

Storyline/Mission Log

Captain, our ship is severely damaged from last battle and now lost contact with the fleet. We must find parts on surrounding planet to replace damaged modules before regroup with battlefleet Silver Dawn. Admiral Venesca Catallia is wounded, you will take charge of the whole ship.

Press ESC to assess ship situation

As you can see, some of the modules is not active. Also, inventory is low on stock after the long journey. Come back to this panel anytime you wish to review the latest ship Status.

Now select Crew tab to visit our crew.

Crews are awakened after the warp jump. You can see individual crew's stat here. Let's put them to work. Use the dropdown and click "Give order" to confirm. We must have two crews Pilot the ship at all time.

Order two crews to Pilot ship.

Good work. Time to learn to control our ship. Use: W to go forward, S to reverse, A to steer left, D to steer right. Remember, you cannot control the ship when Plasma fuel ran out (display in bottom-right corner) and at least 2 crews to Pilot the ship.

Move close to a SpaceMarine Station (your 9 o'clock)

The Space Marine, our ally, are willing to support us. We need to buy some supply to replenish our inventory. Once you get close to the space station, give them a warm hail.

Press X to enter spacestation

We have some Universal gold that can be use to trade with the spacemarine. Hover mouse on an item on the right-hand-side to view details of the item. Right click to buy, Left-click to sell.

Perform some trading action

Let's get back to crew panel. Press ESC then select crew panel. Now you can order crew to use supplement from inventory to increase their health, hunger and morale.

Order a pilot to eat something (Supply box below avatar)

Just a quick tips about crew actions:

Sleep: +30 Morale, -20 Hunger

Pilot: -30Morale, -30 Hunger

Repair: -30Morale, -30 Hunger

Use Supplement: Increase HP, Hunger or morale (depends on item)

Well done, our crew are taken care of and our ship inventory is temporary solved. Let's get started on finding parts to repair our ship. Move your ship close to a planet and Scan

Scan a planet for possible transporter. Press X

Yes, we found something. Some planet may have no transporter, some does containing parts to repair our ship and some contain stock. Check Ship status now (ESC) to view latest Inventory and Modules status.

Now let's head to other planet to find more parts. Remember, you cannot win the game unless all parts are found. If you ran out of Fuel, press Enter to have a rest and the crew will wake you up next day.

Press Enter to refuel and reset crew action.

Carry on, commodore. You have learnt everything to command your ship. Few tips:

Each crew has 2 tasks to perform per day. Utilise them.
Enter the black hole to move to the next galaxy once you have scanned all planets.
Space events occur randomly. Keep close eyes to ship stat and crew.
If a crew dies, you have less person to perform the action.

Repair your ship and get back to the fleet.