

The **handy dandy** guide for new players:

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Author: Hanson

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Most important things:

Disclaimer

This Guide will cover the most basic things for you to get acquainted with the basics of the game. It will cover some more advanced stuff but by far not everything. If you have questions about something that isn't covered here, ask people in the official discord or ingame. Most are more than willing to help out new players. The Topics in this guide may be up to date or not depending on if I feel like updating it.

Free Ship:

Whenever you have the time, explore the entire Sol system. You will get a free ship, that will make the grind easier.

TO NOTE:

- **The tiles you can jump to are either filled out grey squares or are transparent octagons** (Shape that isn't a square)
- **The grey squares are the tiles you haven't visited yet.**
- **Once you have visited every tile, you will get a free ship**

The UI and currencies

On the top you will see your three main currencies.

- **Credits**
The Currency you will use to trade with other players. You gain credits by scraping Items looted from npc's, or selling Items you don't need to other Players.
- **Skulls**
Skulls are used to craft most higher level Ships. You gain them via PvP, either in the main game or in the Arena (More on the Arena later on). You can also buy them from other players.
- **Techpoints**
See Following

To the Left you will see your Ship. You can tap on ***Inspect*** to see your Ships stats, skill points and equipment. Your equipment is the most important part. Your ship has a specific number of equipment points hereafter referred to as EP. Most items will use a certain number of EP. You will have to manage your EP carefully. It might be tempting to equip only the best weapons, but you will lack EP for your armour, shields and drones. There is a certain Item that will give you one extra EP to use, called alien tech.

Whenever you enter a fight you will see a ship or more to the right of your screen. These are enemies. To fight them, tap on one of the enemies and tap fight. Your ship will then start engaging them automatically.

If you have more than one ship you can order the second ship to follow the other. Let's say you want **Ship 2** to follow **Ship 1**. To do this **First** tap **Ship 2** **then** tap follow on **Ship 1**. You **will** most likely get confused doing this the first couple of times. Just try it out, you'll get the hang of it. **Ship 2** will, as the command says, follow **Ship 1** around. It will also attack the same target as **Ship 1**. You don't need to order **Ship 2** to attack manually.

At the bottom of your screen you will see six icons. You will most likely not need them the first few Hours you play. By the time you do, you will probably figure it out. They are special abilities you can unlock.

Tech Points:

1. What are they?

Tech Points are a special currency that can be used for a variety of things, some very useful, some not so much. They are primarily gained by unlocking an achievement. This can be something as easy to do as Looting a certain number of things or killing a number of things. Don't worry about doing achievements, as you will unlock them simply by They can also be bought for Credits

2. What are they used for?

Uses include but are not limited to:

- **Quick Jumping**
Used to quickly jump to another part of the Universe
- **Upgrading items (Main use)**
- **Repairing Items**
- **Increasing an Items Rarity**
More on Items to follow
- **Buying ressources at stations(Not recommended)**
- **Buying temporary Upgrades (Not recommended unless you are PvP-ing, and even then barley recommended)**
- **Reseting skill points**
- **Changing the Profile Picture of your Captain**
- **Changing the Name of your Captain**

Skill points:

Both your captain as well as each ship you have will level up with time and with each level will unlock skill points you can distribute. Your captain's skill points will affect every ship you command while your ship's skill points will only affect the specific ship. You will see many

different skills you can upgrade. Personally I recommend upgrading your captain's damage output, reducing incoming damage and evasion skill. As for your ship's skill points, I recommend that you experiment a little. You will not use your starting ship for ever so play around a little.

Corporations:

After having played a while, you will get Invitations to join a corporation. Accept the Invite, it will only be of benefit for you. You will get additional bonuses in the form of "skill points". These skill points however you will not be able to choose, they are leveled by the leaders of the specific corporations. Corporations are part of one of three alliances, whose names I can't remember as of writing, but who cares really. These alliances are made up of a couple of corporations who will fight together against other alliances in the pvp zones of the universe.

Joining a corporation is a great way to interact with the community and will generally help you out greatly.

Arena:

The Arena gives you the opportunity to earn skulls with relatively low risk, as damage to your Items, when killed is limited. There are two arenas:

- Standard
You will fight with other players in a team against another team. There are different numbers of teams in different sessions. The reward for winning is a random rare Item. The penalty for a loss is slight damage to your equipped items
- **Hardcore (Not recommended if new)**
Same as Standard, except for a better reward for winning, but also a bigger penalty. You will lose a random equipped item, should your ship be destroyed. Said Item will then be given to whomever destroyed you. However the reverse is true as well of course.

I recommend you start with the standard arena. Arenas are held every couple of hours.

What ship to get after the starter ship:

As a personal recommendation I would recommend crafting either a Cruiser or a Destroyer. The Frigate is cheaper of course but you get more bang for your buck crafting yourself either of the two. To craft ships you will need basic resources, for a destroyer you will need skulls as well. You can craft a ship at any station. Once you have one of those you can do whatever you want afterwards. Personally I went for Two destroyers before I built my first battleship. But anything is better than the gunboat and shuttle.

Guide for the player Market:

Items are sold directly between players, either via an auction or in a direct Trade. In general you will be able to buy and sell an Item or resource quicker and sometimes buy cheaper if you simply ask for it on the market tab in the chat.

Some shorthands to know:

- Wtb: Where to buy (Player wants to buy an item)
- Wts: Where to sell (Player offers to sell an Item)
- Wtt: Where to trade (Generally means one item will be traded for another)
- 10K: 10.000 Credits

Price references:

General resources: i.e. Gas, Metal, Radioactive, etc; can vary wildly in price. They are something you shouldn't sell until you get yourself an advanced ship like a battleship or Flagship. The prices I have seen from most expensive to least expensive are as follows: Dark matter, Crew, Radioactive, Biological, Gas, Metal. They are mostly sold in Stacks of a hundred to a thousand.

Skulls: They are often sold at auctions for exorbitant prices. As an example **Pile of 10 Skulls** for 13.500 credits at a buyout of 14.500 C. **DO NOT BUY THESE.** You can buy them from players directly for around 750 C/Skull. So 10 Skulls cost around 7500 C, give or take 1000C. Consider a very good Price 650 C/Skull and an expensive price 1000 C/Skull.

Items: Item prices are very hard to gauge. Generally speaking Uncommon Items go for 1K-5K, Rare to ultra rare Items will cost you around 5-25K. Any rarity above that is a wildcard, costs range from 5K to Millions.

To gauge the value of your Item first look at what kind of item it is. Engines, some computers and special Items are rarer and thus more expensive, while Armour, weapons and shields are less so. Next look at the Items rarity. The better the rarity the higher the price. Another thing to look for is the item's quality. The better the better, the worse the worse. The Items Durability does not affect the price much as any item can be repaired for about three techpoints.

Should you find any alien Technology, do not scrap it. It is either valuable to you or other players. Not because it is particularly rare, but because It can give you one extra EP or someone else research progress, so that they can eventually craft it themselves. Uncommon Alien technology goes for about 20-30K while rare can go for 70-90K. Ultra rare is about 120K give or take.

Once you reach Level 15 you will receive a Human Artefact and one for every five levels above that. Human Artefacts are very hard to come by and should not be scrapped. You will not get anything for scrapping it and can use it to craft special human and pirate ships. You can also sell them for quite a lot. I would recommend not selling them. Should you play the

game for long enough you will need a lot of them and you will thank yourself for not selling them.