

GAME MANUAL

POLARIS SECTOR



SLITHERINE

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1. INTRODUCTION

"The earth is the cradle of the mind, but one cannot eternally live in a cradle" – Konstantin E. Tsiolkovsky.

The *Polaris* sector is a wild place, filled with stars and planets, surrounded by great distances containing absolutely nothing. Among the emptiness are a few different life forms, all of which would like to establish themselves across the galaxy and become the most powerful entity to ever be forged.

In *Polaris Sector*, you will take control of one of these peoples. You will colonise planets, meet new friends, fight pirates, invent new technologies, and of course, grind into dust anyone who challenges you! So far, no race has ever taken control of the entire region and held onto power: the time has come for you to change that.

1.1. SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

OS:	Windows XP
Processor:	Dual Core 2GHz
RAM:	2GB
Hard Drive:	4GB of free space
DirectX Version:	9.0c or greater

RECOMMENDED SYSTEM REQUIREMENTS

OS:	Windows 7 or greater, 64-bit
Processor:	Quad Core 3 GHz
RAM:	4GB
DirectX Version:	11 or greater

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed below. To install the game, either double click on the installation file

you downloaded or insert the *Polaris Sector* CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3. STEAM

If you have purchased your game from the Steam Store, you can download the game by finding it in your Steam library, and then pressing the INSTALL button.

Any games purchased from the Slitherine or Matrix stores that are available on Steam as well can be registered for a Steam Key, which will allow you to add the game to your Steam library. To do this go to http://www.slitherine.com/my_page/steam_serials and enter your serial number that came with the download.

1.4. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.5. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games and Slitherine release updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the Update link in your Game Menu or by using the Update Game shortcut in your Windows START menu folder for the game.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates

is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two step process:

Sign Up for a Slitherine Group Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase – Once you have signed up for a Slitherine Group Member account, you can then register any Slitherine/Matrix title you own in your new account. To do so, log in to your account on either the Matrix Games website (www.matrixgames.com) or the Slitherine website (www.slitherine.com). Click Register Game near the top to register your new purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section (<http://www.matrixgames.com/games/>), once there select the game you wish to check updates for, then check the downloads link. Certain value content and additional downloads will be restricted to Members Area members. so it is always worthwhile to sign up there.

Remember, once you have signed up for a Member account, you do not have to sign up again at that point you are free to register for any product you purchase.

Thank you and enjoy your game!

1.6. UNIFIED LOGIN SYSTEM

Slitherine and Matrix now have a new “Unified Login System”. This allows you to access the Slitherine, Matrix and Wargamer sites using just one username and password. To merge your accounts so that they work for all three sites, go to (<http://samelogin.slitherine.com/>) and enter the details of one of your accounts (i.e. Either your Matrix or your Slitherine login). You will then be presented with the option to merge your accounts (listed as “[Merge my accounts]”), which will then allow you to combine any other accounts you have and/or generate a user for another website using the same details (For instance, if you were called “JohnSmith123” on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a “JohnSmith123” account for Matrix as well, with the same password as the Slitherine login.)

1.7. GAME FORUMS

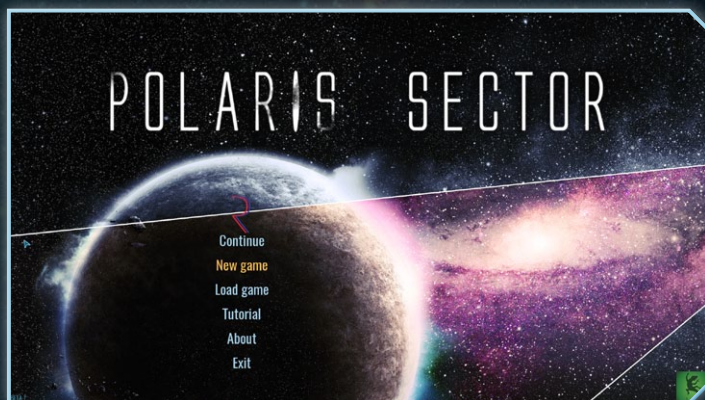
Our forums are one of the best things about Matrix Games and Slitherine. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to the Matrix or Slitherine website and click on the Forums hyperlink. Note that some games only have forums on one of the websites, so you may be redirected to the other if necessary. Your details will work on both websites, provided you have set up your account with the Unified Login System (see above section for details).

1.8. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>, or send an email to support@slitherine.co.uk.

2. GETTING STARTED

2.1. MAIN MENU



When you open *Polaris Sector* the first screen you will see is the main menu. The main menu contains a list of options that allow you to begin or finish playing, as well as a couple of other useful options:

- ! **Continue:** Allows you to quickly load your last saved game (including autosaves). This option will only be visible if a savegame can be found.

- | **New Game:** Shows you the ‘Creating a Galaxy’ screen that gives you a variety of options that will allow you to play a new game of *Polaris Sector*. The screens that appear as a result of this are explained in detail later in this chapter.
- | **Load Game:** Brings up a list of savegames you have made. Selecting one of these will load the respective game.
- | **Tutorial:** Begins a short introductory scenario that will explain the concepts of *Polaris Sector*.
- | **About:** Shows a list of all the people who developed the game or contributed in some way.
- | **Exit:** Closes *Polaris Sector* and returns you to your desktop. (Wouldn't it be more fun to start a New Game instead?)
- | **New Game: Creating a Galaxy**

If you want to play a game of *Polaris* (which you probably do if you pressed ‘New Game’), it will be essential to generate a galaxy to play in. This is done in the ‘Creating a Galaxy’ screen.



On the left side of the screen will be a list of different shapes of galaxies, including Elliptical (simplest and easiest to play), Rectangular

and various Spiral ones (including one similar to our own Milky Way). A sample image of what such a galaxy would look like will be shown on the right.

Below the image of the galaxy will be two columns, where various options for customising the galaxy and game rules can be found. The one on the left has 5 sliders, which allow you to modify:

- 1 **Number of Races:** How many different types of aliens (including your one) will inhabit this galaxy. The options range from 2 (one opponent) to 9 (every alien race will be playing). Novice players are recommended to have a small number of opponents.
- 1 **Number of Star Systems:** Allows you to choose how large or small your galaxy will be. This number is also limited by the number of races selected above, with options ranging from 20 (ten stars per race, max. of two races), to 900 (an enormous galaxy only possible with nine races). Remember that the larger the galaxy, the more time needed to take it over!
- 1 **Tunnels Density:** How many 'links' there are, on average, between star systems. A smaller number will make the galaxy harder to navigate, but also gives your opponents less room to maneuver.
- 1 **3D Shape:** How 'flat' does your galaxy appear. 0% is an entirely flat galaxy, while 100% is very much 3D.

Galaxy

Number of races: < [5] >

Number of stars: < [315] >

Tunnels density: < [1.28] >

3D shape: < [90%] >

Shape aspect ratio: < [0.75] >

- | **Shape Aspect Ratio:** Allows you to choose between a 'wide' or a 'tall' galaxy. An option smaller than one will give a galaxy that is longer horizontally (numbers close to zero will make a very long galaxy), whereas a number greater than one is longer vertically.

To the right of this will be a series of check boxes that allow you to enable or disable various game rules, and to adjust the difficulty.

- | **Difficulty:** the game provides three levels of difficulty, allowing novice players an easy going match, all the way to a brutal fight that will challenge *Polaris* veterans.

Game difficulty settings

- Easy (weak AI)
- Normal (moderate AI)
- Hard (strong AI)

Other settings

- Victory by domination
- External threat
- Pirate attacks

- | **Allow Victory by Domination:** allows player to win the game by being far superior to all of their rivals and by owning a large enough portion of the galaxy. This allows players a victory option that doesn't simply involve destroying everyone (only most of them!)
- | **External Threat:** adds a game mode where an enemy will enter the galaxy late in the game and victory can be won by defeating them.
- | **Pirate Attacks:** Allows space pirates to roam the galaxy and attack property. Pirates are usually aggressive towards your empire, but it is possible to make diplomatic arrangements with them.

On the bottom corners of the screen are two triangular buttons. The one on the left will return you to the main menu, and the one on the right takes you to the 'Race Selection' screen, which is your last step before you can begin a game.

- | **New Game:** Race Selection

Once you have designed your galaxy you will need to decide who you are going to lead to victory! This is done at the Race Selection screen.

Select your race:

- Sharatar
- Erians
- Gavakens
- Magellans
- Humans
- Vagalars**



Bonus points to distribute: 0

Fleet upkeep cost	1	2	3	4	5
Food consumption	1	2	3	4	5
Production speed	1	2	3	4	5
Research speed	1	2	3	4	5
Mining efficiency	1	2	3	4	5
Population growth	1	2	3	4	5
General happiness	1	2	3	4	5
Morale	1	2	3	4	5
Alien assimilation	1	2	3	4	5
Espionage	1	2	3	4	5
Trade	1	2	3	4	5
Aquatic race	<input type="checkbox"/>				
Radioactive world	<input type="checkbox"/>				
Technology available	Biological Alloys (5)				
Technology available	Add one				

Vagalars

The Vagalars are what happens when a race finds enlightenment at the end of a long evolutionary path, follows a hard line believing that's just not how it happened.

