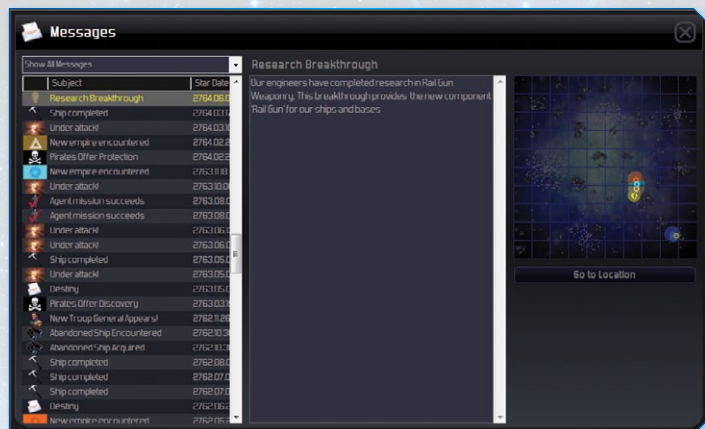
Clicking on this button brings up a sub-screen with some important options. Here the player can set military options such as the default engagement stances, default fleet behaviour and how much of a firepower overmatch the player's ships will seek to ensure when engaging an enemy. Also, choosing to allow or disallow colonization and mining stations in systems belonging to other empires will affect how your private sector behaves and offers a balance between additional income and expansion versus diplomatic friction. Finally, the player can choose whether to automate the handling of new discoveries when exploring and whether or not newly build ships should be automated. Suppressing all pop-up screens along with automatic resolution of new discoveries can allow a game to run unattended if desired.

These settings together can give you a great deal of control of your empire's default behaviours, which can help make sure the game plays the way you want it to play.

MESSAGES

As the player's empire grows, notable events will happen more rapidly and will become increasingly difficult to micromanage. The player receives, however, two different types of messages—pop-up messages and scrolling messages, both of which cover matters such as encountering new empires, treaty offers, colonizing new worlds, and notifications when the player is under attack. Clicking on one of these messages will take the player directly to the location of the event. All messages are stored in the Message History screen, which can be accessed by pressing H, where the player can review past messages and go directly to any related locations in the galaxy. From this screen, the player can review individual messages by selecting them in the list at the left. The body of the message then appears in the middle of the screen. If a message has a related location in the galaxy, this location is displayed on the map at the right. The player can also jump directly to

this location in the main view by clicking the button below the galaxy map. Normally battle messages are filtered out of this list, but the player can show these messages by enabling the "Show Battle messages" checkbox.



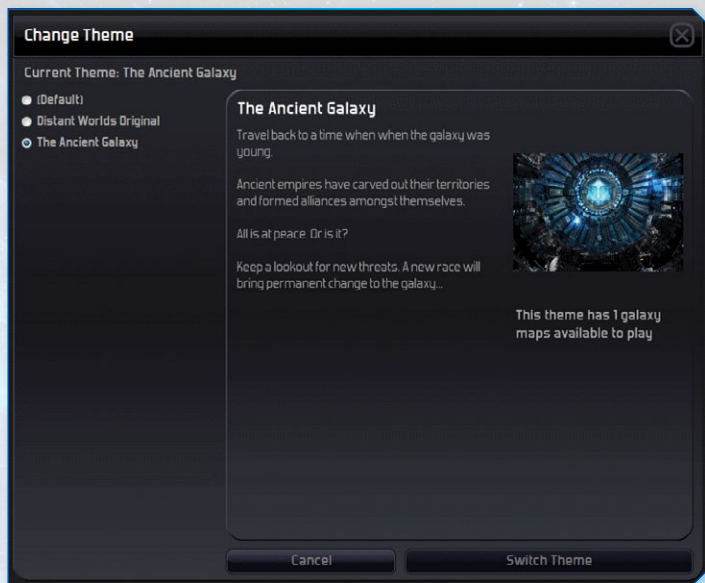
Some messages reveal previously unknown locations, which will then be—for convenience's sake—indicated in galaxy view by a dashed blue expanding "ping" circle. Once these locations have been explored the "ping" circle will disappear.

As previously noted, the player can control which messages to receive in the options screen (the O key).

In the options screen, the player can decide which messages they want to receive. There are two kinds of messages that they will receive throughout gameplay: pop-up messages which require attention and scrolling messages at the top of the screen. There are up to 12 event types which prompt a message; player can decide what type of event merits a message.

A new setting also allows you to suppress all pop-up messages, if you'd rather they show up on the side rather than displaying a new window that requires your feedback. This can allow fully automated games to proceed without additional player input.

CHANGE THEME



Clicking this button enables the player to customize the *Distant Worlds* experience by switching between available mods or themes. The standard *Distant Worlds* theme is the default option. To change it to another theme, select it from a list and then click the "change theme" button. A summary of the selected theme will appear on the right. This screen will display any themes stored in the Customization folder, under the root game folder. To add a new theme, create a new subfolder under the Customization folder. **The separate Modding Guide explains what Themes can do. Almost anything in the game can be changed within a Theme, allowing you to customize your game experience completely.**

CREDITS

This button will scroll the credits along the right side of the Main Menu screen.

EXIT

Click on the Exit button to exit *Distant Worlds* back to Windows.

FINDING YOUR WAY AROUND

The main game screen displays stars, planets, moons, space ships and bases; it will hereafter be called Main View. In Main View, the player can zoom in and out from planet level to galaxy level and back by pressing page up and page down respectively. Clicking on an item will select it; if, however, more than one ship or base is at a clicked location, a pop-up menu will appear listing all of the ships and bases at the location. The player can then select the desired ship or base from the pop-up menu. Hovering over an item will display a summary in the lower left quadrant of the screen.

You can use the mouse to move around, select items and give commands. Most commonly you will use the following actions:

Moving the mouse pointer to the edge of the main screen will cause the view to move in that direction.

You can also move the main view by holding down the **right mouse button while dragging**.

Hovering over an item in the main view displays summary information about the item at the bottom-middle of the screen.

Left-clicking selects the item under the mouse pointer, displaying detailed information in the Selection Panel at the bottom left of the screen.

The Main View



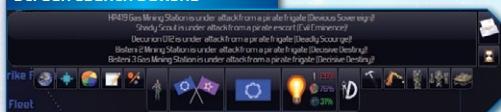
Right-clicking displays a pop-up menu with actions appropriate to the selected item, or if no item is selected it centers the view on the mouse pointer position.

The **mouse scroll wheel** zooms the main view in and out from 100% (individual planets and ships) to full galaxy view, and any zoom level in between.

At the top-left of the screen are buttons for the Game Menu (Escape) and Galactopedia (F1). Under these is the Pause/Resume button (spacebar) and buttons to increase (+) or decrease (-) the game speed. Under this is the current star date. At top-right is the current cash on hand, your current cashflow, and any bonus income you have received so far this year. Under this is the name of the system you are viewing.

At the top of the screen is the scrolling message list, which displays the five most recent messages for the player. Clicking on a message moves the screen to the location of the event or opens an appropriate screen.

Screen Launch Buttons



Beneath this message list are buttons that open, respectively, the colony list, the expansion planner, the empire comparison and victory conditions, the empire policies, the game editor, the characters screen, the diplomacy screen, the empire summary screen, the research screen, the ship and base design screen, the build order screen, the construction yards screen, the ship and base list, the fleet screen and the troops screen.

EMPIRE NAVIGATION TOOL

At the left of the screen is the Empire Navigation Tool. This is a set of scrollable lists that provide quick access to everything in your empire: colonies, space ports, fleets, potential colonies, potential mining stations, pirate missions, etc.

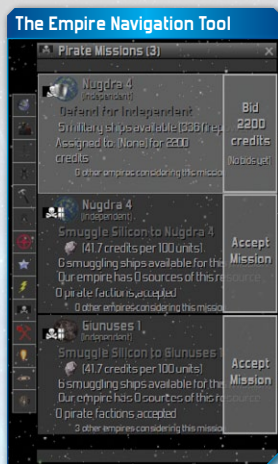
Combining the Empire Navigation Tool with the Selection Panel and Action buttons gives you one-click access to many common tasks, enabling you to easily manage most of your empire directly from the main screen.

For example, you can easily do the following tasks:

- ▶ colonize new planets
- ▶ build mining stations and other bases
- ▶ construct new ships at your spaceports
- ▶ select enemy targets to attack

The Empire Navigation Tool provides lists for the following items in your empire:

- ▶ Colonies
- ▶ Characters
- ▶ Spaceports and Construction Yards
- ▶ Mining stations
- ▶ Construction ships
- ▶ Exploration ships
- ▶ Enemy Targets
- ▶ Fleets
- ▶ Military ships
- ▶ Pirate missions
- ▶ Potential colonies
- ▶ Potential mining stations
- ▶ Potential Research locations
- ▶ Potential Resort locations
- ▶ Special locations



Click an icon to open a list. Click the icon again to close it, or use the close icon at top right of the list.

Each list can be scrolled up and down by clicking on the arrows at top and bottom, or by using the mouse scroll wheel while hovered over the list.

If you are zoomed out to Galaxy – or Sector-level, as your mouse hovers over each item its location is 'pinged' in the galaxy with an expanding yellow circle.

Click an item in a list to select it in the Selection Panel below. You can then use the Action buttons under the Selection Panel to access common tasks for the selected item.

Double-clicking an item in a list will move the main view to that item.

Some of the lists allow you to multi-select ships (shift-click) and perform actions on them as a group. Thus from the "Military Ships" list you can shift-

click items to select a group of military ships, and then form them into a fleet by clicking the "Create New Fleet" Action button below the Selection Panel.

ENEMY TARGETS LIST

One notable list in the Empire Navigation Tool is the Enemy Targets List. This list shows you all known enemy targets. Clicking on a target will assign your nearest available fleet to attack it. Right-clicking on a target that has a fleet assigned will cancel the attack.

If you have a fleet selected when you click a target, then the selected fleet will be assigned to attack the target. Thus you can cycle through your fleets using the F key and assign attack targets by clicking in the Enemy Targets list.

Clicking on a target that already has a fleet attacking it will instead select the assigned fleet. If you want to reassign the fleet you can then right-click the current target to cancel the attack and then click on the new target to attack it with the selected fleet.

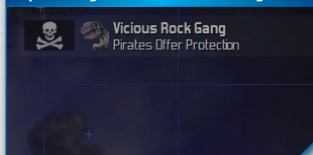
PIRATE MISSIONS LIST

New in *Distant Worlds: Shadows* are Pirate Missions, which can be either missions to attack, defend, or smuggle goods to a particular location. You can choose to accept any mission or ignore the ones you are not interested in. Attack and Defend missions may be bid on by multiple factions, so when you bid you will see a countdown to give other factions a chance to bid before the mission is awarded. Smuggling missions, once accepted, become a priority goal for any smugglers in your pirate faction. Those that manage to fulfill the mission before it expires will earn you a significant bonus for each delivered resource.

DIPLOMACY AND ADVISOR MESSAGE LIST

Once your empire starts growing you'll find that important events will be happening in lots of different places – it'll become hard to keep track of it all.

Diplomacy and Advisor Messages



To notify you of important events occurring throughout your empire several types of messages are sent to you:

- Diplomacy and Advisor messages: appear in a stacked list at the right of the screen

- **Popup messages:** appear in a popup panel that slides in at the right of the screen
- **Scrolling messages:** these appear in the scrolling message list at the top of the screen

These messages cover matters like encountering new empires, treaty offers, colonizing new worlds, or notifications that you are under attack at a particular location.

Clicking on the message will take you directly to the location of the event.

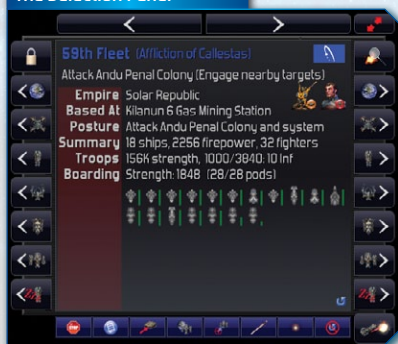
All messages that you receive are stored in the Message History screen (H key). Here you can review past messages and go directly to any related locations in the galaxy.

Some messages reveal previously unknown locations. For your convenience, these locations are indicated in the galaxy view by a dashed blue expanding “ping” circle. Once these locations have been explored the “ping” circle will disappear.

You can fine tune which types of messages you receive in the Game Options screen (O key).

SELECTION PANEL

The Selection Panel



At the bottom-left is the Selection Panel, which displays detailed information about the currently selected item. Buttons to the left and right allow the player to cycle through various items. At the top of the selection panel are the forward and back buttons for moving through a history of all items you have previously selected. Some information in this panel is clickable, allowing the player to drill-down for

further details on the selected item. For example, double-clicking on the name of a selected ship will bring up its detail screen. Single clicking on the design

name of a base will bring up its design screen. The player can also click the selection panel to center Main View on the currently selected item.

The two way arrow on the top right now increases or decreases the size of the selection panel. If you find the text too small to read comfortably, use this button to increase the size.

ACTION BUTTONS



At the bottom of the Selection Panel are a set of Action buttons that are used to give commands to the selected ship, base, fleet or colony. This includes actions like refuelling, joining fleets, loading troops and construction.

At the bottom-right of Main View is a map of the surrounding area, or the minimap. When zoomed in to a system, it displays the surrounding planets and moons. When zoomed out to the galaxy it displays surrounding stars and nebula clouds.

The side of the Minimap includes buttons that set the level of your view. Across the top are buttons that apply overlays to the map, each containing different information. In order, these are Fade Civilian Ships and Bases, Fleet Postures, Travel Vectors for State Ships and Private Ships, Potential Colonies, Scenic Locations, Potential Research Locations, Long Range Scanner coverage and Sphere of Empire Influence.

The area displayed in the Main View is represented by a light-blue rectangle on this map. Clicking on the map will move this rectangle and the main view.



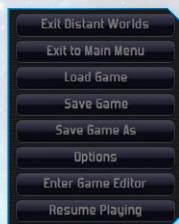
Additionally in the Main View, colonies are displayed with a colored name badge, showing the colony name at the top. If the colony is the empire's capital, a gold star also appears to the left of its name. Any resources at a planet or moon are displayed in picture-form at the bottom-right of the badge. The bottom left of the badge shows the dominant race of the colony along with a graph indicating the size and development of the population.

Colony Name Badge



The graph displays population size horizontally and development (%) vertically.

From the Game Menu, the player can load and save games, set game options and exit the game. The player can display the game menu by clicking the Game menu button (under the message list) or by pressing Escape. The player, from this menu, may do one of the following: exit *Distant Worlds*, exit to Main Menu, load a game, save the game, save as, display the Game Options screen, open the Game Editor and cancel (close the Game Menu).



SPHERE OF INFLUENCE AND CONTROLLED SYSTEMS

Each of your colonies has a Sphere of Influence, which you can see by turning on the map overlay. Spheres of influence are not exactly the same as territory and borders, but they are very similar. Any system you explore that is within your sphere of influence is considered to be under your control. Other empires that are not at war with you will respect your control over those systems and avoid colonizing and building in such places.

COLONIZATION AND COLONY MANAGEMENT

Colonization is one of the most important parts of *Distant Worlds* because it produces wealth, increases territory and grows the population, all three of which are potential ways to win. To colonize, the player must send colony ships. As the player's technology improves they will be able to colonize more types of environments. Colonizing a planet with a previous alien population is risky—the existing population may resist foreign rule—but may result in bonus population and wealth. The only way to colonize ocean, ice or volcanic planets is when they have an independent alien population. Planets with luxury resources are more profitable; a good strategy is to have secure access to at least ten different luxury resources to optimize colony growth. Space ports in strategic locations also speed colony growth by conferring

bonuses on their home colonies and facilitating transportation and trade. Consider carefully when colonizing in a system home to another empire—the empire will be offended and the colony may revolt against the player.

To maintain effective rule over a colony it is necessary to have the approval of the citizenry. Several factors influence colony approval: (1) tax rate, (2) development level, (3) specialized facilities (i.e. medical and recreational facilities), (4) recent pirate raids, (5) resource shortages, (6) recent conquest of the colony, and also (7) the colony has significant population that is of a species that is at war with your faction. The presence of other empires' colonies in the same system also adversely effects colony approval, as does war weariness. High colony approval encourages population growth.

