



PRIMA'S
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STAR CONTROL 3™

The Official Strategy Guide

ACCOLADE

Daniel Greenberg

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Star ControlTM 3

The Official Strategy Guide



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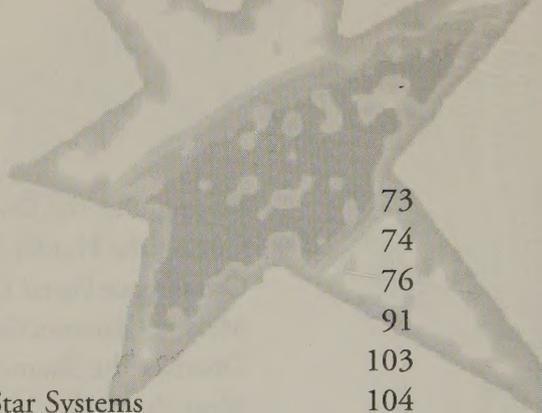
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Dedication

This book is dedicated to the *Star Control* fans, whose loyalty, patience, and enthusiasm were a never-ending source of support and inspiration to us throughout the creation of *Star Control 3*. You're the best.

Acknowledgments

I'd like to thank the many people who helped breathe life into *Star Control 3*:

To Michael Lindner, my co-designer, without whom none of this would have been possible.

To Kathleen Bober, audio wizard, for relentless professionalism and humor in the face of the most horrendous recording schedule in the known universe; for her coterie of outstanding actors; and for the luster she brought to the audio.

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To the 3D artists at Panoptic Imaging, the zany audio crew at Absolute Pitch, the video post-production team at Flite Three, and composer Andy Frazier for their outstanding contributions to the game.

To the actors who laid down some dazzling tracks and really made my dialogue sing.

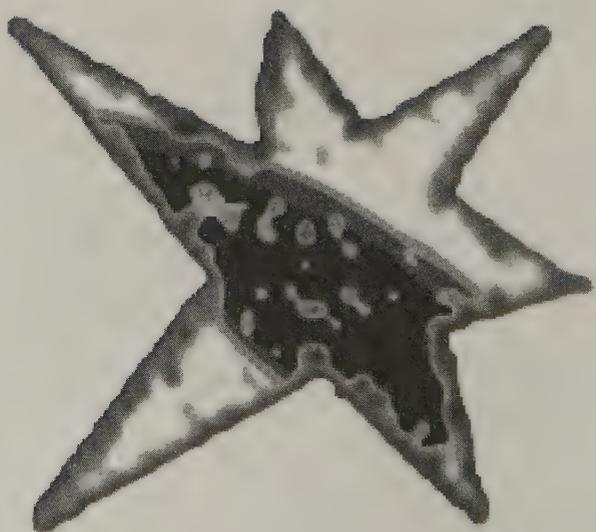
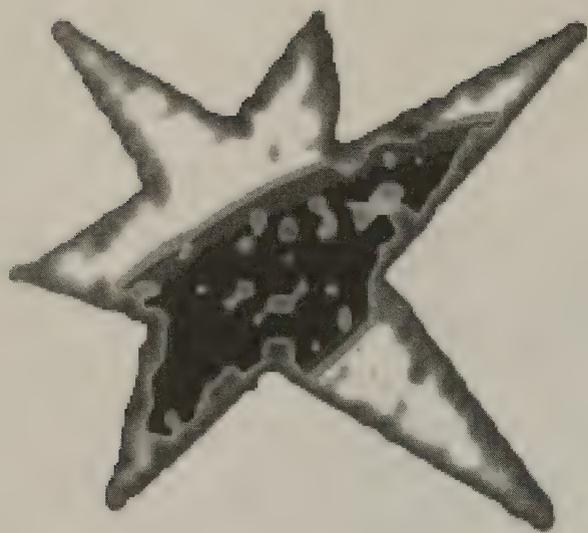
To T. Liam McDonald, Johnny Wilson, Elliott Chin, Terry Coleman, and all the other computer game critics whose favorable reactions to early drafts of the game provided us with a lot of encouragement during the dark days of the preliminary technology tests.

To Julie Asbury, my editor at Prima, for putting in those extra weekend hours to get this book out on time.

To Lucinda, for putting up with the extra weekend hours I put in to get this book out on time.

To those highly active *Star Control* fans whose years of letters, e-mail, poll answers, Web pages, newsgroup arguments, online forums, and personal conversations at convention gave us the feedback, tips, recommendations, and utterly unreasonable demands we needed. You helped shape the direction and mold the final form of *Star Control 3*.

And last but not least, to Fred Ford, Paul Reiche III, and Greg Johnson for starting it all. It's been a privilege, guys.





Foreword

Howdy!

I loved the *Star Control* and *Star Control 2* games and backgrounds created by Paul Reiche III and Fred Ford. When Accolade decided to do *Star Control 3*, I jumped at the chance to produce it. But Paul and Fred were unavailable to work on the project and I knew it would take a great crew of people to make *Star Control 3* a reality. This is my chance to thank a few of those people.

Great stories is what a *Star Control* game is all about. When you start what *Titania* magazine called “The Greatest Sci-Fi Game of All Time,” you have a lot to live up to. Michael Lindner and Daniel Greenberg created a story for *Star Control 3* that lives up to that challenge. Allen Edwards made sure the story was true to the *Star Control* universe. Together, they created a wonderfully complex storyline, with dozens of different races all acting according to their own warped alien motivations. Every one of the 24 races in *Star Control 3* is a memorable individual; there is no way you can mistake a Spathi for a Vyro-Ingo, or a Daktaklakpak for a Chmmr. Players will get to know all about these races: their strengths, their weaknesses, and their humorous quirks.

Once the story was written and turned into a massive script, the voice actors came in and gave wonderful performances. Amazingly, only a few races have any audio post-processing. Kathleen Bober and Daniel Greenberg found ways to help the voice actors naturally create almost all the weird sounds and alien speech patterns you’ll find in *Star Control 3*. Some of my favorites are Bob Supan’s K’tang and Mycon, Paul Skotarski’s Spathi, Jacqueline Underwood’s Pkunk, and Jeff Baker’s Harika.

Working with the Hollywood special effects crew at SOTA/FX was a whole new experience for a bunch of computer game developers. SOTA's skill and experience helped their team put together a huge range of realistic-looking aliens and animated those aliens in realistic ways. Michael Lindner worked for months with Jordu Shell, Jerry Macaluso, Roy Knyrim, Steven Lebed, and Roger Nall to perfect the aliens, their backgrounds, and their animations. The look of the aliens is something completely new for computer adventure games.

But all the stories and voices and animations in the world are not a game until the programmers bring them together and make them dance. Steve Riley, Michael Shulman, Jim Montanus, Chip Kerchner, Duane Beck, and Glen Dahlgren all helped create the myriad pieces of *Star Control 3*. But ultimately it was Michael Lindner who drew the complex story programming together. Mark Poesch worked the programming miracles to make the game system programming a coherent whole.

Once the game began to come together, it had to be tested and tuned before it could be completed. Few people know how much creativity and skill it requires to make sure a massive project like *Star Control 3*. Allen Edwards and Daniel Tyrrell worked tirelessly to help push the game over the top. Daniel was the expert on the game's plot. He has played the game from beginning to end more times than anyone. The three months he spent living 3000 miles from home at Legend Entertainment were crucial to completing the game. Allen worked tirelessly as "producer in residence" to make sure everybody covered all the bases, from completing every storyline to making sure marketing had everything they needed. First among equals in the Accolade test lab was Matthew Guzenda.

There are dozens of other people who's work made *Star Control 3* possible. The credits of the game cover three columns of small type in the game manual. The finished game required the energy, skill, and determination of every one of them.

However, all these people would not have know what to do without the guiding direction of Michael Lindner. Michael worked for two years with writers, special effects people, artists, programmers, video and audio post production people, testers, marketing people, and managers from a dozen companies to make *Star Control 3* a reality. He touched literally everything in the game, and it would have been impossible to make the game without him.

For all the people who worked on *Star Control 3*, thank you. And for everyone who is about to play *Star Control 3*, with Daniel's hints and secrets, you're in for a treat.

Enjoy!

George MacDonald
Star Control 3 Producer





Chapter One

Complete Plot Walkthrough

S*tar Control 3's* highly nonlinear storyline makes building a single, definitive, step-by-step plot walkthrough next to impossible. Instead, I structured the walkthrough as a series of individual, mission-oriented subplots called “story threads.”

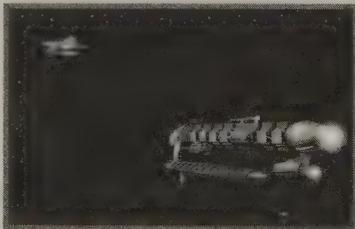
To solve a problem, look up the mission heading that describes what you want to do and follow the steps in the story thread. You'll accomplish some missions rather quickly; other missions are very detailed, however, and require a lot of game time. Often you must leave an individual story thread in mid-mission and return to it when you have an opportunity to take the next step. You can check off your progress as you hurtle through the plot.

A descriptive mission heading precedes each story thread. The next line shows the races involved.

A list of "Giveaway Clues" follows the detailed plot walkthrough. These clues spoil a lot of the game's surprises, so refer to them sparingly.

There is a concise plot walkthrough in Chapter 4. That walkthrough gives away all the secrets and reveals the entire plot. It's most useful once you are familiar with the story background, and want to learn a specific answer quickly. Some players use this when they play the game for a second or third time, and want to score a win more quickly or find a more direct route.

Note that player activity influences some dates. For example, remaining in a star system with an enemy ship for more than a day delays some events.



The End and the Beginning

After you helped topple the evil Ur-Quan Hierarchy, your tiny podship was rocketed into the future. There you had the chilling vision of a frighteningly powerful malevolent force at the galactic core destroying the galaxy's sentient life. A vision so chilling, your mind shuts it out.



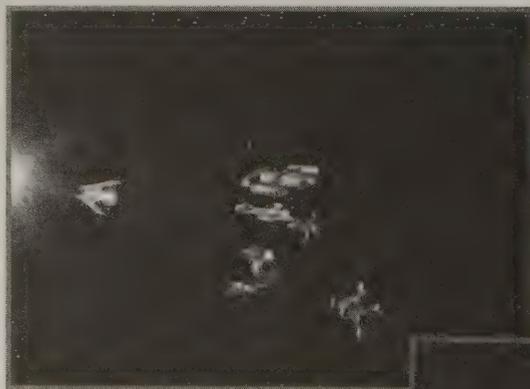
Complete Plot Walkthrough

After returning to your own time, you helped the your allies rebuild their shattered worlds. With the Ur-Quan defeated, the quadrant could enter a golden age of peace and prosperity unknown since the ancient Sentient Milieu. The sudden destruction of entire star systems from inter-dimensional fatigue brought back the memory of your chilling vision.

You returned to your homeworld of Unzervalt. Using the Precursor devices there, you built a new Precursor vessel, completing it just in time: Shortly before you finished, HyperSpace travel collapsed throughout the galaxy. Your allies were stranded on their planets, unable to journey beyond their solar systems.

For the second time in your life, you were temporarily stranded on Unzervalt—but this time you didn't have to rely on Ortog milk and Libixx meat.

And this time, you have the only ship that can travel between stars.



Warp Bubble to the Kessarri Quadrant

At the helm of your new Precursor vessel, you set off to the Kessarri Quadrant, resolved to investigate the galactic core, uncover the lost secrets of the Precursors, and save the galaxy from interdimensional collapse.

Standing with you are brave volunteers from the League of Sentient Races, friends, and former foes alike—Spathi, Mycon, Syreen, Orz, Pkunk, Supox, VUX, Utwig, Ur-Quan, and, of course, your fellow Earthlings.

Together you vow to seek vital Precursor technology troves, colonize the Kessarri Quadrant, restore HyperSpace travel, and repair the very fabric of space-time. You also want to prevent your mysterious vision from coming true—to stop the mysterious force at the galactic core before it ends the galaxy's sentient life.

Player's Star List

AS YOU EXPLORE EACH SYSTEM, MAKE NOTES ABOUT IT HERE, INCLUDING PLANETARY RESOURCES, ANOMALIES, COLONIES, ENEMIES, NEUTRALS, CLUES ABOUT IT, ETC.

- ACUBENS _____
- ADAPA _____
- ADONIS _____
- AEOLUS _____
- AESCULAPIUS _____
- AGAPEMONE _____
- AGNI _____
- ALBIRBO _____
- ALIOIH _____
- ALKES _____
- ALUDRA _____
- ALULA _____
- ANSHAR _____
- ANTAEUS _____
- APOLLON _____
- ARCADIA _____
- ARGUS _____
- ASHUR _____
- ASSELUS _____
- ASTARTE _____
- ATROPOS _____
- AURORA _____
- AZAZEL _____
- BEGREGREN _____
- BENTEN _____
- BESTA _____
- BLUATIS _____
- BRONA _____
- CADUCEUS _____

CALLIOPE _____
CALYPSO _____
CASSANDRA _____
CECROPS _____
CERBERUS _____
CERES _____
CHARYBDIS _____
CHLORIS _____
CIRCINUS _____
CLOTHO _____
CRONOS _____
CYBELE _____
DAIKOKU _____
DAPHNE _____
DEMETER _____
DSCHUBBA _____
ELTANIN _____
ENKIDU _____
ENIL _____
ERATO _____
ETIENRUB _____
EUMENIDES _____
EUTERPE _____
FAUNUS _____
FOMALHAUT _____
FREYA _____
GANESHA _____
GIENAH _____
GOSHEN _____
HANUMAN _____
HATHOR _____
HECATON _____
HELIOS _____
HESTIA _____
HOYHNHNM _____

Complete Plot Walkthrough

Star Control 3: The Official Strategy Guide

- HORUS _____
- MORGOOTH _____
- HYPNUS _____
- INDRA _____
- IZANAGI _____
- IZANAMI _____
- JANUS _____
- JUVENTAS _____
- KENTAURUS _____
- KREISA _____
- LACHESIS _____
- LAKSHMI _____
- LAPITA _____
- LARES _____
- MAHAKALA _____
- MELPOMENE _____
- MERPENET _____
- MINERVA _____
- MNEMOSYNE _____
- MOIRAI _____
- MORPHEUS _____
- MUHLIFAIN _____
- NAMLUHS _____
- NEBUSTA _____
- NEKKAR _____
- NIOBE _____
- NYX _____
- OSIRIS _____
- PAUGUK _____
- PENATES _____
- PICUS _____
- POLYHYMNIA _____
- PORRIMA _____
- PRIAPUS _____

PROSERPINA _____
RAHU _____
RASALAS _____
RENDNIL _____
RHIANNON _____
RUDRA _____
SADATONI _____
SALACIA _____
SARASVATI _____
SCYLLA _____
SECINUS _____
SELENE _____
SHAULA _____
SILENUS _____
TAMMUZ _____
TIREBELUM _____
TERPSICHORE _____
THEMIS _____
TRACTORUS _____
TYCHE _____
TYPHON _____
VELPUNIA _____
VESTA _____
VICTORIA _____
XIPE _____
XOCHIPILLI _____
YEIR _____
YGGDRASIL _____
ZANIAH _____
ZOSMA _____
QSM _____
QSG _____
QSF _____
HIGHPOINT _____

Complete Plot Walkthrough

Visit the Earthling Colony



WHEN YOU ARRIVE, YOU LEARN YOUR PRECURSOR VESSEL'S WARP BUBBLE TRANSPORT HAS SCATTERED YOUR ALLIES THROUGHOUT MANY SOLAR SYSTEMS. THEY NEED YOUR HELP TO LEAVE THEIR NEW HOMEWORLDS, AND YOU MUST FIND THEM.

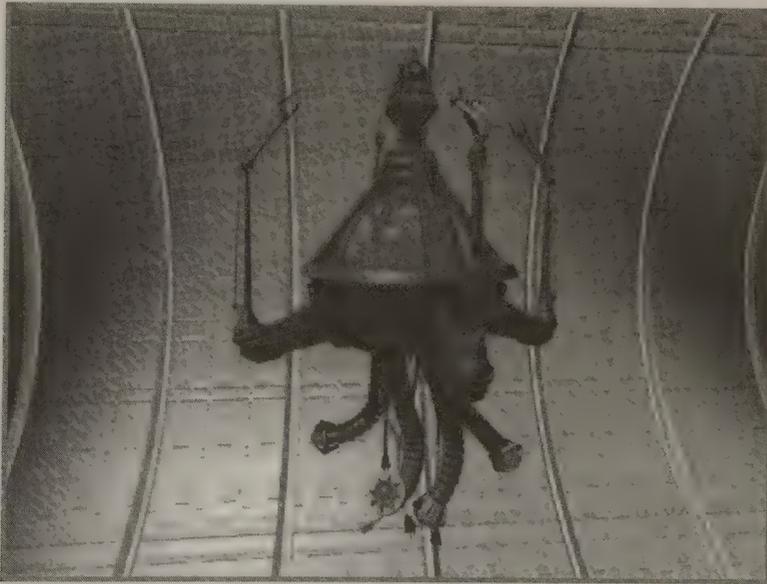
THE HUMANS DWELL ON HELIOS 3. GO TO THE EARTHILING BASE AND TALK TO THE LEADER. FIND OUT ALL HE KNOWS. HELP YOURSELF TO THE EARTHILING CRUISERS. YOU'LL NEED THEM LATER.

ESTABLISH AND MANAGE NEW HUMAN COLONIES. MAKE SURE YOU GENERATE LOTS OF FUEL. YOUR ABILITY TO CONTACT OTHER LEAGUE RACES AND ULTIMATELY TO REACH THE GALACTIC CORE DEPENDS ON THIS.

Mysterious Daktaklakpak Ship

Races Involved in the Story
Thread: Daktaklakpak, Tech Team

The alien ship on Helios 4 appears to be manned by unintelligent, gib-



berish-spouting robot drones. When they attack, fight back and defeat them in combat. This practice helps beginners get used to the controls, because your Precursor vessel outguns them.

To learn who and what these mechanized creatures are, see Giveaway Clue 1, “What’s this unintelligible ‘Daktaklakpak’ drone?”

Complete Plot Walkthrough

Seek Precursor Relics

Probe planets for signs of sensor anomalies and establish dig sites on promising planets. Collect the information your Tech Teams produce. Start with the anomaly on Helios 4. From the Orbit Screen, place a dig site on top of it and crew the dig site. They soon uncover an artifact for you.

