Transcendence  
Design Notes

Copyright © 2003–2008 by George Moromisato

All Rights Reserved

Design Notes

Aa

# Abbasid Fortress

* Level II or III; Fire.
* May contain Abbasid thanogram.

# Admiral Decker and the *CSC Antarctica*

## Backstory

Three months ago, the Fleet received a coded signal from the Ares (or at least from a faction of the Ares). The signal proposed a truce between the Ares and the Commonwealth.

Admiral Decker gathered his captains at Point Juno and discussed the situation. All concluded that the signal was probably either a fake or a trap—all except Regina Helios, captain of the *CSC Antarctica*.

A month later, Decker planned an operation to attack an Ares commune deep in Ares space. Three carriers were tasked with the assignment: the *CSC Asia*, the *CSC Pacifica,* and the *CSC Antarctica*. On final approach, as the battle fleet prepared to attack, all received an urgent signal from the commune: “Do not attack us! If you destroy the station, you will jeopardize the peace negotiations!”

Arnold Mackay, captain of the *Pacifica* and tactical commander of the operation, ordered the attack to proceed. But Captain Helios disobeyed his direct order and took the *Antarctica* out of formation.

With only two carriers, Captain Mackay was forced to abort the operation and managed to avoid an incoming Ares fleet with only light casualties.

When Admiral Decker found out, he was furious. He felt that Helios’s actions were insubordinate and he took it as a personal betrayal, since he had previously helped her with her career.

Meanwhile, Captain Helios, on the run from the Fleet, was contacted by the Ares again. They proposed a meeting in a distant, uninhabited star system.

The *Antarctica* entered the system and was met by several high-ranking members of the Ares Orthodoxy. They told Helios that they believed that peace was imperative between Ares and Commonwealth, and although they could not yet convince the rest of the orthodoxy, they wanted to convey a message to the Commonwealth High Council.

The *Antarctica* was tasked with taking the message (an encrypted disk) to St. Katharine’s Star.

Admiral Decker, on the other hand, believes more and more that Captain Helios has either joined the Ares or turned rogue. He even suspects that Helios might have been corrupted by Oracus and become one of his incarnations (although he has no proof of the latter). In any case, he believes that the only course of action is to destroy the *Antarctica*.

## CSC Terra

Admiral Decker commands the flagship of the Commonwealth Fleet: *CSC Terra*. The *Terra* can be found in one of the level IX star systems except Dantalion.

The *Terra* has a bridge, flight deck, and dock services (like any other carrier). The flight deck does not give out missions and the dock services work like any other carrier.

If the player is at least a Fleet Commander or if the player has completed the Point Juno mission or if the player has destroyed the *CSC Antarctica*, then she is allowed on the bridge.

On the bridge, the player meets Admiral Conrad Decker. Decker will tell the player about the *Antarctica* and ask the player to undertake a mission to destroy the ship. The player is not allowed to decline this mission.

If the player returns to Admiral Decker before destroying the *Antarctica* then he may tell the player a bit more about Captain Helios (perhaps about his suspicions that she is an incarnation of Oracus).

If the player returns after destroying the *Antarctica* then the admiral will reward the player with keycodes that will unlock the vault from the wreck of the *CSC Europa*.

If the player returns after the *Antarctica* has been destroyed (but not by the player) then the Admiral will reward the player with a random level VIII weapon.

If the player allows the *Antarctica* to escape, then the Admiral will demote the player one rank.

If the player allows the *Antarctica* to escape and destroys one or more of the *Aquila*-class cruisers sent after the *Antarctica* then player will be executed for treason. [Note: Perhaps this should only happen if one or more of the cruisers manages to escape. Also, when the player destroys one of the cruisers, there should be a message telling the player about the treason charge, e.g., “Your treachery will be punished!”]

# Alien Monuments

It would be cool if some alien civilizations had carved entire asteroids into monuments. Perhaps they could be carvings of giant alien heads.

# Antagonists

The game needs consistent and recognizable antagonists. It might be good to have three:

* The Trickster: An annoying antagonist who is easily defeated, but who nevertheless causes much trouble for the player. E.g., Dr. Smith in the original *Lost in Space.* Also, Q on *Next Generation.*
* The Brute: A very powerful antagonist who cannot be defeated through physical strength but who is easy to outwit.
* The Nemesis: The most powerful antagonist of all. He or she matches the player in skill and intelligence. Generally the Nemesis and the player have something in common. In this case, perhaps both are called by Domina.

# Armor Ideas I

* Armor series that is immune to damage below a certain hp value. E.g., armor that is immune to any single hit of 4 hp or less (but damage greater than that is unaffected).

# Armor Ideas II

## Ideas to encourage playing without shields

* More meteorsteel armor: Regenerating meteorsteel. Hybrid meteorsteel that knocks 50% off shield strength. Complete line of meteorsteel (so that you can use it in the higher levels)
* Device that takes a shield slot and auto-repairs armor.
* Device that takes a shield slot and disintegrates all non-energy damage.
* Device that takes a shield slot and doubles armor HP (or increases armor resistance)

## Ideas to make armor more important

* More shield-destroying weapons: do heavy damage to shields but only light (if any) damage to armor
* Armor that increases shield hp (for some class of shields) but decreases regen rate
* Mini-autons that latch on to ship (passing through shields) and pierce armor.
* Make most shields weaker against mass damage and stronger against energy damage. Make armors the reverse (though not as much)

## Ideas to make armor more interesting

* 9. Make armor much harder to damage, but also make it harder to replace. Every ship class needs custom armor--instead of finding or buying armor segments, you need to go to a shipyard and create armor for the ship. Perhaps player gets to choose which metals go into the armor... [BTW: I'm not crazy about this idea, but I'm just throwing it out there.]
* 10. A series of armor types that can repair themselves from raw ore.
* 12. A series of armor types that can be adjusted to resist different kinds of damage (i.e., tune to resist either laser or kinetic damage)
* 13. A series of armor types that are nearly invulnerable except for a single weakness, unknown to the player. E.g., player finds armor and installs it; it is resistant to everything \*except\* howitzers, which pretty much destroy it.
* 14. A series of armor types that can be easily enhanced with found items (e.g., Plasteel Armor Frame: Install it as armor. By default if offers very little protection. The player can [Use] the armor to add a segment of plasteel armor. This adds hit points to the armor. Beyond a certain point, you can't enhance the armor.)
* 15. A series of armor types that "adapt" to any damage type that they encounter. E.g., the first time it gets hit by a laser, it takes 100% damage; the second time, it takes 99% damage, the third time, it takes 98% damage, etc.
* 16. A series of armor types that absorb damage to regenerate. E.g., the armor has 100 hp and regenerates a max of (100 - current) / 10 hp per hit. Imagine that the armor is down to 50 hp and gets hit with 8 points of damage. The max it can regenerate is (100 - 50) / 10 = 5. Thus 5 of the 8 points of damage regenerate the armor (now up to 55) and the remaining 3 points do damage (now down to 52).

Bb

# Biotech Terms

In the early history of genetics, various terms were invented for what is now called a *gene*. Among the names used were: *factor*, *gemmule, plastidule, pangene, biophor, id, and idant.* [From Matt Ridley’s book, *Genone*, p.43]

The game *Bioshock* uses the terms *plasmids* and *gene-tonics* for various genetic enhancements.

5 February 2008. From a post I made to Transcendence Forums.

Cc

# Cargo Ships

|  |  |  |  |
| --- | --- | --- | --- |
| **Ship** | **Cargo Space** | **Max. Speed** | **Notes** |
| Scarab | 15,000 | .06c | Level V Commonwealth superfreighter. |
| Antares V | 10,000 | .06c | Level V Corporate superfreighter. |
| Antares I | 6,000 | .08c | Level I Corporate freighter. |
| Antares II | 6,000 | .12c | Level II Corporate freighter. |
| EI7000 | 2,000 | .12c | Level V Corporate freighter. |
| Orion | 1,000 | .12c | Level IV Corporate freighter/tanker. |
| EI200 | 500 | .16c | Level III Corporate freighter. |
| EI100 | 250 | .12c | Level II Corporate freighter. |
| Empress | 250 | .16c | Level VI Corporate Passenger liner. |

# Characters (Ideas)

* Vanya Moru: Vanya is the henchman of a woman named Iseri. Iseri was called by Domina and was traveling to the Core, but in a battle with Sung Slavers, Iseri stayed behind to give Vanya a chance to escape through a stargate. Vanya never saw her again and has been looking for her ever since, blaming himself for losing her.

# Charon Pirate Ideas I

## Charon Ships

Charon Ships are the mobile command centers of a pirate fleet. Charon ships follow this algorithm when raiding transports:

1. At create time, the Charon ship spawns a number of raiders (Corsairs and Vikings). The Charon ship knows the transport that it is supposed to raid, and the route that the transport will follow. [*OnCreate for the Charon ship creates its raiders. We register a periodic housekeeping event (OnHousekeeping). Charon ship gets OrderRaidTransport event (with aTargetObj) set to the freighter to attack.*]
2. The Charon ship positions itself just outside of LRS range of the route. [*Charon ship computes position where it should wait and gives itself order to go to that point and wait.*]
3. The Charon ship sends out a number of raiders to attack the transport. [*If the transport is in a certain range (and we haven’t already sent a raiding party) send raiders out.*]
4. If the raiders are destroyed, then it sends out more raiders. [*We get OnObjDestroyed events and keep track of how many raiders are active.*]
5. If the transport is destroyed, the Charon ship docks with the transport, takes the cargo, and jumps away. [*In OnObjDestroyed we detect that the transport was destroyed and set our state (to loot). In OnHousekeeping we order ourselves to dock with the wreck. When we detect that we are docked, we loot the goods and head to the nearest stargate.*]
6. If the Charon ship is damaged beyond a certain point, it sends all raiders after the attacker and tries to jump away. [*In OnHousekeeping we keep track of our damage and change state if we pass a certain threshold.*]
7. If the Charon ship runs low on raiders, it summons more raiders. [*In OnHousekeeping we keep track of raiders and summon more as necessary.*]
8. The Charon ship always tries to stay away from all enemy ships.
9. Named ships:
   1. Kronosaurus
   2. Narwhal
   3. Typhon

# Commonwealth Fleet

## General Notes

* The Ares started a new campaign to destroy the Fleet—they have destroyed Point Ceres and the *CSC Europa* recently. They want to trap and destroy the *CSC Terra*.
* Admiral Decker has funded Project Lamplighter, which is creating a new antimatter weapon. He hopes that it will turn the tide in the war.
* Expedition 17, a secret organization formed by the Council of Lords, knows about Gamma Crucis and its impending detonation.
* The Ares probably know about Gamma Crucis. They are willing to negotiate peace with the Commonwealth as long as they keep control over the Outer Realm and the Fleet is destroyed or decommissioned.

The Fleet: Admiral Decker is the reason that the Fleet is still together. He is a tactical genius and has been able to inflict great damage on the Ares despite their superiority. Decker knows that defeat for the Fleet is imminent, but he believes that the success of Project Lamplighter (combined with more resources from St. Katharine’s) will turn the tide of the war.

Unfortunately, the Commonwealth disagrees. The Council of Lords, believes that the war is unwinnable and is sending envoys to the Ares to negotiate a peace. The Council has ordered Admiral Decker to retreat from the Outer Realm.

2 January 2007

## General Mission Notes

The missions of the Commonwealth Fleet should revolve around the following plots:

**The War:** Year by year the Ares Orthodoxy has expanded its control over the Outer Realm, and yet the oblivious citizens of the Commonwealth barely think about the War or the Fleet.

The Fleet is in desperate shape—although they are more or less self-sufficient in ammunition and fuel, they have to scrounge (and loot) for almost everything else. Morale is low, partly because the Commonwealth doesn’t seem to support the Fleet, but mostly because the Fleet is losing.

The only thing that keeps the Fleet together is Admiral Decker. He is a tactical genius and has been able to inflict great damage on the Ares despite their superiority. Nevertheless, there is enough despair that many captains have joined the Rogue forces—essentially going on their own to loot what they can from civilians (both Commonwealth and Ares).

**The Peace:** There are people in both the Commonwealth and the Ares Orthodoxy that want peace. The Ares have secretly proposed a treaty in which they receive control of the Outer Realm and promise not to go into the Ungoverned Territories. The Commonwealth would evacuate all settlements in the Outer Realm and recall the Fleet. The Ares want peace because they believe they are strong enough to dictate terms and because they are more worried about the Iocrym.

**Project Lamplighter:** The Lamplighter Project is a secret weapons development project run by the Fleet to create a powerful antimatter weapon.

**The Antarctica:** Regina Helios, Captain of the *CSC Antarctica*, has left the Fleet because she knows about Gamma Crucis.

**Expedition 17:** Expedition 17 is a High Military operation that is investigating the Iocrym.

## Mission Ideas

### Call-in Strike

Player is assigned to destroy the defenders of an Ares base. Then, when the defenders have been destroyed, player activates a ROM that calls in a missile attack from Aquila-class cruisers.

29 December 2006

## Random Ideas

* The player should meet someone who used to be a captain in the Fleet. Perhaps he/she was disgraced in some way and the player can help him/her to reclaim honor.

30 December 2006.

# Commonwealth Fleet Mission Ideas I

**Hit & Run**

*Level* 2 (Privateer)

*Requirements* Visual display enhancement ROM.

*Description* The player is ordered to hit an enemy target and destroy it. The player will be escorted by 2 *Centurion*-class heavy gunships.

60% of the time, the target is a *Cometfall* missileship escorted by a squadron of *Sandstorms*.

30% of the time, the target is a hidden Rogue station.

10% of the time, the target is a *Scarab*-class superfreighter that is off-course. When the player reaches visual range, the superfreighter will announce itself (turning friendly) and ask the player to escort it back to the CSC.

*Experience* 150 XP

**Defend Station**

*Level* 3 (Master Sergeant)

*Requirements* Visual display enhancement ROM; A Commonwealth station in the system.

*Description* The player must defend a Commonwealth station in the system.

60% of the time, the station will be attacked by lots of *Sandstorms* and *Tundra* gunships.

30% of the time, the station will be attacked by *Cometfall* missileships escorted by *Sandstorms*.

10% of the time, the station will be attacked by an Ares *Deimos*-class destroyer.

*Experience* 250 XP

**Defend Peace Negotiations**

*Level* 4 (Fleet Lieutenant)

*Requirements* Visual display enhancement ROM

*Description* This mission is only assigned once. The player is told that Commonwealth “big wigs” are meeting somewhere in the system. First the player is asked to escort an *Aurochs* transport to a certain point in the system. The Aurochs may be attacked by Rogue *Centurions*.

The *Aurochs* will dock with an Ares *Deimos*-class destroyer at the edge of the system. If the player docks with the *Deimos*, she will see negotiators from the Commonwealth going to talk with Ares leaders.

60% of the time, the conference will be attacked by an *Aquila* cruiser firing missiles from extreme range.

After the conference, the player must escort the *Aurochs* back to the stargate.

*Experience* 500 XP

15 May 2007

# Commonwealth Fortress (Ideas)

* One of the missions in Sung space should be a mission to rescue a specific person from some Sung base (or ship). The person could be in a slave coffin, which makes it easy to transport them back.

# Corporate Collector

A hyperwealthy incorporated individual who has his/her own station and collects various rare items. Perhaps the player can trade with him/her for some things.

# Corporate Hierarchy

## Visual Style

Ships and stations use standard plasteel texture with titanium texture for accents and structural supports.

**Post-processing:**

Adjust Levels

Black-point: 0

Mid-point: 1.00

White-point: 180

Adjust Color Balance (Midtones)

Red: -20

Green: 0

Blue: +20

# Crypto-encounters

It would be very cool if there were some encounters that were so rare that players (who had not encountered it) doubted their existence. For example, perhaps in primordial systems, there is a tiny chance that an asteroid will be populated by a worm creature that attacks the player.

Other ideas related to crypto-encounters:

* The creature should either be powerful enough to destroy the player or should flee quickly. In other words, the encounter should be brief.
* If possible, there should be no trace of the encounter in the code. Perhaps we need the concept of “encrypted” modules.
* It might be cool if the creature moves fast so that most of the animation frames are blurred. Only one out of four frames will be sharp. This will be interesting if/when people take screenshots.

