

initial distance from Home

event options

enter system head to planet, continue toward Home, drift

land on planet ~~land~~

- barren explore, leave

- Resource, raw gather, explore, leave

- people contact, fight, explore, leave

- special ---

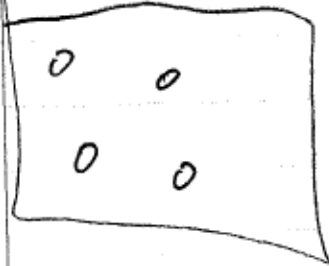
contacted people - trade, fight, play (game)

{ fuel
cargo - worth
distance from Home
time spent getting home

object get home fast & wealthy

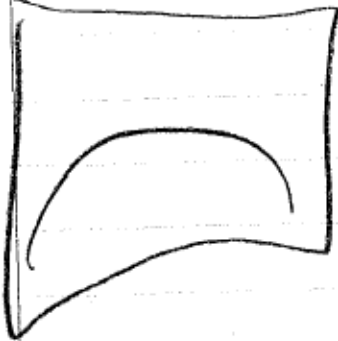
$$\text{Score} = \frac{\text{cargo} \times \overset{\text{initial}}{\text{distance}}}{\text{TIME}}$$

in a system



goto place
drift
land here

At a planet



Resources:
gather

Civilization:
trade
fight

Depart (to system)

System or Planet

Planets in system

Resources

ship state
fuel
cargo

