

StarWeb Player Manual

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Introduction

StarWeb is a multiplayer space strategy game where you command fleets, conquer worlds, and compete for galactic dominance. Build your empire through exploration, industry, combat, and artifact collection.

Core Gameplay

- **Turn-based:** All players submit orders each turn
- **Real-time:** Turns advance on a timer or when all players are ready
- **Strategic:** Balance expansion, economy, military, and exploration
- **Competitive:** First player to reach the target score wins
- **Asymmetric:** Each of the 6 character types has different victory conditions and special powers!

Getting Started

Joining a Game

1. **Enter your name** in the login screen
2. **Choose your character type** (see [Character Types](#))
3. **Set score goal** (default: 8000 points)
4. **Click "Join Game"**

First Steps

When you join, you'll start with:

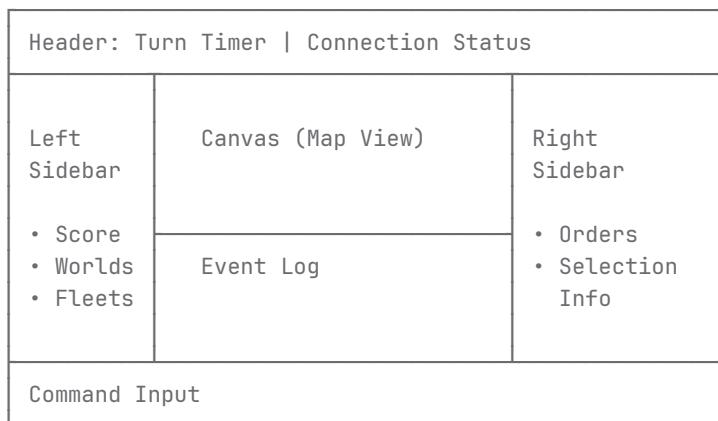
- **1 Home World** (numbered world, not named)
- **Initial resources** on your home world
- **5 Fleets** at your home world
- **Connected worlds** to explore

Your first turn should focus on:

1. Survey your home world's resources
2. Check connected worlds
3. Build industry or ships
4. Explore nearby worlds

User Interface

Screen Layout



Left Sidebar

Scoreboard

- Shows all players and their scores
- Your position highlighted

My Worlds

- Lists all worlds you own
- Shows population, industry, metal
- Click to select and view details

My Fleets

- Lists all your fleets
- Grouped by location

- Shows ships, cargo, artifacts
- Conflict indicator  for hostile fleets present

Center Panel

Canvas (Map)

- Visual representation of the galaxy
- Worlds shown as circles
- Fleets shown as squares/diamonds around worlds
- Lines connect accessible worlds
- **Controls:**
 - **Drag:** Click and drag to pan
 - **Scroll:** Zoom in/out
 - **Click world:** Select world
 - **Hover:** Show quick details in status bar

Event Log

- Battle results
- Resource production
- System messages
- Color-coded by importance

Right Sidebar

Orders This Turn

- Shows your queued commands
- Can cancel orders before submitting turn
- Click X to remove an order

Selection Info

- **World Info:** Resources, defenses, fleets, artifacts
- **Fleet Info:** Ships, cargo, artifacts, location
- Shows relevant quick commands

Status Panel

Located just below the header, shows:

- **Hovering over world:** Resources, population, defenses
- **Hovering over fleet:** Owner, ships, cargo, status

Command Input

At the bottom:

- Type commands directly
- Auto-complete suggestions appear
- ? button for help
- **Send** to execute command

Game Concepts

Worlds

Worlds are planets you can control and develop.

World Properties

- **Population** : Workers for production
- **Industry** : Production capacity
- **Metal** : Raw materials for building
- **Mines** : Generate metal each turn
- **Limit**: Maximum population
- **IShips** : Interdictor ships (defense)
- **PShips** : Patrol ships (defense)

World Types

- **Home Worlds**: Starting planets (Alpha, Beta, Gamma, etc.)
- **Colonized**: Worlds you've captured
- **Neutral**: Unowned worlds ready to colonize
- **Enemy**: Controlled by opponents

Population Types

- **Human** : Standard population
- **Robot** : Created by Berserker plundering
- **Apostle** : Special population type

Fleets

Fleets are groups of spaceships under your command.

