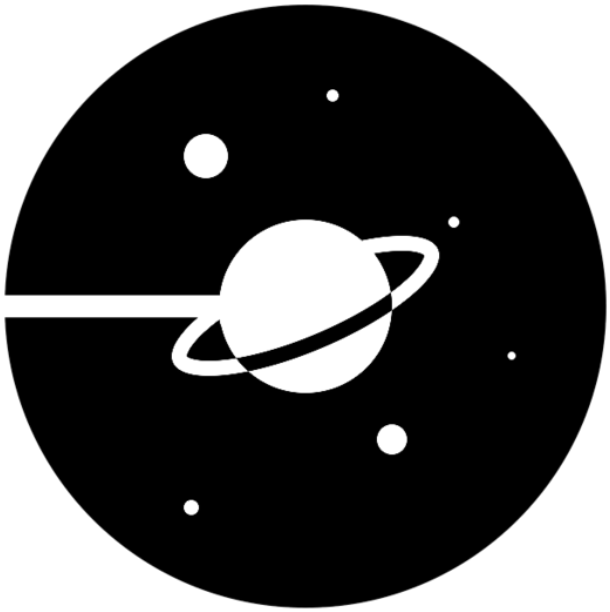
20.034 Flermulon Tower
Berquili, HTV
Banstrolia
Flermngar
Q4 17^{h} 45^{m} 40.0409^{s}, −29° 00' 28.118" (J2000)
2352 234 567



ÜBERSPACE

Cultural Manual

V1.01

0.0.0 INTRODUCTION

The galaxy is filled with an abundance of life with a multitude of varying needs for interstellar travel, and as a trained Uber-space cultural advisor it is your job to ensure that all of the needs of our customers are met, be they Frebulons or Fremalonulons!

Welcome to the Uberspace Cultural Manual, your guide to the many races and your lifeline to a 5-star review!

In this manual you will find, in exact detail, the means to provide your assigned driver with all the information needed for the most comfortable (not to mention survivable!) journey. May the pages contained within light your way to a perfect score every time. Good luck to you and your driver!

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0.0.1 CONTENTS

1.0.0 Identifying Client

Clients can be identified through hundreds of thousands of ways, but contained in this chapter are only the fastest and most reliable indicators to determine the Client's race and thus tailor the Uberspace-craft's hab to their needs.

1.1.0 Speech

Greetings are the audio message that play when a client hails the Uberspace craft. It is your driver's job to convey this greeting to you as soon as they hear it so you can begin the process of identifying the client's needs. Client's will usually ask for the radio to be louder or quieter, or request the radio be changed to one of the three most popular stations: Cantina Radio, Space Opera or Space Jazz.

1.1.1 Central-Galactic

Central galactic communication is typically shrill and with a lot of "ee" (I) sounds, a result of developing in the high gravity Galactic Center.

"Scritny Di"	Hello	*"Fridatno"*	Cantina Radio
"Iverni Scu"	Radio louder	*"Spirinudilidity Doo Dap"*	Space Opera
"Bri-bap pa Deen"	Radio quieter	*"Scritny Do"*	Space Jazz

1.1.2 Inner-arm

Inner-arm speech tends to be mid-ranged and with a lot of 'ob' sounds.

"Ob Glob-ni Dob"	Hello	*"Foot nob-ga looba di dob"*	Cantina Radio
"Boodiliy Bob Flob"	Louder	*"Fridna lob ni dob"*	Space Opera
"Scritny Dooda Blob Blob"	Quieter	*"Scob nob hobligob"*	Space Jazz

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1.1.3 Outer- spiral

Outer spiral language is deep and booming, with lots of clicks and growls

" Scrawdlub * Kaw"*	Hello	*"* Bork crob* gr"*	Cantina Radio
*"Screeav * Lub vorth"*	Louder	*"* Kab * Brghy * * Kaewb"*	Space Opera
*"Scritny * Blub Blob"*	Quieter	*"* Gloob-sca * Kaw"*	Space Jazz

2.0.0 Anatomy

The anatomy of the Client is important to identify as often it will have a direct impact on atmosphere requirements

2.1.0 Eyes

There exists 2 kinds of photosensitive receptors in the galaxy, Eye Stalks and Eyeballs. The number of Eye Stalks and/or Eyeballs have a direct relation to the amount of Oxygen, Carbon Dioxide, Nitrogen or Methane a Client requires for a safe and comfortable travel in your driver's Uberspace-craft.