Colonies also require a steady supply of strategic resources in order to grow. If these resources are not delivered, in addition to decreased happiness, population growth in the colony will slow.

Colony size is a factor in colony income; therefore, it is imperative to maximize the population in each colony. To do that, avoid high taxes and ensure a good supply of luxury resources. Keep in mind, however, that population growth eventually reaches a natural limit which is determined by the type and size of the world in which it is located. Once a colony's population reaches one billion, a modicum of corruption inevitably sets in, hurting tax revenues.

As previously mentioned, approval rating is inversely proportional to tax rate, which can be anywhere from 0 to 40% of income. While the default setting is to have taxation automated, should the player choose to manage tax rates, they must be conscious of striking a balance between approval and tax rates. Certain alien races are "natural merchants," which means that they generate higher taxable incomes; additionally, certain government types have a natural trade bonus. The player should take both into account in formulating a strategy.

NORMAL AND PIRATE EMPIRE SUMMARY AND COLONY MANAGEMENT SCREENS

Pressing F6 brings up the Empire Summary Screen, which gives the player a quick overview of their empire. At the top of the screen is the name of the empire (the player can change this name simply by typing a new one here). The Colony Information panel below this provides summary information for the player's colonies and government type, including the bonuses and

handicaps brought by the current government type. This is an important source of useful information.

Please note that the economies for planetary empires and space-based pirate empires are very different. These screens explain your balance of revenue and expenses.

The Normal Empire Summary Screen

Empire Summary: Kialdian Union

Kialdian Union

Capital: Lambda 4

Territory: 4 colonies in 3 systems (Total of 3)

Population: 1225M (Total of 2)

Strategic Value: 1626K (Total of 3)

Population: 1225M (Total of 2)

War weariness: Significant (at war with 1 empire)

Intelligence Agents: 28

Troops: 28

About this type of Government:

Government: Democracy

Select new government

Have Revolution and switch government

Economy

How does my empire make money?

	STATE	PRIVATE
Cash on hand	198K	1074K
Annual Income	Colony Tax Revenue: 125K Tribute from Others: 0K	Colony Revenue: 301K
Annual Expenses	Ship & Base Maintenance: 58K Troop Maintenance: 10K Agent Maintenance: 2K Fuel Costs: 1K Subjugation Tribute: 0K	Colony Taxes: 125K Ship & Base Maintenance: 34K Fuel Costs: 0K
Cashflow	47K	225K
This Year's Bonus Income	Space Port Income: 0K Foreign Trade Bonuses: 0K Resort Income: 0K	

Bonuses

Master Engineers: ship maintenance: 10% from Revenue

Galilei Scientists: border research: 40% from R&D

Ships & Bases

About ship maintenance costs:

MILITARY	Amt	Maint	OTHER STATE	Amt	Maint	PRIVATE	Amt	Maint
Escort	12	120	Exploration Ship	8	5K	Small Freighter	6	3K
Frigate	16	240	Construction Ship	2	2K	Medium Freighter	5	2K
Destroyer	14	210	Colony Ship	1	1K	Large Freighter	2	1K
Cruiser	0	0	Small Space Port	0	0K	Passenger Ship	0	0K
Capital Ship	0	0	Medium Space Port	1	1K	Mining Ship	4	2K
Troop Transport	2	20	Large Space Port	3	3K	Gas Mining Ship	4	2K
Resupply Ship	0	0	Defense Base	1	1K	Mining Station	12	12K
			Research Station	0	0K	Gas Mining Station	0	0K
			Resort Base	1	1K			
			Other Bases	0	0K			
TOTAL	45	660		17	25K	TOTAL	43	34K

The Pirate Empire Summary Screen

Empire Summary: Pierce Legion

Pierce Legion

Home Base: Brigades Retreat at Bonuses 4

Controlled Colonies: (Total of 1)

Pirate Mercenary

Smuggling Income: 45%

Bossing and Slot through: 45%

Refueling: 45%

Looking Income from destroyed ships and bases: 45%

State Ship and Base maintenance costs: 45%

Private Ship and Base maintenance costs: 45%

Research Income: 45%

Energy Research: 45%

High Tech Research: 45%

Build time and cost for Pirate Bases and Fortresses: 45%

Build time and cost for Criminal Networks: 45%

Facility Fortification and Defense: 45%

Pirate Economy

How does my empire make money?

INCOME	Last Year	This Year	EXPENSES	Last Year	This Year
Stable Income	0	0	Stable Expenses	10480	4297
Production Agreements	0	0	Variable Expenses	4920	0
Controlled Colonies	11020	3623	Research & Purchases	4480	0
Variable Income	0	0	Credit Research	0	0
Pirate Mercenary	0	44.7	Facility Building	0	0
Looking Destroyed Ship	0	0	Fuel	272	175
Smuggling Captured Ship	1920	0	Other	0	0
Mining	9917	0	TOTAL	59182	4674
Selling Information	0	0			
Reprints	0	0			
Raiding and Other	0	0			
TOTAL	22237	4210			

Cash on hand: 16363

Stable Cashflow: 1250

Bonuses

% Leader: Wokku Cashout Diplomacy: 4%, Colon Ship Maintenance Savings: 4%

Ships & Bases

About ship maintenance costs:

MILITARY	Amt	Maint	OTHER STATE	Amt	Maint	PRIVATE	Amt	Maint
Escort	12	120	Exploration Ship	2	1K	Small Freighter	2	1K
Frigate	2	30	Construction Ship	1	1K	Medium Freighter	2	1K
Destroyer	1	40	Colony Ship	0	0K	Large Freighter	1	1K
Cruiser	0	0	Small Space Port	1	1K	Passenger Ship	0	0K
Capital Ship	0	0	Medium Space Port	0	0K	Mining Ship	1	1K
Troop Transport	0	0	Large Space Port	0	0K	Gas Mining Ship	2	1K
Carrier	0	0	Defense Base	0	0K	Mining Station	2	1K
Resupply Ship	1	10	Research Station	0	0K	Gas Mining Station	0	0K
			Resort Base	0	0K			
			Other Bases	0	0K			
TOTAL	16	543		4	1K	TOTAL	10	5K

The button at the top right named "Set Empire Policy & Automation" provides additional tools for fine control of your Empire's activities. Scroll through the policies to see what the options are. You can leave them at the default settings or adjust them to whatever settings you desire. In combination with the other settings, this gives you a great deal of control over how much or how little "hands on" management your empire requires.

The Empire Policy Screen

Empire Policy

Default Time When 'Stance' for Military ships: Shields 00%
 Use Exploration Ships to scout enemy systems: ☒

Pirates

Bid on suitable Pirate Attack Missions: ☒
 Bid on suitable Pirate Defend Missions: ☒
 Accept suitable Pirate Smuggling Missions: ☒

Boarding & Capture

Capture targeted ships: When stronger than target
 Capture targeted bases: When stronger than target
 Enlist captured Military ships into your navy: Always Enlist
 How Disassemble captured Military ships: Disassemble at base when high tech or larger than we can build, otherwise scrap for money
 Upgrade enlisted Military ships to latest design: ☒
 Enlist captured Civilian ships into civilian fleet: When NOT high tech or larger than we can build
 How Disassemble captured Civilian ships: Disassemble at base when high tech or larger than we can build, otherwise scrap for money
 Upgrade enlisted Civilian ships to latest design: ☒
 Enlist captured Bases: Always Enlist

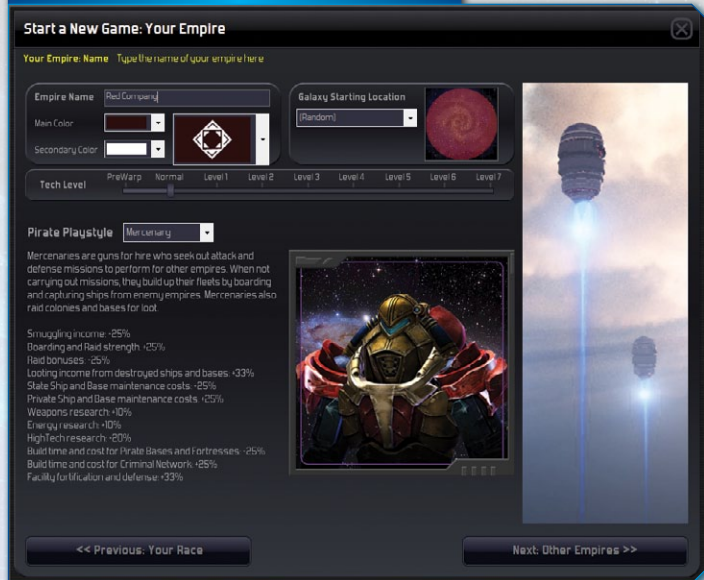
Fleet Formation Fully automate

Proportion of Military ships assigned to Fleets & Strike Forces: 60 %
 Typical number of ships in Fleet: 10
 Typical number of ships in Strike Force: 3

Apply Policy Cancel Load... Save as...

Additionally, the Colonies Screen can be accessed from the Main View by the F2 key. At the top is a list of colonies and relevant statistics. The name of the colony is displayed at the middle-right of the screen and can be changed by typing a new one. Directly beneath this name is the tax rate for the colony, which the player can adjust to their liking. At the bottom are tabs which display specific information about each colony: population, cargo, resources, troops, construction yard (what ships are being built there), and docking bay (which ships are docked there).

A Selection Panel with Colony Information Displayed



At the top of the screen is a list of the resources in the galaxy, along with current information on the supply and demand for that resource, including unfulfilled demand and resources in transit. This is a great way to get an overall view of the resource supply and demand for your empire and the galaxy as a whole.

In the middle of the screen is a list of potential targets for either colonization or resource exploitation. The player can change what type of information is displayed by selecting from the dropdown list. The default view is "potential colonies". The list can be sorted by any column and also filtered by any resource. *Double-clicking on a column heading will clear any previous sorting and return to the default sort order.* Note that the list is color coded to show you whether potential colonies are in already colonized systems, in systems with pirates or other dangers, or of low enough quality that colonization may be undesirable.

When a potential colonization or resource target is selected, available colony ships or construction ships are shown in the dropdown list at the bottom of

Expansion Planner

Sort by Your Empire Priority

Resources	Name	Type	Price	Sources	Your St.	In Trans.	Unfull.	Galaxy	In Trans.	Unfull.
Platinum Crystal	Strategic	0.8	0	18K	0.2K	0.6K	1050.2K	9.6K	5.8K	
Geslon	Strategic	0.8	4	78.4K	12.7K	3.6K	6775.7K	105.4K	220.1K	
Tierres Marble	Luxury	3.3	2	16.7K	0.0K	1.2K	55.2K	5.8K	2.9K	
Lead	Strategic	0.8	7	168.5K	0.0K	0.0K	2192.4K	20.5K	36.8K	
Uran	Strategic	0.8	3	73.8K	0.1K	0.0K	1745.5K	38.8K	20.6K	
Arum	Strategic	0.8	3	84.9K	0.2K	0.0K	2043.1K	15.2K	9.4K	
Chromium	Strategic	0.8	2	26.4K	0.2K	0.0K	925.4K	11.8K	6.7K	
Carbon fibre	Strategic	0.8	4	63.7K	0.1K	0.0K	1372.5K	8.7K	25.8K	

Potential Colonies

Show low quality colonies

Filter by (All Resources)

Name	Type	Size	U.L.	Distance	Race	Pop.	Resources
Javen3	Desert Planet	20K	67%	2935K	TM		

Location of Potential Colony

Available Colony ships

(No Colony ships available)

Build and Send Colony Ship (8333 credits)

Select Potential Colony

Go to Potential Colony

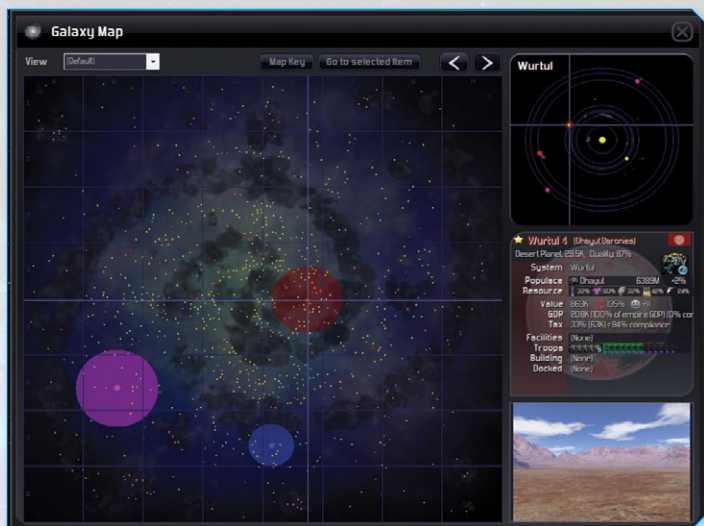
the screen. The player can assign colonization or build missions to these ships by using the buttons next to the dropdown ship list. This is one of the fastest ways to manage your colonization and resource mining plans, as you can click on a planet in the list, then click on one of the buttons below to queue a colony ship or construction ship to colonize or build at that location.

At the right is a galaxy map that displays the location of the selected target in the list at the left. Below this map are buttons that allow the player to select the current target in the Selection Panel in Main View, or to move to the selected target in Main View.

THE GALAXY MAP

If the player would like still another way of planning colonization and expansion, the Galaxy Map is of use. The galaxy is vast; it can be difficult to find one's way around it. The Galaxy Map (G) provides all the tools needed to find anything: where to place a colony, where to find supplies or resources, identifying enemy colonies to attack, steering clear of dangerous pirates.

On the map, the galaxy is divided into a grid of 10x10 sectors (based on the default settings for galaxy setup). The boundaries for each sector are visible



on the Galaxy map as light blue lines. The following elements are also found on this screen: view filter (to focus on certain items), galaxy map (all stars and gas clouds; the current selection is indicated by the bright blue intersecting horizontal and vertical lines), system map (all planets, moons, asteroids in selected system), selection summary, and the surface image (an image of the currently selected planetary surface).

At the selection panel, System Summary gives a summary of the number of planets and moons in the system, with the system name at the top. This screen displays the owner of the planet or moon and a virtual list of all known resources in the system. Hovering over a resource will display its name; clicking will bring up details. Finally, this summary has a visual display of all colonized planets and mining stations in the system, showing which empire owns the planet and which alien race inhabits it.

Of course, in order to expand and find resources it is necessary to explore. The player should build exploration ships to discover unknown systems. Systems are displayed as unexplored, explored but currently invisible, and visible.

In the course of this exploration, the player may come across ancient ruins, which may reveal secret knowledge, but, even if they do not, will speed up the development

of the colony. Sometimes, the player will even encounter an abandoned ship, which may reveal new technology or new ship designs to the player.

The player may even encounter independent planets and traders. Not all alien life is part of an empire. The player can colonize independent alien populations, invade them, trade with them or simply ignore them. Independent alien populations and independent alien traders are a potential source of great wealth and resources.

PLANET AND STAR TYPES

Not all of the galaxy is habitable and, indeed, the player can only colonize certain places depending upon his current level of technology. To find their way among the galaxy, the player should be familiar with the different planet and star types. What follows here is a brief list; the player is advised to see the more exhaustive explication in the *Galactopedia*.

Asteroids	Asteroids are rocky debris, often rich with metal ores. Larger asteroids can conceal extensive networks of tunnels and caves. They can be found in most star systems, often alone, but sometimes as part of large asteroid fields. Asteroids cannot be colonized.
Barren Rock Planets	Barren rock planets are like the earth's moon, having no breathable atmosphere (and therefore cannot be colonized) but often rich in metal ores. Stark, shadowy mountains tower above dusty, star-lit plains. Deep canyons and crevasses conceal dark caves and tunnels beneath the planet's surface.
Continent Planets	These planets feature earth-like varied terrain with rich vegetation and can supply diverse resources. Majestic snow-capped mountain ranges soar over lush woodland valleys. Enormous primeval forests cover hills and lowland regions. Fertile grassland plains swathe the coastal areas. Sparkling oceans are dotted with jungle islands and tropical atolls. Continental planets are the most amenable planet type for colonization and they allow for the largest populations.
Desert Planets	Desert planets feature dry, dusty plains and rocky mountains, vast deserts with seemingly endless sand dunes, lofty mesas, mountain ranges and canyons. These planets can be directly colonized after the player reaches a sufficient technological level. The maximum population level is approximately 40% of continental planets.

