

# DarkSpace Manual

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# Chapter 1

## Introduction

Prepare to be immersed in a universe more intricate and involving than anything you have ever seen before.

Here, your destiny is in your own hands as you struggle for total dominion over the stars.

- Join the front lines as a member of the oppressive **UGTO**, the rebellious **ICC**, or the mysterious aliens known only as the **K'luth**.
- Fight in fast-paced, **ship-to-ship battles** on stunning planetary backdrops and discover distant star systems.
- Ruthlessly **carpetbomb the surface of planets**, leveling the enemy's structures and crippling their production and economy as you **move in to expand your territory**.
- **Control each planet under your power**, from its power grid, to its population, to its defensive capabilities.
- Mine and trade your way to riches as you **gain credits** to purchase upgrades for your vessels.
- In so doing, you will gain prestige and influence, **granting you rank** and interstellar acclaim, as well as access to **the most devastating vessels in the galaxy**.



All of these possibilities and much more are at your fingertips, all for the benefit of your faction, or purely for the increase of your own profit and influence. Welcome to DarkSpace.

DarkSpace is an online game and community founded by PaleStar in early 2001. Both the game and the community are widely revered among their long-time patrons as being the greatest space game and best online gaming community ever assembled. The game is regularly updated with new content, making DarkSpace an evolving game on an epic scale. In DarkSpace, players have the choice of several different modes of play, from the fast-paced **Scenario** match to the persistent **MetaVerse**, where any battle can, at any moment, make long-lasting differences.

Players start out as a Midshipman, with access to basic ships of several classes ranging from scouts to transports. As they make use of their limited choices, either by combat, scouting, building, bombing, supplying, or capturing planets, they gain points for each activity. These contribute to a prestige total, and as it rises, the player gains rank. Eventually, a player can attain the high honor of **Grand Admiral**, with access to every ship ranging from the most powerfully configured scouts to the most devastating orbital stations. Prestige is persistent server to server, so players can gain points anywhere at any time.

This Online Manual is provided to so that you can learn anything and everything there is to know about our game. Read on to discover just how immersive DarkSpace can be.

## 1.1 Editor's Disclaimer

Thank you for your interest in DarkSpace. If you are new to the game, it is our sincere hope that you will see, through this Manual or through our website, whatever it is you are looking for in your ideal space game. We hope that what you discover here makes you a long-lasting member of our community. If you are a returning veteran who is reading this new Manual for the first time... you don't need to be reading this. You should have been learning how to play the new versions in beta, slackers!

All the same, this Manual is being written to provide information about all aspects of DarkSpace to all players, newbie and veteran. However, there is one small problem.

**As with any game that regularly updates itself, this Manual will be under constant revision. In no way do I guarantee that all information in this manual will be accurate as you read it.**

Please understand this simple, unavoidable fact before you go crucifying me because an old section doesn't say that moderators can cloak as giant planetary Gaifens and eat people.

Enjoy.

Demorian Manual Editor March 3, 2004

## 1.2 Adendum to Editor

This manual was a labor of love for DarkSpace. Thank you Faustus for this wonderful game. Thanks to all the community for providing something that can never be coded. And for the development team: Please forgive the liberties we took with the style here. If there are any discrepancies between our vision and yours, get with the program! The manual is fact now! Muahahahahahaha.....

It's DarkSpace Time.

Vinco Manual Editor March 22 2004

# Chapter 2

## Installation

### 2.1 Minimum System Requirements

DarkSpace requires the following minimum computer specifications to run normally:

- OS: Windows 9x/Me/2000/XP
- CPU: 300 mHz Intel/AMD
- Video: Second-Generation 3D Card (GeForce, Matrox G400, Graphics Blaster)
- Hard Drive: 150 MB
- RAM: 64 MB
- Internet Connection (56k modem or faster)
- Direct Input-compatible Mouse.

DarkSpace requires **DirectX 8.0** or higher. All modern Windows machines require DirectX, but if you still need an update, click [here](#).

GameCQ, DarkSpace's web and chat client, requires **Internet Explorer 4.0 or higher**. Again, this is now standard issue software.

## 2.2 Installing DarkSpace

DarkSpace can be installed either from an internet download or from a purchased CD. Buying DarkSpace from a store provides players with additional benefits, such as higher starting rank and more free play time with their CD-Key Coupon.

To install from a CD, insert the CD-ROM into your computer and wait. The installation process should begin automatically, and you can follow the on-screen instructions. If this does not happen, open "My Computer" and double-click the DarkSpace CD-ROM icon. Follow the on-screen instructions.

Downloading DarkSpace, however, is **free of charge** and can be easily done at the DarkSpace Website's [downloads](#) section. Here you can download the current release clients, which have a **version number** next to them, as well as the beta client, which is used to connect to separate servers and test the game. Click on a link to the DarkSpace v1.483 client and follow any on-screen instructions until you see the Save dialog. To install from the internet, select "open from current location" and click "OK". Wait for the file to download, then installation will begin normally. More advanced users may select "Save as" and keep the installation file permanently on their hard drives for backup.

Once you complete the instructions you are given and DarkSpace is installed, you are ready to go!

## Chapter 3

# Getting Started

### 3.1 Splash Screen

Double-click on the DarkSpace icon on your desktop or run DarkSpace from your Start Menu, and the following screen will appear:

The splash screen provides you with easy access to several DarkSpace programs, including the main *Lobby*, which is the hub for all DarkSpace players to communicate with each other and play the game. Each link has its own hotkey, which is underlined in the link word. Simply press that letter on your keyboard to activate the link. For information about playing the game and using the Lobby, continue reading the Manual. If you're desperate for info on the other links, check out the following sections of this Manual:

- Tutorial ([section 4.1](#))
- Mission Viewer - Coming soon!
- Map Editor - Coming soon!
- Setup ([section 4.3](#))



## 3.2 Creating Your Account and Logging In

When you're ready to begin, click the "Lobby" link or press your "L" key on the Splash screen. This will launch the DarkSpace's Client Update utility, then the Login window. At this point, you will have to create a DarkSpace account. Creating an account in DarkSpace is *free of charge*, and you can login to GameCQ as an everyday player after filling out a few simple forms.

The Login window has a User ID and Password field. You will register these shortly if you haven't done so already. It also has *Remember Password* and *Automatic Login* checkboxes. The Remember Password box will remember the last password you entered, and the Automatic Login process will forego the login process entirely and log you in to whatever account you are using to log in with without prompting you for information.

Click on the "New Login" button to begin the account creation process. This can also be done from the DarkSpace website with the *Login* link (again, click "New Login"). You will see the following screen:

Step 1: Create Account	Step 2: Activate Account	Step 3: Serial Number (Optional)	Step 4: Finish
<b>Step 1: Create Account</b>			
Choose a unique username for your account, this name will be displayed to other players in the game and lobby. You will also use this name to login to the game.			
<b>Username:</b> <input type="text"/>			
Pick a password to protect your account from unauthorized access. Please enter the same password in the next field for confirmation.			
<b>Password:</b> <input type="password"/>			
<b>Confirm Password:</b> <input type="password"/>			
Enter a valid email address for this account. A Verification email will be sent to this address to activate this account for <b>DEMO</b> access. <i>NOTE: Your email address is kept private, it will not be sold or distributed to any other 3rd party.</i>			
<b>Email:</b> <input type="text"/>			
<input type="checkbox"/> I have read and agree to abide by the <b>Terms of Use</b> .			
<input type="button" value="Create Account"/>			

### Step 1 of Account Creation

Here you will do three things:

- Enter your desired Username (Screen Name for use in game and chat lobby).
- Enter and confirm the password for your account.
- Enter a **valid** email address for use with your account.
- Confirm agreement with the DarkSpace *Terms of Use*.

Follow the simple instructions on the page to complete the form.

*Note: The DarkSpace Administrative Staff cannot stress enough that you know what you're doing when you indicate agreement with the Terms of Use, or the DarkSpace Rules of Conduct. DarkSpace's*

community holds itself to very high standards, and it is not uncommon for new players to break rules such as using foul language because they don't know it's against the rules. Please skim the Terms of Use prior to checking the agreement box.

### Step 2 of Account Creation

After completing step one, DarkSpace will immediately send you an email so that we can verify that your email was valid. If you entered the wrong email by accident, this screen gives you a chance to re-enter your email and click the "Change Email" button. The confirmation email will be resent. The email will contain a string of characters called your "Activation Key". Copy it into the Activation Key form on the Step 2 screen and click "Continue".

### Step 3 of Account Creation

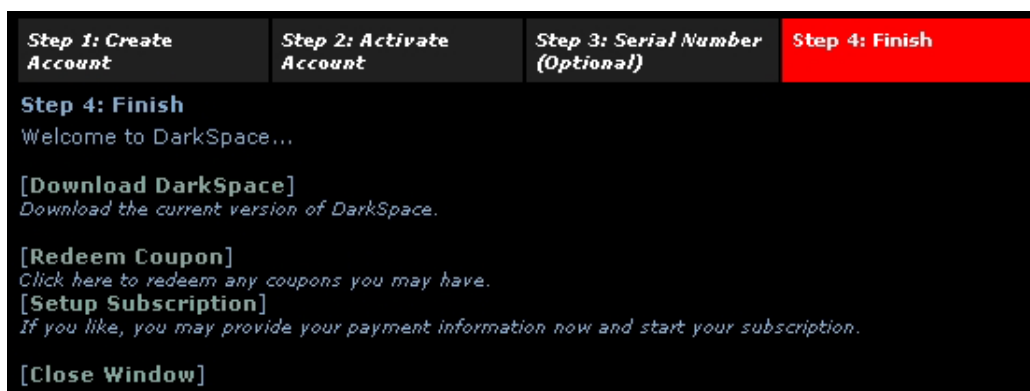
DarkSpace has a **coupon system** that is used to provide players with bonuses such as prestige or



play time. Such a coupon has already been mentioned in section 2.2, and Step 3 of the Account Creation process allows you to take advantage of that coupon, if you have it.

Other coupons are often made available during special events by the Development Staff. They are not given without due cause.

If you purchased DarkSpace from the store, enter your CD-Key Coupon here for your free month and prestige benefits.



### Step 4 of Account Creation

You're done! The final screen, as shown, provides you with a few important links that you may be interested in using. After you've created and validated your account, you are free to enter your information into the Login window and open GameCQ. Continue reading to learn how to play DarkSpace!

## 3.3 GameCQ Lobby

GameCQ is the literal hub of all things DarkSpace. When you log in, you will find yourself in a chat room with other members of the community. By default, new players are logged in to the "DarkSpace English" chat room. Here you can begin to become a part of the DarkSpace universe. However, the chat client is only a part of GameCQ's purpose.

GameCQ also functions as a browser for the DarkSpace website. It has generic web controls to allow you to easily browse the DarkSpace website, and since you are within the GameCQ client, you are

automatically logged into the website to view private sections not normally visible from the web, such as fleet forums and your profile page.

Finally, GameCQ is the starting point for joining a game. The application is used as the launching point, able to view information on any server and see who is playing there (if you so desire).

Each of these three functions has its own set of navigational buttons in the GameCQ interface, and each of the panels to which they are attached can be moved around to the user's liking so that the most desirable interface is available to them.

- The Green Buttons work with the chat server, giving you information different rooms and player locations.
- The Blue Buttons work with the webpage, helping you easily navigate to its different important sections.
- The Red Buttons work with the game, giving you what you need to play it.

The following sections will give you information on working each button. For more advanced information on GameCQ's features, see Section 6 of the Manual.

### 3.3.1 Green Buttons - Chat Server



Three of these buttons appear in GameCQ by default. The fourth, the "Fleet" button, will appear if you ever choose to join a fleet. There will be more information about these later on.

**Lobby:** By Default, there are a few different Lobbies in DarkSpace: DarkSpace and DarkSpace - Beta. You can use this button to switch to different lobbies, which changes all three aspects of GameCQ: The rooms available, the servers to join, and the webpage to browse. Users of the aforementioned Beta client go to the Beta Lobby to join games.

**Rooms:** As an account logged in to GameCQ, you have the ability to join other rooms and create

new ones. Clicking on this button will bring up a sub-menu with a list of available rooms. Some rooms will have a password requirement and will not allow entry if you do not know the password. However, you can use the New Room button to create a room that will appear in the list, with or without a password.

**Friends:** The GameCQ friends list is an easy way to keep track of your buddies within the community. Friends can easily be added to this list by right-clicking on their name in the Lobby and clicking "Add Friend". By clicking the Friends button you can get the location of any of your added friends as well as the option to send them a message or delete them from the list. To view these options, simply point to their name.

**Fleet:** The Fleet list, if you have one, works in the exact same manner as the friends list, only the "delete" option is not accessible, as only Fleet Admins have control of member removal.



The *chat window* takes up the lower half of the screen on GameCQ. There are resizing bars that will help you refit the chat window to your liking. All chat coming from your current room is displayed here. The chat bar, below the chat window, is the typing field for all of your messages to the room. It, like the buttons on the top of GameCQ, can be repositioned on the screen to dock in several different positions or "float", undocked, wherever you want it to.

To type a line into chat, simply enter a message and hit enter or click the "⏏" button immediately to the right of the text field. The button to the right of "⏏" has a T on it as well as a colored horizontal bar. Click on the small black arrow to the right of this symbol to select from a small palette of colors, or click on the T itself to be more specific. **Your chat will then show up to the room in this particular color.** The button to the right of the color button allows you to activate and deactivate the chat window so you see only the webpage or server list.

To the right of the chat window is the room's member list, shown to the right. This is a simple list of all people currently online in the room you are in. You can right-click on anyone's name to



get Profile information about them, to add them to your friends (or ignore) list, or to send them an emote. For information on these advanced features of GameCQ, read Section 6 of this manual.

You will see different icon colors next to the list. There are four different colors altogether, and they denote different types of members. These icons are often called "shirts".

- White Icons denote **Administrators**, the head honchos of the PaleStar Community Staff.
- Green Icons denote **Moderators**, PaleStar's enforcers of the Rules of Conduct.
- Yellow Icons, as you will have as a newcomer, denote **Players** of all kinds.
- Gray Icons denote any of the above members who are away from their keyboards or have minimized GameCQ.

It is not uncommon, as the screenshot shows, to see members with a fleet tag by their name. This is a short series of characters in brackets that show that the room member is part of an organization of players or staff members called a fleet. It is very easy to create or join such a fleet, as you will find later. Some fleets denote members of PaleStar staff, such as **[Dev]** and **[Admin]**, the Development Team and Administrators (White Icons) or DarkSpace.

### 3.3.2 Blue Buttons - Web Browser



The Back, Forward, and Refresh buttons on the Navigation Bar are mirror images, in terms of usage, of a typical web browser. They make moving around the DarkSpace homepage in GameCQ easy and

fast. The other buttons, however, are designed specifically for use with the DarkSpace homepage and will teleport you quickly to sections of the page without having to click links on the page itself.

- **Home** will take you to the front page of DarkSpace.net.
- **News** lets you view the latest DarkSpace News Articles quickly and easily.
- **Forum** takes you to the DarkSpace user forums. Here you can post message threads for discussion with other members.
- **Downloads** links you quickly to a list of available DarkSpace programs and files.
- **Profile** allows easy access to your prestige totals and statistics that you've accumulated as a player.

### 3.3.3 Red Buttons - DarkSpace Game Hub



These buttons are your fundamental link to the game of DarkSpace. Continue reading the manual for details on using these buttons.

# Chapter 4

## Warming Up

### 4.1 Tutorials

When starting your DarkSpace career, it is a good idea to first run the tutorial simulations. These simulations can be accessed from either the initial splash screen, or from the red *Tutorial* Button on the top of the GCQL client.

The tutorials are designed to give the new player a feel for the controls and objectives of DarkSpace. The tutorials are by no means intended to be a comprehensive guide to DarkSpace, but they will help you learn the basics before moving on to a populated server.

New Tutorials may be added as time goes on, to address new or advanced game topics. However, there is no substitute for the interaction with your team in the populated servers.

### 4.2 Updates

DarkSpace is a constantly evolving universe. Whenever code changes and content additions are released, they will be downloaded through DarkSpace's built-in updating feature. Updates may be announced in advance or they may suddenly show up without warning.

Regardless, you must have all the latest updates to play DarkSpace. When you attempt to join the GCQL chat client, DarkSpace will attempt to download all available updates. However, some updates must be downloaded from within the GCQL client itself.

That's where the *Update Button* comes into play. Clicking on this button will instruct your client to download all available updates. If you have not downloaded the latest updates, the game will once again attempt to download them when you try to enter a server. You cannot play the game without the latest updates.

## 4.3 Client Setup

The Setup window is where you will set your sound graphics, and connection options for the game component of DarkSpace. The Setup interface will automatically pop up the first time you try to enter a game or the tutorial.

If you decide to change your setup options at any time, you can click on the "Setup" link in the main splash screen, or on the red *Setup Button* on the top of your GCQL client. There is no universal "best" way to set up the in-game graphics. It all comes down to personal choice, and the power of your computer.

In the following subsections, you will find a detailed explanation of the setup options.

### 4.3.1 Video Setup

The video tab is where you will set all display options for DarkSpace. You can see several options. Auto Configure: This interface allows you to have DarkSpace automatically adjust the display options to a particular overall detail level. This is probably the best method to use when first starting. All recent computers (p4 class or equivalent) with decent video cards should function with no difficulty at the "Highest" setting.

- **Display Mode** This interface allows you to set the screen resolution and color depth for DarkSpace. Additionally, if you have multiple display

adapters, this interface will allow you to choose which one will be used to display the game. If you wish to run DarkSpace in windowed mode rather than full screen, select "Windowed" from the list.