Eye Stalks

- If the Client has 1 Eye Stalk, they require an additional 5% Oxygen and 5% less Carbon Dioxide in the cabin Atmosphere
- Should the Client possess 2 Eye Stalks, it is likely that they would prefer an atmosphere with 10% more Oxygen and 10% less Carbon Dioxide
- If however the Client has 3 Eye Stalks, an additional 15% Oxygen and 15% less Carbon Dioxide is recommended for the cabin Atmosphere
- A Client with 4 Eye Stalks should immediately be provided with a cabin with 20% less Carbon Dioxide BUT an additional 20% Oxygen
- In the case of a Client containing 5 Eye Stalks, an additional 25% Oxygen and 25% less Carbon Dioxide is required in the cabin Atmosphere
- 6 Eye Stalks = +30% Oxygen, -30% Carbon Dioxide
- On the other hand, if the Client has 7 Eye Stalks, they require an additional 35% Oxygen and 35% less Carbon Dioxide in the cabin Atmosphere
- Alternatively, the Client could have 8 Eye Stalks, they require an additional 40% Oxygen

and 40% less Carbon Dioxide in the cabin Atmosphere

- If the Client has 9 Eye Stalks, they require an additional 45% Oxygen and 45% less Carbon Dioxide in the cabin Atmosphere
- The Client may have as many as 10 Eye Stalks, and in such a “worst case scenario” the Client would require an additional 50% Oxygen and 50% less Carbon Dioxide for safe interstellar passage

Eyeballs

The process for identifying Nitrogen and Methane levels correlates directly with the number of eyeballs a Client possesses. It can be found through the following equation:

$$N = En + 5$$
$$CH4 = En * (\pi - 13)$$

Where En is equal to the number of eyes on the client.