At the time of their evolution they were just like all the other kinds, down to man, climbing through trees eating their leaves and fruit. Having eyes climbed down, however, they created a culture, built cities, and are now considered one of the most advanced races in the galaxy as well as the owners of a culture that goes beyond normal understanding.

While they were once carnivores, their evolution left them herbivorous and inedible vegetarians—they look down on meat eaters as underdeveloped. On the other hand, that does not keep them from being graven as well as cater to the weaknesses and shortcomings of others (as long as they receive equal treatment). They are peace loving to the extreme, though that extreme occurs when strangers cross their core interests of those creatures they like. All that part of they are peaceful, just by wanting the peaceful order by attacking someone undesirable or getting in the way of saving a species on the edge of extinction and adding the entire weight of the Vagalars civilization to us yes. For name, the Vagalars think is paramount.

PHYSIOLOGY

Like other herbivores, Vagalars physiology is built around protracted digestion of

On the left of the screen will be a list of the nine different races that can be played as. By clicking on one of these you will select it, although you can easily choose another. This will bring up a large picture of your chosen race, and underneath the picture you will be able to choose a colour for your empire to appear on the map.

Next to the picture will be a description of your race and its history and beliefs. These influence the default settings for your race (which can be customised), and can serve as a bit of a guide to how the computer-controlled empires are likely to act.

Below this will be a large list of buttons and options to give your race various traits that will help (or hinder) it on its path to galactic domination. These are based on a points system, and if all settings are at their normal level (no bonus or penalty) then you will have 10 points to spend.

Bonus points to distribute: 0

Fleet upkeep cost	1	2	3	4	5
Food consumption	1	2	3	4	5
Production speed	1	2	3	4	5
Research speed	1	2	3	4	5
Mining efficiency	1	2	3	4	5
Population growth	1	2	3	4	5
General happiness	1	2	3	4	5
Morale	1	2	3	4	5
Alien assimilation	1	2	3	4	5
Espionage	1	2	3	4	5
Trade	1	2	3	4	5
Aquatic race	<input type="checkbox"/>				
Radioactive world	<input type="checkbox"/>				
Technology available	Stargate Module (6)				
Technology available	Add one				

The standard traits that can be modified are:

- | Fleet Upkeep (amount of maintenance you have to pay)
- | Food Use (amount of food eaten by your people, or aliens)
- | Production (how fast you build stuff)
- | Research (how fast you discover new technology)
- | Mining Efficiency (how many resources can be extracted from planets)
- | Population Growth (how quickly you gain new population)
- | Happiness (how likely your people will want to go into revolt)
- | Morale (will your race collapse quickly in face of invasion)
- | Alien assimilation (once conquered, how long will it take for a planet to consider itself to be one of your, rather than just an occupied territory)
- | Espionage (how skilled your race is at clandestine activity)
- | Trade (how skilled are you at diplomacy)
- | Each of these are based off of a 5-point system, where the middle rank is the default. This costs no points and has no bonus or penalty associated with it. Choosing options on the right of this gives you bonuses (usually 10% or 25% better), at a cost of a few points (the exact amount can be seen on the button). Choosing ones on the left has the opposite effect, reducing your skill at something but giving you extra points to spend.
- | In addition, there are a few specialised traits that you can have:
 - | Aquatic race (6 pts): Allows you to utilise oceanic worlds more effectively and gives the required technology to build sea domes. On the flipside, it is more difficult to colonise more land-based planets such as deserts as it is harder to build atmospheric domes.

- | Radioactive world (10 pts): Gives your race greater skill when building atmospheric domes, and you can utilise desert-type planets more effectively. However, your race does less well on Earthlike and Oceanic planets.
- | Free Techs (3-6 pts): Your race begins the game with a free technology, putting you up to 20 years ahead of the opposition.

Note that although it is possible to have a race with no penalties (remember you start with 10 pts), if you wish to be skilled at many aspects of the game then you will usually have to give yourself a few penalties as well.

Note: When selecting a race, they already have assigned traits to bring the point score to 0, rather than 10. If you wish to customise, simply lower a few of their bonuses or free technologies until you have a few points to work with.

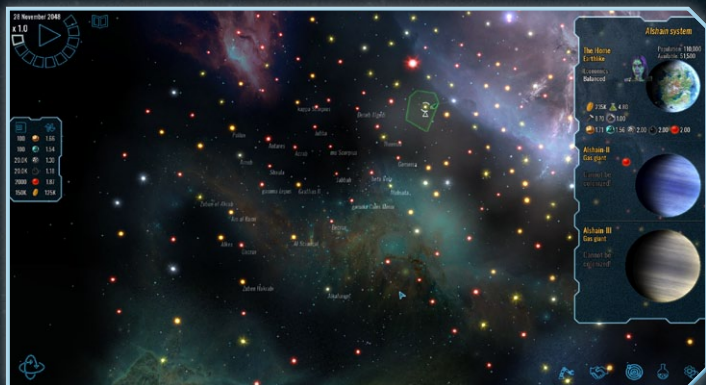
Once you are happy with your selections, press the triangle button in the bottom right corner to begin your game!

3. MAP INTERFACE

3.1. THE MAP

When you begin a game of *Polaris Sector* you will be taken to the map screen, where you are likely to spend most of your game. Here you can easily access every button, option or command you will need to use when playing.

Occupying the centre, and indeed most of the screen, will be a display of the galaxy (or a part thereof) showing various stars (and their names if you are zoomed in), along with their explored links to other star systems. Next to the stars may be icons representing ships which are stationed at that system, or they may be somewhere along the line between two systems.



NOTE: These are the only paths that ships are allowed to take throughout the galaxy. With certain technologies it is possible to open up other paths.

As more of the galaxy is colonised by the various races, increasing amounts of the map will be coloured according to what race you have selected (though you can choose a custom colour when creating your game). Patches of colour will appear over any star systems that you have a colonised planet in, or over any star systems that can only be accessed by travelling through an owned system. A small triangle will appear underneath a system which contains a colonised planet.

Occupying the top left corner of the screen will be the time counter. Unlike most games, *Polaris* uses a hybrid of turn-based and real-time gameplay. Although the game is strictly real-time, it is designed to be pauseable at any moment (or whenever an important event occurs, such as the finishing of a ship's orders), allowing you to take as long as you wish to make a decision on what to do next.



To start or stop the time counter manually, click on the flashing blue triangle in the middle of it (or the two lines when the time is moving). To adjust the speed, click on one of the segments of the circle. Segments

closer to the left are slower, on the right they make time go faster (up to a maximum x20 speed).



118		1.65
116		1.54
20.0K		1.30
20.0K		1.18
2000		1.87
1.54M		125K

On the left side of the screen, below the time counter will be a list your galactic resource stockpile and the monthly change rate.

NOTE: Resources in *Polaris Sector* do not require trade routes to be used on different planets. Once created, they are available anywhere.

In the bottom left corner will be a button that enables 'Rotate' mode, allowing you to adjust your view of the galaxy. To enable or disable the rotator, click the button. To rotate, click and drag the map in the direction you want to rotate it. Note that rotation has no effect on the administration of your empire.

On the right will be five more buttons, allowing you to access various screens that will assist you in managing your empire. These are:



Ship Designer Screen: Design new types of ships and satellites that you can build. Skilled ship design will be essential if you want to control a large amount of planets!



Diplomacy Screen: Talk to other leaders of races throughout the galaxy. Here you can forge alliances, make trade agreements and declare war with your opponents.



Economics Screen: Manage your resource stockpiles and production capability. A simpler version of this screen can be seen in the resource list on the main map.



Science Screen: Set your research allocations and work towards new inventions!



Settings: Set a variety of options to modify your game experience. These range from drawing a blue border when the game is paused to automatically forcing certain types of ships to wait for orders in battle.

Taking up most of the right side of the screen will be a list showing a more detailed view of whatever you have selected, whether it is a star system (in which case a list of the planets there will appear, along with resources) or a fleet of ships (where you will see the ships included in said fleet).

In certain cases, a series of buttons will appear adjacent to this list that will allow you to give specialised commands to the selected fleet (the most important of these being colonise, which will only appear when a colony ship is at a suitable star system and has people on board).

3.2. STAR SYSTEMS



Sceptrum system

Star spectral class K
Unexplored star system

Across the galaxy are numerous star systems, shown on the main map by their host star. At the beginning of the game you will know the position and name of various stars, but will know nothing of their planets or connections to other star systems. If you want to know what is near that star or where it can lead you, you will have to send a ship to “explore” it.