Frozen Gas Giant Planets	These are large, Neptune-like planets composed primarily of inert frozen gases. They can be an excellent source of exotic gas resources like Argon, Krypton or Tyderios. These planets have atmospheres packed with countless tiny frozen gas crystals, floating in seas of super-cold gas. These gas crystals attract many large space-going beasts who contentedly feed on them. Frozen gas giants cannot be colonized.
Gas Clouds	Gas clouds are found scattered throughout the galaxy, consisting of vast fields of gas and dust. They often have mineable gas resources, and thus can be a good location for mining stations. Gas clouds can only form inside nebulae clouds. These clouds cannot be colonized.
Gas Giant Planets	These planets are enormous, Jupiter-like planets composed primarily of gases. They are the primary supply of the two main fuel sources, hydrogen and Caslon. Their upper atmospheres are often ravaged by turbulent storm winds that leave trails of swirling gas in their wake. Gas giant planets are often orbited by a number of moons, some of which may be colonisable, however, gas giant planets cannot be colonized.
Ice Planets	Ice planets are covered with frozen tundra and snowy mountains. Freezing blizzard winds blow across plains of ice and snow; rocky highlands are covered by enormous glaciers; snowy valleys hide treacherous crevasses. Ice planets cannot be colonized unless there is a pre-existing alien population there and even in such a case the maximum population is only about 15% of continental planets.
Marshy Swamp Planets	These planets are covered by dense rainforests and swampy marshlands. Thick jungles envelop entire continents. Lush, green woodlands are dotted with trickling streams and underground springs. Marshy swamp planets are amenable to colonization after the player's first technology breakthrough in this area. These planets allow for population levels almost as high as continental planets.
Nebulae Clouds	Large nebulae clouds can be found throughout the galaxy and cover vast areas of space with a hazy fog of gas and dust. Nebulae are usually the dispersed remnants of supernovae (exploded stars). Nebulae clouds slow ships, reduce ship shields, disable hyper jump capabilities, and even damage ships or bases. Nebulae clouds also have effects on shaping the galaxy, because stars rarely form within them. Instead, stars tend to cluster between clouds. This can leave large voids of space between star clusters. Gas clouds will only form inside nebulae.

Ocean Planets	<p>Ocean planets are covered by vast, deep seas dotted with small islands. Far beneath the ocean's surface, deep underwater chasms conceal dark crevasses and tunnels. Immense towers of rock rise from the ocean floor. These areas are home to diverse plant and animal life. Ocean planets cannot be colonized unless there is a pre-existing alien population already on the planet. Their maximum population levels are roughly 20% of those of continental planets.</p>
Stars	<p>There are several kinds of stars which the player will encounter in game play.</p> <p>Main sequence, red giant and super giant star systems often contain an abundance of planets, some of which are habitable.</p> <p>White dwarf stars sometimes have a small system of planets and moons.</p> <p>Neutron stars may occasionally have a system of one or two planets and emit intense radio waves that are worthy of close study. For this reason, research stations constructed near a Neutron star may receive a research bonus.</p> <p>Supernovae are vast fields of radioactive gas and debris from exploded stars. Over time, these dissipate into nebula clouds. Supernovae do not have any planets or moons. When ships enter the blast radius of the exploded supernovae, their shields are drained by the intense radiation.</p> <p>Black holes are indescribably dense collapsed stars. Their huge mass has been packed into a tiny space, giving them a literally irresistible gravitational pull. They can suck ships passing their event horizon into their vortices, literally annihilating them. For this reason, it is wise to keep a safe distance from their edges (event horizon). Black holes are worthy of scientific study; as such, research stations constructed near black holes may receive a research bonus.</p>
Volcanic Planets	<p>These planets are covered by boundless fields of hot ash, blazing rock, dense smoke, poisonous fumes, craters, molten rock and smouldering lakes of lava. Volcanic planets cannot be colonized unless there is a pre-existent alien population there. Their maximum population level is roughly 8% that of continental planets.</p>

Just as the player's economic health depends upon colonization, colonization depends upon technology and having the military might to defend their colonies. Unless the player has sufficient military power, their colonies will be vulnerable to invasion or revolt.

POPULATION POLICIES

Population policies can be set at an Empire-wide level, and also set for each colony. Population policies allow you to control which alien races are at your colonies, and what to do with them.

There are two settings per colony: a setting that applies to all other races (except your own), and another setting that applies to races of the same family as your own. This allows you to have harsh settings for races not in your race family, but kinder policies for races of your race family.

Assimilate

Accept these races into your empire (this is how original *Distant Worlds* and *Return of the Shakturi* worked).

Do Not Accept

Do not allow migration of these races to the colony. This will prevent passenger ships from dropping off migrants from these races at the colony.

Resettle

Actively migrate these races away from the colony to other colonies that will accept them.

If you have enabled the empire policy setting "Use Penal colonies to implement Enslavement" then these unwanted races will be migrated to Penal colonies for enslavement there.

Enslave

Enslaves these races, forcing them into hard labor.

For each race that you enslave, the corresponding empires of those races will take offense at your actions. The amount of offense is directly related to the population amount that you enslave.

Enslavement also provides a bonus to the colony's economy. The amount of the bonus depends on the proportion of the total population that is enslaved, up to a maximum of 50% if all of the population is enslaved.

If you have enabled the empire policy setting "Use Penal colonies to implement Enslavement" then some of your colonies will automatically be set as Penal Colonies (policy = Enslave). Your other colonies with policy set to Resettle will migrate their unwanted races to the Penal colonies for enslavement.

Exterminate

Steadily eliminates these races at the colony.

For each race that you are exterminating, the corresponding empires of those races will take deep offense at your actions. The amount of offense is directly related to the population amount that you exterminate.

Exterminating races will also very negatively impact your empire's reputation.

COMBAT

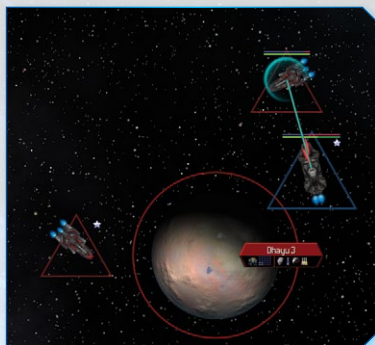
In order to expand and survive, it may become necessary to defend your worlds, ships and stations and invade the territory of other civilizations. There are many ways to organize your fleets and your troops to achieve success.

Automated fleets set to engage system targets will prove very effective at deterring aggression, especially if they have proximity scanners and you have a nearby base with a long range scanner to give them some warning of approaching enemies. Some players favour a few large fleets, others many smaller fleets and some prefer to have most of their ships operating independently. The various empire policy settings will allow you to have control over how this is handled when you have it set to automated, but you can also always take control yourself and organize your military any way you desire.

However, eventually you will need troops and troop transports to invade enemy planets. To invade, click on a troop-carrying ship then right-click on an enemy colony, where the ships will then deploy their troops. Before invading, you should clear enemy ships and defences, or else it is possible your ships may be destroyed before being able to drop troops on the planet. This possibility is especially high when the colony is defended by a space port. Large defensive bases should always be attacked by a large fleet and destroyed before a troop drop, if possible.

SPACE COMBAT

Space battles are initiated when two enemy ships come into one another's proximity. Factors involved in determining the outcome of the battle include weapon range, speed, agility, shielding, and armor. To attack, select a ship and right-click on the opponent's ship. The player does not control basic battle tactics—that is determined by the settings in the ship's design. The



player does control, however, the engagement stance of each ship and fleet and can intervene at any time to issue orders down to the individual ship level. The player's designs also determine the type of weapons and designs of their fleets, including shields, armor, countermeasures, attack weapons, targeting sensors, proximity array components. Weapon accuracy is determined by distance, speed of target,

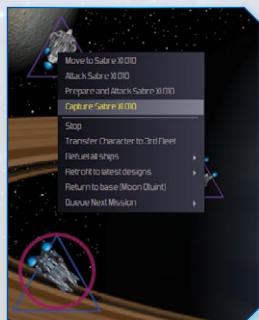
targeting sensors, countermeasure, etc. Ships also need fuel to be effective in combat – never send a fleet into a battle with low fuel, if you can avoid it.

Additionally, when the player has trade sanctions against another empire, they may elect to blockade an enemy colony or space port with a fleet of their ships. Simply select the ship and assign it a blockade mission by right clicking near the edge of the planet to be blockaded – you will see the cursor change when it's in the right spot. Other empires, of course, may also blockade you in return and you must always be on your guard.

BOARDING COMBAT AND SHIP CAPTURE

Provided that Ship Boarding has been researched, ships can be designed with assault pods which can board and capture other ships or stations and in the case of pirates, raid planets as well. Each ship has a defense strength against

boarding that is determined by a combination of its size and crew support systems. Even if a ship does not have assault pods, it can still defend itself.



A ship that has assault pods also has an assault strength. In order to capture an enemy ship, you need to order your ships to Capture a target ship or station instead of the default Attack by using the right click menu. Assault Pods can only board a ship when its shields (if any) have been significantly depleted. Capturing

ships will focus on reducing the enemy shields, and will then move in closer to launch their assault pods.



Assault pods can be shot down by Point Defense weapons, similar to fighters.

Boarding parties will attempt to capture the enemy ship. Once the boarding action starts, you will see a crossed swords symbol over the ship that is being boarded and a summary of the assault and defense strength on the ship details. Even if a ship is not captured, the boarding action may result in damage to the ship. Ships that are captured may still be damaged as a result of the boarding combat.

You can define the various options of when to capture and what to do with captured ships through your Empire Policies screen.

GROUND COMBAT

Ground combat has been greatly expanded in *Distant Worlds: Shadows*.

Ground combat means confronting both the enemy's troops and a segment of the colonial population. The player should always invade with overwhelming force, landing their entire force simultaneously. The battle ends when one side's troops are completely annihilated or evacuated. The victorious troops receive promotions and the invaded colony receives a temporary setback in development level. The invaded population may also be unhappy. Make sure to leave enough of a garrison, or you may face a revolt. The player can monitor the progress of a battle by selecting the colony.

Troops defend the player's colonies and also can be used in taking over enemy colonies. Each race has a natural base-line strength of its troops—some races are stronger than others because they are more intelligent or more aggressive.

The readiness of troops is measured from 1-100, 100 signifying that they are completely rested and ready for battle. When troops are in battle they suffer losses and their readiness suffers for this. It takes time for readiness to recover to 100; medical facilities can speed this recovery. Troops gain experience after each successful combat. You can greatly increase the strength of your troops by ensuring that they succeed in and survive several campaigns.

Troops are recruited at colonies; they cost money to maintain and therefore the player should plan before recruitment. It also takes time to recruit and train troops before they are ready for battle. Recruitment time is also affected by the player's approval rating in the colony and government type.

Certain ships have troop storage components and may transport troops. These include troop transports and larger military ships. Troop storage components provide basic living facilities for combat troops while onboard a ship or base. Higher troop storage technology levels provide extra capacity, allowing for more troops to be carried on a ship or base. Troops can be transported to defend a colony, to reinforce one or to invade an enemy colony.

Colony facilities may increase the strength of troops trained there, or increase the colony's defenses, or allow different troop types to be recruited.

Troops defending a planet of their native type have an advantage over attackers and the population of the planet also helps the defenders, resulting in significant bonuses for well developed, high population colonies. If you are attacking, make sure you bring enough troops to overcome these advantages.

TROOP TYPES

There are now several troop types, each of which has a different purpose and specialization. You will find that some Generals are better at leading certain troop types as well.



Infantry: The basic troop type and jack-of-all-trades. Infantry is multi-purpose, with even base strength on attack and defense. Infantry does not take up much space on troop transports and is relatively quick to recruit and inexpensive to maintain.

Transport Size 100, Defend strength 100, Attack strength 100, Maintenance 100% of normal



Armor/Mech: The assault specialists of the galaxy. These troops pack the highest attack value per size of all the troop types except Special Forces, but are more focused than Special Forces on fighting other enemy troops.

Transport size 200, Defend strength 150, Attack strength 300, Maintenance 200% of normal



Planetary Defense: These troops are rarely part of an invasion, but they are specialists in defending planets against invasions.

Planetary defense units are the only units (along with orbiting space stations) able to fire on enemy troops while they are transitioning from space to the planetary surface. During this stage, invading troops are displayed with an assault pod graphic and are very vulnerable to planetary defense unit fire. In addition, planetary defense units are able to intercept bombardment attacks, mitigating the strength of any bombardment from space.

Planetary Defense units are hard to target for troop types other than Special Forces, as they are generally well fortified and behind the front lines.

Transport size 400, Defend strength 75 (but also with special intercept ability for landing enemy troops), Attack strength 50, Maintenance 400% of normal



Special Forces: These are very specialized troops, fearsome in their own right but especially useful at weakening a tough enemy defense. Special Forces are able to land successfully on a planet in the face of defenses that would vaporize normal infantry. They are also harder for enemy troop types other than Special Forces to successfully target and damage. Special Forces will prioritize enemy defense facilities and planetary defense units before attacking other enemy troop types. These abilities make them very valuable as part of a large invasion. Because of their attack strength, they are also excellent at quick strikes on smaller planets.

Transport size 100, Defend strength 100, Attack strength 200 (also with special ability to destroy facilities), Maintenance 200% of normal



Militia: Militia is a troop type that is at times automatically generated by a planetary population (especially an independent planet) for defense. Militia is identical to infantry in all respects except that it is usually weaker in attack and defense.



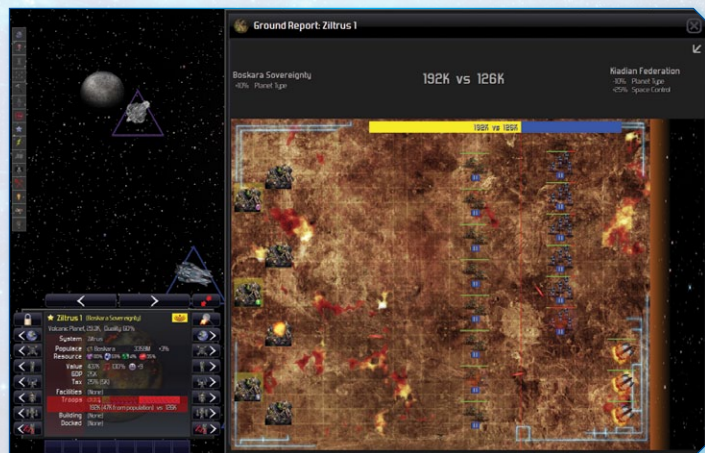
Pirate Raiders: This is a unique temporary troop type generated from the boarding strength of Pirate ships. Unlike the other troop types, Pirate Raider troops do not represent large units. They are more similar to Special Forces, but they do not have the numbers necessary to conquer a planet. They are used by Pirates to conduct Raids on planets or bases. During a planetary raid, the resolution is similar in appearance to other ground combat, but if the raiders succeed (and they do not need to entirely defeat the defending forces to get something out of the raid) they depart with

their loot. As long as a pirate ship has active assault pods, it is able to generate Raiders and launch raids

GROUND COMBAT SCREEN

An animated ground combat screen is available by clicking on the "Troops" section in the colony display. This ground combat view can be maximized or minimized and kept up while selecting other planets or ships and performing other tasks, should you wish to watch the combat without keeping your focus only on the planet where it is occurring.

The ground combat screen shows a summary of the combat strength on each side as well as summarizing the bonuses affecting the combat. Hovering your mouse over any of the units in the combat will show its name, strength and readiness.



GROUND COMBAT BONUSES

Each side in a planetary combat can achieve an advantage through one or more bonuses that can turn the tide of the entire battle.

Ground combat bonuses, displayed with icon at top of ground combat screen for each side. Each bonus adds +25% to damage caused by side with advantage.

