

## Differences between Fusion-Mod and Vanilla-RotP.

Again I've been asked what the difference between Fusion-Mod and Vanilla-RotP are.

Usually I reply with the few big ones off the top of my hat. But I want something that is as complete as possible that I can just link them.

And that's what this thread is supposed to be. Of course it'll need to be updated once more features are added.

Race-selection-menu:

- 6 additional optional races:

Neo-Humans, Unas, Jack-Trades, Early-Game, WarDemon, GearHead

Neo-Humans => Rich-80 Homeworld, Ground-ATK -20, Ship Space +40%, Ship HP -33.3%

Unas => Artifact-120 Homeworld, Spying +10%, All Techs in Tech-Tree, POP Prductivity -20%

Jack-Trades => Get a 5%/10% bonus on everything

Early-Game => Ultra Rich-150 Homeworld, -10% Research, -10% POP Growth/Productivity

WarDemon => Ground-ATK +20, Ship-ATK +3, Ship DEF/INIT +2

GearHead => POP +0.25 BC/Turn, Ship/Base Maintenance -50%

- 6 additional empire-colors

- More beautiful human on human-portrait

- An individual instead of a logo on the Kholdan-portrait

- Customize player Race - Menu

This menu allows you to give yourself every ability or disability of any other race, including the optional new ones, in the game and some more that no other faction has

The abilities follow some sort of cost-system and you can also see what the existing races's abilities are as well as reset to any of the existing races abilities. You can also set a minimum- and maximum cost, for example within the range of the other races, and roll for a random-race unique faction roundabout the strength of other factions.

- Ship-set-selection-option independent from the race

Useful if you want to play Nazlok but want to be better able to tell your ships apart

- R-key picks a new random race

- L-key loads the same race you used in your last game

Opponent-selection-menu:

- 6 new AI-options:

Rookie, Roleplay, Fusion, Unfair, Random and Random+

Rookie => Blend of Base- & Modnar-AI with an important bugfix that makes them more dangerous in war

Roleplay => A deviation of the original's Xilmi-AI but with heavy focus on personality- and relationship-driven behavior

Fusion => Evolution of the original's Xilmi-AI, also the default option in the Mod

Unfair => Another Deviation of the original's Xilmi-AI but will try to ally with other AIs and only ever

go for the player

Random => Randomized AI except for Unfair

Random+ => Randomized AI including Unfair

- option to disable/enable the 6 new factions to be rolled by the AI

Galaxy-selection-menu:

- 10 additional Galaxy-Shape options:

Text, Cluster, Swirl Clusters, Grid, Spiral Arms, Maze, Shuriken, Bullseye, Lorenz and Fractal

Each of them come with some customization-options

- difficulty-selector shows the AI-production-modifier

- adjusted difficulty-levels

Easiest 55%, Easier 75%, Easy 90%, Normal 100%, Hard 110%, Harder, 125%, Hardest 145%

- new difficulty-level "Custom" choose an exact percentage between 20% and 500% in the new "MOD Options A"-menu

- Restart-button

Restarts the last game with the same galaxy and opponents but potentially different player-race and different options according to what you configured for that in "MOD Options B"

- R-key randomizes galaxy and faction-settings

- L-key loads the settings of the last game you started

MOD Options A:

Choose an Artifact/Fertile/Rich/Ultra-Rich-Homeworld for you and/or the AI

Choose to start everyone with additional Companion-worlds directly next to your homeworld

Choose to start with a battle-scout

Dynamic-Difficulty

Aforementioned Custom-Difficulty

Starting with 2 additional techs-option

Challenge-Mode where AI starts with extra-stuff

Missile-Size-Modifier to adjust size and cost of missile-weapons, NOTE: The Mod-Default of 66% is a significant buff to missiles compared to Vanilla. Put that back to 100% if you don't want the balance changed

Retreating-restrictions for AI, Player or Both

Amount of turns that someone cannot retreat when retreating-restrictions are enabled

MOD Options B:

Here you have options about the starting-distance to other empires, letting the AI play with randomized Custom-Races and what thresholds to use for that, making sure that certain techs are always or never in your/the AIs/anyone's tech-trees and when random-events start occurring.