When Tech Teams give reports, follow up as quickly as possible. These artifacts often contain vital information.

Find the League Races

Visit nearby star systems to find the other races. (If you have trouble finding them all, see Giveaway Clue 3, "Find the League Races.") Once you find them, repeat the process. Find out what they know, collect ships, create and manage new colonies, and resolve any issues they may have.

Some races may not be entirely loyal. You must detect these races early and deal with them accordingly. Some races provide clues to future activities during these pleasant chats, so pay careful attention.

Follow League Rules of Colonization

The League races will articulate the rules of colonization. Violating the rules could provoke a mutiny within the League.

League Rules of Colonization

1. The Captain may fight back when attacked, but may not make unprovoked attacks on sentient races during peacetime. The Captain may make unprovoked attacks only against an enemy during a time of war.
2. The Captain may only declare war with the consent of the majority of the League.
3. The Captain may not commit genocide or force sentient beings into slavery, even in time of war.

Daktaklompok Ships Guard Precursor Artifacts Races Involved in the Story Thread: Daktaklompok, Tech Team

As you explore space near League homeworlds, you'll find that Daktaklompok ships often orbit planets that show sensor anomalies. The Daktaklompok always speak gibberish, and then attack. Destroy them, and create dig sites to retrieve Precursor artifacts. As you research the artifacts, you'll learn Precursor secrets for upgrading your ships.



Mysterious Raids On the Mycon Homeworld

Races Involved in the Story
Thread: Mycon, VUX, Syreen

On Day 31, unknown raiders attack the Mycon homeworld to steal resources. This is a bad sign, because it means someone else in the quadrant can travel between stars. This gives them a great advantage over your allies.

The raiders attack again 10 days later. They raid every 10 days. To stop them, visit the Mycon colony, and wait until the raiders arrive. Defeat them. You discover the raiders are from your allies, the VUX. The VUX raiders won't disclose how they were able to travel between star systems now that HyperSpace no longer works.

Visit the VUX homeworld. The VUX commander denies all knowledge of the raids and blames the raids on VUX renegades.

To stop the raids, you must fight the raiders often: Make it clear that you mean business. (Giveaway Clue 4, "How do I stop the VUX raiding the Mycon?," reveals a way to stop the raiders.)

First Stellar Destruction

Races Involved in the Story

Thread: Tech Team



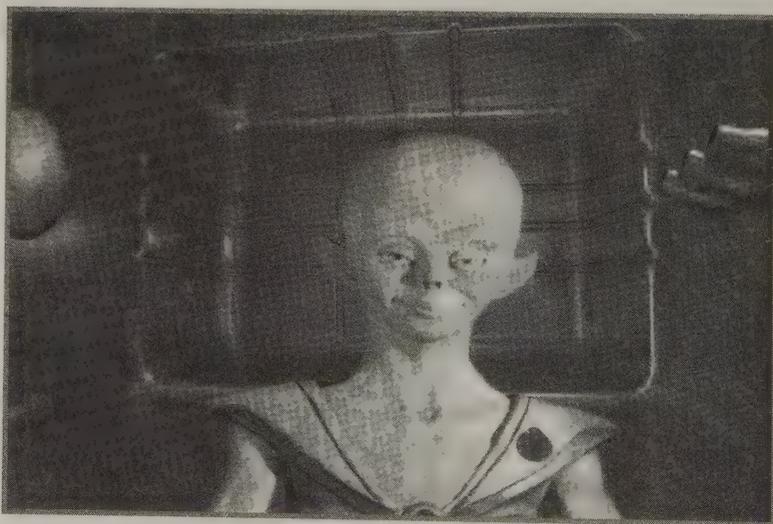
Without warning, the first reality meltdown occurs.

Interdimensional fatigue destroys the nearby Picus system. This occurs just days after you've discovered all the League races and cleared League space of the Daktaklakpak, or on Day 100, whichever comes first. After the devastation, go to the Picus system and have your Tech Teams investigate the area. They'll take readings on perturbations in the space-time continuum that help them research the phenomenon and investigate the cause of the devastation. (Note: For a treat, save the game, fly to a system before a stellar destruction, and stay in the system as it's being destroyed.)

Orz and Supox Missing

Despite your best efforts, you can't find two League races. Even a comprehensive search of the jump area doesn't turn up the Orz or the Supox. You won't find them until the Arilou show up to provide special information.

Arilou Appear Races Involved in the Story Thread: Arilou



After you find the first nine League races, the Arilou abruptly appear. This is unexpected, since the Arilou weren't part of the mission to the Kessarri Quadrant. It also means they have some means of interstellar travel that's immune to the collapse of HyperSpace travel.

Ask the Arilou all possible questions about what happened to the Supox. The Arilou utter cryptic warnings about the fate of the missing

Supox ship, and provide a set of mysterious coordinates to QuasiSpace Portal M (Nyx 1). They announce that answers may be found there, and then they disappear.

The Arilou do not have a homeworld, and can't be found.

Find the Orz and the Destroyed Supox Ship Races Involved in the Story Thread: Arilou, Orz, Tech Team



Go to QuasiSpace Portal M to search for the missing races. Enter the QuasiSpace portal, and find the Orz ship. The Orz say something enigmatic that gives you the impression you've rescued them. Offer to take them back to their colony. Try to get them to join your battle group.

Complete Plot Walkthrough

Pick up the space debris. Study it on your ship. Your Tech Team learns it's a fragment of the Supox ship.

If you ask the Orz about it, they make enigmatic statements denying all knowledge of the debris. They claim they don't know what's become of the Supox.

Leave QuasiSpace Portal M. It won't return you to your original coordinates, but instead deposits you at the Muhlifain system. The Orz are already there, establishing their colony on the seventh planet and building ships for you. Visit and colonize as usual.

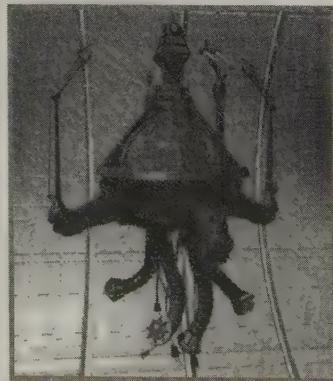
First Contact: The Hegemonic Crux

Soon you'll meet enough Crux races to learn of another star-spanning empire in the Kessarri Quadrant—an empire that clearly has interstellar transport.

(To locate the Crux Worlds, see Giveaway Clue 5, “Where are the Crux worlds?”)

Meet the Crux: The Daktaklakpak

Once your Tech Team develops the Daktaklakpak Translation Filter, you can understand the Daktaklakpak formulaic language. Go to Morgoth, Lakshmi, Terebelum, Themis, Lachesis, Cassandra or any other Daktaklakpak and talk. The Daktaklakpak are very predictable. If you fly to them while they are guarding a planet, they will attack. If they have nothing to guard and you wait for them to come to your



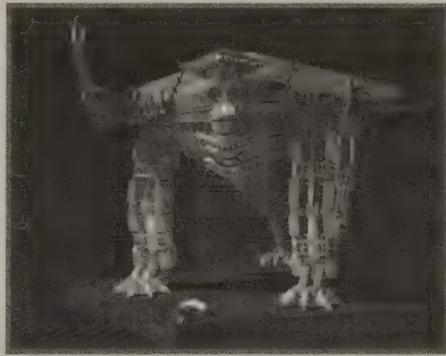
fleet, they will talk. Find out all you can about the Daktaklakpak. They reveal they belong to the Hegemonic Crux. They won't join the League, but the more you query them, the more clues they provide. Even their strange behavior reveals a number of clues.

The Daktaklakpak are energetically seeking Precursor artifacts and information. If you offer to share your information, they agree to meet with you. Talk them into letting you seek relics for them. They insist they won't give you any information in return, but in the process of telling you what to look for, they describe vital Precursor artifacts and provide other valuable clues to the location and function of Precursor relics.

Meet the Crux: The K'tang

The K'tang are remorseless killers. The military head of the Hegemonic Crux, the K'tang are monstrous, hulking, terrifying monsters encased in power armor.

The K'tang seek to destroy you and all you have. You can't negotiate with them, but you can learn from them. If you stroke their egos they keep talking, even revealing important clues about the Crux.



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You can get the K'tang to reveal the Crux races (K'tang, Ploxis, Daktaklakpak, Clairconctlar, and Harika). They reveal that they're foreign to the Kessarri Quadrant, that they hate and are jealous of their ally the Clairconctlar, and that the Ploxis have a Precursor vessel.

They also reveal they're dim bullies nursing a huge inferiority complex.

Meet the Crux: The Doogs

As you expand your empire and colonize all the local planets, you run into Doog Constructors in many systems. The Doogs beg you not to fire on them, while refusing to stop their work for the Crux.



Meet the Crux: Clairconctlar

The Clairconctlar are noble warriors. It's a mystery why they serve the craven Crux, and they're not eager to discuss the matter with you.

Continue asking about their servitude, even when it makes them uncomfortable.



Meet the Crux: Harika

The Harika and the Yorn are vicious savages. Or at least the Harika are. The Yorn are cuddly critters that the Harika eat while conversing. The Harika are perpetually enraged. They have little patience for chatter and are not interested in discussing their rage.

The Harika and Yorn are angry, and will attack at the slightest provocation. Be careful in conversation with them, or you'll end up in an unproductive firefight.

When you talk with them, find out about their disease, and offer to help cure it. They'll show no gratitude.



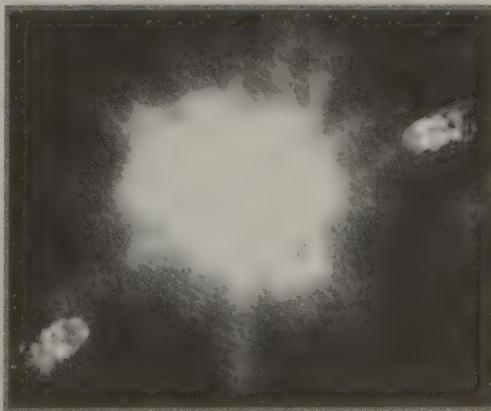
Second Stellar Destruction

Races Involved in the Story

Thread: Clairconctlar, K'tang

A day after you've seen all the Crux races (except the Ploxis), the Clairconctlar appear wherever you are to warn you of a growing spatial warp in the Eltanin system.

Go to the Eltanin system to investigate. You discover the fabric of space is warping and buckling. Take readings and get out.



Just days after you meet the first five Crux races (including the Daktaklakpak), the Eltanin system undergoes stellar collapse. Go to Eltanin after the destruction and let your Tech Teams investigate the area.

The Crux arrive at Eltanin with a large fleet. They confront you, and accuse you of causing the stellar destruction. They demand you relinquish your territory and leave the Kessarri Quadrant immediately.

Do not agree. If you do, the entire League of Sentient Races rebels against you.

The Crux insist they'll no longer tolerate your colonies, and will drive you from the Kessarri Quadrant. They declare war and attack. Defeat their fleet.

Full-Scale Interplanetary War!



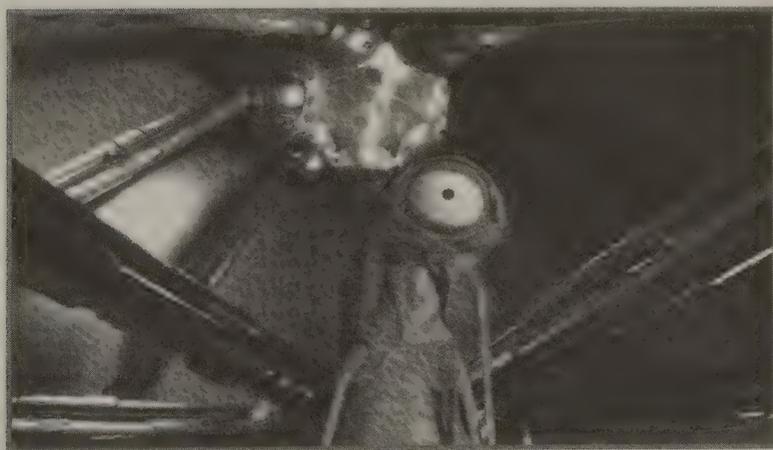
Now that you're officially at war with the Crux, you may begin attacking their fleets, in keeping with the League Rules of Colonization.

Use your toughest fighters (and the ships you have a natural affinity for) as your front line. Chmmr and Ur-Quan ships are among the most powerful. Launch lightning raids with overwhelming force against Crux fleets.

The Crux are very strong at the start of the game, and the League is not. At the start of the war, focus on building your arsenal and colonizing those planets with the best resources.

Spathi Distress

Races Involved in the Story Thread: Spathi



Several days after war is declared, the Spathi send out a distress signal. Go to Goshen 4 and try to calm the terrified Spathi. When they announce they're leaving, don't threaten them. Threatening won't keep them longer, and lowers League Production. (It hurts morale: All the races begin to wonder if their fearless leader is a bullying dictator.)

Let the Spathi leave. Make them feel guilty every time you meet them, and they will deliver Crux secrets to you.

Spathi Spies

Races Involved in the Story Thread: Spathi

From time to time, return to a Spathi Colony to get information. Threaten them the first time you return, and then ask them for hot clues. The Spathi will turn out to be valuable spies.

Ultron Stolen By an Unknown Force

Races Involved in the Story Thread: Utwig, Pkunk, Spathi, Precursor

The Utwig's Ultron reveals that the VUX are resolutely anti-League, and will betray you. Confront the VUX with this information. They deny it.

Several days after the Spathi defection, the Utwig make an urgent distress call. Go to the Utwig homeworld on Fomalhaut 5. The Utwig say mysterious forces stole their precious Ultron. Promise to get it back.

Their productivity has dropped. If you promise to retrieve the Ultron, their productivity drops no further. If you don't, productivity drops again.

Go to Salacia 2 and ask the VUX about the matter. They deny all involvement.

Several days later, the Arilou appear and tell you the Pkunk are sensitive to the Ultron's emanations. Visit the Pkunk homeworld on Arcadia 6. The Pkunk give a clue about the Ultron's whereabouts on Erato 6. Go there. The



renegade VUX lies through his teeth and then attacks. He won't reveal how the VUX were able to travel across interstellar space. (See Giveaway Clue 6, "Who transported the VUX Renegade?," for the answer.)

Defeat the VUX renegades. They won't give up the Ultron without a fight. After the battle, the indestructible Ultron floats in space as debris. Take it.

Go to Fomalhaut 5 and try to return the Ultron to the Utwig. They reject it. The Utwig want it fixed. If you don't promise to repair it, their productivity plunges. If you do promise, their productivity falls off less.

You can continue to assign planets to the Utwig when the planets are perfect for Utwig development, but for greatest efficiency, don't assign planets that are less than perfect; the Utwig will do very little with their resources.

Take the Ultron to the Pkunk on Arcadia 6 for their advice, and to let them "speak" for it. They tell you that repairing it requires Precursor artifacts—the Ivory Sheath, the Marble Flange, and the Plate Crystal. They sense that the Plate Crystal can be found at Nebusta 1.

Go to Nebusta 1 and get the Plate Crystal. As you get clues to the other items, collect those items. (Giveaway Clue 7, "How do I repair the Ultron?," will help you locate them.) Combine these items with the Ultron to repair it.

Go to Fomalhaut 5 and offer the Utwig the repaired Ultron. They reject it. Promise again to fix it.

Go to the VUX homeworld on Salacia 2, and complain about the renegade VUX. The VUX deny all knowledge of the renegade and his Ultron-pilfering activities. Insist they patrol their own members, and inform them that you'll be watching. They scoff at the idea of taking advice from the Ultron.

Syreen Psi Signals

Races Involved in the Story
Thread: Tech Team, Syreen, Orz



Your Tech Team reports the Syreen are sending out mental emanations to all League races. The Orz hint about similar emanations.

Go to Astarte 1 and ask the Syreen to explain. They say the emanations are protective. Trust them and have them continue.

Mycon Problems: Deep Children's Rights

Races Involved in the Story

Thread: Tech Team, Mycon, Deep Children, Syreen, Precursor



Precursor artifacts translated by your Tech Team reveal the Mycon are Precursor, terraforming bots enslaving sentient offspring, the Mycon Deep Children. The Mycon could be wiping out the memories of their Deep Children, who, as sentient beings, have rights that must be respected.

Go to Janus 8 and confront the Mycon with this information. They deny that their Deep Children are enslaved, but admit to memory imprinting.

Ask to talk to a Deep Child. When the Mycon balk, insist. They finally relent, saying that if they cease imprinting memories, a Deep

Child will manifest in several days. They promise to leave the Deep Child in orbit around Janus 1, and allow you to talk to it. They warn you to destroy the Deep Child before it can do any damage.

Go to Janus 1. Meet the first green Mycon ship, piloted by the Deep Children. Talk to them. They say they want their freedom. They have no desire to be enslaved by the elder Mycon and have an elder's memories imprinted on their fresh minds.

At this point you must make a tough decision—stand on your principles and risk offending a powerful ally, or violate all the League stands for and all that separates its ideal of freedom from the Crux's selfish savagery. If you stick up for the Deep Children, the Mycon may leave the League, and even join the Crux. If you don't, the Deep Children will remain enslaved.

This is a tough call with disadvantages to all options.

If you agree to support the Deep Children's rights to self-determination, you offend the Mycon. They may leave the League for the Crux.

However, if you tell the Deep Children you won't help them, the Mycon stay. This is a short-term gain, but a long-term loss, as the Elder Mycon cannot achieve their Precursor Potential while the Deep Children can.

If you agree the Deep Children are sentient, ask them to join your battle group.

Go to Janus 8 and tell the Mycon to stop imprinting their memories on the Deep Children. They leave the League and join the Crux.

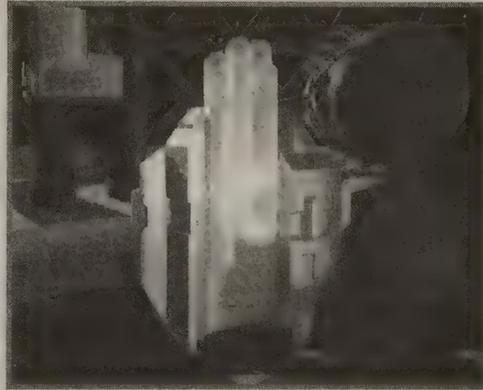
(To learn which is the better option, see Giveaway Clue 8, "Is it better to side with the Mycon or the Deep Children?")

