



GETTING STARTED



Welcome to Earth Space Colonies! You are now a member of Lenus planetary society.

My name is Sinclair. Nice to meet you!

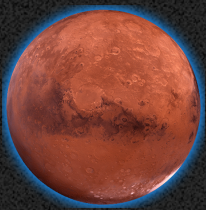


MAIN MENU

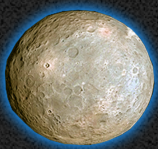


The game has three modes:

Story campaign follows the story of Lenus planetary society in their attempt to colonize the Solar system. You can play three storylines, all at the same time.



Your mission is to build and maintain the first human colony on **Mars**. When colony becomes self-sufficient your goal is to terraform a red wasteland into a green oasis. Terraforming is the process by which Mars's climate and surface will be deliberately changed to make the environment hospitable to humans.



Ceres is a dwarf planet in the asteroid belt between Mars and Jupiter. Ceres will try to become a main base and transport hub for future asteroid mining infrastructure, allowing resources to be transported to Earth, Mars and other colonies in the other Solar System.

However, this will not be easy. Not everyone is happy about an exclusive mining operations and you will have to defend your colony with force.



Ganymede is the largest Jupiter's moon and in the Solar System, too. It is the only moon known to have a magnetosphere, which provides protection against radiation. Ganymede might have a salty ocean of liquid water beneath its icy shell and your mission is to unravel the hidden mystery.

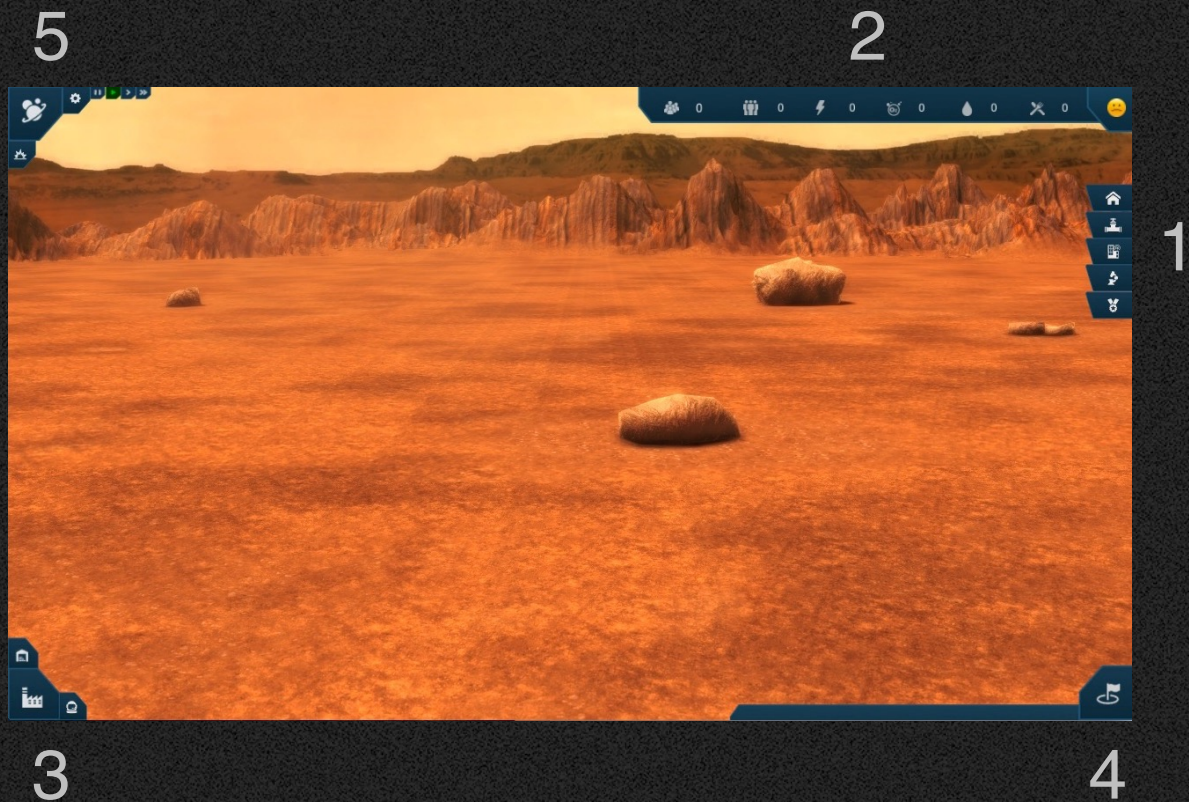
Sandbox mode let's you build the colonies without following the story.



