

Starkick Traders User Guide

Starkick Traders is a game of inter-galactic exploration. Players explore the universe, trading for commodities and increasing their wealth and power. Battles can be fought over space sectors and planets. Play it now at <http://www.berigames.com/skt>



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Introduction



Space is a dangerous place, but the Federation wants tough new colonists to expand trade routes and civilization out to the furthest reaches of the known galaxy. Are you that person?

Summary:

Begin a new life in the off-world colonies! The Federation is giving away ships and credits to promote exploration and colonization of the known galaxy. Where will you go from there? Build a huge galactic empire or start a warrior space clan? It's up to you.

What ever you decide, credits are the fuel of your dreams. Trading makes you money. Trade goods between space ports to earn credits, upgrade your ship and trade some more. Buy better weaponry, more powerful engines, and anything else that you think will come in handy. Aim for planet colonization. Find, build or steal a planet and fill it with enough people to make goods and money for you. Build a base and defend you planets, get three planets in a sector and you'll own the sector.

Space is a dangerous place. It is life or death out there, but the Federation does not look kindly on those who prey on new colonists. Even so, in the early days you might want to hang out in the safety of Federation space. If you want to be a bounty hunter - have we got firepower and equipment for you! You can earn big credits for hunting down the dirt of the universe! The Federation pays triple the usual salvage rate for fugitive scrap.



The game resets when the winners are obvious to the administrator. Each game lasts about 4 weeks but it could be longer, could be shorter. Top scores come from maxing out your ship, your planets, owning the most sectors and doing it in the most efficient way possible.

Strategy Guide

Introduction:

Welcome to the Starkick Traders Strategy Guide!

This is a game of intergalactic exploration. Players explore the universe, trading for commodities and increasing their wealth and power. Battles can be fought over space sectors and planets. In this document you will find some strategies to get you started.



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Strategies:

These are some generic strategies to help you get started. These aren't set in stone, and are very general. They should give you an idea of what works and what doesn't work. Of course there are many more strategies, but these are the ones I thought up at 2 in the morning. :)

Special Note: For all of these strategies I am assuming that you have already survived your first couple of days in the game. If you are still a newbie, read the New Player Guide first. If you have not subscribed yet, do so. You will never win the game unless you can upgrade your ship enough and besides, you get free cloning which is dead useful (sorry for the pun).

The Trader

The Trader primarily spends his time trading. The best thing to do is find a goods port and an ore port in adjacent sectors. Trade back and forth until either you can afford a hull upgrade or the port's prices are no longer very good. Keep doing this. When your engines are large enough to efficiently use realspace (usually anywhere from 14 to 18) start doing trade routes between goods and ore ports. They don't have to be adjacent at this point. Be sure to buy a fuel scoop if you're going to realspace trade (trade route) as

you'll be able to sell any energy you scoop on the way for extra profit.

Be sure to have the maximum amount of EWDs and an escape pod at all times to ensure survival. You don't have to upgrade any techs except for hull, energy, and engines. Everything else is good for combat or colonizing. Your military techs can be zero as the EWDs are your primary means of survival.

PROS: Quick rise in score. Good to play catch up if you enter the game late.

CONS: Lack of planetary empire means that you could lose out in the long run.

The Planet Trader

The Planet Trader is a more advanced version of the Trader. First find a sector with either an organics port or an Energy port in it and make some planets there. Destroy all the warp links to and from the sector and hope no one finds you. Fill planets with colonists and tell them to make goods. Set up a two-way trade route from your planet to the port and siphon off the goods every so often. An intra sector trade route only takes 2 turns so this is a great way to make money!

PROS: Great way to make cash quickly. Good to play catch up if you enter the game late.

CONS: The local port can fill up and not want to buy your goods after a while.. a variety of commodities but also fill up the planets with as many fighters and torpedoes as you can - you'll need this to defend them later on. You've now got a choice: sell commodities from your planets to passing players and Furangee or use the planets yourself to generate cash. Once you've got enough defenses you can do both.

The Furangee Salesman

This is quite a difficult and unproven strategy so far but could be very lucrative.