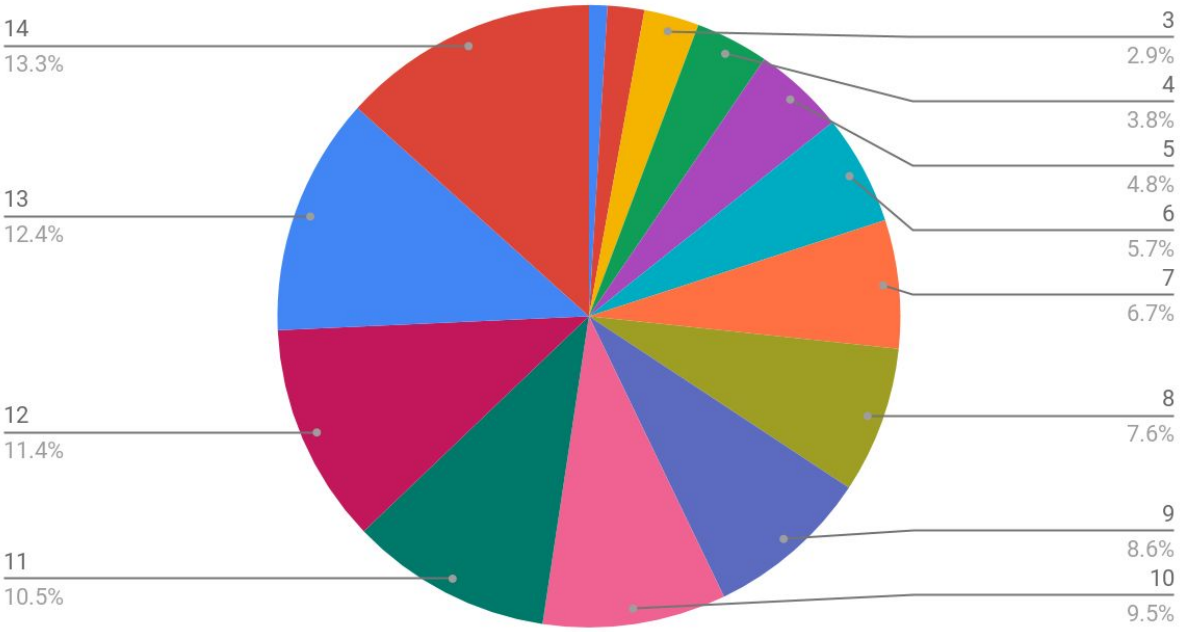
N= Nitrogen Level

CH4= Methane Level

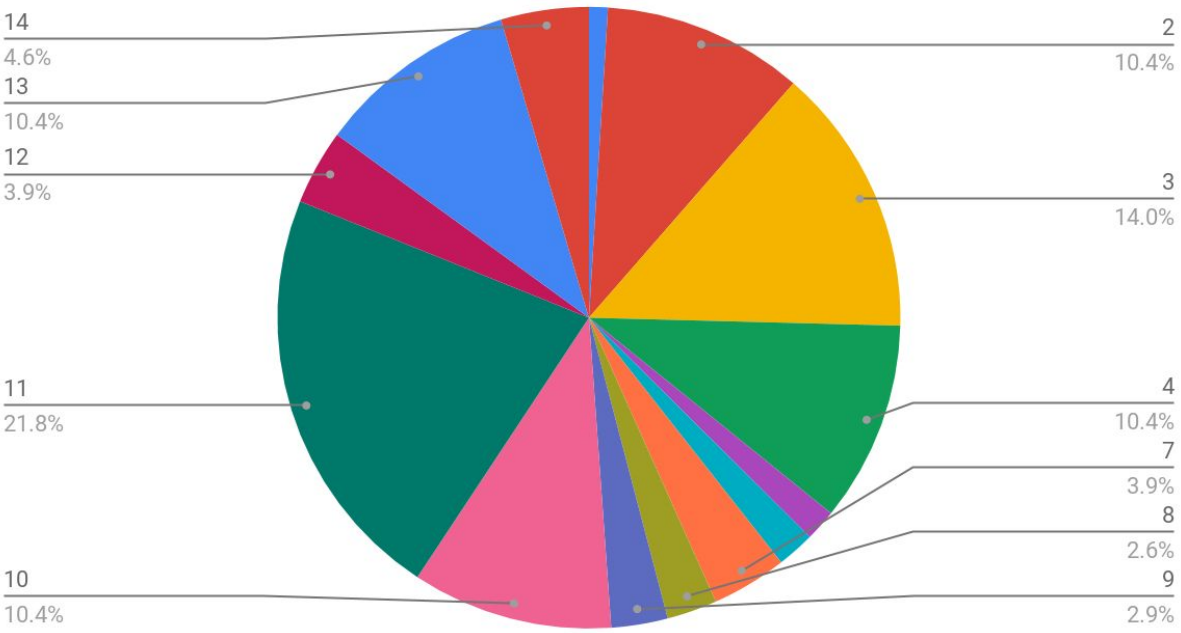
2.2.0 Limbs

The number of limbs a Client has is also important in identifying their Carbon Dioxide and Nitrogen Requirements. The two main limb types in the galaxy are Tentacles and Arms. Below are two pie-graphs that simply depict the Carbon Dioxide and Nitrogen requirements respectively based on the number of Tentacles the Client appears to have. Beneath that is a simple flow chart to help you calculate the Methane and Sulfur recommendations based on the number of arms. Remember it is always important to inspect the hologram thoroughly to guarantee safe travel for the Client, as well as a good review!

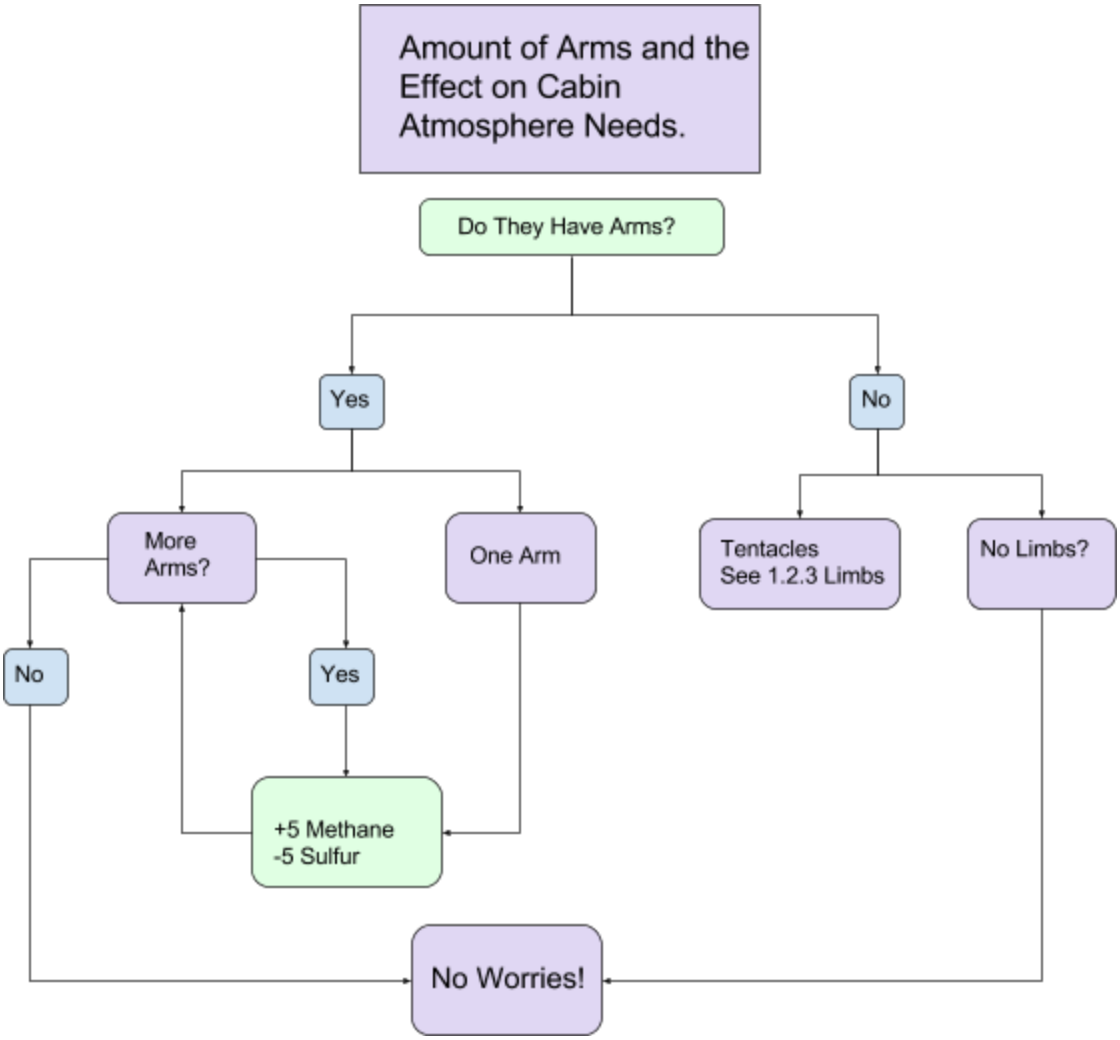
Carbon Dioxide level for number of Tentacles