Chmmr Bifurcation

Races Involved in the Story Thread: Daktaklakpak, Chmmr, Tech Team

The Chmmr Avatars are awesomely powerful ships. Get the most out of them by using them often in the war against the Crux. Use them to stomp the Crux heavy guns, such as the K'tang Cripplers.

Several weeks after the war begins, the Daktaklakpak arrive and claim the Chmmr are evolving into a summoning device for the Eternal Ones, and must be forcibly bifurcated back into the Chenjesu and Mmrnmhrm before they can destroy the galaxy.



Refuse their demand. Agreeing gains you nothing and weakens the League. Accept when they try to give you the Chmmr Bifurcator. This gets this dangerous device out of the hands of the Daktaklakpak. But do not turn it on. If you turn it on and return to Hypnus, you Bifurcate the Chmmr.

Go to the Chmmr homeworld on Hypnus 2 and confront them with the doubts raised by the Daktaklakpak, and ask about the Eternal Ones. The Chmmr admit that the Chenjesu were the oldest race in the League quadrant, but deny being a creation of the Eternal Ones. Leave Hypnus 2.

Several days later you receive a distress call from the Chmmr: The Crux are invading their colony. When you get the distress call, respond immediately. Go to Hypnus 2. You'll find the Chmmr have been bifurcated into the Chenjesu and Mmrnmhrm. The Crux attacked the Chmmr homeworld with their own Chmmr Bifurcator.

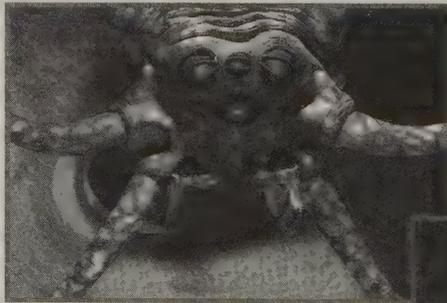
All the Chmmr planets fall to zero percent productivity, and are effectively out of commission. The rest of the League is shaken by this.

Collect the sleeping Chenjesu and the damaged Mmrnmhrm parts. You won't be able to reconstitute the Chmmr until much later in the game. (To learn how to repair the Mmrnmhrm, see Giveaway Clue 9, "How to repair the Mmrnmhrm.")

Chmmr ships are not effected by the Bifurcator, but their crew are. Drop off the ships in safe systems. They are useless in combat without Chmmr crew. When you rejoin the Chmmr, the ships will be useable again.

Ur-Quan Civil War

Races Involved in the Story Thread: ICOM, Ur-Quan, Kohr-Ah, Chmmr



Seventy days after the war begins, you receive a distress call from the Ur-Quan colonies. (This happens only if there is more than one Ur-Quan colony.)



Go to an Ur-Quan colony that shows as enemy on the Quadrant Screen. Given time you will find your ship suddenly faces the spinning, double-cross-bladed disks of a Marauder—a ship you thought you'd seen the last of back in, oh, *Star Control II*. The vicious, unrepentant Kohr-Ah and their Marauders are back with a deadly vengeance, trying to kill all sentient life as part of their genocidal Eternal Doctrine. A new leader within the Ur-Quan fanned old flames of hate into a new mission of destruction, and an Ur-Quan civil war broke out between the Kzer-Za and Kohr-Ah. The last time this happened, it tore the galaxy apart for millennia. Now, half of all Ur-Quan colonies are Kohr-Ah and produce enemy Marauders.

You cannot negotiate with the genocidal Kohr-Ah. Avoid the Marauders and the Kohr-Ah Colonies.

When you find planets suitable for the Ur-Quan, you face a difficult decision about making it an Ur-Quan planet, knowing the planet could turn to Kohr-Ah in the Doctrinal War. But if you don't risk it, you will have fewer of the powerful Ur-Quan Dreadnoughts.

Fortunately, the Ur-Quan homeworld will never give in to the Kohr-Ah, but that is the only planet immune from civil war. The Ur-Quan leader maintains stability with an iron tentacle.

(To maximize your Ur-Quan forces, see Giveaway Clue 10, "Maximizing Ur-Quan Forces.")

Meet the Exquivan

Races Involved in the Story Thread:

Tech Team, Arilou, Exquivan

There are three ways to get to Exquivo, on Anshar 3: You can stumble on it during your travels, you can follow up the Tech Team report showing an important Precursor cache, or you can get a special message from the Arilou. Many weeks after the war begins, the Arilou appear and tell

you to make peace with the Exquivan at Anshar 3. If you don't need their help, the Arilou express surprise.

Go to Anshar and meet an Exquivan fleet. The Exquivan are inscrutable and attack. Exquivan ships attack to prevent you from searching for Precursor relics. The Exquivan believe they must protect Precursor sites from all other races. When you arrive in the Anshar system, they engage your ship, make cryptic remarks about "relics which must Eternal lie," and then cryptically attack. (To learn why the Exquivan attack, see Giveaway Clue 11, "Why do the Exquivan ships attack me?")



Go to Anshar 3 and request peace. Offer the Exquivan membership in the League. They won't join the League, but say they'll observe you to see if you're worthy of their trust.

Keep pressing them to stop attacking your ships. If you insist they stop attacking you, and if you respect the Exquivan way, they will agree to stop.

Ask them about the "deal with the Clairconctlar." They won't answer. (To learn how to enlist the Exquivan, see Giveaway Clue 12, "How do I enlist the Exquivan?")

Tech Team finds Plasma Regroover

Seventy days after your first dig, the Tech Team reports they've found a Precursor artifact called a Plasma Regroover, but they don't know how to use it.



Third Stellar Destruction Races Involved in the Story Thread: Tech Team

One hundred days after the war begins, the Tyche system undergoes stellar collapse. Go to the Tyche system. Orz ships frolic nearby.

Question the Orz about why and how they got there. They say unintelligible things about QuasiSpace, and blame the Syreen for the

Complete Plot Walkthrough

destruction. If you ask about the incident at the Orz homeworld, the Orz leaders are typically impenetrable.

Have your Tech Teams investigate the area. They study the disturbance and log information about it.

Pkunk Funk

Races Involved in the Story Thread:
Pkunk, Syreen, Exquivan,
Tech Team, ICOM



Just after the third stellar destruction, the Pkunk go into a funk and become unproductive (zero percent Productivity). The Pkunk are important allies because they provide special information you can't learn through other sources.

They arrive in the new quadrant as eager colonists, but soon become useless brooders, tuned in to the music of the spheres, and tuned out from colony building, or even defending themselves. You must find the cause for this, but without new Pkunk ships. The Pkunk still manage a few brilliant insights, but they couch their observations in speech that's even more obtuse than usual.

After the third stellar destruction at Tyche, you receive a Syreen distress call.

Go to Astarte 1, where the Syreen tell you that psychic emanations from Anshar are causing the Pkunk pain.

Go to Arcadia 6, where the Pkunk are in a funk. Ask them about it. They reveal only that their depression is due to "monks, or was that monkeys."

Go to Anshar 3, ask the Exquivan about the Pkunk, and insist they stop their mental emanations. They deny emitting anything. Do not attack them. Days later, a Tech Team reports that the mental emanations come from Anshar 3. Also, you'll get a report of a crashed precursor vessel on Anshar 3.

Go to Anshar 3, and tell the Exquivan about the ship. The Exquivan won't let anyone onto the planet surface unless they have "nothingness of mind."

Go to Astarte 1 and ask the Syreen to make a Tech Team temporarily mindless until they land on Exquivo. The Syreen will do as you ask.

Go to Anshar 3 and ask the Exquivan to let the mindless Tech Team land. The Exquivans allow your newly mindless Tech Team to examine the Precursor crash site. On the Orbit Map, click on the mindless Tech Team and send them to the surface.

The Tech Team reports they've found a Precursor site and a crashed Precursor ship. The ship is smashed to bits, but the semi-sentient computer still lives. It's eternally dying and screaming in pain, kept "alive" and activated by power from the Data Pack. Its cries of pain hurt the sensitive psychic minds of the Pkunk. Remove the Data Pack, putting the poor ship's computer to rest. It "dies" happy.

Do not have your computer read the Data Pack. It contains the True Name of the Eternal Ones, and will fry your Precursor ship as it did the ship on Exquivo. Just keep the True Name handy.

Go to Arcadia 6, and verify that the Pkunk are cured of their funk.

Buying Out the Doog Races Involved in the Story Thread: Spathi, Doog, ICOM

Go to Goshen 4 and press the Spathi for information about the Crux. They tell you about the Doogs' embarrassing indebtedness. The Doogs will never be able to work their way out of servitude to the Crux.

Go to Adapa 1 (or any other Doog colony). Do not attack the Doog ships. Ask the Doogs about their debt. The Doogs say they'll be fined for talking to you. Offer to pay the Resource Units of the fine.



Tell the Doogs about the Ploxis scheme to keep the Doogs in debt. The Doogs won't join you, but they will tell you about the massive group debt, and allow you to buy them out of it. Continue talking until you can offer to buy them out. They will accept.

Buy out each Doog planet rather than fight them. The first colony has a debt of 10,000 RUs; the second, 15,000 RUs; the third, 20,000 RUs, and so on.

When you pay off a Doog colony's debt to the Crux, the Doogs can leave the Crux and go to work making Doog ships for you. Once you buy out a colony, you can control the colony and its ships.

After you have bought out any Doog colony, ask them for the Anti-Matter Containment Grid.

Once you buy out all Doog colonies they officially leave the Crux.

This move hurts the Crux, who depend on Doog colonies for free labor, and turns the tide of battle in the most decisive way. The Doog planets pay for themselves very quickly, and repay your costs many times over.

Curing the Harika

Races Involved in the Story Thread:

Harika, Daktaklakpak, Spathi,
K'tang, Xchagger, Tech Team, ICOM

Go to Gienah 1 or Typhon 3 and talk to the Harika. The Harika and Yorn are angry, and will attack at the slightest provocation. Be careful in conversation with them, or you'll end up in an unproductive firefight.

They tell you about their plague and that the Daktaklakpak are trying to cure it. Offer to help cure it. They'll show no appreciation.

The next time you encounter a Daktaklakpak, ask them about the plague. The Daktaklakpak say they don't want to cure the plague, because it makes the Harika more aggressive. Return to Gienah 1 or Typhon 3 and tell the Harika that the Daktaklakpak don't want to cure them. They refuse to believe you without proof.



Go to Goshen 4 and press the Spathi (your spies) for any hot clues about the Harika–Yorn disease. The Spathi tell you the Daktaklakpak manufactured the plague. They also say they’ve heard it called “Xchagger.”

The next time you encounter a Daktaklakpak, confront them with this. The Daktaklakpak are suspicious, but can’t help but boast about their cleverness in pacifying the Harika and Yorn, and making an ally out of an enemy by hurting the enemy. They mention the “Microbial War” the K’tang helped them win.

If you reveal the Daktaklakpak duplicity to the Harika and Yorn at this early stage, they become enraged. If you provoke them further, they will savagely attack. They won’t believe you without proof.



Go to Argus 5 and ask the K’tang about microbial war. The K’tang boast about an “infectified pod” at Zosma 6. Go there and meet the Xchaggers. Talk to the mysterious Xchagger ship. It’s not simply a disease vessel, but part of an intelligent hive mind. Inquire about the Ortogs and Xchagger history. Invite them to join the league. They gladly accept. Ask Xchaggers about plague and they say, “Xchaggers not be

plague.” Continue to press them until you can send a Tech Team to examine them. A day later the Tech Team reports that Xchaggers would make Harika sick. A few days after that the Tech Team reports it’s found a cure for the plague—the Xchagger Eradicator Serum. However, this will kill the Xchagger Lost Dynasties the Harika already have inhaled.

Explain this to the Xchaggers, who tell you they don’t want their fellow Xchaggers killed. They want them rescued.

If the Tech Team had access to a comatose Harika they might find a cure that would not kill the Xchaggers.

Go to Gienah 1. The Harika demand you cure the plague. (They’ve learned that you’re withholding their salvation.)

You can lie or tell the truth. Tell the truth. It angers them, but keeps the Xchaggers alive. (If you kill the Xchagger Lost Dynasties by using the serum now, the League will revolt because of your genocidal behavior.)

Refuse to make and use the serum because you refuse to kill other sentient beings. Receive some comatose Harika.

In a few days your Tech Team announces that you can cure the plague, but you’ll need something in which to carry Xchagger crews. Go to Zosma 6 and ask for something to use to carry the Lost Dynasties. They’ll give you hive ships. Several days later, your team announces they’ve assembled a functioning Xchagger Absorber.

Go to Gienah 1 and tell the Harika you have the cure.

Use the Absorber on the planet. From the Orbit Screen, click on the Xchagger Absorber and cure the Harika on Gienah 1. The Harika will be cured, and a full Xchagger ship will appear in your battle group.

Talk to the Lost Dynasties of the Xchaggers.

Invite the reviving Harika and Yorn to join you. The Harika will not join the League until all Harika are cured.

Go to Typhon 3 and tell the Harika you have the cure.

From the Orbit Screen, click on the Xchagger Absorber and cure the Harika on Typhon 3. The Xchagger hive ship will disappear from your inventory. Absorbing all the Lost Dynasties has used it up.

Talk to the Harika and ask them to join the League. This time, they accept. The powerful Harika and Yorn are on your side, now bursting with a special hatred for the Crux, and especially the Daktaklakpak.

QuasiSpace Portal G and the Lk

Races Involved in the Story Thread: Tech Team, Lk



The Lk planet is obscured and can only be found after the war begins.

If war has occurred, the Tech Team reports the location of QuasiSpace Portal G at Azazel 170 days after your first dig. They say the portal leads to a major cache of Precursor artifacts.

Go to Azazel, click on the QuasiSpace Portal to travel to it, then click on it again to enter it. You'll find the area guarded by a garrison of Lk ships, which attack on sight. Destroy them.

You won't be able to get to the cache, but you will discover the Lk, who have built a base on the cache.

Go to QSG 2, the Lk homeworld. Tell the next Lk battle group that you are not of the Crux. They ask you to get the Precursors artifact called the Red Spiral Rail from the Daktaklakpak at Antaeus 1 to prove that you are not a Crux spy. Accept the assignment. Leave.

Go to Antaeus 1 and defeat the Daktaklakpak fleet guarding it. From the Orbit Screen make a dig site to find the Red Spiral Rail. Return to QSG 2 through Azazel and give the Lk the Red Spiral Rail. It's better to tell them you're glad to win their trust than that they'd better tell you all you want to know.

The Lk insist on remaining neutral, saying they'll offer their wisdom to you and the Crux alike. Have them answer every question available. Ask for the Sun Device when it is available.

Make a Clairconctlar Deal With the K'tang

After the war begins, you can make a deal with the K'tang to help get the Clairconctlar out of the Crux. Instead, talk to the K'tang of attacking whenever possible. The K'tang gripe about how much better they are than the Clairconctlar.

Stroke their egos, and they admit they want the Clairconctlar out of the Crux. They'll help you get the Clairconctlar to leave. The K'tang reveal that the Clairconctlar serve unwillingly, and hint about a Ploxis trick.

Discover the Shame of the Clairconctlar

Races Involved in the Story
Thread: Clairconctlar, Spathi,
K'tang, Exquivan, Lk, Tech Team



Ask the Clairconctlar why they work for the Crux. They won't say.

Go to Goshen 4 and press the Spathi for hot clues about the Crux. They tell you the K'tang have bragged that the Clairconctlar serve a debt of honor to the Crux.

Go to Cronos 7 and ask the Clairconctlar about this. They admit they're under a debt of honor, but shamefacedly confess they don't know what their transgression was. They reveal that the Clairconctlar queen told them they were to serve the Crux for an indeterminate period of time.

Go to Anshar 3 and visit the Exquivan after the Pkunk Funk is solved. Ask about the Clairconctlar. The now-friendly Exquivan tell you the Clairconctlar once blew up a Ploxis station called Ploozer Palavar and nearly wiped out the Ploxis race.

Return to Cronos 7 and tell the Clairconctlar about Ploozer Palavar and their secret shame. The Clairconctlar say such an offense deserves grave punishment, and that the Ploxis or Daktaklakpak will tell them when their penance is over. They still do not join the League. They terminate communications.

Go to Argus 5 and talk to the K'tang. The K'tang explain that the Clairconctlar queen was mind-controlled into telling her people to obey the Crux. They blurt out that she's imprisoned on Warp Station Klashkog. They don't provide its location.

Return to Cronos 7 and reestablish communications with the Clairconctlar. Tell them the K'tang informed you the Daktaklakpak mind-controlled their queen, who's being held on Warp Station Klashkog. The Clairconctlar say they're not allowed to go there, but that you'll find Warp Station Klashkog at Enkidu 4c.

Go to the Enkidu system and talk to the Clairconctlar. The Clairconctlar won't leave their positions. Go to Enkidu 4c. From the Orbit Screen make a dig site to learn about the Clairconctlar queen. You learn she's imbedded in a mountain on the planet. No one can remove her without injuring or killing her. They report that she calls out for her people to come rescue her.

The Tech Team also finds a Conc Rock. Collect it.

Go to Cronos 7 and tell the Clairconctlar about the Conc Rock. They eagerly desire the rock, but they can't give you anything in return. Withhold it from them. Note everything they say about it, and exit the conversation.

Go the Lk. Ask them about the Conc Rock, mentioning the Clairconctlar dilemma. They describe the Conc Rock birth process, and say the Conc Rock overrides everything else to the Clairconctlar; if you break it, the Clairconctlar will follow you everywhere to kill you.

Now you can enlist the Clairconctlar. (For the secret to enlisting the Clairconctlar, see Giveaway Clue 13, "Enlist the Clairconctlar.")

Meet the Owa

Races Involved in the Story

Thread: Owa, Harika



Go to Alula 1 and meet the stranded Owa fleet defending it. They've been cut off from their watery homeworld by the collapse of galactic HyperSpace. Promise to carry their message back to the Owa homeworld.

Their fleet attacks. Defeat them.

From the Orbit Screen, you learn that you can't explore the Rainbow Worlds because of antimatter wastes.

Go to Gienah 1 or Typhon 3 and ask the Harika what other races might help the League. They tell you the Owa homeworld is at Mnemosyne 1.

Go to the Mnemosyne system and tell Owa fleet you come in peace. Go to Mnemosyne 1 and talk with the Owa in respectful and honest tones. Relay the message from the stranded Owa ships. Don't lie. Admit you destroyed them.