# Cryptids I

* A ghostly vessel or structure of some sort. The structure would be transparent and perhaps moves slowly but constantly through space. It is possible to dock with it, and the player might encounter something or gain something.
* It would be cool if a player could “gate” to a different system within a docking screen. The player could be taken to an alternate universe while in the vessel.
* Another idea: Imagine an area of space that disrupts the SRS so that all you see is static (it would be like a nebula but look like static). Once the player enters the area, she can see what is inside—but by then, of course, it’s too late.

16 March 2008

Dd

# Dark Stars

Dark Stars are ancient stars composed of dark matter. What might a Dark Star solar system be like?

4 December 2007

# Death Drug Laboratory

* Level V
* Medical items as treasure.

# Diablo

Ideas from Blizzard’s *Diablo*:

## Quests

* King Leoric: The town’s King was cursed and now he is an undead skeleton who commands an army of skeletons and has a massive sword. The player encounters him in level 3 and when he kills him, the King gives the player his Undead Crown (which is a magic item).
* Poisoned Water Supply: The town’s fountain is fouled by all the monsters living underground. The player must kill all monsters. If successful, the player is rewarded with a Ring of Truth (a magic item).
* The Butcher: There is a demon called The Butcher. If the player kills him, he gets his axe (The Butcher’s Cleaver). Best way to kill the Butcher is via range weapons. The story around him involves an archbishop who led a party of adventurers on some pretext into the dungeon to meet the Butcher.
* Ogden’s Sign: Some demons have stolen Ogden’s sign (for his store). If the player kills the demons and gets the sign back, Ogden will reward the player.
* Gharbad the Weak: The player encounters a demon (Gharbad) in the dungeon. The demon says something like, “Please don’t kill me, I will prove useful to you.” Sometimes when you talk to him, he gives you a weapon. Sometimes, one time, he will produce a weapon and attack you with it.
* Magic Rock: Griswold tells you about a magic rock that fell from the sky. If you retrieve it from the dungeon, he will make a magic ring for you.
* Valor: In the dungeon you will find a “blood stone” If you put the blood stone in a particular place (pedestal) rooms will open up (with more blood stones to put in other pedestals). Eventually, you get to fight a bunch of demons and get the Armor of Valor.
* Chamber of Bone: There is a chamber where you fight a bunch of skeletons. If you kill them all, you can read a book, which contains a new spell for you.
* Halls of the Blind: There is a room where you have to kill a bunch of invisible demons. If you succeed, you get the Optic Amulet.
* Zhar the Mad: A guy who gets mad if you look at his library. He teleports. There is a subtle hint (a faint trail of light) that leads to where he will teleport to next.
* Black Mushroom: You go from place to place bringing back various ingredients to some witch. At the end, she makes a potion for you.
* The Anvil of Fury: The Anvil is somewhere in the dungeon. If you find it and bring it back to Griswold, he makes a cool sword for you.
* The Warrior of Blood: You fight a bunch of demons and get items each time.
* Lachdanan: This guy asks you to bring back some elixir from the next dungeon level. If you do, he rewards you with a magic item (a helmet).
* Archbishop Lazarus: Foreshadowed by earlier quests. To get to the archbishop you need to trigger some portals. You get to fight Lazarus and lots of his henchmen and succubi.
* Diablo: Past Lazarus’s lair there is another portal that takes you to the lair of Diablo. You pull various levers to open doors. The rooms are filled with various demons. Finally, one of the rooms contains Diablo.

## Other Ideas

* Unique monsters that are better (and named) versions of standard monsters.
* Random items. Magic items are the same as normal items except with a random prefix and/or suffix that describe the particular power. E.g., “Crystal Long Sword of Crusaders.”

# Domina Ideas I

In Part II (or maybe III) as the player gets closer to the Core, Domina has more and more control. If the player takes too long to proceed to the next system, she is compelled by Domina to pass through the stargate to the next system.

Perhaps there are ways to overcome the compulsion (such as a gem).

We allocate a certain amount of real time for each system. If the player is not at or beyond the appropriate system at a given time, she is compelled to travel forward until she reaches the proper system.

Another possibility: Beyond a certain time, the player cannot travel to previous systems—when the player tries to enter a gate, she might get a message such as, “Thinking of Domina you feel compelled to journey forward, not backwards”

# Domina Ideas II

* Items that increase relationship points gained by donation.
* Temples of Oracus? Place where Oracus has particular power. If the player destroys them, she gains relationship.
* Domina and Oracus use crystals forged in the heart of collapsed stars to communicate and influence sentient beings.
* The Sisters treasure various items and relics:
  + Eye of the Martyr: A prayer stone that once belonged to St. Katharine.
  + Fragment of the *Endeavor*: A fragment of St. Eugenia’s ship. [There are many of these, some authentic, some not.]
  + Prayer Stones: These are psionic gems used for contemplation. Every Sanctum has a large prayer stone at its center.
  + Sarcophagus of Piety: Very few of these psionic chambers exist. They are used for personal contemplation.
* Psionic materials:
  + Crystalline dwarf core: large, psionic, spherical mass of degenerate matter from the heart of a white dwarf.
  + Crystalline neutronium?
  + Soulstone?
  + Hierolith (sphere, monument, mass): Psionic stone from ancient black holes. These will be more common in Part II.
* If the player has a prayer stone, she gains extra relationship points when donating. A prayer stone is required for resurrection to work (and it only works if the player has >1000 relationship points).
* Missions:
  + Recover Fragment of the Endeavor from:
    - Black Market
    - Sung Slavers
    - Commonwealth museum[?]
    - Wreck
  + Meet with a defector who believes that some piece of Domina lore is false
  + Liberate the Tomb of the 7th Matriarch from Penitents (or Incarnation of Oracus)
* Catacombs of Domina are temples where the Sisters keep the cerebral patterns of the dead (both Sisters and lay members).
* Domina Monastery is a larger Sisters of Domina station. Monasteries have catacombs where the player can interact with the dead.
* Vajra cannon

22 February 2008

# Domina Ideas III

Domina and Oracus have servants that carry out their will:

* **Simulacra:** A simulacrum is an artificial baryonic creation made by incarnations and controlled (at least partially) by Oracus or Domina.
* **Incarnations:** These are sentient beings that are mostly influenced by Oracus (or Domina). They vary in power, but because they are rooted in the baryonic world, their powers are limited.
* **Rajas:** Rajas are powerful dark matter entities that directly serve Domina and Oracus. Incarnations that gain dark matter powers become Rajas.
* **Hierodules:** These entities were created by Oracus and Domina over a billion years ago when their powers were greater.

There are different kinds of simulacra:

**Simulacrum of the Defender:** The weakest of the simulacra of Domina. The player must be level 3 (Adept) to invoke.

**Simulacrum of the Crusader:** A medium-power construct of Domina. The player must be level 4 (Curate) to invoke.

**Simulacrum of the Avenger:** A powerful simulacrum created by Domina. The player must be level 5 (Canon) to invoke.

**Simulacrum of the Conqueror:** A weak simulacrum controlled by Oracus.

**Simulacrum of the Subjugator:** A medium-power simulacrum created by Oracus.

**Simulacrum of the Exterminator:** A powerful simulacrum created by Oracus.

24 February 2008

# Domina Ideas IV

Ideas for powers:

* Circle of Wrath: An energy field expands around the player and does dark matter damage to any enemy within range.
* Ingenuity: Player can enhance a weapon, armor or shield.
* Time Stop: Time stops for everyone except the player—same as a gem of contrition. Consumes a hierolith crystal when invoked. [Or perhaps there is some other cost, such as a delay in recharging power points.]
* Path Home: The player can jump to any station of Domina that she knows about.
* Sight of Home: The player learns the location of all Domina stations in the system. [Thanks to Betelgeuse]
* Prescience: The game is checkpointed and the player can explore for 60 seconds (real time). After that time (or if the player dies) the game is automatically restored at the checkpoint. [Thanks to OddBob]
* Cloud Sight: All stations inside nebula in the system become known to the player. [Thanks to Betelgeuse]
* Shatter: All enemy ships below a certain level are disintegrated (unless immune to disintegration).
* Intuition: Extra damage to enemies.
* Locate: Choose an item type; power reveals the location of that item. If the item does not exist in the system, there is a chance that invoking the power creates a situation in which the player must fight some enemy to gain the item.
* Invisibility: Player ship is cloaked for some period of time.

Ideas for missions:

* An alien artifact or a relic are defended by a powerful Simulacrum.

4 March 2008

# Dragon Slaver

I haven't thought deeply about the Dragon slaver (and it may never happen). A few ideas:

1. Obviously it needs to use a Qianlong archcannon

2. It probably should have one or more cyberattacks. One possibility is for it to have a scramble-type attack (ship is paralyzed, as if hit by EMP cannon)

3. It needs to be very hard to kill.

4. It should probably be pretty fast, almost as fast as a wind slaver, and it should retreat when its shields drop.

Should it be a capital ship or a mid-sized heavy gunship? I don't know.

20 May 2006: From a posting to Transcendence Forums.

# Dwarg Raiders

* Level V, envWater
* Hidden stations (high stealth?)
* Single master ship commands a pack of zoanthrope fighters.
* When master is killed, pack disperses, possibly attacks others.
* Uses heavy blast weapons; resistance to particle damage.
* Wolf/pagan/lycanthrope flavor.
* Use radiation?
* Special armor as treasure (stealth? resistance?)
* Perhaps there can be different tribes.

Ee

# Echtolian Parasites

* Level X
* Nest is in the hull of a dead starship.

# EMP Trap

* An EMP trap that disables passing ships and then destroys them.

# Energy Ram

A cool device might be a weapon that creates a plasma field in front of the ship. The ship can ram others to do damage. The cool thing would be to render the plasma field as a particle system (or mesh) so that the field tends to conform to the contours of the ship and to react as the ship moves.

# Eridani Ideas I

Eridani should not be boring. Originally I thought that Eridani should be like Nethack’s level 1: a simple level with not a lot going on to give the player a chance to learn the basic mechanics. Now I think that it need to be much more interesting.

Eridani should be the thing that hooks beginning players and that convinces them that the game has lots of depth. Eridani should be like a movie trailer.

A couple of ideas that might help:

* More station traffic and more things that happen without player intervention. These will make the game feel alive.
* More “missions,” many unique to Eridani. But the missions have to be randomized enough that players don’t get bored.
* Missions that foreshadow events further in the game, perhaps stuff that hints of Slavers and the Ares and the Fleet.
* Mysteries in Eridani that are solved in later systems.

16 March 2008

# Eridani Ideas II

The Eridani system has the following areas:

**Dante II:** The inner planet is a barren, rocky world. The stargate to the next system orbits the planet, and the area is more or less controlled by the Commonwealth. There might be mining stations or energy producing stations here.

**Hagaron:** This is a desert planet.

**Raphael:** This is a rocky world, battered by asteroid impacts. A thin ring of asteroids coexists with Raphael. Some are hideouts for pirates and outlaws.

**St. John’s World:** The largest planet in the system is a gas giant with its own system of moons. Two inner moons, Morgana and Mordred, are mineral rich and have mining colonies around them.

The third moon, Uther, is medium-sized world with abundant ice. There are a few ice farms and mining colonies around this moon.

The Starton Eridani metropolis orbits St. John in the same orbit as Uther but exactly 180 degrees out of phase (at L3).

The outer reaches of the St. John’s system is populated by small rocky and icy asteroids; this field often hides outlaws and other entities.

The St. John orbit also has a large population of Trojan asteroids.

**Voerms:** The outermost planet is a methane giant with a small retinue of minor asteroids and moons.

The Eridani system always has the following encounters:

* The player starts near the Sisters of Domina station among the outer asteroids of St. John’s World.
* There is a Noncom settlement among the same asteroids, currently terrorized by warlords.
* Starton Eridani is the primary Commonwealth station in the system.

Some ideas for the Eridani system:

* The Sisters of Domina have a station among the outer asteroids of St. John’s World. The player starts nearby and learns about the Sisters.
* There is a Noncom settlement among the asteroids that has been terrorized lately by warlords using IAVs. The player can destroy the warlords and find a random (useful) weapon.
* If the player docks with the Sisters after the initial introduction and the Noncom warlords are still alive, then the abbess advises the player to kill the warlords.
* If the player docks with the Sisters with an uninstalled device and the player has never visited Starton Eridani, then the sisters tell the player about Starton and how the player might be able to install the device there.
* Settlers: These isolated and independent enclaves reject both the Commonwealth and the Corporate Hierarchy. They will trade and have some small amounts of goods. Their armament is variable, however. If they player attacks them, she takes a chance that they are stronger than they look. Some of these might give the player a mission.
* Helium processing plant: These are industrial stations with large solar collectors and generally situated in the inner part of a system. Some of these stations might give the player a mission.
* The Centauri warlords need to be enhanced so that their ships and stations are more interesting.

# Eridani Ideas III

* Arc Vaughn is a deadly Centauri warlord who has been terrorizing the outer stations. If the player kills him, she gets a reward from the Commonwealth.
* An abandoned fort (from the Ares War) is now:
  + Used by outlaws to manufacture illegal items.
  + Used as a base for warlords
  + A secret military testing facility
  + Home for an eccentric inventor
* Stations in the metropolis:
  + Armor dealer
  + Arms dealer
  + Fuel depot
  + Hotel
* Commonwealth Neighborhood:
  + Artists: buys commodities; sells art
  + Medical: sells meds; buys luxuries
  + University: buys commodities, luxuries. Can sell illegal items with smuggler’s cargo hold.
  + Food processing: sells processed food; buys some resources, fuel.
  + Residential: buys commodities and luxuries.
* Rumors:
  + About the pirate ship Kronosaurus
  + About Battle Arena Maximus
  + About the Charon fortress

8 June 2008

# Eridani Ideas IV

# Exoarcheological Museum

* Level V, friendly, water.
* Player can bring alien artifacts, etc. In exchange, player gets identify services and possibly alien weapons. Player also might get introduction to Expedition 17.

# Exotic Physics I

**Di-positronium:** An exotic molecule consisting of two positronium atoms.

**Hypernuclear atoms:** These are a type of exotic atom in which electrons orbit hypernucleus (a nucleus that includes at least one hyperons).

**Protonium:** An exotic atom consisting of a proton and an antiproton bound together.

**Positronium:** An electron and a positron bound together into an exotic atom. The lifetime of a positronium atom is between 143 and 1,100 nanoseconds (depending on quantum state).

Positronium decays into gamma rays, thus positronium could be a power source for gamma ray lasers.

**Preon:** A preon is a subatomic particle believed to be subcomponents of quarks and leptons.

12 September 2007

Ff

# Four Kingdoms

* Four encounters, each for one of the four primary environments.

Gg

# Gem of Sacrifice

When invoked, all ships in range (including the invoker) become defenseless. Shields drop to 0 and all armor segments are reduced to 1 hit point.

Note: I was thinking of this gem as a reward from Captain Helios to the player (for saving the Antarctica). It should be impossible to find the gem in any other way (at least in Human Space). This might be a good (though risky) way to defeat the Iocrym in the Heretic System.

12 December 2006

Hh

# Helium Processing Plant

This industrial station belongs to the Commonwealth and produces helium3 through an enrichment process. These plants are generally in the inner system (close to a star).

Helium processing plants are mostly automated and less than a hundred people inhabit them. Most are eager to swap stories, etc.

## Possible Missions:

* The plant chief is ill and needs medicine. The chief will die in 5,400-9,000 ticks (4-5 minutes) unless cured. 60% of the time, the chief can be cured with biofactor paste (or better); 30% of the time, she requires hypermycin; 10% of the time, she can be cured with standard medical supplies (or better). If the chief is saved, the player will receive 100 fuel rods.
* Maurice has gone crazy! He is out there in a Borer ship taking pot-shots at the station. If the player can subdue or destroy him, then she will be rewarded.
* There’s a radiation leak in the primary reactor and if it’s not locked down soon, everyone will die.

# Henchmen Ideas

* Perhaps different henchmen should have different capabilities. For example, one type of henchman might be able to detect large ships.

# Heretic System

* It should be more or less impossible to destroy the Iocrym commandship with weapons that the player can find in the normal course of the game.
* The commandship should have an active defense system that destroys missiles fired outside a certain range.
* The commandship should have regeneration.
* The commandship should have an extremely deadly missile weapon, which does not work at close range.
* The commandship has shields and armor that protect it against all weapons of level IX or below.
* Perhaps the commandship missile weapon is a stasis field that freezes the player.
* Perhaps the Heretic Gate is encased in an energy field that cannot be penetrated. The player needs a special weapon to destroy the energy field.
* It might be cool to have the player watch how a small fleet is destroyed by the Iocrym. Perhaps before she finds the appropriate weapon. Perhaps Expedition 17 leads this assault.
* Maybe the stargate can only be repaired by a special engineer auton.