- **Enable Specular** Specular highlights make objects appear shiny. Disable this option to save system resources by avoiding the calculations to perform specular highlights.
- **Enable LightMaps** Lightmaps illuminate portholes and other internally lighted areas on ships. Disable this setting to turn off Lightmaps.
- **Wait VB** Toggle this option if you are experiencing graphics glitches or slow render speeds. Default is unchecked.
- **Alpha Fonts** Toggle this option if you are experiencing graphics glitches relating to on-screen text. Default is checked.
- **Texture Detail** This interface allows you to choose the level of detail for the in-game textures. Higher quality means better looking objects, but it will require more memory for good performance.
- **Ship Trail Length** This slider allows you to set the relative length of ship engine trails. Experiment to find your own favorite setting. At 0%, there will be no trails visible. For the most part, this change is purely cosmetic and should not change performance.
- **Missile/Fighter Trail Length** This slider allows you to set the relative length of missile and fighter engine trails. As with ship trails, find your own preferred look.



- **Particle/Explosion Detail** This slider adjusts the number of particles rendered when observing an explosion. It also adjusts the number of particles rendered when observing an Interdictor or ELF Field.

### 4.3.2 Audio Setup

The audio tab allows you to customize the audio volume and quality levels.

- **Mixer KHz** The higher the number, the better the sound, but setting it higher will require more CPU usage.
- **Channels** The number of audio channels to use (1=Mono, 2=Stereo).
- **Voices** The number of simultaneous, independent sounds to play. Older sound cards may only be able to support 8 or 16 voices.
- **SFX Volume** This slider adjusts the volume of the in-game sound effects.
- **Music Volume** This slider adjusts the volume of the in-game music.
- **Music Directory** The game is equipped with a built-in MP3 player. By default, the music directory is the official DarkSpace game music. You may set any other directory of MP3's that you would like to hear in game. Please note that DarkSpace will only play MP3 files, and that it will play them in alphabetical order.

### 4.3.3 General Options

This tab allows you to set your connection speed and miscellaneous interface options:

- **Connection Speed** This interface allows you to manually set your connection speed, or to have DarkSpace auto-detect it upon entering a server. Use the `/bps` command to edit this number in game. With 1.483 it is recommended that you use the Cable Modem/T1 setting or manually type `"/bps 32768"` upon connecting to a server to help alleviate lag issues.
- **Enable Yaw Control** When checked, you set your turn rate in game, and your ship will turn at that speed until interrupted. When unchecked, you set a heading with the "A" and "D" keys, and your ship will turn to that heading as quickly as possible. Use "ALT+Y" to toggle this option in game.
- **Show Shield Status** When checked, you will see shield/armor rings around your ship and targeted ships. This aids in detecting weakened defenses. Use "/" in game to toggle this option in combination with the following option.
- **Show Turn Status** When checked, you will see a graphical representation of your turn rate or set heading centered on your ship. Use "/" in game to toggle this option in combination with the above option.
- **Show contacts** When checked, you will see diamonds on your screen for all local objects within sensor range. (Unless they have anti-sensor capabilities). When unchecked, you will not see the diamonds by default, making the game more cinematic. Use ALT+C in game to toggle this option. Left and Right Brackets, "[" and "]" will adjust the range at which contact diamonds appear on your screen, default range is 5,000gu

## Chapter 5

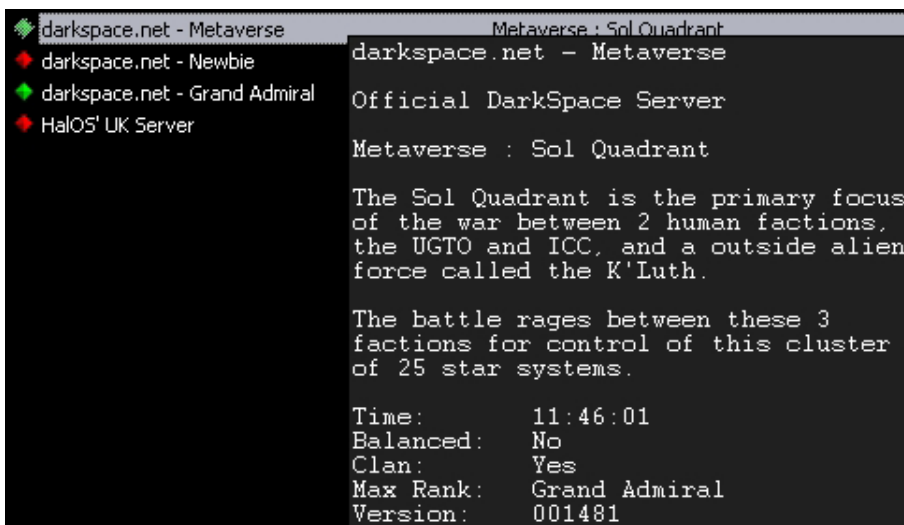
# Player's Guide

Welcome to the Player's Guide. From this point on until Section 6, you will find a continuous stream of information regarding every nook and cranny of the game itself. This information is structured in a comprehensive and sequential manner so that new, "in-game" terms that pop up during explanations do not go unexplained for too long, and so forth.

Objectives of Play:

- To **aid your teammates** in the conquering of target planets and/or star systems via supplying, bombing, dogfighting, transporting infantry, or building.
- To **improve your own prestige** and gain promotion through appropriate actions in the above categories.
- To **gain access to new ships** as you move up the rank ladder, adding more and more impressive abilities to your arsenal.

Your guide to DarkSpace begins here. Read on.



## 5.1 Game Types and the Server List

DarkSpace currently allows for player-run, as well as official servers. Only official servers allow for your progress to be recorded to your account, You will see either a red or a green diamond beside a server name. A red diamond indicates that anyone can join that server. However, unsubscribed players will be limited to midshipman rank, and a very limited subset of the ships in DarkSpace. Only subscribed players can enter a server with a green diamond. Currently, all servers are red diamond servers, and open to all players.

There is an easy way to get some basic detailed information on the server. Just single-click any server and leave your cursor over the server name and a tooltip will appear with the following information:

- **Server Name**
- **Server Description**
- **Map type, and/or Specific Scenario Map**
- **Map/Scenario Description**
- **Time:** How long the server has been running that map. If there is a second number, it lists time remaining on the map. If not, the map has no time limit.

- **Balanced:** If the server is Balanced, it forces new players to join the team with the least cumulative prestige, generally the team with the least players.
- **Clan:** If the server has the clan flag enabled, you will be forced to join your clan's faction if you are in a clan.
- **Max Rank:** This lists the maximum rank allowed on the server for ship selection purposes. If you are higher than this rank, you can still join, but you will be limited to the ship selection for the maximum rank on the server, and you will not gain any prestige.
- **Version:** This lists the version of DarkSpace running on the server. This should be the same for all servers. If it's not, then a recent update probably happened, and the issue should be resolved soon.

### 5.1.1 Scenario Servers

Scenario servers are designed to provide players with a time-limited battle between two or all of the current factions. When entering a scenario server, you will be prompted to select a faction. You will be locked to that faction until the end of the game, or until you log out.

The game begins with all planets unclaimed. Several planets will be marked with a flag icon in the navigational display. The first team to capture all of these flag planets will win the scenario. If no team captures all of the flag planets, the team with the most of them when time expires will be declared the winner.

The players on the winning team receive bonus prestige based upon their rank, and the percentage of the scenario time they played. At the conclusion of a scenario, a new map is automatically loaded, and the battle begins anew.

When playing in a scenario, basic ships (scouts, frigates, engineers and transports) may be spawned at your home gate, while all other ship types must be built at a planetary shipyard. You have access to a garage for 6 ships in a scenario, but that garage will reset when you leave the server, or upon a map change.

### 5.1.2 MetaVerse Servers

The metaverse is the main attraction of DarkSpace. Here, you will find massive fleet battles for control of a persistent online universe. When entering the metaverse for the first time, you will be prompted to select a faction, unless you are currently in a fleet. All fleets have pre-selected faction allegiances, which may only be changed by fleet administrators. If you are not in a fleet, you may change factions upon re-entering the Metaverse.

While in the Metaverse, players have access to a garage for storage of up to six customized ships, and multiple devices and cargo items. When switching factions, you retain your storage, but cannot use ships from your old factions. Garage ships will remain until your permanent storage is reset, or they are destroyed. Garage ships may be spawned at the shipyard or gate at which they were last docked. If that shipyard gets captured, you cannot access the ship until that planet has been recaptured. As with the scenario server, basic ships may be spawned at your home gate, while all larger ships must be built at a planetary shipyard. There is no true end to the Metaverse, although it may be reset to neutrality if one faction achieves complete dominance.

### 5.1.3 Clan Servers

Clan servers are not a true server type, but rather a modification to the traditional server types. As mentioned before, clan and fleet are interchangeable in DarkSpace. When a server enables the clan option, players are forced to play on the same faction as their fleet.

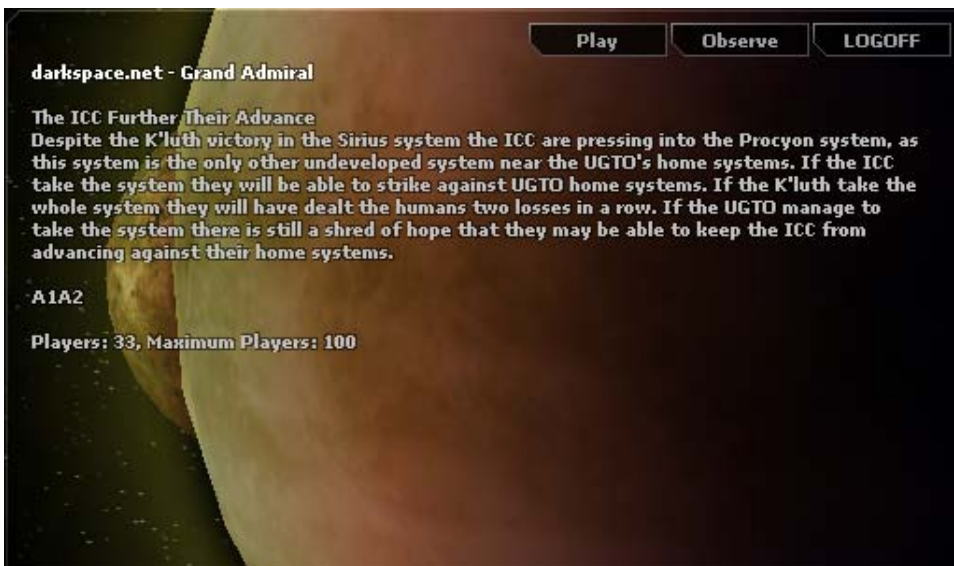
### 5.1.4 Combat Servers

Combat servers are designed for one thing, and one thing only: ship-to-ship combat. This is a great place to hone your combat tactics, as you are able to access ships up to a certain type, whether your profile allows you to have them or not.

## 5.2 Entering the Game

While looking at the server list, double-click the game you've chosen or click on it and click the Play button. The client will make a final check for any possible updates, then it will connect to the server and open the game screen.

The first screen you will see is a loading screen. This is a simple preloader for all of the various textures and 3d models the currently active map will be using. Therefore, you will see this screen whenever a Scenario game switches to a new map. The **spacebar** can be used to skip the preloading and go straight to the game. This will cause objects to load as they come into view.



This is the dialog you will see when loading completes. The view will randomly cycle through different battles, planets, stars, or ships. Clicking "Play" will take you to the faction selection (or spawn selection, if the game you're playing has saved your last faction) screen. This is also where you can log out of the game (Press ESC at any time in game to return to this screen).

### 5.2.1 Observation Mode



Clicking on "Observe" will take you to the Observation mode, where you can watch the action

from afar without actually having a ship in game. You can still enter this mode while in game, but whatever ships you have on the playing field could be endangered if you do so.

The "Next" and "Prev" buttons will cycle through targets manually so you can find specific objects. The middle row of buttons are different camera angles, which can make your observation experience more cinematic, as each camera suits different situations. The "Battle" and "Planets" buttons will set the view to scroll through ships and battle locations, or through the different planets, and the "Auto" and "Lock" buttons function as a toggle for the automatic changing of the camera target.

## 5.3 Playing the Game

Almost there! Upon pressing play on the Opening Screen, you have now joined the action...sort of. There are still a few specifics remaining. Your first task will be to select a faction, unless you are playing on a clan server and have a clan affiliation. Before you make this choice, you might want to consider the basic traits of each faction.

### 5.3.1 The United Galactic Trade Organization



The UGTO are probably the most well rounded of the three factions. Their ships boast thick armor, which can be rapidly repaired by depots or supply ships. Although the armor repair process is slightly slower than the ICC shield recharge rate, the nanobots reassembling the ship's armor run on solar power and scavenged stellar debris and do not drain the ship's reactor at all. UGTO ships are good at getting into combat and pounding the enemy.

UGTO scientists have recently completed basic research into flux technology. Flux beams have the ability to cause system damage when penetrating enemy defenses, allowing the UGTO to knock out key systems on enemy ships. Additionally, they have developed a flux wave, which affects all nearby



ships, including friendlies. The flux wave damages ships and will do system damage if an enemy's defenses are knocked out.

The UGTO also boast mighty Carrier Dreadnoughts. Like the aircraft carriers of the 20th century, the ship has little power on its own, but is capable of launching massive squadrons of fighters from a distance. Rumor has it that advanced fighter prototypes have been seen in the UGTO central research facility on Earth. If true, these fighters will ensure the UGTO's supremacy in space.

### 5.3.2 The Interstellar Cultural Confederation



The ICC are the most defensive of the three factions. They excel in stand-off missile combat, and are able to quickly rotate shield power to prevent focused attacks from penetrating to the ship's hull. While shields drain power, they provide a fast recharge, and the energy can be quickly transferred to any shield quadrants should the need arise. ICC have adapted their shielding technology to a planetary scale, multiple shield generators can be placed to defend a single planet, each adding to the total shield strength and recharge rate.

Additionally, the ICC have developed a new, ultra-fast charging point defense laser code-named the pulse beam. While this weapon does almost no damage against ships, it can short out the guidance systems of all bombs, missiles and fighters, causing them to explode prematurely. Unfortunately, the manual piloting and shield piercing hull of infantry pods renders these beams nearly useless against enemy invasion forces. There are also rumors of UGTO and K'luth research into new fighter systems that would resist the power of the pulse beam. The culmination of the ICC pulse beam and shield technologies can be found in the pulse shield. This shield destroys all missiles, fighters, mines and bombs in a radius around the ICC ship. A few ships equipped with pulse shields can defend a planet against orbital bombardment indefinitely.

### 5.3.3 The K'luth



The K'luth culture has been the subject of many recent intel missions. A rough sketch of their culture and history has been developed, and is under constant revision. It has been determined that the biological ships of the K'luth have a type of cloaking device, allowing the K'luth to bend light around their ships and mask their energy signatures. The biological nature of the K'luth ships also allows their ships to heal without the aid of repair drones. As a result, any K'luth ship that is not completely destroyed can cloak itself, retreat from combat, and return to battle completely repaired.

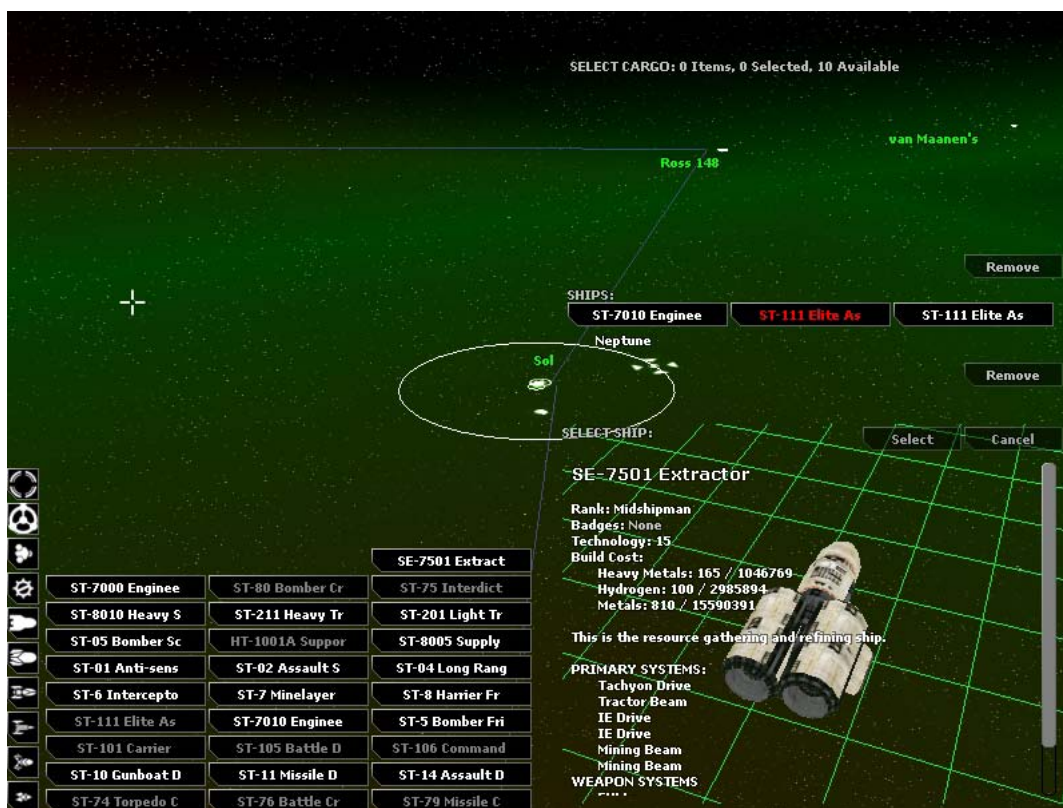
The K'luth have been observed to primarily employ hit-and-run strikes against the humans, although massive fleets have been seen engaged in direct confrontations with valiant human defense forces. It is thought that the K'luth may have evolved from a sea predator accustomed to lying in ambush for its prey. Part of the fear associated with the mention of the K'luth is their psychic power. Although human science has yet to explain these phenomena, the K'luth appear to be able to use their ships to shape their thoughts into weapons! Their psi-missiles are terrifying. Normal sensors cannot detect these projectiles. The scanner device is the only hope for a human fleet under assault by psi-missiles.