Nitrogen level for number of Tentacles



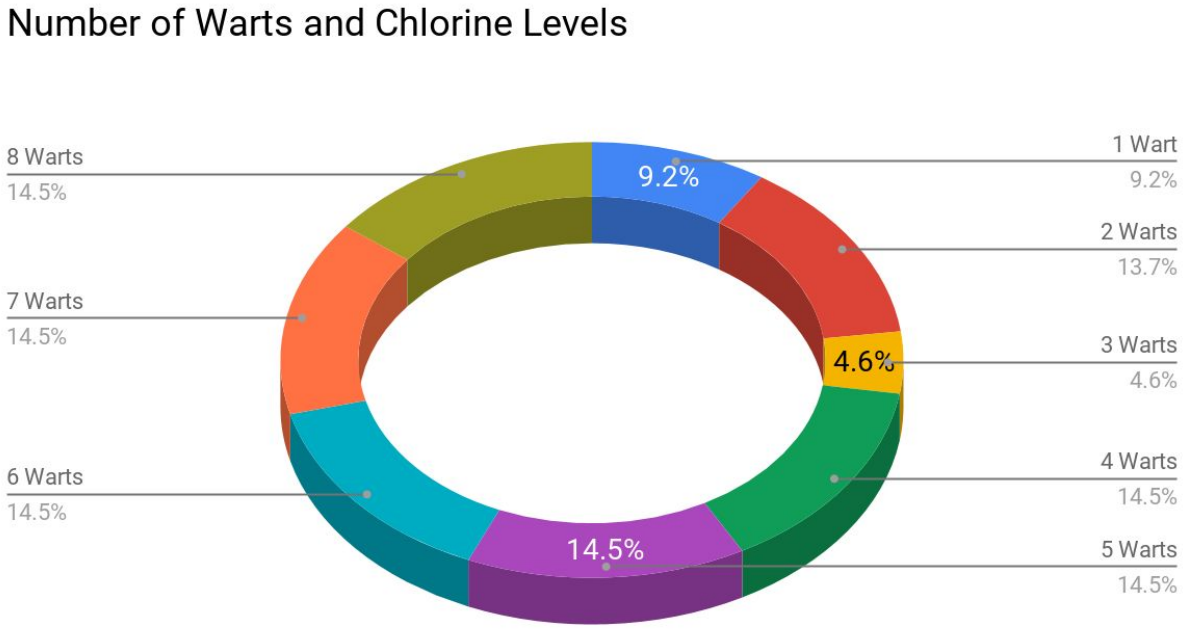
Arms



2.3.0 Warts

The number of warts a client has should tell you the Chlorine levels of their home planet. Below is a graphic depiction of the recommended chlorine levels for the Uberspace-craft cabin. Be sure to check the client's back and sides as you can see that there is no linear relation between warts

and Chlorine level.