Combat survival mode takes place on Saturn's moon Titan. Deploy turrets to defend your military base on Saturn's moon Titan. Hostile forces will attack in waves and you must survive an enemy invasion.



HOW TO PLAY



Game interface overview


- 1 - Build buttons
- 2 - Available colony resources and population happiness
- 3 - Colony production, storage and specialized units
- 4 - Current mission objectives
- 5 - Change colony, game options and speed controls and disasters



Now let's take a closer look at each section. First about build buttons:

Click here to place a building. There are five different building categories: residential, life support, utility, science and challenges. A popup tooltip will give you a description of each icon. Click on a category icon to expand the menu:



You can click on  icons to view more detailed information about each structure.

Provides with resources

Requires resources

Requires construction materials

Produces construction materials

Inflatable Habitat

A pressurised flexible structure capable of supporting life in an airless environment whose internal volume increases after deployment. It provides a basic living space for a small number of colonists. You can connect multiple habitats to increase total living space.



					
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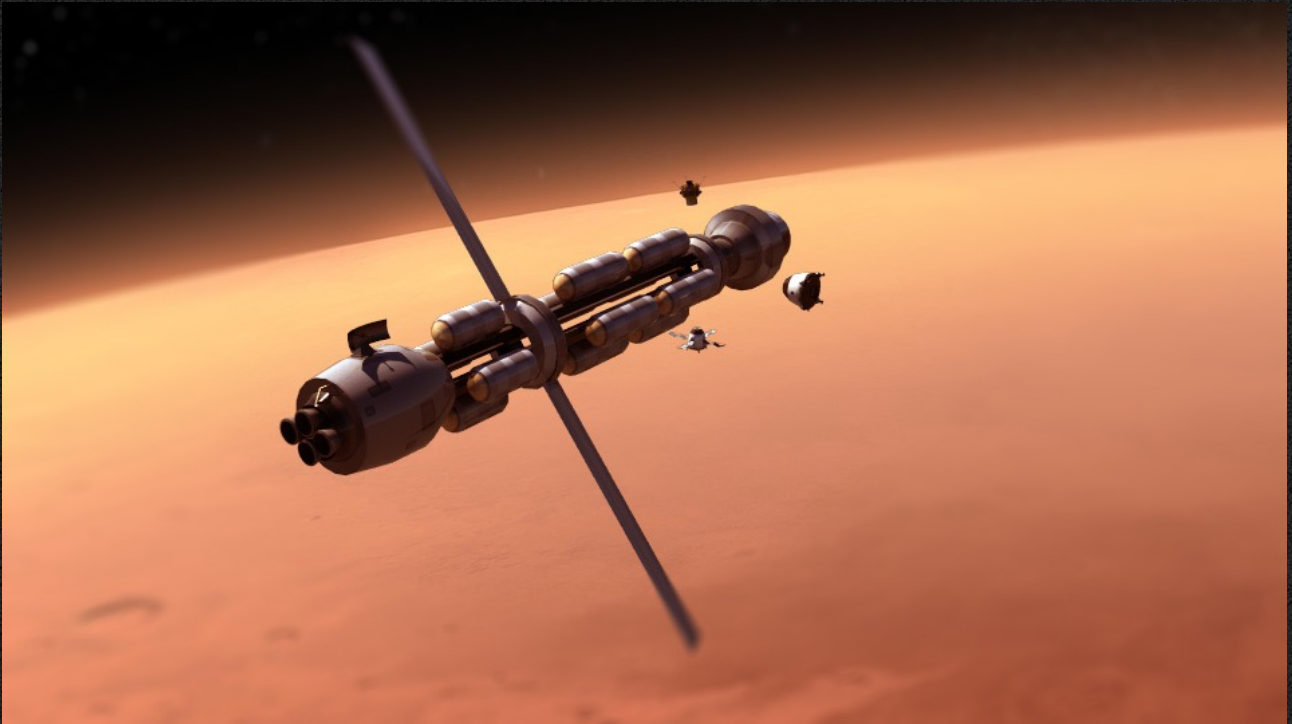




In this example player needs 5 units of oxygen, water and food, respectively. Also this habitat requires 6 units of iron and 3 units of glass to start with construction. When completed it will increase total colony population by 15 residents and with three new construction material types.