The K'luth are becoming increasingly more difficult to detect on sensors. It is believed that their research efforts are focusing on the continued improvement of their cloaking systems. In the future, human guards will have to be on constant alert, as the K'luth may be able to reach our very homeworld without once being seen.

## 5.4 Choosing a Spawn Location

As you will learn in more detail as you continue reading, faction Jumpgates (or "Home" Gates) are the only place where you can spawn ships without resources. Not only that, but Home Gates can only spawn small ships like transports and engineering vessels. Shipyards are structures that allow you to spawn at certain planets. On these planets, resources can accumulate, allowing the construction

of larger, more powerful capital ships. Any ship can be built at a Shipyard, but they all require resources.



Spawn locations are indicated by white icons on the selection map. Double-click on a location to center your camera on that location.

Notice in the above screenshot that some stored vessels are highlighted in red and not in white. This indicates that they cannot be spawned at the selected location.

When you choose a spawn location, you can choose to spawn at the Home Gate or at a shipyard. Each shipyard choice allows you to examine the resource caches of every planet, which you will understand more about as you continue reading.

## 5.5 Choosing Your Ship

Depending on your rank and experience, your faction's central command will allow you a choice of warships and support craft. **As flexibility is vital for any fleet, you are not limited to a single**

**ship that you "own"**. At any time, you can return to a shipyard or home gate and select a new ship.

While the central commanders have attempted to provide effective ships for the fleet, they also realize that individual commanders may prefer alternate loadouts. While the shipyards cannot yet construct ships to individual specifications, you may store your ships in a personal storage "garage". These garage ships may be spawned at the shipyard they were docked at, or at your home gate. Each ship class has a unique role, which will be detailed in the next subsections.

Whenever you spawn a new ship, or use one from your garage, you will be deducted credits equal to the cost of the ship and its upgrades and modifications. This is just a temporary insurance deduction and the ship's cost will be returned to you when you dock the ship or the ship gets destroyed. This is why you may have negative credits, while it does not prevent you from using that ship, you will not be able to modify or upgrade it.

### **5.5.1 Scout**

The scout is designed to move quickly. Its jump drive is highly fuel-efficient, and recharges rapidly. Scouts can place beacons on enemy ships, allowing retreating ships to be tracked and destroyed. Scouts are also excellent decoys. A fast-moving scout near an enemy planet can draw away enemy defense base fire, allowing the rest of the fleet to safely get into position for a troop landing. While the scout has very little firepower, it is still a vital component of a balanced fleet.

### **5.5.2 Frigate**

The frigate is the largest warship that can be obtained from the Home Gate. Frigates are especially useful in scenario play, as they can be used to harass enemy engineers, and prevent the enemy from building the all-important shipyard.

### **5.5.3 Destroyer**

The destroyer attempts to balance speed and firepower. It is an excellent escort ship for cruisers and dreadnoughts, able to strike opponents quickly and allow the larger ship to focus on its primary mission. Destroyers are capable ships in the right hands, and a skilled pilot can make a destroyer into a formidable weapon.

### **5.5.4 Cruiser**

The cruiser is the first true stand-alone vessel of the line. While not as powerful as the mighty dreadnought, the cruiser still mounts a wide array of weapons. Cruisers can easily stand alone as battleships, but perform even better when integrated into a fleet.

### **5.5.5 Dreadnought**

The dreadnought is the embodiment of power in DarkSpace. The massive racks of weapons on these ships strike fear into the enemy. The powerful generators on the dreadnought class ships allow for far more powerful beam weapons to be mounted than on lesser ships. Most dreadnoughts have at least one fighter bay, allowing a small measure of long-range power. While the dreadnought is powerful, a group of smaller ships working together can remain out of its effective range and emerge victorious.

### **5.5.6 Supply Ship**

No serious invasion fleet travels without a supply ship, or a fleet of them. While these ships have little offensive power, they are often considered priority targets on the battlefield. These ships have the ability to repair hull, systems, and armor. As if that wasn't enough to turn the tide of battle, they can also rearm depleted ammunition stores and refuel jump drives. With a few supply ships around, your fleet will last a lot longer.

### 5.5.7 Engineering Ship

The engineer ship is the single most important ship class in DarkSpace. Without the engineers, a faction would be limited to defenseless planets orbited by mere frigates. The engineer is required to build every planetary structure. A newly captured system is worthless until an engineer arrives to build up the infrastructure and defenses.

### 5.5.8 Transport

The transport serves one function, and serves it well. If you need troops or cargo moved from place to place, the transport is the best choice. With ten cargo bays, or space for ten troops, the transport can move a planetary invasion battalion into place quickly and efficiently. As a result of the massive space devoted to cargo, these ships are light on armor and armament, and require the protection of warships to stand a chance at making it to orbit around an enemy world.

### 5.5.9 Extractor

The extractor is basically a modified transport that sacrifices cargo space for mining equipment. The extractor can mine resources from planets and asteroids, and sell them for a profit. These ships are crucial to obtaining resources for engineers to quickly construct a system.

### 5.5.10 Station

Slow, heavily equipped and armored, and the biggest bulls-eyes around. If you had to pick a ship that is easy to hit with even the slowest weapons, it would be the station. However, if you flew too close to one, you would learn that it is not the easiest target in space. Boasting incredible short-range weaponry, the station can destroy anything that gets close enough. However, the station itself is extremely slow. The primary function of a station is fleet support. They are able to reload and repair friendly ships, as well as to shield them from damage. Stations are the core of a long-range assault fleet as well. Their wormhole device allows the creation of a temporary portal between systems. This wormhole can be used by all ships, making its use somewhat risky.

## 5.6 The Basics

### 5.6.1 In-game Help

By pressing F1 in game, you can access the in-game help interface. This interface will overlay instructions and explanations on your screen to remind you of the function of each item on your display. This is a great way to refresh your memory about the in-game controls and interfaces.

### 5.6.2 Basic Ship Control

DarkSpace currently supports two different navigation control schemes, *rudder* and *arrow*.

The rudder system is controlled from the left of the keyboard, using the keys Q, W, A, S, and D. The reason the controls are called "rudder" controls are that you can set a turn speed for your vessel and it will remain turning at that rate until you center the rudder again.

The ASD keys control the rudder. To turn left, press the key on the left: A. Hold it to increase the rate of turning. The D key sets the rudder to the right, and the S key centers it so you fly straight. Q and W are used to decelerate and accelerate your ship, respectively. The velocity bar is clearly indicated on the bottom of the screen. You can manually control your speed on this bar using your mouse to move the slider.

The arrow keys also control ships, however are not based on a rudder system. The moment you release the left or right arrow, you will stop turning, The up and down arrows are used to accelerate and decelerate, respectively.

*Tip:* The number beneath your velocity bar indicates how fast you are travelling in "gu per second". A g.u. is the standard distance unit in DarkSpace.

### 5.6.3 Contacts

Ships, planets, and other objects in the game are referred to as contacts. Besides planetary structures, contacts are shown in three colors: Red, Yellow and Green. Green contacts are friendly objects. Yellow are neutral. However, please note that DarkSpace has a different take on neutral forces than most. Neutral forces, such as planets, ships, space monsters, and the like are hostile to ALL factions. Any cargo items floating in space will be yellow, and will turn green if claimed by a friendly, or red if claimed by an enemy. Red contacts denote one thing, and one thing only... the enemy! Any red contacts on your screen should cause you to sit up and take note. A simplification of your goal in DarkSpace is to eliminate every contact listed in red. Several planetary structures have their own color codes, and these are best learned by observing the structures on friendly planets.

Many subclasses of contacts exist, each offering different options for interaction.

- **Vessels:** Whether scout or station, vessels offer the same types of interactive options. You can follow them, setting your ship to stay as close as possible. You can shadow them, which is similar to following, but keeps a greater distance. You can even unload infantry or cargo onto them if you are close enough.
- **Fighters/Missiles/Infantry Landing Pods:** Fighters and missiles provide few possibilities for interaction. Your only real interaction is to shoot them if they belong to the enemy.
- **Planetary Infantry:** Ground based infantry can be issued orders in the lower right of your screen when selected. They may be set to focus on attacking enemies, stay in place to defend a spot, or raze buildings. Additionally, you can disband infantry on your own planets. You can also load friendly infantry onto your ship.
- **Cargo:** Cargo pods can be loaded onto your ship by pressing the "L" key, and unloaded onto nearby targets like infantry or sold to starports.
- **General Planetary Structures:** All planetary structures can be paused or scrapped using the interface in the lower right.



- **Barracks:** Barracks can be set to produce either Infantry or Heavy Infantry.
- **Starports:** Starports are used to buy and sell cargo and components. Sell by unloading cargo, pressing the "U" key with the starport selected.
- **Shipyards:** Shipyards can be used to dock your ship and to spawn new ships. To dock, select the shipyard ("Ctrl+Y"), and use the structure ("Ctrl+U"). You will have to use it twice to confirm the ship exchange.
- **Asteroids:** Asteroids can be mined by any ship with a mining beam. They can also be tractorbeamed or shot. They cause heavy damage to any ship that runs into them, or any planet they crash onto.
- **Planets:** Planets can be selected directly, as well as selecting the surface spaces on the planet. You can orbit a planet, or unload cargo onto a surface space. Engineers can build structures on surface spaces.

### 5.6.4 Tactical Interface



The Tactical Interface, while seemingly complex and daunting at first glance, is a very comprehensive control center for your ship's movements. This is DarkSpace's default screen; you will emerge from any jumpgate or shipyard in this mode. Above is a screenshot of the tactical screen, broken down into several sections by text indicators. The small-font "Contacts" labels should give you an idea of what the previous section of the Manual went over.

- **Ship Systems:** The most prominent member of the Tactical Interface is the systems display. This row-by-row, ordered sequence of systems gives you the rundown of what's charged, loaded, activated, running, and all of the opposites thereof on your vessel. The screenshot shows a few drives (lower left), then a Jump Drive (with fuel indicator at 10,000), and the rest of the ship's systems with shields at the uppermost section.
- **Cargo Bay:** This is where any resources, infantry, or spare parts are loaded into your ship. Depending on the ship you are flying, you only have room to carry a certain number of items. All cargo will show up as a blue box in this empty row on the screen.
- **Vessel Control Bar:** These are the two clickable bars that indicate your ship's heading and velocity. These can be controlled with the keyboard, but also manually with the mouse for fine adjustments.
- **Vessel Status:** Displays the hull integrity, energy output, and signature statistics for your ship. These interrelate to each other in ways you will shortly be reading about.
- **Target Control:** The "Next Target" and "Target Parent" buttons, shown as blue upwards and rightwards arrows, are used to target specific systems on nearby ships, or to re-target the main ship when you have a device already selected. The button below those allows for advanced target selection, such as selecting the last distress call's location or the closest starport.
- **System Repair:** If any systems become damaged, you can use this area of your screen to monitor their autorepair rates and you can control which

system gets repaired first. For instance, if you become heavily damaged and your jump drive goes out in addition to your lasers, but your lasers are first in line, you may consider it a priority to repair your drive first so you can escape. Clicking on a device here will move it to the front of the line so that it will be repaired first.

- **Communications:** This is where all chat takes place after pressing "Enter" while in-game.
- **Data Windows:** These are the button toggles for the data functions, F1-F6 (Help, Navigation, Planets, Chat, Profile, Mission)
- **Credits and Clock:** Onscreen indicators of your current spending capacity and how long the server has been running.

Note that many of these panels (such as repair queue, systems, communications, cargo) can be toggled using the buttons on the screen. Also, entire panels can be switched off by using the toggles in the corners of the screen (use numpad 1, 7, and 9 as shortcuts), to give you a very clear view of the game without anything on your screen.

**Remember that any button within the game can be pointed at for an explanation of its function.**

#### 5.6.4.1 Target Window



This screen will appear on the Tactical Interface when an object is selected. Depending on the type of object selected, you will get different information and options to interact with the object. The screenshot shows a planet selected, so the "Orbit", "Lock", "Camera", and other buttons are clearly visible. Information on the planet's faction, population, units, structures, and defenses are also displayed. This window is an easy way to get information on whatever your target may be.

### 5.6.5 Navigational Interface



To access the Navigational screen, click the Navigation button on the top of the screen or simply hit "F2". This will open up a map of the system you are in and show you the orbit paths of planets, the routes of transports, and the positions of players. Note that enemy ships, just like on the tactical screen, are not readily visible. The "Fog of War" keeps them hidden until they are in sensor range of a player or planet. *Hit ESC on this screen or hit F2 again to return to Tactical mode.*

Some elements of this screen, such as the Data Bar and the Target Window, remain in the same place as they were on the Tactical Screen. The Data bar is a constant part of any screen in DarkSpace, as the information it offers is so fundamental to gameplay.

- **Vessels:** This is a list of all members of your faction, or detectable enemies, within a 250,000 gu range. They can all be targeted from this list.
- **System Objects:** On this list, all nearby stars, planets, and jump gates will appear. Note that some planets have flags on their icons. These flags denote objective planets in Scenario servers.

- **View Controls:** Use these buttons to control the view of the Nav Screen. **Spacebar** can be used to center the camera on your ship. You can also activate filters that deactivate certain portions of the icons on the interface. The rest of the controls mirror those outlined in the upcoming 5.6.8 section.
- **Faction Statistics:** This shows the name of your faction (including the tag of your fleet, if you are on a fleet server and a member of a fleet), and the number ships that your faction controls, as well as Planets and the numbers of various important structures such as Starports and Shipyards.
- **Routes:** Light blue lines linking systems denote Jumpgates or Wormholes.
- **Orders:** You may see numerous lines inscribed across the map. These indicate attack, defend, capture or scout orders that ships may be following.

Note that the lists can be toggled by the "N" key, which activates the toggle button on the bottom right.

### 5.6.6 Planetary Interface



To access the Planetary Interface, click on the Planets button on the top of the screen or hit "F3". The Planetary Interface shows you detailed statistics on each and every planet under your faction's jurisdiction. These stats provide you the perfect source of information for building a planet properly, which will be explained in thorough detail in a later section of the Player's Guide. The screen also shows you a list of all structures on the planets (in addition to enlarged icons of the structures on the actual surface, as labeled), and the infantry defending it.

Like the Navigational screen, many elements remain from the Tactical screen in this Interface, and also like the Navigational screen, *you can hit "F3" or esc to return to Tactical.*

### 5.6.7 Communicating in the Game

One of the most important skills in the game is communication. A fleet that does not communicate is a fleet that meets destruction. To bring up the chat bar, press the enter key.

- By default, your chat is set to "**Faction**". This means that the messages

you send go to every player on your faction. Faction chat shows up as a mustard yellow.

- **Fleet** chat sends to every member of your fleet/clan on the server. Fleet chat will show up as green.
- **Yell** sends your message to all nearby players, including enemies. Yells show up in orange.
- **Target** sends your message only to your currently selected target (if it's a player), and shows up in red.
- Occasionally you will see a bright yellow message. This is a scream, a method for staff to send a message to every player on a server.
- Server messages will show up in light grey.

More often than not, you may find that chat comes in too fast to read. DarkSpace automatically keeps a log of chat messages sent and recieved. To access this log, press the F4 key. You can scroll through the message log and move/resize the window using your mouse. To close the log, press either F4 or esc.

### 5.6.8 Camera Control

While DarkSpace does not offer a true first-person view out the front (top, side, wherever the bridge should be) of your ship, it still offers a variety of camera options. By default, DarkSpace will focus your view above your own ship, and facing your current target. If you have a friendly unit selected, you can transfer the camera view to their ship by pressing the "c" key. *To switch back, you must have the same ship selected before you hit "c" once more.* Please keep in mind that all distances shown are distances from YOUR ship at all times.

You can rotate your camera view by clicking and holding the right mouse button and moving your mouse. You can zoom with the mouse wheel or by pressing x/z.

### 5.6.9 Gaining Prestige and Checking Progress

At last we reach one of the real goals of DarkSpace: The acquisition of prestige. Prestige is DarkSpace's equivalent of ranking points, experience, or other such concepts. Prestige is awarded for a variety of different tasks, and the total prestige calculated is a weighted sum of all your profile attributes. Below, you will find a list of all the current prestige categories and how to gain points in that category.

*Note: Categories marked **NCC** are Non-Contributing Categories that do not reward or restrict you in any way.*

- **Games Played:** Every time you enter a server, this count goes up by 1. *NCC*
- **Time Played:** A count of your total time in-game by the second. *NCC*
- **Ships Destroyed:** The number of ships you personally finish off. This is awarded to the player who does the final point of damage to a ship. *NCC*
- **Deaths:** The number of times you have been vanquished by an enemy ship or planet, no matter how it happened. *NCC*
- **Bonus Prestige:** Given for winning some contests, or for winning scenario maps. This can also be awarded by the successful completion of missions, once they are reinstated.
- **Ships Damaged:** This number increases when you damage an enemy ship's hull.
- **Ships Captured:** Every ship you capture with infantry adds to this category.
- **Planets Damaged:** Every structure or unit you bomb off of an enemy planet adds to this count.
- **Planets Captured:** For dropping infantry on a planet that survive until it is captured, you are awarded points in this category.



- **Friendly Fire:** This keeps track of how much damage you do to your own teammates.
- **Units Repaired:** Spending time repairing ships in a supply will net you points in this category.
- **Buildings Constructed:** Engineering a planet adds to this value. Scraping structures takes away from it.
- **Kamikaze:** This is awarded for damaging enemy ships with the explosion of your own ship.
- **Self Destructs:** Press ctrl-d to explore this one.
- **Jumps:** Every time you engage your jump drive, this counter increases by one.
- **Planet Collisions:** If you run into a planet, this goes up by one.
- **Credits:** Sell devices and minerals to starports and complete missions to earn money. *NCC*
- **Scout:** Earn scout points by beaconing enemy ships.
- **Resources Lost:** Increases when you lose ships and detracts from your prestige.