First find a sector with lots of warp links and make some planets there. Fill up the planets with as many fighters and torpedoes as you can. Anything over 10m fighters should be enough but you want them heavily protected to stop takeovers. If you make enough planets and bases to own the sector make sure that ship to ship attacking is still allowed otherwise Furangee will not frequent your sector (Furangee always need to option to attack). Once all your planets are in place fill them with colonists and tell them to make a variety of commodities. Furangee link different things. Then destroy all the warp links going out of the sector but keep one link or make a link that goes to a port in another sector. Fly to that sector and destroy all the warp links going out of that one too except for the link going back to your planet sector. What you want is lots of ways for Furangee to get to your planets but not many ways to get out. :-)

Then set all your planets to sell commodities and rack the price way up to max. You might want to avoid selling energy because that is vital to your planet's survival. Then all you have to do is wait and Furangee will eventually pop into your binary system and start trading, and trading and trading.. You might want to switch off the alerts because they will bop back and forth trading like mad. Eventually they pop out of your system or

you might want to kill them.

PROS: Makes cash by itself once it's set up.

CONS: Difficult to set up and defend. You cannot use sector defenses or stop ship attacks.

The Builder

The Builder is mainly concerned in building a planetary empire. As such, he should aim for a hull level of about 15 or 16 and then start colonizing a planet. Colonize planets to about 25-50 million people before moving on to the next planet.

Here's the deal on upgrading: When you hit a 15-16 hull level, upgrade everything to within 4 of your hull. Actually, forget about sensors. Builders don't need sensors. They don't need armor either for that matter. Always have full EWDs and an escape pod. Every time you upgrade your hull, upgrade the other techs. Stop upgrading engines when you can efficiently use realspace to get anywhere in 1 turn. Upgrade as soon as you can.

As far as colonizing is concerned, realspace to a special port. Pick up a full load of colonists, fighters, and torpedoes. Make sure that your hull is empty before you go there so you can fill up to the max. Realspace to your new planet. Drop off colonists, fighters, torpedoes, and the energy you made from realspacing. On each new planet, set the energy production to 5% and all other productions to zero. You'll need the energy to power your planetary shields and beams (laser weapons) and any sector defenses you deploy in the future.

Colonize constantly. Use the money made by your planets to buy the stuff to supply your planets. You don't really need to trade much in this strategy.

PROS: You make lots of cash in the long run.

CONS: Kind of slow to start. Conquerors can sometimes take your planets.

The Banker

The Banker builds one planet to full capacity. Upgrade as though you were a builder. Be sure that the planet is extremely well defended. Keep adding fighters. If you think that the planet has a ridiculously high number of fighters, then it's probably the right number. I'd recommend spending something like 5-10% of your turns adding more fighters and torps to the planet.

Okay, here's the way the Banker makes his or her living: Put all your money on the planet and then land on the planet. It should be well defended enough to survive any attacks. Wait 600 turns, during which the money will earn interest. Play the 600 turns as though you were a Trader to make cash. At the end, put the new money on the planet and wait another 600 turns before you play again. The important thing is to let the money sit around and accrue interest for as long as possible.

This strategy works fairly well if you combine it with a Builder, i.e.. Build a bunch of planets, but Bank on one of them. Harder to defend your empire this way.

PROS: You can make a metric butt-load of cash if you're patient.

CONS: You can only play occasionally and you don't have many planets to produce for you.

The Conqueror

The premise here is that you build up your military techs (shields, armor, computers, torps, and to a lesser degree sensors) and use them to take other people's planets. You then use the money acquired from these new planets to upgrade even further. You end up with lots of ill gotten colonists and planets this way. They will make money for you and you will gain an empire similar to that a Builder might create.

Be sure to stock every new planet acquired with plenty of fighters and torps to be sure that the former owner won't come and try to take the planet back. Trust me, that sucks.

PROS: You can get a whole lot of colonists using a small number of turns.

CONS: Everyone will hate you and it's sometimes hard to defend new "acquisitions".

The Idiot

This is more a list of what not to do. I've seen people do things that boggle the mind, but the truth is that they just don't know any better. Here's a listing. Don't...

1. ...scan over and over and over. It is a waste of turns. Don't scan ships or planets unless you actively plan on attacking them. For one, it's a waste of turns. Also, it gets people angry. You will be marked if you scan someone more than once.
2. ...waste too much time trading energy or organics. Ore and goods will give you the greatest returns.
3. ...realspace move unless you can get somewhere in only a few turns. I've seen people use 50-100 turns to move from where they are to Sol. You could probably move from sector to sector and find a special port (there are more than one!) using less turns. Plus you might find other planets or trading ports along the way.