Fortified Line (Defender) or **Overwhelming Odds** (Attacker): +25%
Condition: Total Infantry Strength $\geq 2 \times$ Opposing Total Infantry Strength

Armored Reserve (Defender) or **Armored Breakthrough** (Attacker): +25%
Condition: Total Armor Strength $\geq 2 \times$ Opposing Total Armor Strength

Defense Grid: +25%
Condition: Total Planetary Defense Strength $>$ Opposing Special Forces Strength

Special Operations: +25%
Condition: Total Special Forces Strength $>$ Opposing Total PDU Strength

Space Control: +25%
Condition: Superiority in Local Space (near the planet) in terms of military ships and stations

Planet Type: + or - 10%
Condition: Native Planet Type for your species gives you +10%. A planet type for which you do not yet have the appropriate Colonization technology gives you - 10%. All other instances give no bonus or penalty.

MANAGING TROOPS

The player can manage the troops of their empire on the Troops screen. At the top of the screen is the name of the currently selected troop; the player

Troops

Learn about Troops. 46 troops: 28 Inf, 2 PDU, 16 Arm
Total Attack Strength: 1016N
Total Defense Strength: 1208N
Annual Maintenance Cost: 756

Name: 1st Kadian Strike Trooper

Name	Experience	Type	Rows	Attacks	Def.	Maintenance	Location
1st Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
2nd Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
3rd Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
4th Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
Kadian Militia	Experienced	Infantry	100	12000	12000	1000	Chalped
16th Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
18th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Gourant
25th Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
27th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Gourant
30th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Nam Khurus 3
32nd Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
38th Kadian Strike Trooper	Green	Infantry	100	12000	12000	1000	Quint
42nd Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Quint
43rd Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Chalped
47th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Quint
50th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	(Disband Gambit)
6th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Pogemmes
24th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Pogemmes
26th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	(Disband Gambit)
33rd Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Pogemmes
34th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Pogemmes
36th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Quint
40th Kadian Strike Trooper	Experienced	Infantry	100	12000	12000	1000	Quint
45th Kadian Armored Brigade	Green	Armored Forces	100	38400	19200	2600	Quint
46th Kadian Armored Brigade	Green	Armored Forces	100	38400	19200	2600	Quint
48th Kadian Armored Brigade	Green	Armored Forces	100	38400	19200	2600	Quint

Filter by: None!

Location of selected: 1

2nd Fleet
Albany
Bjplus 2
Elysia
Endless 2
Gourant
Kadon 2
Kadon 3
Nam Khurus 3
Norian 1
Quint
Chalped
Dor
Orinus
Quint
Pogemmes
Pogemmes
Skolop
Suzanne 2
Thurman 2
Tucmea 3
Uddad 2
Vosca 2
Yasulur 6

Go to Troop Disband Selected Troops Garrison Selected Troops Ungarrison Selected Troops

may change this name simply by typing one here. To the right of the name is a summary of the player's troops, including total maintenance costs. Under the name is a list of the player's troops, including those currently in recruitment. Click on any column heading to sort this list. To the right is a map indicating the location of the currently selected troop on the galaxy.

Troops on this screen can be selected individually or multi-selected using shift and control-left click. Any actions, such as disband or garrison will apply to all selected troops.

GARRISON TROOPS

At the bottom of the Troops screen, you can also see buttons to Garrison and Ungarrison troops. The Troop automation can do this automatically for you, or you can adjust the defaults through your empire policies or adjust them manually on this screen or through the colony interface.

Garrisoned troops will not board on transport ships, they will always stay on the planet they are assigned to.

COLONY SCREEN AND TROOP INFORMATION

Troops can also be viewed at each colony from the Colonies screen (F2) or from the Ships and Bases Screen (F11). From the colonies screen, the player can recruit and disband troops in the troops tab by clicking "Recruit" and "Disband" respectively.

The Fleet Screen also allows you to set the default loadout of troops on your fleets.

Troops can be recruited directly using the popup menu that appears when the player right-clicks a colony in Main View. Click the option "recruit troops" in the popup menu. Alternately, use the Recruit Troops action button when you have a colony selected.

SPACE CREATURES

In addition to combat with other civilizations, throughout the game the player will have to contend with space creatures which are unallied to any particular civilization and seek only their next meal. The player is strongly advised to avoid becoming that next meal by staying away from these creatures which can endanger the player's fleets. These creatures include the following.

Ardilus	Enormous silicon-based invertebrates, indigenous to the upper atmosphere of gas giant planets. Do not start a fight with an Ardilus without overwhelming force.
Giant Kaltor	Large invertebrate crustaceans which inhabit the upper atmospheres of frozen gas giant planets and gas clouds. Very aggressive, very territorial and able to munch straight through the shields of ships. The player is strongly cautioned to avoid Giant Kaltors unless they have overwhelming force.
Sand Slug	Large silicon-based inhabitants of desert planets. They pose serious threats to stationary platforms like mining stations.
Silvermist	Rumored to exist. A "cloud" of replicating nano-machines that can disassemble ships and destroy entire colonies. May move between systems through hyperspace.
Space Slug	Large silicon-based organisms that typically live in asteroid fields and barren rock planets. They pose significant threats to stationary platforms like mining stations.

SHIPS AND BASES

Building ships, bases and fleets is integral to success at *Distant Worlds*— a small force is not enough to defend an empire from enemies and pirates. To initiate state construction, select a colony, space port or construction ship and right click. This will show a pop-up menu from which the player can select a ship to build at a given cost. Once a ship is built, it is by default fully automated. Another way to build a ship is from the colonies, construction or ships and bases screen. The player must select a construction yard and then a ship to build from a dropdown list. Alternately, select a planet or base and click on the Construction action button to see what you can build there.

Ships and bases cost the player in two ways: (1) one-off initial purchase cost in money and resources and (2) on-going annual maintenance costs. The player should plan ahead with maintenance costs and resource prices in mind. Resource prices are affected by demand and by supply just like in a real economy.

Ship designs are made by selecting a set of components that provide all of the functionality required for the particular type of ship or base; some are required and some are more specialized, e.g. construction yards, medical centers, docking bays. As research progresses, more components become available, making design upgrades possible.

For information on current ships and bases, the Ships and Bases panel of the Empire Summary screen (F6) provides a summary of all the ships and bases in the player's empire, including firepower and maintenance costs. Under the list of ships and bases are a set of buttons that provide quick access to various commands for the selected ship or base. Note that you can multi-select ships and bases in the list (drag-select, ctrl-click, shift-click) and assign commands to ALL of the selected ships at once. This applies to Refuel, Repair, Retrofit, Retire and Scrap buttons.

Also, Ship Summary on the selection panel (lower-left of Main View) provides information about a selected ship, including ship type, fleet, design, status of ship components, fuel levels, shield levels, speed, troops onboard, weapons (as well as their type and range), and whether or not it is automated. A silver star at the top-left indicates that the ship is the leader of its fleet. The empire flag of the ship is shown at top-right and the current mission for the ship is displayed directly under its name. Double-clicking on a selected ship or base in the selection panel brings up its details, which can let you rename it, see what damage it has by component and see what cargo it is carrying, if any.

The action buttons below the selection panel give you the possible actions for that ship, including fighter and bomber management for ships that are equipped with fighter bays.

Similarly, Base Summary in the selection panel provides information about a selected base, such as type, design, status of components, fuel levels, energy levels, shield levels, weapons, buildings under construction, and ships docked there. The empire flag of the base is displayed at top-right.

The larger the player's empire grows, the more difficult it becomes to keep track of their ships and bases.



At the top of the screen is a dropdown list which allows the player to filter which types of ships and bases appear in the list below. Under this is the list of all the player's ships and bases—

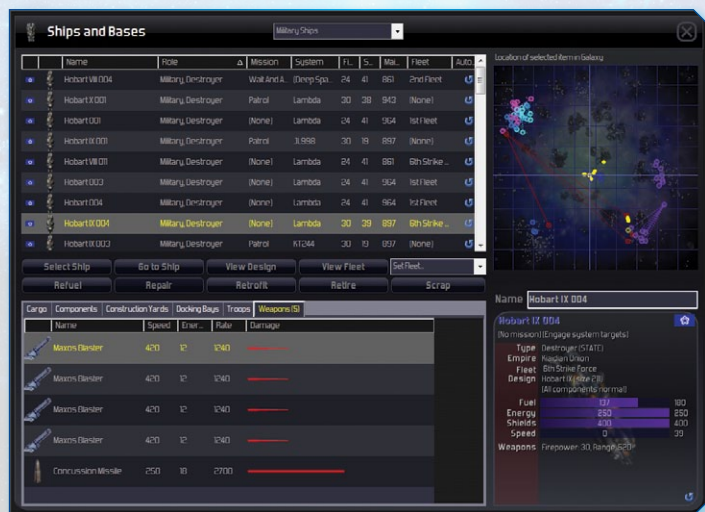
A Selection Panel with Base Information



both state-owned and privately owned—including location and current mission. Clicking any column sorts the ships and bases and you can select multiple ships using shift and control-click.

You can also use the Empire Navigation Tool on the left hand side of the screen to see your ships and bases without leaving the Main View.

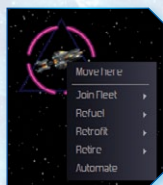
At the bottom is a set of tabbed panels that show detailed information on the currently selected base, including cargo, components, construction yards, docking bays, troops and weapons. At top-right is a map showing where the currently selected ship or base is in the galaxy. At right-middle is the name of the selected ship or base; this name can be changed by typing a new one here. Under the name is a summary of the selected ship or base.



ISSUING ORDERS TO SHIPS

As previously noted, the player can only control ships which are state-owned; they may not control any ship that is privately owned, such as freighters, mining ships, or passenger ships.

Left-clicking with the mouse selects an item on the screen. A detailed read-out on the selected item will be displayed in the information panel at the bottom-left of the screen. Right-clicking allows the player to assign a default mission to a ship, such as move, or attack. This default mission depends upon what



the mouse hovers over. For example, if a military ship is selected and the mouse hovers over another empire's ship, the default mission will be "attack." The default mission type is often indicated by a change in the mouse cursor. If more than one mission is available, a pop-up menu appears with detailed mission options. Select one of the options from the menu to assign a mission.

State owned ships, however, may also be automated, simplifying their management so that they assign themselves appropriate missions.

To assign a mission to a ship, first select it by left-clicking on it in the Main View. You can then use the action buttons below the selection panel or Right Click on the selected ship to see what options you have. **Holding down the Control key while Right-Clicking on a selected ship will give you all possible options**, regardless of context, otherwise they are filtered to show the most relevant options. Specific missions available for each ship depend upon the ship's type (only certain ships can attack; only construction ships can build, etc.). Some missions are also available as Action buttons under the Selection Panel. Click an Action button to assign the mission to the selected ship.

The following is a brief list of mission types which ships can perform:

Move	Sends the ship to the specified destination. If the destination is far away then the ship may perform a hyperjump first. This mission is available to all ships.
Patrol	Causes the ship to orbit the specified colony or base, watching for enemies. You can assign Patrol missions to military ships when the mouse hovers over a colony or base of your empire.
Attack	Causes the ship to close within range of the targeted ship, base, colony or space creature and fire its weapons at the target. This mission ends when either the attacker or the target flees or is destroyed. This mission is only available to military ships when hovering over a target of another empire.
Raid	Only available to Pirates. This initiates a raid on the target planet or base, which will result your ships moving to attack it and launching assault pods filled with raiding troops. The goal of a raid is to recover loot, in the form of credits, resources, or research. The type of target determines the likely type of loot, so for example if you want research, raid a research station. This mission ends when the raiders land on or board the target and initiate the raid.
Bombard	Causes the ship to move towards the targeted enemy colony and commence orbital bombardment. This kills the population at the colony and damages the planet itself, lowering its quality. To enable this mission hold down the Shift key. This mission is only available to military ships with bombard weapons when hovering over a colony.
Blockade	Causes the ship to park near the target colony or base, attacking any ships that attempt to dock at the blockade target. Available to military ships when the mouse hovers near the colony or base of an empire that you have trade sanctions against.
Escort	Causes the ship to travel in close formation with the target ship, keeping a watch out for any attackers. Can assign to military ships when the mouse hovers over a non-military ship of your empire.
Build	Initiates construction of a ship or base at the specified colony, space port or construction ship. Available to colonies and space ports at all times, or to construction ships when the mouse hovers over an uncolonized planet, moon, gas cloud or asteroid.
Colonize	Causes the ship to attempt colonization of the specified planet or moon. Available to colony ships when the mouse hovers over an uncolonized planet or moon that your empire is able to colonize.

Explore	Causes the ship to explore the specified planet or system. Can assign to exploration ships when the mouse hovers over a planet or system.
Escape	Causes the ship to attempt to escape by hyper jumping a short distance into deep space. Available to any ship engaged in combat.
Retrofit	Causes the ship or base to upgrade to the specified design at the specified construction yard. Available to any ship or base where there is a more recent design of the same type.
Retire	Causes the ship to move to the specified construction yard to be scrapped. Available to any ship or base.
Repair	Causes the ship to move to the specified construction yard to be repaired. Available to any ship that has damaged components.
Refuel	Causes the ship to move to the specified refuelling point to be refuelled. Available to any ship at any time.
Stop	Cancels the ship's current mission and brings to a full stop. Available to any ship that currently has a mission.

Distinctively-shaped symbols drawn around each ship are used to identify each type of ship or base. The color of the symbol identifies to which empire the ship belongs. State-controlled ship and base symbols are drawn with a solid line. Privately controlled ship and base symbols are drawn with a dashed line.

AUTOMATING YOUR SHIPS

State-owned ships can be automated so that they assign their own missions appropriate to their type. (Privately-owned ships are always automated – you cannot assign missions to them)

To automate a ship, select it and then press the 'A' key. To stop automation just assign a mission to the ship. You can also toggle automation on or off using the Action button under the Selection Panel.

Note that after being built, all ships start off fully automated.

You can also automate a Fleet of ships through the same method.









SHIP SYMBOLS

Distinctively-shaped symbols are used to identify each type of ship or base. These symbols are drawn around each ship so that you can quickly recognize a ship or base.

The color of the symbol identifies the empire that the ship or base belongs to.

State controlled ship and base symbols are drawn with a solid line. Privately controlled ship and base symbols are drawn with a dashed line.

The various symbols used for each type of ship and base are displayed below.

State Controlled		Privately Controlled	
	Military Ships (including Troop Transports and Resupply Ships)		Freighters (Small, Medium and Large)
	Exploration Ships and Colony Ships		Passenger Ships
	Construction Ships		Mining Ships and Gas Mining Ships
	Space Ports, Defensive Bases, Resort Bases, Research stations, Monitoring stations		Mining Stations and Gas Mining Stations

FLEETS

The Fleet Summary in the selection panel informs the player about a fleet currently selected, namely its empire, number of ships, firepower, troops onboard, lead ship, as well as a visual display of each ship in the fleet. The

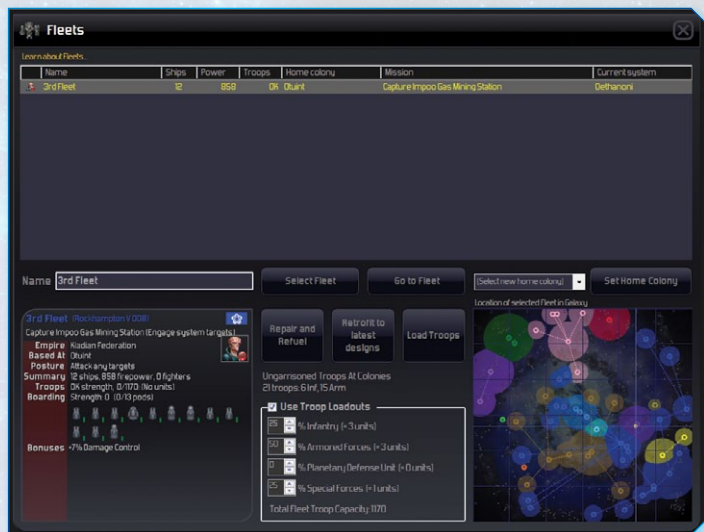
fleet name is at the top of the summary and the empire owning the fleet has its flag displayed at top-right.



Fleets allow the player to group a number of military ships together and assign missions to the entire group. To assign a ship to a fleet, select the ship, right-click on it and select "Join fleet" from the pop-up menu. Another

way to do this is to select the ship from the Ships and Bases screen, which can be accessed by pressing F7. Select the ship then select the fleet.

To select a fleet, click on it; the ships will appear as inverted triangles when zoomed out, or double-click on a ship when zoomed-in to select its whole fleet. When a fleet is selected, the player can assign the whole fleet missions in the same manner as a single ship.