Exploring a star system will indicate (permanently) how many planets are orbiting the star, up to a maximum of 3, and what type they are. Any planets that you cannot colonise with present technology will have a label next to them saying “Cannot be Colonised”. By hovering over the planet when its star system is selected you can find out what technology is needed to colonise the planet.



NOTE: The 'Super-Earth' planet type is not a very good planet like its name implies, but a radioactive waste!

When a star system is selected, information about the different planets orbiting the star will appear on the map screen. Next to the image of the planet will be its name and type, and if colonised, various other information about it, including:

Economics: What policy is in place on that planet (this influences decisions on what will be built on the planet, if left to the AI. If Micromanagement is selected then you will have to personally choose everything produced on the planet, otherwise the AI will make decisions based on this policy)

Building: What is currently being produced on the planet.

delta Serpens system

Pronenus Oceanic

Economics: Industrialization

Population: 1,000
Available: 1,000

2400
0.50

delta Serpens-II Planetoid

Cannot be colonized!

Resources: How much food, research, production points and resources are being made on this planet each month.

Population: How many people (or aliens!) inhabit the planet. Each population unit consumes 1 unit of food per month!

Sometimes on the side of a star system there will be an artifact. By exploring the artifact, you may uncover a lump of resources (added to your stockpile immediately) or, if your ship has a container, some artifacts may be

disassembled, placed in a container, and moved inside that ship. Artifacts are selected by clicking on them (an image in a box), then clicking on their larger image on the side.

3.3. RESOURCES

In *Polaris Sector* there are six 'consumable' resources that can be made on planets and stored in your stockpile. In the order they are most commonly shown in, they represent:



Gravitonium: Rare material used in most advanced technologies. The best deposits of it are found on Volcanic and Earthlike planets.



Reidium: Important building material necessary for the creation of many ships. Can be found on Earthlike planets, and large quantities are present on Super-Earth planets.



Metals: Common resource found on most planets and used for a wide variety of things.



Organics: Reasonably common resource. Its most important use is in the creation of colony ships. Can be found in great quantities on Oceanic worlds and Gas Giants.



Plutonium: Radioactive material that serves as a vital power source for nuclear reactors. Best found on Volcanic planets.



Food: Essential resource that feeds your people. Without enough of it your empire will quickly fall to rebellion. It is easiest to produce food on oceanic or earthlike planets, but most other planets can produce some with advanced technologies.

Resources are used for the maintenance and construction of your ships. Various components of ships will have different requirements (a nuclear reactor is going to need a lot more plutonium than a fuel tank), and when designing your ships you will be informed of how much will be needed per month, as well as the one-off cost for the initial production.

Food is also used to passively feed your population, with each person consuming 1 unit of food per month.

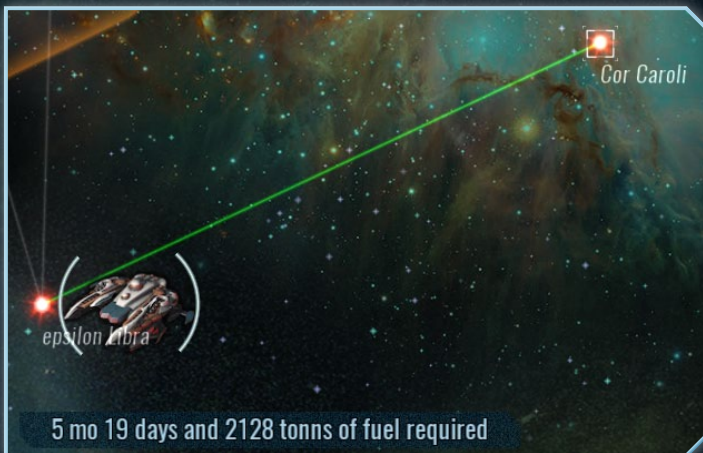
3.4. FLEETS

In your quest to control the galaxy it will be vital to have well organised ships. In the game this is done by organising your ships into fleets.



At the beginning of your game you will have a single fleet containing a colony ship, but as it progresses you will want (and likely need, if your opponents are violent) to have many ships covering all corners of the galaxy, and so you will want to organise them into fleets.

On the map a fleet appears as a single ship that can be selected as you would with a star system. Once selected a panel will appear listing all the ships in the fleet (again similar to a star system), showing you how much fuel each ship carries and by pressing the 'i' button you can access other information about the ship including its current health and an image of it (click on the image to see the lower decks).



Fleets can be moved between star systems by selecting them (click on their image on the map) and then right clicking on their destination. When the game is unpaused they will move towards their destination,

using up fuel in the process (you will be told how much fuel will be needed to get to the destination and a warning will appear if there is a risk you won't make it back to one of your star systems).

4 mo 14 days and 1683 tons of fuel required. Possibly not enough fuel to get back to own space!

NOTE: Fuel is a resource of its own kind that can be replenished by returning to a star system that contains one of your colonised planets (in which case your ship will be set to 100% fuel instantly. Fuel does NOT use up any of your 'regular' resources such as Gravitonium or Organics.

To heal the ships in a fleet, send the fleet to a planet with an orbital shipyard. Rebuilding the damage takes a very long time, so it may be easier to build a new one if you have a heavily industrialised planet and are in a dangerous situation in war.

NOTE: Ship health can be determined by looking at the coloured bar next to the ship. In strong ships' cases this will be blue, weaker ones may be grey or red.

If you decide to ignore the warning about fuel, it is recommended that you colonise a planet closer to your ship so that it can return and refuel. Should it run so low on fuel that it cannot travel to any neighbouring system, it will not be allowed to leave the system it is currently basing at, and will have to wait for you to colonise that system. Note that low-fuel ships can still be attacked and destroyed the same way full ships can.

To merge fleets or transfer ships between two fleets, as you will likely want to in the case of war when only one fleet can go into battle at a time, select an individual (or multiple) ships in the fleet by either clicking on them or pressing the 'Select All' button when their fleet is selected, then pressing the "To Another Fleet" button. To officially decide what fleet the ships will join, click on the fleet you want them to become part of. Note that the two fleets will have to be at the same place to merge, usually a star system.

4. SHIP DESIGN

4.1. SHIP DESIGNER SCREEN



Although you begin the game with a number of adequate ship designs that will serve you well for the early stages of the game, as you become larger and your empire begins fighting outsiders, you will need to create new ships in the ship designer screen. To access this, press the button on the map looking like a robotic arm.



This will bring you to the 'Ship designer', where you can create all manner of different designs. On the left side of the screen will be a series of different ship sizes that can be used. By clicking on one of these sizes and then pressing 'New Prototype', you will be able to begin designing a ship of that size.

NOTE: Designs from previous games of *Polaris Sector* are saved and can be used in another game.

The ship sizes that you can access from the beginning of the game are:

- 1 **Fighter:** Very small aircraft best used in large swarms. Can be stored on larger ships.

- | **Corvette:** Initial 'basic' design well suited for most tasks. Later technology will provide access to more advanced equivalents, such as cruisers and battleships.
- | **Battle Satellite:** Cheap platform well suited to carrying large quantities of weaponry. Doesn't have any engine spaces, so you cannot move it!
- | **Freighter:** Very large ship that can hold many large modules. Best suited for colony ships and other large tasks, but not well suited to fighting due to its limited gun placements. Quite expensive to build.

If you select a ship size and then click on an existing design, you will have access to three options: edit, allowing you to modify the ship; copy, which duplicates the design and delete, which removes it from the list of possible builds.

Once you have begun designing a ship, you will have access to 6 buttons at the bottom left corner of the screen, allowing you to choose some different components. Many of these are discussed in detail later in the chapter:



Weapon: Options include various types of turrets that can include different types of military equipment. Essential for any ship that will see combat.



Engine: Lists modules that will let your ship move. Satellites cannot use engines, but every other ship will need them if they want to leave the star system they were built at.



Generators: Provides power for your ship. No ship can be built without one (or many!).



Armour: What material will be used on the outside of your ship to protect it from damage?



Shields: Various options for deflecting enemy ordinance. Modules here are only introduced later in the game.



Special: Anything that doesn't fit into another category. The most important things here include fuel tanks and colony modules.

Next to the ship's image will be a list of some of its statistics, including build time and power consumption.



On the other side of the ship will be a symbol resembling a 'Spade' from a deck of cards. This will return you to the 'hull selection' screen, where you can choose between the various ship sizes, as discussed above.

Below you will find two or three (or more) diamond shapes in a stack, which allow you to access the different decks of your ship. Larger ships often have more decks. Modules can be placed on all decks.



In the bottom right corner will be an exit button, allowing you to return to the map screen.

Annihilator

Time to build: 11 years 1 mo

Power balance: 2500
Weight: 114246

Hull: 1312
Speed: 7.51
Range: 4000 h.u.