Fleet Properties

- **Ships** : Number of ships (attack/defense strength)
- **Cargo** : Industrial goods for building
- **Artifacts** : Special items that boost score
- **Location**: World where fleet is stationed

Fleet States

- **Stationary**: Orbiting a world (square icon)

- **Cargo loaded:** Diamond icon ()
- **Moving:** In transit between worlds (triangle)
- **Ambushing** : Waiting to attack arriving fleets
- **Empty:** No ships (○ gray)

Fleet Types

- **Friendly** (green): Your fleets, orbit close to world
- **Hostile** (red): Enemy fleets, orbit farther out

Resources

Metal

- Mined from worlds with mines 
- Used to build: ships, industry, mines, defenses
- Stored at worlds

Industry

- Production capacity
- Requires population to operate
- Converts metal into ships/cargo

Cargo

- Produced by industry
- Loaded onto fleets
- Used to build at remote worlds

Effective Production

- **Effective Population** = $\min(\text{population}, \text{industry})$
 - You need workers to run factories
- **Effective Industry** = $\min(\text{industry}, \text{population})$
 - Factories need workers

Artifacts

Special items that:

- **Grant bonus points** toward victory
- Can be found on worlds
- Can be transferred between fleets
- **Commands:**
 - LOAD F# A# - Load artifact onto fleet
 - UNLOAD F# A# - Unload artifact from fleet

Connections

Worlds are connected by hyperspace lanes:

- Fleets can only move between connected worlds
- Shown as lines on the map
- View connections by clicking a world

Commands Reference

Basic Commands

HELP [topic]

Get help information

HELP	- Show all commands
HELP commands	- List available commands
HELP F5	- Help for specific fleet
HELP W3	- Help for specific world

TURN

End your turn and mark yourself ready

TURN

Fleet Movement

F#W# - Move Fleet to World

Move a fleet to a connected world

F5W10 - Move Fleet 5 to World 10

- Only works for connected worlds
- Fleet must have ships
- Fleet marked as "moving"

Building Commands

W#B#I - Build Industry

Build industry at a world (costs metal)

W3B25I - Build 25 industry at World 3

W#B#M - Build Mines

Build mines at a world (costs metal)

W3B10M - Build 10 mines at World 3

W#B#S - Build Ships

Build ships using industry

W5B50S - Build 50 ships at World 5

W#B#P - Build Population

Grow population (costs industry)

W5B100P - Build 100 population at World 5

W#B#I# - Build IShips (Defense)

Build interdictor ships

W3B20I5 - Build 20 IShips at World 3 (costs 5 metal each)

W#B#P# - Build PShips (Defense)

Build patrol ships

W3B15P3 - Build 15 PShips at World 3 (costs 3 metal each)

Cargo Commands

F#LW# - Load Cargo

Load cargo from world onto fleet

F5LW3 - Fleet 5 loads cargo from World 3
F5L50W3 - Fleet 5 loads 50 cargo from World 3

F#UW# - Unload Cargo

Unload cargo from fleet to world

F5UW3 - Fleet 5 unloads all cargo to World 3
F5U30W3 - Fleet 5 unloads 30 cargo to World 3

F#B#S - Build Ships (using fleet cargo)

Build ships at remote world using cargo

F5B40S - Fleet 5 builds 40 ships (uses cargo)

Artifact Commands

LOAD F# A#

Load artifact from world onto fleet

LOAD F5 A1 - Load Artifact 1 onto Fleet 5

UNLOAD F# A#

Unload artifact from fleet to world

UNLOAD F5 A1 - Unload Artifact 1 from Fleet 5

Combat Commands

F#AF# - Fire at Fleet

Attack another fleet

F5AF12 - Fleet 5 attacks Fleet 12

- Target must be at same world
- Combat occurs during turn processing

F#AP - Fire at Population

Bombard planet population

F5AP - Fleet 5 bombards population

F#AI - Fire at Industry

Bombard planet industry

F5AI

- Fleet 5 bombards industry

F#AM - Fire at Mines

Bombard planet mines

F5AM

- Fleet 5 bombards mines

F#AW# - Fire at World (general bombardment)