Fleets are managed from the fleets screen (F12). At the top of the screen is a list of the player's fleets. Clicking any column will sort the fleets. Under the fleet list is the name of the currently selected fleet. The player can change its name by typing a new name here. At the bottom of the screen is a dropdown list that allows the player to choose a new home colony for the currently selected fleet. Click "Set Home Colony" to set the new home colony for the currently selected fleet. At bottom-right is a map showing the location of the current fleet in the galaxy.

TROOP LOADOUTS

Each fleet can be assigned a default troop loadout, which tells the fleet what the ideal mix of troops it should carry is. When loading troops, it will try to

match this loadout. If it cannot match the loadout, it will fall back on loading extra ungarrisoned infantry units to fill any additional space.

As with ships, fleets can be Automated ('A' key) and have their engagement stance set at the fleet level (comma key). Fleet engagement stance will determine how they react to enemies in the same system, whereas Automated fleets will take on missions and engage nearby enemies even if they are not in the same system. You can use these settings along with your fleet organization to make sure that your colonies and stations are well defended.

FLEET POSTURES

Fleets can also have Postures assigned. The buttons across the bottom of the selection panel allow the player to set the type of posture and the range that it affects. Fleets will stay within these postures if at all possible.

Set Home Base: Setting the Home Base of a fleet tells it where to return when it completes missions. It also prioritizes that location as a fuel depot and fuel will be stockpiled there as long as at least one fleet has a home base set there.

Attack Posture: When at War, the fleet will attack enemy targets. A specific target may be set using the Set Attack Target button. In this case, when conflict begins, the fleet will immediately attack the selected target.

Defend Posture: The fleet will always try to protect friendly ships, bases and colonies in the assigned area.

Set Range (Anywhere / Target / System / Nearby Systems / Sector): This defines the range of the Attack and Defend postures.

Fleet postures allow the player a middle ground between full automation and manual control. Fleets can now be assigned to defend or attack specific locations or entire areas, which allows defences to be planned and contingency attacks to be made ready.

TYPES OF SHIPS AND BASES

There are numerous types of ships and bases available in *Distant Worlds*. What follows is only a brief summary. The player is advised to consult the Galactopedia for details. If a ship type is unavailable, it is generally because either the maximum ship size the player can construct is not large enough to fit that ship type, or because other research is required to unlock that ship type (for example, Carriers and Resupply Ships).

Capital Ships	The largest military ship, capital ships have unmatched offense and defense and can carry troops for planetary invasion. Typically, capital ships also have area weapons that prevent enemy ships from escaping to hyperspace. In order to supply such heavy weaponry with power, capital ships have two reactors. Because of their size, they are slow and less agile than smaller ships like frigates. Capital ships often serve as the lead ship for a fleet.
Carriers	Only available through research. All ships can carry star fighters, but for their size dedicated Carriers can carry more fighter bays than any other ship type.
Colony Ships	<p>Colony ships allow the player to colonize new worlds, and are consumed when they found a new colony. The resources from the ship are used by the nascent colony. Colony ships may only be built at colonies.</p> <p>As the player's technology advances, they are able to colonize a greater variety of planets. At first, they may only colonize favorable continental planets. The player can always colonize planets where there are already existing indigenous populations. If the natives successfully resist colonization, the colony ship will be lost. To cycle through all colony ships, hit X. [This will cycle through all ships, including colony ships.]</p>
Construction Ships	These very large ships spend most of their time building mining ships at uninhabited, resource-rich planets and moons, but can also build other specialized star bases anywhere in deep space. Construction ships are extremely valuable (and concomitantly expensive) and should be escorted. To cycle through construction ships, press Y.
Cruisers	Cruisers are the primary striking ships of an empire due to their balance weaponry, shielding and speed. They are excellent for offensive operations and form the backbone of attack fleets. Cruisers are heavily armed and defended. They can carry troops for ground invasion along with multiple torpedo weapons for heavy orbital bombardment. Cruisers sometimes also carry area weapons. To supply their heavy power requirements, they also have two reactors.
Destroyers	These are the smallest military ships that are well-suited to offensive operations. They can carry troops, and can include torpedo weapons for orbital bombardment. Destroyers are well armed and defended; as a result they are slower and less agile than frigates. Destroyers are usually the largest military ship that the player can build at the start of the game. As construction technology improves, however, the player gradually can come to build cruisers and capital ships.

Escorts	These are the smallest military ships, and are only lightly armed. Some escort designs even omit shield components. Escorts are used to patrol smaller colonies and facilities.
Exploration Ships	These ships explore the galaxy, revealing unknown systems, colonisable planets, valuable resources, and even other empires. They are very fast and thus do not need an escort: they can escape attackers. They can be automated to explore on their own by pressing the A key. The player can cycle through all of their exploration ships by pressing X. [This will cycle through all ships, including exploration ships.]
Freighters	Freighters transport cargo between colonies, mining stations, and space ports. They come in small, medium and large sizes. Some freighter designs are shielded, but other designs choose to omit shields in favor of cost and speed. Freighters work for the player even though they are privately owned. All transportation of goods is done privately.
Frigates	Frigates are fast, agile military ships, and are typically the most numerous type of military ship for an empire. The player should build lots of frigates to patrol outlying mining stations and to escort construction ships. With their high speed and potent armament, frigates are particularly well-suited to defending against raiding pirates.
Mining Ships	Mining ships are mobile, resource-extracting ships. They mine resources that are in high demand, returning them to the player's nearest space port. Mining ships work for the player, but are privately owned.
Mining Stations	These are immobile mining platforms built at resource-rich planets and moons. These stations extract resources at their location. They can be either standard mining stations or gas mining stations. Freighters pick up extracted resources from mining stations, transporting their cargo to the appropriate destination. Mining stations are built by construction ships at resource-rich planets. Because they are built for the location, mining stations extract resources much faster than mining ships. Mining stations should be aggressively patrolled by military ships to defend against pirate raids or aggressive space creatures. Once the first mining station has been built at a planet or moon no others can be built there. However, if a planet or moon is subsequently colonized then the mining station will be removed, as it is no longer needed.
Passenger Ships	Passenger ships transport migrants or tourists across the galaxy, picking up passengers from colonies and transporting them either to a new colony (migration) or to a resort base (tourism). These ships are privately owned and go about their business automatically. They are typically unarmed and lightly shielded.

Resort Bases	<p>Resort bases are specialized, state-owned bases built at scenic locations throughout the galaxy and are favored vacation destinations for tourists. Construction ships build resort bases at any location deemed scenic enough, such as ring planets, gold or crystal asteroids, black holes, neutron stars, or planets with unusual ancient ruins or monuments. Passenger liner ships transport tourists from wealthy colonies to resort bases. As tourists arrive at the resort, the empire that owns the resort earns income. Tourists will only choose to visit resorts where the scenery is appealing and they do not like to travel far. Therefore, resort bases should be built at the most scenic places near wealthy colonies. Resort bases are typically lightly armed and defended, with enough firepower to ward off marauding pirates or stray space creatures.</p>
Resupply Ships	<p>Available through research. These are large mobile bases that are used as strategic refuelling facilities. They have gas extraction components to mine fuel from gas giant planets or gas clouds. They need to slowly deploy in order to mine fuel or to be used for resupply by other ships. When deployed, the resupply ship is immobile and before moving to a new location the ship must first undeploy. Resupply ships are typically sent to uninhabited systems or gas clouds and are used by fleets as refuelling points. They are deployed deep inside enemy territory, allowing fleets to continue to attack missions without withdrawing all the way back to their own space ports to refuel. While they are well-defended with weapons and shielding, resupply ships can still be vulnerable if discovered by a large enemy force.</p>
Space Ports	<p>Space ports are bases that provide many important services. Space ports must always be built at a colony. They serve as a central trade point for the player, and mined resources are brought to them by freighters and mining ships. Space ports provide construction facilities for the player, and both private and state-owned ships are built at space ports. When private citizens purchase freighters or other ships at these ports, the player earns income. Space ports also have heavy weapons which protect its colony, research facilities for scientists, medical facilities and recreation centers which keep the population happy. The player should have one space port in each system where they have colonies. Resources collected by mining ships, as well as excess resources at mining stations, are brought to the nearest space port. Therefore, having space ports strategically spread throughout the empire improves efficiency by decreasing travel time for freighters. To cycle through space ports, press P.</p>

Star Bases	Special-purposed star bases can be created using a customized set of components, for example defensive platforms, research facilities, or monitoring outposts. The player can build custom star bases anywhere.
Troop Transports	Troop transports are specialized ships that move troops between colonies and also deploy troops for invasion of enemy colonies. They are heavily shielded and armoured, but carry only light weapons. They usually carry 4-7 troop battalions for mass ground invasion and capture of enemy colonies. Troop transports are usually part of a full invasion fleet that includes other ships to attack enemy defensive installations at target colonies.

All ships require fuel; what type of fuel each ship uses, however, depends upon the type of reactor components it has. Refuelling points include space ports, colonies, gas mining stations and even independent colonies. The player may elect to receive messages when a ship is low on fuel. When a ship runs out of fuel, it will run on emergency fuel, which causes it to move one third as fast as normal. The ship must be refuelled to move at its normal speed.

Bases can supply their fuel needs with energy collector components.

SHIP AND BASE DESIGN

EDITING AND VIEWING EXISTING DESIGNS

Editing or viewing a single design is accomplished at the Design Detail screen (F8). Here, the player can add and remove components to customize designs. The top of the screen displays the design name and its purchase and maintenance costs. Next to this is displayed the maximum construction sizes for ships and bases at the current level of technology.

The top left allows the player to choose between showing only the latest buildable designs, non-obsolete designs, all designs, etc. There is another drop down filter to choose between state, ships and bases and private ships and bases.

In the middle of the screen is a list of current ship and base designs, including how many ships and bases use each design. Click any of the column headings to sort the designs.

The player may also indicate that the design is obsolete by clicking in the "Obs" column next to the ship design, or adjust whether a ship design will

be upgraded or retrofitted automatically or manually by clicking in those columns. Please note that private ships always retrofit automatically.

The filter at the top left can be set to show only the latest designs, only non-obsolete designs or all designs.

Designs

Show Latest Buildable Designs: ☐ Show All Design Types: ☐ Maximum Ship size: 4000
 Maximum Base size: 1300 (when not at colony)

Automatic upgrading for each design: ☐ Show State Ships: ☐ If disabled by clicking in the 'Upgrade' column of
 the list below, this can also be controlled by clicking in the 'Retrofit' column of
 must also be automated for designs: ☐ Show State Bases: ☐ Research & Design section. Note that Ship Design
☐ Show Private Ships: ☐ Show Private Bases: ☐

Load Designs... Save Selected Designs...

Show Empire Policy

	Name	Role	Subrole	Cost	Weight	Date Created	Size	Amount	Upgrade	Retrofit	Optimized	Class
1	Cerberus II	Escort	Escort	2550	850	240.08.09	176	1	Manual	Automatic	No	
2	Rockhampton II	Military	Frigate	3792	1250	240.08.09	291	13	Automatic	Automatic	No	
3	Timaru II	Military	Destroyer	5525	1787	240.08.10	383	2	Automatic	Automatic	No	
4	Cambridge II	Military	Troop Transport	6575	2039	240.08.10	304	0	Automatic	Automatic	No	
5	IX-10 Pioneer	Exploration	Exploration Ship	2462	731	240.08.09	100	9	Automatic	Automatic	No	
6	IX-8000 Light Hauler	Freight	Small Freighter	5558	545	240.08.09	162	78	Automatic	Automatic	No	
7	SC-7000 Cargo Ferry	Freight	Medium Freighter	1233	623	240.08.09	172	58	Automatic	Automatic	No	
8	CV-8000 Super Hauler	Freight	Large Freighter	2257	810	240.08.09	231	49	Automatic	Automatic	No	
9	CV-12 Colony Ship	Colony	Colony Ship	8183	2533	240.08.09	557	9	Automatic	Automatic	No	
10	PS-11 Space Liner	Passenger	Passenger Ship	2398	888	240.08.09	261	14	Automatic	Automatic	No	
11	CS-10 Construction Ship	Build	Construction Ship	2892	1454	240.08.09	433	2	Automatic	Automatic	No	
12	GS-8000 Gas Miner	Resource	Gas Mining Ship	8592	572	240.08.09	168	10	Automatic	Automatic	No	
13	WJ-8000 Ore Hauler	Resource	Mining Ship	867	576	240.08.09	156	19	Automatic	Automatic	No	
14	MS-10	Base	Gas Mining Station	2863	1037	240.08.09	337	26	Automatic	Automatic	No	
15	MS-9	Base	Mining Station	2892	1030	240.08.09	329	20	Automatic	Automatic	No	
16	MS-8	Base	Small Space Port	9867	3402	240.08.10	861	2	Automatic	Automatic	No	
17	MS-7	Base	Medium Space Port	20367	7036	240.08.10	1006	1	Automatic	Automatic	No	
18	SP-124	Base	Large Space Port	34200	10338	240.08.10	1305	2	Automatic	Automatic	No	
19	RB-10	Base	Resort Base	8207	279	240.08.10	632	0	Automatic	Automatic	No	
20	RS-15	Base	Energy Research Station	4275	1403	240.08.10	344	0	Automatic	Automatic	No	
21	WS-15	Base	Weapons Research Station	4275	1403	240.08.10	344	1	Automatic	Automatic	No	

Edit Add New Copy As New Manually Upgrade Design Auto Upgrade Selected Designs Delete Selected Designs

Below the design list are some buttons that allow the player to manage the designs: edit, add new, copy as new (to use as basis of new design), manually upgrade (creates a newer copy of the design, obsoletes the existing version and allows the player to design the upgraded version, auto upgrade (updates all components to make it a completely new design without player input) and delete.

Designs can be multi-selected using shift and control-click.

Manually created custom designs are marked in orange.

CREATING A NEW DESIGN

The screen to create a new ship design is essentially broken up into several panels. The panel at the top-left is used to define the role of the design and its combat tactics. The player may select a picture for the design from a dropdown list as well as a role for the design and tactical behavior in combat.

Edit Design: Canberra XI Mk2

Purchase Cost: 2500
Maintenance Cost: 850

☐ Mark as Obsolete

Default Refit Slot:

This design rule is in NOT automatically used. You can enable automatic design upgrading for starboard ships and bases in the Empire Policy screen (Research & Design section).

Size: 176

Role:

Stronger Opponents:

Weaker Opponents:

Invasion:

Free When:

Warnings

Energy

Energy Collection: 24
Reactor Power Output: 144
Static Energy Usage: 11
Excess Energy Output: 133

Fuel Type: Carbon
Fuel Capacity: 160
Energy Storage: 250
3.04 fuel units per 1000 energy units

☒ Only Show Latest Components

Name	Qty	Size
Standard Armor	1	1
Geraa HyperDrive	1	1
Fission Reactor	1	22
Corvidan Shields	1	10
Maxors Blaster	5	5
Ball Gun	7	7
Ballistic Torpedo	15	15
Concussion Missile	1	1
Energy Collector	1	1
Ion Cannon	1	10
Tractor Beam	1	10
Reactive Armor	1	30
Standard Fighter Bay	1	50

Show Component Guide

Canberra XI Mk2

Name	Qty	Size
1 Command Lenser	2	2
1 Geraa HyperDrive	1	1
4 Standard Armor	4	4
1 Shadowcat ECM	1	1
1 Damage Control Unit	1	1
1 Energy Collector	1	1
7 Ironen Thruster	49	49
2 Standard Fuel Cell	12	12
1 Basic Proximity Array	3	3
2 Fission Reactor	44	44
1 Corvidan Shields	10	10
2 Thrust Vector	4	4
1 Maxors Blaster	5	5

Show Construction Summary

Movement

	Impulse	Cruser	Coast	Hyper
Speed	3	22	95	1500
Energy	3	11	95	78

Acceleration: 7.5 secs
Range: 2.93 sectors
Turn Rate: 10°/secs

Industry

Cargo Capacity: (None)
Medical: (None)
Research: (None)
Mining: (None)
Manufacturing: (None)
Construction: (None)
Docking Bays: (None)

Standard Armor

Armor (Weapons): 10
Reactive Rating: 2

Weapons

Maximum Weapons Energy Use per Second: 29

Name	Damage
Maxors Blaster	1000
Maxors Blaster	1000
Maxors Blaster	1000

Firepower

Shortest Range: 220
Longest Range: 220
Targeting: (None)
Fleet Targeting: (None)
Fighter Capacity: (None)
Troops: 0
Boarding Assault: 0
HyperDrive: 0
Hull Destruction: 0
Point Defense: 0
Bombard: 0

Defense

Shields: 100
Shield Recharge Rate: 0.4
Shield Area Recharge Range: (None)
Armor: 40
Reactive Armor Strength: 2
Countermeasures: 40%
Fleet Countermeasures: (None)
Stealth Visibility Range: (None)
Boarding Defense Strength: 15
Damage Reduction: 40%
Repair Component: (None)

The warnings panel at the top-middle lists rules and recommendations to assist in producing a valid design; these are updated as the player's component technology progresses. The energy panel at top-right shows fuel and reactor information for the design and at left-middle is a list of all components available for building the design. This list can be filtered to only show the most recent version of each component type.