Combat

In any one fight, 100% of your fighters can be deployed but you can only use 2% of the torpedoes you have stockpiled. Why? Because the torpedo launchers mounted on your ship or planet can only launch a salvo equal to 2% of the maximum torps you can have.

Combat also requires energy for beams and shields and your laser beams take power first. Example: If you have 20k energy on your ship and your beams can support 25k beams and your shields are at 25k shields, you'll actually get 20k beams and 0 shields. Make sure you scale your energy to match your equipment capabilities!

Ship to Ship Combat

Ship to ship combat is very straightforward. Here we go:

1. Engines: The better your engines are compared to your opponent the better chance you will have of keeping the fight going.
2. Sensors determine whether you can lock on to your target or not.
3. If the defender has an Emergency Warp Device, it is used and the defender is sent to a random sector. If the defender has no Emergency Warp Devices, combat continues.
4. Beams are used to destroy fighters first. The more beams you have, the more fighters you'll take out. If you destroy all of the fighters then the beams target your opponent's shields. If you destroy all of the shields and still have beam energy left they will fire on the ship's armor - pierce that and you've won!
5. Torpedoes are fired after beam weapons are exhausted and target fighters first and then armor.
6. Now, fighters attack. Fighters are so technically advanced that quite simply it's tit for tat. If you have any fighters left, they attack the defender's armor. If the defender doesn't have enough armor left, too bad.
7. If either player has armor of 0 or less, they are dead. If you die, life sucks. You learned a hard lesson. If your opponent dies and you live, you get some money based on salvaging his ship. Ship death is permanent for anyone except subscribers and newbies. Be wise, [get a subscription](#).

Ship to Planet Combat

This is very similar to ship to ship combat. If the defender's ship is not on the planet, then the planet is considered defeated if its shields and fighters are reduced to 0. This will not destroy the planet, it will just make it available to you to capture.

If the planet's owner is on the planet, then things are slightly different:

1. Your beams can take out up to half of the planet's fighters.
2. Planet beams take out up to half of your fighters.
3. Owner beams take out up to half of your fighters.
4. Player beams go against planet shields.
5. Planet beams go against your shields.
6. Owner beams go against your shields.
7. Your beams go against owner armor.
8. Planet beams go against your armor.
9. Owner beams go against your armor.

10. Your torp damage takes out planet fighters.
11. Your torp damage takes out up to half of the owner's fighter.
12. Planet torps take out up to half of your fighters.
13. Owner torps take out up to half of your fighters.
14. Your torp damage goes against owner's armor.
15. Planet torp damage goes against your armor.
16. Owner torp damage goes against your armor.
17. Your fighters go against planet fighters.
18. Your fighters go against owner fighters.
19. Your fighters go against planet shields.
20. Your fighters go against owner armor.
21. Planet fighters go against your armor.
22. Owner fighters go against your armor.
23. If your armor is 0 or less, you die. Bozo.
24. If owner armor is 0 or less, he dies. Good job.
25. If you're alive, he's dead, and the planet has no fighters or shields, you win and get the planet. Well played.

See, I told you it was easy.

FAQ

Please submit questions to sktfaq@berigames.com or send them using the Feedback in the game.

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Q1. How do I upgrade to a tech level one base?

A. To add a base to a planet make sure you have 10,000 organics, ore and goods and 10 million credits and then choose "Build A Base" from the planet menu. A base enables:

- a) Storage of > 10 million credits
- b) Adds 1 level to all of the planet's stats: torps, beams, shields and cloak.

A base is valued at 10 million credits for score purposes.

Q2. What counts towards getting points? And how are those factors weighted?

A. Your score is totally dependent on your net worth. Everything is counted: you ship value as a sum of its market value upgrades, money in the bank, commodities and colonists on your planets, etc. Any loans you have are deducted from what you own and then the grand total is square rooted. That gives your score.

To grow your score looks for areas where you can grow your wealth without having to spend turns doing so. This include: putting colonists on planets and telling them to make things, putting money in the bank or on a planet and letting it grow interest, making your commodities available for sale to traveling furangee (next game), etc.

Q3. How are a planets shields and beam weapons determined?

A. All of you planets stats are derived from your ship stats. If you have a base on the planet they are +1 what you have on your ship. If your ship is destroyed then your planets become sitting ducks. Conversely, if you see a planet under attack you don't necessarily have to go there to defend it, just buy some more beams, torps, cloak or shields for your ship.