Attack a world's resources

F5AW3

- Fleet 5 bombards World 3

F#AMBUSH

Set fleet to ambush mode

F5AMBUSH

- Fleet 5 waits to ambush arriving fleets

- Attacks fleets that arrive at the world
- Exclusive with MOVE/FIRE

Transfer Commands

F#T#F# - Transfer Ships

Transfer ships between fleets

F5T20F8

- Transfer 20 ships from Fleet 5 to Fleet 8

- Both fleets must be at same world
- Source must have enough ships

Advanced Commands

CANCEL

Cancel a queued order

CANCEL 1

- Cancel order #1

CANCEL 3

- Cancel order #3

SCUTTLE F#

Destroy a fleet

SCUTTLE F5 - Destroy Fleet 5

Game Mechanics

Turn Sequence

1. **Order Submission:** Players enter commands
2. **Ready Up:** Players mark turn ready (or timer expires)
3. **Resolution:** Server processes all orders
 - Movement
 - Combat
 - Production
 - Building
4. **Updates:** Clients receive new game state
5. **Next Turn:** Cycle repeats

Combat

Fleet vs Fleet

- **Attacker fires first**
- Damage = ships in attacking fleet
- Target loses ships equal to damage
- If target survives, they counter-attack
- Combat continues until one side destroyed

Fleet vs World

- Fleet bombards world resources
- Defenses (IShips, PShips) fight back
- Damage distributed across targets
- Population, industry, mines can be destroyed

Ambush

- Ambushing fleet attacks arriving fleets
- Surprise attack bonus
- Defending fleet cannot move after ambush

Production

Each turn, worlds produce:

- **Metal:** Mines generate metal

- **Ships:** Industry converts metal to ships
- **Cargo:** Industry creates cargo
- **Population:** Natural growth (if below limit)

Production Formulas:

- Metal production = Mines \times base_rate
- Ship production = min(Industry, Population) \div ship_cost
- Effective workers = min(Population, Industry)

Scoring

Points awarded for:

- **Worlds owned:** Points per world
- **Population:** Points per citizen
- **Industry:** Points per factory
- **Fleets:** Points per ship
- **Artifacts:** Bonus points per artifact (highest value)
- **Kills:** Points for destroying enemy assets

First to target score wins!

Special Mechanics

Plundering

- Berserker character can plunder worlds
- Converts population to robots
- Steals resources

Planet Buster Bomb

- Devastating weapon
- Destroys entire world
- Major strategic impact
- Visible on fleet:  PBB

Character Types

Important: Each character type has different victory conditions and scoring methods!

Empire Builder

Objective: Control the most territory and resources

Victory Points:

- **1 point per turn** for each 10 population you control
- **1 point per turn** for each industry you control
- **1 point per turn** for each mine you control

Special Power: Build industry more efficiently (4 industry or 4 IShips instead of 5/6)

Playstyle: Expansion and development

- Focus on capturing and building worlds
- Maximize population, industry, and mines
- **Strategy:** Rapid expansion, strong infrastructure

Merchant

Objective: Dominate trade and commerce

Victory Points:

- **8 points** for each metal unloaded on another player's world (limited by their industry × 2)
- **10/8/5/3/1 points** for unloading consumer goods on worlds (decreasing each time)

Special Power: Ships carry **2 cargo each** instead of 1 (other players only carry 1)

Playstyle: Economic powerhouse

- Trade with other players for points
- Focus on cargo production and delivery
- **Strategy:** Build industry, produce metal/cargo, establish trade routes

Pirate

Objective: Plunder and capture

Victory Points:

- **50/40/30/20/10 points** for plundering a world (first through fifth time)
- **3 points per turn** for each key (fleet) you own

Special Power: Auto-capture enemy fleets when you outnumber them 3:1 at a world

Playstyle: Raiding and harassment

- Capture worlds and plunder them
- Build large fleets to capture enemy ships
- **Strategy:** Hit-and-run attacks, accumulate keys, maximize ship count

Artifact Collector

Objective: Collect rare artifacts

Victory Points:

- **Points for each artifact** you own (varies by artifact)
- **500 bonus points** for each "museum world" with 10+ artifacts

Special Power:

- No penalty for plastic artifacts
- Transfer artifacts between fleets directly
- Others can give you artifacts