Tooltips will display where to find specific material.

A Unity-class colony ship in orbit can deploy various landers to supply your colony with resources.



You can deploy only a limited number of landers so use them carefully.



Number of available landers

If you have enough resources and construction materials then you can place building on the ground.



Buildings does not have to be connected, although you can snap some habitats together. Leaving a gap between buildings will make them more accessible to your astronauts conducting repairs.

Landers will instantly descent from the orbit while other buildings will take some time to complete construction.



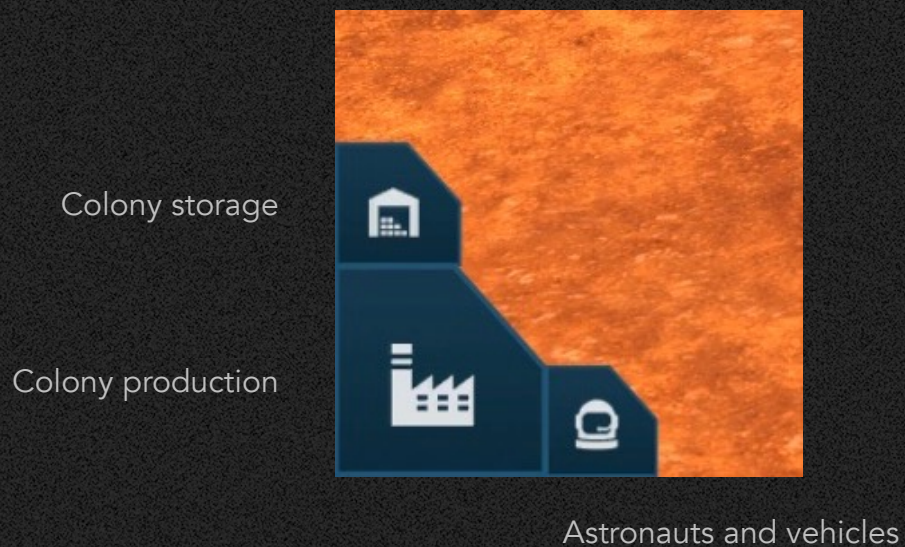
Building under construction

2 - Available colony resources



Each structure can produce or use colony resources. Here you can view all colony resources. Each building may require or provide the colony with population, electricity, oxygen, water and food. Emoticon represents the colony happiness.

3 - Colony production, storage and specialized units





Click on the colony production button to view and build all available construction materials at one place. Set desired item quantity with arrows and production will start. Shift click on arrows will add or remove 10 units. If production stops, make sure that you have enough free storage space.



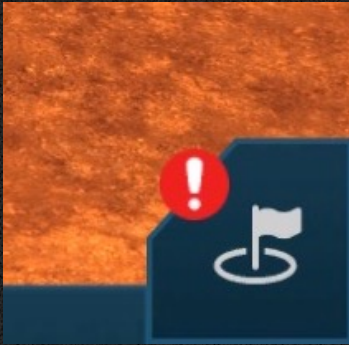
Colony storage will display all items in stock. You can remove items from storage by clicking on the trash bin icon.


Make sure that you always have enough free storage space.