Q4. How does a player determine the strength of planetary and sector defenses? In that for example if I have a million fighters in my sector what level of beam weapons will it take to destroy all of my fighters? Do fighters fight on a one to one basis? If I have 500,000 fighters in my sector then would a ship have to have 500,000 to beat me?

A. If a ship decides to take on sector fighters it will unleash all of its weaponry on them, not just its fighters. Beams hit first, then torps, then fighters. If there are any fighters left in the sector they hit the ship's armor. If the ship's armor goes to zero or less the ship blows up.

To work out how many fighters you can destroy you need to do a calculation based on your weaponry stats. We are planning to put in a combat computer to help with this calculation (see another posting) but in the meantime you will have to use a trusty calculator, a handy spreadsheet, the table below, or guess!

Q5. So, how many "beams" do you get and how much damage does a torpedo do?

A. For every upgrade except two of them you get $(1.5^{\text{level}}) * 100$ of that thing. So for level 10 beams you will get 5767 beam shots. For level 10 shields you will be able to absorb 5767 beam shots. See the table below for the calculations from level 10 to level 25.

The two components that do not follow this calculation are torpedoes and energy.

Although you can stock up on lots of torpedoes, in any one battle you can only fire off 2% of your maximum capability, however, each torpedo does 20 times the damage of a laser beam (one torp can take out 20 fighters). In other words, torpedoes are 20% as effective as laser beams. Why have them then? Well, when you take on a planet you can only take out up to 1/2 of the planet's fighters with beams, the rest have to be taken out using torps. also, you might have a lot of them because you forgot to tell your colonists to stop making them.

Power on the other hand is easy to store and so for every upgrade, you get 5 times as much capacity. This means you do not have to keep your power at the same level as your beams and shields to keep them up to 100% effectiveness. It can trail a little behind if you like.

Upgrade capacity table:

Level	Capacity
10	5,767
11	8,650
12	12,975
13	19,462
14	29,193
15	43,789
16	65,684
17	98,526
18	147,789
19	221,684
20	332,526
21	498,789
22	748,183
23	1,122,274
24	1,683,411
25	2,525,117

Q6. Do I need to keep energy on my ship in order for it to be able to defend itself? I

read something about this on the forum but did not quite understand it.

A. Yes! If you do not have energy on board ship, your beams and shields are useless. Make sure you are tanked up with energy if you are going into a fight. If you have excess energy you will be able to go through multiple fights without having to refuel.

Your energy banks are dedicated half to beams and half to shields so make sure you have enough to go around. Energy will NOT be diverted to beams when attacking.

Q7. Why don't my shields help against sector fighters?

A. Shields protect against beams ONLY. They absorb beams 1 for 1. Armor protects against fighters, make sure you have enough!

Q8. What do sector mines do?

A. If a ship enters a sector and fails to cloak it will hit a portion of the mines. If it has mine deflectors they will absorb the impacts one for one. If the mine deflectors run out, armor takes over, if armor runs out, its bye, bye baby!

Mines are also useful for tagging sectors to see if people go there or not. You only need to place one mine in a sector to get a tell tale email...

Mines are torpedoes that you let hang in space.

Q9. If mines and fighters in sector defenses are marked for toll, how is that toll collected?

A. When a player tries to enter a sector with toll fighters they will ask for a toll, if the player agrees to pay the toll it will immediately go to the fighter owner's ship account. Mines are NEVER toll even though it looks like they can be (this will be cleared up in a future version of the game). When you enter a sector anywhere from 5% to 100% of the mines can hit your ship. If you have paid the toll though, mines will not activate.

Q10. My planet was scanned but no toll was collected, I assume that he cloaked his way in but how strong to I have to be to detect his ship under cloaking?

A. How well you detect in this circumstance or any other is based on how strong your sensors are. If you have higher sensors than his cloak you are much more likely to detect the intruder.

Q11. If a player chooses to attack a planet will the sector defenses kick in even if they are marked for toll?

A. No, they only defend the sector not planets. They will kick in if they or the mines are attacked though.

Q12. What to the white bars stand for underneath the planets?

A. This has confused so many people that we're thinking about removing them! They are supposed to be scan bars that get more white the bigger the planet but they are superfluous really so they will probably go soon!

Q13. What does a Last Seen Ship Device do?