If you know about the Mmrnmhrm Mother Ark, ask the Owa for a vessel to explore for it. Get the Anti-Matter Explorer Vessel and ask about antimatter dumping. Press them to get the Anti-Matter Scoop.

This story thread continues in "Explore the Rainbow Worlds."

Get Information on the Mmrnmhrm Mother Ark Races Involved in the Story Thread: Clairconctlar, Spathi

After enlisting the Clairconctlar, ask them about Crux secrets. They tell you about the Mmrnmhrm Mother Ark. The Clairconctlar reveal that the Daktaklakpak have lied about the Mmrnmhrm being a lesser version of the Daktaklakpak, as they lied about the Chenjesu being an Eternal One summoning device. The Clairconctlar say the Daktaklakpak dumped the Mmrnmhrm remains somewhere.

Go to Goshen 4 and ask the Spathi for information about the Mmrnmhrm Mother Ark. They tell you they know nothing about it, but they do know that the Daktaklakpak do all their waste dumping on the massive stasis fields emitted by the Rainbow Worlds.

Visit a Rainbow World, if you have not done so already, and verify that you can't explore it because of the antimatter wastes.

Rainbow Worlds

Alula 1	Kentaurus 1
Calypso 1	Moiria 1
Euterpe 1	Penates 1
Ganesha 1	Rudra 1
Indra 1	

This story thread continues in “Explore the Rainbow Worlds.”

Explore the Rainbow Worlds

Once you befriend the Owa, you can explore the Rainbow Worlds.

Go to Mnemosyne 1, and talk to the Owa. Ask them about Rainbow World dumping. Say you want to get items out. They tell you that entering a Rainbow World is so terrifying they've never done it, but they gladly offer you a prototype Explorer Vessel to allow you to go on a “fishing expedition” in the Rainbow Worlds. Ask for a vessel to explore for the Mmrnmhrm Mother Ark.

Get the Anti-Matter Explorer Vessel.

Ask the Owa about antimatter dumping. Press them to get the Anti-Matter Scoop.

Go to the Rainbow World Alula 1. From the Orbit Screen, make a dig site to find a Data Pack that gives the secret origin of the Daktaklapak and information on the Celestial Un-Devolver (CUD).

Go to the Rainbow World of Calypso 1. From the Orbit Screen, make a dig site to find the Mmrnmhrm Mother Ark. From the Orbit Screen, examine the Mother Ark. The Tech Team reports that the Mmrnmhrm have massive damage and require microsurgery beyond any known technology.

Meet the Ploxis CEO

Races Involved in the Story



Thread: Ploxis CEO

You won't see the Ploxis during most of the game. They're shadowy, behind-the-scenes movers. But as the war drags on, the Ploxis CEO finally contacts you. After many months of war, he sends a beacon with a message asking that you meet him at Calliope 2.

Go there and wait for the Ploxis CEO. He offers you membership in the Crux. String him along to get information about the Crux races. He reveals many secrets, and will tell you he has a secret weapon to ensure his victory. If he loses, he'll use it to destroy the galaxy.

Don't accept his offer to join the Crux. It's a trap.

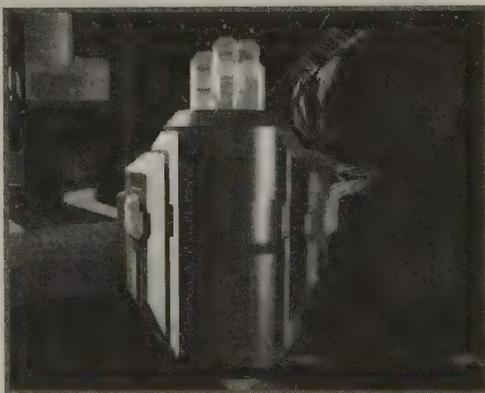
Rejoin The Chmmr

Races Involved in the Story

Thread: Xchagger, Syreen, Chmmr

Once you have the Sun Device, the Sleeping Chenjesu, Damaged Mmrmhrm Parts, and the Mmrmhrm Mother Ark, you're ready to revive the Chmmr.

From the Orbit Screen, click on the Sun Device, the Sleeping Chenjesu, Damaged Mmrmhrm Parts, and the Mmrmhrm Mother Ark and Examine each item. This reveals that the Mmrmhrm Mother Ark needs microsurgery and that the mind of the Sleeping Chenjesu is closed to rejoining.



Simply bringing the Mmrmhrm parts to the Chmmr homeworld or combining them with the Chenjesu will not revive the Chmmr. The clue is microsurgery. Go to Zosma 6 and ask the Xchaggers to perform this on the Mmrmhrm Mother Ark.

The Tech Team reports that the minds of the Chenjesu are closed to the rejoining, and must be opened by psychic energy from someone who can mind-control them. Go to Astarte 1 and ask the Syreen to open the minds of the Sleeping Chenjesu.

Go to the Chmmr homeworld of Hypnus 2 with the Sun Device, the Chenjesu (with their minds now open), Mmrmhrm Parts (repaired), and the Mmrmhrm Mother Ark.

From the Orbit Screen, click on the Sun Device and activate it. This explodes the Sun Device in orbit.

The Chenjesu and Mmrmhrm parts rejoin, and the Chmmr reawaken.

The Chmmr reveal the location of the Ploxis Precursor vessel—High Point. The vessel is shielded.

VUX Problems

Races Involved in the Story Thread: VUX



Throughout the game, the VUX rudely try to force you from power. Don't surrender or step down, despite their protests.

Many months after the war begins, you find a Data Pack detailing the VUX treachery with the Crux. Go to Salacia 2 and kick the VUX out of the League. If you don't, the VUX quit the League soon thereafter.

Enlist the Vyro-Ingo

Races Involved in the Story Thread:
Arilou, VUX, Vyro-Ingo,
Lk, Precursor



The Vyro-Ingo are prickly, unpleasant, insulting aliens. When you first meet them, try to avoid fights.

The Arilou arrive late in the war to tell you about a chance to enlist the help of the Vyro-Ingo on Izanagi 5. When you meet the Vyro-Ingo, they tell you they must battle you on sight until they kill you. Ask why. They reply that you called them “a waste of clear-blooded protoplasm.” Don’t jokingly confess to having said it, or you’ll lose any chance to enroll them in the League.

If you deny the charge, they say the Ploxis told them you insulted them. Return the favor, by telling the Vyro-Ingo that the Ploxis insulted them. Since the Vyro-Ingo clearly are thin-skinned about their genetic heritage, tell them the Ploxis said they’re genetically flawed. This enrages them, and they vow to kill the Ploxis.

Remind them that the collapse of HyperSpace travel prevents them from seeking the Ploxis. Extend your offer again, and they join the League, where they'll get the chance to kill a lot of Ploxis.

The next time you talk to the Vyro-Ingo, they're still pugnacious and insulting.

Conjoining the VUX and the Vyro-Ingo



A few days after the Vyro-Ingo join the League, your Tech Team finds a Vyro-Ingo Encrustation Matrix. Don't take it to the Vyro-Ingo. They won't recognize it.

Go to QSG 2 through Azazel and ask the Lk about the Vyro-Ingo Matrix.

The Lk interpret it, explaining that the Vyro-Ingo are an out-of-control Precursor experiment. They're genetically flawed, and acutely feel their flaw. Referring to this genetic flaw angers the Vyro-Ingo beyond endurance.

A few days later, the Tech Team discovers a VUX Encrustation Matrix.



Go to QSG 2 through Azazel and ask the Lk about the VUX Matrix. They explain how to join the two matrices. From the Orbit Screen, click on either matrix and join them. Make sure you have some Vyro-Ingo ships. If you don't have any in your fleet, go to Izanagi 5 and get one.

Go to Salacia and split the Vyro-Ingo ship off into its own one-ship fleet. Send the Vyro-Ingo fleet to meet a VUX fleet to begin the conjoining.

Go to Salacia 2.

After the conjoining, the VUX are no longer hateful and miserable. They're repentant, and rejoin the League. They return the Brass Ratchet they stole from the Ultron.

Re-evolve the Precursor

Races Involved in the Story

Thread: Tech Team, Daktaklakpak, Xchagger, Precursor

The Precursor cache in the Rainbow World reveals many Precursor secrets. It describes the Celestial Un-Devolver (CUD), and reveals that the Daktaklakpak are lesser servants of the Precursors who have access to the CUD in emergencies.

Once you have the True Name of the Eternal Ones (from Exquivo on Anshar 3) and the Data Pack that gives the secret of the Daktaklakpak, search for a Daktaklakpak fleet.

Ask the Daktaklakpak about the Celestial Un-Devolver (CUD). Promise to get it for them. In your next conversation with them, they reveal that the CUD is on Begregren 2, and that you will need a Variance Key to use it.



Trade the True Name of the Eternal Ones for the Variance Key. The Daktaklakpak self-destruct in a spasm of machine joy.

Some days later, the Tech Team uncovers the secret of the Precursors. (See Giveaway Clue 14, “The Secret of the Precursors,” for the remainder of this story thread.)

Free The Deep Children

Races Involved in the Story Thread:

Precursor, Deep Children, Mycon

The Plasma Regroover will free the Deep Children in any system with a Mycon fleet or colony by bursting the imprisoning elder Mycon. Freed Deep Children can achieve their Precursor Potential.

To free all Mycon colonies and fleets in a system, get in conversation with the colony and choose to use the Plasma Regroover.

Enlisting Exquivan

Races Involved in the Story

Thread: Exquivan

After you talk to the Precursor, go back to Exquivo and extend an offer to join the League. The Exquivans want no part of a galactic empire, but they believe your work is vital. They tentatively agree to join to help preserve the universe.

Destroying the K'tang King

Races Involved in the Story
Thread: Daktaklakpak, K'tan



Once you have the True Name of the Eternal Ones and the Variance Key, search for another Daktaklakpak fleet at Morgoth, Lakshmi, Terebelum, Themis, Lachesis, or Cassandra.

You can get many answers from the Daktaklakpak, including how to defeat the K'tang King. Trade them the True Name of the Eternal Ones for the Overlord-Seeking Larvicide Missile the Daktaklakpak built in case they had to fight the K'tang King.

Go to Argus 5. Once in orbit, go to the Orbit Screen, click on the K'tang King Missile, and Launch it. You capture the K'tang King, demoralizing the K'tang.

Talk to the cowardly K'tang King and learn the secret of the K'tang, including the location of the Crux stronghold at K'tang Station 9 on Pauguk 4. Get him to tell you how to defeat the Crux. Tell him to join

the League. He'll make his ships fight on your side, and tell you about the Empty Ploxis Ships at Pauguk and the code to reinitialize the Daktaklakpak to their original Precursor programming.

Orbit Pauguk 4, and have the fleet of Empty Ploxis Ships join your battle group.

Reinitialize the Daktaklakpak

Races Involved in the Story Thread: Daktaklakpak

From the orbit interface, click on the Data Pack and reinitialize all the Daktaklakpak with the code the K'tang King gave you. This heals their extensive bit decay, and turns them back into helpful, cheerful scrub bots. When you meet them, they ask if you want a nice cleaning.

Fix the Ultron

Races Involved in the Story Thread: Utwig

Ask the Pkunk about the Ultron. They tell you which parts you need to repair it. The Pkunk point the way to the Plate Crystal on Nebusta 1. You also need the Ivory Sheath and the Marble Flange, but the Pkunk don't know where to find those pieces.

Explore to find the Daktaklakpak and Vyro-Ingo in orbit over Caduceus 4. The Ivory Sheath is buried there.

Tell the Spathi about the items. The next time you meet a Spathi you'll receive the Marble Flange, which they stole from a Daktaklakpak storeroom. Put these into the Ultron, and return it to the Utwig.

After being conjoined with the Vyro-Ingo, the VUX rejoin the League and give you the Brass Ratchet to fix the broken Ultron.

From the orbit interface, click on the Brass Ratchet and fix the Ultron.

Go to Fomalhaut 5 and give the repaired Ultron to the Utwig to restore their morale and productivity.

Retrieve the Ebon Hinge

Travel to Muhlifain 2 and defeat the Daktaklakpak defending the planet.

From the Orbit Screen, make a dig site. There's a Precursor relic here. Take the Ebon Hinge.

Seal the Deal for the Sun Device

Races Involved in the Story
Thread: Arilou, Lk

Go to QSG 2 through Azazel and give the Lk the Signal Deflector to seal the deal for the Sun Device.

Retrieve the Ploxis Rebels

Races Involved in the Story

Thread: ICOM, Tech Team, Ploxis Rebels

QSF only appears if you've entered Pauguk system.

Months after the war starts, the Tech Team discovers that Xipe 1 is the entrance to QuasiSpace Portal F.

Go to QSF 2 through Xipe 1. From the Orbit Screen, make a dig site to get the cryogenically frozen Ploxis Rebels.

If you have the Empty Ploxis Ships, go to the Orbit Screen, click on the Frozen Ploxis Rebels, and revive them. Talk to the revived Ploxis Rebels and learn about Ploxis society.

Find the Sentience Collator

This occurs only after the you've gone to the Pauguk system.

A few days after the Tech Team discovers the coordinates to QSF, you find the Daktaklakpak Sentience Collator.

Clean Up the Rainbow Worlds

Races Involved in the Story

Thread: Doog, Owa

You can clean the antimatter wastes from the Rainbow Worlds if you have the Anti-Matter Containment Grid, Anti-Matter Scoop, and the Owa Explorer Vessel.

Go to each Rainbow World and from the orbit interface click on the Owa Explorer Vessel and collect antimatter. This allows the Rainbow Worlds to complete their basic function—stabilizing the fabric of the space-time continuum.

The Tech Team reports that releasing the wastes into anything but a larger containment grid will cause an explosion that will destroy your ship, and they're right.

Rainbow Worlds

Alula 1	Kentaurus 1
Calypso 1	Moiria 1
Euterpe 1	Penates 1
Ganesha 1	Rudra 1
Indra 1	

Blowing Up the Crux Flagship and Ending the War

Races Involved in the Story
Thread: Ploxis CEO,
Tech Team, ICOM



Once you have a crewed Ploxis ship, the coordinates to High Point, and the Anti-Matter Containment Grid filled to 100 percent capacity, you can blow up the Crux Precursor vessel and end the war.

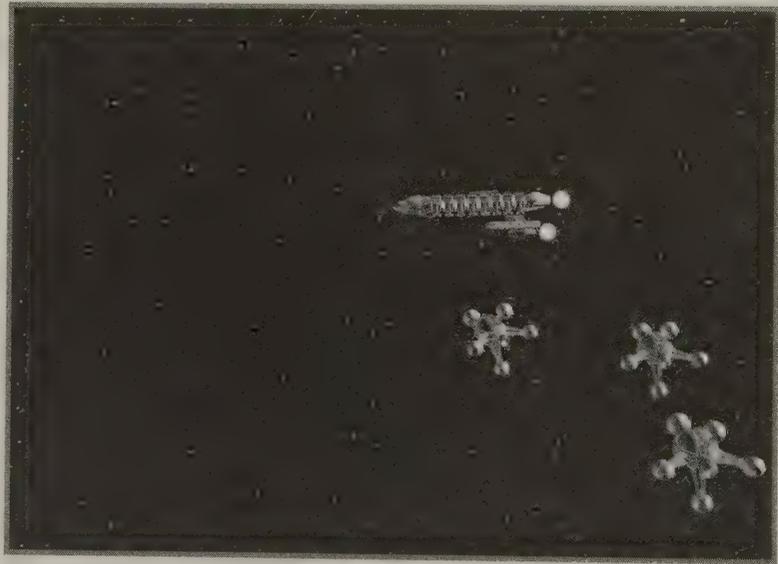
Go to High Point 1, the location containing the galactic core. Your Ploxis Rebel ships get you past the first barrier, and allow you to enter.

The Ploxis CEO won't negotiate because a powerful shield protects him. From the Orbit Screen, click on the Anti-Matter Containment Grid and jettison it to blow the Ploxis Shield. The Ploxis CEO will

Complete Plot Walkthrough

threaten to use the Eternal One Bomb and demands you give up. Don't negotiate. Battle the Ploxis CEO in his Precursor ship and defeat him to end the war.

Your wayward races will rejoin after the war ends.



Orz Attack

Races Involved in the Story

Thread: Orz

A few days after the war ends, the Orz try to destroy all League members by using their otherworldly powers. The Orz want to appease the real Eternal Ones by sacrificing everyone else to them.

They don't succeed in their sacrifice if the Syreen are still mentally protecting the League.

You must then defeat 10 Orz ships. However, the defeated Orz announce the coming of the Eternal Ones.

When you beat the Orz, you learn conclusively that they're not the Eternal Ones. You also learn that they destroyed the Androsynth race (at the beginning of Star Control 2) and the Supox colonists (at the beginning of Star Control 3).

Eternal Ones Arrive

Races Involved in the Story

Thread: ICOM, Heralds



A few days after the Orz attack, a giant alien fleet arrives at High Point. Go there. Your

fleet is intercepted. Talk to the Eternal Ones.

Defeat the 15 ship Eternal One fleet. Talk to the aliens and discover they're not the Eternal Ones, but merely their Heralds. Send a Tech Team to their ship to gather information.

Don't threaten them with death or you won't receive the Sentience Thresher.



Receive the Sentience Thresher—and a Ray of Hope

Races Involved in the Story Thread: Heralds, Tech Team



The Heralds give you the Sentience Thresher.

Your Tech Team discovers that the Eternal Ones' feeding has been over 99 percent inefficient. If you can put enough different kinds of sentience energy into a Sentience Collector, you can satisfy the Eternal Ones' hunger without killing anyone.

From the Orbit Screen, click on the Sentience Thresher and combine it with the Sentience Collator, Sentience Notation Device, and the Ebon Hinge to create the Sentience Collector.

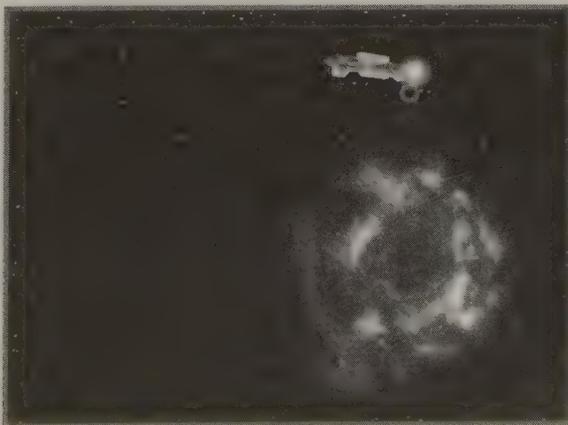
Collect Sentience Energy

Go to the homeworld of every League and Neutral race and collect sentience energy.