# High Military

The Commonwealth is a federal system in which individual worlds and stations run their own internal affairs. A Commonwealth Parliament decides inter-station affairs including commerce, inter-station disputes, etc. The only exception is military affairs. The Parliament elects 17 people to a Directorate that has ultimate authority over all Commonwealth armed forces (this generally excludes the militia, which are commanded locally).

The Commonwealth Fleet is the most visible example of military power. Another example is Expedition 17. E17 is a high military force tasked with responding to the Iocrym threat. Although everyone is focused on the war with the Ares, the Directorate is much more concerned with the intentions of the Iocrym. E17 has the highest technology available and all human (non-alien) items of tech IX and X are developed for use by E17 (through Taikon corporation).

# Huari

The Huari Empire once ruled the Ungoverned Territories, but the Sung Slavers displaced them. The only thing that saved them from extinction is that they possess a hidden refuge, in an uncharted system, accessible by a Majellen stargate. Unfortunately, the star in that hidden system, is a fading red giant. Their worlds are dying.

One of the most popular Huari legends is of a Christ-like figure who defeats the Sung and rejuvenates the Huari’s failing star.

Whenever the player destroys a Sung station in a system that also has a Huari fortress, we increment a count. If the player destroys more than a certain number of Sung stations, the Huari will become friendly, and allow the player to dock.

Once the player docks, they will explain that she is their messiah and that they want her to help gain technology from the Sung. The Huari will give the player several missions, culminating in one to obtain a Qianlong archcannon from a Dragon slaver.

The player may also be led to the secret refuge. If so, she is told that the legend says that the messiah will journey to the Core and bring back the power to restore the Huari’s sun. The Huari will then tell the player about Gamma Crucis, which seems to be undergoing a process of “restoration.”

13 March 2007

# Huari II

* The Huari are friendly if the player has destroyed five or more Sung fortresses or citadels, *and* the player has not destroyed any Huari fortress.
* When docked with a Huari fortress, player gets the following options:
  + Huari buy resources, lux, etc.
  + Huari sell some minor items
  + Dock Services, including device installation
  + Meeting Hall, where the player gets missions
* In order for the player to become *Solti* (the bringer of the sun) she must complete 3 Huari missions without failing any of them.
* After successful completion of the third mission, the player is told the location of the hidden gate (if in the system) or told to go to the system with the hidden gate. [Perhaps a ROM would help.]
* The Huari refuge is in the Huaramarca system.
* The Huaramarca system has a large Huari temple. If the player goes there, she is tested to see if she is the *Solti*. She is asked to pick from items that used to belong to the *Solti*. She never succeeds.
* At the end of the test, however, a Sung fleet led by a Dragon Slaver approaches. The player must defeat the fleet. If she does, she will be able to loot an intact Qianlong archcannon.

## Missions

* Save Hurin destroyer from attack by Sung
* Attack a convoy carrying Huari slaves
* Destroy a fortress or citadel in the system
* Rescue a Huari priest kept prisoner in a Slave Camp
* Find and return with medicine before it is too late.
* Help repel a Sung attack on the station

9 July 2008

# Human History (From UTF)

The current year is 2419, though I am open to having the Commonwealth using a different starting year. The basic history looks like this:

## 21st Century: The Age of Light and Power

The problems of the 20th century (war, poverty, disease, environmental degradation) are more or less controlled in the 21st century. Technology advances in many dimensions, but particularly in space exploration and exploitation. The first asteroid mining company was founded in 2057. By 2081 there are more than 1,000 people working in space. In 2083, the Earth Industries Conglomerate announce the birth of the first human in space (in one of EI's mining stations).

In 2098, the first mission to the Kuiper Anomaly (out in the Kuiper belt beyond Pluto) reveals it to be an ancient, alien stargate.

## 22nd Century: The Age of Division

With more and more people being born and dying in space, there is more and more demand for genetic modifications to adapt humans to the environment. At the start of the Gene Crisis, Earth governments enforce a ban on germ-line genetic engineering with armed ships. NEO colonist resist the ban and retaliate with economic boycotts and sabotage of Earth installations. A few years later, the two sides reach an agreement: The colonies will enforce a ban on genetic modification but will otherwise be independent of Earth governments. This was the start of the Commonwealth.

But not all colonists are happy. Some of those committed to germ-line engineering start their own colony on Mars. Others travel further still, through the network of alien stargates.

In 2124, a Commonwealth ship reaches St. Katharine's Star System (through the stargate network) and discovers a habitable (but uninhabited) world--the first ever visited by humans. In 2176, the Commonwealth founds Starton Eridani colony.

The Order of the Sisters of Domina is founded early in the century. Ever since humans have moved out into space, there have been people who believe that they are in contact with hyper-intelligences out in space. Domina is one of the most powerful entities that people "communicate" with. There is much controversy over the nature of these alien intelligences, but there is no doubt that they exist.

## 23rd Century: The Age of Apocalypse

The Commonwealth grows and prospers throughout the 23rd century. Meanwhile, the Martian colonists who fled the genetic engineering ban have formed the Syrtis Conclave—a an almost utopian civilization with genetically engineered neo-humans living in on the Martian surface. In 2243, however, guided by what they believe to be a divine intelligence in the Galactic Core, the Syrtis Conclave decides to annihilate Earth.

The war leaves the Solar System in ruins and it is only with the help of the Commonwealth that the Syrtis are defeated. Most of the Martians are left as refugees (Mars is left uninhabitable) and today Syrtis refugees are found in many systems. The Syrtis leadership, however, escaped into deep space and they have formed the Ares Orthodoxy out beyond Jiang's Star. The old Commonwealth Fleet fights them still, but few people in St. Katharine's System (far from the fighting) believe that they are a threat.

## 24th Century: The Age of Emergence

Centuries after the discovery of the Kuiper Stargate, the first alien of the Ancient Races visits Human Space. The Iocrym, in their gigantic ships visit St. Katharine's Star System and begin a long and complicated dialog.

After much effort, humans learn that:

1. The Iocrym had visited the Solar System more than 250 million years ago and when they detected complex, multi-cellular life on Earth, they shut down all the stargates in the region and designated the whole area as a "nature preserve"
2. The Ancient Races want to welcome Humanity as a new member of the Galactic Community and future visits will begin that integration process.
3. There is some confusion about exactly how the stargates in Human Space where activated (they were supposed to be shut down). But now that contact has been made, there is no harm.

The Iocrym leave St. Katharine's System and promise to return.

A few decades later, Humans find that the entire volume of Human Space has been quarantined and that the Iocrym are guarding all stargates leading out into the rest of the Galaxy. The only explanation that the Iocrym will give is that humans have been quarantined until further notice because of an unspecified threat.

11 April 2005: From a posting to Unofficial Transcendence Forums.

# Human History (Early Notes)

## 21st Century: The Age of Light and Power

*In which the problems of the twentieths century are finally resolved.*

No one born in the twentieth century, the century of global war and global warming, could have imagined that the twenty-first would be anything but the tragic final chapter in the history of humanity. How long before our relentless population growth finally succeeded in poisoning, polluting, or otherwise annihilating the environment beyond its capacity for regeneration? Before the end of the century, surely.

And yet, we and the environment survived. Growing incomes and productivity lifted millions out of subsistence poverty in the twenty-first century. Richer, smarter, and more united than ever, humanity tackled every scourge: diplomats and shareholders united to end wars; restricted emissions and active scrubbers re-balanced the carbon cycle; and a free and fair exchange of consumables and info-goods ended famine and illiteracy from Harlem to Pyong Yang. When the population crested at eight billion souls, the Malthusian catastrophe dissipated, like the memory of a ghost story in broad daylight.

Of course, problems remained. Governments and corporations found it difficult to provide all the energy and raw materials that the world demanded. The Earth had little left to give and no one wanted to wrest any more from her—but space still held limitless resources. The conquest of space began out of those needs and proceeded through slow but consistent milestones: the first asteroid mining company was founded in 2057; the first orbital power station came online in 2062; and by 2081 there were more than a thousand men and women living and working in space. So common were these space-firsts that no one was particularly surprised when the Earth Industries Conglomerate announced in 2083 the birth of Celeste Cabrillo, the first human born in space.

The twenty-first century essayist Michael Arenas was 93 years old in the year that Celeste was born and it is possible that he alone captured the significance of the event. He wrote, “Even in the age of digital history the old among us function as sirens, warning of the wrenching chaos unleashed whenever the comfortable present too quickly transforms into the uncertain future.” Indeed, the comfortable present was soon to be only a memory.

## 22nd Century: The Age of Division

*In which human beings cease to be a mono-genomic race.*

Space changed everything. The Earth is a small, fragile world filled with life and life-sustaining environments. Space is an infinitely vast environment of vacuum and hard radiation. The billions who lived on Earth, and who enjoyed the riches brought by the conquest of space, never thought much about the thousands who labored above them. But the men and women of space had constant thoughts of Earth and of the comforts that they had left behind. No one could blame them for doing everything in their power to create their own comfort, safety, and happiness.

The riches of space were vast and, with the profits from the venture, the orbital citizens bought themselves various

## 23rd Century: The Age of apocalypse

*In which Earth fights an interplanetary war with the Syrtis Conclave.*

## 24th Century: The Age of Emergence

*In which humans burst upon an unready galaxy and are quickly quarantined.*

## 25th Century: The Age of Transcendence

*In which the gods take advantage of the situation to fulfill their inscrutable plans.*

Ii

# Ice Asteroid Treasure

Some ice asteroids should have buried treasure of some sort (alien station, etc.)

When blasted with WMD, the station is exposed and the player can dock. Or perhaps an alien death machine is released that attacks the player.

Maybe the asteroids look different from others so that the player knows which ones to hit.

# Item Ideas I

* A weapon that is recharged by slave-coffins.
* A pod launcher that has various useful pods (designed for Wolfen to compensate for the fact that it can’t have a lot of devices.)

# Item Ideas II

* Armor that increase speed, thrust, or maneuverability of ship.
* Failsafe armor. When this armor reaches 0 hp, it activates a force field that defends that segment from further damage (as a shield). The force field drains a lot of power, however.
* Armor that allows you to travel through nebulae without resistance.
* Eschaton archcannon. This is a fearsome thermo weapon, perhaps acquired through some quest. It causes damage to friend and foe alike, including the wielder.

21 April 2007: Based on ideas from D&D Magic Item Compendium

# Item Ideas III

* Some unique items should be available at lower levels and should grow in power as the player progresses. For example, the player might find a unique laser cannon that is equivalent to a turbolaser but that can be upgraded by acquiring a special crystal (only found in later systems).

15 February 2008

# Item Ideas IV

* A device that combines any two single-shot weapons and creates a dual-shot weapon. The device takes up two-slots.
* Disposable missile launcher with tracking missiles (level II launcher).

20 April 2008

Jj

# Jenna Improvements

In general, I really like the suggestions everyone is making—they seem well-balanced and aligned with what I had in mind. I don't have any firm conclusions—some of it we will just have to try.

I want to keep her in a Ronin (as someone said, it is good to distinguish her from Rama).

I think shields are probably the most important enhancement, followed by weapons and then armor.

I like the idea of a level V or VI shield, though I'm not sure if the S500 is best (from a role-playing perspective). I always think of the Yoroi series as being corporate, not militia (but I'm not sure of the militia equivalent other than the R series).

What about a Nephren P25? It's level V, but it is resistant to particle and ion (particle-resistance will help with all the Sung).

Or what about a Mammoth 25MW?

I like the idea of her having dual particle cannons. That makes sense.

It might also make sense to give her better accuracy and/or speed.

p.s.: Burzmali's suggestion of upgrading makes sense—I probably won't get to that yet because I think it will be tricky (for example, I think ships will need to dock with a station to get upgraded—the player won't be able to upgrade them directly).

p.p.s: It might make sense to upgrade Rama's shields also.

13 November 2006: From a posting to Transcendence Forums.

# Jupiter

Jupiter orbits at 43 light-minutes from the sun. It is 143,000 km in diameter and has a mass 318 times that of Earth. Jupiter is more than twice as massive as all the other planets combined.

**Io:** Orbits at 1.4 light-seconds

**Europa:** Orbits at 2.2 light-seconds

**Ganymede:** Orbits at 3.6 light-seconds

**Callisto:** Orbits at 6.3 light-seconds

Kk

# Korolov Ideas I

Some ideas on Korolov missions based on a posting I made to the forums:

1. As you know, Korolov's main challenge is the Charon pirates, who attack their freighters. The Outlaws/Black Market are a secondary enemy--they generally don't attack freighters directly, but they fund the pirates and sell the stolen good. Salvagers and Korolov have an uneasy truce.
2. Korolov Shipping is a part of the Corporate Hierarchy. Although allied with the Commonwealth, they are somewhat independent. The Commonwealth militia looks down on the "freight herders" of the Korolov. [Something that needs to be developed in the game.]
3. There is a belief among the freighter and escort pilots that a traitor among the leaders of Korolov has been selling freighter routes to the Charon pirates.
4. Since Korolov appears early, I'd like to keep the game mechanics of the missions simple. For example, I'd like to avoid wingmen (except maybe as a high-level mission). Remember that we need to design these missions for the novice players (while still keeping them interesting for us).
5. I would prefer to improve the escort missions to make them more exciting, but I'm open to any kind of mission idea.
6. Perhaps the player should be able to choose from a set of missions. Some might be riskier than others, but might pay more. Some might require the player to forfeit money if the freighter is destroyed. [This is just a thought--it might be too complicated for the early levels.]
7. Perhaps there is a chance that, after taking an escort mission, the player is met by a traitor who wants to find out the mission path in exchange for money. Or perhaps it’s just a sting...
8. Different freighters should have different modifications. Some might be faster than others; some might be better armed; etc.
9. Perhaps some freighters break down in mid-voyage and the player needs to repair it with some item. If the player doesn't have the item, she has to go to the nearest station and get it, meanwhile leaving the poor freighter defenseless.

9 September 2007

# Korolov Ideas II

* Allow the player to choose an escort mission. The missions are generated randomly as follows:
  + Missions with more valuable cargo pay more, but will be attacked by more powerful raiding parties.
  + Different kinds of transports (increasing power): EI100, EI500, *Pelican*-class freighter, EI720. Missions with stronger transports will pay less (but have greater chance of having valuable cargo).
  + Convoy missions pay more.
  + Round-trips pay more than one-way to/from stargate.
* The missions available to the player will depend on her level. That is, high-paying missions will not be available at low level.
* Completing a mission earns XP. Losing a mission loses XP. Some high-profile missions count for more XP.
* Destroying a Charon pirate base in a system with a Korolov station earns the player XP.

12 September 2007

# Korolov Ideas III

* Perhaps there is a way for the player to find out who the traitor is. Perhaps, on each mission, the player can gain a clue about the traitor. Maybe by process of elimination or some other deductive technique, the player can discover the traitor. Sort of like the game of Clue.
* Korolov needs the following characters:
  + Korolov Director: The head of the Korolov organization.
  + Assistant Director: There are five assistant directors in the corporation. One is suspected of being a traitor.
  + Rookie freighter pilot: Rookie would rather be an escort pilot; he/she takes too many chances with the freighter.
  + Old Veteran freighter pilot: Old Veteran used to fly Centurions for the Fleet, but he is tired of war and now just needs a good-paying job. He is better and more experienced than any other pilot (although many of the younger pilots think he is washed out).
  + Cocky escort pilot: Cocky is good and brave, but he/she is arrogant.
  + Sadistic escort pilot: Sadistic is just plain mean. He/she always shoots to kill and likes to give freighters a scare.
* Sometimes, the wrecks of pirate ships have a ROM chip that might help figure out who the traitor is.
* After the Charon Fortress is destroyed, there are no more random pirate encounters and no more Korolov missions.
* Perhaps after a certain point the player gets to choose how the escort mission is configured. E.g., player gets to pick the type of transport to use. Better transports cost more.
* Different kinds of escort missions:
  + Escort a mining ship that needs to mine an asteroid.
  + Escort a fast passenger ship.
  + Escort a convoy.
  + Rendezvous with a ship in deep space and escort back.
  + Decoy mission to draw pirates away from real mission.
* Random events during escort:
  + Freighter breaks down in mid-voyage and needs a part for repair.
  + At start of voyage, black market agent asks for freighter route.
  + Freighter is intercepted by Commonwealth customs to check for contraband.
  + Distress signal from another freighter in mid-voyage. Could be real or could be a trap.

