StarWeb Player Manual

Revision: 2.0 - December 2024

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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

Command Format: `JOIN <name> [turn_timer_minutes] [character_type]`

Examples:

```
JOIN Alice EmpireBuilder              - Use defaults (60 min timer)
JOIN Bob 30 Pirate                    - 30 minute preferred turn time
JOIN Carol 120 ArtifactCollector      - 2 hour preferred turn time
```

Parameters:

- `name` : Your player name
- `turn_timer_minutes` (optional): Your preferred minimum time between turns (5-1440 minutes, default: 60)
    - The actual turn duration will be the **average** of all players' preferences
    - Or turns advance when all players press TURN (whichever comes first)
- `character_type` (optional): One of: Empire Builder, Merchant, Pirate, ArtifactCollector, Berserker, Apostle (default: EmpireBuilder)

First Steps

When you join, you'll start with:
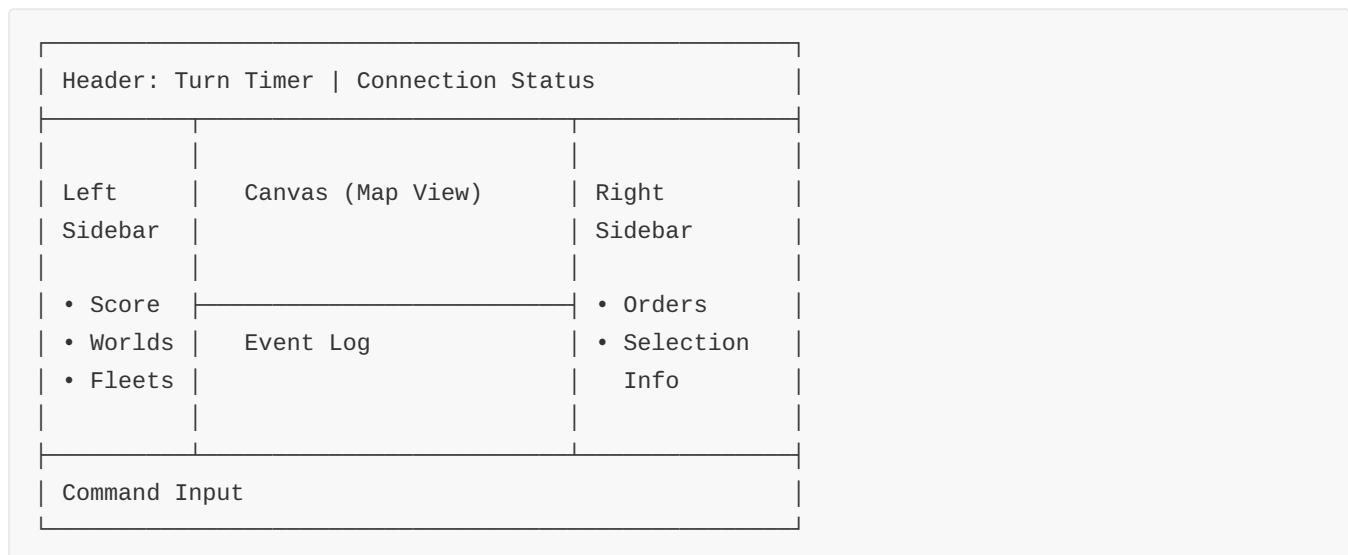
- **1 Home World** (numbered world, not named)
- **Initial resources** on your home world
- **5 Fleets** at your home world
- **Connected worlds** to explore

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

```
┌─────────────────────────────────────────────────────┐
│ Header: Turn Timer | Connection Status                │
├──────────┬────────────────────────┬──────────────────┤
│          │                        │                  │
│          │                        │                  │
│ Left     │    Canvas (Map View)   │ Right            │
│ Sidebar  │                        │ Sidebar          │
│          │                        │                  │
│ • Score  ├────────────────────────┤ • Orders         │
│ • Worlds │    Event Log           │ • Selection      │
│ • Fleets │                        │   Info           │
│          │                        │                  │
├──────────┴────────────────────────┴──────────────────┤
│ Command Input                                         │
└─────────────────────────────────────────────────────┘
```