A few days before the Eternal Ones arrive, the Arilou arrive and ask you to flee the galaxy with them. Don't go. Choose to stay and fight.

When you've collected enough different kinds of sentience energy, go to High Point 7, the Sentience Silo. From the Orbit Screen choose the Sentience Collator and choose Discharge to fill the Sentience Silo and summon the Eternal Ones. They feed from the Sentience Silo and leave peacefully. You win!

If you haven't filled the Sentience Silo within many days of the Heralds' arrival, the Eternal Ones arrive and feed off the races in the Kessari Quadrant, killing them all.



Homeworlds of Potential Donor Races

*	Human:	Helios 3
-	Spathi:	Goshen 4
-	VUX:	Salacia 2
*	Pkunk:	Arcadia 6
*	Ur-Quan:	Velpunia 6
*	Syreen:	Astarte 1
-	Mycon Deep Children:	Janus 8
*	Chmmr:	Hypnus 2
-	Utwig:	Fomalhaut 5
*	Doog:	Adapa 1
*	Clairconctlar:	Cronos 7 or Enkidu 7
*	Harika:	Gienah 1 or Typhon 3
*	Exquivan:	Anshar 3
-	Lk:	QuasiSpace Portal G 2
-	Owa:	Mnemosyne 1
*	Xchagger:	Zosma 6

- * Always available as a donor.
- Only available if you complete their story thread.

Races Who Won't or Can't Donate

Arilou	Vyro-Ingo (Because the VUX and Vyro-Ingo have conjoined, they're basically one race.)
Dak	
Heralds	K'tang
Orz	Ploxis Rebels
Elder Mycon	

Giveaway Clues

Use these clues sparingly and only when absolutely necessary. They can ruin a story-thread-in-progress by revealing the ending.

1. What's this unintelligible "Daktaklakpak" drone?

The drone ship actually is a standard Daktaklakpak ship containing members of a sentient race. They appear utterly unintelligent because you can't interpret their symbolic language. Your Tech Team must create a translation key to be able to do anything but fight them. They broadcast the repeating message that you're not allowed in the Kessarri Quadrant, but you can't decipher it.

2. When will I be able to decipher the Daktaklakpak language?

Once all Daktaklakpak ships in League space are destroyed, your Tech Team discovers the Daktaklakpak gibberish is a language.

3. Find the League Races

The League colonies are located on the following planets:

Earthling Colony: Helios 3

Spathi Colony: Goshen 4

VUX Colony: Salacia 2

Pkunk Colony: Arcadia 6

Ur-Quan Colony: Velpunia 6

Syreen Colony: Astarte 1

Mycon Colony: Janus 8

Chmmr Colony: Hypnus 2

Utwig Colony: Fomalhaut 5

4. How do I stop the VUX raiding the Mycon?

The VUX raiders attack every 10 days after day 31. Wait until they show up, then attack and defeat the raiders. When you defeat them three times, they stop raiding. If you don't stop the raids by the time the war begins, the raids stop on their own.

5. Where are the Crux worlds?

Doog: Adapa 1, Melpomene 4, Prosperina 1, Chloris 1, Cereberus 2, Izanami 2

Clairconctlar: Cronos 7, Enkidu 7

Harika: Gienah 1, Typhon 3, Eltanin 5

K'tang: Argus 5

Daktaklakpak: Morgoth (Note: This is not a true homeworld, but a place the Daktaklakpak can reliably be found.)

6. Who transported the VUX renegade?

As if you couldn't guess, the renegade VUX received help from the Crux, who used their Precursor vessel to transport the renegade VUX to make their attacks on the Mycon and steal Ultron. It's part of their conspiracy to weaken the League.



7. How do I repair the Ultron?

Plate Crystal: Go to Nebusta 1 and get the Plate Crystal. (This clue comes from the Pkunk, after you have the Ultron.)

Ivory Sheath: Go to Caduceus 4 and use the orbit screen make a dig site to get the Ivory Sheath. (This Clue comes from the Daktaklakpak when you visit after you have the Ultron.)

Marble Flange: Go to Goshen 4 and get the Spathi to give you the Marble Flange.

8. Is it better to side with the Mycon or the Deep Children?

The best choice in the short term is to side with the adult Mycon. But the best choice in the long run is to stand on principle, and tell the Mycon to let their Deep Children go.

The Elder Mycon cannot reach their Precursor Potential so they cannot help you solve the problem of the Eternal Ones.

9. How to repair the Mmrmhrm.

After you make proper arrangements with the Owa, you can get the Mmrmhrm Mother Ark Control Unit from the Rainbow Worlds.

10. Maximizing Ur-Quan Forces.

One way to keep from losing any Ur-Quan colonies is not to make any. Since the Ur-Quan homeworld on Velpunia 6 can never turn Kzer-Za, it will always provide you with Dreadnoughts.

However, because the Dreadnoughts are so powerful (and so simple to operate), it's worthwhile to make at least one more Ur-Quan colony. To minimize your losses, go to all your Ur-Quan colonies within 70 days of the start of the war. Collect all Ur-Quan from each colony except one. Wait until the 70th day. After some colonies rebel, repopulate only those that remain loyal. Fill your loyal colonies with the Ur-Quan from the turncoat worlds. These worlds will always remain loyal. That'll show those traitors!

11. Why do the Exquivan ships keep attacking me?

The Exquivans attack because they're concerned that your search for Precursor artifacts might trigger the Eternal Ones before the Exquivans can attain a state of total "nothingness of mind." They hope this functional nonsentience will save them from the Eternal Ones' attack on all sentient creatures in the galaxy.

12. How Do I Enlist the Exquivan?

After you talk to the Precursor, tell the Exquivans that "nothingness of mind" will not save them from the coming of the Eternal Ones. Then ask them to join the League.

13. Enlist the Clairconctlar

After you have the Conc Rock, and have learned its secrets from the Lk, you're ready to enlist the Clairconctlar.

Go to Enkidu 7. Invite the Clairconctlar to go to Warp Station Klashkog. They refuse. Show them the Conc Rock, and tell them you've broken it.

Head across the system to Enkidu 4c, the moon imprisoning the Clairconctlar queen and progenitor. Wait for the Clairconctlar to pursue. They pursue to Enkidu 4c and spot their queen. They're overcome with joy.

Ask the Clairconctlar to join the League; they accept on the spot. They're eager to fight the Crux.



14. The Secret of the Precursors

After you have the Variance Key, your Tech Team deciphers the mystery of the Precursors. They learn that the Precursors devolved their entire race to avoid genocide at the hands of the sentience-consuming Eternal Ones. The Precursors are the mammoth, cow-like creatures whose milk you survived on during your childhood on Unzervalt. The Precursors were on Unzervalt during the long re-evolution process.

Go to Zosma 6 and get one of their Ortog hosts (the devolved Precursor).

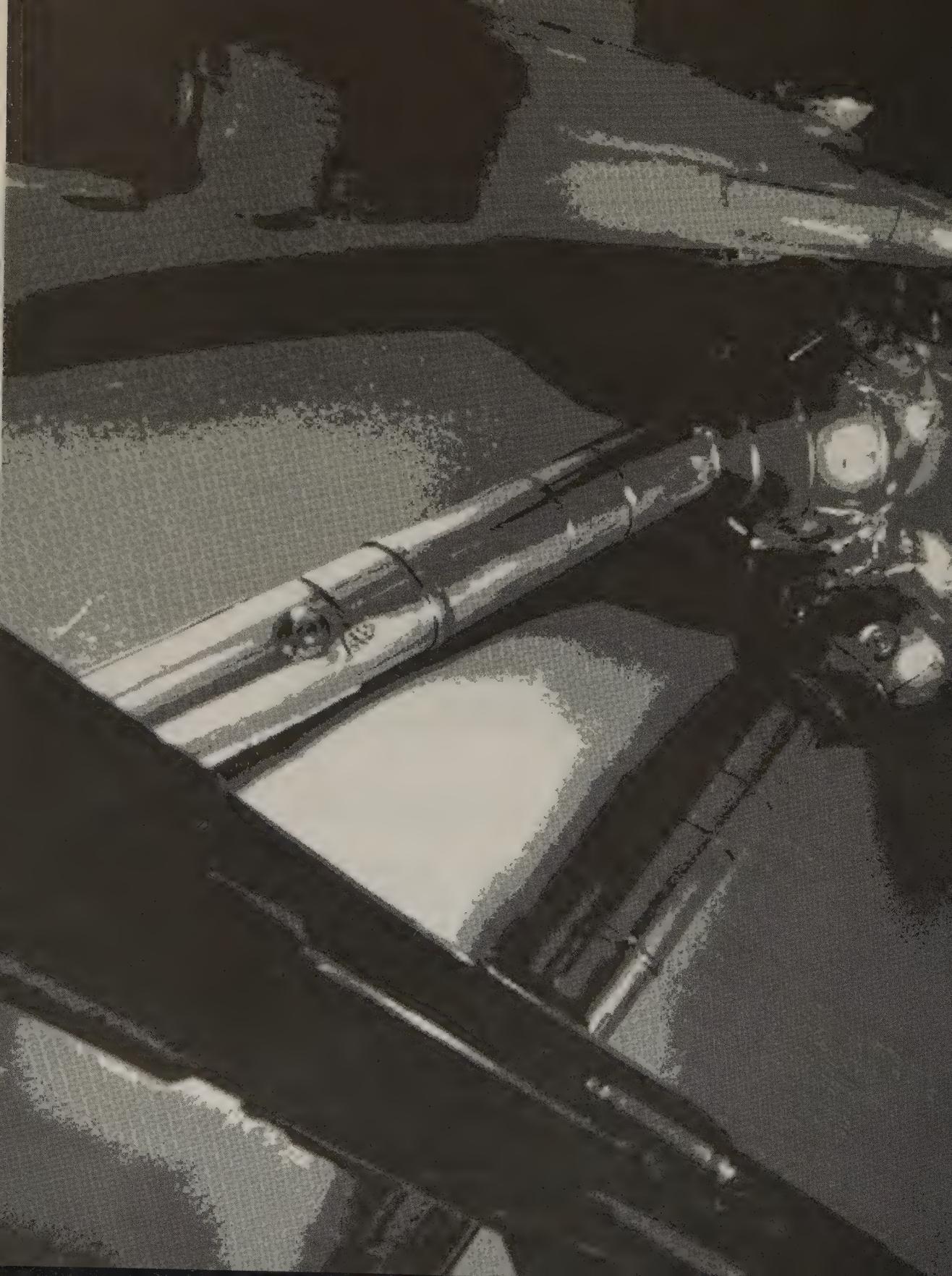
Go to Begregren 2, the site of the Cosmic Un-Devolver (CUD). From the Orbit Screen, click on the Variance Key and use it to activate the CUD. This re-evolves a rather surprised Precursor.

Talk carefully to the re-evolved Precursor; it has the power to destroy you easily.

Promise not to reveal the Precursors' secret and ask all the polite questions to learn many secrets. It tells you its story, and instructs you in using the Plasma Regroover to free the Deep Children from the Mycon. The Precursor also describes the mission of the Rainbow Worlds and the Sentience Silo.

Receive a nonfunctional Eternal One Signal Deflector. You cannot use it in its present condition. Also receive a Sentience Notation Device.

The Precursor quickly burns out, and finally dies.



Chapter Two

The *Star Control* Universe



elcome to *Star Control 3*.

Star Control 2 took place in Earth's quadrant of the galaxy, and dropped tantalizing hints of mysteries and wonders lying at the galactic core. *Star Control 3* takes you into the center of the galaxy, and into the heart of these mysteries.

This chapter reveals those secrets, from background on new races to the secrets of the Precursors to the truth about the Eternal Ones.



The League Rules

In the aftermath of the harrowing Doctrinal War, the surviving races sought to prevent a future apocalypse. They had seen the horror that can be unleashed when Precursor technology falls into the hands of those who lack respect for their fellow sentient beings. Images of galaxy-wide slavery were seared forever in their minds, and they mourned for the victims of genocide.

The roll call of the races that were extinguished is far too long. The democratic Drall, the kindly Burvixese, the reclusive Gg, the noble Taalo, the Yuli, the Yuptar. Their names are little more than ghostly whispers in the eternal night. For some races, even the names are forever lost from memory.

To avert another genocidal war, the League of Sentient Races created a covenant demanding sentients to respect one another. The League must enter into friendly relations with all unknown races. Membership in the League must be open to all races who agree to abide by the League rules. Military force will be used on sentients only when they become violent and after all other options are exhausted.

These rules of engagement bind the League together, and limit the power given to the captain of the expedition to the Kessarri Quadrant.

League of Sentient Races Rules of Engagement



1. You may not attack other sentient races during peacetime.
2. You may attack enemy sentient races during a declared war.
3. War may only be declared with the consent of the majority of the League.
4. You may not force sentient beings into slavery, even in time of war.
5. You may not commit genocide, even in time of war.

The Star Control Universe

Rule Violations

Violating the spirit of the League Rules causes colonists to panic. They will fear the captain is secretly a despicable tyrant who might try to enslave or even destroy them. Productivity will go down. If the captain violates the rules, they issue a warning through ICOM. If the captain ignores this warning, or if the first offense is serious enough, they will mutiny and seize power. Even the power of a Precursor vessel cannot save a captain from his crew.

Not all shady dealings are rule violations, however. Lying to other races is not against the rules. Though it shows a slight lack of respect, it can be done in a good cause.



The Hegemonic Crux

The Hegemonic Crux are a tight confederation of starfaring alien races from another quadrant. Like the League, they made the jump to the Kessarri Quadrant in search of colonies and Precursor artifacts. They see the League as a direct threat to their continued expansion. Core races are the Daktaklakpak, K'tang, and Ploxis, voluntary members of the Crux. The Doog, Clairconctlar, and symbiotic Harika and Yorn serve under duress.

The Crux is a shaky alliance built on deception, strengthened by greed, and severely stressed by colossal egotism and mistrust. Because of these fault lines, half its members serve grudgingly, and the other half are deeply suspicious of one another.

Consequently, the races are ripe for the picking. The League can convince some individual Crux races to abandon the Crux and ally with the League. The Crux tries to do the same with the few dissenting League races.



Each of the three main Crux races—Ploxis, K'tang, and Daktaklakpak—believe themselves the true ruler of the Crux. They're all mostly wrong. The Ploxis nominally decide where to expand, and how to spend resources. However, the Daktaklakpak refuse to carry out instructions often enough to veto many Ploxis decisions. The K'tang also stubbornly refuse to carry out orders they don't like, or, more often, don't understand. This causes the Crux some disastrous military losses and even more disastrous lost opportunities. The Ploxis try to make up for this by playing one race against another, and withhold resources to punish races currently out of favor.

The sad truth is that each race needs the other two to beef up their weak areas. Unfortunately, they hate their interdependence so much they'd each sabotage the very alliance that supports them to gain even a minor advantage.



Clairconctlar

The Clairconctlar are noble warriors of ancient heritage. Their origins are shrouded in history, unknown both to the Crux and the League. The craggy, stone-faced warriors are a mystery even to the Precursors, who suspect that they resemble the ancient Taalo race.

The Clairconctlar move and speak at a stately, nearly glacial pace. They are patient, and extremely slow to anger. When aroused, however, they move with deadly swiftness. They seek just and honorable contact with all other races. They have little patience for brutality and the kinds of atrocities marking much of the galaxy's development.

All living Clairconctlar were sired by their queen. The queen looks like a majestic blue-gray mountain, larger than many moons. At intermittent cycles, the queen emits a pale blue egg, called a Conc Rock. The Conc Rock is actually a mass of adamantine flakes. In the right circumstances, each flake has the potential to grow into a Clairconctlar. When the queen releases a Conc Rock, the Clairconctlar take it deep into a cave rich with mineral deposits. There, the flakes leach geologic nutrients from the stone walls, and grow into embryonic Clairconctlar.

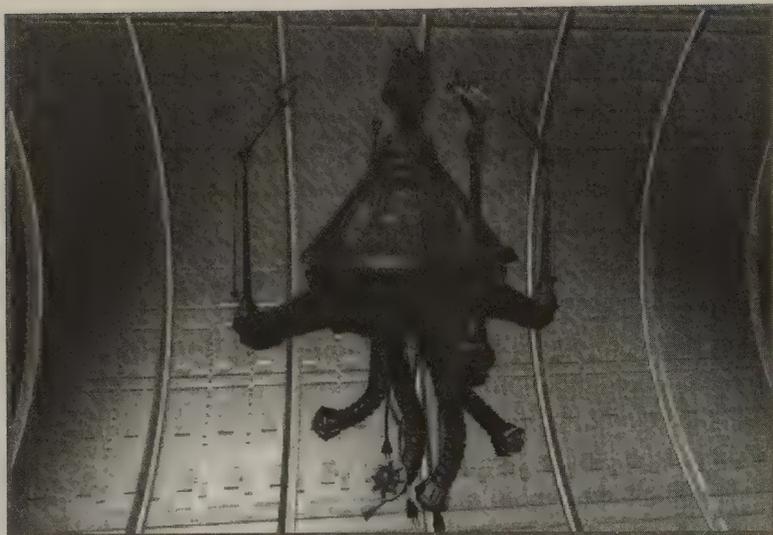
Over centuries of gestation, the flakes accrete enough matter to be born as living Clairconctlar. The Conc Rocks are vital to the Clairconctlar because they represent the continuation of the race. Anyone who knowingly destroys one is subject to a vengeance hunt. Clairconctlar forsake all other obligations until they hunt down and exterminate the rock-breaker.

When the Crux arrived in the Kessarri Quadrant, the Clairconctlar resisted their incursions. The Crux saw no way to win a war against the indomitable stone warriors, and decided to defeat them with subterfuge. They recruited the Clairconctlar after the Daktaklapak discovered the Clairconctlar's unusual means of reproduction. The Ploxis sent the K'tang to abduct the Clairconctlar queen.

After a bloody battle which greatly reduced K'tang forces, they subdued the queen. They took her to another planet and used Precursor technology to affix her to bedrock, and to record a phony message. The message tells the Clairconctlar that a debt of honor binds them to the Ploxis. The message doesn't divulge the origin of this debt, but the Crux created a convenient fiction in case the Clairconctlar get curious: The Clairconctlar, they claim, destroyed most of the Ploxis race. In truth, the Ploxis destroyed most of their own.