In the middle of the screen is the Design Components list, which, in effect, is the design of the ship. **Any components which require resources that are currently in low supply will be marked in yellow.**

The movement panel at right-middle shows speed and fuel consumption graphically for the design. Using the Add Component button (>), the player can add the selected component in the available components list to the design. The Remove Component button (<) removes the selected component from the Design Components list. The design name is shown above the list of components currently on the design. The player can change this name simply by typing a new one there.

Other panels include:

Industry panel	Right-middle; shows information related to cargo storage, construction yards, docking bays and other items
Component Detail panel	Bottom-left; detailed information on currently selected component
Weapons panel	Bottom-middle; lists all weapons presently in the design as well as their respective ranges, strength, etc.
Defense panel	Bottom right; information and armor and shields

The player can choose the tactical behavior of the ship in combat; these include evade, standoff, (engage with) all weapons, and point blank. For stronger opponents, select the more defensive "standoff," while for weaker ones, select the more aggressive "all weapons." By stronger opponents, it is meant ships or bases whose raw firepower is more than 30% greater than the player's. All others are "weaker."

For troop-carrying ships, the player will have to select invasion tactics, which



specify when the ship deploys invading troops at an enemy colony. Options include (1) do not invade, (2) invade when clear, and (3) invade immediately. The player chooses when to flee: when enemy military sighted, when attacked, when shields fall to 50%, when shields fall to 10% or never.

CHARACTERS

Characters are a new addition in *Distant Worlds - Legends*. Characters come in various different types, each of which affect a different part of the game.

Characters are individuals of exceptional potential. Depending on their experiences in *Distant Worlds*, they may or may not realize that potential.

Each character is generated with one or more Skills and Traits. Characters can gain more Traits and Skills, both positive and negative, and improve the ones they have through their actions and experiences. You can rename your characters by clicking on their names in the Character Screen (F4).

Characters

1 Leader, 1 Ambassador, 1 Colony Governor, 1 Fleet Admiral, 1 Troop General, 1 Scientist, 2 Intelligence Agents

Name	Role	Location	Mission
Thian Benda	Ambassador	Esol Naha 4	Ambassador to Esol Naha Union of Esol Naha 4
Dezraan Okkoros	Intelligence Agent	Oldraan 4	Prevent enemy intelligence missions (completed 2/35, 0/2, 0/1)
Lucas Bouras	Scientist	Oldraan 4	Working at Oldraan 4
Dezraan Zobera	Colony Governor	Oldraan 4	Governing Oldraan 4
Kristen Mokkides	Fleet Admiral	Raging Mutiny (and 1 more)	Commanding 2nd Fleet
Mishku Taritan	Intelligence Agent	(Unknown)	Steal the operations map of the Esol Naha Union (completed 2/35, 0/2, 0/1)
Juran Versallo	Troop General	Oldraan 4	
Yan Okkoros	Leader	Oldraan 4	Ruling from Oldraan 4

Dismiss

Show Event History

Learn about Characters...

Leader

Yan Okkoros

Ruling from Oldraan 4

TRAITS: Xenophobic

Colony Income +4%

Trade Income -10%

Diplomacy -10%

42%

(from Trait)

Transfer to new location

If a character has the potential to develop in a Skill, it is shown with a progress bar that indicates how much more experience the character needs to advance in that Skill. Each character also has an Event History, accessible through the Event History button, that shows significant events that are related to the advancement of that character.

Characters can also have bonuses or penalties to other Skills which they cannot develop, based on their Traits.

For example, in the screenshot above, the Human Leader Yan Okkoros has the Skill Colony Income, in which he has +4% and is 42% of the way to improving it further. However, he also has Trade Income -10% and Diplomacy -10%, which come from the effects of his Xenophobic trait. As these Skills lack a progress bar, they cannot be advanced at this time. In time, the Leader above may be allowed to advance in Trade Income and Diplomacy, or earn another Trait that mitigates the penalties from his Xenophobic Trait.

UNTESTED CHARACTERS

Some character types will not initially reveal their traits and skill levels until they are actually given a mission or other responsibility that uses those skills. These characters are considered "Untested" and are displayed as such.



CHARACTER TYPES

Leaders: Only one of these is available at a time. Different government types have different ways of replacing leaders. Elected governments will generally hold elections and replace leaders peacefully. Unelected governments replace leaders less often, but when change happens it can be quite disruptive. The bonuses generated

by Leaders apply to your entire empire. Leaders are assigned to your Homeworld and are much less effective if not stationed at your capitol.

Ambassadors: Skilled Diplomats that can help you keep your enemies calm and develop friends into full allies. In order to influence an alien faction with an Ambassador, you must discover the home world of that faction and then assign the Ambassador to that location.

Colony Governors: These characters can apply their bonuses to an entire colony. Assign them to a colony to see their effects.

Scientists: These characters can boost your Research output at a single Space Port or Research Station. Assign them to a Space Port or Research Station to see their effects.

Fleet Admirals: These characters affect all the ships in a single fleet. Assign them to a Fleet to see their effects. For Pirates, Fleet Admirals will eventually try to promote themselves to Pirate Leader (at the current Pirate Leader's expense).

Troop Generals: These characters affect all troops on a planet or loaded onto a fleet. Assign them to a Fleet or a planet to see their effects.

Intelligence Agents: These characters have a variety of special missions. By default, they are assigned to Counter-Intelligence, which helps protect your empire against enemy Intelligence Agents. See the next section for more information on Intelligence missions.

Pirate Leaders: Exclusive to Pirate factions, these are a combination of Leaders and Fleet Admirals which can be used in either role. Each faction can only have one Pirate Leader at any given time. If kept on the main pirate spaceport, they will act as Leaders. If assigned to a fleet they will act as Admirals.

Ship Captains: These can only be assigned to individual ships and their abilities only affect the ship to which they are assigned. They can over time

automatically be “promoted” to Fleet Admirals. In the case of a ship with a ship captain in a fleet with a fleet admiral, any bonuses the captain and admiral have in common are cumulative for the captain's ship.

CHARACTER SURVIVAL

Characters can retire or perish due to a variety of causes. Keep your most valuable characters safe by making sure that they and the locations where they are assigned are protected from harm.

Characters may also be dismissed by using the Dismiss button on the Character Screen, but it may be some time before another character of the same type is generated. In most cases, it's worth trying to develop the characters rather than dismissing them and hoping a more exceptional character comes along.

NEW CHARACTER GENERATION

The player's actions influence what kind of new characters are most likely to be generated. Embarking on a major expansion of military ships is likely to generate a new Admiral. Similarly, convincing alien factions to sign new treaties may generate an Ambassador and a critical Research breakthrough may reveal a new Scientist.

INTELLIGENCE

The player may accomplish intelligence and counterintelligence missions against other empires with intelligence agents. Intelligence missions include

Mission Name	Description	Relevant Skill
Sabotaging Construction	Damage ships under construction at a space port.	Sabotage
Destroy Base	Destroy an entire base belonging to another empire.	Sabotage
Stealing Territory Map	Steal the territory map of another empire, revealing all of the colonized systems of that empire.	Espionage
Stealing Operations Map	Display the locations of all ships and bases of another empire for a short time (approximately 30 seconds).	Espionage

Stealing Research	Steal research information from another empire, enabling the player to manufacture better components for building ships and bases.	Espionage
Steal Galaxy Map	Steal the galaxy map of another empire, revealing all of the exploration of that empire.	Espionage
Sabotage Colony	Cause a colony to lose some of its population and lower its development level.	Sabotage
Incite Rebellion at Colony	Convince a colony to rebel and break away from another empire	PsyOps
Incite Revolution	Cause an empire to experience a revolution and change of government type. The new government type is difficult to predict - it may or may not be favorable to the player.	PsyOps
Go Under Deep Cover	Infiltrate an empire, providing ongoing intelligence on their Galaxy Map and Operations Map, i.e. the player can see all of their ships, bases and colonies. This mission type is ongoing - i.e. if successful, the agent remains in deep cover in the target empire until either the player cancels their mission or the agent is detected by the other empire.	Concealment
Assassinate Character	Attempt to assassinate a character from another empire. This will be viewed very negatively if you are detected!	Assassination
Counter Intelligence	Uncover and disrupt enemy intelligence missions against targets in your empire	Counter Espionage

Whenever planning a mission, there is always the risk that the agent may be caught or killed. If either of these outcomes occurs, there will be major diplomatic ramifications, which include a decline in the player's reputation (something that hurts diplomacy with all other civilizations, not just the one against whom the mission had been planned) and especially grave damage to the relationship between the player and the targeted civilization.

The likelihood, however, of the agent being captured or killed can be estimated in advance because it is inversely correlated to the agent's skill. The agent

gains skill by experience in the same way as other characters. The more skilled the agent, the lower the chance that they will be captured or killed; the more ambitious the mission, the more likely the agent will be caught. The player is strongly cautioned, given the diplomatic consequences, to only give difficult missions to highly skilled agents.

Pirate Factions are more difficult to conduct intelligence missions against. Be prepared for a higher risk for your agents when operating against Pirates.

MANAGING INTELLIGENCE AGENTS

Intelligence agents may be managed through the Characters Screen (F4).

To assign a new mission, first cancel the existing mission, then select the target empire for the mission. Next select the type of mission to execute. This includes counterintelligence missions that can contribute indefinitely until cancelled. If applicable, select a specific target for the mission. This is only valid for certain mission types, e.g. if stealing research then the player can specify a particular research area to target; if sabotaging a colony then the player must specify which colony. Select a time allowed to complete the mission. Allowing more time means better preparation and therefore a higher chance of success. Click "Assign Mission" to assign this new mission to the agent.

Under the Time to Complete list is an estimate indicating the probability of mission success. When probability is near 100% this means that the mission will almost definitely succeed, however, this estimation does not consider any counter-intelligence efforts of the target empire. Thus it is wise to only assign missions with very high success rates, ideally over 85%.

ECONOMY

The player, though they cannot control the economy or the private sector, must create policy conducive to growing a healthy economy in order to raise tax revenues. State income has four sources: taxes on colonies, fees on transactions at space ports, private citizens purchasing ships for construction at space ports, and bonuses from free trade agreements with other empires. Therefore the player should always try to expand their empire, ensure safe trade routes and open up free trade agreements with other empires.

There are a few basic strategies recommended to the player in raising revenue:

1. Start new colonies on high quality worlds and give them time to develop
2. Clear trade routes of pirates and space creatures
3. Maintaining consistent access to at least 10 luxury resources in order to reach 100% development
4. Keep track of upkeep costs through the Empire Summary screen and reduce military size, troops and agents as necessary
5. Build space ports across at strategic locations, with care to avoid overbuilding, which can cause upkeep costs to become unsustainable
6. Open up free trade agreements and eventually mutual defense agreements with other empires
7. Use diplomacy to trade for knowledge, technology and money
8. Research components that reduce maintenance costs, boost happiness and boost commerce

Empire Summary: Kaidian Union

Kaidian Union

- Capital: Lambda 4
- Territory: 4 colonies in 3 systems (End of 3)
- Population: 1692M (End of 3)
- Strategic Value: 153K (End of 3)
- Reputation: Satisfactory
- War weariness: Significant (at war with 1 empire)
- Troops: 89
- Intelligence Agents: 2

About this type of Government...

Government: Democracy (Select new government...)

War weariness	+30%
Maintenance costs	+20%
Agronomy	+20%
Growth rate	+15%
Research speed	+25%
Troop recruitment	-25%
Congestion	-15%
Colony Income	+10%

Have Revolution and switch government

Set Empire Policy & Automation

Economy

		STATE	PRIVATE
Cash on hand		198K	1074K
Annual Income	Colony Tax Revenue Tribute From Others	122K 0K	Colony Revenue 381K
Annual Expenses	Ship & Base Maintenance Troop Maintenance Agent Maintenance Fuel Costs Subjugation Tribute	59K 15K 28K 0K 0K	Colony Taxes Ship & Base Maintenance Fuel Costs 122K 34K 0K
Cashflow		47K	226K
This Year's Bonus Income	Space Port Income Foreign Trade Bonuses Resort Income	0K 0K 0K	

Ships & Bases

		OTHER STATE		PRIVATE		
MILITARY	AMT	AMT	MAINT	AMT	MAINT	
Frigate	13	131	7K	Exploration Ship	9	5K
Destroyer	15	240	12K	Construction Ship	2	3K
Cruiser	0	0	0K	Colonial Ship	1	2K
Capital Ship	0	0	0K	Small Space Port	0	0K
Troop Transport	2	33	2K	Medium Space Port	1	5K
Resupply Ship	0	0	0K	Large Space Port	0	0K
TOTAL	45	660	33K	Defensive Base	3	9K
				Research Station	0	0K
				Other Bases	1	1K
				TOTAL	17	33K

9. Colonize planets with other races that have bonuses that will help your empire be more efficient

10. Changing government type to a more industrious one

There are several ways to monitor the health of the player's economy. At the bottom of the Empire Summary Screen (F6) is the Economy panel, which displays a summary of the player's state and private economies, showing income and expenses. "State Port Income" includes both private ship purchases and space port transaction fees for the current year. The player is advised to always keep a positive total state cash flow (Cash flow + Bonus Income) unless they have extremely large cash reserves. This cash flow, as well as the player's current cash-on-hand, is visible in the top-right of Main View.

Resources are critical to the player's economy and to building necessary components. There are three types of mining: gas mining, standard mining and luxury resource mining. The player may mine with both mining stations and mining ships. Mining stations are stationary bases built at resource-rich locations (planets, moons, asteroids or gas clouds) which extract resources which are then transported by freighters to the player's nearest space port. Mining stations, mining ships and freights are all privately owned and therefore cannot be controlled by the player. However, it is imperative that the player facilitates private mining by exploring the galaxy for new mining locations and resources as well as building mining stations with construction ships at potentially lucrative locations. Both the expansion planner screen (F3) and galaxy map screen (G key) contain useful tools to help identify the known locations of all resources types.

Another potential source of income is tourism. Tourism involves transporting vacationing passengers from colonies to resort bases by privately-owned passenger ships, whether within an empire or between two empires. The player has no control over the private sector and, consequently, no control over tourism. Resort bases are special star bases built at scenic locations, e.g. ringed planets, black holes, neutron stars, gold or crystal asteroids or planets with unusual ruins or ancient monuments. The player can find scenic locations using the galaxy map (F5). Tourism is affected by (1) how scenic the location is and (2) the location's proximity to wealthy colonies. Income from tourism depends upon the volume of tourists. This variable income is visible on the economy screen.

Not only is population potentially a way of winning the game (see How to Win) but it also has major effects on the player's economy. The player has no control over migration, which occurs in the private sector, primarily from large colonies to small ones. The player can, however, determine policies which encourage migration. For example, low tax rates, high development levels and proximity to the emigrant's colony of origin all positively influence migration rates. Inter-empire migration, though more rare, can happen, as well. Bonuses result once alien races reach ten million.

As previously mentioned, pirates are a threat to trade and therefore not only to maintaining good relations with other civilizations, but to the availability of resources to colonies. Pirates can ambush the player's freighters and attack outlying mining stations, and with every successful attack their numbers grow. Pirates thrive in the lawless political vacuum of uncolonized areas and are more prevalent at the beginning of the game when much of the galaxy is uncolonized. Pirates belong to factions which have bases and possibly a fleet of military ships. These bases are typically located at a good fuel source (like a gas giant or gas cloud) in a quiet system within reach of major trade routes. Pirates are ruthless and even attack other pirate factions. The player may escort their ships and patrol their mining stations, but is advised to mercilessly wipe out the pirates as soon as possible.