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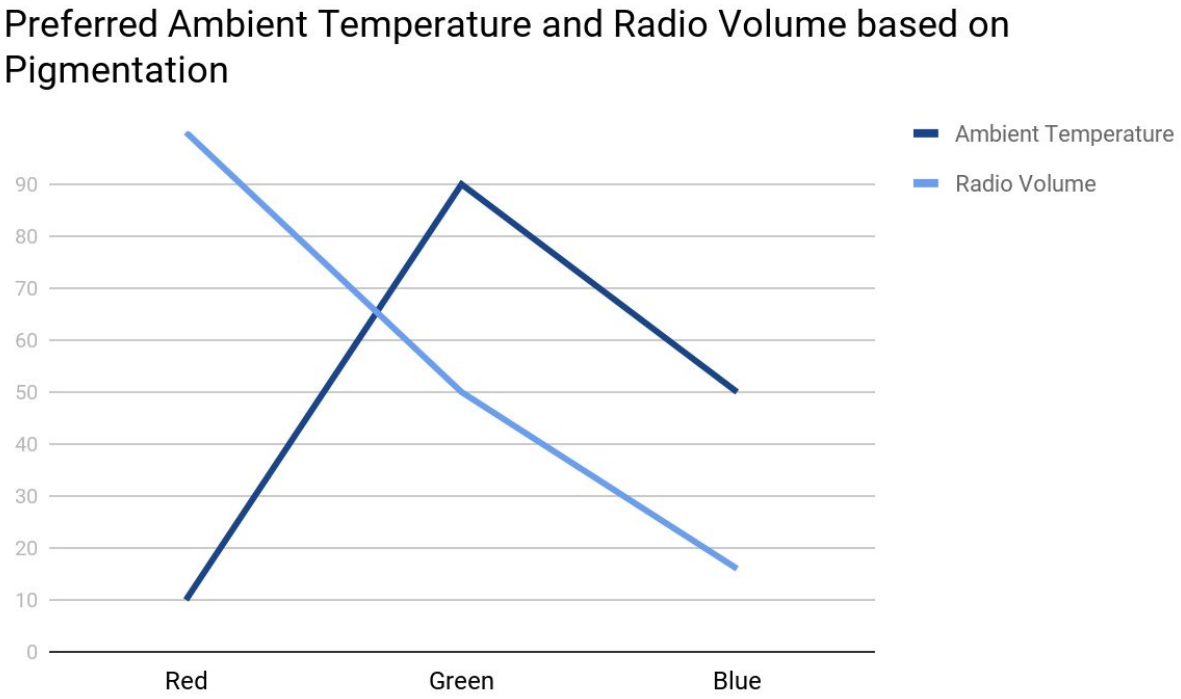
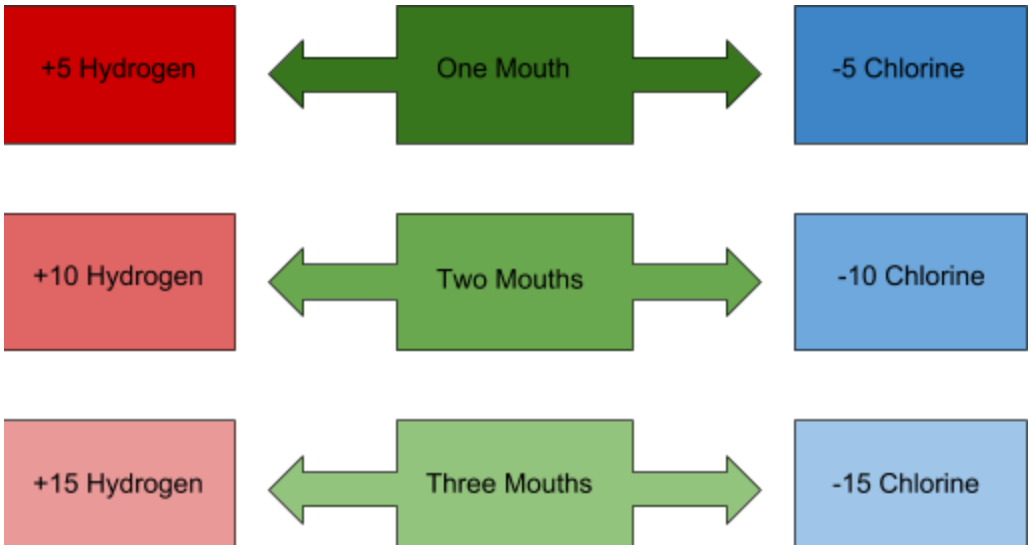
2.4.0 Pigmentation

Pigmentation tells you the Ambient Temperature of the Client's homeworld, and from that the preferred Radio Volume can be deduced as it is surprisingly consistent throughout the Galaxy.



2.5 Mouths

The assumption of chlorine and hydrogen levels are very simple to deduce. It is an additional 5 Hydrogen and -5 Chlorine for each mouth. Below is a simplified decision chart to guarantee correct levels (as chlorine and hydrogen imbalance can be potentially fatal to some Clients)