Playstyle: Artifact hunting

- Explore to find artifacts
- Build museums (10+ artifacts on one world)
- **Strategy:** Find and protect artifacts, defend key worlds

Berserker

Objective: Destroy all life

Victory Points:

- **2 points** for each population you kill
- **5 points per turn** for each robot-populated world
- **2 points** for each ship you destroy
- **200 points** for using a Planet Buster Bomb (plus population killed)

Special Power: Convert ships to robots for ground assault, capture worlds with robots

Playstyle: Aggressive conquest

- Constant warfare and destruction
- Robot invasions
- **Strategy:** Kill population, drop robots, use PBBs

Apostle

Objective: Convert the galaxy to your beliefs

Victory Points:

- **5 points per turn** for each world you control
- **1 point per turn** for each 10 converts in the universe
- **5 additional points** for worlds completely populated by converts
- **1 point** for each martyr (convert killed by others)

Special Power:

- Ships and converts can convert population (10% chance each)

- Capture worlds by full conversion
- Can declare Jihad (holy war) against one player

Playstyle: Conversion and expansion

- Spread converts throughout the galaxy
- Build fully-converted worlds
- **Strategy:** Position fleets to convert, defend converts, use Jihad strategically

Victory Conditions

How to Win

First player to reach the target score wins!

- Default: 8000 points
- Set during game join
- Track progress on scoreboard

Important: Each character type scores points differently! See [Character Types](#) for details.

Scoring By Character Type

Character Type	Primary Scoring Method
Empire Builder	1 pt/turn per 10 pop, 1 pt/turn per industry/mine
Merchant	8 pts per metal traded, 10/8/5/3/1 pts for consumer goods
Pirate	50/40/30/20/10 pts for plundering, 3 pts/turn per fleet
Artifact Collector	Points per artifact, 500 pt museum bonuses
Berserker	2 pts per population killed, 5 pts/turn per robot world, 200 pts per PBB
Apostle	5 pts/turn per world, 1 pt/turn per 10 converts

Strategy Based on Character Type

Empire Builder: Expand rapidly, build infrastructure everywhere, maximize total resources

Merchant: Establish trade routes, produce cargo, unload on other players' worlds with industry

Pirate: Capture worlds, plunder repeatedly, build massive fleets to auto-capture enemies

Artifact Collector: Explore aggressively, find all artifacts, create museum worlds (10+ artifacts)

Berserker: Constant warfare, kill population, drop robots, use PBBs on high-pop worlds

Apostle: Position fleets to convert, create fully-converted worlds, use Jihad against leader

Endgame Strategy

As you approach victory:

- **Know your scoring:** Focus on actions that give YOUR character type points
- **Protect key assets:** Don't lose high-value targets
- **Deny opponents:** Attack based on their scoring method (e.g., kill Merchant's trade partners)
- **Calculate victory path:** Know exactly how many more points you need
- **Watch the leader:** Attack whoever is closest to winning

Tips & Strategy

Early Game (Turns 1-10)

Priorities:

1. **Scout your neighborhood:** Move fleets to explore
2. **Build industry:** Foundation for long-term growth
3. **Secure nearby worlds:** Easy expansion targets
4. **Establish production:** Balance mines, industry, ships

Common Mistakes:

- ✗ Over-building military early
- ✗ Neglecting scouting
- ✗ Spreading too thin
- ✓ Focus on 2-3 core worlds

Mid Game (Turns 11-30)

Priorities:

1. **Expand borders:** Claim unclaimed worlds
2. **Build strong fleets:** Prepare for conflict
3. **Secure artifacts:** Major score boost
4. **Economic infrastructure:** Mines + industry

Key Decisions:

- When to start conflict?
- Which neighbors to fight?
- Which artifacts to prioritize?
- How many fleets to maintain?