Titanium Armor
Scanner range:
IR: 2000
Hangar space: 100
->Fighter (10)
Missile load: 80

Weapons:
Plasma Missile x 30
Heavy Ion Gun x 4
Laser x 4

Resources required to build:
 1193 70.0
 19.7 28.7 796 446 431

Upkeep cost:
 0.02 0.02 0.68 0.38
 0.30

4.2. SHIP DATA

Next to the ship's image will be a list of some of its statistics, including build time and power consumption. This panel will indicate all the

necessary information for building your ship, so you can work out if some modules need to be added or removed.

'Power balance' tells you how much power your ship will consume, in comparison to how much is produced. Power is created by nuclear reactors and other 'Generators', and is used by nearly every other module. A ship with negative power balance cannot be built.

Weight acts against your engines, slowing down the ship (although if you have at least 1 engine it will never reduce it to 0). All modules add weight, even fuel tanks.

Hull tells you how much strength the ship will have in combat, namely how much damage can be sustained before it is destroyed. You can increase this by using stronger armour.

Speed is how fast your ship will move on the map. You can increase this by building more engines, but it is decreased by adding more weight to the ship. Range tells you how much fuel can be carried by the ship.

Below this you will be able to see what type of armour is present on the ship, and the range of any scanners (if your ship has one). Scanners' effects are only seen in combat, they make no difference on the map. You will also be able to see how many colonists, populations and military forces can be carried by the ship.

At the bottom of the panel will be a list of how much of each resource (Gravitonium, Reidium, Organics etc.) will be used in a one-off case when the ship is being produced, as well as its monthly consumption of each in maintenance.

4.3. WEAPONS

Any ship that you expect to fight with will need some armaments to do so with. In the ship designer, these are found by pressing the missile-like button after you have selected what ship size to build on.

In *Polaris Sector* there are three different types of weaponry: energy, beam and missile.



Energy weapons tend to use more power than other weapons, have average rate of fire and average damage. They also require more Gravitonium, but less Plutonium than other weapons.



Beam weapons have excellent rate of fire, but each shot does less damage than an energy weapon. They require average amounts of power and resources, and have the shortest range.



Missile weapons are slow to reload and require missiles to be stored inside the ship, but deal enormous damage when they hit their target (in many cases up to half of the enemy ship's strength). On the flipside, they require a lot more metal than other weapons and the missiles can be

shot at before they hit their target.

Weapons can only be placed on the ship in sections marked with yellow spots. Turrets on the top deck of a ship can fire in all directions, but on lower decks they will be limited to a 90 degree angle of fire. To place a weapon, select what type of weaponry you want to use (energy, beam or missile), then click on the shape (such as a 3x3 turret), and the gun type (such as Ion Gun for an energy turret) – then click on a vacant yellow region on the ship.

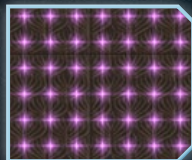


4.4. ENGINES, GENERATORS AND ARMOUR

As with weapons, any other component can be placed on your ship design by selecting its category, which module and then clicking on a valid place (shown with a blue border. Invalid placement will show a red border and cannot be added) on the ship.



Engines are essential for all ship types other than satellites, which are unable to place any. Engines will increase the speed of the ship, which although slowed down by weight, will be much greater than if you had no engines at all (in which case you couldn't move your ship!). They can be placed on any free part of the ship indicated with purple spots, usually on the edges of the ship.



All Engines can be accessed by pressing the 'Engines' (gear symbol) button at the bottom of the screen after selecting a hull. Generally speaking, they will require the most power of any basic modules (that is, ignoring colony modules and other advanced equipment), so multiple generators will be needed to provide power for them.



Generators, accessed by pressing the lightning-bolt button in the ship designer, are modules whose sole purpose is to produce power for the ship. As every module except a generator requires power and a ship requires positive power supply to be built, you are going to need to leave space for some generators. To find out how much power is needed for a ship, check the 'power balance' on the side of the screen. If this is positive, the design as is will be able to supply its needs. If this is negative, the ship cannot be built and will require more generators. Generators can be placed on any position on a ship (yellow, blue or purple), but it is recommended that you don't use up any slots designed for other modules unless you need the space or won't be able to use those slots for anything useful.

Armour is unusual among the different component types as it is not placed directly on the ship. All that must be done here is select



one of the available options (the two earliest and most common are Titanium and Tungsten Armour), and then move on! Armour increases the strength of the ship, and more modern armour is going to be stronger, although it will need more resources and power.

4.5. OTHER MODULES

The ‘Special’ category contains a host of very useful and task-specific components that don’t fit into any of the previous categories. A description of each of the more important ones is listed below:



Fuel tanks are necessary if your ship is going to be moving between star systems as they extend the range of the ship. Ships designed for exploring will want to include large amounts of fuel tanks (over 20!) for interstellar travel, but military ships can do with as few as four.

Ships that do not have enough fuel to move away from their current star system cannot move, so remember this when placing fuel tanks.

Munitions Supply Systems store extra missiles and torpedoes. Although most missile-based turrets and guns can hold a small number of missiles, a supply system is useful for a ship that relies on this type of weaponry.

Hangars allow a ship to store a number of ‘fighters’ and other small attack craft. These can be deployed in swarms in a battle, but must be produced just as you would another ship. Hangars also assist in hiding such small craft from the enemy – unless a ship is equipped with anti-stealth technology it will be unable to see inside the hangar.

Scanners allow you to see small ships such as fighters from a much longer distance than is normally possible. Often useful for planning attacks or defensive actions in a battle, but has no direct impact on the main map. Worth including if your ship has space, but essentials such as fuel tanks and weapons should take precedence.

Colony modules have two purposes: they are the component that will cause the ship to be turned into building material when a colony is founded. They also carry 1000 people to the new planet, who will become the planet's first inhabitants. The only time you will want to include one of these is if the ship is going to be a colony ship – in which case you should have as few other components as possible as they will just waste space and resources.

Landing modules carry ground troops between planets, including enemy ones. These components should be coupled with space weaponry as any military ship is going to be a target for your enemies. These modules are needed if you want to capture planets from your enemies.

Passenger modules allow you to carry population between two planets. This can be useful if you have just founded a colony and want to expand it.

Bomb Bays carry bombs that are used in orbital bombardment. These serve as a good way to heavily damage an enemy homeworld if you don't have the resources to capture it.

Camouflage modules hide some of the ships heat and radiation signatures. Ideal for scouting out enemy territory or if you don't want an unprotected ship to be as likely to be forced into battle.

5. DIPLOMACY

5.1. DIPLOMACY SCREEN



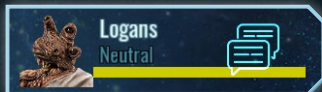
Occasionally you will decide that one of the other races in the galaxy would be better as a trading partner or friend rather than a meaningless object that should be put to death. Should you decide this, go to the Diplomacy screen by pressing the button that looks like two hands shaking.



On the side of the diplomacy screen you will be able to see a list of all the races you have met (in most cases this won't be all that exist however!). To select one and begin talks, simply click on its image. Once this is done, the blue 'audience' button will appear next to that race.

NOTE: To discover a race, you must have either visited one of its planets or been in the same star system as one of its ships. Likewise, AI races can discover you, after which you can contact them.

Once a race is selected you will be able to see some statistics about it on the top of the screen. The first of these will be a description of it, which can give some insight as to how it will behave. Note that these can be hovered over to show a larger amount of text. On the right, you will also be able to see how many planets these people have colonised and how much population they have.



Further to the right you will be able to see what the other race thinks of you (such as Cautious, Neutral or Hostile), and, with relevant information from your spy networks, what they think of other races. At the bottom of the screen, there will also be a button to return to the main map.

To begin a meeting between your race and one of your opponents, click on their image and then on the 'audience' button. Following this you will see the Audience Screen, where you can make offers (or demands). To exit this screen, click the "[End the Conversation]" button.



When you are talking with a delegate of the other race, you will be offered the choice of what type of delegate is going to be sent. In most cases this will be either a political envoy or military attaché, although others (notably Economic) are possible under specific circumstances.

NOTE: it is possible to 'send' multiple delegates within one diplomatic session.

Sending a military attaché allows you to declare war on that race in a professional manner (you can declare war by attacking their shipping or planets without sending an envoy however), or make peace when you are at war. By sending a military attaché you can also exchange your information about third parties with the other race, who will give you their information.

Alternatively, if you send a political messenger you can discuss more peaceful options, such as trade agreements, gifts and opening of borders. The option to demand certain items in tribute is also possible, although it carries the risk that you may have war declared on you as a result.

5.2. COMMON DIPLOMATIC ACTIONS

Some of the more common diplomatic arrangements have been listed below. All of these are accessed by sending a political messenger.

Trade resources: Allows you to send economic delegates. This opens up the option to exchange resources (such as gravitonium). One day you may desperately need some food, and your friend will have some!