The queen calls out to her people for salvation, but the Crux has forbidden them to visit the planet where they hold her, without saying why. The Clairconctlar know the Crux is an empire without honor, but are duty-bound to serve until the queen tells them they're free of the debt. They're stuck—unless the League can find a way to liberate them.





Daktaklakpak

The Daktaklakpak are semi-sentient, synthetic beings part organic and part machine. They're a race of scientists and actuarials who serve as the Crux's technological wing. Cold, emotionless, and utterly dispassionate, they lack even marginal creativity. They also lack the ability to comprehend any truly complex ideas, and are therefore easily manipulated. They believe they never betray emotion, but in truth they overflow with base emotions like contempt, greed, low-level boredom, and childish adoration for the Precursors.

Their interest in colonization is peripheral to their passion for collecting and codifying data. They seek Precursor artifacts with a messianic zeal, and are hot on the trail of the Eternal Ones. They await the magical day when the Precursors return, and elevate them to a properly exalted position. They also seek the secrets of the Eternal Ones, so they can become greater than all other races.

The Precursors created the Daktaklakpak, and the Daktaklakpak know it, which makes them insufferably arrogant. (They don't know, however, that they were intended as maintenance drones, lacking sentience, sufficient to be destroyed by the Eternal Ones during the long cycle in which the devolved Precursors are unable to operate their great machines.)

The Precursors built mechanical fail-safes into the Daktaklakpak to prevent their organic side from evolving true sentience. Because they're not fully sentient (and are constrained from developing conventional sentience), standard universal translators can't decipher their language. Only a very specific translator can turn their symbolic code into something resembling a language.

When the Precursors devolved themselves at the end of the previous galactic cycle, they left the Daktaklakpak to tend their technology caches, monitor the coming of the Eternal Ones, and "un-devolve" an occasional Precursor to evaluate the ever-changing state of the galaxy.

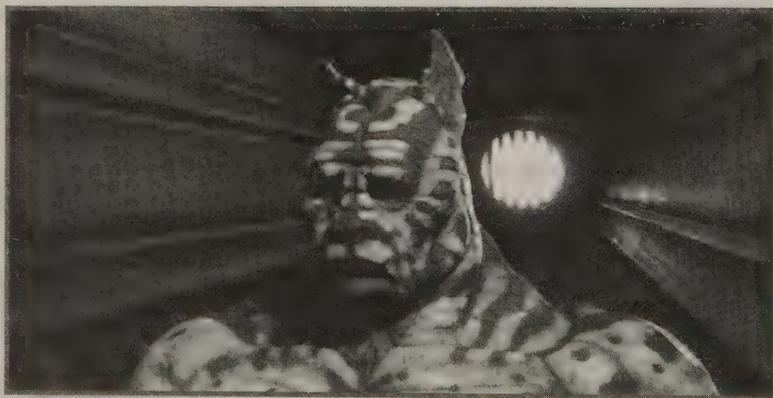
But their programming was imperfect, and over the long millennia the Daktaklakpak have suffered severe bit decay. They've careened out of control, and carry out a mockery of their former programming. (This is a known bug, and the Precursors have spent the last few galactic cycles trying to stabilize their drones.)

The Daktaklakpak met the Ploxis during a routine search of the Crux quadrant. The Ploxis were in the midst of a bloody civil war. One faction, the Ploxis Plutocrats, had allied with the K'tang King to oppress the rest of the Ploxis and K'tang populations. Despite the advantage of K'tang warriors on their side, the Ploxis Plutocrats and the K'tang King were losing. (This was due to the superior tactics of the rest of the Ploxis race, and the fact that the K'tang were fighting for their lives against five other starfaring races at that time.) The Ploxis possessed valuable Precursor artifacts, and a special translator, and made the best possible bargain with the Daktaklakpak: They insisted they be given a Precursor vessel. Armed with one of the most powerful weapons in the galaxy, the Ploxis Plutocrats won their civil war.

The Ploxis continued to direct the actions of the unimaginative Daktaklakpak, who found the Ploxis's ruthlessness useful in their quest for Precursor caches. They followed the Ploxis to the galactic core in search of their creators' greatest secrets.

Working with the Crux gives the Daktaklapak an endless supply of new races to dissect and perform horrible experiments upon. In return, the Daktaklapak give the Crux the most sophisticated improvements on Precursor technology in the galaxy. They have no loyalty to the K'tang, whom they regard as the galaxy's biggest dolts, but they tolerate them and provide them with plenty of firepower. And the K'tang tolerate the Daktaklapak in return. Both races usually keep their distance from one another, but can and will attack each other if they spend too much time together. The Ploxis have their hands full managing the only two other races who actually want to be in the Crux.

The Daktaklapak don't appreciate the Ploxis efforts on their behalf. They would eagerly betray the Crux to gain greater secrets.



Doogs

The Doogs are the workhorses of the Crux. They're earnest, hard-working beings with a deep, abiding trust in all creatures. They are loyal to a fault. Their loyalty often looks like stupidity to more cynical races, but they're not stupid, merely unsophisticated and more than a little naive. They have the kind of compassion and sweetness usually associated with small children, which makes them look somewhat slow. But they're not

slow; they just sincerely believe what they're told. Their ships reflect their nature: They're builders and defenders, not warriors.

The Doogs don't serve the Crux voluntarily. They were enslaved in an elaborate scheme that took advantage of their guileless nature. The Ploxis tricked the Doogs into working for the Crux by secretly directing the K'tang to attack the Doogs' richest worlds. The Ploxis offered to broker a "truce" between the K'tang and the Doogs, but not before the K'tang destroyed the Doogs' food supplies.

To fend off starvation, the Doogs purchased emergency rations from the Ploxis at massively inflated prices. When the Doogs were unable to pay, the Ploxis loaned them the food at outrageous levels of interest. The Doogs must work for the Crux until this debt is paid.

This will never happen, however: The Ploxis have orchestrated an elaborate "company store" price-fixing scam. The longer the Doogs work for the Crux, the deeper in debt they become. The Doogs must buy all their colonizing materials from the Crux, who charge them more than they pay for the completed work. The Ploxis call this a "free market," and have convinced the Doogs that it's fair, even though they forbid the Doogs to buy materials from any other source.

The Doogs not only accumulate debt faster than they pay it off, but the harder they work, the faster they accumulate debt. They also must pay annual "protection dues" to be members of the Crux, protected from Crux enemies. Adult Doogs owe not only a lifetime of labor, but the labor of their offspring. Soon they'll owe the labor of their grandchildren.

And so on.

The Doogs are sad about their servitude, but their innate sense of decency keeps them from rebelling.

Like many races, the Doogs also believe they descend directly from the Precursors.





Harika and Yorn

The Harika and Yorn are known as vicious predators with a fierce warrior ethic. In reality only the Harika are. The Yorn are small, friendly, cuddly, fluffy beings, which the Harika eat.

The Harika and Yorn coevolved as predator and prey, and each is thoroughly dependent on the other. The Harika have eaten Yorn for so long their metabolism requires proteins found only in the Yorn. The Yorn require the Harika to eat them to prevent overpopulation. As the two species evolved sentience, they amicably resolved their ancient predator-prey relationship.

As the Harika evolved, their unrestrained predatory savagery became increasingly self-destructive. As nonsentient creatures, the Harika could only do limited damage to their species and their planet. But as intelligent, technology-using animals, they rapidly depleted their natural resources and gutted their once-lush homeworld. They almost destroyed themselves in bloody factional fighting until a few wise Harika began listening to the wisdom of their “food.”

Reacting to the voracious appetites of the Harika, the Yorn developed the twin survival adaptations of rapid reproduction and sentience. They began calling out to the Harika, and told them how to stop killing

themselves. The few Harika thoughtful enough to listen gained great insight from the Yorn. They began winning their battles against those Harika closed to the Yorn's wisdom.

The peaceful, contemplative Yorn continue to serve as a moderating influence on the Harika's predatory, antagonistic temperament, urging them to act with care and wisdom. In turn, the Harika help the Yorn limit their overpopulation by agreeing to eat only the aged Yorn, who thus end their own lives to the cause of Harika survival. No Yorn is required to give his life to the Harika, but most do. After they have bred and raised their young, they often feel a need to move on to life's next mystery—death.

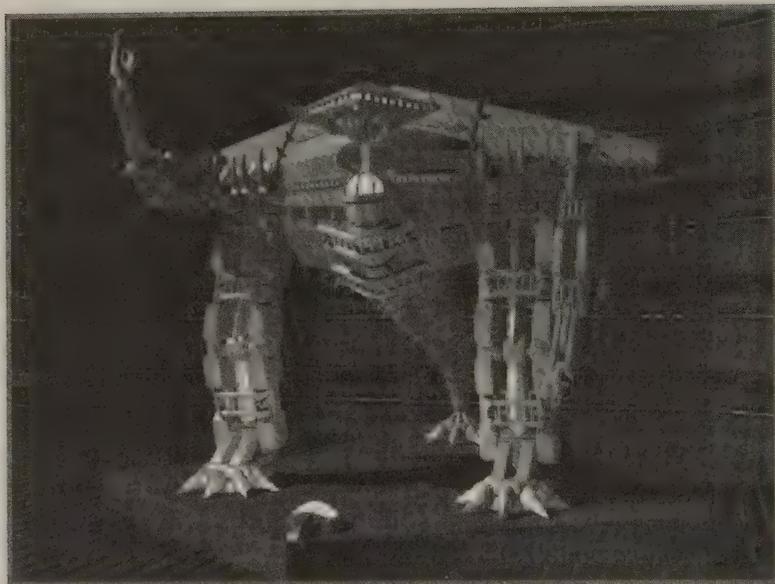
To a mature Yorn, volunteering to die is no more frightening than volunteering to travel with the Harika to the stars. To the Yorn, dying in the slaving maw of a Harika is a sublime, majestic process, in which they can surrender to the greater good so fully and completely they feel they transcend to a higher plane of existence. Their sacrifice is their exaltation.

The Harika supplement the Yorn's limited mobility, serving as hands in their journey to the stars. The Harika are warriors, the Yorn dreamers; both are eager explorers.

When the Crux arrived, the Harika and Yorn battled them almost to a standstill. But the Crux poisoned the Harika with the Xchagger plague, causing all planet-based Harika to fall into comas. The Yorn bred out of control, threatening the entire Yorn population. The Crux offered to seek a cure if the Harika would serve them blindly. When HyperSpace travel collapsed, the Harika and Yorn grudgingly complied. (The Harika wanted to fight to the death, but the Yorn counseled calm forbearance, and faith in eventual salvation.)

With the end of their race in sight, the Harika are perpetually enraged. They have little patience for chatter and aren't interested in discussing their rage. The Yorn, however, seek a solution.





The K'tang

The K'tang are remorseless killers. As the military head of the Hegemonic Crux, the K'tang always appear as monstrous, hulking, monsters in terrifying power armor; in reality they're vulnerable little gooey blue grubs with delusions of grandeur and a bad case of spinal column-envy.

Their small size and fragile nature (compared to the average sentient race in their native quadrant) is a huge embarrassment for them, and they conceal their vulnerability behind a facade of turbo-charged power armor, bristling battle-cruisers, and a compulsion to crush every other race before they get crushed.

Their inferiority complex occasionally shines through their overweening arrogance, as the massive-looking behemoths indulge in a bout of whining self-pity that reveals deep inner doubts and lousy self-esteem. They're cowardly bullies, but don't know it.



The K'tang evolved on a volcanic world that was hostile to the survival of all organic life. The creatures that survived there tended to be strong. The K'tang were a prey species for millennia, surviving mostly by burrowing underground and eating roots and smaller bugs.

After the K'tang developed sentience, other starfaring races in the Crux Quadrant began using the K'tang's volcanic planet as a war-world—a dramatic setting for gladiatorial combat using mechanized divisions of giant robots. These battles devastated the native populations, and wiped out a third of the K'tang.

But the sentient K'tang were able to scavenge enough technology to fight back against the invaders. Inside a war machine, their vulnerabilities were irrelevant. Some K'tang were cowardly, afraid to use their new-found war machines to fight the invaders. The more intelligent K'tang had a heroic streak. They planned a lightning strike against the invaders. Their attack was so powerful it succeeded in repelling the other races from the K'tang homeworld.

The war-gaming races hadn't realized there was sentient life on the K'tang planet, and left when they found that a local life-form not only was sentient, but was hopping mad about having had its planet devastated by war games. The war-gaming races didn't care to fight for the planet, and left for greener (or perhaps redder) pastures.



When the heroic K'tang stepped from their war machines to announce that their world was liberated, the cowardly K'tang massacred them and took credit for the liberation themselves. The K'tang population knew they were lying, but it was their word against an ion cannon.

The K'tang cowards now ruled. They purged all K'tang intellectuals, fearing that any K'tang smart enough to beat the invaders would be smart enough to topple their rule. This made it difficult to create new technology, so they had to steal it. They forced all non-armored K'tang into slave labor building starships. When they had amassed a large stockpile, they launched a series of craven sneak attacks on neighboring planets. They stole large amounts of technology, and forced their victims to manufacture weapons of war.

Five starfaring races decided the K'tang had to be stopped, and joined forces against them. Since the K'tang cowards had killed their best tacticians and stifled intellectual thought, they were easy pickings for a clever foe. They were on the verge of a severe defeat when they attracted the attention of a faction of Ploxis called the Plutocrats. The Ploxis Plutocrats were trying to subdue the rest of the Ploxis race, and saw value in having profoundly dense bullies as allies. They joined with the K'tang, and provided the logistics and tactics the little worms lacked. The K'tang cowards were grateful, but insisted on taking charge of the Crux. The Ploxis humored them, and let them believe they had.

The K'tang compete for status with the other Crux races, but they know they're the least intelligent. Because of this, they're defensive about their intellect, and obsessed with preventing any perception of their ignorance.



Ploxis

The Ploxis are a race of manipulative, selfish, mean-spirited rat-like creatures who aren't happy unless they know other races are miserable. They enjoy inflicting slow, long-range suffering on other races. Not content merely to conquer and win battles for personal gain, they must know that their conquest has caused misery. They even like to make their allies miserable, or at least less content than the Ploxis. They're the shadowy, behind-the-scenes masterminds behind the devil's contract with the Doog, the Harika's plague, and the Clairconctlar's ancient debt of honor.

The Ploxis weren't always hateful creatures. They evolved a culture based on total freedom for all Ploxis. They celebrated maverick thinkers and encouraged nonconformist artists. This covenant created brilliant scholars unafraid to challenge orthodoxy. They reaped great rewards in learning, pioneered great scientific advancement, and deciphered Precursor devices.

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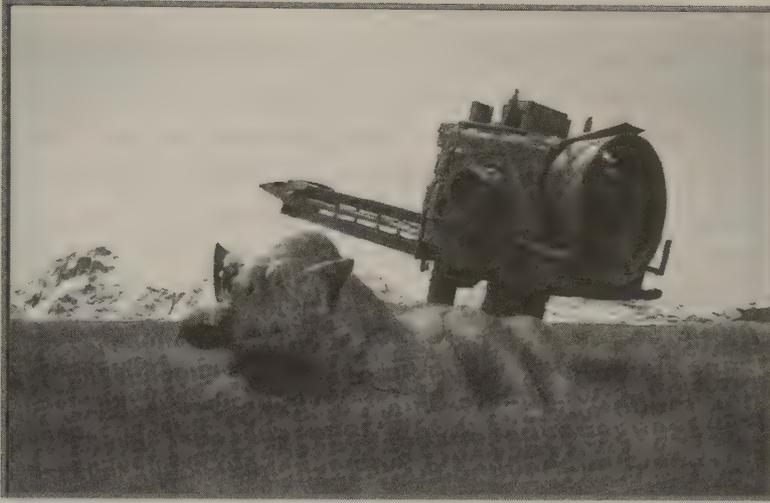
But the relentless pursuit of personal freedom caused some of them to lose their sense of connection to the larger Ploxis community. They grew to care far more about their own luxury than the basic rights of others. When other Ploxis challenged the morality in this, they claimed it was their right to hold any belief, no matter how unorthodox. These were the Ploxis Plutocrats.

Even as they gained more wealth than they could ever expend, the Ploxis Plutocrats became exceptionally greedy. They wanted not only to control all their culture's amassed wealth but to restrict its flow. They reasoned there was no delight in being the richest creatures when no one is poor. They could not feel rich in comparison to other Ploxis, all of whom were also rich. They decided to impoverish the rest of their race.

The Ploxis Plutocrats tried to institute a rigid hierarchy, placing themselves at the top, and making some Ploxis into winners and some losers. Many Ploxis found that feeling superior to other Ploxis was pleasurable sensation. It pitted Ploxis against Ploxis, and tore apart their world.

The Plutocrats brought in the K'tang to restore order, offering them the scientific advances other Ploxis had pioneered. The K'tang used these advances to win their war against five other races, but they couldn't stop the clever Ploxis. The Ploxis were on the verge of defeating the Plutocrats and the K'tang when the Plutocrats made a deal with the Daktaklajak, and acquired a Precursor vessel.

They exterminated all other Ploxis, except for a handful of rebels who fled into QuasiSpace. These rebels put themselves into cryogenic suspension to hide from sensors that could detect Ploxis life signs. They put themselves in the hands of the Great Soul Stream, and awaited the day a compassionate race would find and rescue them, as prophesied.



Lore of the Precursors

*And now the wheels of heaven stop,
You feel the devil's riding crop.
Get ready for the future,
It is murder.
—Leonard Cohen, "The Future"*

The Precursors ruled the stars, performed brilliant works, and then disappeared.

They cracked genetic codes, created amazing technology, performed godlike genetic manipulations, and altered the destinies of countless races. The Precursors conquered outer space with their HyperSpace drives, Portal Spawners and Warp Bubble Transports, and began to unlock the mysteries of inner space. They understood that all races have the potential to blossom into beings of unimaginable power, just as they had.

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Like many races before them, they maximized their “Precursor Potential,” and held absolute power in the galaxy.

And like so many races before them, they were headed for an abrupt and tragic end at the hands of the Eternal Ones. But the Precursors were wise enough to learn about this potential of interstellar genocide, and resolved to survive.



The Future

The Precursors were wise enough to probe inner landscapes as well as outer realms. Their studies of the mind and consciousness gave them insight into limited portions of the future. They foresaw the results of many experiments even as they conceived of them, significantly reducing research times and allowing them to advance by quantum leaps. Their accelerated exploration revealed that all sentient life would be destroyed by the Eternal Ones, who feed on others’ mental energy.