Late Game (Turns 30+)

Priorities:

1. **Calculate victory path:** Know what you need to win
2. **Deny opponent victory:** Attack leaders
3. **Protect assets:** Defend worlds with defenses
4. **Concentrate force:** Don't split fleets

Winning Moves:

- Capture high-population worlds
- Steal artifacts from opponents
- Eliminate weak players for quick points
- Form temporary alliances against leader

Combat Tips

Attacking:

- Scout first (see enemy defenses)
- Bring overwhelming force (2x ships)
- Target artifacts (high value)
- Bombard industry (cripple production)

Defending:

- Build IShips/PShips at key worlds
- Keep reserve fleets nearby
- Use ambush for arriving enemies
- Don't let fleets get isolated

Economic Tips

Production Efficiency:

- Balance population & industry
- Don't overbuild (population > industry wastes workers)
- Mines on metal-rich worlds
- Cargo for remote building

Resource Management:

- Keep metal reserves for emergencies
- Produce cargo for flexibility
- Don't let resources sit idle
- Transfer ships between fleets as needed

Fleet Management

Fleet Composition:

- **Large fleets:** Powerful but slow to build
- **Small fleets:** Flexible but weak
- **Cargo fleets:** Transport building materials
- **Scout fleets:** Small ships for exploration

Movement:

- Plan routes ahead (connections only)
- Don't leave fleets exposed
- Use ambush at choke points
- Retreat when outmatched

Information Warfare

What you can see:

- Worlds with your fleets
- Enemy fleet sizes
- Movement patterns
- Artifact locations

What they can't see:

- Your cargo amounts
- Your exact build plans
- Artifacts on your fleets
- Planet buster bombs

Use this to your advantage!

Quick Reference Card

Most Common Commands

F5W10	Move fleet 5 to world 10
W3B25I	Build 25 industry at world 3
W3B50S	Build 50 ships at world 3
F5LW3	Load cargo from world 3 onto fleet 5
F5UW3	Unload cargo to world 3
F5AF12	Fleet 5 attacks fleet 12
LOAD F5 A1	Load artifact 1 onto fleet 5
TURN	End your turn
HELP	Show help

Keyboard Shortcuts

- **Click world:** Select and view info
- **Click fleet:** Select and view info
- **Drag canvas:** Pan camera
- **Scroll:** Zoom in/out
- **Hover:** Quick stats in status bar

Critical Rules

- ✓ Fleets can only move to connected worlds
- ✓ MOVE, FIRE, and AMBUSH are mutually exclusive
- ✓ You need metal to build
- ✓ Effective production = min(population, industry)
- ✓ Artifacts on fleets are hidden from enemies
- ✓ First to target score wins

Getting Help

In-Game Help

HELP	- All commands
HELP commands	- Command list
HELP F5	- Fleet-specific help
HELP W3	- World-specific help

UI Features

- **? button:** Opens help
- **Hover tooltips:** Quick stats
- **Selection info:** Detailed stats and suggested commands
- **Event log:** Combat results and system messages

Community

- Report bugs: <https://github.com/anthropics/clause-code/issues>
- Game feedback: Use GitHub issues

Appendix: Complete Command List

Command	Format	Description
HELP	HELP [topic]	Show help
TURN	TURN	End turn

Command	Format	Description
MOVE	F#W#	Move fleet to world
BUILD INDUSTRY	W#B#I	Build industry
BUILD MINES	W#B#M	Build mines
BUILD SHIPS	W#B#S	Build ships at world
BUILD POPULATION	W#B#P	Grow population
BUILD ISHIPS	W#B#I#	Build interdictor ships
BUILD PSHIPS	W#B#P#	Build patrol ships
LOAD CARGO	F#LW# or F#L#W#	Load cargo
UNLOAD CARGO	F#UW# or F#U#W#	Unload cargo
BUILD (CARGO)	F#B#S	Build ships using cargo
LOAD ARTIFACT	LOAD F# A#	Load artifact
UNLOAD ARTIFACT	UNLOAD F# A#	Unload artifact
FIRE FLEET	F#AF#	Attack fleet
FIRE POPULATION	F#AP	Bombard population
FIRE INDUSTRY	F#AI	Bombard industry
FIRE MINES	F#AM	Bombard mines
FIRE WORLD	F#AW#	Bombard world
AMBUSH	F#AMBUSH	Set ambush
TRANSFER	F#T#F#	Transfer ships
CANCEL	CANCEL #	Cancel order
SCUTTLE	SCUTTLE F#	Destroy fleet

Good luck, Commander! May your fleets be victorious and your empire eternal! 🚀✨