29 December 2007

# Korolov Ideas IV

* One of the rewards should be an old class V deflector. The class V was extremely powerful, but made in limited quantities because it was so expensive. Though outclassed by other shields, many people like the class V because it can be easily modified. [Note: Need ROMs and other items that can enhance these kinds of shields.]
* Freighters surrender if they are too damaged. The freighter stops and allows the pirates to board and take the cargo. In exchange, the freighter (and escorts) are allowed to go unharmed. If the player attacks the pirates after the freighter surrenders, the pirates will attempt to destroy the freighter. If the freighter surrenders and returns safely, the player gets 10% payment and no demerits. If the freighter surrenders and is later destroyed (because the player did not honor the surrender) then the player is doubly guilty.
* Different kinds of pirate attacks:
  + Gunships from different directions converge on freighter and attack.
  + Massed force positions itself ahead of freighter path.

31 December 2007

# Korolov Ideas V

Different ways in which missions can vary:

* Freighter being escorted:
  + EI200 freighter: Fast, but weak (+5)
  + Antares I freighter: Slow and weak (+2)
  + EI1000 freighter: Medium speed and strong (+6)
  + Antares II freighter: Medium speed and weak (+3)
  + Orion freighter: Medium speed and medium defenses (+4)
  + Antares V freighter: Slow and strong (+5)
  + Empress liner: Fast and strong (+8)
* Cargo being carried:
  + Pick a random item of criteria: “t –ID; -Illegal; -NotForSale; <5”
  + Compute the price per ton.
  + Items less than 200 credits per ton are bulk items that can be shipped in slow, large freighters. (Antares, Antares II, Antares V).
  + Items between 200 and 1,500 credits per ton are medium-value items that are shipped in medium speed/medium strength ships. (Antares V, Orion, EI200)
  + Items more than 1,500 credits per ton are shipped in fast and/or well-defended ships. (EI1000, Empress).

# Korolov Traitor

1. There are seven assistant directors of the Korolov Shipping Corporation. One of the directors (chosen randomly) is a traitor who is selling route information to the Charon Pirates.
2. The seven directors are:
   1. Assistant Director Ash (Anthony Ash)
   2. Assistant Director Burke (Carter Burke)
   3. Assistant Director Jones (Dick Jones)
   4. Assistant Director Price (Elijah Price)
   5. Assistant Director Reagan (Yvonne Reagan)
   6. Assistant Director Sheppard (Ashley Sheppard)
   7. Assistant Director Valerii (Michael Valerii)
3. After a freighter is destroyed, pirates send a transport to dock with the wreck and pick up the cargo (pirates defend the wreck until the transport shows up).
4. If the pirate transport is destroyed, there is a chance that the player will find a ROM biosoft containing route information. The route information will implicate 4, 5, or 6 of the assistant directors (and thus implicitly exonerate any assistant director who is not named).

31 December 2007

Ll

# Leviathan Cannon

The player may acquire a Leviathan cannon from the Commonwealth Fortress after reaching the rank of Militia Colonel.

The Leviathan cannon is a blast weapon that can destroy a Wind Slaver in a single shot (30 hp blast damage on average).

21 April 2007

# Liar’s Dice

It would be fun to implement a version of *Liar’s Dice* at some station (Captain’s Bar?). In Liar’s Dice, every player secretly and simultaneously rolls a set of dice. Each player then bets on how many dice of a certain value there are. Each subsequent bet must increase the number (or value) or dice until a player calls “liar”. When liar is called, all players must show their dice.

29 December 2007

# Luminous

## Luminous Hunter-Killers

After a certain number of drones (or assemblers) are destroyed, Luminous will begin creating sentinels. These ships will have better weapons and shields. If the player destroys a certain number of sentinels, Luminous will create a Luminous Avatar boss and send it after the player. If the player can destroy it, the Avatar will have an intact Luminous chromatic deflector, which should be better than any other level VIII shield.

21 April 2007

Mm

# Majelen Stargate

* Level V.
* Requires a stargate control rod to activate.
* 50% of these gates go to Elysium; 30% go to another star system; 20% go to Abaddon.

# Microstories I

Microstories are short, randomized missions. Each microstory is generated from a template with randomized elements.

## The Loot

{person} asks the player to help {him} retrieve {unusual-cargo} from a wreck. The player must overcome {obstacle} in order to retrieve {unusual-cargo}. In exchange, {person} will give player {reward}.

{unusual-cargo} is one of the following:

* An illegal item (the {item} in The Illegal Item).
* An item containing a secret (the {item} in The Secret).
* A valuable item
* An heirloom of value only to {person}

{obstacle} is one of the following:

## Other Examples

* A man is looking for his wife, who is going to the Core.
* A woman stumbles on to a wrecked freighter with an unusual cargo.
* A man is accused of collaborating with pirates and wants to prove his innocence.
* A woman searching for her biological mother discovers that she is her mother’s clone.
* Two brothers have a plan for recovering a precious family heirloom deep in pirate territory.
* A man is looking for his son, who has joined a group of anarchists.
* A group of settlers need an escort to their new colony, but they carry an unusual cargo.

# Mining

Mining weapons have a probability of successfully mining:

1 = 4%

2 = 10%

3 = 20%

4 = 34%

5 = 52%

6 = 74%

7 = 100%

This probability is adjusted for different kinds of asteroids:

Stony = 100%

Ice = 50%

Volcanic = 20%

Iron = 10%

At the same time, the chance that a given asteroid will have something worth mining depends on the type:

Stony = 10%

Ice = 5%

Volcanic = 15%

Iron = 20%

24 March 2007

# Mining Colony I

* Mining colonies send out ships to mine surrounding asteroids.
* Meeting Hall: The player can talk with the colony supervisor. Every 7,200 ticks we pick a random result.
  + 60%: The supervisor tells the player some rumor or fact (e.g., talks about illegal miners, about the Commonwealth, or about Charon pirates, etc.
  + 30%: The supervisor asks the player to attack an illegal miner on some asteroid. The illegal miner will fight back 50% of the time (otherwise it will run off). When the player returns, the supervisor rewards the player with either money or some valuable item.
  + 10%: The supervisor tells the player about an asteroid with a particularly valuable mineral. If the player mines it and returns it, the supervisor will reward the player.
* Special mining cargo hold that is required to pick up ore that has been mined (without it, yield from ore is lower).

# Mining Colony II

* One of the most common stories among miners is about Johann Amundsen, a miner who explored many of the systems of the New Beyond in the early 2200s. In his expeditions, Amundsen set up various camps, filled with supplies, ready for him to use if necessary. Most of these camps have been found (and their contents sent to museums throughout Human Space). But a few still remain to be discovered; and many of those are guarded by Amundsen’s autons. The player might be able to find one of these camps; if she can get past the autons, she might discover some of Amundsen’s secrets.
* One of Amundsen’s camps contains a log describing the location of a crystalline asteroid. If the player proceeds to the crystalline asteroid, she will find another camp containing a random treasure (of crystalline nature).

31 May 2008

# Mission Ideas

These are some ideas for missions by Cardinal at the forums:

* Korolov mission: A mission to destroy a (second) Pirate fortress. The mission is to drop a barrel of high-explosives (or radioactives) near the fortress and hit it from a safe distance.  
  <http://neurohack.com/transcendence/forums/viewtopic.php?t=876>
* Black Market mission: The Commonwealth has developed a new auton that can scan inside of Smuggler’s cargo holds. A freighter is carrying an experimental version of the new auton across the system. Your mission is to intercept the freighter and loot the new auton. When the player attacks the freighter, however, the freighter responds by sending out various random autons after the player.  
  <http://neurohack.com/transcendence/forums/viewtopic.php?t=893>
* Black Market mission: The player has to drop a special container next to a Salvager. When the Salvager picks up the container, commandos hidden inside attack and take over the Salvager. The player must now escort the Salvager back to the Black Market station.  
  <http://neurohack.com/transcendence/forums/viewtopic.php?t=886>
* Black Market mission: An infamous but charming ex-criminal has retired to an Outlaw Haven. 3 bounty hunters have tracked him down. Your mission is to decoy the bounty hunters while the criminal (“The Stainless Steel Gerbil”) can escape. [The player cannot kill the bounty hunters because they are piloted by relatives of some Tempus Lab boss.]  
  <http://neurohack.com/transcendence/forums/viewtopic.php?t=888>

9 September 2007

# Morgard Miners

* Iron systems.
* Single, large ship; hard to kill.
* Mines special resources. (precursor to longzhu spheres?)

Nn

# Name Ideas

## Historic Ships

Komagata Maru (refugee ship)

## Japanese Whaling Ships

Asama Maru

Hashidate Maru

Kaiko Maru

Kinjo Maru

Kyokuyo Maru

Nisshin Maru (old an troubled whaling ship)

Tonan Maru

Yushin Maru (whale pursuit ship)

## Ships at Pearl Harbor

Battleship USS Pennsylvania (Damaged)

Battleship USS Arizona (Sunk)

Battleship USS Nevada (Seriously damaged)

Battleship USS Oklahoma (Sunk)

Battleship USS Tennessee (Minor damage)

Battleship USS California (Sunk)

Battleship USS Maryland (Damaged)

Battleship USS West Virginia (Sunk)

Heavy Cruiser USS New Orleans (Minor damage)

Heavy Cruiser USS San Francisco (Undamaged)

Light Cruiser USS Raleigh (Damaged)

Light Cruiser USS Detroit (Undamaged)

Light Cruiser USS Phoenix (Undamaged)

Light Cruiser USS Honolulu (Minor damage)

Light Cruiser USS St. Louis (Undamaged)

Light Cruiser USS Helena (Seriously damaged)

Pp

# Part II (Ideas I)

Part II of the Transcendence adventure, called *The Vault of the Galaxy* allows the player to explore the alien races of the Galaxy. Towards the end of the adventure, the player must journey to a globular cluster outside the Galaxy to meet the Halo Races.

But the player travels to the Halo at relativistic speeds, not via stargate, and when she returns, she finds that 50,000 years have passed. Humans, now that they have escaped their quarantine zone, have mutated into a hundred powerful races, and they are now the rulers of the Galaxy. But Oracus is almost free and his forces are poised to conquer all…

12 September 2007

# Part II (Ideas II)

In Part II of Transcendence there are five factions, each a different branch of intelligent life in the galaxy. Perhaps the player needs to associate with one branch and thus specialize in a certain technological path. [This doesn’t have to be explicit—it’s just that technology from a single branch works better together.]

In Part III, Oracus has nearly full influence over an emergent humanity. Perhaps one of the characters in Part I becomes an Incarnation of Oracus in Part III. This might depend on choice that the player makes in Part I (and maybe II). For example, if the player associates with the Black Market, then perhaps Lord Mikho becomes the Incarnation; conversely, if the player helps Admiral Decker, then the Admiral becomes the Incarnation.

# Part II (Ideas III)

* Three major alliances of alien races. The player may align with only one (the other two become enemies). Depending on which the player chooses, she gets different technology. The technologies are structured in a classic rock-paper-scissors relationship.

# Patriarch Cities

* Rare, walled stations that are generally independent.
* Must disable weapons and shields to dock.
* Does not sell weapons/shields/armor
* Buys luxuries, resources, etc.
* Each of the cities is named: “Patriarch of Arnon,” “Patriarch of xyz,” etc.

# Plot Twists and Cliff-Hangers

There have to be lots of plot twists in the game. Here are a couple of crazy ideas:

* Domina foresees that humans will eventually conquer the whole Galaxy and her goal is to move them to where they can do no harm: inside her black hole.
* Opening the Heretic gate releases Humanity into the Galaxy and precipitates the above crisis.
* Perhaps the only way to open the Heretic Gate is to sacrifice somebody’s life (perhaps Rama or another of the player’s henchmen).

Qq

# Qianlong Archcannon (Ideas)

The Qianlong Archcannon is currently one of the most powerful weapons in the game (the only sub-level X antimatter weapon) and currently the only weapon that can beat the Iocrym commandship.

In future versions I want to create more weapons (and non-weapons) that can defeat the Iocrym. For example, there should be some way to get Kytryn plasma pods for the Kytryn launcher. But I also want to make the QAC harder to get.

Here are a couple of suggestions for that:

1. QAC no longer shows up in Sung stations; instead, they only show up if you kill a Dragon Slaver--a new high-level capital ship that uses the QAC.
2. The QAC comes in two (or more) components. The player can find the components by cracking Sung stations or (maybe) by rescuing slaves. The player can put the components together to get a QAC.
3. The Jiang's Star system is the capital of the Sung Slavers. Perhaps the player can do various missions/quests there that allow her to obtain a QAC.

6 April 2006: From a posting to Transcendence Forums.

Rr

# Random Notes I

I spoke with Chuck Lindgren today and he had some good suggestions for the game:

* The reward for doing missions should be something other than money. The rarest equipment should only be available if you have gained enough experience doing missions.
* The upgrade paths need to be deeper—more like trees than a linear progression. For example, the player should be able to invest in improving a certain class of weapons. There might be several kinds of enhancements that only work on omni weapons (or only work on ammo weapons; or only work on laser weapons). By stacking several of these enhancements, the player has “specialized” down a path.
* In World of Warcraft (WoW) the enemies in a certain area either attack you or ignore you depending on a few things:
  + If you are more powerful than the monster, then they avoid you. If you are weaker, then they attack.
  + If you have attacked them in the past, then they are more likely to want to attack you.
* Perhaps there need to be more equipment like the Jotun deflector. The player should be able to “tune” weapons/shields to make different trade-offs. Perhaps the Tinkers can make custom weapons where the player chooses the balance between damage, range, power, etc.
* It might be cool to have more variety from game to game in terms of the enemies that you meet. In some games, there might be a lot of pirates. In other games, there might be more Anarchists. That forces the player to adapt their upgrades to the environment that they face.
* There definitely need to be more weapons/equipment that is specific to a sovereign.
* It might be interesting to be able to have the technology used by a sovereign change over time. I.e., perhaps a sovereign might upgrade all its weapons. The player might even be able to influence this by trading technology.
* In *Fire Upon the Deep* automation/intelligence made a big difference. The next generation weapons were better not necessarily because they projected more power, but because they were “smarter.” This might be a whole new parallel area of enhancements. For example, rather than upgrading to the next level weapons, perhaps the player can upgrade the computer system and get more accurate/smarter weapons.

10 April 2007

# Rasiermesser Factory

Dvalin is the chief scientist at the Rasiermesser corporation. He has worked there for more than 80 years and is still coming up with new and innovative weapons designs.

# Rasiermesser Ideas I

The name *Kormoran* might be good for a weapon or missile. It was the name of a WWII German cruiser. It is also used today as the name of an anti-ship missile.

16 March 2008

# Ringers (Ideas)

* Ringers can reanimate the dead. There should be some missions to take dead people to the Ringers.

# Roadmap (2005)

Version 0.95: I am currently working on major enhancements for 0.95, which I hope will be as successful as some of the 0.90 features. I want to reserve a few surprises, but right now my plan is to include the following features:

- Choice of starting ships (note: I will do this in such a way that people will be able to add their own mods to the list of starting ships).

- More black market missions/plot points

- More CSC missions/plot points

- More variety of weapons and enemies (especially in the late game).

- Interface fixes/changes: targeted docking, maybe retro-thrusters, etc.

- External XML files (for mods).

My current plan is to release 0.95 in a few months (Sept?)

Version 0.95x: As always, after 0.95 I will release a series of minor releases to fix various bugs, etc.

Version 1.0 RC1: Sometime around Jan 06 I plan on releasing a version that will be very close to the final 1.0 release. Although this version will still end after the Heretic Gate system, it will (hopefully) tie up some of the plot's loose ends.

Version 1.0 RCx: I will continue with a series of Release Candidates until all major bugs are fixed. There will be no new features in these releases (although there may be some tweaks for game balance).