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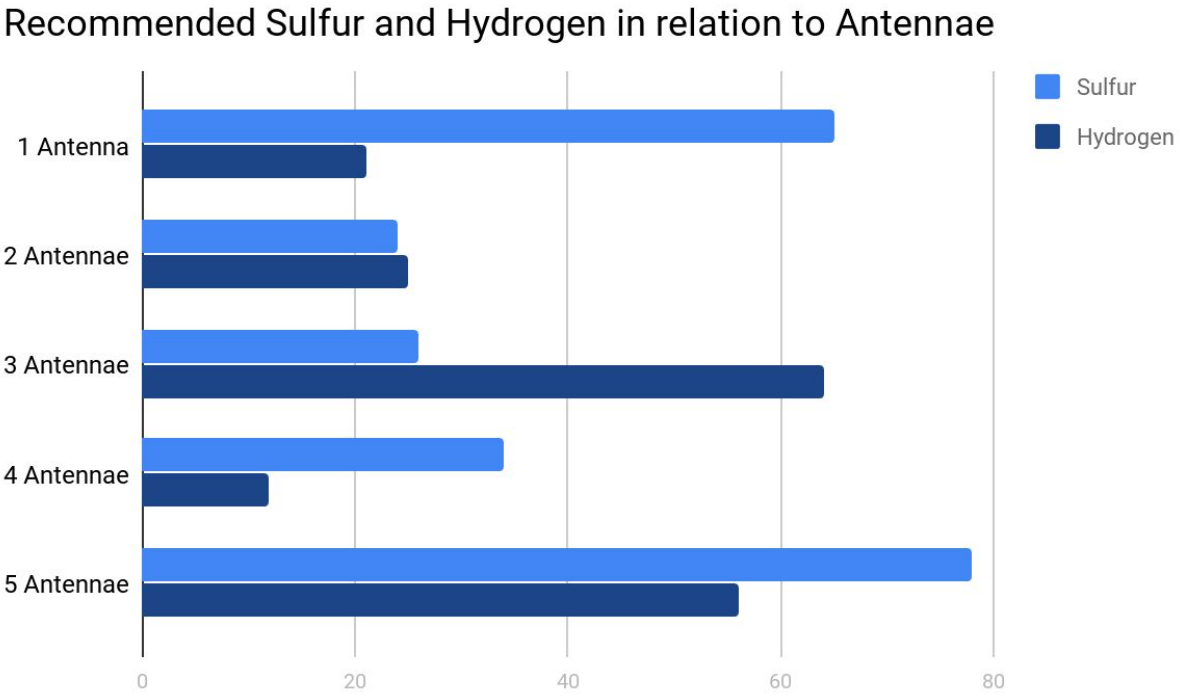
2.6.0 Antennae

The Antennae are the final deciding factor on the safe chemical composition of the Uberspace-craft cabin. It will dictate approximately the Sulfur and Hydrogen levels and will thus finalise the ratios of your cabin atmosphere!



2.7.0 Ears

The Client's ears do not influence their comfort- don't be ridiculous!

3.0.0 Driver Interface

Many beginner Uberspace drivers comment on the apparent complexity of the spacecraft. Uberspace drivers come from all over the galaxy, so to make the Uberspace craft as logical and straightforward to as many races as possible, the driver interface has been created with the different thought processes and abilities of all races in mind. Just remember that although solving a pentrilateral psionic riddle to re-route power supply from the a/c to the radio may seem obvious to you, to a driver from the outer bands of Quadrant 3 you might as well be asking him to implode! Always remain patient with your driver and remember that the driver interface has been created to keep all drivers (and Cultural Advisors) as calm and sane as possible.

3.1.0 Buttons

Left button is start, left button is ready to pick up

3.2.0 Sliders

Left vertical fader controls heat
Right vertical fader controls radio volume
Top horizontal fader controls atmospheric Methane level
Bottom horizontal fader controls atmospheric Chlorine level

3.3.0 Knobs

Knobs increase in value clockwise and decrease anti-clockwise

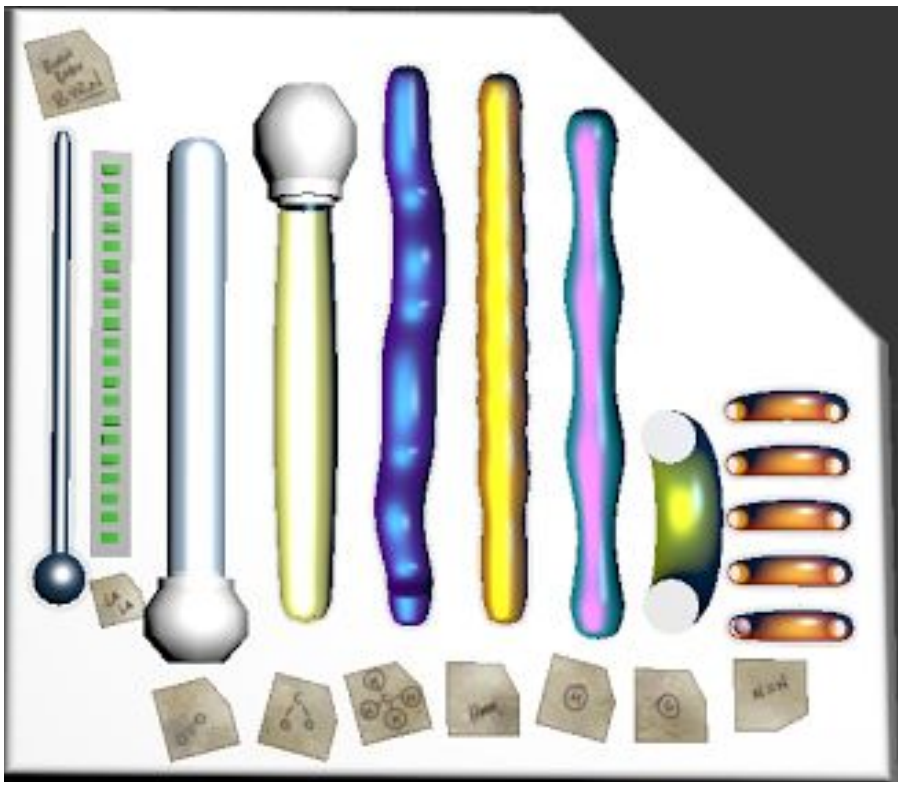
- Upper left knob controls Oxygen level
- Upper middle left knob controls Carbon Dioxide level
- Upper middle right knob control Nitrogen level
- Upper right knob control atmospheric Sulfur levels
- Lower left knob controls Hydrogen