Pirates can, however, be somewhat useful. The player often can purchase information from pirates, such as maps, contact with new empires, locations of independent alien colonies and ancient ruins or other intriguing galactic phenomena. Pirates may also offer the player protection deals, hired mercenaries, and even permanent alliances. Pirate factions may be contacted using the diplomacy screen (F5).

DIPLOMACY

There is strength in numbers; inversely, there is weakness in isolation. Going it alone has had a low success rate in military history. The player, then, is strongly recommended to make a high priority of diplomacy.

The player's relationship with other empires is affected by the following: (1) trade volume, (2) government type, (3) gifts, (4) relationships with friends, (5) competition for systems or for resources, (6) blockades, (7) attacks from other empires, (8) intercepted intelligence missions, and (9) reputation.

Diplomatic relationships can take on several types. These include (1) free trade agreements, (2) mutual defense pacts, (3) subjugated dominion, (4) trade sanctions or (5) simply having no relationship at all.

Maintaining a good reputation is as important in galactic domination as in social life. Though certain empires, because of their varied forms of government, are more sensitive to the player's reputation than others, it is imperative that the player be conscious of their reputation in decision-making. The player's reputation depends upon the following factors: unprovoked attacks on others, invading an independent colony rather than simply colonizing it, declaring war on another empire, failing to honor mutual defense pacts, destroying pirates (a positive effect) and intercepted intelligence missions against other empires.

As noted in the economy section, for a colony to develop optimally, it must have access to at least 10 luxury resources. Unless the player somehow has all 10 and does not need to engage in trade, their economy and their colony development depend on opening up trade with as many empires as possible. This can have major consequences, especially in games which are decided by economic output, population size or strategic value (time limit).

Each race also has certain key resources that give its colonies additional bonuses and these are often hard to acquire in large quantities without diplomacy and trade.

Changing diplomatic relationships can mean requesting a free trade agreement or a mutual defense pact. The player may propose these things to the other empire, but they are not in effect until the other accepts it; some actions, however, are unilateral, such as cancelling an existing treaty, declaring war or imposing trade sanctions upon another empire. The likelihood of the other empire accepting the given proposal depends primarily upon their relationship with the player (namely whether or not they like the player).

The player may ingratiate themselves with another empire by giving them gifts; the greater the gift, usually (but not always), the greater the impact on diplomatic relations. Gift-giving that is too frequent, however, has little impact on the other empire as they come to take it for granted.

On the other hand, the player may not want esteem; instead, they may want to send a warning to the other empire. These warnings can be to stop intelligence against the player, stop attacks against the player, or to

remove military forces from systems controlled by the player. The empire may or may not take heed to any of these warnings; they are more likely to listen to those whom they esteem or those whom they fear. Warnings, the player must keep in mind, might just offend the other empire; therefore, the player is advised to use warnings sparingly, and only for reasons of grave importance.

THE DIPLOMACY SCREEN

Pressing F5 in Main View brings up the Diplomacy screen. At the left of the screen is a list of all the empires encountered thus far, including pirate factions. At the top of the list is the player. Selecting an empire will show that empire's relationships to all other empires. Each colored line corresponds to a diplomatic relation: grey means no relationship; the meanings of the other colors are at the right of the screen.

Diplomacy

Empire	Relationship	Trade Volume
Kiadian Federation	Approved	100
Tesqueq Empire	Approved	100
United Zenox Ascendancy	Approved	100
Hakuro Colonies	Approved	100
Daddalun Empire	Approved	100
Great Lordeos Union	Approved	100
Empire of the Collective	Approved	100
United Aethermath Colonies	Approved	100
Ancient Guardians	Approved	100
Boskara Hegemony	Approved	100
Boskara Sovereignty	Approved	100
Aekdarian Empire	Approved	100
Reshe Renaissance	Approved	100
Tasarak Minerals	Approved	100
Grim Star Pirates	Approved	100
Sinister Gang	Approved	100
Evil Storm Soldiers	Approved	100
Black Moon Clan	Approved	100
Black Fang Villagers	Approved	100
Dark Prowlers	Approved	100
Sinister Warriors	Approved	100
Grand Network	Approved	100
Dark Network	Approved	100

Kiadian Federation

Capital: Blunt (Tebur system)
 Government: Democracy
 Reputation: Badly
 Colonies: 24
 Population: 22753M

Dominant Race
 Kiadian (Humanoid family)
 1700M

Master Engineers, ship maintenance: 10%
 Robotic Droids, faster mining: 25% (from Teenant)
 Galacti Scientists, faster research: 20%
 Cunning Schemers, better spies: 40% (from Human)
 Natural Merchants, colony income: 12% (from Teenant)

Tax Revenue: 192K
 Annual GDP: 676K
 Strategic Value: 3726K
 Military Strength: 8085

Relationships:
 Slightly Aggressive
 Very Cautious
 Slightly Friendly
 Very Intelligent
 Extremely Dependable

Known Systems for this Empire

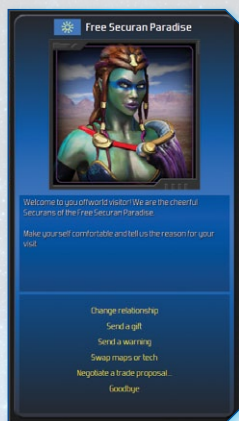
Diplomatic Relations

- Mutual Defense Pact
- Protectorate
- Free Trade Agreements
- No Relationship
- Subjugated Dominion
- Trade Sanctions
- War
- Pirate Protection

Learn about Diplomatic Relations...
 Learn about Empire Population...
 Learn about Pirates...

Each row also shows total annual trade volume between the selected empire and the empire corresponding to the row. Any bonuses from free trade agreements or mutual defense pacts are displayed next to the trade volume. Clicking on any empire will display further details at the right in the Empire Summary panel.

This Empire Summary panel shows the empire's flag, its name, dominant race (as well as characteristics and bonuses of that race) and other races part of the empire, a summary of the empire, the government type, number of colonies, reputation, military strength, and current relationship with the player (including factors influencing this relationship).



At top-right of the Diplomacy screen is a “speak” button with which to initiate a conversation with the currently selected empire. This allows the player to offer treaties, declare war, trade items, or give gifts to the other empire. Other empires may also choose to initiate conversations with the player.

There are a number of topics to discuss with other empires: changing diplomatic relationships (to, say, war), sending gifts, sending warnings, or making trade proposals. The conversation screen displays a picture of the empire with whom the player is speaking at the top. Under this is their message to the player. At the bottom are the conversation options to speak with them. Clicking one of these options will respond to the other empire.

The player may also make trade proposals, for example, offering to swap territory maps (all the systems where the empire has colonies) or galaxy maps (all the empire's exploration), or sell technology that the other empire does not yet have. Exactly which items that the other empire is willing to share depends upon how friendly their relationship is with the player—the friendlier it is, the more likely they are to share with the player.

Diplomacy is not an isolated part of *Distant Worlds*. Rather, it must be coordinated with all the player's other strategies, economic, military or otherwise. With all of these, diplomacy ought to relate synergistically.

TECHNOLOGY

To compete, the player must constantly develop and deploy new technologies. Better technology can mean improvements in all areas of your empire, from ship weapons and shields to planetary facilities, improved commerce and access to new worlds for colonization. The right technological breakthrough at the right

time can change the course of the game, so players should always dedicate a substantial portion of their resources to creating and upgrading research labs.

The player can emphasize research in particular areas by building corresponding laboratories in space ports and research bases, which should be built in the best locations and well defended. Research potential is partially based on the population and development of the player's colonies.

Research speed will increase as the empire's strategic value increases until it reaches a natural limit—large empires have only a marginal research advantage over medium-sized ones.

LABORATORIES

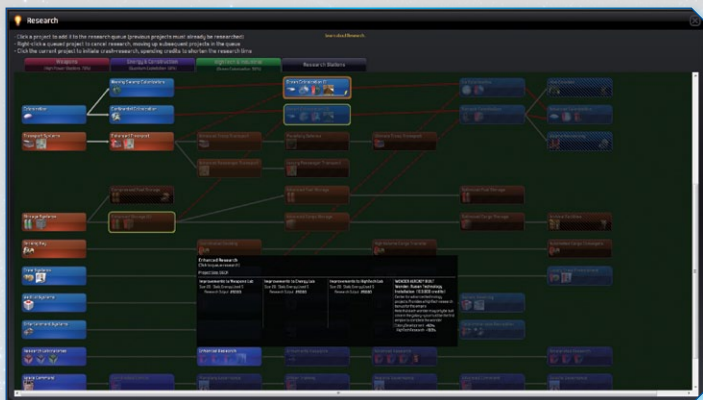
There are three different types of laboratories in which to do research corresponding to the four areas of technology:

1. Energy (& Construction): shields, engines, thrusters, hyperdrives, reactors, energy collectors, mining, construction.
2. High Tech (& Industrial): sensors, combat targeting, countermeasures, command centers, commerce centers, research labs, life support, habitation models, medical centers, recreation centers, storage, command and control, commerce, docking, transport and colonization modules.
3. Weapons: beam weapons, area weapons, torpedo weapons, star fighters, missiles and armor.

Space ports have built-in laboratories, but the player can build dedicated facilities for more productive research. These specialized labs can gain research bonuses simply by being located near special galactic anomalies. These anomalies may include orbit around neutron stars, inside the radiation zones of supernovae, and on the edge of black holes. Some planets also contain ruins that can provide significant benefits to research – thorough exploration will discover these locations.

RESEARCH

Research is divided into three separate areas: Weapons, Energy & Construction HighTech & Industrial. Each area includes different types of technology. The Research screen has a dedicated tech tree for each research area. Click the tabs at the top of the screen to switch between tech trees.



USING THE TECH TREES

Each tech tree contains all of the research projects for that area. Click a project to queue it up for research. You can queue up as many projects as you like in a tech tree. Each project will begin immediately after its preceding project(s) are completed.

Note that many projects require multiple parent projects to first be completed before they can be researched. If any of the lines leading to a project are red, then the preceding project must first be researched. Hovering over a project in the tech tree will provide further details on the project, including what prerequisites must first be met before the project can be researched.

You can cancel a research project by right-clicking on it. All other subsequent queued projects will be moved up the queue.

Some research projects are limited to specific alien races – these cannot be researched by anyone else. However these techs can sometimes be obtained through other means. For example you might be able to trade this tech with a race that has it. Note though that if you obtain a tech through trade, you cannot then trade it away to another empire – you do not understand the tech well enough to explain it to someone else.

CRASH RESEARCH

To obtain research breakthroughs faster you can initiate crash research programs. This means that by spending money you can accelerate a

research project 3 times faster than normal. To begin a crash research program click the currently researching project in a tech tree (i.e. the first project in the queue). A prompt will indicate the cost of the crash program and ask you to confirm the spending. Research projects in a crash program are indicated in the tech tree by a lightning bolt icon at lower right of the project.

RESEARCH STATIONS

Research is performed at research labs built into your bases. Space ports have built-in research labs that are used by your scientists and engineers. But it is important to also build dedicated research facilities to maximize your research output.

All of your research stations are shown on the last tab of the Research screen. This list shows the amount of research in each of the three areas at each of these bases.

You can move the view to the selected research station by clicking the button "Go to Research Station".

The research window (F7) gives the player information about research facilities and about research progress in each of the component areas. The player can view statistics about each research facility and its respective efficacy in each of the three areas of technology listed above. At the bottom of the screen is the Total Research Capacity and the actual output. This is the

Research

- Click a project to add it to the research queue (previous projects must already be researched)
- Right-click a queued project to cancel research, moving up subsequent projects in the queue
- Click the current project to initiate crash-research, spending credits to shorten the research time

[Learn about Research...](#)

Weapons
(Enhanced Missiles: 50%)

Energy & Construction
(Fast Jump/HyperDrives: 50%)

High Tech & Industrial
(Advanced Holograms: 50%)

Research Stations

Name	Weapons	Energy	High Tech
Lambda 4 Space Port	40K	40K	40K
FS375 Research Station	OK	80K	OK
Baraunda 4 Space Port	40K	40K	40K

Go to Research Station

Total Empire Research Potential: **714K**

+25% from Democracy government style

+20% from Keldian race

Maximum Ship size: 230

Maximum Base size: 690 (when not at colony)

Energy Research: 49% from FS375 Research Station

Total Research Capacity	80K	160K	80K
Actual Output (including bonuses)	120K	264K	120K

maximum research power from the player's colonies, related to the colonies' population and development level. Also displayed here is any research bonus or handicap from the player's government style and dominant race.

The player can compare their "maximum potential" research output with their actual research output (which is represented by a red background) in each of the categories. These are the player's maximum research power spread across current research facilities. If research facilities are inadequate, actual output will be capped to the capacity of research facilities.

Ideally, actual output figures in each of the areas should total to the same value as the Total Empire Potential at the top of the screen. If the total actual output is less than this, then the player should build more research facilities to harness the unused research potential in the empire.

The speed of progress in each area depends upon the number of corresponding laboratories the player has built.

TOTAL EMPIRE RESEARCH POTENTIAL

This is the maximum research power from your empire's colonies, and relates to your colonies' population and development level. This research potential must be unlocked by building adequate research stations. Thus you should build enough research stations so that their Total Research Capacity (see below) always exceeds your Total Empire Research Potential.

Space-based Pirate empires have much lower Research Potential (due to much lower population) than planetary empires.

TOTAL RESEARCH CAPACITY AND ACTUAL OUTPUT

The Total Research Capacity for all of your research stations is shown below the list. This is a simple total of all of the research power of your labs in each of the three research areas.

Under this is the Actual Output (red background) in each of the three areas (Weapons, Energy, HighTech). This is your empire's potential research power spread across your current research stations. If your research stations are inadequate, your actual research output will be capped to the capacity of your research stations.

Note that your Actual Output also includes any bonuses for your empire, such as the following:

- ▶ Racial research bonuses
- ▶ Research bonuses from your government type
- ▶ Research bonuses from Scientists, Governors and Leaders
- ▶ Bonuses in one of the three research areas from a research station built at a special research location
- ▶ Any special research bonuses from ancient ruins you control

RESEARCHABLE COMPONENTS

Components are used to construct ships and bases. Each type of component provides specialized abilities. As research progresses, new components with greater ability are invented and can be used. For more information on components, consult the component section in the Galactopedia.

The player is again reminded that everything in *Distant Worlds* cannot be understood as a part of the game without respect to the whole of the game. That is, just as colonization depends upon technology, technological capabilities depend largely upon strategic value. Everything works together, just as they will in any good strategy. Like in any complicated strategy game, the whole of a strategy and indeed the whole of an empire cannot be understood merely as the sum of its parts but only as its gestalt.

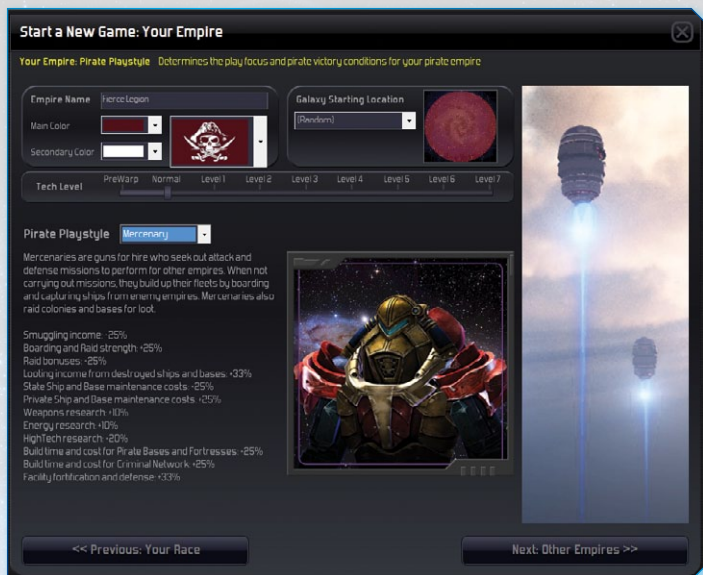
PIRATE GAMEPLAY

While previous sections in this manual have included references to how pirates play and how they affect the game, this section is intended as a one stop reference to understand all the elements of Pirate gameplay.