Version 1.0: As I've said earlier, the release of version 1.0 does not mean that the game is "done". All it means is that the game will be ready for a wider audience. Once we hit the magic "1.0" I hope to be able to promote the game more (through various download sites) and to encourage people to improve the game through mods.

Version 2: The journey to the Core continues...

*25 June 2005: From a posting to Unofficial Transcendence Forums.*

# Rubble Piles

It would be cool if as asteroid type is a rubble pile. When hit by WMD, some of the rocks in the rubble pile would shoot out (and possibly hit things). Others might orbit around a bit and then settle back down into the rubble pile.

Ss

# Sacrifice

One of the main themes of the game is sacrifice.

* Oracus sacrifices himself to protect his people.
* In Part III, the player must sacrifice herself to save the Galaxy (or the human race?).
* Example: In *A Tale of Two Cities* the main character sacrifices his life to save the life of his rival—a man who loves and is loved by the woman that the main character loves.
* Example: In *Air Force One* several people at various times sacrifice their own lives to save the President.
* Example: In *Stormbringer* Moonglum sacrifices his life to give Elric enough strength to blow the Horn of Fate.
* Example: In *City on the Edge of Forever* Kirk allows the woman that he loves to die in order to save the future of Humanity.
* In these examples, the most emotionally powerful sacrifice is the first one. The greater the gain, the more obvious the choice. For example, it is easy to understand someone sacrificing their life to save Humanity—in fact, no other choice would be socially acceptable.
* A sacrifice is more emotionally compelling when the choice is difficult, or even counter-intuitive.
* Perhaps in Part III the player’s sacrifice is more about saving a person than the Galaxy.
* In the course of the game, there are several places where the player has to give something up in order to gain something else. In many of these cases, the gain should not be automatic. It is not much of a sacrifice if you are guaranteed a gain.

# Service

The concept of service is also related to sacrifice. In *Seven Samurai*, after the samurai save the village, the villagers rejoice and continue with their life, but the samurai are left alone and unloved. To paraphrase *Spider-Man*, with great power comes great responsibility—but don’t expect to get thanked for your troubles.

# Simulacrum of Domina

This is a priceless, unique artifact treasured by the Sisters of Domina. Somehow it ends up in the player’s possession in Part I. The player can sell it (for a moderate amount of money) or offer it to the Sisters (for moderate amounts of relationship, etc.)

In Part I, there is nothing special about this item, but in later parts it will end up being important.

# Sisters of Domina

## Introduction to the Game

This is an introduction to Domina and the purpose of the game:

[A]

Welcome, pilgrim! Your journey to the Galactic Core has just begun. Your path will be filled with many obstacles, but do not worry: Domina chooses only those who have the strength to succeed.

[Who is Domina?] => A.1

[How do I reach the Galactic Core?] => A.2

[What kind of obstacles?] => A.3

[Done] => B

[A.1]

Domina speaks to you in your dreams and visions. She summons some, like you, to journey to the Core. Perhaps if you reach her you will understand. But do not be afraid--Domina will protect you.

[How do I reach the Galactic Core?] => A.1.1

[What kind of obstacles will I face? => A.1.2

[Done] => B

[A.1.1]

The stargates will take you. Seek them out and enter. But be prepared for many obstacles. You must grow stronger to reach the Core.

[What kind of obstacles?] => A.1.1.1

[Done] => B

[A.1.1.1]

Star travel is not safe anymore. Pirates, outlaws and worse will attack you. But if you can overcome them, you might be able to improve the weapons and armor of your own ship.

[Done] => B

[A.1.2]

Star travel is not safe anymore. Pirates, outlaws and worse will attack you. But if you can overcome them, you might be able to improve the weapons and armor of your own ship.

[How do I reach the Galactic Core?] => A.1.2.1

[Done] => B

[A.1.2.1]

The stargates will take you. Seek them out and enter. But remember that the farther you go, the greater the dangers.

[Done] => B

[A.2]

The stargates will take you. Seek them out and enter. But be prepared for many obstacles. You must grow stronger to reach the Core.

[Who is Domina?] => A.2.1

[What kind of obstacles?] => A.2.2

[Done] => B

[A.2.1]

Domina speaks to you from her throne at the Galactic Core. Only she knows the purpose of your journey. Perhaps if you reach her you will understand.

[What kind of obstacles will I face?] => A.2.1.1

[Done] => B

[A.2.1.1]

The civilized universe is smaller than you think. Pirates, outlaws and worse live in the deep dark of space. But if you can overcome them, you might be able to improve the weapons and armor of your own ship.

[Done] => B

[A.2.2]

Pirates, outlaws and worse live out in the depths of space. They will kill you and take your ship, if you let them. The deeper you go, the more dangerous it becomes. But with luck and Domina's help you will be able to improve your ship.

[Who is Domina?] => A.2.2.1

[Done] => B

[A.2.2.1]

Domina speaks to you from her throne at the Galactic Core. Only she knows the purpose of your journey. Perhaps if you reach her you will understand.

[Done] => B

[A.3]

Pirates and outlaws rule the depths of space. They will kill you and take your ship, if you let them. But if you can overcome them, perhaps you will find more powerful weapons to help you in your journey to Domina.

[Who is Domina?] => A.3.1

[How do I reach the Galactic Core?] => A.3.2

[Done] => B

[A.3.1]

Domina speaks to you through dreams and visions. Only she knows what the purpose of your journey is. Perhaps if you reach the Core you will understand.

[How do I reach the Galactic Core?] => A.3.1.1

[Done] => B

[A.3.1.1]

The stargates will take you to the Core. Seek them out and enter. But remember that the farther you go, the greater the danger.

[Done] => B

[A.3.2]

The stargates will take you to Domina. Seek them out and enter. But remember that the farther you go, the greater the danger.

[Who is Domina?] => A.3.2.1

[Done] => B

[A.3.2.1]

Domina is the divine intelligence that guides you. She waits for you at the Galactic Core for some purpose. Perhaps if you reach her you will understand.

[Done] => B

[B]

Take your ease here before you go, or seek guidance at our Sanctum, if you wish. May the blessings of Domina protect you.

8 July 2006

## Consequence of Destroying a Sisters’ Shrine

There is a thread in the OTF about the penalties for destroying a shrine. Here are some of my ideas:

1. The Commonwealth: In today's world, burning down a church gets you a pretty long prison sentence. I think it would be the same in Transcendence. If you are caught, you should be imprisoned. Perhaps, though, you might get a trial of some sort and be able to argue that you did it accidentally. Depending on whether there were other enemy ships in the area at the time, you might be able to get off. [This might be cool for all cases of destroying stations.]  
     
   Another thing is that many people in the Commonwealth (and certainly in that system) will view you with suspicion whether you get off or not. Perhaps some stations stop trading with you because they think you are "anti-Domina"
2. The Penitent Order: The Penitents hate the Sisters. Perhaps they will look favorably on you? Definitely not for 1.0, but maybe something to think about for later.
3. The Sisters: Obviously, the Sisters will be very upset about what you've done. But they believe in forgiveness and redemption, so maybe they set up a way for you to atone. Perhaps they might give you a particularly dangerous quest. If you succeed, you might be better off. If you fail, you might be dead.
4. Domina: This is a tricky issue. It's true that in Transcendence, Domina and her powers are real (they have real effect on the game). But Domina's intentions and goals are not clear. Does Domina care if a shrine gets destroyed? The Sisters *believe* that Domina cares (obviously) but that's not the same thing. [My only point is that there are ways to explain why Domina would not interfere.]

21 April 2007

# Sovereigns (Descriptions)

**Charon Pirates** [augmented humans]: A loosely organized group of pirates/privateers that prey on commercial vessels. Individual groups have a high degree of autonomy but they pay tribute to the larger organization.

**Outlaws** [augmented humans]: A loose criminal organization involved in smuggling, drugs, extortion, etc. They have close ties to the Black Market stations.

**Centauri Warlords** [augmented humans]: Armed warlords who prey on defenseless stations. Originally from the Centauri system (near Sol) but now spread-out to many parts of the Commonwealth.

**Anarchists** [various]: Fanatical group that opposes the Corporate Hierarchy and seeks to redistribute their profits.

**Salvagers** [enhanced humans]: Each salvager ship is a miniature community and most salvagers live and die without ever setting foot on a world larger than an asteroid.

**Heliotropes** [augmented/enhanced humans]: A quasi-religious organization founded on principles opposing entropy and energy-death. Heliotropes are generally hostile to other humans.

**Sapiens** [pure humans]: A small group relegated to the most inhospitable systems. Sapiens use radiation and other biohazards as their weapon of choice against the "devolved".

**Sung Slavers** [enhanced humans?]: Sung Slavers form a powerful but mysterious civilization beyond St. Katharine's Star. They enslave humans of all races and use them for organ transplants, drug manufacture, and processing power. They are particularly skilled at cyber technology. [Are they connected to Luminous?]

**Marauders** [augmented humans]: An off-shoot of Charon Pirates.

**Death Drugs Cartel** [enhanced humans]: The cartel produces genetically tailored drugs needed for hyper-clonal therapy, a life prolongation technique. Because the manufacture of the drugs involves the growth and exploitation of an ancephalic clone, these techniques are banned in Commonwealth space. No one knows how long human life may be prolonged with these techniques, but many believe that the original founders of the cartel are still alive. If so, they would be over two-hundred years old.

**Order of Penitence** [Simples]: The Order of Penitence began as a voluntary campaign of voluntary extinction. Although it was never popular, its charter was twisted by extremists to promote forced human extinction. They are a feared cult of fanatics who seek to destroy as much life as possible before their alloted time expired. They worship Oracus.

**Ringer's Collective** [neo-humans]: Ringers began as a colony of miners around Saturn. They have adapted their biology to live in space. Today, their knowledge of science and technology (specially those related to space) is extensive.

**Ferian Miners** [zoanthropes?]: Almost nothing is known about Ferians since they avoid all human contact. They mine rare and exotic materials and trade with Ringers.

**Xenophobes** [enhanced humans]: Xenophobes have a closed society which thrives in the depths of space. They do not tolerate other life forms.

**Ares Orthodoxy** [neo-humans]: The Ares Orthodoxy is colonizing dozens of systems beyond Jiang's Star. They use clone banks and intensive training to create a utopian society without dissent. They claim to be guided by Domina, but almost no one believes that.

**Luminous** [AI]: Luminous is an autonomous, distributed AI. Its goals and desires are completely unknown.

**Ventari**: [No backstory yet--other than that they are settlers of some sort]

**Ranx**: [No backstory yet--other than that they are a military dictatorship of some sort]

11 April 2005: From a posting to Unofficial Transcendence Forums.

# Star Control II

“Borrowing” from Star Control II:

* Androsynth: Super-intelligent, human clones:
* Androsynth Guardian
  + Cloud of acid bubbles. Move randomly, short-range.
  + Ship turns into a “comet.” High-speed, ramming causes damage.
* Arilou: Alien, hyper-intelligent “grays”
* Ariloulaleelay Skiff
  + Short-range, omni-laser
  + Immune to inertia and gravity (inertialess drive)
  + Teleportation
* Chenjesu: Crystalline lifeforms.
* Chenjesu Broodhome
  + Photon Shard: fragmentation weapon that explodes on command.
  + D.O.G.I.: Crystral drone that drains energy on contact
* Druuge: selfish, corporate, ape-like aliens. Slave traders.
* Druuge Mauler
  + Howitzer-like cannon
  + Can re-fuel by feeding its own crew to the engines.
* Ilwrath: Spider-like aliens
* Ilwrath Avenger:
  + Short-range flamethrower
  + Cloaking device
* Melnorme: Alien traders; looking for information (Rainbow Worlds)
* Melnorme Trader
  + Weapon charges up to increase damage.
  + Stun weapon
* Mmrnmhrm: Machine alien race
* Mmrnmhrm Transformer
  + Transform from slow and agile, to fast and slow-turning.
  + Either short-ranged, powerful lasers, or long-range, weak tracking missiles.
* Mycon: Collective, fungoid, alien race
* Mycon Podship
  + Homing plasma sphere that grows in size by decreases in damge.
  + Use up energy to regenerate.
* Orz: Manifestation of a single pan-dimensional being. Translation problems.
* Orz Nemesis
  + Marines that board a ship
  + Gun can change its angle of fire
* Pkunk: Tucan or dodo-like alien race
* Pkunk Fury
  + Very fast
  + Shoots simultaneously from three angles (at 90 degrees)
  + Sometimes “re-incarnates”
* Shofixti: Marsupial-like alien with a code of honor
* Shofixti Scout
  + Self-destruct
* Slylandro: Ancient, friendly, gas-planet aliens.
* Slylandro Probe: Self-replicating probe designed for first contact, but with a dreadful bug.
  + Lightning cannon
  + Missile batteries
* Spathi: Squid-like aliens
* Spathi Eluder
  + Backwards-firing torpedo
* Supox: Plant-based aliens
* Supox Blade
  + Rapid-fire gun
  + Lateral thrusters
* Syreen: Blue, female humanoids
* Syreen Penetrator
  + Syreen song to lure enemy crew
* Thraddash: Boar-like creatures; very aggressive
* Thraddash Torch:
  + Afterburner that accelerates ship and causes damage
* Umgah: Tentacled, blob aliens
* Umgah Drone
  + Short-range, anti-matter cone (can be on indefinitely)
  + Short-bursts of speed moving backwards.
* Ur-Quan: Aggressive, caterpillar-like aliens
* Ur-Quan Dreadnought
  + High-power fusion cannon
  + Fighters
* Kohr-Ah Marauder
  + Spinning black blades
  + Fiery Ring of Inevitable and Eternal Destruction
* Utwig: Gloomy, yet sophisticated humanoid aliens
* Utwig Jugger
  + Shield that regenerates when it absorbs damage.
* VUX: Green, tentacled, one-eyed creatures
* VUX Intruder
  + Powerful, short-range laser
  + Limpet mines that slow-down enemy ships
* Yehat: Pterodactyl-like aliens
* Yehat Terminator
  + Very powerful, though draining shields
  + Dual fire weapons
* Zoq-Fot-Pik: Triple symbiotic race
* Zoq-Fot-Pik Stinger
  + Short-range contact weapon (stinger)

# Story: The Fleet

The Commonwealth Fleet is fighting a losing war against the Ares. Admiral Decker, in command of the Fleet has started a secret project to create a powerful weapon that will (he hopes) turn the tide of the war. But there are rumors of a negotiated settlement—the Ares want to cease hostilities in exchange for territory.

## Outline

1. Few people near St. Katharine’s have seen or heard from the Fleet. Most think that the Fleet is losing, but they don’t worry too much—the war is so far away that no one cares very much.
2. The Commonwealth has been fighting against the Ares for a long time. In the first war, in the Sol system, the Commonwealth defeated the Ares and they retreated to deep space. Now they attack from there. They grow every year.
3. The Ares are not quite human. They are genetically engineered and are created in artificial wombs. Nobody knows what they’re like.
4. There are rumors that Point

# Sung Slaver Ideas I

Sung Slavers are using slaves to commune with Domina and Oracus; the slaves are like probes into the knowledge archive of the gods. They enter artificial trances that place them in contact with the gods and are able to return with technological ideas.

2 March 2008

# Systems Ideas I

* A red dwarf system, except with lots of asteroids.
* A system with no major planets—just asteroids and planetoids.
* A desert system with a red dwarf companion.

# System Ideas II

The following star types exist in the Galaxy:

**Red Dwarf (M):** These are small, cool stars. Red dwarfs have lots of asteroids and few planets. The habitable zone is very small, and most asteroids and planets will be covered with ice (if water is abundant) or cold, barren rock (if not).

Red dwarf stars are very common in the Galaxy.

Example: Proxima Centauri.

**Orange Star (K):** These are orange, main-sequence stars. They are slightly cooler than stars like Sol.

Example: Epsilon Eridani.

**Yellow Star (G):** These are average yellow-white stars like Sol.

Example: Sol.

**White Star (F):** These are average white stars. They are hotter than Sol and generally more massive.

Example: Procyon.

**Blue Star (A):** These are bright, main-sequence stars. They are generally younger than other stars. Blue stars are generally more massive than Sol (2 solar masses or more).

Example: Sirius.

**Red Giant:** Red giants are massive stars near the end of their life.

Example: Betelgeuse.

**Yellow Giant:** This is a massive yellow-white star that has just left the main sequence (on its way to become a red giant).

Example: Capella.