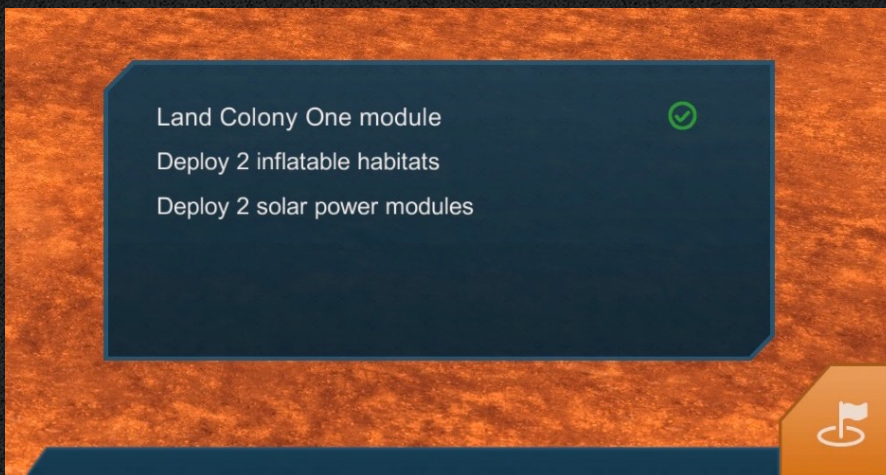


List of astronauts and vehicles: engineers will repair buildings, miners pick up surface ore, scientists will aid research, troopers will defend the colony. Repair drone will repair buildings, rover will aid research, mining vehicle will place mining drones, combat drone will defend the colony and excavator will pick up ore.

4 - Current mission objectives

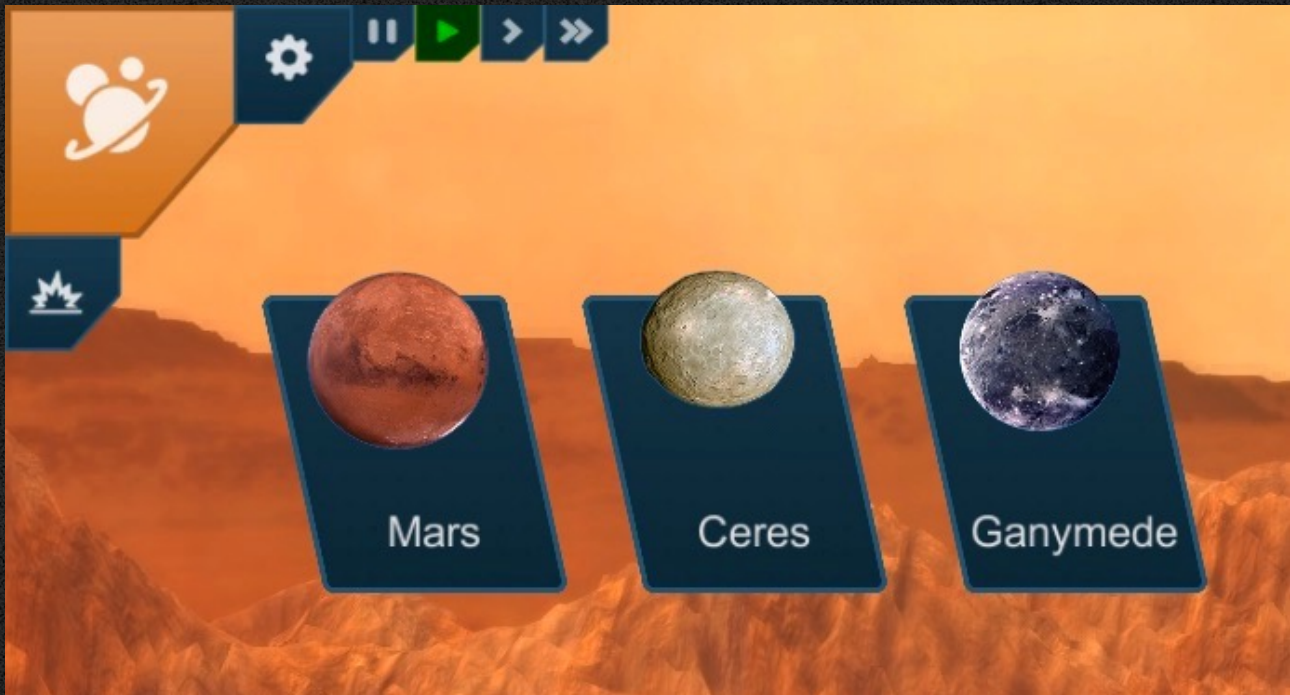


 icon will appear when new objective is available.
Click on the flag icon to show current objectives.



 icon will mark completed objectives.

5 - Change colony, game options and speed controls and disasters



You can change colony at any time by expanding this menu and clicking on the world icon.

Game options icon will open a window with options where you can adjust sound and video preferences, save your progress and quit game.