Open borders: Allows civilian ships to move in the other party's borders without the threat of an official warning or war. Be warned that the

other party may be scouting out your space so they can sell it to the highest bidder!

Research agreement: Both powers get a research bonus, the size of which is determined by the other power's development in science. The bonus continues as long as the research treaty is in place.

Star System exchange: Demand one of your enemy's star systems, or give one away as a gift. Demanding one is very likely to cause war between your realms!

Ask about opinions: This is often written along the lines of "Do you think other races are pushing the envelope". The other race will ask you which nation you are referring to, and then tell you their opinion of that race.

Demand resources: Attempt to bully the other race into giving you a percentage of their resources in exchange for continued peace. Either 50% of that empire's resources that were mined in one year or 5% that they mine each year, paid out yearly. Less likely to cause war than demanding a star system, but the threat is still there.

6. ECONOMICS

6.1. ECONOMIC SCREEN

Often in war, the side who manages their resources more effectively will come out on top. This is very much the case in *Polaris* as well. To make sure you aren't outdoing your resources, you will want to visit the economic screen often, and to do this you need to press the button looking like a solar system.

Once you are at the economics screen, you will notice the lists at the top of the screen showing the various production and usage statistics of the six major resources in the game. 'Deposits' tells you how much



of each resource you have stored throughout your empire. 'Production' tells you how much of each resource is produced each month.

Deposits

- (Gravitonium) : 1200
- (Reidium) : 1500
- (Metals) : 7204
- (Organics) : 9610
- (Plutonium) : 4202
- (Food) : 160M

In the middle of this panel you will see the amounts of each resource that are consumed, both for planet consumption, fleet maintenance and trade. To the right of this you will see the net growth or decline of your stockpiles.

Production

- 7.77
- 9.65
- 62.2
- 86.6
- 36.9
- 1.62M

NOTE: if you suddenly find yourself nearing debt

of a resource, maybe it is a good time to find a trade partner or remove excess ships from your production queue. Running out of resources will cause your once-proud ships to slowly decay into wrecks!

Covering the majority of the screen will be a large map of the galaxy (especially your territory within it), allowing you to easily locate planets or fleets without having to return to the main map. Below this will be four buttons that take you to other important screens. From left to right, these are:



Planet Screen: provides a more detailed description of what is going on on a specified planet.



Economics Screen: you will already be here, and the button will be highlighted.



Charts Screen: shows a whole-history listing of every known empires rise, and in some cases decline, in various fields – including production and research capability and territory owned.



Map Screen: returns you to the main map.

On the left will be another panel, listing either the various planets, fleets or ship designs you are currently in control of. These can be selected by pressing the respective buttons below – planets are shown by pressing a planet, fleets by pressing the group of ships and designs by pressing the button resembling a single ship.

These lists will show you how much each planet is producing or using, its population and how much population is “free” to be allocated to a building (this is automated, so the only case where you will have free population is if the numbers are too big for the infrastructure on your planet. They will still consume food though).

To view more details about the planets that you have discovered, press the triangle button on the side of the panel to toggle between Spreadsheet and List view

beta Triangulum Australe-I

Mineral

Population: 11733, available: 733

Building: Metallurgical Plant (4 years 3 mo)

🪙 3600 ⚔️ 1.50 🌐 17.8 🍷 2.84

epsilon Aquila-I

Mineral

Population: 1528, available: 328

Building: Atmospheric Dome (4 years 2 mo)

🪙 3600 ⚔️ 0.50

Discovered planets: 53

Pollux-II

Earthlike

Explored mineral deposits:

🪙 0.58 🌐 1.03 🌐 1.00 🌐 1.00 🍷 2.00

Research opportunities:

🔔 1.00

Altair-I

Active

Explored mineral deposits:

🪙 6.00

Research opportunities:

🔔 1.00

By selecting fleets or ships, you will be presented with the information on which ship classes/fleets are consuming the most resources in maintenance. Information about their weaponry will also be available, among other things. It is possible to re-order the list by pressing the Settings button on the side of the panel, which is shown as a pair of gears.

6.2. CHART SCREEN

It is likely that you will often want to check how well you are doing in comparison to your neighbours (and especially, those who you are fighting!). Although this is useful for the present situation, it is not going to tell you where such powers may be in ten, fifty or a hundred years. In *Polaris* however, it is possible to predict where a power might be in the near future by accessing the Charts. To access the charts, open the economics screen and then press the button resembling a bar chart.



Immediately obvious will be the large graph showing various lines, each representing a different race (they will be the same colour as they are on the main map). The graph can be adjusted from either covering the whole history of the galaxy, or the last 100 years. These

are selected by using the '100' and infinity symbols. It is also possible to hide or show lines by clicking on the portrait of that race (at the bottom of the screen).

On the side, the graph can be changed to display different factors. In order of the buttons, these are:



Controlled stars: How many star systems a race has colonised planets within. (if they have colonised two in the same system then it will count as one)



Colonised planets: How many planets have been colonised by this race. (if they have colonised two in the same system then it will count as two)



Population: How many people this race is in control of, including 'aliens' whose home planet is now occupied by invaders.



Number of fleets: How many fleets this race has grouped its ships into.

NOTE: A race with 100 ships may have lumped them into one very powerful fleet. Beware of this when planning for war.



Scientific progress: How far through the list of technologies a race has progressed.



Science points generated: How quickly a race can develop new sciences. If planning for a war with an enemy strong in this category, take out their earthlike planets first! Earthlike planets are the only planets suitable for large-scale research.



Production points generated: How quickly a race can build new infrastructure, fleets and ground forces.



Minerals mined: The sum of all minerals (gravitonium, reidium, organics, plutonium, metal) mined within a fixed period of time by each race.



Empire development index: How 'advanced' an empire is. This includes factors such as research advancement and size. It is possible to win the game by having at least 75% EDI and all of your rivals being significantly lower.

7. PLANETS

7.1. PLANET VIEW

In the game, you will often need to attend to the specific needs of your planets, or will decide you really want them to do something in particular. This is managed through the planet view, which can be accessed in a variety of ways. These include the 'Planet View' button visible in the economic screens and selecting the star system and then the planet. Once the planet screen is open, you will immediately see a large image of that planet, and possibly its moons.

1 Nov 2049
+20.0

Homeworld
Earthlike

Policy: Balanced

Build queue
Research Center
New: 3 years 3 days
Research: 10 minutes

Buildings summary
Production (4/26)
Unit: 4 Harvest 22
Mining of Resources (5/7)
Unit: 5 Harvest 2
Research (4/120)
Unit: 4 Harvest 8 Research 76
Farming (20/95)
Unit: 20 Harvest 58

Production
2000 ⚙️ 4.12 ⚙️ 4.21 ⚙️ 1.00
⚙️ 2.00 ⚙️ 1.14 ⚙️ 2.00 ⚙️ 3.00
⚙️ 1.00

Discovered
17/8


Research opportunities
⚙️ 1.00

Planet bonuses
Plant: +10%
⚙️ 10.000 ⚙️ +8.0%
⚙️ +10.0%

Shardur
100% of population
Total: 110,000
Available: \$1,500
Interest: 0.0%

NOTE: Moons have no gameplay effect, and cannot be mined for resources.

On the right, there will be listings of that planets production and consumption of resources, as well as how large the deposits of various minerals are on that planet (note a 0.50 deposit of metals does NOT mean that there is only 0.50 metals can be mined and then the planet will run out. It simply means that metals are mined at 50% the rate of a planet with a 1.00 deposit). Below this will be a list of how much research can be conducted on the planet (earthlike planets are the only type with sizeable research capacity), as well as any particular bonuses or penalties a planet forces upon the infrastructure on the planet.

Policy: Agricultural 

Above the resource panel will be an option to set the policy of the planet. Unless set to micromanagement, the planet will build its own buildings (never ships or troops) based on the options you set. If a planet is left on a specific setting for many decades, the planet will eventually become very powerful in that field (providing the planet itself is of some acceptable standard).

On the left is the build queue, showing what is currently being built on (or in some cases above) the planet. If you have a governing policy in place, you will be able to see what your planet's governor has chosen to build, which will be in line with your policy. It is possible to overrule this at any time by ordering anything to be built in place of what is currently being worked on. The governor's (or your previous) choice will be pushed down, or can be cancelled forever.

Build queue:

	Research Center Time: 2 years 1 mo Resources required: 200
	Strike Corvette x 2 Time: 16 years 9 mo Resources required: 175 29.1 1178 223 379 686 40.6
	Farm Time: 17 years 1 mo



At the bottom-centre screen there will be images of all the different buildings that are currently on your planet. Any coloured squares with a label indicate there are currently no buildings of that type on the planet. Above this will also be images showing what ground forces (if any) are present on the planet.