### 5.6.10 Rank and Badge Requirement List

#### Ranks

- **Midshipman:** Starting Rank
- **Ensign:** 40 Prestige
- **2nd Lieutenant:** 80 Prestige
- **1st Lieutenant:** 160 Prestige

- **Lieutenant Commander:** 320 Prestige
- **Commander:** 640 Prestige
- **Captain:** 1280 Prestige
- **2nd Rear Admiral:** 2560 Prestige
- **1st Rear Admiral:** 5120 Prestige
- **Vice Admiral:** 10240 Prestige
- **Admiral:** 20480 Prestige
- **Fleet Admiral:** 40960 Prestige
- **Grand Admiral:** 81920 Prestige

#### Combat Awards

- **Bronze Combat:** 50 Ships Damaged
- **Silver Combat:** 500 Ships Damaged
- **Gold Combat:** 1000 Ships Damaged

#### Bombing Awards

- **Bronze Bomber:** 50 Planets Damaged
- **Silver Bomber:** 500 Planets Damaged
- **Gold Bomber:** 1000 Planets Damaged

#### Transport Awards

- **Bronze Transport:** 25 Planets Captured
- **Silver Transport:** 50 Planets Captured

- **Gold Transport:** 100 Planets Captured

Privateering Awards

- **Bronze Privateer:** 25 Ships Captured
- **Silver Privateer:** 50 Ships Captured
- **Gold Privateer:** 100 Ships Captured

Support Awards

- **Bronze Support:** 50 Units Repaired
- **Silver Support:** 500 Units Repaired
- **Gold Support:** 1000 Unit Repaired

Engineering Awards

- **Bronze Engineering:** 50 Buildings Constructed
- **Silver Engineering:** 500 Buildings Constructed
- **Gold Engineering:** 1000 Buildings Constructed

Navigation Awards

- **Bronze Navigator:** 50 Jumps
- **Silver Navigator:** 500 Jumps
- **Gold Navigator:** 1000 Jumps

Miscellaneous Awards

- **Bronze Star:** All 6 Bronze Medals
- **Silver Star:** All 6 Silver Medals
- **Gold Star:** All 6 Gold Medals
- **Sirius Combat Medal:** Bronze Combat, Bronze Bomber, and Bronze Transport
- **Defense Medal:** Silver Combat and Gold Engineering
- **Star Fury Medal:** Silver Bomber and Silver Transport

### 5.6.11 Key Command List

Comprehensive list of keys and their functions.

#### 5.6.11.1 Movement

**A** Rudder Left

**Left Arrow** Turn Left

**D** Rudder Right

**Right Arrow** Turn Right

**S** Center Rudder

**Q** Decrease Throttle

**Down Arrow** Decrease Throttle

**W** Increase Throttle

**Up Arrow** Increase Throttle

**J** Start/Abort Jump, Activate Wormhole Device *Wormhole Devices available only on stations and command dreads*

**Shift + J** Emergency Jump

**O** Orbit Targeted Planet

**Alt + Y** Toggle Yaw Control

### 5.6.11.2 Targeting

**E** Target Nearest Enemy

**R** Target Nearest Friendly

**F** Follow Target

**G** Shadow Target

**H** Target Last Distress

**Control** Create Target at Cursor

**Ctrl + J** Target HomeGate

**trl + P** Target Nearest Starport

**Ctrl + R** Target Nearest Depot, Target Nearest Supply Ship

**Ctrl + Y** Target Nearest Ship Yard

**[** Decrease Contact Range

**]** Increase Contact Range

**,** Object Parent

**.** Next Object

**Alt + A** Order Attack Target

**Alt + C** Order Capture Target, Toggle Contact Diamonds *Capture if Enemy targeted, Toggle Diamonds if Friendly or no target*

**Alt + D** Order Defend Target

**Alt + S** Order Scout Target

**Alt + X** Cancel Order

### 5.6.11.3 Combat

**Mouse 1** Select Target

**Ctrl + Mouse 1** Target Point

**Spacebar** Alpha Strike

**Shift + Spacebar** Manually Detonate All Weapons, Toggle Point Defense

**1 - 9** Use Group

**Shift + 1 - 9** Detonate Group Weapons, Toggle Group Point Defense

**0** Remove Device From Group

**B** Fire Bombs

**Shift + B** Manually Detonate Bombs

**Ctrl + B** Toggle Point Defence

**I** Toggle Interdictor

**M** Drop Mines

**Shift + M** Manually Detonate Mines

**N** Launch Fighters

**Shift + N** Recall Fighters

**V** Use Flux Wave, Use Pulse Wave

**Shift + H** Send Resupply Distress

**Ctrl + H** Send Attacked Distress

**T** Toggle Tractor Beam, Fire Beacons *Tractor Beam Pulls*

**Shift + T** Toggle Tractor Beam, Deactivate Beacons *Tractor Beam Pushes*

**Y** Toggle Scanner, Repair/Reload Target

**Shift + Y** Repair/Reload Self

**P** Toggle ECM

**;** Toggle ECCM

**K** Toggle Cloak

**Ctrl + S** Toggle Shields

**Numpad 2** Transfer Shield Energy to Aft

**Numpad 4** Transfer Shield Energy to Left

**Numpad 5** Transfer Shield Energy to Full

**Numpad 6** Transfer Shield Energy to Right

**Numpad 8** Transfer Shield Energy to Fore

#### 5.6.11.4 Camera

**C** View Camera

**X** Zoom Out

**Z** Zoom In

**Mouse 2** Rotate Camera

**MouseWheelUp** Zoom In

**MouseWheelDown** Zoom Out

**Tab** Cycle Camera View

**Alt + M** Record Screenshot Sequence *Takes screenshots until stopped*

**Alt + T** Take Screenshot *Saved as 000000xx.tga in your Darkspace folder*

#### 5.6.11.5 Miscellaneous

**G** Toggle Mining Beam

**Ctrl + D** Self Destruct *Press twice to initiate*

**L** Load Infantry, Load Cargo

**Ctrl + L** Toggle Planet Lock

**Alt + P** Toggle Profiler *Shows Ping and Framerate*

**Ctrl + T** Transfer credits

**U** Unload Infantry, Unload Cargo, Sell Cargo To Selected Starport *Also Transfers Infantry/Cargo to other Players*

**Ctrl + U** Use Ship Yard *Press twice, must be within 250gu*

**Ctrl + X** Scrap Building, Disband Infantry, Remove Device, Eject Cargo  
/ Toggle Shield/Armor Status, Toggle Turn Indicator

**Enter** Type/Send Chat

**Esc** Play, Observe, Log Off options

**F1** Toggle Context Help

**F2** Toggle Navigation Screen

**F3** Toggle Planet Management Screen

**F4** Toggle Chat Log

**F5** Toggle Player Profile

**F6** Toggle Orders

**Numpad 1** Toggle Ship Status HUD

**Numpad 3** Toggle Target HUD

**Numpad 7** Toggle Communications Console HUD

**Shift + Numpad 8** Set Throttle to Full

**Shift + Numpad 2** Set Throttle to 0

**Shift + Numpad 4** Set Rudder to Full Left

**Shift + Numpad 6** Set Rudder to Full Right

#### 5.6.11.6 Navigation Screen

**Alt + A** Order Attack Target

**B** Toggle Orbit Paths

**C** View Camera

**Alt + C** Order Capture Target

**Alt + D** Order Defend Target

**E** Target Nearest Enemy

**F** Follow Target

**G** Shadow Target

**H** Target Last Distress

**I** Toggle Ship Icons

**J** Jump to Target

**K** Toggle Grid

**Ctrl + L** Toggle Planet Lock

**N** Toggle Contacts List

**O** Orbit Targeted Planet

**P** Toggle Planet Icons

**Alt + P** Toggle Profiler

**R** Target Nearest Friendly

**Alt + S** Order Scout Target

**Ctrl + T** Transfer Credits

**Alt + T** Take Screenshot

**X** Zoom Out

**Shift + X** Instant Zoom Out to Maximum

**Alt + X** Cancel Order

**Y** Toggle Ship Orders

**Z** Zoom In

**Shift + Z** Instant Zoom In to Minimum

**spacebar** Center Map on Target



**Enter** Type/Send Chat

**Control** Create Target at Cursor

**Esc** Return to Tactical

**Numpad 1** Toggle Ship Status HUD

**Numpad 3** Toggle Target HUD

**Numpad 7** Toggle Communication Console Hud

**MouseWheelUp** Zoom In

**MouseWheelDown** Zoom Out

**Mouse 1** Nudge/Drag Map, Select Target

**Ctrl + Mouse 1** Target Point

**Mouse 2** Rotate Map

, Object Parent

. Next Object

## 5.7 Managing Your Starship: Speed, Signature, and Energy

Piloting a ship in DarkSpace involves a number of tradeoffs. Engines and Generators produce energy, but use some of it to move. The faster you are moving, the more power is drained. On many ships, it is impossible for the engines to produce as much power as it takes to keep all systems running when your ship is moving at full speed. This includes charging your jump drive, running your sensor devices, and firing weapons.

Your ship's signature is based on three factors. The first is what class of ship you are flying. A station is a LOT easier to spot than a scout. The second is how much energy you are using. If you are travelling at full speed and recharging all your weapons, you are going to stand out. The signature is a numerical representation of how easy your ship is to detect. A higher signature means you can be detected from further away. The third factor is any external effects on your signature. If you are running ECCM's, your signature will rise. Likewise, ECM's will drop it. K'luth cloaking devices will mask all speed and ship class related signature as long as it has power to function, including weapon recharge and external influences to affect its signature. A nebula will drastically reduce the signature of all ships within its boundaries.

## 5.8 Combat

This section applies to all ships, as every ship has at least some kind of weapon to use against the enemy. Whether the damage an engineering ship is capable of doing to an enemy can compare to the damage an Assault-class Dreadnought can do is another story.

### 5.8.1 Getting in Range and Targetting

All weapons have two characteristics: a firing arc and a maximum range. No weapon will fire at a target outside its range, and if a target leaves its range after being fired upon, a projectile weapon will explode after travelling its maximum distance. In step with this, a laser weapon will stretch beyond its range, but cease to do damage beyond that point. If a weapon or other device is mounted to the front of a vessel, it will only be able to fire if its target is somewhere in the front of the vessel.

When a target is selected (you can fire on anything), all the devices that are in range will become active, meaning the system buttons on your screen will glow green. **You can examine any weapon's arcs and range** by right-clicking on the system. Range and arcs will show up as an area of space around your ship shaded in a crimson red.

### 5.8.2 Manual Targetting

As a more advanced tactic, you can target an area in space and fire upon it by using your mouse to ctrl+click. If you hold down control, a target indicator will appear over your cursor in the tactical window (this also works in the navigation window). Simply click when you are pointing at the desired area and the target will be selected. This will allow you to target a specific point in space and fire upon it.

### 5.8.3 Firing Weapons

Any weapon in DarkSpace can be fired simply by clicking on the device if it is green (active). Different types of weapon do different types of damage.

- **Heat Damage** - Chemical Lasers employed by the human factions do more and more damage the closer you are to the enemy vessel.
- **Focused Damage** - Cannons and K'luth Disruptors impact a particular spot and do not differ in damage depending on distance.
- **Splash Damage** - Torpedoes and Missiles are capable of damaging ships even if they do not accomplish a direct hit.

It is also possible to fire in groups. All weapon types have a default numbering, which is viewable on the device in your systems display. Pressing that number on your keyboard will fire that group. **You can also create your own grouped device** by right-clicking on the device and pressing any number from 1 to 9, 0 will ungroup that device. The number on the device will change to indicate its new assignment.

Finally, it is also possible to fire an **alpha strike**, which salvoes all available weapons toward your target. This is a powerful means of attack, but be conscious of the effect that using so many systems at once will have on your ship's power supply. Repeated alpha strikes in a heavily armed vessel without proper consideration to speed and energy will quickly result in a power drain, rendering your weapons useless until your energy can flow uninterrupted.

Keep in mind that some weapons have ammo counts, such as torpedoes and missiles (and some types of cannon). This is indicated by a number on the system device.

#### 5.8.4 Point Defense

Any laser weapon can be set to automatically fire on incoming missiles, nearby bombs, and other weapons that are targettable while moving toward their objectives. You can do this by shift+clicking on any laser. The letters "PD" will appear on the laser, indicating that it is set to point defense. Keep the consequences of this setting in mind when you are in combat, as PD Lasers will fire whether you tell them to or not.

To activate or deactivate all lasers for Point Defense at once, press **CTRL+B**.

### 5.8.5 Ammunition and Reloading

As previously stated, not all weapons are infinite in their firepower. Weapons such as torpedoes and especially missiles can run out of ammo, rendering them inactive until they are reloaded. The ammo count is noted by a number on the device, which is not to be confused with the device's group number. **Group numbers are on the left** of the device, while the ammo count will always appear in the bottom right corner, if there is one.

Reloading occurs when you are being repaired by any supply drones from a supply ship or depot, or more slowly when you are in orbit of a planet. There will be more information on reloading and resupplying to come.

### 5.8.6 Armor, Shields, and Auto-Repair

All vessels are equipped with some degree of armor plating or shields that will prevent direct damage to the vessel's hull for a period of time. Like weapons, armor and shields have directional mounts, as they too are systems. Some armor system slots will be full mounts, while some armor will only cover one side of the vessel while additional layers coat the rest of the ship.

The fundamental difference between shields and armor is that shields recharge more quickly than armor autorepairs itself. Also, **shields can be re-routed** using the indicated keys on the devices to transfer shield power to a particular quadrant/arc. Once a layer of shields or armor on one quadrant has been completely drained, the hull and ship systems are open to any damage the enemy's weapons can inflict. Shields can also be turned off by pressing **CTRL+S**.

In addition to Armor, K'luth ships are equipped with autorepair devices that automatically repair a ship's hull over time, yet do so slowly.

### 5.8.7 Hull and System Damage

Once shields are down, weapons that manage to impact the surface of the vessel will begin directly damaging the hull of the vessel. Flux and EMP weapons even have the capability to do damage to

systems once there is a hole in a ship's protective shielding. System damage will also occur when a ship begins reaching critical hull levels, as devices will begin to fail when their sections of the hull are crippled (i.e., full arc systems are strongly susceptible to system damage as they can be hit from anywhere).

System damage can also be done intentionally, using the "Target Control" buttons outlined in section 5.6.4 to target systems directly. This tactic can be used to cripple an enemy's ability to jump out of a battle, allowing you to focus your fire on the hull without worry about having to hunt anyone down.

When your vessel reaches 0% hull, it will explode and you will have to select a new ship. Destroyed ships may leave behind cargo or parts that can be picked up and sold to starports or dealt with as the gatherer wishes.

### 5.8.8 Emergency Jump

Your vessel's jump drive, if intact, can be an invaluable asset to removing you from a battle quickly. If you've realized that your bout is over and that you would rather come back and fight another day than go down in flames, press **Shift+J** to initiate an Emergency Jump. This will activate a short, automatic jump in the direction your ship is facing.

As such, it is important that you check your course before you use this technique. Don't e-jump into a planet or star. It hurts!

### 5.8.9 The Cry of Distress! Signalling and Aiding Your Allies

There are a few buttons on the lower half of the tactical screen that allow you to send quick and easy distress signals to your allies. These can also be activated using a few simple hotkeys.

- **Attack Distress:** Use CTRL+H to send the signal "DISTRESS: I am under attack!". This will broadcast as a chat message to all members of your team.

- **Supply Distress:** Use SHIFT+H to send the signal "DISTRESS: I need resupply!"
- Press H to **target the last distress signal** you received, so that you can quickly and easily get in on the action!

### 5.8.10 Boarding and Capturing Vessels

DarkSpace allows for the possibility of infantry being sent across space from ship-to-ship. If you have infantry on board your vessel (which can be automatic from the jumpgate or loaded from a planet), you can press "U" or click on their cargo buttons individually when you are in range of a targetted enemy vessel. Be careful when doing this, because infantry are slowmoving and may not be able to keep up with the enemy forces. Their pods can also be shot down by point defence and splash damage from torpedoes.

Any infantry that successfully board your vessel will first have to fight any infantry that you have in your cargo bay. If the fight goes their way, most of the time the infantry will do some systems damage to your vessel before being eliminated by the vessel's automatic internal defenses. However, there is a small chance (depending on the type of ship you're piloting and the skill of the enemy troops on board) that you will be captured by the enemy troops. You will have a resources lost penalty added to your profile and will have to select a new ship.

The captured ship will fight until the area is clear, then it will leave the battlefield and head for the nearest docking bay or Home Gate.

## 5.9 Navigation

All ships need to move around at some point. This section will detail advanced navigational techniques so that you can master control of your vessel.

### 5.9.1 Jump Drives

Every ship in DarkSpace with the exception of the Wormhole Cruiser and the Station has a Jump Drive. There are varying types of Jump Drive, which can be purchased and installed as an upgrade to your ship. These devices are used to travel at extreme speeds across long distances. Jump speed, range, and recharge time depends on your vessel. If you are in the scout, you can travel millions of "gu" in one drive tank. A Dreadnought can only travel a fraction of that distance before having to refuel, as its massive hull forces increased fuel burn.

The hotkey for any kind of Jump Device is "J", which can be used to jump in a straight line to any selected target. It is extremely important, however, that you be careful to know where you are jumping, as carelessness can send your vessel hurtling into the solid core of a gas giant or through the destructively searing corona of a star.

### 5.9.2 Plotting a Jump's Course

Fortunately, checking for a clear course to your target is easy. Activate the Navigational screen using F2, and any target you select will have a line drawn to it from your ship. If this line is white, your path is clear of all major debris such as planets. If it is blinking red, then your path is not clear and you should see a blinking red box somewhere along the line indicating that your vessel will not survive a pass with a certain object.