Left Sidebar

Scoreboard

- Shows all players and their scores
- Your position highlighted

My Worlds

- Lists all worlds you own
- Shows population, industry, defenses (I#/P# format)
- 🔑 icon marks your homeworld
- 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(population, industry)
  - You need workers to run factories
- **Effective Industry** = min(industry, 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 based on average player preference)
3. **Resolution**: Server processes all orders in priority order:
   - Unloading
   - Ship transfers
   - Building
   - Loading
   - Combat (firing/ambushing)
   - Movement
   - **World Capture** (happens immediately - same turn as arrival!)
   - Fleet captures
   - Production
4. **Updates**: Clients receive new game state
5. **Next Turn**: Cycle repeats

World Capture Rules

Capture happens IMMEDIATELY when:

- You are the only player with ships (not at peace) at the world

- The world has no enemy defensive ships (iships/pships)

- The world has non-zero population

Defensive Ships Block Capture:

- Worlds with iships or pships cannot be captured by mere fleet presence

- You must destroy all defensive ships first

- Owner retains the world as long as they have iships/pships, even with no fleets

Building Defenses Claims Worlds:

- Building iships or pships on a neutral world **immediately** claims it

- Ownership persists as long as defenses remain

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 × base_rate
- Ship production = min(Industry, Population) ÷ 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/claude-code/issues
- Game feedback: Use GitHub issues

Appendix: Complete Command List

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

Command	Format	Description
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

Revision History

Version 2.0 - December 2024

Major Changes:

1. **Character-Specific Scoring System**
   - Empire Builder: Corrected to 1 pt per 10 population (was 1 per 1), added 1 pt per mine
   - Pirate: Added 3 points per key owned
   - Artifact Collector: Implemented full artifact scoring (30 pts Ancient/Pyramid, 90 pts Ancient Pyramid, 15 pts others)
   - All character types now have proper scoring matching official StarWeb rules

2. **World Capture Mechanics**
   - World capture now happens **immediately** when fleet arrives (same turn)

- Removed 1-turn delay for capturing neutral/undefended worlds

- Defensive ships (iships/pships) still prevent capture

- Zero population worlds cannot be owned

3. **Artifact Transfer System**

- Fixed TRANSFER_ARTIFACT command to work with fleet presence

- LOAD/UNLOAD artifacts now work when you have a fleet at the world (not just ownership)

- Improved artifact access rules

4. **Turn Timer System**

- Players can now specify preferred minimum turn time when joining

- Format: `JOIN <name> [minutes] [character_type]`

- Average of all players' preferences used as actual turn duration

- Default: 60 minutes if not specified

- Range: 5-1440 minutes (5 min to 24 hours)

5. **Homeworld Improvements**

- Homeworlds are now guaranteed to be at least 1 hop apart

- Artifacts are never placed on starting homeworlds (relocated to neutral worlds)

- Homeworlds marked with 🔑 icon in world list

6. **Defense Display Format**

- Defense display now shows `I#/P#` format (e.g., "I5/P3")

- Real-time updates when iships/pships change

- More informative tooltip: "Defenses (Industry Ships/Population Ships)"

7. **Chat System**

- Added player-to-player chat functionality

- Admin message system with auto-collapse banner

- Message notifications in event log

8. **UI Improvements**

- Multi-hop movement suggestions show only connected worlds

- Visual path tracking for complex move commands

- Reduced command suggestions dropdown size (60% smaller)

- Improved admin banner with auto-collapse (10 seconds)

Bug Fixes:

- Fixed world ownership mechanics with defensive ships

- Fixed building defenses on neutral worlds (now claims world immediately)

- Corrected command access checks for LOAD/UNLOAD/TRANSFER_ARTIFACT

- Improved connection-aware pathfinding for multi-hop moves

Version 1.0 - Initial Release

- Core game mechanics
- Basic UI
- Fleet and world management
- Combat system
- 6 character types

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