You also can define the behavior of the new restart-button

Governor:

The included Governor-Mod and it's extension is a way to optionally automate a lot of the more mundane tasks in the game. By default it is enabled with some relatively minimal settings. You can see two new texts on your colony-management-panel: "Governor Toggle" and "Options".

The Toggle is a quick way to disable the Governor on any given colony.

Note: When the Governor is enabled the Colony will never inform you about anything it has done or finished except when you manually set a Build-Limit on it.

Click the new "Options"-textbox to get into the governor-menu. Here you can:

Disable/Enable whether it should be enabled/disabled when you found new colonies

Let the AI handle the transportation of population to new colonies

Enable/Disable it for all colonies

Whether and where StarGates should be built

Enable/Disable Auto-Scouts, Auto-Colony-Ships and even Auto-Attacking.

Note: For this to work you also need to go to the "Designs"-menu and enable whether the Governor is allowed to control ships of a specific design

You can change the default amount of missile-bases to be built by the governor and also choose to build planetary-shields independently of missile-bases

You can allow the governor to automatically spend reserve on your colonies and set a minimum treasury that should always be kept in reserve when it does that.

Ship Building with Governor enabled is particularly great. It works as follows: The governor will remember whether a colony is a ship-builder or not by keeping 1 pip of planetary-spending-allocations in "Ship" at all time. So when it realizes it needs to terraform, rebuild population after an invasion or refit factories, it does this while keeping that said one pip in ship-production and once it is done with the procedure switch right back into ship-production.

Note: There is no "nuance" in the Governor-ship-building. It will either build ships at maximum capacity or none at all. So if you want to do 50% ships and 50% research on the same colony you have to disable the Governor.

There's two "modes" to the default management-behavior of the governor. These are toggled with the "Develop colonies as quickly as possible"-toggle. By default the Governor will try and take advantage of natural pop-growth. That means once it has enough factories for its current population it will already start doing research or building ships in case it was a ship-builder. However, when population-growth gets too slow it'll finish the remaining missing-population by using the ECO-slider. With the "Develop colonies as quickly as possible"-option enabled, it will always grow pop when it runs into factory-limit.

Autoinfiltrate will make sure that when you meet a new faction, the minimum espionage-spending is allocated to it automatically.

"Let AI handle spies" will check whether you can steal techs and try to do so if possible. If not it will hide in peace-time and sabotage in war. Note: It will always prefer tech-stealing even in war, if possible.

Other changes to colony-management-panel:

- The planet-background is zoomed in more

- you can smart-maximize any given slider by clicking the text to the right of it. Smart-maximize means: It'll always make sure that the Eco is at least clean and then allocate the rest into that slider. So no more annoying locking/unlocking the eco slider anymore, even if you don't use Governor.

Smart-Rally-Points:

Select one of your systems, then right-click on another of your system. All Rally-points previously

going to the selected system will be shifted to that other systems and in addition a rally point from the selected system to the right-clicked system will be created. Right clicking on the selected system can also be used to remove its rally-target.

Space-bar-idle-fleet-cycling:

By hitting the space-bar you will cycle through your idle fleets. Idle fleet is defined as: A fleet that is currently orbiting a neutral or allied planet. Good way to find the slackers at systems you've already bombarded.

Ship-Combat-Prompt:

You now get information about the size of the involved fleets of either size to make a more informed-decision.

There now is a new Button "Smart-Resolve" that works like "Auto-Resolve" but doesn't prevent your ships from retreating anytime before or during combat, if they think they should.

You can once again retreat from the Orion-Guardian right from this popup.

Ship-Combat:

The currently active stack is now highlighted in a different color to avoid accidentally moving the wrong stack when movement preview overlapped too much to recognize who's turn it is.