It is important to remember that not all obstacles are easily detected by your vessel's jump alignment systems. **Asteroids** are an often invisible and extremely lethal source of damage to your vessel should you ram into them while travelling at several hundred thousand kilometers per second, so it is important to be aware of the dangers, no matter what color your jump line is.

### 5.9.3 Advanced Plotting

You can also use CTRL+click in the tactical or navigational screens, as mentioned in section 5.8.1.1, to select a jump location. This has numerous uses within DarkSpace (such as close-jumping a planet or enemy vessel or jumping straight through a gate), as you will discover as you play more and more

into the game.

#### 5.9.4 Jumping

The only requirements to start a jump are that your ship's bow be facing the jump target, that you have enough fuel, that your jump drive is charged, and that you are not within range of an enemy interdicator. Once you have selected a target and are ready to jump, hit "J" in either the tactical or the navigational screen and an "alignment" indicator will show you how long it will take to face your target. Once the timer is up, the jump will begin and the indicator will switch to show you how long it will take you to reach your target.

When you leave your jump, you will exit at the same speed at which you entered. The faster you are going when you start your jump determines how far away you will arrive from your target, ensuring that you have plenty of time to get out of the way should you be jumping toward a planet, then end up cruising toward it at 30 gu/second.

#### 5.9.5 Jump Fuel and Refueling

All jump fuel starts at 10,000 units and is indicated by the number on the jump drive device. All ships, if they jump around long enough, will eventually run out of jump fuel. The bigger the ship, the faster it will burn this invaluable resource. There are multiple methods of replenishing your tank.

- **Resupply:** Planetary Depots or Supply Vessels will refuel your tank quickly when you are within 250 gu of them.
- **Hydrogen Planets:** Several different types of planetary bodies ranging from Gas Giants to Terran planets might have the "Hydrogen" resource available in mass quantities within their atmosphere. Orbiting these planets will refuel you as if you were being reloaded by a single depot.
- **Orbiting:** Orbit any friendly planet and you will regain fuel, though much slower than if you were being resupplied.



### 5.9.6 Advanced Autopilots

There are several autopiloting options in DarkSpace, which will be detailed below.

- **Follow:** Use this to match the direction of your target and close in on it from a distance. Following usually limits you to about 50-60% throttle. This can be used on both planets and vessels, but be careful when choosing to "follow" a planet, as vessel computers are not programmed to follow objects for which the command was not truly meant (i.e., other ships)(Hotkey: F)
- **Shadow:** This is a more advanced follow that will match speed and direction without closing in on the target. This is not possible to use on planets, however, it is useful for formation flying and escorting other ships such as Bomber/Supply pairs. (Hotkey: G)
- **Orbit:** This will set your ship to get within orbiting distance of a planet and then stop. Your ship will cruise up to its maximum speed until it reaches the deceleration point where continuing to travel faster will result in not enough space in which to slow down to avoid cratering against the planet's surface.

Using any of these commands at a long range will cause your ship to automatically plot and follow the fastest course, whether by sub-light or FTL (faster than light) travel, and whether by single or multiple jumps. Note that the automatic jumps will automatically account for obstacles. Your ship is in safe hands when in autopilot to its destination, however, you should be advised that a ship will not steer clear of a planet when a "follow" autopilot command guides it toward that planet.

### 5.9.7 Interdiction

Some vessels, as well as structures on planets, have the ability to stop all enemy jump drive functions within 1,000 gu of their position.

Running such a vessel is a highly respectable activity in any fleet's operation, as the inability of enemy vessels to escape from a skilled Interdictor pilot can easily turn an outnumbered fleet into the victor.

However, this threat goes both ways... when jumping, your course line will not indicate any danger by an interdictor field. If you hit one, your ship will stop its jump and be at the mercy of any enemy defenses or ships nearby.

Therefore you should always be mindful of the presence, or the need, of the Interdictor.

### 5.9.8 Wormholes and the Wormhole Device

Some vessels, such as the Station and the Jump Cruiser, have the ability to create intense gravitonic pressure in order to form temporary tears in the fabric of space. These singularities are called wormholes, and they can be used for transit from one end to the other as long as they are active.

These Wormhole Devices replace the Jump Drive slots on their respective ships. A Jump Cruiser's Wormhole Device does not have the powerful range (its range is 1.5 million gu) that the Station's does (2.5 million gu), but both are potent weapons that can be deadly when used effectively in an enemy fleet's strategy.

Random wormholes have been known to open at uneven intervals, linking vastly separated systems together instantaneously. A wormhole's white, star-emulating glow and powerful hum are unmistakable.

## 5.10 Building

Building a planet effectively is possibly the most respectable skill you could have as a DarkSpace player. Being able to do so takes time and a lot of practice, and by no means will this section spell out every last detail for you. This section will explain how the system of planetary building and economics works within DarkSpace, and will tell you how to use it. Look for "**Building:**" notes that will explain the function of basic and necessary buildings to you. However, this section will not tell

you what exactly you should put on a planet and when to do it. That, player, is for you to discover.

### 5.10.1 Introduction to Building

Gerty	
UGTO	
Population:	10
Habitat:	40
Technology:	10
Research:	10
Workers:	10 / 3 / +7
Morale:	High
Value:	55,000 credits
Credits:	605,000 credits
Income:	10,000 credits
Govern Rank:	Midshipman
Food:	10 / 10 / +0
Power:	40 / 5 / +35
Mining:	30
Mining Deposits:	
Metals: Heavy Metals	
Food:	55
Heavy Metals:	3307
Metals:	23940

The F3 screen, as explained in Section 5.6.6, is the centerpiece of all building in DarkSpace. It can be done outside of this screen, but this screen is so dynamically useful in everything building entails that doing so would be a ridiculous waste of your time. Refer back to the above screenshot as you read this section so that you can begin to understand how this incredibly deep, yet incredibly simple system works itself.

In order to build, you must **have a build device equipped to your vessel** and you must **be in range of the "build tile"** on the planet's surface or be **orbiting** the planet you wish to build. A "tile" is any diamond on the planet's surface, representing a space where a single building can be placed and where infantry can travel. If you're not close enough to the tile when you've selected it, you will not see any building buttons on your screen.

However, when you are in range, you will see a slew of buttons at your disposal when you have selected an available block. These buttons represent all the different buildings that can be erected upon a planet's surface by your construction drones. Some will be white, while others will be red. This indicates whether or not the building can be built on the surface.

In order to build anything, you must first have the appropriate materials. You can build anything on a planet, regardless of whether there is sufficient power or population to use it, as long as the materials are there and as long as the technology necessary to build the structure is present. The most abundant of these materials is metal, which can be found on almost any planet in the solar

system. However, even if it is not on a planet, it is so quickly mined from those that **do** have it that obtaining it becomes easy, as you will learn shortly.

The only thing that will ever stop you from building on a planet is a lack of resources or if you hit the **maximum building limit**, which is 32.

However, there is much more to building a planet than slapping buildings on the surface. Every building has at least some of these requirements:

- Available Space on which to place it.
- Workers to maintain it.
- Power to run it.
- Materials to build it.
- Technology to know how to build it.

Not only are these all required for each and every building, but every single one of these resources can and must be manipulated by the player in order to maintain the planet's full potential. This is where it gets deep.

### 5.10.2 Starting Your First Planet

Find yourself an empty planet (a planet with no "Structures" indicator in its target window) and get in orbit. If this is your first time building, try to find a small planet so you won't have to move around in order to build. Don't pick a mini-planet the size of Luna, though, or you will not have enough space on the planet to fool around with. Your planet should have at least five rows (top to bottom) of "tiles" upon which to build. You'll notice that you can't build things on the uppermost sections of any planet's northern and southern hemispheres. This is intentional, as buildings aren't of much use in these places when the game of DarkSpace is played on a two-dimensional plane.

Once in orbit, select any grid, or the planet itself, and hit "F3" to bring up the planetary interface. If this planet is truly empty, there will be no habitat, no population, no power, and no food **unless**

it is a planet that can naturally support population, which we will get to later. You must provide these things in order for them to exist. As such, it is recommended that you be in orbit of a barren planet that has no atmosphere with which to support life on its own, if you're learning. Also, if that is the case, make sure the planet you choose has Metals.

You might notice, as is normal with most untouched planets, that you've already got some basic metals and perhaps some other resources to work with on the surface, but not much. This will allow your planet to jumpstart itself to life, giving you enough room to allow some basic population and resource production to come in.

**Building:** The *Colony Hub* is an essential to any barren planet with no means of supporting life on its own. It provides basic habitat to support a small population, the food to support that population, basic power to support a small number of supplementary buildings, and basic research to start a planet on its way to technological perfection. All of this, and **it is the only building to require nothing but space.**

Select any empty tile on the planet and click on the "Colony Hub" button. Your drones will deploy to that tile and the building will appear on the surface. If you select it, a progress indication will appear in the target window. If you were to look at your vessel systems in the tactical window, you would notice that your Build device has a flashing blue "load bar" indicator indicating progress as well. When the building completes, the server will display a message that you have constructed a Colony Hub on your planet.

Notice the changes to the F3 screen. Your planet now has 10 Habitat, 10 Power, 10 Research, 10 Mining, and 10 Food. Yet, it still has zero Technology, zero Population, and zero Workers.

...so what the heck does all that mean?

### 5.10.3 Maintaining Population and Workers

Once your colony hub is built, your planet has some basic growing to do. **Habitat** is an indicator of how much **population** your planet can support. If Habitat is 10 and Population is zero, Population will slowly grow until it reaches 10. **Food** must also be provided in equivalent amounts to Habitat

in order to support the Population.

As your population grows with each increment, you will notice that "workers" also goes up by 1. The number of "workers" is directly proportionate to the planet's population. Simple system, yes? All it takes is understanding all the numbers, and how they work together.

Since the colony hub requires no workers, and it is still the only thing on the planet, you will notice that the second number in the "Workers" row is zero, and the third number (they are all separated by slashes) is a positive representation of whatever your population currently is (meaning that with your current structures, it will grow with population and workers until it reaches +10). Those numbers, respectively, are representations of how many total workers are needed for all the current structures, and how many extra workers are present. If you put two and two together, you will realize that the "Workers" row of numbers is a useful indicator of a worker shortage or surplus.

These workers are vital to maintain all structures on a planet, including the structures that produce other resources such as technology and food. More advanced structures can require as many as sixty workers, so it is needless to say that, no matter what kind of planet you start on, you're going to need to support more than just the colony hub's 10 Population.

You'll notice that the "Food" indicators work in the same way as the "Workers": How much is needed / How much is being used / How much is in surplus. Your population **will** die off to lower levels if left without adequate food for too long.

**Building:** The *Dome* is used to increase the Habitat of a planet by 10. It requires no workers, but does require power.

**Building:** The *Hydro Farm* is used to increase the Food of a planet by 10. It requires workers and power to maintain its production.

As such, these two basic buildings are used in unison to support 10 more Population, and hence 10 more workers, for a planet. However, no matter how many people can live on a planet, it will never get far without producing resources to continue its construction.

### 5.10.4 Mining

A Colony Hub provides 10 Mining to a planet. For metals, the most fundamental resource, this means that 10 metals will be added to the planet's resource cache every ten seconds. Deeper-rooted resources such as heavy metals and urdanium (if your planet has them) take longer to produce. If you look around your buttons at the various costs of each building, you will quickly realize that a measly 10 metals per 10 seconds will get you nowhere fast.

**Building:** The *Mine* is used to increase the Mining of a planet by 10. It requires workers and power to maintain its production.

Build mines until your heart is content, but be mindful of how many workers they require and be mindful of the fact that you have more to build than just mines, and you're going to need space later unless you intend to build a planet solely for mining, which is perfectly acceptable.

Also, if you build too many, you're going to quickly notice your available power dropping into oblivion. Which brings us to the next resource.

Take note that **mining can also be done by means of an Extractor** that uses its mining beams to gather resources, then unloads them to the surface while you are building in order to speed up the construction process. This is also an effective means of bringing rare resources from other planets back to your planet.

### 5.10.5 Providing Power

The Hub's mere 10 power will not last you long for any planet. To provide extra power, we turn to another new structure.

**Building:** The *Fusion Generator* is used to increase the power output of a planet by 30. It requires only workers to maintain its function.

Maintaining Power to all of your necessary buildings is absolutely essential. Without power, food and research will not be adequately supported, causing technology failures or mass starvation. As

such, it is important that you consider the order in which you build structures so that such disasters do not occur.

You will find that one fusion generator will adequately power you for most basic buildings. The truth is, any well-rounded planet's power is going to be mostly spent on the more expensive buildings such as Defense Bases and Shipyards, if you decide to build them. However, doing so requires that you have something that, even if you provide all the power, materials, and workers in the world, you will still not have: Technology.

### 5.10.6 Technology

Research and technology are the cornerstones of DarkSpace's building system. Without attending to this vital statistic, your planets will never move beyond infantry or resource production planets that are totally incapable of defending themselves.

**Building:** The *Research Lab* is used to increase the Research of a Planet by 10. It requires a large amount of resources, workers, and power to maintain its function.

The Hub's 10 Research will result in very slow technological evolution for a few different reasons. First, understand that Technology and Research function identically to Population and Habitat, respectively speaking. Technology will slowly rise to whatever level at which Research is currently set. They are even displayed in identical fashion at the top of the F3 window's statistics list. However, there is a fundamental difference in the comparison: Population influences Technology.

The more Population your planet possesses, the faster Technology will rise to meet the Research level. What does all this mean?

Just as more advanced buildings require higher amounts of workers, they also require higher Technology. As such, over time, more and more building options will become available to you. This is one of the many reasons DarkSpace encourages teamwork: If you are not willing to wait on a planet to develop, you can move on to another one and another player can pick up where you left off once Technology levels are sufficient to do so.

Technology opens up an entirely new frontier for planets. With the other appropriate requirements



met, planets can be set up to defend themselves against enemy invasion with Defense Bases that can both fire on enemy ships and defend against incoming bombs with point defense lasers, and more importantly, new levels of the vital buildings for each resource can be built to more efficiently support your planet while leaving you more space for extra buildings.

...but to do almost any of it, you're going to need not only power, not only workers, not only room, not only metals, and not only technology, but high-level resources that *your planet might not have*. For those, you will have to turn to interplanetary trade routes via Starports.

### 5.10.7 Starports and the Resource Trade

**Building:** *Starports* are useful for intra-system inter-planetary resource distribution. Once a starport is built, it will automatically establish trade routes with other starports around the same star. The resources will then be distributed as needed until there is eventually a balanced distribution between all planets. Starports require workers and power to maintain their function.

Use Starports when the planet next door has the resource that your planet needs. Beware that the trade goes both ways, and that other planets may take vital resources away from yours. As such, it is wise to be careful when you allow starports to begin functioning in a star system.

The vital resources, in order of rareness (least to most), are:

- **Hydrogen:** Almost everywhere with an atmosphere. Abundant.
- **Oxygen:** Almost everywhere with an atmosphere. Abundant.
- **Metals:** Almost everywhere. Very common.
- **Heavy Metals:** Location varies. Common.
- **Cyro Metals:** Varying location, tends to be mid-system. Rare.
- **HyperMatter:** Found in planets close to stars. Very rare.
- **DarkMatter:** Found in outer planets. Extremely rare.

- **Urdanium:** Varying location. Urdanium planets are precious! Defend them!

Starports are also used to ship parts that are produced by factories. Players can also sell mines resources or scavenged ship parts to Starports to gain credits. Pressing **Ctrl+P** will select the nearest Starport to the player, if there's any nearby. The player must be within 250gu of the Starport structure or in orbit of the planet the Starport is on to buy from or sell to the Starport.

### 5.10.8 Factories and Device Construction

Technology is also necessary to the production of another type of tech: Replacement and upgrade systems for your vessels. These can be built, at set costs in planetary resources, at Factories.

**Building:** The *Factory* is used for players to order the construction of vessel components for purchase at a starport. Factories require workers and power. It also requires a Starport to which it sends its goods.

The Factory has a ten-item queue that can be filled up as long as the planet has the resources to build it. Once a device has finished building (there is a countdown on each queued item), it is shipped to the planet's Starport and must be purchased in credits by the player. A purchased item is automatically and instantaneously loaded into the player's cargo bay.

### 5.10.9 Barracks and Training Infantry

**Building:** Much like factories, *Barracks* can be built on planetary surfaces to train one of two types of infantry: Infantry or Heavy Infantry. Barracks require workers and power to maintain their function. Heavy Infantry can outlast Infantry, but cost more to build and require 10 Technology to construct. They also take twice as long to train (four minutes as opposed to two), which can be a hindrance when a planet is under attack and needs to produce backup units quickly.

Units can also be scrapped (CTRL+X during unit selection) to add +1 to planetary population. **The maximum number of ground units is 32**

### 5.10.10 Locking a Planet

As long as the planet you're building is under your fleet's control (if you are fleetless UGTO, the planet must be fleetless UGTO), you can lock the planet to your Governing Rank or higher. When this lock is in place, only those with your rank or above can modify the planet in any way, and those below it cannot undo the lock.

Thus, if you are an experienced player and the situation forces you to take matters into your own hands, you can do so. The planet's Governing Rank is visible in the F3 window's statistics list.

### 5.10.11 Morale and Revolts

One of the most easily overlooked, yet most significant statistics in the F3 window's stats list is Morale. If, for any reason, a Planet's Morale is low enough, it can revolt to neutral, necessitating the recapture of the planet by whomever can get to it first. As such, it is important both while building and while rebuilding to manage the planet so that you do not upset the population. Any of the following can affect morale:

- The recent capture of a planet will result in an uneasy population.
- The orbital bombardment of a planet will cause mass fear, lowering morale.
- Lack of food with which to meet the population's needs will cause anger.
- The overscrapping of troops, producing more population than a planet can hold, hence killing off the extra population, rapidly reduces morale.