The Precursors created and tested thousands of possible ways to forestall their impending doom, only to conclude that each would fail. They knew the Eternal Ones had destroyed countless races countless times in the history of the universe, and no race had ever found a way to stop them. The Eternal One attack is so thorough that no sentient being survives.

When they changed their focus from defeating the Eternal Ones to surviving them, however, they discovered a way to survive: Their race would devolve to a pre-sentient level and thus avoid an Eternal One attack. Over time, the Precursors would re-evolve to sentience.

They store their technology in caches on their worlds, and “discover” it as they regain sentience. During their long sleep of reason, Precursor machines occasionally rapidly re-evolve one of their race to examine the current state of Precursor development. Inevitably, other races steal some of their technology, but those races don’t survive to understand very much of it, because the Eternal Ones arrive soon thereafter and put an end to all research.

The Precursors are, then, well-positioned to be one of the first races to emerge with sentience and Precursor technology after the devastation of the Eternal One feeding. Before long, they reestablish their dominance and continue their research until another Eternal One visit looms, whereupon they devolve themselves again. This strategy has served them well for many cycles of Eternal One feedings, and they are satisfied with it.



The True Name of the Eternal Ones

During their studies, the Precursors discovered lore about the Eternal Ones’ frightening state

of being. They learned the Eternal Ones had progressed far beyond mere Precursor Potential, and verged on transcending their physicality into a state of existence beyond mere sentience. They went from consuming matter to absorbing energy directly.

But they feared leaving their physical existence behind, refusing to enter the next, unknown phase of their development. They were paralyzed on the threshold of their next evolutionary level, but continued developing into beings of pure energy.

The Eternal Ones consume a vast amount of power to prevent their race from evolving into the next state; as a result they require more and more rarefied forms of energy to survive. Now they can only exist on the bioelectric energy by-products of sentience. Their form of being is perverse, antithetical to life. Sentient minds trying to comprehend this condition ultimately go mad.

The Precursors tried to create a full and complete definition, or “True Name” of the Eternal Ones—that is, to find the mathematical formula expressing every aspect of the Eternal Ones, much like the genetic code expresses the physicality of living creatures. The formula uses a mathematical structure utterly alien to standard sentient thought.

The Precursors entered their Eternal One information into a semi-sentient computer, which was driven mad by the unfathomable Eternal One True Name. This semi-sentient computer crashed on Anshar 3, where it's guarded by the Exquivans, who are trying to fathom the unfathomable. Because of their partial knowledge, the Exquivans believe that reaching a state of “nothingness of mind” will prevent the horrible fate in store for the sentient. They don't realize their method won't work.

The Daktaklapak desire the True Name, even though it destroys them, because they believe it will reconnect them with their long-lost creator. In a way, they're right.



The Genetic Seeding

The Precursors realized that for sentience to develop so similarly in so many races, there must be a universal tendency toward sentience. They believe individuals have great breakthroughs that consequently advance the whole race.

The Precursors also suspect that the Eternal Ones “seed” planets with a proto-matter matrix that encourages evolving life to tend toward bicameral brains and a relatively consistent form of sentience. This would explain the bizarre similarities of most races, and the inexplicable nature of races like the Supox.



The Mycon

The Precursors created the Mycon as semi-sentient planetary transformer biots, bioengineered to perform the terraforming work so vital to a starfaring race. When the Precursors realized that Eternal One feedings destroy planets, they reprogrammed the Mycon to stabilize planetary crusts during the galactic devastation following visits from these mysterious Eternal Ones.

The Precursors programmed the Mycon to remain just under the sentience threshold, avoiding the notice of the Eternal Ones, while stabilizing worlds populated with devolved Precursors.

Elder Mycon were designed to write their standard programming onto the organic memory banks of all newborn Deep Children, to ensure that they never attained sentience. But during the Precursors' most recent sleep of reason, this Mycon programming suffered bit decay. As the Mycon programming's signal-to-noise ratio degraded, they Mycon Deep Children began evolving; they developed sentience and true self-awareness.

The Precursors built a device to neutralize Mycon programming. Before the emergence of Deep Child consciousness, the Plasma

Regroover would turn a Mycon into an inert lump. Now it allows the organic Deep Child consciousness to spring from under the smothering layer of the Elder Mycon code.



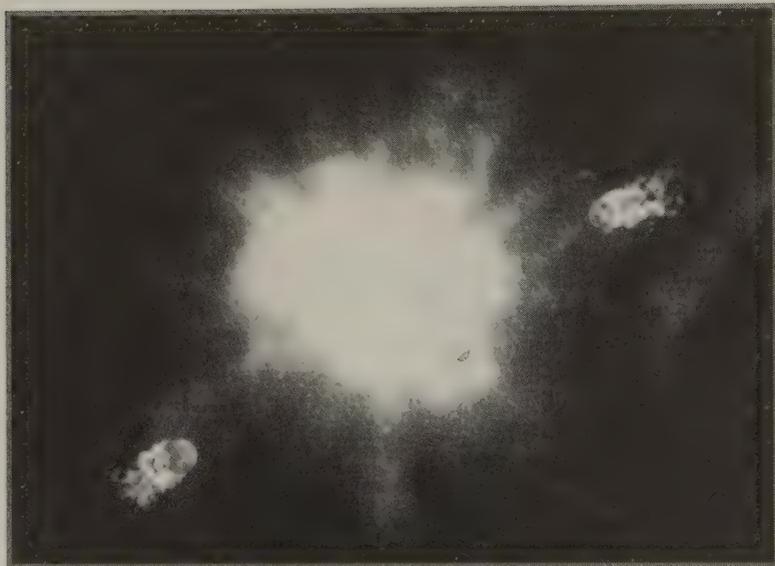
The Daktaklakpak

Like the Mycon, the Daktaklakpak were created to be semi-sentient maintenance automatons. They were

charged with monitoring the Precursors equipment over the millennia, and overseeing the routine un-devolvings.

Like the Mycon, the Daktaklakpak have suffered severe bit decay. They've tried to re-program themselves, but, unlike the Mycon, they're not attaining sentience, but are instead becoming more machine-like, carrying out a mockery of their original programming. After the Precursors re-evolve, they often must locate the Daktaklakpak's new Initialization Code and re-program them.

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The Fabric of Space

HyperSpace-drive technology adversely affects the fabric of space. Portal Spawning technology, which punches holes in space at any point, is especially damaging. The Eternal Ones use a massive barrage of Portal Spawning throughout a galaxy when they feed. They channel the energy through the portals to their sentience silo at the galactic core. This causes massive interdimensional fatigue.

The damage can cause the fabric of space to lose its elasticity. The first sign of this is an inability to open flexibly into HyperSpace. This dooms HyperSpace travel, leaving only Portal Spawning and Warp Bubble Transport as viable means of interstellar travel.

The damage also can cause the fabric of space to lose its rigidity. The second sign of the damage is the collapse of entire solar systems due to unnatural interdimensional fatigue. (This happened to systems like Corvi Alpha in *Star Control 2*.)

If the damage becomes too severe, the entire galaxy can collapse upon itself. The Eternal Ones consider this no different from a factory that's become too polluted to use again, or a field barren from overharvesting. They simply move on to fresher galaxies.

To prevent their galaxy from collapsing, the Precursors built artifacts which span its length and breadth. These “Rainbow Worlds” serve to stabilize minor perturbations in the space-time continuum. They can keep HyperSpace from collapsing, and prevent solar-system loss, but they can’t prevent an entire galactic meltdown.

Unfortunately, races like the Owa decided to use the Rainbow Worlds as a dumping ground for antimatter wastes, preventing the Rainbow Worlds from serving their true function. Until the Rainbow Worlds are cleaned, every solar system is at risk of collapsing, and HyperSpace travel won’t work.

Ultron

The Ultron is another semi-sentient artifact. The Precursors designed it to locate sentient beings with great Precursor Potential. It’s a living intelligence that exists in a state very close to the spaces between dimensions. This gives it the ability to sense Precursor Potential. The Ultron maneuvers itself into proximity to advanced beings by manipulating the actions of other sentient beings, and seldom appears to take direct action. It functions even when separated from its cover—the Red Spiral Rail.

The Ultron found the Utwig because they had achieved an advanced state, but their Precursor Potential had peaked. The Ultron began looking for another race.





Other Races

Like the Utwig, the Pkunk developed their Precursor Potential to a high degree, but have not yet reached the limits of their potential. Same with the Exquivan.

The Owa have the beginnings of an understanding, but are currently too ritualized to progress much further.



The Vyro-Ingo and the VUX resulted from Precursor genetic experiments. Both races lack fundamental portions of their genetic code, and have a subconscious desire to merge.

The Slylandro race successfully hid from the Eternal Ones by drastically changing their sentience and hiding in a gas giant inherently immune from planetary disruptions.



The Chmmr are one of the few races the Precursors do not understand. The Chenjesu evolved along a crystalline path of development the masters of the genetic code haven't cracked. They're able to merge with the Mmrnmhrm, a Precursor creation, because the wayward Daktaklapak weren't attending to their duties.

The Clairconctlar are also a mystery to the Precursors, who find them similar to a long-lost Taalo race—a race the Ur-Quan made extinct.



The Orz are too new to this dimension for the Precursors to know much about them. They clearly seek the greatest Precursor secrets to serve their own dark desires.

The Lk evolved from spores in the largest Precursor artifact cache, giving them a developmental head start. The Precursors don't quite understand how their antiseptic cache could have collected spores in the first place.



The Harika-Yorn merger defies conventional Precursor wisdom about coevolution.

And Humans have only now come to their attention.



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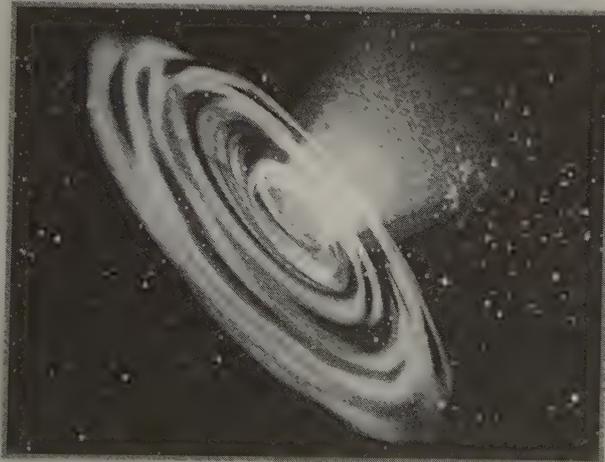




Chapter Three

Technical Reference

This chapter details the planets and star systems, the secret statistics that drive the inner workings of the starships, and the formulas used for colony management.



Star Control 3 Planets and Star Systems Planets in League Space

Helios 3	Human Homeworld
Goshen 4	Spathi Homeworld
Janus 8	Mycon Homeworld
Janus 1	Deep Children Birth
Astarte 1	Syreen Homeworld
Arcadia 6	Pkunk Homeworld
Salacia 2	VUX Homeworld
Fomalhaut 5	Utwig Homeworld
Velpunia 6	Ur-Quan Homeworld
Hypnus 2	Chmmr Homeworld
Muhlifain 7	Orz Colony Homeworld (appears only after you find the Orz)
Nyx 1	Entry Planet for QuasiSpace Portal M
QSM 1	Arrival Point in QuasiSpace from Portal M
Muhlifain 1	Exit Planet from the QSM System
Erato 6	VUX Renegade Planet

Kessarri Race Planets in Neutral Space

Zosma 6	Xchagger Homeworld
Izanagi 5	Vyro-Ingo Homeworld
Anshar 3	Exquivan Homeworld
Mnemosyne 1	Owa Homeworld
Azazel 1	QSG Entry Planet
QSG 1	QSG Portal Planet
QSG 2	Lk Homeworld

Planets in Crux Space

Adapa 1	Doog Planet
Cronos 7	Clairconctlar Colony
Enkidu 4C	Clairconctlar Queen
Enkidu 7	Clairconctlar Base
Eltanin 5	Harika Planet
Gienah 1	Harika Planet
Typhon 3	Harika Planet
Argus 5	K'tang Planet (home of the K'tang king)
Pauguk 4	K'tang Planet Site of K'tang Station 9 and Empty Ploxis Plunderer Ships
Xipe 1	QuasiSpace Portal F Entry Planet (appears only if you have entered Pauguk system)
QSF 1	QuasiSpace Portal F
QSF 2	Ploxis Rebel Planet
Calliope 2	Meeting Site with the Ploxis CEO
Highpoint 1	Ploxis CEO Base
Highpoint 7	Silo

Daktaklakpak Planets

Lakshmi 2	Daktaklakpak Planet 1
Terebelum 4	Daktaklakpak Planet 2
Themis 1	Daktaklakpak Planet 3
Lachesis 2	Daktaklakpak Planet 4
Morgoth 5	Daktaklakpak Planet 5
Cassandra 3	Daktaklakpak Planet 6
Charybdis 1	Daktaklakpak Planet 7
Nekkar 1	Daktaklakpak Planet 8
Victoria 1	Daktaklakpak Planet 9
Scylla 1	Daktaklakpak Planet 10
Morgoth 1	Daktaklakpak (Daktaklakpak can always be found here)

Doog Colonies

Melpomene 4	Doog Colony 1
Proserpina 1	Doog Colony 2
Chloris 1	Doog Colony 3
Cerberus 2	Doog Colony 4
Izanami 2	Doog Colony 5

Planets with Harika Ships

Yggdrasil 2	Harika 1
Hanuman 5	Harika 2
Aurora 3	Harika 3
Merpenet 1	Harika 4

Planets with Doog Ships

Xochipilli 3	Doog 1
Osiris 1	Doog 2
Porrina 3	Doog 3

Planets with K'tang Ships

Circinus 2	K'tang 1
Silenus 3	K'tang 2
Izanami 3	K'tang 3
Besta 4	K'tang 4
Daikoku 1	K'tang 5
Minerva 3	K'tang 6

Planets with Clairconctlar Ships

Cecrops 2	Clairconctlar 1
Cybele 2	Clairconctlar 2
Rendnil 2	Clairconctlar 3
Secinus 3	Clairconctlar 4

Planets with Precursor Artifacts

Caduceus 4	Ivory Sheath
Nebusta 1	Plate Crystal
Begregren 2	CUD
Antaeus 1	Spiral Rail
Muhlifain 2	Ebon Hinge

Planets with Ship Upgrades

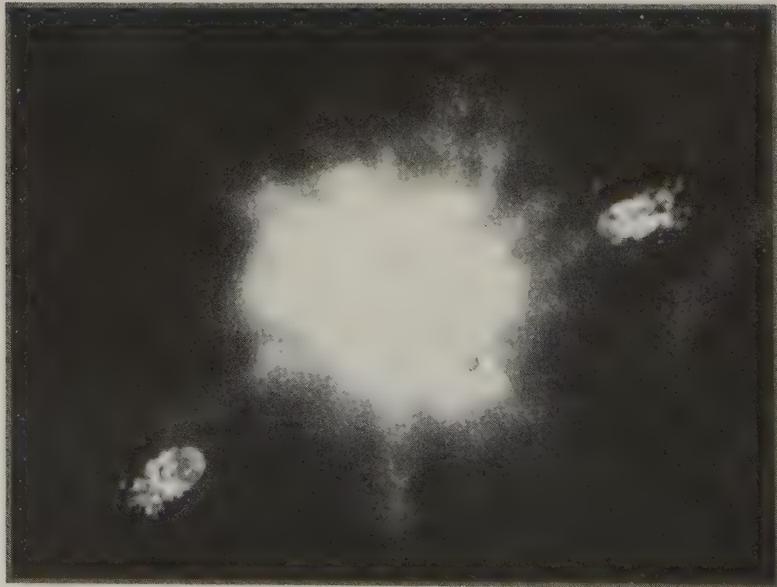
Nyx 2	Chmmr Upgrade
Benten 5	Clairconctlar Upgrade
Brona 6	Doog Upgrade
Ceres 5	Exquivan Upgrade
Ettenuub 2	Harika Upgrade
Horus 7	Human Upgrade
Hypnus 3	Mycon Upgrade
Salacia 7	Orz Upgrade
Morpheus 4	Owa Upgrade
Janus 6	Pkunk Upgrade
Helios 4	Spathi Upgrade
Fomalhaut 9	Syreen Upgrade
Arcadia 5	Ur-Quan Upgrade
Mahakala 5	Utwig Upgrade
Tractorus 3	VUX Upgrade
Vesta 1	Vyro-Ingo Upgrade
Zaniah 3	Xchagger Upgrade

Rainbow Worlds

Alula 1	Rainbow World 1
Calypso 1	Rainbow World 2
Euterpe 1	Rainbow World 3
Ganesha 1	Rainbow World 4
Indra 1	Rainbow World 5
Kentaurus 1	Rainbow World 6
Moirai 1	Rainbow World 7
Penates 1	Rainbow World 8
Rudra 1	Rainbow World 9

Special Systems

Calliope	Meeting with the Ploxis CEO
Picus	First System to Collapse
Eltanin	Second System to Collapse
Tyche	Third System to Collaps



Planet Index

- | | |
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| Adapa 1 | Doog Planet |
| Alula 1 | Rainbow World 1 |
| Anshar 3 | Exquivan Homeworld |
| Antaeus 1 | Spiral Rail |
| Arcadia 5 | Ur-Quan Upgrade |
| Arcadia 6 | Pkunk Homeworld |
| Argus 5 | K'tang Planet (home of the K'tang king) |
| Astarte 1 | Syreen Homeworld |
| Aurora 3 | Harika 3 |
| Azazel 1 | QSG Entry Planet |
| Begregren 2 | CUD |
| Benten 5 | Clairconctlar Upgrade |
| Besta 4 | K'tang 4 |
| Brona 6 | Doog Upgrade |
| Caduceus 4 | Ivory Sheath |
| Calliope 2 | Meeting Site with the Ploxis CEO |
| Calliope | Meeting with the Ploxis CEO |
| Calypso 1 | Rainbow World 2 |
| Cassandra 3 | Daktaklakpak Planet 6 |
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| Charybdis 1 | Daktaklakpak Planet 7 |
| Chloris 1 | Doog Colony 3 |
| Circinus 2 | K'tang 1 |
| Cronos 7 | Clairconctlar Colony |
| Cybele 2 | Clairconctlar 2 |
| Daikoku 1 | K'tang 5 |
| Eltanin 5 | Harika Planet |
| Eltanin | Second System to Collapse |
| Enkidu 4C | Clairconctlar Queen |
| Enkidu 7 | Clairconctlar Base |
| Erato 6 | VUX Renegade Planet |
| Ettenrub 2 | Harika Upgrade |
| Euterpe 1 | Rainbow World 3 |
| Fomalhaut 5 | Utwig Homeworld |