Your side of ships during Smart-Resolve or Auto-Resolve is now controlled by Fusion-AI's ship-captain-Module. This means resolving combats this way has much less of a chance of producing vastly worse results than you would have gotten if you did them manually.

Ship-Combat-game-mechanic: Ships with higher-initiative that haven't been ordered to fire on their turn will now once again, like in "Master of Orion", shoot at ships with lower initiative entering their shooting-range.

Bombardment-Prompt:

You now get an approximation-preview of how much population hitting the bombard-button is likely to kill.

Design-Screen:

When you select a design that is currently active you now have "Auto Scout", "Auto Attack" and "Auto Colonize" buttons. The latter two only if the design is potentially eligible to do such tasks. These are tied to the corresponding governor-options and you need to enable your designs to be automated by toggling these buttons.

When you select an empty design-slot, one that you just have scrapped the design of or the prototype-slot, you will also have an "Auto"-button.

Depending on what was previously in this slot or what you used the "Copy"-buttons on the side for to copy into this slot the AI will attempt to design something that fills the same role.

The roles can be "Scout", "Colony Ship", "Bomber" and "Hybrid". Hybrid will be chosen if none of the other roles could be identified in the previous design.

Holding the "ctrl"-key pressed while clicking "Clear" will only clear the Weapons and leave the rest untouched.

Starting to fill the weapon-slots from the bottom will leave space for the slots above it when preselecting the Count of the selected weapon.

For example: When you could fit 18 lasers into a design in total and start with Slot 4, it will only use a

Count of 4 to leave 3/4 of the remaining space for the three slots above. This way you can quickly fill weapon-slots with different weapons and keep an roughly equal space-ratio in each slot.

#### Races-Screen:

The Diplomacy-Tab now shows the special ability of the selected race. Note: Currently for Custom/Randomized-races this only shows a hint that it is a customized race.

The Intelligence-Tab now uses a different coloring for techs that are too high level to steal and techs that are within the possibility of being stolen.

The graphs on the status-tab have more space to display more nuance.

#### Colonies-Screen:

A lot of additional hotkeys have been added to make mass-management of colonies easier.

"q" => select all colonies that are not poor, artifact or ultra-poor and that have 100% development.

"ctrl+q" => start ship-production on all colonies you'd select with just "q"

"y" => select all colonies that have fewer population than required to operate all factories

"ctrl+y" => maximize ecology on all colonies that would be selected by just "y"

"w" => smart-maximize industry on all selected colonies

"e" => maximize ecology on all selected colonies

"r" => smart-maximize research on all selected colonies

"s" => smart-maximize ship on all selected colonies

"d" => smart-maximize defense on all selected colonies

Note: Smart-maximize refers to as much as possible while keeping it clean

"g" => toggle governor on all selected colonies

"shift+g" => disable governor on all selected colonies

"ctrl+g" => enable governor on all selected colonies

#### AI:

The vast majority of the time I worked on this mod was actually on the Fusion-AI.

Mentioning every single change would go beyond the scope of this. Let's just say it's just significantly stronger than the Xilmi-AI in vanilla due to a multitude of reasons.

#### Profile-Manager:

I don't really too much about that one. It's what [/u/BrokenRegistry](#) has done. It's what's responsible for storing your game-settings much above the scope of what was done in Remnants.cfg. I mostly just use it for the "L"-hotkey in the game-startup-menu to get the settings of my last game back. There's a ton of things you can edit in these profile-files. Like how exactly the randomization should work.

#### Trade-Route-profitability-growth-rate:

I almost forgot about that other "game-mechanics"-change:

Trade-Route-profitability used to grow based on relationship, which was inherently unfair towards the player, who had no relationship towards others. Now it grows at a normalized base-rate as if relationship is neutral but when one of the races involved has a diplomacy-bonus it grows quicker for both. So this part of Human racial-ability actually does something against an AI that is immune to that otherwise.

Bugfixes:

There's also many bugfixes for things people reported which I have no recollection of.