If morale is low, population can usually be appeased by extra food production, ensuring quality life without hardship on the planet.

### 5.10.12 Advanced Controls: Pausing Production and Scrapping

Once you've gotten the hang of building, you may begin to get ahead of yourself and build things before they are needed. Lucky for you, DarkSpace allows for this. Using the "Pause" button that

is visible by the Target Window when selecting a structure, you can pause any structure, hence removing its resource needs (and its effects on the planet) until it is unpaused. This is useful for starports that you don't want trading your resources yet, or for mines that are taking up workers needed more desperately for hydro farms.

Also, you will find that scrapping existing buildings to upgrade new ones will become essential. Use **CTRL+X** to scrap buildings when they are no longer needed. This has a wide range of uses, but be mindful of how much you scrap, as scrapping takes away from your profile's construction statistic.

In the end, how you control your planet is up to you. At this point, you should have a basic grasp of what it takes to properly build a planet. Congratulations! The next section will briefly list all the possible buildings and their basic functions.

### 5.10.13 Building List

Essentials:

- **Colony Hub:** Provides a minimal yet useful start on all necessary resources.
- **Dome:** Provides +10 Population
- **Hydro Farm:** Provides +10 Food
- **Fusion Generator:** Provides +30 Power
- **Mine:** Provides +10 Mining
- **Research Lab:** Provides +10 Research

Production and Trade:

- **Factory:** Builds devices for ships, purchased at starport.
- **Barracks:** Builds infantry to defend against ground invasion.

- **Starport:** Automatically trades vital resources between planets.
- **Ship Yard:** Allows production and storage of all ship classes.

Defenses:

- **Defense Bases (I, II, III):** Defend planet from orbital bombardment and enemy approach.
- **Fighter Bases (I, II, III):** Defend planet from enemy approach by launching fighters at enemy targets.
- **Shield Generator:** Defend planet from enemy bombs by covering the planet in an energy shield. Does not protect against Neutron or Bio Bombs. May only be built by ICC.
- **Sensor Base:** Raises the Signature of all ships in the vicinity.
- **Anti-Sensor Base:** Lowers the Signature of all ships in the vicinity.
- **Interdictor Base:** Stops all jumps within 1,000 gu of the base.
- **Depot:** Repairs all friendly ships one at a time within 250 gu.

Farming Upgrades:

- **Automated Hydro Farm:** Provides +20 food with no need for workers.
- **Biosphere Condenser:** Provides +30 food, but needs workers.

Power Upgrades:

- **Solar Generator:** Provides Power depending on how much sunlight it receives. Optimum location is at equators.
- **Quantum Generator:** Provides +40 Power
- **Variance Generator:** Provides +50 Power

Mining Upgrades:

- **Deep Core Mine:** Provides +20 Mining
- **Mantle Extractor:** Provides +30 Mining

Research Upgrades:

- **Subspace Network:** Provides +15 Research
- **Cortex Nexus:** Provides +20 Research

## 5.11 Bombing

Bombing is the antithesis of everything you do to build a planet so perfectly. Only Bomb weapons, (MiRVS, Neutron Bombs, Bio Bombs, and Tele-Kenetic Bombs, and Siege Missiles) will do any damage to planetary structures. However, some bombs (Neutron and Bio Bombs) will only attack population and infantry, making them ideal for capturing planets intact. Torpedoes, cannons, beams and missiles have no effect on planets.

Only military targets are identified on your HUD. Valid military targets include defense bases, fighter bases, shield generators, depots, and starports. Non-Military targets can still be destroyed by splash damage. You can tell where these structures are by looking for a blank area where building tiles should be.

Keep in mind that bombs do not currently track for planetary rotation, so precision bombing is difficult. To bomb specific structures, you must close to a camera distance of 500 gu or less from the planet, unless you have a scanner. Scanners extend the structure detection range to beyond the MIRV bomb's launch range. Defense bases are equipped with lasers to shoot down bombs, and a highly built planet may be difficult to crack.

To prevent players from getting inside defense base range and bombing, a minimum arming time has been added... a certain amount of time must pass before a bomb can explode. ICC planets

are especially difficult to bomb because they may build a planetary shield which will absorb multiple bomb hits before allowing any surface damage. K'luth's Bio-bombs and human neutron bombs can bypass this shield, but are only effective against population and troops.

Bombing of friendly planets will count as friendly fire, and may lead to disciplinary action. This includes trying to bomb enemy infantry off of friendly planets, as the population near the infantry are affected.

## 5.12 Capturing Planets

Capturing planets is a crucial part of DarkSpace. Without planets, your faction is doomed to a quick death. Capturing planets is a simple matter of getting friendly infantry to outnumber enemy infantry for several seconds.

Unfortunately, it's rarely this simple in practice. Since planets are so valuable, the enemy will defend them with automated defense bases, as well as standing garrisons of troops. Defense bases will shoot your infantry drop pods, requiring you to think twice before you unload your troops at the wrong time.

Fortunately, you have a few tools at your disposal. Bombers can wipe out key defensive structures. Troops can be ordered to raze planetary structures. If all else fails, you can simply overload the defenses with a coordinated fleet drop (think D-Day).

## 5.13 Supplying Your Allies

Damage, system failures, and ammo shortages are a fact of combat. Supply ships are there to reverse the process, turning derelict hulks back into fighting warships. Supply ships can replenish ammo, refuel jump drives, repair armor, and fix damaged or destroyed systems. To supply a ship, you must close to within 250 gu, target them, and then activate your drone bays ( "Y" ).

You will notice drones with green trails leave your ship and surround the target vessel. These drones

can be left behind when jumping, but that will not affect your ability to perform repair operations, you will simply not see the green drones during repairs. If at any point you or your target move out of range, the repair/reload process will automatically stop.

Should you wish to self-repair, hold the Shift key and then activate your drone bays. Please note that repairing allied ships will add to your prestige, but repairing yourself will not. Effective use of supply ships will often turn the tide of battle.

## 5.14 Sensors

All ships are equipped with basic sensors to allow detection of planets, space debris, allies, and of course enemy ships. The scanner device may be equipped on ships to increase the detection range for planetary structure, combat wreckage, mines, psi missiles, and other such objects.

This game bases detection ranges on a ship's signature. Larger ships use more power, and generate a larger signature. A ship with a large signature can be detected at a longer range than a ship with a low signature. A signature of zero or below cannot be detected with sensors, though it may still be visible to the naked eye.

ECM devices and anti-sensor bases reduce the signature of all ships in a radius around the device. Nebulae have the same type of effect, reducing the signature of everything inside them. ECCM devices and sensor bases raise the signature of nearby ships.

In addition to increasing the object detection range, scanners also increase the signature of nearby ships. Beacons can be placed on ships to boost their signature. Each beacon lasts for a limited time, and adds 20 to the target's signature while active.

## 5.15 Making Money

If you want to customize your ships, you have to pay, both in planetary resources, and in credits. There are several ways to earn credits in the game. Firstly, you can scavenge debris from destroyed



ships and sell it at a starport. Secondly, you can mine resources from planets using a mining beam and sell them.

Additionally, you can buy resources from a planet and take them to a distant planet lacking these resources to sell for a profit. Keep in mind that planetary systems with starports automatically distribute resources. Sell profits are based on the amount of each resource already present on a planet.

A final way to earn credits is through community contests like screenshot competitions. When re-enabled, missions will also allow players to earn credits. For the more adventurous player, you can find ways to persuade other players to pay you with their credits. As an example, perhaps you could look into starting a bounty hunter service or a mercenary fleet.

## 5.16 Upgrading Vessels

After playing with the default ship types for a while, you may find yourself thinking "If only I had better engines" or "If only I could replace this missile with a torpedo, this ship would be invincible!" While the second thought is a bit too optimistic in terms of invincibility, both of these swaps are possible. DarkSpace allows you to purchase alternate devices for your ship, which may be exchanged for an existing component. For example, let's look at how to swap a torpedo.



For this example, we took a K'luth station, and removed one AM torpedo. Select the torpedo in your cargo bay with a right-click. The two screenshots here show one place to left click to install the torp in an empty, and one place to left click to refit an existing torpedo with the one from the cargo bay. You can also left click on the empty space in the refit picture to add the torpedo to that empty slot. You can only remove a component if you have an empty cargo slot. Additionally, to remove a shields, engines or generators, you must deactivate the component first by left-clicking on it. Most new devices that you install starts off uncharged and out of ammo, though used devices may come

pre-charged. You'll have to orbit a planet, or rely on supply drones to load fuel and ammo for you. Armor and shields will recharge at the normal rate.

To disable an engine or shield to be swapped, left click on it in the components list. You'll see the color change as soon as the deactivation is recognised by the server. Please note that left clicking on a weapon, jump drive, or non-reactor special device will use that component instead of deactivating it. Using these techniques, you can refit many components of your ship, and build your perfect fighting craft. DarkSpace offers a dynamic environment, and any components mentioned here may change in future releases.

### 5.16.1 Upgrading Devices

Upgrading is the second half of modifying your ship. Upgrading is part of the device levels system which allows you to have more powerful weapons, more efficient sensors, stronger armor and shields, and engines that provide more power for other systems.

There are three major ways to get an upgraded device.

- **Scavenge:** Ships often drop parts in addition to resources when they are destroyed, with some luck you can find upgraded devices in the debris field. This is the cheapest method.
- **Buy Used:** Starports, especially those at common modding planets are likely to have piles of pre-upgraded items that other players have placed there for one reason or another. Prices increase proportionally with the item's level, though it is still cheaper than upgrading your own devices.
- **Buy New and Upgrade:** All factory-fresh items start as Level 0, and can be upgraded as high as your current ship allows, but you'll pay a pretty penny to do so. Cost difference between buying used and upgrading new parts is negligible, so go with whichever method is most convenient.

Unlike modding, upgrading does not require shields, engines and generators to be first deactivated. While in orbit of any friendly planet, right-click on the device you wish to upgrade. A yellow "\$"

button will appear next to the Target window, each click of this button will upgrade the selected device one level, up to the maximum for that device's slot type.

As a general rule of thumb, small ships (scouts, frigates and transports) are limited to Level 4 weapons, Level 5 for destroyers, 6 for cruisers, and 10 for dreadnaughts and stations. Engines and Armor/Shields are limited at Level 10 for all ships, but special devices such as ECCM and generators are usually Level 4 or below for most ships, although some classes can mount higher level special devices.

#### 5.16.1.1 Benefits of Upgrading

Each device class behaves differently when upgraded, but all the devices within that class follow the same basic attribute changes.

- **Weapons:** Less ammo, longer range, more damage, slower projectile speed, slower rate of fire, and higher energy drain. Some weapons, such as Sabot rockets, gain increased quantities of ammo as they are levelled up. While a Level 10 Railgun does a lot of damage, its geared towards large ships, and is not as likely to hit a smaller vessel as opposed to a Level 4 Railgun.
- **Armor and Shields:** More hitpoints, and faster rate of repair to compensate. Shields also drain more energy with each increased level.
- **Drives and Generators:** More power produced, both in total energy available, and the rate at which it is produced. Engine level does not affect its acceleration rating or overall speed. Jumpdrives will go faster and farther.
- **Sensor Systems:** ECCM and ECM will raise and lower ship signature more and less, respectively, and Scanner range is increased, though all three have higher energy drain.
- **Other Devices:** Most devices become more resistant to system damage at higher levels, Reload devices carry more drones and can repair at longer

distances. However some devices such as fighter bays, interditors, and builds have negligible effects.

*Further note:* While all ships can upgrade their Armor/Shields and Drives to Level 10, Some ship devices are restricted to certain levels by ship class.

- **Scouts:** Level 4 Weapons, Level 10 Specials
- **Frigates:** Level 4 Weapons, Level 6 Specials
- **Destroyers:** Level 5 Weapons, Level 4 Specials
- **Cruisers:** Level 6 Weapons, Level 4 Specials
- **Dreadnoughts:** Level 10 Weapons, Level 2 Specials
- **Stations:** Level 10 Weapons and Specials
- **Transports:** Level 2 Weapons, Level 10 Specials
- **Supplies:** Level 4 Weapons, Level 4 Specials
- **Engineers:** Level 2 Weapons, Level 4 Specials

### 5.16.2 Device List

#### **Standard Mount:**

*Standard Mount devices are light ship to ship weapons that encompass both laser beam and projectile cannon type weapons. All beam weapons can be set to Point Defense (PD) mode by pressing CTRL+B, this mode will use your ship's on-board targeting computers to automatically shoot down incoming fighters, missiles, and bombs as well as enemy infantry and cargo drop pods. All types of cannons take up very little room and can often make up the majority of a ships weaponry except in the case of specialized Beam, Torpedo or Missile ships.*

#### Standard Chemical Laser [ Beam ( **ICC/UGTO** ) ]

Standard Chemical Lasers (SCLs) are the standard laser beam weapon of ICC and UGTO fleets. All

beam weapons can be set to Point Defense (PD) mode by pressing CTRL+B, this mode will use your ship's on-board targeting computers to automatically shoot down incoming fighters, missiles, and bombs as well as enemy infantry and cargo drop pods. SCL's, like all chemical lasers, have weaker damage ratings at longer ranges, and are best used at point blank range.

#### Disruptor [ Beam ( **K'luth** ) **Faction Only** ]

Disruptors (ruptors) are the primary beam weapon of the K'luth. Disruptors are a more powerful beam than a SCL, and consequently have a higher energy drain and slower recharge time. Disruptors also differ from SCLs in that they do full damage along the entire length of the beam, and are just as powerful in close as they are at maximum range.

#### Pulse Beam [ Beam ( **ICC** ) ]

Pulse Beams (PBs) are a special type of Chemical laser. This low powered beam is produced by the ICC and is finely tuned for Point Defense work. It is by far the fastest firing beam weapon, but lacks the punch needed to eat through even the weakest armor.

#### Flux Cannon [ Beam ( **UGTO** ) ]

Flux cannons are not actually cannons, but a specific type of beam weapon. Flux beams are known for their low damage to shields, armor and hull, and for their ability to wreak havoc with a ship's internal systems. However, the shields and/or armor on the target ship must be critically low on the target ship for flux beams to have their fullest effect. Flux beams have a recharge rate and energy drain comparable to SCLs, making them another option for Point Defense use.

#### Partical Cannon [ Cannon ( **UGTO** ) ]

Partical Cannons (pcannons) are a bread and butter weapon on-board any UGTO vessel. Partical cannons offer superior range with moderate fire power. Partical Cannons are also an energy-based weapon, and gets its power from the ship's engines and reactors, rather than an internal ammo supply.

#### Railgun [ Cannon ( **ICC** ) ]

Like Partical Cannons, Railguns (rails) are very common on ICC ships. Railguns are very similar to Partical Cannons in most respects, except that they use an internal ammo magazine, which periodically has to be refilled by a supply ship or a planetary depot.

#### Psi Cannon [ Cannon ( **K'luth** ) ]

Psi Cannons are K'luth's equivalent of Partical Cannons and Railguns. Psi Cannons have a tighter grouping of their shots are are slightly more accurate than other cannons, but they fire slightly slower. Psi cannons also have a noticeably shorter range, which is another factor that contributes to their accuracy, and have a minor damage increase over other cannons, with increased power consumption to match.

#### EMP Cannon [ Cannon ( **UGTO** ) ]

Unlike Flux Cannons, UGTO's EMP Cannons (emp) are a true cannon weapon. EMP Cannons do very little damage to armor or hull, but are decent at getting through ICC shields, and will do heavy system damage when they hit hull. The trade off there is that EMP Cannons have a very low rate of fire, and a their range is shorter than even PSI cannons.

#### Gauss Gun [ Cannon ( **ICC** ) ]

ICC's Gauss Guns are like an old toy replaced by something newer and better. Gauss Guns' primary asset it their speed, they have the fastest projectile speed bar none. Unlike other cannons, which have increased ranges at higher levels, Gauss Guns have a fixed range. Gauss Guns do have the highest ammo magazine, but they do very little damage to armor or shields, yet their damage against hull can match Railguns or Partical Cannons. Unfortunately this all combines to make Gauss Guns a fairly useless weapons, its easily out classed in range and damage.

#### Beacon [ Beacon ( **Common** ) ]

Beacons are not so much a weapon as a device. Beacons contain a miniature signal amplifier that raises the Signature of a ship by 20 with each hit. A beacon's internal power supply carries enough energy to adhere the beacon any ship it hits for a period of approximately 5 minutes, after which the beacon falls off. This makes beacons superbly suited for completely and utterly nullifying ECM and

K'luths cloaking devices (much to the lament of K'luth everywhere). Beacons make no distinction between friend or foe, and will affect your teammates just as effectively as enemies. When a beacon comes in contact with a ship it produces a tell-tale red pulse, much like ECM/ECCM and Scanners.

#### **Standard Launcher:**

*Standard Launcher devices are medium ship to ship weapons containing Torpedo and Missile type weapons. Torpedoes are the premier heavy hitting weapon of ships of any faction. Torpedoes are an excellent short to midrange weapon, capable of doing splash damage. Missiles are an alternative to Torpedoes that offer a "fire and forget" warhead that will home in on its target. Missiles are also a very fast weapon, and can catch even the fastest scout ships. Due to the added tracking and targeting computers in the missile, ships can not store as many missiles as a torpedo in the same slot.*

#### **Fusion Torpedo [ Torpedo ( ICC ) ]**

Torpedoes are the premier heavy hitting weapon of ships of any faction. Torpedoes are an excellent short to midrange weapon, capable of doing splash damage. Fusion Torpedoes (ftorps) are generally your best bet, but like all torpedoes, can be hard to acquire if you don't have any factories from other factions. Fusion Torpedoes offer the largest ammo capacity, the longest range, least energy usage, and the fastest torpedo speed. However, Fusion Torpedoes have the weakest warhead and the smallest splash damage, but remain ideally suited for nearly all fleet engagements.