**Bright Giant:** These are very massive and bright stars. They are middle-aged and emit a lot of energy in ultraviolet. Blue giants are relatively rare in the Galaxy.

Example: Epsilon Canis Majoris.

**White Dwarf:** White dwarfs are compact, degenerate stars that have consumed all their hydrogen.

Example: Sirius B.

**Neutron Star:** This is a degenerate star composed of neutrons.

**Pulsar:** Pulsars are neutrons stars that emits regular pulses of radiation.

**Black Hole:** Black holes are degenerate stars that are so massive that light cannot escape.

2 July 2007

# System Ideas III

The constituents of a star system come in many different sizes:

**Rubble:** A piece of rubble is less than 100 meters in size.

**Small Asteroid:** Small asteroids are larger than 100 meters and smaller than 1 kilometers.

**Medium Asteroid:** A medium asteroid is larger than 1 kilometer and smaller than 10 kilometers in size.

**Large Asteroid:** Large asteroids are between 10 and 100 kilometers in size.

**Planetoids:** Planetoids are between 100 and 1,000 kilometers in size.

**Small Planet:** A small planet is roughly the size and mass of Mercury.

**Medium Planet:** A medium planet is roughly the size and mass of Earth.

**Large Planet:** A large planet is roughly twice the mass of Earth.

**Small Gas Giant:** These worlds have a mass equal to that of Neptune.

**Medium Gas Giant:** These worlds have a mass equal to that of Saturn.

**Large Gas Giant:** These worlds have a mass equal to that of Jupiter.

**Gas Supergiant:** These worlds have a mass greater than twice that of Jupiter.

**Brown Dwarf:** These worlds have more than 10 times the mass of Jupiter but less than the mass required for stellar fusion.

3 July 2007

Tt

# Thermonuclear Weapons

Thermonuclear missiles (requiring ammo) should be one of the most powerful weapons in Human Space. The damage done by these weapons should be proportional to the average weapon damage for the level. In addition, the damage should be adjusted to reflect the rarity of the missiles and their mass (difficulty in carrying).

Use the following multipliers:

1-50 kg: x2 or x3

51-100 kg: x4 or x5

101-250 kg: x5 or x6

251+: x6 or x7

The top ten most powerful thermo weapons are (as of 0.97a):

1. M5 missile (18d12; WMD7; radius)
2. M2 missile (12d12; WMD7; radius)
3. Gaian demolition cannon (12d12; WMD7)
4. Fusionfire howitzer (8d12+8; WMD5)
5. High-flux MAG (8d12; WMD7)
6. XM900 missile (6d12; WMD7)
7. Mark V howitzer (6d12; WMD5)
8. TM7 multitarget cannon (4d12+4; WMD4)
9. Advanced tritium cannon (4d12+4; WMD4)
10. Gotha-400 seeker (4d12; WMD7)

28 December 2006

# Time and Space

We humans, accustomed to our own histories, paced by years and centuries on a single star system, cannot comfortably grasp a four-billion year story set among four-hundred billion stars. We are like ants trying to read Gibbon’s *Decline and Fall*. Even the simplest patterns of Galactic History are glimpsed only through great effort, and any attempt to extrapolate from our own human experience leads to contradiction and confusion.

The pace of Galactic History is measured in *orbis*, each of which corresponds to one complete galactic revolution or around 200 million years. Twenty orbis of recorded history are micro-engraved on a hierosteel monolith among the artifacts of the Halo Races. Five orbis make up a *quinary*, or roughly one billion years.

## 1st Quinary

*In which the primordial struggle between the Halo and the Core ends with a billion-year truce and the creation of Oracus and Domina.*

The Majellen Dynasty constructs a vast network of stargates, uniting the galaxy for the first time. The works of the Majellen outlast their creators.

## 2nd Quinary

*In which Oracus and Domina grow in power and begin to influence the races of the Core. Oracus creates hierodules to impose his will upon the Galaxy.*

The Qain Dynasty builds more stargates.

## 3rd Quinary

*War returns to the Galaxy on a scale never before seen. The races of the Galaxy unite to subdue Oracus. A quarantine zone is imposed upon the binary black holes of the Core.*

## 4th Quinary

*A quinary of peace and stagnation lulls the ancient races into believing that they are now the masters of the Galaxy.*

## 5th Quinary

*At the beginning of the 5th quinary humans colonize their solar system, the first new intelligent race to appear in the Galaxy in more than a billion years. Oracus opens the Kuiper Gate and waits for the inevitable clash.*

# Timeline

## 2000-2099

2022 First orbital power station online.

2049 Earth Industries Conglomerate founds mining colony on Near-Earth Asteroid.

2055 North Atlantic Manufacturing Industries founds Clavius Lunar Mining Colony.

2057 First asteroid mining company is founded.

2071 Clavius Insurance Conglomerate founded on NAMI Lunar Colony.

2081 Off-Earth human population exceeds 1,000.

2083 Birth of the first human in space. Celeste Cabrillo is born at an Earth Industries station.

2098 First mission to Kuiper Anomaly reveals it to be an ancient, alien stargate.

## 2100-2199

2100 Lunar population exceeds 50,000 (including over 1,000 children born in space); NEO population exceeds 10,000; more than 2,000 working in asteroid belts.

2102 First colony on Titan.

2115 Start of Gene Crisis. Earth governments, including North Atlantic Union and Asian Pacific Directorate, ban germ-line genetic engineering. Governments send armed ships and troops to enforce ban.

2116 NEO colonists resist ban (mostly on principle) and retaliate by both economic boycott and by sabotage of Earth installations in orbit. Lunar and Earth-orbit colonists support NEO; form Commonwealth to unite against Earth demands.

2117 Fighting escalates and economic cost is felt both on Earth and in Commonwealth colonies. Commonwealth agrees to genetic engineering ban in exchange for independence from Earth policies (both government and corporate). End of Gene Crisis.

2118 NEO colonists who support human germ-line genetic engineering are persecuted and legally barred from engineering their own children. Most leave to Mars to found a free colony; others travel deeper into space.

2122 Asian Pacific Directorate establishes station on Europa.

2124 Commonwealth explorer ship *Independence* reaches St. Katharine’s Star System. The third planet, named “Incandescence” is found to be habitable (though inhabited only by poisonous plant-life).

2154 Dissidents found station in Jiang’s Star System.

2176 Starton Eridani colony founded in E. Eridani system.

2189 Charon Pirates begin raiding Earth-Titan run.

## 2200-2299

2230’s Ares Sect gains control of the Syrtis Conclave.

2243 Syrtis Conclave hits Earth with thermonuclear weapons. More than ten million are killed in the blasts.

2288 Exoarcheological Society founded.

## 2300-2399

2371 All three stargates leading out of Human Space are de-activated by the ancient races.

## 2400+

2419 Present.

# Titles & Honors

It would be cool to give the player a title (e.g., “Hero of the Commonwealth”) when she completes various achievements in the game. The title could show up at the end (in the tombstone) or perhaps during the game (the player may be greeted with the title at various stations).

27 December 2006

# Topology Extensions (Ideas)

These are some ideas for how I'm going to implement changing the star system topology from extensions. Please let me know what you think.

1. Allow StarSystemDescription elements within extensions. This will allow an extension to override an existing star system definition. This is probably the first task that I will work on.

2. Allow StarSystemTopology elements within extensions. Node elements will override nodes with the same ID. For example, this will allow someone to splice in a system between Rigel Aurelius and the next system (it will also allow someone to add a branch anywhere). This change will be next, but might take a little longer.

3. Allow Node elements to be spliced in randomly. For example:

<Node ID="MyNewNode">

<System ... />

<StarGates>

<Table>

<StarGate chance="25" Name="Inbound" DestID="C3" DestGate="Splice"/>

<StarGate chance="25" Name="Inbound" DestID="C4" DestGate="Splice"/>

<StarGate chance="25" Name="Inbound" DestID="C5" DestGate="Splice"/>

<StarGate chance="25" Name="Inbound" DestID="C6" DestGate="Splice"/>

</Table>

</StarGates>

</Node>

The above code would create a new star system and randomly connect it to either C3, C4, C5, or C6 (adding a new stargate as appropriate).

This last idea is not as well-thought-out and will probably take me much longer to implement.

6 March 2006: From a posting to Transcendence Forums.

# Trading Contracts

Types of contracts at Contract Board stations:

* *Station A will pay x for y number of z*. The player must obtain the required amount and bring it to the station before the deadline. If z is available in the system, x will always be less than the asking price of any other station in the system.
* *Station A will sell y number of z for x credits.* The price per unit will always be greater than the offer price from any station in the system. The player must pay for half the price up front (when accepting the contract) and the rest on delivery. No time limit. Note: Sometimes z can be damaged items (e.g., damaged weapons) or perhaps z can be radioactive waste. Also, sometimes z can be unknown items such as ammo boxes.

Some implementation details:

* List of contracts is global, associated with Contract Board station type.

27 March 2007

# Transcendence

The concept of Transcendence is also a major theme, but it is currently not represented in the game.

* Oracus and Domina are “Transcendent” entities. But what does that mean beyond their superpowers? In what ways is their behavior/morality/value system transcendent?
* Perhaps one facet of Transcendence is that the player must change from seeking material rewards (credits, weapons, devices, etc.) to seeking non-material powers (perhaps a la Robert Reed’s *Sister Alice*?)
* Perhaps the goal of Part II is for the player to “Transcend” to be a higher-entity (a Hierodule of some sort?). This could be cool because then all of Part III could be about amassing talents and other transcendent powers.

# Tribbles

It’s a little cheesy, but it might be fun to have an item called “an infestation of tribbles.” When the player opens up an ammo box (or cargo crate) the “tribbles” infest the ship. The item appears in the cargo hold and cannot be sold or jettisoned. The mass of tribbles increases according to the Fibonacci sequence. Perhaps the tribbles also eat any (remotely) edible item.

Presumably there is some technology or something that can get rid of the infestation. A few ideas:

* If the ship is contaminated by radiation, the tribbles die.
* They are extremely valuable to the Teraton medical research center. They will buy the tribbles for some amount of rin or resources.
* If the tribbles eat an illegal drug, they die off (mass decreases) but the infestation remains.
* If they eat salmonite, they die off completely.

# Trilogy

The three parts of Transcendence are called:

1. The Stars of the Pilgrim
2. The Vault of the Galaxy
3. The Sarcophagus of the Gods

# Tritons

The Tritons are the descendants of a colony of Ringers that wandered outside of Human Space and began experimenting with Iocrym technology and biology. In the blackness of space, beyond any human contact, they remade themselves into powerful beings and absorbed as much Iocrym knowledge as they could.

Tritons are obsessed with control and permanence. They have designed their society to last for millions of years. Tritons breed linearly—every year a fixed number of new Tritons are born. The energy they consume is allocated precisely and fairly. Consequently, they fear all races that reproduce exponentially and consume uncontrolled amounts of resources.

Vv

Ww

# Wingmen Ideas I

One of the wingmen that the player can recruit is a man/woman who is controlled by Oracus (just as the player is controlled by Domina).

When the wingman is destroyed, the ship will disappear in a special kind of explosion that looks like a stargate or something.

In later episodes, this wingman will come back, more powerful than before and probably more evil.

18 July 2007

# Wreck Camouflage

Imagine a station or ship that surrounds itself with wrecks to defend itself. It can fire through the wrecks, but the player needs to destroy the wrecks in order to get through.

10 March 2007

Xx

# XAS Classification

Races, cultures, and organizations in the Transcendence universe are cataloged using the XAS classification system-

## Great Powers

#### 00x Military

[none]

#### a8x Expansionist

[none]

#### b0x Imperial

* Triton Alliance  
  (03-b24: imperial—regional—ice)
* Ares Orthodoxy  
  (05-b35: imperial—homogenous—desert)

#### e0x Commonwealth

* United African States   
  (02-e21: commonwealth—hierarchical—asteroids)
* North Atlantic Union   
  (02-e23: commonwealth—hierarchical—earthlike)
* Asian Pacific Directorate   
  (02-e2b: commonwealth—hierarchical—metropolis)
* United Commonwealth of Earth   
  (02-e43: commonwealth—regional—earthlike)

#### e8x Alliance

[none]

## Minor Powers

#### 30x Trader

[none]

#### 38x Farmer

* ice farmers  
  (01-399: farmer—decentralized—ice)

#### 48x Miner

* asteroid miners  
  (01-4d1: miner—solitary—asteroids)

#### 50x Energy

[none]

#### 78x Scavenger

* salvagers  
  (01-7de: scavenger—solitary—space)

#### 80x Xenophobe

[none]

#### a0x Settler

[none]

#### b8x Nomad

[none]

#### d0x Refugee

[none]

#### d8x Warlord

* Centauri warlords  
  (01-dfb: warlord—populous—metropolis)

#### f8x Destroyer

[none]

## Niche Powers

#### 08x Religious

* Order of Penitence  
  (02-0a1: religious—hierarchical—asteroids)

#### 10x Diplomat

[none]

#### 18x Punisher

[none]

#### 20x Philosopher

[none]

#### 28x Engineer

* terraformers  
  (04-2e3: engineer—individuals—earthlike)

#### 40x Medical

[none]

#### 58x Luxuries

[none]

#### 60x Transport

[none]

#### 68x Construction

[none]

#### 70x Librarian

* Concatenated Digital Metropolis  
  (06-7ea: librarian—homogenous—mechanic)

#### c8x Explorer

[none]

## Outlaw Powers

#### 88x Pirate

* marauders  
  (01-8a1: pirate—hierarchical—asteroids)
* Charon pirates  
  (01-8ce: pirate—regional—space)

#### 90x Criminal

* Death Drugs cartel  
  (01-92b: criminal—hierarchical—metropolis)
* outlaws  
  (01-94b: criminal—regional—metropolis)

#### 98x Slaver

[none]

#### c0x Anarchist

* anarchists  
  (01-c1b: anarchist—decentralized—metropolis)
* terrorists  
  (01-c4b: anarchist—regional—metropolis)

#### f0x Rebel

[none]

# X-Wing vs. TIE Fighter

From GameSpot’s guide to the classic game:

http://www.gamespot.com/features/xvst/index.html.

## X-Wing

Speed: 100 MGLT

Acceleration: 16 MGLT/sec.

Maneuverability: 75 DPF

Lasers: Quad Lasers

Warhead load: 8

Shield rating: 50 SBD

Armor rating: 20 RU

This is perhaps the most balanced starfighter in space, fortified with quick speed, quad lasers, respectable shielding, and a tough hull. Though it can be outmaneuvered by most TIE craft, its shielding keeps the X-Wing safe through most scuffles. The X-Wing is also flexible, as it can be flown in a number of different ways, depending on the configuration of your lasers and shields. For example, you may wish to keep lasers at maximum charge and shields at minimum, transferring laser energy over to shields as needed, depending on the nimbleness of your piloting skills. However, TIE Fighters can be destroyed with very few shots, so you might want to keep shields at maximum charge and lasers at minimum. No matter how you choose to allocate energy among shields, lasers, and engines, the X-Wing can be flown effectively.

Fire-linking the X-Wing's four guns is recommended against the virtually defenseless TIEs, as a single shot can spell their destruction. The X-Wing packs just eight warheads - sufficient for a dogfight, but generally not enough to deal with anything larger than a starfighter. Rely on its four lasers, reserving the missiles or torpedoes for when you truly need them.

## Y-Wing

Speed: 80 MGLT

Acceleration: 11 MGLT/sec.

Maneuverability: 59 DPF

Lasers: Dual Lasers & Dual Ion Cannons

Warhead load: 12

Shield rating: 75 SBD

Armor rating: 40 RU

While its shielding is a full 50 percent better than the X-Wing's and its hull is twice as thick, the Y-Wing is slow and sluggish and therefore a dangerous craft to fly. Unless it is escorted by faster craft, the Y-Wing is at a huge disadvantage: Competent TIE Fighter pilots can easily fly circles around it and strike at its vulnerable backside.

To its credit, the Y-Wing is the only Rebel craft that sports ion cannons, good for disabling enemy starships, and a dozen warheads make the Y-Wing the Rebels' best bet against enemy capital ships. Because the Y-Wing is sluggish to begin with, you are advised to keep lasers and shields charged at maximum so as to emphasize its offensive power. Remember never to take this fighter's thick shield and armor for granted, as it won't be enough to withstand a concentrated enemy assault. In summary, the Y-Wing is an old starfighter and well past its prime.