Sharatar
(100.0% of population)

Total: 112,878
Available: 55,878
Unrest: 0.0%

To the right will be an indicator of how much population calls the planet home, including the percentage of each race there. Available populations are extra people that still consume food but aren't currently working in any buildings. If unrest ever goes

above 0.0%, the planet will slowly stop being productive as violent uprisings begin taking place on the surface. To combat the unrest, it will be a good idea to build a bunch of police units to impose law on the people.

7.2. BUILDING OPTIONS

Each planet is only able to fit a limited amount of buildings on its surface, and so if you want to build more farms, you will need to knock down some laboratories. To see how much space you have on the planet, look at the 'Building Summary' that appears below the build queue. This breaks down your building options into Production, Mining, Research and Farming categories, each allowed a certain amount of space on the planet. This is shown with long coloured bars. Any buildings currently on the planet will be represented as green, empty spaces as yellow and 'blocked' spaces as red.

Buildings summary:

Production (2/36)

Built: 2 Available: 2 Blocked: 32

Mining of Resources (4/7)

Built: 4 Available: 2 Blocked: 1

Research (4+1/30)

Built: 4 Available: 11 Blocked: 14

Farming (28+1/85)

Built: 28 Available: 19 Blocked: 37

Blocked regions appear when you have buildings of another category on the planet – it is assumed that one of those buildings is taking up the space of another type's slots. If you only build one type of building on the planet, you will be able to fill out its bar with green, otherwise some space of each category won't be available.

To build a new building, either click on the coloured square in the middle (for instance if you want to build a research building, click on the square with 'Research'), or select the button that resembles a couple of skyscrapers. A menu will appear listing the various options. By clicking on one of the choices, you will be able to access some extra information, such as how many resources it will require, how long it will take to build, and its description (via the 'Description' button). To build it, move the slider so that it says the amount you want to build, and then press the build button.



More aggressive rulers will find more uses for the 'Build ground unit' and 'Build ship' buttons. These work the exact same way as the build building button, only they don't need to use up any building slots. The speed of production for ground and ship units is quicker if you have more factories on the planet.

There are six types of ground units that can be built:

- ▮ **Police:** Weaker ground unit suitable for lowering unrest on an unruly planet, but not suitable for offensive warfare.
- ▮ **Marines:** Average unit suitable for any task. Less skilled at restoring order, but it still does a respectable job here.

- | **Tanks:** Strong offensive unit. Cannot be used on oceanic planets.
- | **Ground Attack Aircraft:** Strong vs. Marines, but weak vs. Fighters.
- | **Fighters:** Strong vs. Other aircraft, but weak against ground forces.
- | **Military boats:** the equivalent of a tank for oceanic planets.

NOTE: Ground units can only be moved from a planet by using a ship that has space in a module for ground units.

Ships are built in the same way. The available options will be all of your various designs that have been made in the ship designer.

7.3. USES OF PLANET TYPES

Most planets in the galaxy are suitable for a small amount of any task you decide to give them, and all planets are suitable for a refuel stop once you have the technology to colonise them. Some planet types in particular are very helpful if you set them up to do a specific task, but will fail when they are told to do another task. Using planet policies right from their day of colonisation will leave you a very powerful planet in that category after around half a century.



Earthlike planets are no doubt the best type of planet to colonise, and can be made to do a variety of tasks. However, trying to make them powerful in every category will leave them only average in anything. It is much better to either set one to the 'Innovation' policy, in which case they will be filled with research labs and will accelerate your scientific discoveries tremendously. Alternatively they should be set to the 'Industrialization' policy, which will cause them to become a production powerhouse. In either case, they will be very useful in that field, and should be protected well.



Oceanic planets are also fairly easy to colonise, and are probably the second best planet to use. They show their true worth if set to the 'Agricultural' policy, as they can build large amounts of farms and will be able to support a number of planets worth of people.



Super-Earths, despite their name, are not giant Earthlike planets, but irradiated wastes that cannot be colonised without advanced technology. Uniquely however, they can build a specialised research base that can study some very usual happenings on that planet. They also hold large deposits of reidium, and are well suited to mineral extraction.



Any other planets that contain minerals are worth colonising later in the game, as the minerals can then be used by your other planets. They are not really suitable for any research or farming tasks, and only make mediocre production bases. Planets that don't contain minerals or other useful aspects can be considered 'waste planets' (Frozen ones in particular), and are only worth colonising if you need a refuelling stop for your shorter range ships between two important systems.

8. RESEARCH AND TECHNOLOGY

8.1. RESEARCH SCREEN

The very act of building the first space colony ship for your race is no doubt a great technological advancement in itself. But your race won't be powerful for long if it rests on its laurels. Because you will want to develop new technology, you will need to press the Research Screen button.

Applied sciences

- Biological Alloys
- Complex Design
- Nano-technology
- Thermonuclear Synthesis

Automation

- Xenobiology
- Island of Stability
- Sub-atomic Particles
- Plasma Alloying
- Antimatter
- Field Theory
- Super Conductors
- Subspace
- Eco-geology
- Fast Computers
- Plasma
- Force Fields
- Bacteria Engineering
- Antigravitation

biology, 12.5% to chemistry etc.), and 50% goes to the applied sciences, which are also divided equally (so if 10 applied sciences are unlocked, then each receives 5%). Unlike the fundamental sciences, the applied ones cannot be divided unequally, but you can disable any number of them by clicking the box next to them, which will receive 0%.

If you click on an applied science, a box will appear in the corner explaining what that science is and what it can lead to.

It is possible to change the order in which technologies are displayed on the right. To do this, press the gear button, and then select whatever option you like. You can also directly search for a science or technology by pressing the Find button

NOTE: ETA means 'Estimated Time of Arrival', or when you will get the technology.

8.2. RESEARCH AND SUPER-EARTHS



Discoveries are derived from the input of two types of 'discovery points': Science and Research. For the whole early game, and even until quite late, only Science will be used, and will be the only one needed for anything.

Research however, is a lot harder to come by, but is only needed for specific things. Namely, any tech that needs any knowledge of 'Force Fields', 'Anti Gravitation' or 'Bacteria Engineering'. All of these fields are unlikely to be unlocked before 2500 AD.

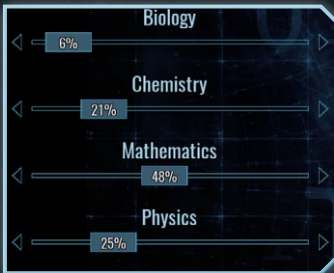


Research cannot be developed on just any old planet, or even on Earthlike planets (which normally excel at Scientific discoveries). Instead, you will have to find a way

to colonise a Super Earth planet (or any other planet that has a purple atomic symbol), and build a specific Research building that can only be built on such planets. This is essential if you want to develop any shielding technologies.

8.3. GENERATING SCIENCE

Science can be generated on any planet that allows you to build regular research buildings (not the special ones for super-earths however). Primarily this will be earthlike planets, which are best used when they have had the Innovation policy enabled for a long time (or you have micromanaged 20 or more labs onto the planet).



Without colonisation or conquest, the best way to accelerate research is to slow down the amount of effort being put into other fields. For instance, if you want to hurry a technology that requires a lot of Mathematics, it would be a good idea to reduce the amount being forwarded into Biology.

9. WARFARE

9.1. DIPLOMACY AND WAR

War in *Polaris* is a state of diplomacy between two nations that allows them to fight each other (which is not very diplomatic). Civilised people will be inclined to at least go to the diplomacy screen and send an official informing the other party that war has been declared, but some may

Sharatar! We declare WAR!

decide it is better to begin with a sneak attack – either on a ship or by launching an invasion of a planet.

After you are tired of the war (or would like to allow your rivals the chance to live after having been crushed under your superior might), you can offer peace via the diplomatic screen. A variety of options are available, such as demands, a white peace, or surrender of various territory.

9.2. SHIPS

Your main tool of violent negotiation will be your ships, hopefully the ones that have lots of weapons on board. When fighting, these should be grouped into powerful fleets, so that they will go into battle together. Otherwise, they will have to fight it out on a one-to-lots basis, resulting in their quick destruction.

Ships that don't have guns should be kept far out of the firing line, preferably deep in your empire, where they are less likely to come under attack.



Ships with various modules on board can be specialised for certain tasks. For instance, if they have lots of hangars, they can hold large numbers of fighters. Ships with bomb bays can be used for orbital bombardment, those with landing modules can carry ground forces, and those with refuelling modules can become tankers.

Generally the strongest power will be the one with the most ships (or the one who has the capacity to build a lot in a short time) – so don't fill your ships with unnecessary modules. In a combat situation, specialisation of ships is advised: have a tanker made up of lots of fuel tanks and a refueller while your other ships only have small fuel capacities (enough that they won't be stranded though). The best gun platform is the one filled with as many guns as possible, but only the bare minimum of other modules. Leave hangars for carriers, fuel for tankers, landing modules for landing ships.