#### **Proton Torpedo [ Torpedo ( UGTO ) ]**

Proton Torpedoes (ptorps) are typical UGTO design, jack of all trades, master of none. Proton Torpedoes have less ammo than Fusion Torpedoes, and shorter range, but they make up for it with a more powerful warhead, at the cost higher energy drain. Proton Torpedoes are a good swiss army knife of a weapon.

#### **AntiMatter Torpedo [ Torpedo ( K'luth ) ]**

AntiMatter Torpedoes (amtorps) are a predominately K'luth weapon that has the highest damage warhead of all the torpedoes. The downside is a comparatively slow projectile, low ammo capacity and the highest energy drain. AM Torpedoes also boast the largest splash damage radius as com-

compensation for their slow speed. AM Torpedoes are best used against slow or stationary targets.

#### Anti-Radar Missile [ Missile ( **ICC/UGTO** ) ]

Anti-Radar Missiles (ARs) are a light missile best suited to close range (for a missile). AR Missiles are sheathed in a coating that masks their signature, thereby making it harder to detect.

#### Ion-Tracker Missile [ Missile ( **ICC/UGTO** ) ]

Ion Tracker Missiles (ITs) are a heavier weapon, carrying both a larger warhead for more damage and more fuel for longer range than an AR Missile. The IT Missile's hardware is more tuned for long range target acquisition and therefore doesn't work well at close ranges.

#### Sabot Rocket [ Missile ( **ICC/UGTO** ) ]

Sabot Rockets (sabots) are a light dumb fire weapon that are more like torpedoes than missiles. Sabots have damage comparable to AR Missiles but don't home in or have nearly as much ammo as either a missile or torpedo.

#### Psi Missile [ Missile ( **K'luth** ) ]

Psi Missiles (psis) are the K'luth variant of the AR missile. Psi Missiles are quick, nimble and do a fair amount of damage, with a decent amount of splash damage to boot. Like AR Missiles, Psi Missiles are also very low signature, often pilots only see the missiles' trails arcing in at their ship until just before impact.

#### Shredder Missile [ Missile ( **K'luth** ) ]

Shredder Missiles (shredders) are the K'luth equivalent of the IT Missile. As such, Shredder Missiles are best suited to long range. Shredders also have a low ammo capacity like Psi Missiles but compensate by using advanced space-saving warheads, Shredders can launch 2 separate missiles with each shot.



**Heavy Mount:**

*Heavy Mount devices are large beam weapons that are more powerful and longer ranged than their Standard Mount relatives. This beam weapons can also be used for Point Defense, but their recharge time and energy drain makes them highly inefficient for anything other than combat.*

**Heavy Chemical Laser [ Beam ( ICC/UGTO ) ]**

Heavy Chemical Lasers (HCLs) are a beefed-up version of the SCL. Heavy Chemical Lasers do much more damage than SCLs, and have greater range, but still suffer from the damage fall-off characteristic of all Chemical Lasers. Heavy Chemical Lasers drain large amounts of energy and have a long recharge time. Heavy Chemical Lasers are found in very small numbers and only on the largest of ships.

**Disruptor Assault [ Beam ( K'luth ) Faction Only ]**

Disruptor Assaults (DAs) are K'luth heavy beams. They feature heavy damage, and heavy energy drain, and are only found on Dreads and Stations.

**ELF Beam [ Beam ( K'luth ) Faction Only ]**

ELF Beams (elfs) are a special K'luth beam weapons that drains energy from the target ship and transfers it to the K'luth pilot's vessel. ELF Beams also have the added benefit of interfering with the target ships capacitors, preventing weapon recharge for the duration the beam strikes the ship.

**Heavy Launcher:**

*Heavy Launcher devices are large stand-off missile weapons. While slow for a missile, these do much more damage and fly much farther than their smaller counterparts.*

**Proton Cruise Missile [ Missile ( ICC/UGTO ) ]**

Proton Cruise Missiles (PCMs) are a very powerful missile weapon with very long range. Cruise Missiles have fairly weak tracking but they are more than capable of circling a target until it hits. Cruise Missiles also have a large splash damage radius and are quite able to do some damage even to Scouts.

**Planetary Siege Missile [ Missile ( ICC/UGTO ) ]**

Planetary Siege Missiles (PSMs) are an anti-planet weapon, rather than anti-ship. Like Cruise Missiles, Siege Missiles have very long range, and suffer from the same weak tracking, although against planets its not as much of an issue.

**Shock Missile [ Missile ( K'luth ) ]**

Shock Missiles are a heavy K'luth missile, with the same anti-ship role as the Cruise Missile. Shock Missiles like their smaller brother, the Shredder, fires 2 missiles with each shot.

**Rack:**

*Bombs are the only weapon (including Siege Missiles and Fighter Bombers) that can do damage to planet. All bombs have a very low signature which can easily be masked by ECM.*

**MiRV Bomb [ Bomb ( ICC/UGTO ) ]**

MiRVs are a powerful nuclear bomb that can destroy a planets structures, its population, and any infantry based on the planet. MiRVs will also do some minor damage against any ship that collides with them, but they are not an anti-ship weapon.

**Neutron Bomb [ Bomb ( ICC/UGTO ) ]**

The Neutron Bomb (neuts) is modeled after K'luth's Bio Bomb. Neutron Bombs will sterilize a planets surface, destroying population and infantry, while leaving structures intact. This allows planets to be brought back to working order faster than a MiRV strike.

**Bio Bomb [ Bomb ( K'luth ) ]**

K'luth's Bio Bomb (bios) is a biological warfare weapon that produces a distinctive green cloud that is every effective at killing a planet's population and infantry. Bio Bombs do not damage planetary structures, allowing a planet to be captured with its defenses still in place. Bio Bombs have a low signature, even by bomb standards, and it's not uncommon to know a planet is under attack until after all the defending infantry have been wiped off.

**Tele-Kenetic Bomb [ Bomb ( K'luth ) ]**

The K'luth developed their Tele-Kenetic Bomb (teles) in response to MiRV strikes on their planets. Tele-Kenetics a very slightly weaker form of MiRV, and can easily level a planet.

**Mine:**

*Mine are ambush weapons. Like bombs, all mines have very low signatures and are hard to detect. Mines have a fairly small proximity detection radius and will only detonate if an enemy ship is practically on top of them. Common practice is to place minefields around jumpgates or to use them as "trail bait", flying in front of a pursuing enemy ship and deploying mines so the enemy runs over them.*

**Thermo-Nuclear Mine [ Mine ( ICC ) ]**

Thermo-Nuclear Mines (nukes) pack a nuclear warhead and are a good all-around mine.

**Homing Thermo-Nuclear Mine [ Mine ( ICC ) ]**

Homing Thermo-Nuclear Mines are standard Thermo-Nuclear Mines that are capable of following nearby enemies.

**EMP Mine [ Mine ( UGTO ) ]**

EMP Mines use charged energy pulses to disable ship systems. EMP Mines can damage shields and armor in sufficient quantities, but do no hull damage.

**Homing EMP Mine [ Mine ( UGTO ) ]**

Homing EMP Mines are standard EMP Mines that are capable of following nearby enemies.

**AntiMatter Mine [ Mine ( K'luth ) ]**

AntiMatter Mines (am mines) use antimatter reactions as their explosive. AntiMatter Mines are generally considered to be the most powerful mine.

### Homing AntiMatter Mine [ Mine ( **K'luth** ) ]

Homing AntiMatter Mines are standard AntiMatter Mines that are capable of following nearby enemies.

### **Armor:**

*Armor is the basic defense of any ship. Armor primarily protects against weapon fire, but also provide protection against asteroids and errant MiRV bombs.*

### Standard Armor [ Armor ( **ICC/UGTO** ) ]

Standard Armor like its name implies is the default armor of choice on all human ships. Standard Armor will slowly regenerate over time due to embedded nano-robots. Standard Armor gives decent all around protection against all weapons.

### Reflective Armor [ Armor ( **ICC/UGTO** ) ]

Reflective Armor is comprised of a highly polished alloy that provides increased protection from beam weapons compared to Standard. The polishing process leaves Reflective Armor very fragile, leaving it vulnerable to damage from Missile and Torpedo weapons. Reflective Armor also has a self-regenerative ability.

### Ablative Armor [ Armor ( **ICC/UGTO** ) ]

Ablative Armor is a hardened ceramic composite that is highly impact resistant. Because Ablative Armor breaks off substrate layers when hit it can't regenerate like Standard or Reflective Armor, and requires a Supply ship or a planetary depot to replenish it.

### Organic Armor [ Armor ( **K'luth** ) **Faction Only** ]

K'luth ships are encased in a bony Organic Armor than grows on the ship's hull. Since it's a living armor, it can heal itself, slightly faster than human armor, but is noticeably weaker.

### **Shield:**

*Shields are a defensive system like Armor. Shields use compressed waves of energy to create a dense wall of energy that can stop energy based weapons and physical projectiles alike. Shield generators are a patently ICC design and are a main reason for their success.*

#### Reactive Shield [ Shield ( **ICC** ) Faction Only ]

Reactive Shields (reactives) are a rudimentary design that use sensors to detect incoming fire and deploy the shield to absorb it. Therefore Reactive Shields only drain energy while they're recharging, making them better suited to smaller ships with low energy needs.

#### Active Shield [ Shield ( **ICC** ) Faction Only ]

Active Shields (actives) are a improved version of Reactive Shields. Active Shields are always on, draining a small amount of energy while idling just to maintain the shield.

#### **Drive:**

*Engines are the source of all ships' sublight movement, for combat maneuvering and transit between nearby planets. Engines also produce the bulk of a ship's energy and a constant source of power for systems.*

#### Atomic Fusion Engine [ Engine ( **Common** ) ]

Atomic Fusion Engines (AFEs) are an older design. Due to the nature of the drive's power source, they are heavily shielded and are more resistant to damage than more modern drives. This is the sole redeeming feature of Atomic Fusion Engines, they are both slow and underpowered, and have been gradually phased out in favor of Ion Engines.

#### Ion Engine [ Engine ( **Common** ) ]

Ion Engines (IEs) are the default drive system on all ships, and form the standard of comparison for all other drives. Ion Engines are a well rounded drive with a good balance of speed and power.

#### Proton Fusion Engine [ Engine ( **Common** ) ]

Proton Fusion Engines (PFEs) are a derivative of UGTO Proton technology. Proton Fusion En-

gines have the highest power rating of all the drives, idea for power hungry Torpedo ships, but with so much power given to ship systems, there's little left over for the drive itself. Proton Fusion Engines are roughly as slow as Atomic Fusion Engines, but their higher power makes them a better drive.

#### AntiMatter Engine [ Engine ( **K'luth** ) ]

AntiMatter Engines (AMEs) are another example of K'luth AntiMatter technology. The opposite side of the spectrum from Proton Fusion Engines, AntiMatter Engines are a very quick drive, the fastest available, but produce less power than Ion Engines. AntiMatter Engines are produced exclusively by the K'luth, making them a rare item, and prized salvage after battles.

#### **Jump Drive 1:**

*Jump drives are the most common means of faster than light travel between planet, star systems and any other distant point in space. Jump Drives use Hydrogen as a fuel source, and are capable of being refueled by orbiting any planet with hydrogen resources, friendly, enemy, or neutral. Jump Drives require a cool-down and recharge time, which increases with the ship size. Larger ships burn jump fuel at a faster rate than smaller ships, giving them shorter range. All types of Jump Drive are susceptible to interdiction by planetary or ship bases Interdictors which produce a field that disables jump drives.*

#### Tachyon Jump Drive [ Jump Drive ( **Common** ) ]

Tachyon Jump Drives (JDs) are another standard piece of equipment on all space faring vessels.

#### AntiMatter Jump Drive [ Jump Drive ( **K'luth** ) ]

K'luth AntiMatter Jump Drives (AMJDs) are a superior jump drive, with a faster jump speed and shorter recharge time than Tachyon Drives. Like AntiMatter Engines, AntiMatter Jump Drives are an exclusive K'luth product and hard to find, but are well worth it.

#### **Jump Drive 2:**

*Wormhole Generators are an experimental form of Jump Drive. Wormhole Generators punch a hole between 2 points in space, allowing instantaneous transit for any ship (friendly or enemy) that passes*

through it. Wormholes are only stable for about 2 minutes, and require very long recharge times. Wormhole Generators are also liable to fail while trying to create wormholes near planets and stars. Wormhole Device 1 (WH1s) is a smaller generator fitted to ICC's Wormhole Cruiser.

Wormhole Device 1 [ Wormhole ( **ICC** ) **Not Buildable** ]

### **Jump Drive 3:**

Wormhole Device 2 (WH2s) are the larger Wormhole Generator, only carried on Stations and Command Dreads. Size aside, they are similar in all respects to the smaller Wormhole 1

Wormhole Device 2 [ Wormhole ( **Common** ) ]

Hyper Mass Accelerators (HMAs) are a special heavy jump drive just for Stations and Command Dreads. Hyper Mass Accelerators carry more fuel than their smaller Tachyon and AntiMatter cousins, but are slower and have a very long recharge time, but are better suited to short haul planet to planet travel than Wormhole Generators.

Hyper Mass Accelerator [ Jump Drive ( **ICC/UGTO** ) ]

### **Special 1:**

Special 1 (specials) devices serve to augment or enhance a ships existing abilities or give it new ones. Specials will drain (or provide, in the case of generators) a constant amount of energy while they're active, and will automatically shut off when a ship's energy supply is drained, except for generators which always remain turned on like Drives.

Auxiliary Power Generator [ Reactor ( **Common** ) ]

Auxiliary Power Generators (reactors) provide additional power generator and increase the amount of energy that can be stored.

Auxiliary Shield Generator [ Shield ( **ICC** ) **Faction Only** ]

Auxiliary Shield Generators (aux shield gens) are an ICC-only Special that serves as an extra shield

battery, providing a minor increases in shield power and regeneration.

#### Scanner [ Sensor ( **Common** ) ]

Scanners are an Electronic Warfare (EW) devices that boosts your ship's on-board sensor package. Scanners allow better detection of low signatures objects such as missile, fighters, bombs, asteroids, and ship debris. Scanners also increase your ship's signature, making you easier to detect, but not the signature of other ships.

#### ECM [ Sensor ( **Common** ) ]

ECM is an anti-sensor device that actively masks your ship's signature, making you harder to detect. However, ECM also lowers the signature of any nearby ships, missiles, fighters, and bombs, making them harder to detect as well.

#### ECCM [ Sensor ( **Common** ) ]

ECCM is the opposite of ECM. ECCM raises the signature of nearby players, but also raises your own signature.

#### Tractor Beam [ Tractor ( **Common** ) ]

Tractor Beams (tractors) are a utilitarian device that can also be used as a weapon in a pinch. Tractor Beams can be used to pull ships around, as well as move asteroids and ship debris. As a result it is possible to use asteroids to bomb planets and tug enemy players into planets. Tractor Beams also have a repulsion mode, pressing SHIFT+T will allow the Tractor Beam to push.

#### Mining Beam [ Extractor ( **Common** ) ]

Mining Beams are effectively an orbital drill. Mining Beams are generally only found on Extractor and Engineer ships. Mining Beams allow the ship to extract resources from planets and store them in the ship's cargo for later sale to a planet's starport.



**Special 2:**

*Special 2 devices are faction specific devices. They are the only devices for their class, and can't be exchanged for any other faction's Special 2 devices.*

**Flux Wave [ Area Effect ( UGTO ) Faction Only ]**

UGTO Flux Wave (flux) is a charged pulse that is capable of doing damage to shields, armor and heavy hull. Flux Waves will also do massive system damage if they hit a ship on an unarmored or unshielded side. Flux Waves have a maximum radius of 250gu, but they suffer the same damage fall-off as Chemical Lasers and are most effective under 50gu.

**Pulse Shield [ Area Effect ( ICC ) Faction Only ]**

Pulse Shields (pulse waves) are a form of shield technology. Pulse Shields will destroy any fighters, missiles, bombs, mines, or infantry and cargo drop pods inside of 250gu. Pulse Shields do no damage to ships.

**Auto Hull Repair [ Hull ( Kluth ) Faction Only ]**

Auto Hull Repair (AHR) is comprised of organic repair clusters scattered throughout all K'luth vessels. Auto Hull Repair will gradually heal any hull or system damage and increases survivability. Auto Hull Repair periodically needs to be recharged by Supply ships or planetary depots.

**Cloaking Device [ Hull ( K'luth ) Faction Only ]**

Cloaking Devices (cloaks) are also found on all K'luth vessels. Cloaking devices use an unknown form of light distortion and signature masking technology to make ships invisible and undetectable by sensors. Cloaking Devices do nothing to silence K'luth's distinctive sound, and Beacons allow them to be targeted even while cloaked.

**Interdictor 1:**

*Jump Disruptors (dictors) generate a large field that disables the jump drive (and often wormhole generators) of any enemy ship inside its 1000gu radius. Interdictor Ships carry a device similar to Planetary Interdictors. Due to its large size, the Jump Disruptor can only be mounted on specially*

*modified Cruiser class ships. Active Jump Disruptors dramatically increase signature of the ship carrying it, combined with light weaponry, Interdictor Ships are often a high priority target.*

Jump Disruptor [ Interdictor ( **Common** ) ]

### **Fighter Bay:**

*Fighter Bays allow ships to carry, launch, and recover fighter squads. Each Fighter Bay can support 5 Fighters at a time, and the type of bay dictates the type of Fighter carried within. All Fighters have long ranges, but are slightly slower than missiles. Fighters are also very fragile and are easily destroyed by any beam weapon or Pulse Shields. UGTO ships historically carry more fighter bays than other factions, and have several specialized Carrier Dreadnaughts for this reason. Assault Fighters carry a special light cannon and light missile and while they may not do much damage by themselves, fighter swarms are quite capable of seriously hurting even massive Stations. Fighter Bombers are predominately used for attacking planet. They carry special MiRV-type bombs that damage planetary structures, population and infantry. They also carry a light cannons, but are fairly ineffective against ships. Interceptor Fighters were developed to counter enemy fighters, missiles and bombs. However Interceptor Fighters suffer from flawed targeting and navigation software that renders them all but incapable of doing their sole mission. Interceptor Fighters are rarely deployed.*

F-29 [ Fighter ( **ICC** ) **Faction Only** ]

The F-29 is ICC's Assault Fighter.