## A-Wing

Speed: 120 MGLT

Acceleration: 21 MGLT/sec.

Maneuverability: 96 DPF

Lasers: Dual Lasers

Warhead load: 12

Shield rating: 50 SBD

Armor rating: 14 RU

With shielding equivalent to the X-Wing, greatly enhanced speed and maneuverability, and a dozen ship-to-ship missiles, the A-Wing is the Rebels' finest craft. More than capable of battling a large pack of TIE Fighters, the A-Wing is a specialized craft best suited to combat and reconnaissance.

The A-Wing must keep its sturdy shields charged whenever possible, since its hull cannot withstand more than a couple hits. It's wise to charge lasers lower than shields and instead rely on missiles while maintaining a quick speed. Be prepared to transfer laser energy to shields as necessary, and remember that the A-Wing (like all starfighters) is most maneuverable at one-third of its maximum velocity. Use its superb turning radius to overwhelm the opposition.

## Z-95 Headhunter

Speed: 100 MGLT

Acceleration: 16 MGLT/sec.

Maneuverability: 86 DPF

Lasers: Dual Lasers

Warhead load: 6

Shield rating: 20 SBD

Armor rating: 14 RU

This precursor to the X-Wing should not be overlooked; it's even considerably more maneuverable. Its shields, however, are flimsy and totally unreliable. You may want to cut all power to the Z-95's shields, and instead direct this energy to engines. In doing so, you transform the Z-95 into a machine powerful enough to rival the TIE Fighter.

Its six warheads should be used without hesitation since the Z-95 can be destroyed in a matter of moments, and you wouldn't want that to go down with a full payload. If you take care not to get shot, and make short strafing and missile runs in between, you can go a long way with this starfighter. The Z-95 may even be a safer craft to fly than the lumbering Y-Wing.

## R-41 Starchaser

Speed: 100 MGLT

Acceleration: 16 MGLT/sec.

Maneuverability: 75 DPF

Lasers: Dual Lasers and Dual Ion Cannons

Warhead load: 0

Shield rating: 30 SBD

Armor rating: 14 RU

You won't get the chance to fly this craft but bear in mind that it operates much like the Headhunter, with the very significant exception of its ion cannons, which make it suitable for retrievable and espionage missions. As such, if you're flying against it, take it out first before it can disable any vessels you're trying to defend. Destroying the dated Starchaser shouldn't be too much of a problem - its shields are just slightly stronger than the Headhunter's (at the cost of maneuverability). A well-aimed laser barrage should destroy it quickly.

## T-Wing

Speed: 111 MGLT

Acceleration: 21 MGLT/sec.

Maneuverability: 78 DPF

Lasers: Dual Lasers

Warhead load: 8

Shield rating: 20 SBD

Armor rating: 14 RU

Another craft you won't get to fly, the T-Wing can best be described as the poor man's A-Wing. Slower, less maneuverable, and weaker than the Rebels' top dogfighter, the T-Wing is nonetheless quicker than any other Rebel fighter. Its shields are just as flimsy as the Headhunter's, and its weak hull cannot withstand much damage. It can be dangerous, however, as it’s armed with as many warheads as the X-Wing and has a high top speed and quick acceleration.

## TIE Fighter

Speed: 100 MGLT

Acceleration: 20 MGLT/sec.

Maneuverability: 96 DPF

Lasers: Dual Lasers

Warhead load: 0

Shield rating: 0 SBD

Armor rating: 9 RU

Simply put, a deathtrap. The TIE Fighter's extreme maneuverability and acceleration cannot save it from its complete lack of shielding and paper-thin hull, since a lucky shot from an opponent will likely prove fatal. Approach the enemy from behind only and stay out of major firefights to maximize your chances of survival. The TIE Fighter can easily outmaneuver all Rebel craft except the A-Wing, and its agility makes it a viable threat to slower, unprotected craft.

Keep the TIE Fighter's lasers charged conservatively, since it has no shields to transfer laser energy to should it become maxed out. But the more energy you direct to its twin ion engines, the more difficult the TIE Fighter will be to hit. Watch out for enemies approaching from the side, because its huge solar panels make easy targets. Try to make the enemy follow from behind, then pull a tight vertical loop while slowing down and he'll fly into your sights. A capable pilot can be deadly in a TIE Fighter, but prolonged flying in this craft is certain to be hazardous.

## TIE Interceptor

Speed: 111 MGLT

Acceleration: 21 MGLT/sec.

Maneuverability: 104 DPF

Lasers: Quad Lasers

Warhead load: 0

Shield rating: 0 SBD

Armor rating: 16 RU

This ship puts the TIE Fighter to shame. It's considerably more maneuverable and faster than the TIE Fighter, and it can take an extra hit or two before being destroyed. In addition, it boasts four laser cannons, which will make short work of any Rebel fighter. The TIE Interceptor must be flown cautiously, much like the TIE Fighter, because of its weak defensive abilities. Change speeds frequently and stay out of the line of fire. Keep in mind that turning radius is greatest at two-thirds engine power. Maneuver behind the enemy and strike in quick, powerful bursts with full lasers charged.

## TIE Bomber

Speed: 80 MGLT

Acceleration: 13 MGLT/sec.

Maneuverability: 86 DPF

Lasers: Dual Lasers

Warhead load: 8

Shield rating: 8 SBD

Armor rating: 28 RU

This is a strange starfighter: It is by far the slowest in the Imperial Navy and is unshielded like most of the TIE series. Yet it is remarkably maneuverable, making it effective in the right pilot's hands, both in bombing runs and dogfights. Its hull is considerably thicker than its faster brethren, but the TIE Bomber must avoid being hit in the first place, regardless. And unlike the Fighter and Interceptor models, the Bomber packs multiple warheads that should be used without reservation. Consider cutting laser power to a minimum to maximize speed while relying on its surplus of warheads, which demand no energy consumption. While adjusting your velocity in combat, keep in mind that the TIE Bomber accelerates slowly.

## Assault Gunboat

Speed: 90 MGLT

Acceleration: 20 MGLT/sec.

Maneuverability: 78 DPF

Lasers: Dual Lasers and Dual Ion Cannons

Warhead load: 16

Shield rating: 100 SBD

Armor rating: 28 RU

This daunting starfighter boasts a stunning defense, maneuverability like the X-Wing, fairly quick speed, a mother lode of warheads, and ion cannons to balance out the package. Needless to say, the Alpha Class is a deadly and furious machine in the proper hands. Even a novice pilot should be able to use its 16 missiles to good effect.

Keep its heavy shields and lasers fully charged, relying on its durability and maneuverability rather than its top speed. It can take a lot more punishment than any other starfighter, so approach enemies directly with lasers and missiles blazing. The Assault Gunboat is certainly the most powerful bomber in space, as well as a very capable dogfighter. You should be very careful in its presence. And when flying it, bear in mind that while it is powerful, it's not invincible. Don't take unnecessary damage and make sure you transfer laser energy to shields as necessary, since you can always fall back on your missiles.

## TIE Advanced

Speed: 133 MGLT

Acceleration: 16 MGLT/sec.

Maneuverability: 104 DPF

Lasers: Quad Lasers

Warhead load: 8

Shield rating: 40 SBD

Armor rating: 14 RU

Lightning fast and violently maneuverable, the TIE Advanced may very well be the most potent starfighter of all. Though its shields are slightly weaker than the A-Wing's, the TIE Advanced can out-fly this quick Rebel craft with little problem. Although it packs half as many missiles as the A-Wing, its four laser cannons make it a superior offensive fighter. A capable pilot in a TIE Advanced is one of the deadliest forces in space. Slower craft like the Y-Wing simply cannot compete with it, and the Rebels' popular X-Wing will be hard pressed to catch up.

The TIE Advanced can even take on capital ships, though the TIE Bomber and Assault Gunboat are better suited to this sort of battle. This starfighter is an excellent choice for virtually any mission objective, and it makes a deadly counterpart to the slower aforementioned craft.

Zz

# Zodiac

It would be cool to have a zodiac that is tied to specific real-time days. There might be interesting effects from certain days. Imagine a twelve-day cycle:

1. Sun, Sol, Solar
2. Moon, Selene, Lunar
3. Earth, Gaia, Terra
4. Mercury, Hermes, Mercurial
5. Venus, Aphrodite, Venusian
6. Mars, Ares, Martian
7. Jupiter, Zeus, Jovian
8. Saturn, Cronus, Saturnine
9. Caelus, Uranus, Uranian
10. Neptune, Poseidon, Neptunian
11. Pluto, Hades, Plutonian
12. Stella, Astra, Astral

Now superimpose another cycle:

1. Reverent
2. Tranquil
3. Learned
4. Diligent
5. Indomitable
6. Victorious
7. Exultant
8. Desirous
9. Wrathful
10. Grieving
11. Repentant

For example, we start with Reverent Sol, continue with Tranquil Selene, and go on to Learned Gaia. When we get to Repentant Hades, we wrap-around to Reverent Astra and then to Tranquil Sol. The cycle repeats after 132 days.

Each combination can have different effects in the game.

Walkthroughs

# 17 December 2006: Version 0.97a

## Eridani System (Level I)

*Ship Wolfen*

*Reactor* 10MW

*Weapons* Dual laser cannons; NAMI missile launcher; KM100 Longbow missiles

*Shields* Hull plate ionizer

*Armor* Light plasteel armor (x4)

*Devices* None

*Credits* 241

The Eridani system had lots of Charon pirates, which was good because my dual lasers are very effective against them. I found another NAMI missile launcher and various other loot, but nothing too interesting. I also found a heavy recoilless cannon, which I installed (to be ready for those *Zulus*).

There is a weapons dealer in the system that has a Mark I howitzer, which might come in handy once I get enough money and upgrade my reactor.

## 5 Indi System (Level I)

*Ship Wolfen*

*Reactor* 10MW

*Weapons* Dual laser cannons; heavy recoilless cannon; NAMI missile launcher; KM100 Longbow missiles

*Shields* Hull plate ionizer

*Armor* Light plasteel armor (x4)

*Devices* None

*Credits* 1131

The 5 Indi System had double asteroid belts, so there was bound to be good stuff.

I found some fragmentation missiles at an Anarchist camp—much more useful than the KM100s for ship-to-ship fighting. I also found a couple of DK10 Arbalest at unlicensed miners.

Later I tackled a Himal refuge, which is always difficult because my shields are not very good against lasers. I picked up some illegal items there.

Then at another illegal mining operation I found a slam cannon. Unfortunately, I will need to upgrade my reactor before I can install it.

Finally, I bought better armor and installed it.

## Ras Alhague System (Level II)

*Ship Wolfen*

*Reactor* 10MW

*Weapons* Dual laser cannons; heavy recoilless cannon; NAMI missile launcher; fragmentation missiles; KM100 Longbow missiles

*Shields* Hull plate ionizer

*Armor* Plasteel armor (x2); advanced reactive armor (x2)

*Devices* None

*Credits* 3943

In the Ras Alhague system I found a Commonwealth Dry Dock and I was able to upgrade my reactor and replace the heavy recoilless with the slam cannon.

The rest of the system was fairly uneventful. A few Anarchist camps; some Charon pirate stations. A picked a fight with a couple of Salvagers that were looting my stuff (including the illegal items that I had jettisoned to avoid getting arrested). But their armor was too strong and their turbolasers were cutting through my shields pretty quickly.

I decided to backtrack to the 5 Indi system to upgrade my shields to a monopole deflector. Unfortunately, after that, I decided to tackle a Charon Pirate stronghold and the monopole deflectors proved inadequate for all the laser fire. I ended up getting killed.

But I resurrected (so I can continue this walkthrough) and resolved never to do that again.

Instead of the monopole deflector, I upgraded to a class III deflector. Although the class III is at the limit of my reactor output, it is much better against pirates. I went back and destroyed the stronghold without taking any serious damage.

## Rigel Aurelius System (Level II)

*Ship Wolfen*

*Reactor* 25MW

*Weapons* Slam cannon; dual laser cannons; NAMI missile launcher; fragmentation missiles; KM100 Longbow missiles

*Shields* Class III deflector

*Armor* Plasteel armor (x2); advanced reactive armor (x2)

*Devices* None

*Credits* 2265

*Resurrects* 1

Competing in the Battle Arena Maximus was not too hard with the class III deflector. Even the *Borer-IIs* were not much trouble. The Meth Enforcer did do good damage to my shields, but I was able to kill him with my slam cannon before he got through. I decided not to push my luck and declined the fight against the Penitent.

Overall I made about 5,000 credits, which I used to upgrade to a 50MW reactor.

## Hena’s Star System (Level III)

*Ship Wolfen*

*Reactor* 50MW

*Weapons* Slam cannon; dual laser cannons; NAMI missile launcher; fragmentation missiles; KM100 Longbow missiles

*Shields* Class III deflector

*Armor* Plasteel armor (x2); advanced reactive armor (x2)

*Devices* None

*Credits* 2245

*Resurrects* 1

Got killed in this system by a bunch of *Ronin/Cs*. Their particle beams were just too much for me!

After that, I resurrected and tried again. I fought some illegal miners and an Urak outpost—at the same time—and didn’t have too much trouble. I found a Yoroi S100 shield generator and backtracked to the Rigel Aurelius system to install it.

With the new shields installed, and while I was in the Arena system, I decided to fight the Penitent ship. That proved to be a mistake—its dark acid cannon took down my shields pretty quickly. I unloaded most of my missiles at it and finally destroyed it, but not before my front armor got down to 6 hp.

When I got back to Hena’s Star, I could take on most enemies. I destroyed a couple of more illegal mining operations. With the reward from killing the Penitent ship and some loot, I was able to upgrade my reactor to 100MWs. I also found a segment of advanced ceralloy, which I installed as forward armor.

With the Yoroi shield generator, I had no trouble going back to the *Ronin/C*sand dispatching them. I looted some good weapons and ammo too.

## Charon System (Level III)

*Ship Wolfen*

*Reactor* 100MW

*Weapons* Slam cannon; dual laser cannons; NAMI missile launcher; KM500 missiles; fragmentation missiles; KM100 Longbow missiles

*Shields* Yoroi S100 shield generator

*Armor* Advanced ceralloy armor; ceralloy armor (x2); advanced reactive armor

*Devices* None

*Credits* 19068

*Resurrects* 2

The Charon system is pretty intense. With my Yoroi shields, I could withstand massed attacks from *Corsairs* and *Vikings*. Even the missileships were not too threatening. I was able to destroy several Charon pirate strongholds—though not without taking a lot of time to deal with wave after wave of gunships.

When I approached the Fortress, however, my shields got knocked down. I retreated successfully and was able to regenerate, but clearly that station will take some work to crack.

My other constraint was fuel—with a 100MW reactor I can only use helium assemblies or better to refuel. I ended up having to backtrack to Hena’s Star to refuel.

Bit by bit, though, I took on as many missileships as possible and stocked up on fragmentation missiles. Then, in quick runs I attacked the Fortress with fragmentation missiles. The first time, I got my shields knocked out and one of my starboard segments got down to 5hp. I escaped only by invoking Domina.

The next time, however, I finally destroyed the Fortress. At the rebuild Korolov station I was rewarded with an unidentified ID chip (likely a military ID).

## St Katharine’s Star System (Level IV)

*Ship Wolfen*

*Reactor* 100MW

*Weapons* Slam cannon; dual laser cannons; NAMI missile launcher; KM500 missiles; fragmentation missiles; KM100 Longbow missiles

*Shields* Yoroi S100 shield generator

*Armor* Advanced ceralloy armor; ceralloy armor (x2); advanced reactive armor

*Devices* None

*Credits* 20428

*Resurrects* 2

With 20,000 credits in my account, I splurged on insurance at St. Katharine’s. I also decided to sell all my KM100s (I had over 400) so that I could free up some space in my cargo hold.

I sold a bunch of loot from Charon and I replaced my advanced reactive armor with another ceralloy segment.

## Dorado System (Level IV)

*Ship Wolfen*

*Reactor* 100MW

*Weapons* Slam cannon; dual laser cannons; NAMI missile launcher; KM500 missiles; fragmentation missiles

*Shields* Yoroi S100 shield generator

*Armor* Advanced ceralloy armor; ceralloy armor (x3)

*Devices* None

*Credits* 22485

*Resurrects* 2

I started in the Dorado system by fighting against an Urak station and an Urak destroyer—I didn’t get very far with fragmentation missiles, so I retreated.