HOW DO THEY PLAY?

"Pirates" is a generic term in *Distant Worlds* which is used to designate an entirely space-based faction, with a focus on survival and a tougher path for growth than a planetary empire. Pirates are not necessarily evil, chaotic and destructive, though they can be played that way. Pirate factions usually start with one space port orbiting a fuel-providing gas giant, several military ships, a few private ships, one construction ship and possibly one resupply ship.

If a pirate faction loses all its space ports and all its construction and resupply ships, it is considered to be eliminated. Often any survivors will join another pirate faction or planetary empire before this point is reached.



Construction ships are a very valuable resource for pirates. Each faction has a working hyperspace-capable construction ship, but cannot immediately build more. They do however start with the technology to rapidly travel between the stars and to capture or raid for anything they may need.

DIFFERENT PLAYSTYLES

From the start, when you choose your species and Pirate playstyle, these choices greatly affect how your pirate faction will play. The playstyle is the most significant choice, with each adding bonuses or penalties to various parts of the game as well as unique victory conditions.

Balanced Playstyle: This faction has no significant advantages or disadvantages and is able to play as any of the other playstyles, just not quite as well. If you want to try a bit of everything, this is the playstyle to choose.

Mercenary Playstyle: Focused on attack and defense missions. Good at capturing enemy ships and conducting raids. Can maintain a larger military fleet. Improved Weapons and Energy research, slow High Tech research. Strong hidden bases which can be built quickly and inexpensively.

Raider Playstyle: The most "nomadic" of the pirate playstyles. Focused on raids and ship and base capture at which they are unsurpassed, weak at smuggling. Slightly higher maintenance costs. Bonus on Weapons research, but slow High Tech research. Base building is slow and expensive.

Smuggler Playstyle: The most peaceful of the pirate playstyles. Focused on smuggling and trade, weak at raids and ship and base capture. Slow to research Weapons, but bonuses to Energy and High Tech research. Fastest to take over planets completely, very hard to remove from a planet once they have facilities there.

PIRATE ECONOMY

Pirates do not make money the same way normal planetary empires do.

Pirates do not make money the same way normal planetary empires do. Overall their income is much less stable and relies on a much more active playstyle to maintain and grow.

Protection Agreements are the easiest way to make money. These can be offered to any empire through the Diplomacy Screen. If they are intimidated enough, they will accept and pay you regularly to leave them alone. Between

Empire Summary: Fierce Legion

Fierce Legion

Home: Kuz - Brigands Retreat at Gurus 4

Controlled Colonies

Alkhu 1, Brust 1

Pirate Mercenary

Smuggling income: 42%
Boarding and raid strength: 45%
Raid bonuses: 25%
Loading income from destroyed ships and bases: 43%
State Ship and Base maintenance costs: 25%
Private Ship and Base maintenance costs: 45%
Weapons research: 45%
Energy research: 40%
High Tech research: 30%
Build time and cost for Pirate Ships and Facilities: 45%
Build time and cost for Criminal Network: 45%
Facility fortification and defense: 45%

Set Empire Policy & Automation

Pirate Economy

INCOME	Last Year	This Year
Stable Income		
Protection Agreements	0	0
Controlled Colonies	11030	3823
Variable Income		
Pirate Missions	0	0
Loading Destroyed Ships	0	447
Scraping Captured Ships	0	0
Smuggling	1020	0
Mining	9517	0
Selling Information	0	0
Resorts	0	0
Raided and Other	0	0
TOTAL	23267	4270

Cash on hand: -16363

How does my empire make money?

EXPENSES	Last Year	This Year
Stable Expenses		
Ship Maintenance	10480	4547
Variable Expenses		
Construction	4398	0
Resource Purchases	4490	0
Local Research	0	0
Facility Building	0	0
Fuel	272	100
Other	0	0
TOTAL	20182	4047

Stable Cashflow: 1350

Bonuses

1% Leader Wokku Exotun Diplomacy 4%, Civilian Ship Maintenance Savings 4%

Ships & Bases

MILITARY	Amt	Maint
Escort	12	300 SK
Frigate	2	50 IK
Destroyer	1	42 IK
Cruiser	0	0 DK
Capital Ship	0	0 DK
Troop Transport	0	0 DK
Carrier	0	0 DK
Resupply Ship	1	111 IK
TOTAL	16	543 IK

OTHER STATE

Amt	Maint
Exploration Ship	2 IK
Construction Ship	1 IK
Colony Ship	0 DK
Small Space Port	1 IK
Medium Space Port	0 DK
Large Space Port	0 DK
Defensive Base	0 DK
Research Station	0 DK
Resort Base	0 IK
Other Bases	0 IK
TOTAL	4 IK

About ship maintenance costs.

PRIVATE	Amt	Maint
Small Freighter	2	IK
Medium Freighter	3	IK
Large Freighter	1	IK
Resource Ship	0	IK
Mining Ship	1	IK
Gas Mining Ship	1	IK
Mining Station	2	IK
Gas Mining Station	0	IK
TOTAL	10	SK

Pirate factions, these are considered truces and do not involve any payment, but can also be easily broken.

Controlled Colonies represent income your faction gains through increasing its influence on a colony. This can be an independent colony or one belonging to another empire. Larger colonies in terms of population are much harder to control than smaller colonies. As pirate influence on a planet increases, the planet's corruption also increases and a portion of the planet's economy is redirected to the pirate faction. Depending on the pirate playstyle, this can represent anything from an actual tribute payment to running the planetary black market.

Pirate Missions give rewards for attacking or defending targets. If you complete a pirate mission successfully, your reputation with the planet or empire that requested the mission increases. This will result in future missions being more lucrative. However if you fail, your mission rewards may decrease or you may simply be offered fewer missions.

Looting Destroyed Ships and Scrapping Captured Ships is income gained from the simple act of using your own ships to cause mayhem. This section also applies to bases. It is entirely possible to raid a base for valuable loot and then earn more income by destroying it afterwards.

Smuggling and Mining are the most peaceful sources of income for Pirates. Smuggling rewards are earned through completing Pirate Smuggling Missions. Mining is earned through the sale of resources to other factions. Having a good network of mines, especially for rare and in demand resources, along with enough freighters to take on smuggling missions when they are not busy with your own resource needs is a great way to earn extra income.

Selling Information is done through the Diplomacy screen and can be very lucrative, especially in the Age of Shadows where the planetary empires start off with much less knowledge and technology than the Pirate factions. Beware though, any knowledge or technology you sell may end up being used against you!

Resorts are a source of income for Pirates just as they are for Empires. Build them near systems with large planetary populations and on locations with large scenery bonuses for the best results.

Raids can result in direct credit income, which is reported here. Loot from raids can also be in the form of resources or research, which would be reported separately.

CONTROLLING COLONIES

A Controlled Colony



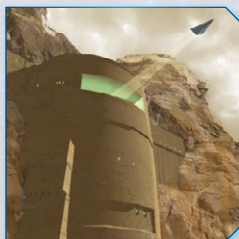
One of the key strategies for a pirate faction is colony control. Any pirate ship from your faction, whether an explorer, an armed frigate or a peaceful smuggler, will increase your influence on a planet. Intimidation is the fastest way to increase influence, so military power in orbit works more quickly than smuggling missions, and a successful raid can result in a very significant influence increase.

Up to three Pirate factions can have influence on any single planet, but only one can have full control.

On any planet, influence decays over time and can only be regained by having a presence at the planet, typically by having ships nearby. If multiple pirate factions have ships near a planet, their relative strength will determine who gains influence and who loses influence, so an occasional smuggling ship will not trump the influence of an orbiting pirate fleet.

The larger the population of a planet, the more difficult it is to fully control. Some large planets may not be possible to fully control, so Pirate factions tend to focus on small and medium population planets where they can have more influence. Large population planets are worth some effort though as they typically have much larger planetary incomes as well and thus reward a pirate faction with influence with more siphoned revenue than a smaller planet would.

HIDDEN BASES, FORTRESSES AND CRIMINAL NETWORKS



As your influence on a planet increases, the option to build permanent facilities on the planet will be unlocked. Each of these facilities secures your control over a planet and gives your entire pirate faction certain valuable bonuses.

Hidden Pirate Base: At 50% control, the option to build a Hidden Pirate Base becomes available. This is the first structure a pirate faction can



build on a planet. Once complete, it secures your influence so that your control of the planet can never decay below 50%, significantly increases your income from the planet and increased planetary corruption while also increasing research potential for your entire faction by 50%. While under construction, it is very vulnerable to destruction by enemy raids. Once complete, it is less vulnerable but still has a chance to be

destroyed by a successful enemy pirate raid and can be directly attacked by the colony owner as well, which initiates a ground battle against the base defenders. The colony owner can do this by selecting the facility and clicking "attack" within the facilities tab on the Colony screen.



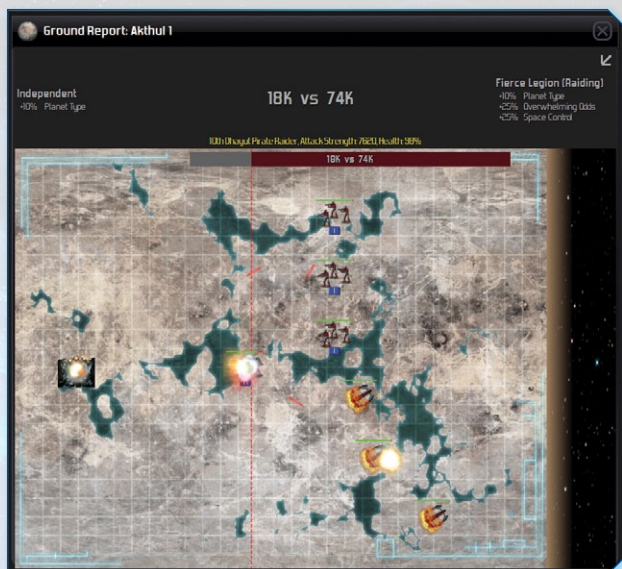
Hidden Pirate Fortress: Requires 100% control as well as a finished Hidden Pirate Base. This is a significant upgrade to a Hidden Pirate Base in every respect and also secures your control of the planet at 100%, preventing further decay.

Criminal Network: This is the ultimate goal of most Pirate Lords. On a planet which already has a Hidden Pirate Fortress, a Criminal Network once complete will give the Pirate faction complete control over the planet, removing the planet from the control of its current owner and giving it to the pirate faction. Once this is complete, the Pirate faction can now build and use the colony just as a planetary empire would, including building colony ships and construction ship. Each colony actually owned by a pirate faction adds a significant bonus to that pirate faction's victory level, above and beyond other victory conditions. The Criminal Network is the path away from a nomadic space existence and towards ultimate galactic power.

RAIDS



Raids can be assigned to any pirate ship with assault pods. Raids can be targeted on planets, stations or bases. The goal of a raid is not to conquer or destroy, but to loot. The type of target influences the type of loot gained. Planets are the most dangerous targets but also the most likely to give the largest rewards, though more specialized locations such as mining stations and research stations, which are much easier to raid, will give more focused rewards.



Raids can damage their target. For planetary raids, the economy of the planet is damaged for some time after a raid and the happiness of the planetary population is also reduced. While a raid also increased your influence and control over a planet more quickly than any other mechanism, if you continue raiding a planet, your income from control will decrease along with the damage caused by the raid, so you must weigh short term gain against long term gain when deciding how often to raid or whether to simply siphon income from a planet more gradually.

Targets that have recently been raided are less likely to have much in the way of loot for repeated raids.

PIRATE MISSIONS

Pirate Missions come in three types – Attack, Defense and Smuggling

An **Attack Mission** can be requested by any faction, including a pirate faction. Choose a target and use the "Request Attack Mission" button on the bottom of the selection window to post a mission which pirate factions can bid on. Attack missions have an expiration date. If the target has not been successfully



on your accomplishments and allowing you to review the same for the other factions in the galaxy. Any game that is actually completed (victory or defeat) will also have its result stored permanently for comparison to future games, along with a record of achievements earned. Only achievements earned from completed games count towards your permanent collection of achievements.



GAME EDITOR

Every part of the galaxy can be edited in the built-in game editor, a tool which can be accessed using the Game Editor button under the scrolling message list.

To place new items in the galaxy select an item from one of the panels at the left. Then, left-click in the main view to place the new item. To remove an item select one of the Erase tools in the Clear Items panel at the left. Then left-click any item in

the main view to remove it. For example, to place a new empire colony first select the empire from the dropdown list. Then, left-click an unclaimed planet or moon to place the colony. For more specific information on placing items, consult the Galactopedia.

To edit an existing item simply double-click it. This will display an edit panel at the right of the screen where you can adjust any properties of the item. Clicking outside the Edit panel immediately applies any changes made to the item.

To edit the details of any empire click on the Edit Empires button. This will display a list of all empires in the galaxy. From here you can select a single empire to edit.

To exit the game editor click the Exit Editor button at the top of the editor panel. You will be returned to the game, where you can then save the game from the game menu as usual.

PLANETARY FACILITIES AND WONDERS

Once researched, facilities may be built on planets to give a planet a variety of bonuses, ranging from increased defense and planetary shields, to higher trade, research, happiness or ship construction

Wonders are unique planetary facilities that may only be built once in the galaxy. Once built, they cannot be built again elsewhere. Wonders usually provide very significant bonuses to the colony where they are built. Technologies that grant the ability to build a Wonder generally either have other advantages or are required to progress further in that research branch.

Each facility or wonder also has a maintenance cost, so keep this in mind when deciding what you can afford to build.

HOTKEYS

There are a number of hotkeys available in *Distant Worlds* which make micromanagement much easier and faster.

F1	Galactopedia Help screen
F2	Colonies screen
F3	Expansion Planner screen
F4	Characters screen
F5	Diplomacy screen
F6	Your Empire Summary screen
F7	Research screen
F8	Ship Designs screen
F9	Build Order screen
F10	Construction Yards screen
F11	Ships and Bases screen
F12	Fleets screen
G	Galaxy Map screen
H	Message History screen
V	Empire Comparison and Victory Conditions screen
O	Game Options screen
Pause or Spacebar	Pauses or resumes the game
Escape	Displays the Game menu
Arrow keys	Scrolls the main view up/down/left/right
Backspace	Zooms to the selected item
Insert	Zooms the main view to System level
Delete	Zooms the main view to Sector level
End	Zooms the main view to Galaxy level
Home	Zooms the main view to 100%
Page Up	Zooms the main view Out
Page Down	Zooms the main view In
+	Increases game speed by one level
-	Decreases game speed by one level
N	Move forward in selection history
B	Move backward in selection history

L	Locks/unlocks the main view on the currently selected item
Z	Selects the nearest available military ship to the current location
C	Cycles your Colonies in the selection panel (Shift cycles backwards, Ctrl cycles and moves view)
P	Cycles your Space Ports in the selection panel (Shift cycles backwards, Ctrl cycles and moves view)
M	Cycles your Military ships in the selection panel (Shift cycles backwards, Ctrl cycles and moves view)
Y	Cycles your Construction ships in the selection panel (Shift cycles backwards, Ctrl cycles and moves view)
X	Cycles your Exploration and Colony ships in the selection panel (Shift cycles backwards, Ctrl cycles and moves view)
F	Cycles your Fleets in the selection panel (Shift cycles backwards, Ctrl cycles and moves view)
I	Cycles your Idle ships in the selection panel (Shift cycles backwards, Ctrl cycles and moves view)
E	Commands the selected ship to Escape from attackers
R	Commands the selected ship to Refuel at the nearest refueling point
A	Automates the selected ship
S	Stops the selected ship, cancelling the current mission
comma	Cycles engagement ranges of selected military ship or fleet
D	Toggles the Display, alternating between detailed and simple views
T	Toggles screen elements on/off: selection panel, map, scrolling message list
0-9	Selection hotkeys for stored items - press key once to select, twice to move to item
Ctrl 0-Ctrl 9	Hotkey storage - store items for later quick selection
Ctrl-left mouse click	Centers main view on location clicked and zooms in to 100%
Num keypad 0	Takes a screenshot, storing the picture in the "screenshots" folder

CREDITS

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