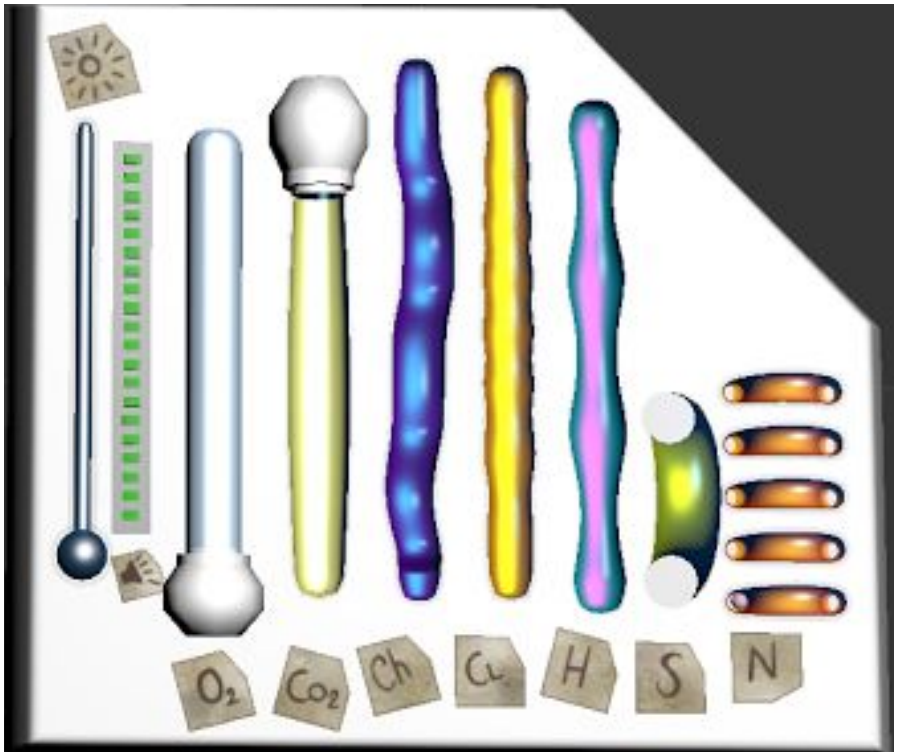
3.4.0 Yellow Knob

The lower middle right knob rotates the Client's hologram left and right to make their full anatomical features visible to the Uberspace Driver.

3.5.0 Translations

To make the HUD as universally understandable as possible it has become standard for labels to be represented through use of logical glyphs and symbols. Some drivers may require you to decode meaning of such symbols, and in such a situation it is recommended to compare the following images.




O2
Co2
Ch
H
S
N

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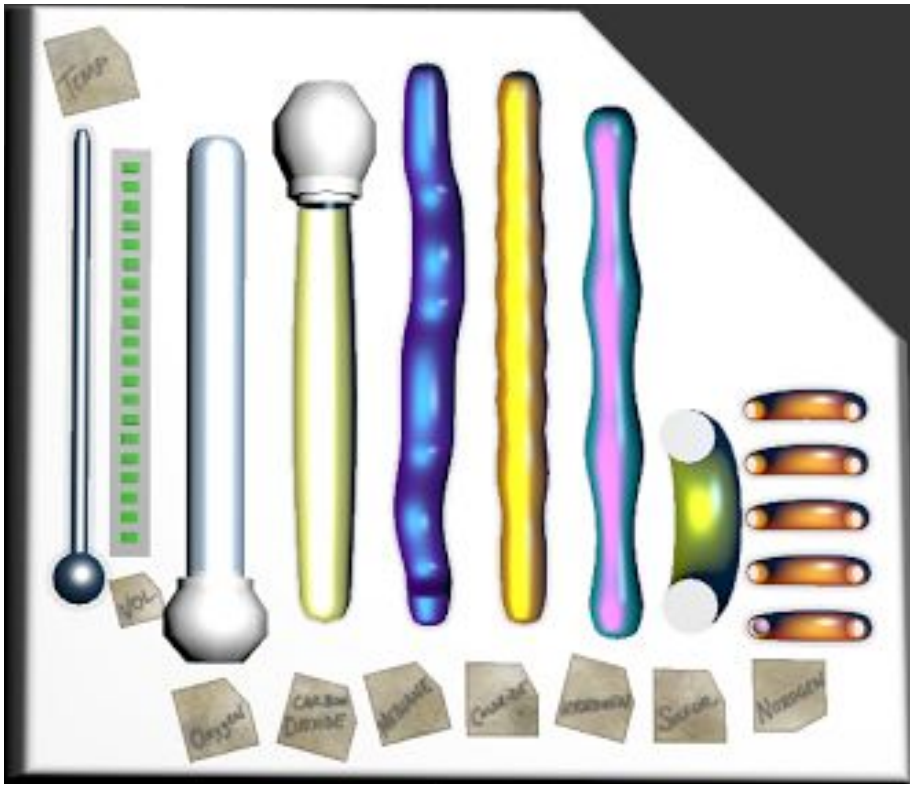