Disasters button will open a window with disaster icons. Start disasters on your own risk!

SELECTED BUILDING OPTIONS



When building construction is complete you can select the building by clicking on it. Green box around the building will display the selection and menu will appear below. Each building will have a different set of features available depending on a building type.



PRODUCTION

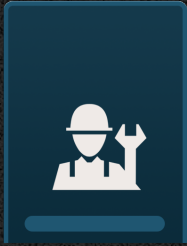


Buildings with this option can produce various construction materials. Click on product icons to add them to production queue. Shift-click to add ten units. Click on the queue icons to remove products from production.

Click on arrows left and right of building's name to switch between buildings of same type.

Producing enough materials is essential for construction of the new buildings and crafting various other items. Just make sure that you have enough free storage space.

Not all production materials are available on all worlds. Trading unique materials between colonies is a must.



TRAINING



To train astronauts click on the astronaut icon. Items that you need to train selected astronaut will appear in slots below. If you have enough necessary items you can specify how many astronauts you want to train with green and red arrows.



Engineers will repair buildings. Train as many engineers as possible to quickly repair more buildings.



Miners will pick up surface ore materials.

Scientists will aid research. You need to have enough scientists to conduct specific research projects.

Troopers will defend the colony.

Not all buildings can train all astronaut types.



CRAFTING

CRAFTING

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2(16)

4(22)

1(38)

1

Use crafting to create complex items. When you click on the item you want to craft, needed materials will appear bellow. Click on green and red arrows to set crafting quantity. Shift-clicking adds ten units.

Some crafting items require specific research projects.



LAUNCHING



Buildings with launch capability will allow you to send items to another colonies. Note that receiving colony must have a landing pad constructed in order to receive items.

Each rocket launch requires one unit of rocket fuel. Similarly a mag-lev launcher requires one battery for each launch. You need to craft both rocket fuel and batteries first.

Click on items you wish to send and they will fill the blank cargo space. Then click on one of destination icons and the launch will commence.

When you go to the receiving colony you will notice a landing craft delivering items to the colony. After a successful landing, items will be added to inventory.



MINING



To mine deeper ore deposits first you must find a suitable, ore rich location. You need to build a mining vehicle in a factory that will automatically place mining probes to mark suitable locations.

Click on a probe to examine survey results. Miners can excavate materials near the surface while you must build a mining facility to reach deeper ore pockets.

Remember to place any mining facility near the probe!

Ore materials are located at a specific depth underneath the surface.