9.3. FIGHTERS AND SMALL CRAFT



Just as you want to have a lot of large ships, you will also need lots of small ships – in this case Fighters and their more advanced class of Interceptors. To use these in battle, you will need a ship with a hangar, and preferably lots of hangars (or lots of ships). Fighters on their own are relatively weak, but in large swarms they can draw the enemy fire away from your big ships (which take a hundred times longer to build). Although it is rare for fighters to kill a large ship without the help of a corvette or larger, they can soften up the ship so extensively that it is pretty much helpless once your bigger guns get within range.

Fighters can also be captured from your enemies – this occurs when the last enemy ship that had a hangar is destroyed, in which case they will transfer to one of your hangars.

9.4. SPACE COMBAT

When two fleets (belonging to fighting powers) meet in space somewhere, a battle will occur. This will be indicated to you by a message appearing at the top of the screen and the game pausing. When you unpauses, you will be taken to the battle screen.



Attacking ships will be placed randomly somewhere on the right of the screen, while the defending ships will get to choose their formation (so that they have a slight advantage over an equal force). To reposition ships, click on them and then right click their new position.

Throughout the battle (and while it is paused), ships can be ordered to move somewhere by selecting them (left click) and then right clicking their destination. If you right click an enemy ship, your ship will move towards that and attack it when in range.

At the top of the screen will be a bar showing the relative chance of victory for both sides. The longer the bar, the greater the chance of victory. Your side is always green, while your opponent is displayed with red.

Along the bottom, you will be able to give orders to the ships you currently have selected. Only some of these will ever be visible at any one time:

- | **Select all:** Selects all ships, allowing you to issue orders
- | **Select all ships with hangars:** Selects all ships with a hangar module. Usually these will carry fighters.
- | **Select ships without hangars:** Selects every ship that doesn't have a hangar on it. These will usually be your tankers, landing ships and other supporting vessels.
- | **Wait/cancel orders:** Tells the ship to ignore any previous orders (including movement). It will do nothing (except shoot) until you give it new orders.
- | **Act on my own:** Tells the ship to do whatever it thinks is going to give you victory in the battle. This is especially useful in large battles when a lot of ships are taking part.
- | **Group selected:** Puts the ships into a group, which will allow all of them to be selected at the same time when one is clicked on.
- | **Keep formation:** Ships will attempt to stay in the same arrangement.

- | **Retreat:** Orders the ship to escape the battle. This will cause it to start moving towards a random neighbouring star on the main map (and you can't change its order until it gets there).
- | **Allow excessive missile attack:** Allows ships with missile weapons to shoot off more missiles than may be necessary to win the battle. This may cause some to go to waste.
- | **Any options with an arrow above them:** There are more orders that can be shown here.

After the battle, you will be shown a results screen telling you whether or not you won the battle, as well as how much damage each ship involved took.

9.5. ORBITAL BOMBARDMENT

Occasionally you will find an enemy planet that is very strong and built up, but you aren't currently in a position to invade it directly. If you have a ship with a bomb bay, then you have another option: orbital bombardment.



Bombardment destroys a percentage of everything on the planet: ground troops, population, buildings are all destroyed. As a result, blowing up your enemies' industrial planets will set them back immensely in the war. It comes at a cost however – your diplomatic reputation is likely to suffer, and many races will become quite grumpy about it.

To bombard a planet, move a ship with a bomb bay to the enemy star and press the button that will appear saying 'Orbital Bombardment'

9.6. INVADING AND CAPTURING PLANETS

After you have won a battle around a star system (and possibly destroyed some of the defenses with orbital bombardment), you will

want to capture the planet. To do this, you will need a ship with a landing module and some ground forces on it.



To load ground troops, take a ship with an empty (or only partially filled) landing module to a planet that has ground troops stationed on it. Press the board button that will appear on the side to make a menu appear. Once the menu has appeared, you can adjust the sliders to decide how many troops you want to move to the ship (or press the 'MAX' button to put the maximum amount possible). Similarly, you can move troops off the ship by using the sliders that appear next to the planets on the side. Press the '>>' button to confirm the movement.



Once the troops are on board, and the ship is at an enemy star system free of rival ships, the Start Invasion button will appear. Click this and select what planet you want to attempt to take over and the invasion will begin.

If the planet is not defended, the invasion will occur very quickly and the planet will almost immediately fall under your control. Otherwise, the invasion will be ongoing while you focus on other things. If the enemy force is large, you may need to send reinforcements to wipe them out. Ground combat is resolved when one of the side's forces are completely wiped out. Whoever remains will gain control of the planet, and the territory will change to show this.

9.7. ASSIMILATING ALIENS

After you have occupied a rival planet for a long enough period (this can be adjusted when you are customising your race, default is 50 years), the population there will cease being hostile towards you. Until that time however, you will need to have military police on the planet (the amount depends on population) to prevent uprisings. Although this will not be much of an issue on planets with small populations, capturing a former homeworld is likely to upset a lot of aliens.

2439: Population of captured colony completely assimilated: Roch

The Multiculturalism initiative is useful for curbing the effects of this, so large populations can be brought under your control without as much force by implementing this policy, although it will cost some resources.

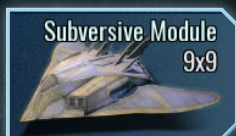
10. ESPIONAGE

10.1. ACTIVE SPYING

Before you attack an enemy power, it may be helpful to know where their best planets are, how strong their fleets are, and even what they are trying to do to your empire. This is where spying comes into the game!

A 'spy' in *Polaris* is simply a freighter (the only class allowed to hold the required modules) that has a subversive module (for 'active' spying) or a scouting module (for 'passive' spying) on it. Other modules, such as camo modules (to keep the ship a secret) very useful as well to successfully spy on your opponent. This section focusses on active spying, which requires a subversive module.

NOTE: Spies still need to have fuel tanks, generators and engines.



Once you have built a spy with a subversive module (remember to design it in the Ship Designer screen), move it to an enemy planet.

NOTE: You do NOT have to be at war with your opponent to spy on them.

You will have noticed (hopefully) that the spy has a limited number of sabotage actions. Each subversive module has 10 'points' that can be spent doing horrible things to your opponents, so if you want to go on a rampage of terror, you will need to have a lot of modules ready to provide the points.

Sabotage: 10 / 10 pt



When at an enemy planet, a couple of unique buttons will appear (similar to how the colonise button appears), allowing you to do different actions to your target. The safest of these is 'illegal refuel' (which has no point cost) – this doesn't do anything bad to your opponent, apart from letting your spy continue being a nuisance.



Other actions can be accessed by pressing the 'Spying' button, which will be near the Illegal refuel button. When this is selected, a tooltip will appear showing you the point cost, how long the action will take, and the probability of success without being caught. The options are as follows:

- 1 **Spy planet:** Look at 'secret' happenings on the planet you are currently orbiting.

- | **Decrease morale:** Increase chance of unrest on planet.
- | **Incite riot:** Increase chance of unrest greatly, possibly leading to a planetary uprising.
- | **Steal technology:** Use your spy to gain a technology from your opponents.
- | **Spy alien ship:** Look in detail at what a ship is made up of.
- | **Spy alien fleet:** Look in detail at the composition of an alien fleet.
- | **Explode ship:** Plant explosives on an enemy ship, causing it to be destroyed. (“No Mr Alien King, it was an engine malfunction...”)
- | **Search for spies:** See if aliens are spying on you.

Some of these actions will use multiple, or even all of your spy’s points. When your points are depleted, take it back to a planet you own to replenish them.

10.2. PASSIVE SPYING

If you don’t want to run the risk of getting caught blowing up some of the opposition’s ships or causing their people to riot, but you still want to find out the inner workings of your opponents, then you will need to start passively spying. Although this is much slower, it is far less dangerous.



To spy passively you will require a ship (freighter) with a Scouting module (and preferably a camo module as well), inside enemy territory (in other words, orbiting one of their stars). As time passes, you will slowly accumulate more information about the rival empire, such as how powerful their fleets are and what their territory looks like.

You can also passively spy on your own empire to find out if rivals are spying on you. To do so, build scanner arrays on your planets or set your spies to search for enemy spies while in your territory.

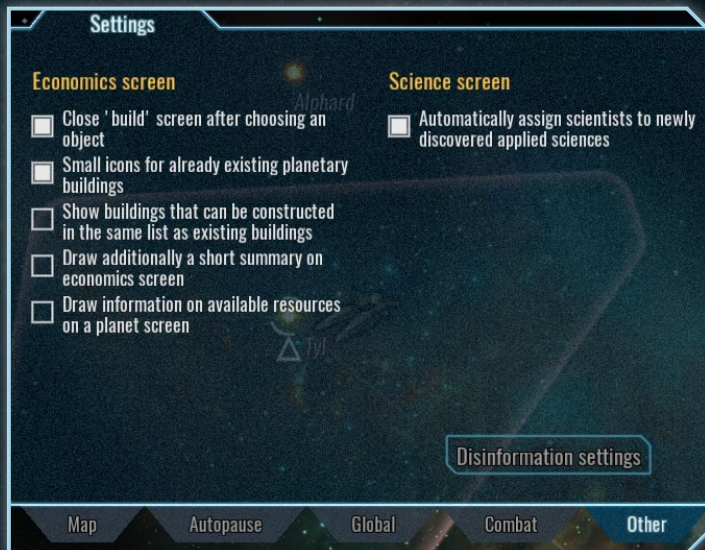
10.3. EFFECTS OF SPYING

The best effect of espionage is that you will find out some things about your neighbours. While your spies collect information, they will also gain experience and will have better chances of success in future spy missions.