I found a Makayev-Energia dealer and bought a Shtorm repeater (which seems better than my slam cannon). I also found a Commonwealth Fortress, but they would not let me do any missions because I did not have an enhanced SRS.

Armed with the Shtorm repeater I was able to defeat the Urak destroyer and I looted an Urak howitzer (which I installed).

## Humboldt System (Level IV)

*Ship Wolfen*

*Reactor* 100MW

*Weapons* Urak howitzer; Shtorm repeater; dual laser cannons; NAMI missile launcher; KM500 missiles; fragmentation missiles

*Shields* Yoroi S100 shield generator

*Armor* Advanced ceralloy armor; ceralloy armor (x3)

*Devices* None

*Credits* 8745

*Resurrects* 2

In the Humboldt system I opened up an ammo case and got contaminated. Fortunately there was a Commonwealth Fortress nearby and I managed to decontaminate.

I tackled an Urak fortress and the Urak destroyer defending it managed to knock my shields down. Since I’m using ceralloy armor, the Urak howitzer got my armor down to 1hp before I could escape.

I decided to backtrack to St. Katharine’s since I couldn’t find any place to sell my loot and I was running out of credits. I think a shield upgrade would make sense about now.

When I got back, I got caught by a *Barbary* gunship (with an EMP cannon). My shields went down pretty quickly and I kept on getting disabled. I invoked Domina once, but not for long enough to regenerate my shields. My armor got down to 7hp. Finally, unable to invoke any more, I decide to just blast away with the Shtorm and some fragmentation missiles. I managed to kill the thing finally.

I upgraded my armor and continued to the next system.

## Acheron System (Level V)

*Ship Wolfen*

*Reactor* 100MW

*Weapons* Urak howitzer; Shtorm repeater; dual laser cannons; NAMI missile launcher; KM500 missiles; fragmentation missiles

*Shields* Yoroi S100 shield generator

*Armor* Advanced ceralloy armor (x2); heavy ceralloy armor (x2)

*Devices* None

*Credits* 5775

*Resurrects* 2

When I entered the gate to the Acheron system I noticed that there was a friendly station next to the gate with several Dwarg raiders defending it. Later I saw the wreck of a Dwarg master and I realized that the station must have killed it and tamed its raiders. Every so often, another Dwarg master would appear at the gate, with a retinue of raiders, and get killed by the same station. The cloud of raiders just kept growing and growing.

Deeper in the system I found a Corporate Trading Post and ordered a visual enhancement ROM.

I backtracked back to the Humboldt system to buy an R5 deflector and some better armor. I ended up with two segments of P100 hexphase.

## Sanctuary System (Level V)

*Ship Wolfen*

*Reactor* 120MW (enhanced)

*Weapons* Urak howitzer; Shtorm repeater; dual laser cannons; NAMI missile launcher; KM500 missiles; fragmentation missiles

*Shields* R5 deflector

*Armor* P100 hexphase; Advanced ceralloy armor; heavy ceralloy armor

*Devices* None

*Credits* 11068

*Resurrects* 2

I bought a mule auton in the Sanctuary system to store all the stuff I’ve got. I need to build up more credits so that I can buy better weapons. The R5 deflector is OK, but I will probably need something better soon.

By looting various wrecks that were killed by a friendly stations, I was able to buy a Katana star cannon. I also completed my set of advanced ceralloy and bought a patch spider.

## Raziel System (Level V)

*Ship Wolfen*

*Reactor* 120MW (enhanced)

*Weapons* Katana star cannon; Urak howitzer; Shtorm repeater; NAMI missile launcher; KM500 missiles

*Shields* R5 deflector

*Armor* Advanced ceralloy armor (x4)

*Devices* Patch spider

*Credits* 14979

*Resurrects* 2

I entered the Raziel system with my mule auton and was immediately attacked by some *Vikings*. I fired around with my Katana and I must have hit a friendly because the next thing I know I’m being attacked by a heavy ion cannon. I was killed pretty quickly and the tombstone said “killed by an Adventurers Outfitter.” Fortunately, I had insurance, and so I was resurrected.

There was a group of Dwarg stations that were constantly calling for reinforcements. I hung around the stargate and killed all the Dwarg masters as they gated in. Thus I got quite a following of raiders. When I had enough, I headed for the Dwarg stations and took them out. The Katana was very effective against the masters and raiders, and my Urak howitzer still serves well for base cracking.

# 16 December 2006: Version 0.97a

## Eridani System (Level I)

*Ship Wolfen*

*Reactor* 10MW

*Weapons* Dual laser cannons; NAMI missile launcher; KM100 Longbow missiles

*Shields* Hull plate ionizer

*Armor* Light plasteel armor (x4)

*Devices* None

*Credits* 251

The Eridani system was pretty uneventful. I encountered a few *Zulus* which are always difficult to kill with lasers. I found various minor supplies and a cannon accelerator. I sold everything (even the accelerator) and bought a dual recoilless cannon.

## Lalande System (Level I)

*Ship Wolfen*

*Reactor* 10MW

*Weapons* Dual laser cannons; dual recoilless cannons; NAMI missile launcher; KM100 Longbow missiles

*Shields* Hull plate ionizer

*Armor* Light plasteel armor (x4)

*Devices* None

*Credits* 6

I killed some Centauri warlords to save a Commonwealth station and got rewarded in rice barrels. But I subsequently lost the barrels after opening a sealed cargo container filled with acid. I did find some fragmentation missiles in a wreck field, however.

I fought an Outlaw outpost—this time the recoilless cannon made short work of the *Zulus*. I found some heavy ceramic armor (which doesn’t seem much better than the light plasteel that I’ve got).

I fought a Charon pirate station and almost got killed by its turbolaser (front armor down to 4 hp). But I retreated and destroyed it after I regenerated my shields. I looted some barrels that turned out to be carbon-weaver nanos. I also found a system map ROM.

## Cairn System (Level II)

*Ship Wolfen*

*Reactor* 10MW

*Weapons* Dual laser cannons; dual recoilless cannons; NAMI missile launcher; fragmentation missiles; KM100 Longbow missiles

*Shields* Hull plate ionizer

*Armor* Light plasteel armor, +50% (x4)

*Devices* None

*Credits* 1094

In the Cairn system I ran across an agricultural station that needed defense against pirates. Fortunately, it happened to be right next to a mining colony with strong defenders. I didn’t have to do much to collect the 5,000 credits.

I encountered a Charon pirate station next to an illegal mining station; between the missiles of the *Corsair-II*s and the mining lasers of the *Borers* I was hurting. All armor segments got damaged and the front segment got down to 9 hp.

I found a Commonwealth Dry Dock, which enabled me to repair my armor and to upgrade my reactor.

But I finally got killed by the particle beams of a *Ronin/C* guarding a weapons cache.

Index of Topics

[Abbasid Fortress 3](#_Toc198565714)

[Admiral Decker and the *CSC Antarctica* 3](#_Toc198565715)

[Backstory 3](#_Toc198565716)

[CSC Terra 4](#_Toc198565717)

[Alien Monuments 5](#_Toc198565718)

[Antagonists 5](#_Toc198565719)

[Armor Ideas I 5](#_Toc198565720)

[Armor Ideas II 5](#_Toc198565721)

[Ideas to encourage playing without shields 5](#_Toc198565722)

[Ideas to make armor more important 5](#_Toc198565723)

[Ideas to make armor more interesting 6](#_Toc198565724)

[Biotech Terms 6](#_Toc198565725)

[Cargo Ships 7](#_Toc198565726)

[Characters (Ideas) 7](#_Toc198565727)

[Charon Pirate Ideas I 7](#_Toc198565728)

[Charon Ships 7](#_Toc198565729)

[Commonwealth Fleet 8](#_Toc198565730)

[General Notes 8](#_Toc198565731)

[General Mission Notes 9](#_Toc198565732)

[Mission Ideas 9](#_Toc198565733)

[Random Ideas 9](#_Toc198565734)

[Commonwealth Fleet Mission Ideas I 10](#_Toc198565735)

[Commonwealth Fortress (Ideas) 10](#_Toc198565736)

[Corporate Collector 11](#_Toc198565737)

[Corporate Hierarchy 11](#_Toc198565738)

[Visual Style 11](#_Toc198565739)

[Crypto-encounters 11](#_Toc198565740)

[Cryptids I 11](#_Toc198565741)

[Dark Stars 12](#_Toc198565742)

[Death Drug Laboratory 12](#_Toc198565743)

[Diablo 12](#_Toc198565744)

[Quests 12](#_Toc198565745)

[Other Ideas 13](#_Toc198565746)

[Domina Ideas I 13](#_Toc198565747)

[Domina Ideas II 14](#_Toc198565748)

[Domina Ideas III 15](#_Toc198565749)

[Domina Ideas IV 15](#_Toc198565750)

[Dragon Slaver 16](#_Toc198565751)

[Dwarg Raiders 16](#_Toc198565752)

[Echtolian Parasites 17](#_Toc198565753)

[EMP Trap 17](#_Toc198565754)

[Energy Ram 17](#_Toc198565755)

[Eridani Ideas I 17](#_Toc198565756)

[Eridani Ideas II 18](#_Toc198565757)

[Exoarcheological Museum 19](#_Toc198565758)

[Exotic Physics I 19](#_Toc198565759)

[Four Kingdoms 20](#_Toc198565760)

[Gem of Sacrifice 20](#_Toc198565761)

[Helium Processing Plant 20](#_Toc198565762)

[Possible Missions: 20](#_Toc198565763)

[Henchmen Ideas 21](#_Toc198565764)

[Heretic System 21](#_Toc198565765)

[High Military 21](#_Toc198565766)

[Huari 22](#_Toc198565767)

[Human History (From UTF) 22](#_Toc198565768)

[21st Century: The Age of Light and Power 22](#_Toc198565769)

[22nd Century: The Age of Division 23](#_Toc198565770)

[23rd Century: The Age of Apocalypse 23](#_Toc198565771)

[24th Century: The Age of Emergence 23](#_Toc198565772)

[Human History (Early Notes) 24](#_Toc198565773)

[21st Century: The Age of Light and Power 24](#_Toc198565774)

[22nd Century: The Age of Division 25](#_Toc198565775)

[23rd Century: The Age of apocalypse 25](#_Toc198565776)

[24th Century: The Age of Emergence 25](#_Toc198565777)

[25th Century: The Age of Transcendence 25](#_Toc198565778)

[Ice Asteroid Treasure 25](#_Toc198565779)

[Item Ideas I 26](#_Toc198565780)

[Item Ideas II 26](#_Toc198565781)

[Item Ideas III 26](#_Toc198565782)

[Item Ideas IV 26](#_Toc198565783)

[Jenna Improvements 27](#_Toc198565784)

[Jupiter 27](#_Toc198565785)

[Korolov Ideas I 28](#_Toc198565786)

[Korolov Ideas II 29](#_Toc198565787)

[Korolov Ideas III 29](#_Toc198565788)

[Korolov Ideas IV 30](#_Toc198565789)

[Korolov Ideas V 31](#_Toc198565790)

[Korolov Traitor 31](#_Toc198565791)

[Leviathan Cannon 32](#_Toc198565792)

[Liar’s Dice 32](#_Toc198565793)

[Luminous 32](#_Toc198565794)

[Luminous Hunter-Killers 32](#_Toc198565795)

[Majelen Stargate 32](#_Toc198565796)

[Microstories I 33](#_Toc198565797)

[The Loot 33](#_Toc198565798)

[Other Examples 33](#_Toc198565799)

[Mining 33](#_Toc198565800)

[Mission Ideas 34](#_Toc198565801)

[Morgard Miners 34](#_Toc198565802)

[Name Ideas 35](#_Toc198565803)

[Historic Ships 35](#_Toc198565804)

[Japanese Whaling Ships 35](#_Toc198565805)

[Ships at Pearl Harbor 35](#_Toc198565806)

[Part II (Ideas I) 35](#_Toc198565807)

[Part II (Ideas II) 36](#_Toc198565808)

[Patriarch Cities 36](#_Toc198565809)

[Plot Twists and Cliff-Hangers 36](#_Toc198565810)

[Qianlong Archcannon (Ideas) 37](#_Toc198565811)

[Random Notes I 37](#_Toc198565812)

[Rasiermesser Factory 38](#_Toc198565813)

[Rasiermesser Ideas I 38](#_Toc198565814)

[Ringers (Ideas) 38](#_Toc198565815)

[Roadmap (2005) 39](#_Toc198565816)

[Rubble Piles 39](#_Toc198565817)

[Sacrifice 40](#_Toc198565818)

[Service 40](#_Toc198565819)

[Simulacrum of Domina 40](#_Toc198565820)

[Sisters of Domina 41](#_Toc198565821)

[Introduction to the Game 41](#_Toc198565822)

[Consequence of Destroying a Sisters’ Shrine 43](#_Toc198565823)

[Sovereigns (Descriptions) 44](#_Toc198565824)

[Star Control II 46](#_Toc198565825)

[Story: The Fleet 47](#_Toc198565826)

[Outline 48](#_Toc198565827)

[Sung Slaver Ideas I 48](#_Toc198565828)

[Systems Ideas I 48](#_Toc198565829)

[System Ideas II 48](#_Toc198565830)

[System Ideas III 49](#_Toc198565831)

[Thermonuclear Weapons 50](#_Toc198565832)

[Time and Space 51](#_Toc198565833)

[1st Quinary 51](#_Toc198565834)

[2nd Quinary 51](#_Toc198565835)

[3rd Quinary 51](#_Toc198565836)

[4th Quinary 51](#_Toc198565837)

[5th Quinary 51](#_Toc198565838)

[Timeline 52](#_Toc198565839)

[2000-2099 52](#_Toc198565840)

[2100-2199 52](#_Toc198565841)

[2200-2299 52](#_Toc198565842)

[2300-2399 53](#_Toc198565843)

[2400+ 53](#_Toc198565844)

[Titles & Honors 53](#_Toc198565845)

[Topology Extensions (Ideas) 53](#_Toc198565846)

[Trading Contracts 54](#_Toc198565847)

[Transcendence 54](#_Toc198565848)

[Tribbles 54](#_Toc198565849)

[Tritons 55](#_Toc198565850)

[Version 2 55](#_Toc198565851)

[Wingmen Ideas I 55](#_Toc198565852)

[Wreck Camouflage 56](#_Toc198565853)

[XAS Classification 56](#_Toc198565854)

[Great Powers 56](#_Toc198565855)

[Minor Powers 57](#_Toc198565856)

[Niche Powers 57](#_Toc198565857)

[Outlaw Powers 58](#_Toc198565858)

[X-Wing vs. TIE Fighter 58](#_Toc198565859)

[X-Wing 58](#_Toc198565860)

[Y-Wing 59](#_Toc198565861)

[A-Wing 59](#_Toc198565862)

[Z-95 Headhunter 60](#_Toc198565863)

[R-41 Starchaser 60](#_Toc198565864)

[T-Wing 60](#_Toc198565865)

[TIE Fighter 61](#_Toc198565866)

[TIE Interceptor 61](#_Toc198565867)

[TIE Bomber 61](#_Toc198565868)

[Assault Gunboat 62](#_Toc198565869)

[TIE Advanced 62](#_Toc198565870)

[Zodiac 63](#_Toc198565871)

[17 December 2006: Version 0.97a 64](#_Toc198565872)

[Eridani System (Level I) 64](#_Toc198565873)

[5 Indi System (Level I) 64](#_Toc198565874)

[Ras Alhague System (Level II) 65](#_Toc198565875)

[Rigel Aurelius System (Level II) 65](#_Toc198565876)

[Hena’s Star System (Level III) 65](#_Toc198565877)

[Charon System (Level III) 66](#_Toc198565878)

[St Katharine’s Star System (Level IV) 67](#_Toc198565879)

[Dorado System (Level IV) 67](#_Toc198565880)

[Humboldt System (Level IV) 67](#_Toc198565881)

[Acheron System (Level V) 68](#_Toc198565882)

[Sanctuary System (Level V) 68](#_Toc198565883)

[Raziel System (Level V) 69](#_Toc198565884)

[16 December 2006: Version 0.97a 69](#_Toc198565885)

[Eridani System (Level I) 69](#_Toc198565886)

[Lalande System (Level I) 69](#_Toc198565887)

[Cairn System (Level II) 70](#_Toc198565888)