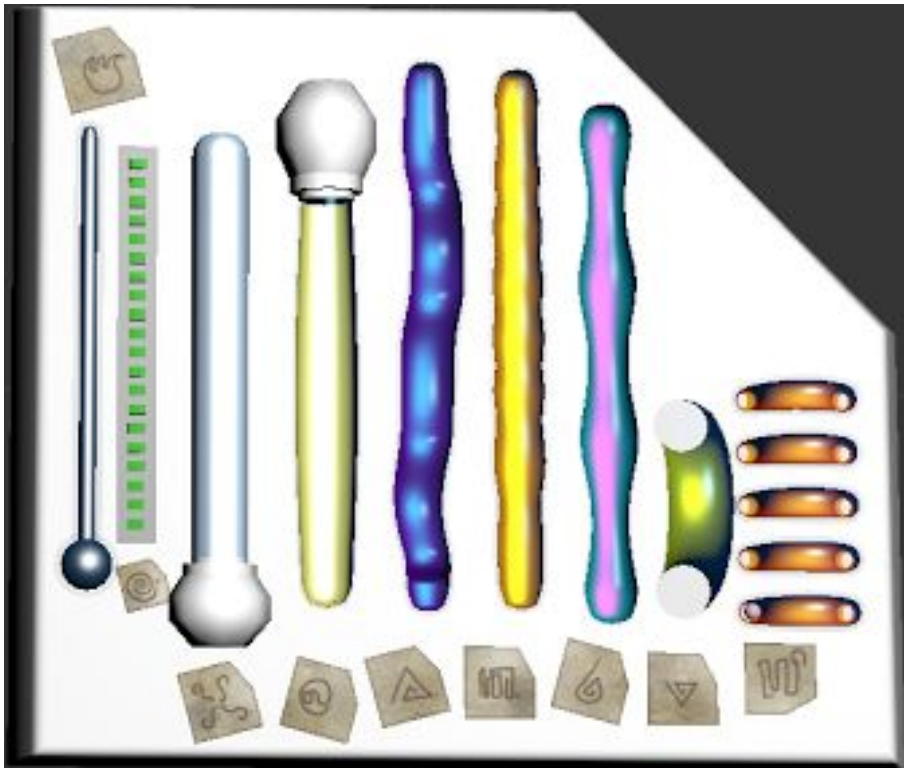


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4.0.0 Developer Reference

4.0.1 Atmopshere vs Limbs

Attribute	Heat SLIDER	Volume SLIDER	Oxygen KNOB	Carbon Dioxide KNOB	Nitrogen KNOB	Methane SLIDER	Sulfur KNOB	Hydrogen KNOB	Chlorine SLIDER
Stalk			+5% per stalk	-5% per stalk					
Tentacle				+1% per tentacle	1=1% 2=10% 3=14% 4=10% 5=2% 6=3% 7=4% 8=2% 9=3% 10=10% 11=21% 12=4% 13=10% 14=5%				
Eye Ball					+5% per eyeball	* -10% per eyeball			
Arm						+5% per arm	-5% per arm		
Antennae							65%	21%	
Mouth								+44%	-42%
Wart									1=9% 2=13% 3=5% Everything else 15%
Red	10%	100%							
Blue	90%	50%							

Green	50%	16%							

Alien Requests:

4.0.2 Requests and Radio

The Alien makes requests during the transport phase. These are for alterations in the radio, and are obfuscated by the alien's language.

Language	Command	Result	Reward \ Penalty
	Up	Volume Up 25%	0.5 Star
	Down	Volume Down 25%	0.5 Star
	Cantina	Cantina Station	1 Star
	Space Opera	Space Opera Station	1 Star
	Space Jazz	Space Jazz Station	1 Star