A. It adds to your long range scan capabilities. If you buy one and then do a long range scan it will show you the last ship that visited a sector. It's quite clever actually because

your own movement does not affect it. It's useful for tracking people down and seeing where they operate.

Q14. How does SOFA damage get calculated?

A. In SOFA (Sub-Orbital Fighter Attack) you use your on-board fighters to attack/bomb a planet. SOFA bombing is less effective if you are bigger on average than your adversary though - only 50% of your fighters will ever have a chance as opposed to 100% if you are smaller. This is because the planet colonists can see you coming and get ready with defenses.

There are other things to consider when SOFA bombing. Firstly, if the defender has better Torps or Beams than you then you will have to battle them down to zero before you can touch his fighters. This means he will be able to defend against you using those until his energy is zero and his torps are zero. Once they are zero his fighters will kick in. If you have better beams and torps than he does then actually those defenses don't kick in and it's just fighter against fighter. We're still considering if this really makes sense but that's the way it is right now. So the advice is, if you find yourself slogging away trying to deplete torps and energy, upgrade your torps and beams and try again. Similarly, if you are a defender, you might want to beef up beams and torps as much as manufacture fighters on you planet.

Q15. I scanned a ship/planet and saw that it was smaller than mine, attacked and I blew up! What's going on?

A: Basically, your sensors are not good enough to get a true reading! There is an error to scans based on how good your sensors are vs. a target's cloak. Rescanning will NOT help, it's not a random error, it is the same every time and it affects all the numbers you get equally. This also affects planets too. (This is why we think people are killing themselves on planets so much because they are over trusting the numbers of a scan). If you scan and get a reading other than ??? don't trust it completely unless you have very good sensors compared to the target's cloak. So the take away is, spend money on sensors if you want to make sure and maybe compare with team mate scans to check. Or, just take it as an under-reading and play on the safe side. Certainly, if you get ???'s a lot then your sensors are rubbish and need upgrading because all they are giving you are their best guess.

Q16. Do bounties on my head affect my score?

A. No. Bounties placed on you do not directly affect you score.

Q17. The Federation just fined me! What's that all about?

A. The Federation fines anyone who attacks a player significantly smaller than themselves (<10% score). They also prevent you from using Special Ports and place you on the Universe Most Wanted list and anyone who blows up your ship will get triple salvage value from it, i.e., 30% to 60% of its value! To stop the bounty hunters and to gain access to special ports again you have to pay the Federation the fine, in cash, all at once.

Q18. If I destroy a ship with credits on it do we get those credits or do those credits

get blown up too?

A. You do not get the credits. Those go with the ship's owner; either on his or her escape pod or to their grave! You can get a big cash payout however if you are lucky to salvage enough of their ship, up to 20% of the ship's value.

Q19. Does money accrue interest while on your ship? If so at what rate?

A. No, money only accrues interest on a planet or in the IGB. Planets give the best interest.

Q20. In the calculation of points do good and other commodities like ore and organics count more than fighters and torpedoes?

A. Commodities are valued at 1 credit if they are on a planet, everything else is valued at their cost price. So figs and torps are nominally worth more to your score, but ore and goods could be worth much more if you trade them.

Q21. If someone comes on an attack vector but I do not want to outmaneuver and I want to engage can I do that?

A. Not right now, although that's an option we might add. You can make your EWD useless by having an average tech of 25 or greater, it'll be pretty useless close to that too or if you are on a planet when attacked you will always engage. You can't stop your engines or piloting skills from being good. These protections really give YOU the choice as to when you want to pick a fight.

Q22. How can I avoid burning turns when doing a trade route and the port fills up a planet runs out of commodities?

A. What you have to do is the following:

1. Take a peek at the port you're selling and see how much they are still willing to buy
2. Take a look at how many goods, then ore you have on the planet or other port
3. Do a very quick and rough division of the smaller of that number by the size of your hull, err on the safe side if you like.
4. Do that many trade routes.

Q23. I just died and now I've lost everything! No planets no nothing! Help!

A. Don't worry (too much). all your planets still exist - they are just marked as 'unowned'. You need to quickly get back to them and claim them before anyone else gets them. Try using a warp editor to make a direct path to where your planets were.

The Main Menu

This section describes the ship controls.

Ship report:

Display a detailed report on your ship's systems, cargo and weaponry. You can display this report by clicking on your ship's name or picture at the top of the main page.