XB-11 [ Fighter ( **ICC** ) **Faction Only** ]

The XB-11 is ICC's Fighter Bomber.

FI-8 [ Fighter ( **ICC** ) **Faction Only** ]

The FI-8 is ICC's Interceptor Fighter

SRR [ Fighter ( **ICC** ) **Faction Only** ]

*The Sensor Recon Fighter is a special ICC fighter that carries an ECCM device but no weapons used*

*for long range detection of enemy fleets.*

**A-34 [ Fighter ( UGTO ) Faction Only ]**

The A-34 is UGTO's Assault Fighter.

**B-27 [ Fighter ( UGTO ) Faction Only ]**

The B-27 is UGTO's Fighter Bomber.

**I-19 [ Fighter ( UGTO ) Faction Only ]**

The I-19 is UGTO's Interceptor Fighter.

**EWAS [ Fighter ( UGTO ) Faction Only ]**

*EWAS (Electronic Warfare And Scouting) Fighters are a special UGTO fighter that carries a Scanner but no weapons used for long range detection of enemy fleets.*

**Larvae Hoard [ Fighter ( K'luth ) Faction Only ]**

Larvae Hoards are K'luth's Assault Fighters

**Wasp Hoard [ Fighter ( K'luth ) Faction Only ]**

Wasp Hoards are K'luth's Fighter Bombers.

**Tarsus Hoard [ Fighter ( K'luth ) Faction Only ]**

Tarsus Hoards are K'luth's Interceptor Fighter.

**Drone Bay 1:**

*Reload Drones (reloads) are carried by all Supply ships and Support Stations. Reload Drones rapidly restock a ship's supply of ammo, fix damaged systems, repair hull and armor, and refill jump fuel.*

*Reload Drones can not recharge shields or refill another Supply ship's Reload Drones.*

Reload Drone [ Reload ( **Common** ) ]

### **Drone Bay 2:**

*Build Drones (builds) are faction specific devices that are used to build and repair planetary buildings. Each Build Drone can create common structures, as well as faction specific structures like Factories, Defense Bases and Fighter Bases.*

ICC Build Drone [ Build ( **ICC** ) **Faction Only, Not Buildable** ]

UGTO Build Drone [ Build ( **UGTO** ) **Faction Only, Not Buildable** ]

K'Luth Build Drone [ Build ( **K'Luth** ) **Faction Only, Not Buildable** ]

### **Core Weapon:**

*Core Weapons are super heavy torpedo-like weapons. All Core Weapons have massive power drain while recharging, long recharge time, long range, and do heavy damage. Core Weapons are only found on a faction's Assault class Dreadnoughts, Battle Stations, and Command Stations. Core weapons are generally lethal to ships smaller than destroyers and critically damaged ships. Core Weapons do not track and require point detonation for maximum effect. Like Heavy Launcher devices, Core Weapons are best suited for stand-offs and sieges.*

Ion Cannon [ Super Weapon ( **ICC** ) **Faction Only, Not Buildable** ]

Quantum Singularity Torpedo [ Super Weapon ( **UGTO** ) **Faction Only, Not Buildable** ]

Stellar Incinerator [ Superweapon ( **K'Luth** ) **Faction Only, Not Buildable** ]

## **5.17 Space Entities**

The metaverse of DarkSpace is not entirely populated by player-controlled ships. Sometimes a planet will revolt, and will become controlled by a neutral force. Such a force will occasionally include ships to defend the planet. These ships are a rare sight, but may become more common as shipyard planets

fall into disarray and revolt. In addition to rebel forces, the Metaverse is home to gaifens, crystalline entities, and energy entities.

### **5.17.1 Gaifens**

The most common space monster is the humble gaifen. This creature is peaceful unless provoked. However, if it is angered, a gaifen can easily destroy a smaller ship. It is rumored that the K'luth ships might be based on a genetically engineered gaifen species.

### **5.17.2 Energy Entities**

Energy entities are a rare and irritating sight. An energy entity feeds off of power emissions, and drains the energy reserves of every ship close to it. Battles near an energy entity tend to get rather quiet, as no one can fire any weapons after a short time in the draining field.

### **5.17.3 Crystalline Entities**

The most terrifying space entity is the crystalline entity. One of these creatures can lay waste to a planet. If these creatures are spotted near inhabited space, it is only a matter of time before lifeless planets are all that remain. Its crystal ray destroys population and structures alike. Reports have stated that the crystalline entity is capable of moving at over 200gu per second, although most physicists believe this to be impossible.

## **5.18 Ship requirement lists**

Each ship in Darkspace requires a certain combination of badges and rank to fly. Here, you will find a listing of these requirements. Please note that the requirements are subject to change as needed to balance the game.

### **5.18.1 ICC**

The ICC ship requirements can be found [here](#).

#### **5.18.1.1 Scouts**

Sensor Corvette : Midshipman

Bomber Corvette : Midshipman

Stealth Corvette : Midshipman

Recon Scout : Midshipman

#### **5.18.1.2 Frigates**

Sensor Frigate : Midshipman

Attack Frigate : Ensign

Bomber Frigate : Ensign

Minelayer Frigate : Ensign, Bronze Navigation

#### **5.18.1.3 Destroyers**

Escort Destroyer : Lieutenant Commander

Missile Destroyer : Lieutenant Commander, Bronze Combat

Minelayer Destroyer : Lieutenant Commander, Bronze Supply

Bomber Destroyer : Commander, Bronze Bomber

Combat Destroyer : Captain

**5.18.1.4 Cruisers**

Missile Cruiser : 2 Rear Admiral, Silver Combat

Carrier Cruiser : 2 Rear Admiral, Silver Support

Interdictor Cruiser : 2 Rear Admiral

Heavy Cruiser : 1 Rear Admiral

Jump Cruiser : 1 Rear Admiral

Border Cruiser : 1 Rear Admiral, Silver Navigator

Wormhole Generation Cruiser : 1 Rear Admiral, Silver Bomber, Silver Transport

Assault Cruiser : Vice Admiral, Silver Combat, Bronze Star

**5.18.1.5 Dreadnoughts**

Missile Dreadnought : Vice Admiral, Gold Combat, Silver Support

Combat Dreadnought : Admiral

Bomber Dreadnought : Admiral, Gold Bomber

Command Carrier : Admiral, Gold Support, Gold Engineer, Silver Bomber, Silver Combat

Assault Dreadnought : Fleet Admiral, Gold Combat

**5.18.1.6 Transports**

Extractor : Midshipman

Light Transport : Midshipman

Heavy Transport : 2nd Lieutenant, Silver Transport

### **5.18.1.7 Engineers**

Engineer : Ensign

Engineer 2 : 2nd Lieutenant, Bronze Engineer

Engineer 3 : 1st Lieutenant, Bronze Engineer

### **5.18.1.8 Supply Ships**

Supply Ship : 1st Lieutenant

Heavy Supply Ship : Commander, Bronze Support

### **5.18.1.9 Station**

Support Station : Fleet Admiral, Gold Star

Sector Command Station: Grand Admiral, Gold Star, Bronze Privateer

Line Station: Grand Admiral, Gold Star

## **5.18.2 UGTO**

Here are the requirements for the UGTO armada.

### **5.18.2.1 Scouts**

Attack Corvette : Midshipman

Bomber Corvette : Midshipman

Long Range Scout : Midshipman

Anti-Sensor Scout : Midshipman



**5.18.2.2 Frigates**

Interceptor Frigate : Midshipman

Bomber Frigate : Ensign

Minelayer Frigate : 2nd Lieutenat, Bronze Combat

Harrier Frigate : 1st Lieutenant, Bronze Combat

**5.18.2.3 Destroyers**

Picket Destroyer: Lieutenant Commander

Missile Destroyer : Lieutenant Commander, Bronze Combat

Gunboat Destroyer : Commander

Assault Destroyer : Captain, Silver Combat

**5.18.2.4 Cruisers**

Missile Cruiser : 2nd Rear Admiral, Silver Combat

Interdictor Cruiser : 2nd Rear Admiral

Battle Cruiser : 1st Rear Admiral

Bomber Cruiser : 1st Rear Admiral, Silver Bomber

Torpedo Cruiser : Vice Admiral, Silver Combat, Bronze Star

#### **5.18.2.5 Dreadnoughts**

Agincourt Carrier: Vice Admiral, Gold Support

Fleet Carrier : Vice Admiral, Silver Support, Bronze Combat

Battle Dreadnought : Admiral, Defense Medal

Command Dreadnought : Admiral, Gold Support, Gold Engineer, Silver Bomber, Silver Combat

Elite Assault Dreadnought : Fleet Admiral, Gold Combat

#### **5.18.2.6 Transports**

Light Transport : Midshipman

Extractor : Midshipman

Heavy Transport : 2nd Lieutenant, Silver Transport

#### **5.18.2.7 Engineers**

Engineer : Ensign

Heavy Engineer : 1st Lieutenant, Bronze Engineer

#### **5.18.2.8 Supply Ships**

Supply : 2nd Lieutenant

Heavy Supply : Commander, Bronze Support

### **5.18.2.9 Station**

Support Station : Fleet Admiral

Battle Station : Grand Admiral, Gold Star

Command Station : Grand Admiral, Gold Star, Bronze Privateer

### **5.18.3 K'luth**

The K'luth fleet requirements are found below.

#### **5.18.3.1 Scouts**

Talon Scout : Midshipman

Extruder Scout : Midshipman

Fang Scout : Ensign

#### **5.18.3.2 Frigates**

Beak Frigate : Ensign

Instars Frigate : Ensign

Nymph Frigate : Ensign, Bronze Combat

Proboscis Frigate : 2nd Lieutenant

#### **5.18.3.3 Destroyers**

Stinger Destroyer : Lieutenant Commander

Shell Destroyer : Commander

Drainer Destroyer : Commander, Bronze Navigator

Claw Destroyer : Captain, Silver Combat

#### **5.18.3.4 Cruisers**

Piercer Cruiser : 2nd Rear Admiral

Parasite Cruiser : 2nd Rear Admiral, Silver Combat, Bronze Supply

Clavate Cruiser : 1st Rear Admiral, Silver Bomber

Scarab Cruiser : 1st Rear Admiral, Silver Navigation, Silver Engineer, Silver Supply

Scale Cruiser : Vice Admiral, Silver Combat

#### **5.18.3.5 Dreadnoughts**

Ganglia Dreadnought : Admiral, Gold Support

Mandible Dreadnought : Admiral

Siphon Dreadnought : Fleet Admiral, Gold Combat

Brood Dreadnought: Fleet Admiral, Gold Engineer, Gold Supply

#### **5.18.3.6 Transports**

Extractor : Midshipman

Carrier : Midshipman

Advanced Carrier : 1st Lieutenant

#### **5.18.3.7 Engineer**

Drone Engineer : Ensign

**5.18.3.8 Supply Ships**

Worker: 2nd Lieutenant

Advanced Worker : 1st Lieutenant, Bronze Support

Ultimate Worker : Commander, Silver Support

**5.18.3.9 Station**

Hive Station : Fleet Admiral

Nest Station: Grand Admiral, Gold Star

Colony Station: Grand Admiral, Gold Star, Bronze Privateer

## Chapter 6

# The Perks of GameCQ

GameCQ is a proprietary interface from PaleStar that allows integration of a game lobby with the ability to patch the game proper, access game-related databases, and communicate between game and GameCQ. This section will detail a few of the useful features of GameCQ.

### 6.1 Emotes

DarkSpace features the ability to save emotes and use them at any time. Any emotes that do not start with `/me` will be sent as regular chat messages. Pre-formed emotes can be launched by right-clicking a name in the player list at the bottom-right of your screen. A menu will pop up, and the bottom section will be your saved emotes, listed by the name you gave them.

All emotes will show a timestamp, just like any other post in chat.

GameCQ comes with a few simple emotes to start, but all the really fun ones have to be constructed personally. A properly pre-formed emote follows a similar form to the following. `/me teaches $d all about proper emote construction.` Let's say that you (we'll call you PlayerX for now) decided to send this emote to Newbie. It would come out as the following:

\* PlayerX teaches Newbie all about proper emote construction.

You can also use \$s in pre-programmed emotes to insert your name into the emote. This is useful if you have more than one screen-name and want your client's emotes to work properly among all of them.

Spontaneous emotes can be sent by simply prefacing your message with /me, such as "/me sends a lightning-quick retort"

Please keep in mind that inappropriate emotes will reap the same rewards as inappropriate comments in chat.

## 6.2 User Context Menu

As hinted at in 6.1, you can right-click on a player in the player list area to bring up a menu of actions for this player. Among other things, this will allow for you to view their profile, whisper to them, ignore them, and add them to your friend list. Staff have additional options in the menu which are documented elsewhere.

## 6.3 Chat Logs

DarkSpace chat is processed in HTML format, and can be saved to view in any web browser. GameCQ can even be set to automatically log all chat to disk. Three commands in the GameCQ menu relate to chat logging. Save log will save a copy of the current chat buffer (your client only keeps a limited amount of the chat recorded in memory). Save log as.. will save a copy with a name you specify. Close log will stop saving your current chat session.

Additional options can be found in the view/options menu. You can set the size of your chat buffer there, and toggle auto-logging.

## 6.4 Account Maintenance

Through the GameCQ menu, you can change your player name, your password, and your email. Keep in mind that you must re-login manually after changing your name and/or password.

Also keep in mind that when you change your account name, you will still log in with the original name... your loginID differs from your UserID.

## 6.5 Finding Users

By pressing CTRL+F or using the edit menu/find users choice, you can bring up an interface that will allow you to search for users with a specific character string in their names. This can also be done by typing `/find (searchstring)` into the chat bar.

## 6.6 Ignoring Users

If someone just keeps getting on your nerves, you have a way out. Ignoring someone will ensure that none of their messages ever reach you. You can ignore someone by typing `/ignore playername`, or `/ignore @playernumber`. You can also right-click their name in the player list and select ignore. Finally, you can go to the view/ignores menu to add or remove players from your ignore list.

## 6.7 Command List

GameCQ has a number of chat commands. This section will briefly explain them. Typing each command will display a syntax list for it.

`/?` ... Display chat help

`/room ...` List/Join/Create/Find Rooms - Usage: `/room [list—join—create—leave—members]`

`/status ...` Set status - Usage: `/status [message]`



`/find ...` Find another user - Usage: `/find [user name—user id]`  
`/who ...` Show profile information - `/who [user name—user id]`  
`/clan ...` List/Join/Create/Find clans - Usage: `/clan [list—join—create—leave—info—members]`  
`[clan name—clan id]`  
`/friend ...` List/Add/Remove friends - Usage: `/friend [list—add—delete—removeselffrom] [user name—user id]`  
`/ignore ...` List/Add/Remove ignores - Usage: `/ignore [list—add—delete] [user name—user id]`  
`/say ...` Send message to players in current room - Usage: `/say [message]`  
`/whisper ...` Whisper message to another player in the room - Usage: `/whisper [user name—user id]`  
`[message]`  
`/me ...` Emotion - Usage: `/me [message]`  
`/send ...` Send message to another user/friend/clan - Usage: `/send [friends—clan—clanoffline—user name—user id—fleet [fleet id — fleet name] ] [message]`  
`/report ...` Send message to moderators - Usage: `/report [message]`  
`/away ...` Set status as away - Usage: `/away`  
`/back ...` Remove away status - Usage: `/back`

## 6.8 Options

The options menu contains many configuration settings for the GameCQ client. These will be explained below, with each tab covered in a separate section.

### 6.8.1 General Options

- **Game Refresh interval:** How often the server list is refreshed while in the play interface.
- **Chat Buffer Size:** How much chat data to keep in memory. More memory used means a longer record.
- **Chat Sound:** If checked, you will hear a sound with every chat post.
- **Room Announce:** Announces your presence when you enter a room

- **Always Save Chat:** Tells GameCQ to always log your chat sessions. You can find them in your ChatLogs directory.
- **Automatic Login:** Automatically logs your current account in when you next start DarkSpace. Uncheck this to switch accounts.
- **Language:** Sets your language preference, this will also affect the default chat room you start in.
- **Text Size:** In font points.

### 6.8.2 Emotions

- **Add:** Allows you to add a new pre-programed emotion.
- **Remove:** Allows you to remove a stored emotion.
- **Default:** Restores all default emotes, and removes all custom emotes.

### 6.8.3 Colors

This tab allows you to set your color scheme for GameCQ. You can save and load presets, as well as restore the default colors.

## 6.9 View Menu

This menu allows you to hide or display all parts of the GameCQ interface.

## Chapter 7

# Revision History

- 03/11/06 - Added Device class descriptions in the Device List - Doran
- 07/27/05 - Added Key List. - Doran
- 07/18/05 - Updated Manual for 1.483. - Doran
- 10/21/04 - Completed rewrite of 1.481 Manual. - Demorian and Vinco
- 10/05/02 - Began major cleanup and revision of the online manual - Faustus
- 08/22/02 - Updated five manual screens to feature the new interface so as not to confuse new players. -Demorian
- 07/22/02 - Added a new Cargo screenshot to make this section a little more comprehensive/comprehensible. -Demorian

- 07/21/02 - Translated sections through 3.2 of the manual to Spanish. -  
Kortoz

## Chapter 8

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