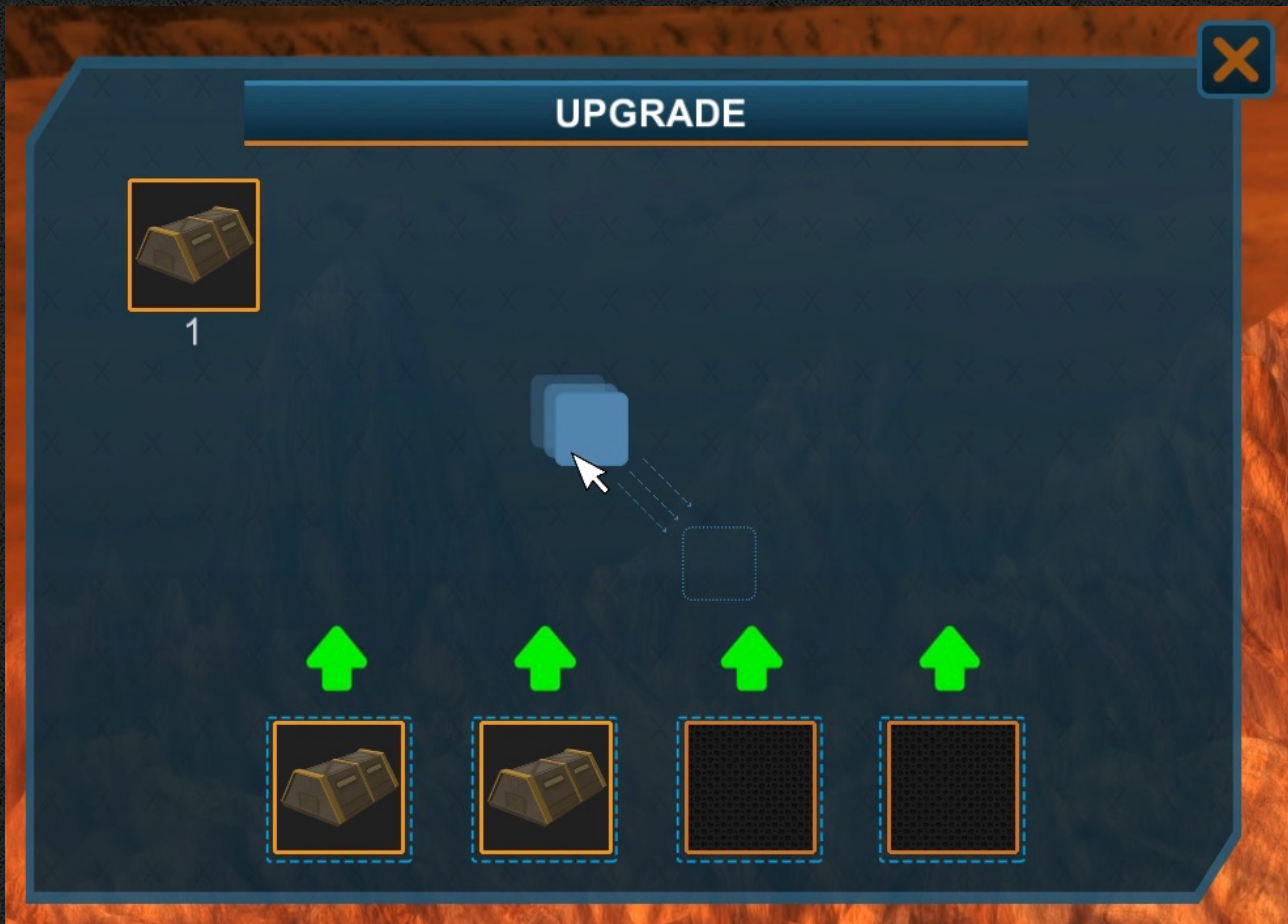
1. Select the material you want to extract
2. Set the desired depth
3. Increase drilling RPM
4. Press ON button to start drilling.

Go easy on RPMs since high speed can increase temperature to the point of causing damage to the facility.

Extracted materials will be added to colony storage.

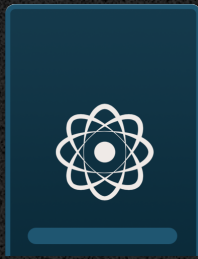


UPGRADING



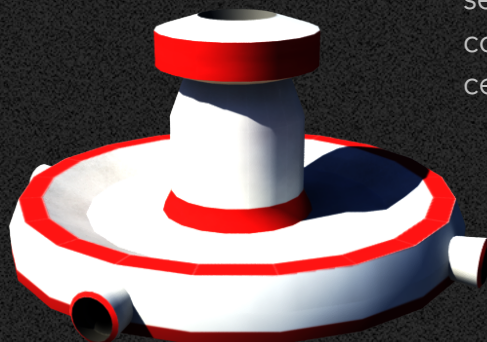
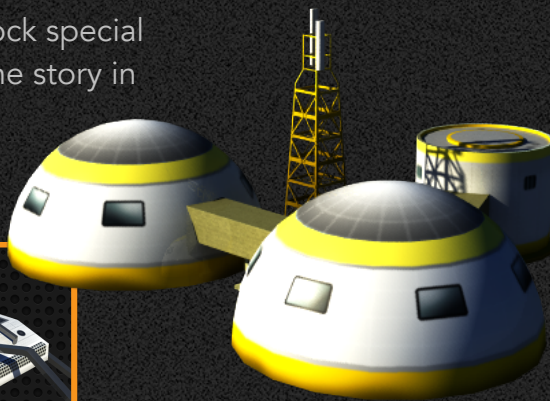
You can craft various building upgrades to improve their capabilities. First, craft the upgrade item and then select the building you wish to upgrade. Click on the Upgrade button. Finally, drag the available upgrade item into the free upgrade slot below. Specific building will remain upgraded as long as the upgrade item is installed.

You can remove the upgrade items by dragging them out of their upgrade slots.