Over time, your rivals are likely to figure out that you are spying on them, and will start sending false information to your spies, showing the wrong components on ships or fake buildings on planets. Naturally, you are also able to send false information to your opponents when a spy is discovered in your territory.



False information settings can be found by going to the Settings screen on the main map, then going to 'Other' and pressing 'Disinformation Settings'



If your spy is caught actively sabotaging something, it is at risk of being destroyed by your opponents.

Disinformation settings

Empire-wide settings

Battle fleet power

- Show stronger than actual
- Show actual
- Show weaker than actual

Economy power

- Show stronger than actual
- Show actual
- Show weaker than actual

For Tyl system

Battle fleet power

- Show stronger than actual
- Show actual
- Show weaker than actual
- As the empire-wide setting

Economy power

- Show stronger than actual
- Show actual
- Show weaker than actual
- As the empire-wide setting

11. WINNING THE GAME

11.1. STANDARD VICTORIES

Regardless of what settings you enable, two victory conditions will always be enabled: Extermination and Diplomatic.

Extermination requires you to go to war with every power in the game and wipe them out. This will see you control most (if not all) of the galaxy.

Diplomatic victory requires you to use diplomatic skills to convince every other race to join you, essentially a 'peaceful conquest' of everything.

11.2. DOMINATION

It is also possible to win the game by proving you are vastly superior to every other race inhabiting the galaxy. This is only available if the option 'Allow victory by domination' is enabled when you begin your game.

Regular domination occurs when you have at least 75% EDI (empire development index), and no other race has more than 55%. EDI statistics can be found on the chart screen when it is set to show the EDI.

Science domination occurs when you (or any other race for that matter) has progressed through 95% of the technologies in the game. No other race can have reached more than 50%. As with EDI, it is possible to check this in the chart screen.

If you establish control over a large part of the galaxy right from the beginning, it may be possible for you to win a Early domination victory. This is done if you control 40% of the stars and no other race controls more than 15%. Using the chart screen you will be able to see how many stars you control. Use the table below to work out how many stars you need to control.

Number of Stars in Galaxy	40% of these stars	15% of these stars
50	20	8
100	40	15
200	80	30
360	144	54
500	200	75
700	280	105
900	360	135

11.3. EXTERNAL THREAT

If you have enabled the 'External threat' option when you began your game, it is possible to win by playing towards the end of the game, and then defeating the external threat when it appears.

The external threat is an extremely powerful race that will arrive in the galaxy sometime in the later stages of the game. In order to defeat it, you will need to have a very powerful military!

NOTE: It is still possible to win other types of victory when 'External Threat' is enabled.

12. HOT KEYS

12.1. COMBAT

WASD or arrow keys – scroll map

V – toggle firing arcs

Ctrl down – move map with mouse

Space – pause/unpause

Plus/Minus – Zoom

1..9 – select group 1..9

F1..F10 – select group 1..10

Z – back to hangars

L – complete the current selection

Ctrl+D, Ctrl+X, Backspace – Deselect

Ctrl+A – Select all

T – Force select target

Ctrl+F – Select all fighters

Ctrl+H – Select all torpedo-equipped fighters

E – Force select escort target

G – Force select goto position

Ctrl+G – Select all non-torpedo fighters

Q – give unit under AI control

R – cancel AI control – fully manual control

Ctrl+C – select all capital ships

C – cancel orders and wait

Ctrl+V – Select all capital ships with hangars

Ctrl+B – Select all capital ships without hangars

[– select previous group

] – select next group

M – toggle mini-map

Shift with selection – add to the selection

Ctrl with selection – toggle the selection

12.2. EVENTS AND UNIVERSAL HOTKEYS

J – toggle events monitor
Esc – close events monitor
Enter – react on an the event
Space – pause/unpause
Shift+⁺₊ – speed up time
Shift+⁺₋ – slow down time

12.3. ECONOMICS SCREEN

T – Sort by type
E – Sort by economy policy
A – Sort by name
P – Sort by population
Left – Prev planet in list (planet view)
Right – Next planet in list (planet view)
Up – Prev planet in list (planet list economics view)
Down – Next planet in list (planet list economics view)
Up – Prev item in list (build window)
Down – Next item in list (build window)
Left – one unit less (build window)
Right – one unit More (build window)
Ctrl+Left – ten units less (build window)
Ctrl+Right – ten unit More (build window)
Shift+Left – five units less (build window)
Shift+Right – five unit More (build window)
Enter – Start build (build window)
Shift or Ctrl while building – do not close build window

12.4. DIPLOMACY SCREEN

Enter – select reply
Up – Prev reply variant
Down – Next reply variant

12.5. DESIGNER SCREEN

V – toggle fire arcs

0 – top deck

1..5 – deck 1..5

Shift – auto-place the selected equipment (without click)

WASD or arrows – scroll view

+, – – Zoom

Esc – back to hull selection / back to the galaxy screen

Ctrl+Z – undo

12.6. GALAXY MAP

Ctrl – scroll map

Alt – rotate map

Esc – Main menu

J – toggle events monitor

Enter – react on an the event

Space – pause/unpause

Shift+¹+¹ – speed up time

Shift+¹-¹ – slow down time

M – show options

Ctrl+A – select all ships in a fleet

Ctrl+D – deselect all ships in a fleet

Ctrl+C, Ctrl+X – Copy selected ships (to paste in another fleet)

Ctrl+V – Paste copied ships

V – center on the selected and zoom in

Ctrl+F – move selected ships into a new fleet

Ctrl+S – quick save

0 – default map view

Shift when bombing – drop all bombs

12.7. SCIENCE SCREEN

A – sort by name

P – sort by points left

E – sort by ETA

M – sort by parent

13. CREDITS

SLITHERINE

CHAIRMAN

JD McNeil

DEVELOPMENT DIRECTOR

Iain McNeil

PRODUCER

Bart Schouten, David Sharrock

OPERATIONS DIRECTOR

Erik Rutins

TECHNICAL DIRECTOR

Philip Veale

CREATIVE DIRECTOR

Richard Evans

MARKETING DIRECTOR

Marco A. Minoli

PUBLIC RELATIONS MANAGER

Olivier Georges

COMMUNITY MANAGER

Daniele Meneghini

PRODUCTION DESIGN

Marta Falbo

MANUAL LAYOUT

Myriam Bell

PRODUCTION LEAD

Matthew Davis

PRODUCTION TEAM

Andrew Loveridge, Lucas Young

ADMINISTRATION

Dean Walker, Liz Stoltz

CUSTOMER SUPPORT STAFF

Paulo Costa, Joseph Miller

WEB DEVELOPMENT

Valery Vidershpan, Andrea Nicola, Fernando Turi

GAME DEVELOPMENT

GAME AUTHOR AND CODING

Vladimir Ufnarovsky

GRAPHICS

Maxim Zakharenko, Andrey Krivulya, Jevgenijs Andrejevs, Alexey Chistov, Olga Petrova, Eugene Melnikov (character animation)

MUSIC AND SFX

Rotem Hecht, Dan Bewick

GRAPHICAL LIBRARY

Allegro 5.1 (www.allegro.cc)

PLANET GENERATION ALGORITHM

Christian Hart

IN-GAME TEXTS

Sergey Semenov (Manul), Anna Vesper, Roman Zorin, Jared Firth, Joe Lacey

WEB SITE AND FORUM DEVELOPMENT AND SUPPORT

CrazyTSTer, p0rc0_r0ss0, Veshnyak

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the members of rutracker.org, www.elite-games.ru, www.bay12forums.com, explorminate.net and slitherine.com forums (andrewrocker, Aquilo, ArcticStan, AresLD, Arris, ash0022, BlackFisher, Cassad, CrazyTSTer, Darkreigh, DevildogFF, Enrok, FalconSMG, FireStorm1010, genesis, kellariella, LazySiege, Manfromstars, Maxhem, Mitcure, Nasarog, Nomada_Firefox, OlegSib, p0rc0_r0ss0, Rage, Railkos, rogue_LOVE, Solarwind, StasS, t90c, verd305, Veshnyak, vitya18, waltage, Zaskow, zakblood_slith, Требучетов and others)

MANUAL

Ryan O'Shea



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