

Space Tycoon

- Satellite office:
 - manage local resource exploitation facility
 - manage local native population outreach
 - manage trade routes with local endpoint
 - create new scout vessel
- manage local security information
- upgrades:
 - Security office/garrison to defend against rival corporate attacks
 - employee enrichment to attract new workers/increase productivity
 - local population assimilation center to maintain happiness/increase productivity
 - Shipyard to produce security ships
- Vessels:
 - Can travel a set number of lightyears per turn based on current attribute upgrade level
 - Offensive/defensive abilities upgrade at same rate
 - Can engage in ship \leftrightarrow combat to blockade or weaken rival corporate territory. Cannot directly attack Planetary Settlements
 - Scouts can land at rival settlements to capture them
 - Defended or garrisoned settlements require multiple scout landings to weaken defenses before capture