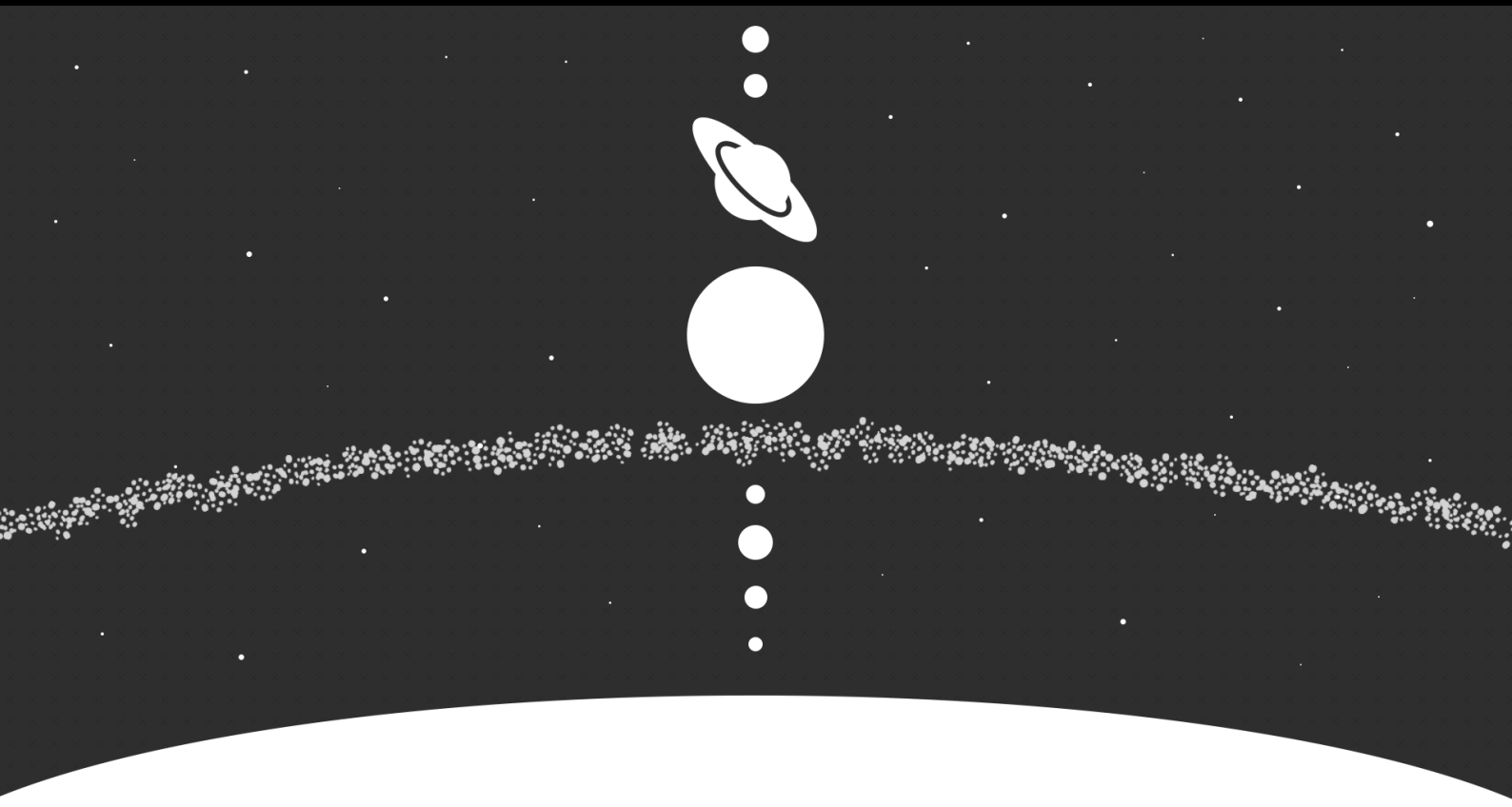
RESEARCHING AND TERRAFORMING

To conduct a specific research you need to have enough available astronaut-scientists and/or science rovers. Conducting research will unlock special crafting items and advance the story in campaign mode.



Terraforming process is also series of science projects conducted in the Terraforming center.





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