Warp links:

Move from one sector to another through warp links, by clicking on the sector numbers.

Long-range scan:

Scan a neighboring sector with your long range scanners without actually moving there. A full scan will give you an outlook on all the neighboring sectors in one wide sweep of your sensors.

Ships:

Scan or attack a ship (if it shows up on your sensors) by clicking on the appropriate link on the right of the ship's name. The attacked ship may evade your offensive maneuver depending on its tech levels.

Trading ports:

Access the port trading menu by clicking on a port's type when you enter a sector where one is present.

Planets:

Access the planet menu by clicking on a planet's name when you enter a sector where one is present.

Navigation computer:

Use your computer to find a route to a specific sector. The navigation computer's power depends on your computer tech level.

RealSpace:

Use your ship's engines to get to a specific sector. Upgrade your engines' tech level to use RealSpace moves effectively. By clicking on the 'Presets' link you can memorize up to 3 sector numbers for quick movement or you can target any sector using the 'Other' link.

Trade routes:

Use trade routes to quickly trade commodities between ports. Trade routes take advantage of RealSpace movements to go back and forth between two ports and trade the maximum amount of commodities at each end. Ensure the remote sector contains a trading port before using a trade route. The trade route presets are shared with the

RealSpace ones. As with RealSpace moves, any sector can be targeted using the 'Other' link

Menu bar (bottom part of the main page):

Devices:

Use the different devices that your ship carries (Genesis Torpedoes, beacons, Warp Editors, etc.). For more details on each individual device, scroll down to the 'Devices' section.

Ships:

Display a list of all your ships, showing which sector they are in.

Planets:

Display a list of all your planets, with current totals on commodities, weaponry and credits.

Log:

Display the log of events that have happened to your ship.

Send Message:

Send an e-mail to another player.

Read Message:

Read e-mail from other players.

Rankings:

Display the list of the top players, ranked by their current scores.

Options:

Change user-specific options (password, user profile, alerts, etc.).

Feedback:

Send an e-mail to the game admin. Use for bug reports.

Self-Destruct:

Destroy your ship and remove yourself from the game.

Help:

Display the help page (what you're reading right now).

Logout:

Remove any game cookies from your system, ending your current session.

Tech levels:

You can upgrade your ship components at any special port. Each component upgrade improves your ship's attributes and capabilities. Each ship you own will have a minimum and a maximum level for each of these.

Hull:

Determines the number of holds available on your ship (for transporting commodities and colonists).

Engines:

Determines the size of your engines. Larger engines can move through RealSpace at a faster pace.

Power:

Determines the number of energy your ship can carry.

Computer:

Determines the number of fighters your ship can control.

Sensors:

Determines the precision of your sensors when scanning a ship or planet. Scan success is dependent upon the target's cloak level.

Armor:

Determines the number of armor points your ship can use.

Shields:

Determines the efficiency of your ship's shield system during combat.

Beams:

Determines the efficiency of your ship's beam weapons during combat.

Torpedo launchers:

Determines the number of torpedoes your ship can use.

Cloak:

Determines the efficiency of your ship's cloaking system. See 'Sensors' for more details.

Devices:

Space Beacons:

Post a warning or message which will be displayed to anyone entering this sector. Only 1 beacon can be active in each sector, so a new beacon removes the existing one (if any).

Warp Editors:

Create or destroy warp links to another sector.

Genesis Torpedoes:

Create a planet in the current sector (if one does not yet exist).

Mine Deflector:

Protect the player against mines dropped in space. Each deflector takes out 1 mine.

Emergency Warp Device:

Transport your ship to a random sector, if manually engaged. Otherwise, an Emergency Warp Device can protect your ship when attacked by transporting you out of the reach of the attacker.

Escape Pod (maximum of 1):

Keep yourself alive when your ship is destroyed, enabling you to keep your credits and planets.

Fuel Scoop (maximum of 1):

Accumulate energy units when using RealSpace movement.

Tractor beam (automatic):

Used to haul any other ship you own around the universe..

Zones:

The galaxy is divided into different areas with different rules being enforced in each zone. To display the restrictions attached to your current sector, just click on the zone name (top right corner of the main page). Your ship can be towed out of a zone to a random sector when your hull size exceeds the maximum allowed level for that specific zone. Attacking other players and using some devices can also be disallowed in some zones.