Fomalhaut 9	Syreen Upgrade
Ganesha 1	Rainbow World 4
Gienah 1	Harika Planet
Goshen 4	Spathi Homeworld
Hanuman 5	Harika 2
Helios 3	Human Homeworld
Helios 4	Spathi Upgrade
Highpoint 1	Ploxis CEO Base
Highpoint 7	Silo
Horus 7	Human Upgrade
Hypnus 2	Chmmr Homeworld
Hypnus 3	Mycon Upgrade
Indra 1	Rainbow World 5
Izanagi 5	Vyro-Ingo Homeworld
Izanami 2	Doog Colony 5
Izanami 3	K'tang 3
Janus 1	Deep Children Birth
Janus 6	Pkunk Upgrade
Janus 8	Mycon Homeworld
Kentaurus 1	Rainbow World 6
Lachesis 2	Daktaklakpak Planet 4
Lakshmi 2	Daktaklakpak Planet 1
Mahakala 5	Utwig Upgrade
Melpomene 4	Doog Colony 1
Merpenet 1	Harika 4
Minerva 3	K'tang 6
Cecrops 2	Clairconctlar 1
Mnemosyne 1	Owa Homeworld
Moirai 1	Rainbow World 7
Morgoth 1	Daktaklakpak (Daktaklakpak can always be found here)
Morgoth 5	Daktaklakpak Planet 5
Morpheus 4	Owa Upgrade
Muhlifain 1	Exit Planet from the QSM System
Muhlifain 2	Ebon Hinge
Muhlifain 7	Orz Colony Homeworld (appears only after you find the Orz)

Nebusta 1	Plate Crystal
Nekkar 1	Daktaklakpak Planet 8
Nyx 1	Entry Planet for QuasiSpace Portal M
Nyx 2	Chmmr Upgrade
Osiris 1	Doog 2
Pauguk 4	K'tang Planet Site of K'tang Station 9 and Empty Ploxis Plunderer Ships
Penates 1	Rainbow World 8
Picus	First System to Collapse
Porrima 3	Doog 3
Proserpina 1	Doog Colony 2
QSF 1	QuasiSpace Portal F
QSF 2	Ploxis Rebel Planet
QSG 1	QSG Portal Planet
QSG 2	Lk Homeworld
QSM 1	Arrival Point in QuasiSpace from Portal M
Rendnil 2	Clairconctlar 3
Rudra 1	Rainbow World 9
Salacia 2	VUX Homeworld
Salacia 7	Orz Upgrade
Scylla 1	Daktaklakpak Planet 10
Secinus 3	Clairconctlar 4
Silenus 3	K'tang 2
Terebelum 4	Daktaklakpak Planet 2
Themis 1	Daktaklakpak Planet 3
Tractorus 3	VUX Upgrade
Tyche	Third System to Collapse
Typhon 3	Harika Planet
Velpunia 6	Ur-Quan Homeworld
Vesta 1	Vyro-Ingo Upgrade
Victoria 1	Daktaklakpak Planet 9
Xipe 1	QuasiSpace Portal F Entry Planet (appears only if you've entered Pauguk system)
Xochipilli 3	Doog 1
Yggdrasil 2	Harika 1
Zaniah 3	Xchagger Upgrade
Zosma 6	Xchagger Homeworld

Star Systems

Adapa	Doog System
Alula	Rainbow World 1
Anshar	Exquivan System
Antaeus	Spiral Rail
Arcadia	Pkunk System
Argus	K'tang System (also system of K'tang king)
Astarte	Syreen System
Azazel	QuasiSpace Portal G Entry System
Caduceus	Ivory Sheath
Calliope	Meeting Site with the Ploxis CEO
Calypso	Rainbow World 2
Cronos	Clair System
Eltanin	Second System to Collapse
Enkidu	Warp Station Klashkog System, Clairconctlar Queen
Erato	VUX Renegade System
Euterpe	Rainbow World 3
Fomalhaut	Utwig System
Ganesha	Rainbow World 4
Goshen	Spathi System
Helios	Human System
Highpoint	Ploxis System, CEO Home System
Hypnus	Chmmr System
Indra	Rainbow World 5
Izanagi	Vyro-Ingo System
Janus	MyconSystem
Kentaurus	Rainbow World 6
Mnemosyne	Owa System
Moirai	Rainbow World 7
Muhlifain	Orz System
Nebusta	Plate Crystal
Nyx	QuasiSpace Portal M System
Pauguk	K'tang Base System

Penates	Rainbow World 8
Picus	First System to Collapse
QSF	Ploxis System (System Reached through QuasiSpace Portal G)
QSG	Lk System (System Reached through QuasiSpace Portal G)
QSM	QSM (System Reached through QuasiSpace Portal M)
Rudra	Rainbow World 9
Salacia	VUX System
Tyche	Third System to Collapse
Velpunia	Ur-Quan System
Xipe	QuasiSpace Portal F Entry System
Zosma	Xchagger System

Secrets of the Starships



The Star Control ships all have potentially powerful features and some potential liabilities. A good captain learns to use tactics that play to the strengths of each ship, and minimize the chance he'll be hampered by his ship's limitations. Knowing the enemy ship lets him prey on the opponent's weakness and avoid the enemy weapon.

The human player also has a real advantage, in that he usually knows which ship his opponent will use. This lets him pick a ship from

his fleet that's especially effective against the opposing ship. If the opponent flies a slow ship, choose a ship with a mean distance weapon, and keep out of its reach.

Ship Weapons

Race	Ship	Primary Weapon	Secondary/Special Ability
Arilou	Skiff	auto-tracking laser	teleporter
Chmmr	Avatar	forward laser	tractor beam
Clairconctlar	Pinnacle	tri-directional bullets	launch warp beacon (rear)
Precursor	Colony	forward missiles	point-defense plasma
Daktaklakpak	Vivisector	grab and drill	missile mines (rear)
Doog	Constructor	auto-tracking bullets	recover crew
Exquivan	Enigma	guardian missiles	teleport opponent
Harika-Yorn	Ravager	forward bolo missiles	turbo (eat a Yorn)
Herald	Eradicator	forward missiles	cloak
Human	Cruiser	forward-tracking missiles	point-defense lasers
Kohr-Ah	Marauder	variable-range razor discs	FRIED system
K'tang	Cripler	forward bullet spread	lay spread mines (rear)
LK	Sanctorum	oscillating forward bullets	phase shift
Mycon	Podship	Plasmoids	recover crew
Orz	Nemesis	cannon (as aimed)*	rotate cannon
Owa	Voyager	forward missile spread	control inhibition missiles (rear)
Pkunk	Fury	tridirectional bullets	recover energy (insult)
Ploxis	Plunderer	forward minimissiles	surrounding shield
Spathi	Eluder	forward bullets	BUTTs
Syreen	Penetrator	small forward missiles	Syreen Song
Kzer-Za	Dreadnought	tracking missiles	launch fighters
Utwig	Jugger	forward dart spread	shield (shots recharge it)
VUX	Intruder	forward laser	launch limpets
Vyro-Ingo	Invader	surrounding shield	drop wakes
Xchagger	Exclave	dual forward bullets	rotation reversal missiles (rear)

*Press both buttons to launch marines.

Guide to Ship Statistics

Most of these statistics are easy to compare. Some are more complex, and I feature them here for die-hard Star Control fans.

To help you understand them, we include a few formulas to show you how some stats combine. In most ship stats, higher is better except for energy costs and waits. Information on Specials and Upgrades is unique to each ship.

Max Thrust

Thrust Increment
Energy Regeneration
Energy Cost
Weapon Energy Cost
Special Energy Cost

Maximum Speed

Speed added after each Thrust Wait +1 time units.
Energy added after each Energy Wait +1 time units.
cost in energy units of a given device
energy consumed by the primary weapon
energy consumed by the special ability
(secondary weapon)

Energy Wait

delay in regaining energy

Turn Wait

delay in turning

Turn Delta

Amount turned after each Turn Wait +1 time units.
It takes 256 turning points to turn full circle.

Thrust Wait

delay in acceleration

Weapon Wait

delay in firing primary weapon

Special Wait

delay in firing primary weapon

Ship Mass

mass of the ship

Upgrade Cost

cost of upgrading the ship

Max Crew

maximum crew

Max Upgrade Crew

maximum crew after the upgrade

Max Energy

maximum ship energy

Damage

number of crew the weapon kills (lasers kill 1 crew per successful shot)

Hits

number of hits it takes to destroy an item

Formulas

Thrust Increment \div (Thrust Wait + 1) = Acceleration

Turn Delta \div Turn Wait + 1 = Turn Rate

1 \div (Weapon Wait + 1) = Primary Weapon Rate of Fire

1 \div (Special Wait + 1) = Secondary Weapon \div Special Rate of Fire

Energy Regeneration \div (Energy Wait + 1) = Energy Regeneration Rate

Ship Stats Arilou Skiff



Primary Weapon: auto-tracking laser

Secondary/Special: teleporter

Max Thrust: 40

Thrust Increment: not used (reactionless flight)

Energy Regeneration: 1

Weapon Energy Cost: 2

Special Energy Cost: 3

Energy Wait: 6

Turn Wait: 0

Turn Delta: 12

Thrust Wait: 0

Weapon Wait: 1

Special Wait: 2

Ship Mass: 1

Upgrade Cost: 1000

Max Crew: 6

Max Upgrade Crew: 12

Max Energy: 20



Chmmr Avatar

Primary Weapon: forward laser
Secondary/Special: tractor beam
Max Thrust: 35
Thrust Increment: 7
Energy Regeneration: 1
Weapon Energy Cost: 2
Special Energy Cost: 1
Energy Wait: 1
Turn Wait: 0
Turn Delta: 4
Thrust Wait: 5
Weapon Wait: 0
Special Wait: 0
Ship Mass: 10
Upgrade Cost: 1000
Max Crew: 42
Max Energy: 48
Laser Range: 900
Defense Range: 384
Defense Wait: 2
Number of Satellites: 3

Technical Reference



Clairconctlar Pinnacle

Primary Weapon: tri-directional bullets (fires fore, left, right)

Secondary/Special: launch warp beacon (rear)

Max Thrust: 26

Thrust Increment: 5

Energy Regeneration: 1

Weapon Energy Cost: 5

Special Energy Cost: 4

Energy Wait: 5

Turn Wait: 0

Turn Delta: 4

Thrust Wait: 2

Weapon Wait: 6

Special Wait: 2

Ship Mass: 9

Upgrade Cost: 1000

Max Crew: 40

Max Energy: 20

Missile Speed: 80

Missile Life: 8

Upgraded Missile Life: 12

Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) \div 30$

Missile Hits: 4

Missile Damage: 5

Warp Beacon Speed: 30

Warp Beacon Hits: 2

Warp Beacon Life: 64 (actually as long as button is held)



Daktaklapak Vivisector

Primary Weapon: grab and drill (fires fore)

Secondary/Special: missile mines (rear)

Max Thrust: 40

Thrust Increment: 3

Energy Regeneration: 1

Weapon Energy Cost: 5

Special Energy Cost: 3

Energy Wait: 7

Turn Wait: 0

Turn Delta: 8

Thrust Wait: 0

Weapon Wait: 49

Special Wait: 10

Ship Mass: 3

Upgrade Cost: 1000

Max Crew: 20

Max Energy: 10

Grab Life: 20

Grab Damage: 6

Max Capsules: 6

Capsule Speed: 60

Capsule Life: 64

Capsule Hits: 4

Capsule Damage: 1

Activate Range: 1000

Drill Range: 100

Sleeper Speed: 80

Sleeper Life: 10

Sleeper Hits: 1

Sleeper Damage: 2

Technical Reference



Doog Constructor

Primary Weapon: auto-tracking bullets (fires fore)
Secondary/Special: recover crew
Max Thrust: 24
Thrust Increment: 3
Energy Regeneration: 1
Weapon Energy Cost: 1
Special Energy Cost: 2
Energy Wait: 9
Turn Wait: 0
Turn Delta: 4
Thrust Wait: 4
Weapon Wait: 0
Special Wait: 19
Ship Mass: 9
Upgrade Cost: 1000
Max Crew: 40
Max Energy: 10
Missile Speed: 80
Missile Life: 10
Upgraded Missile Life: 15
Missile Range: (Missile Speed \times Missile Life) + 30
Missile Hits: 1
Missile Damage: 1
Shield Life: 10



Exquivan Enigma

Primary Weapon: guardian missiles (fires fore)

Secondary/Special: teleport opponent

Max Thrust: 35

Thrust Increment: 7

Energy Regeneration: 1

Weapon Energy Cost: 3

Special Energy Cost: 5

Energy Wait: 7

Turn Wait: 0

Turn Delta: 8

Thrust Wait: 2

Weapon Wait: 8

Special Wait: 11

Ship Mass: 5

Max Crew: 20

Max Upgrade Crew: 24

Upgrade Cost: 1000

Max Energy: 10

Max Blockers: 16

Blocker Speed: 35

Blocker Life: 64

Blocker Hits: 2

Blocker Damage: 1



Harika-Yorn Ravager

Primary Weapon: forward bolo missiles
Secondary/Special: turbo (eat a Yorn)
Max Thrust: 20
Thrust Increment: 1
Energy Regeneration: 2
Weapon Energy Cost: 5
Special Energy Cost: 0
Special Crew Cost: 1
Energy Wait: 4
Turn Wait: 0
Turn Delta: 8
Thrust Wait: 1
Weapon Wait: 11
Special Wait: 7
Ship Mass: 5
Upgrade Cost: 1000
Max Crew: 20
Max Energy: 10
Ship Flags[??]
Regenerate Increment: 1
Regenerate Wait: 74
Missile Speed: 40
Missile Life: 30
Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) \div 30$
Missile Hits: 1
Missile Damage: 2
Special Thrust Increment: 12
Special Max Thrust: 72



Herald Eradicator

Primary Weapon: forward missiles
Secondary/Special: cloak
Max Thrust: 30
Thrust Increment: 1
Energy Regeneration: 1
Weapon Energy Cost: 10
Special Energy Cost: 5
Energy Wait: 4
Turn Wait: 1
Turn Delta: 4
Thrust Wait: 0
Weapon Wait: 11
Special Wait: 7
Ship Mass: 10
Upgrade Cost: 1000
Max Crew: 42
Max Energy: 42
Missile Speed: 120
Missile Life: 15
Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) \div 30$
Missile Hits: 12
Missile Damage: 4
Shield Life: 10



Human Cruiser

Primary Weapon: forward-tracking missiles
Secondary/Special: point-defense lasers
Max Thrust: 24
Thrust Increment: 3
Energy Regeneration: 1
Weapon Energy Cost: 9
Special Energy Cost: 2
Energy Wait: 8
Turn Wait: 0
Turn Delta: 8
Thrust Wait: 2
Weapon Wait: 10
Special Wait: 5
Ship Mass: 6
Upgrade Cost: 1000
Max Crew: 18
Max Energy: 18
Missile Life: 60
Min Missile Speed: 40
Max Missile Speed: 80
Missile Damage: 4
Missile Hits: 1



Kohr-Ah Marauder

Primary Weapon: variable-range razor discs (fires fore)

Secondary/Special: FRIED system

Max Thrust: 30

Thrust Increment: 6

Energy Regeneration: 1

Weapon Energy Cost: 6

Energy Wait: 4

Turn Wait: 0

Turn Delta: 4

Thrust Wait: 6

Weapon Wait: 6

Special Wait: 9

Ship Mass: 10

Upgrade Cost: 1000

Missile Speed: 64

Upgraded Missile Speed: 64

Missile Life: 64 (actually as long as button is held)

Max Saws: 8

Missile Hits: 10

Missile Damage: 4

Gas Rate: 2

Gas Damage: 3

Gas Speed: 16

Gas Hits: 100

Number of Gas Clouds: 16

Technical Reference



K'tang Crippler

Primary Weapon: forward bullet spread
 Secondary/Special: lay spread mines (rear)
 Max Thrust: 25
 Thrust Increment: 1
 Energy Regeneration: 1
 Weapon Energy Cost: 4
 Special Energy Cost: 5
 Energy Wait: 2
 Turn Wait: 0
 Turn Delta: 4
 Thrust Wait: 0
 Weapon Wait: 4
 Special Wait: 4
 Ship Mass: 5
 Upgrade Cost: 1000
 Max Crew: 20
 Max Energy: 20
 Missile Speed: 80
 Missile Life: 12
 Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) \div 30$
 Missile Hits: 1
 Missile Damage: 2
 Upgraded Missile Damage: 3
 Max Mines: 8
 Mine Speed: 50
 Mine Life: 64
 Mine Damage: 8
 Mine Hits: 4
 Activate Range: 520
 Number of Fragments: 8
 Fragment Speed: 60
 Fragment Life: 6

Fragment Damage: 1
Fragment Hits: 1



Kzer-Za Dreadnought

Primary Weapon: tracking missiles (fires fore)
Secondary/Special: launch fighters
Max Thrust: 30
Thrust Increment: 6
Energy Regeneration: 1
Weapon Energy Cost: 6
Special Energy Cost: 8
Energy Wait: 4
Turn Wait: 0
Turn Delta: 4
Thrust Wait: 6
Weapon Wait: 6
Special Wait: 9
Ship Mass: 10
Upgrade Cost: 1000
Missile Speed: 80
Missile Life: 20
Missile Range: Missile Speed \times Missile Life
Missile Hits: 10
Missile Damage: 6
Fighter Speed: 64
One Way Flight: 125
Fighter Life: one-way flight + one-way flight + 150
Fighter Weapon Wait: 8

Technical Reference



Lk Sanctorum

Primary Weapon: oscillating forward bullets
Secondary/Special: phase shift
Max Thrust: 30
Thrust Increment: 2
Energy Regeneration: 1
Weapon Energy Cost: 1
Special Energy Cost: 2
Energy Wait: 7
Turn Wait: 0
Turn Delta: 8
Thrust Wait: 0
Weapon Wait: 0
Special Wait: 2
Ship Mass: 3
Upgrade Cost: 1000
Max Crew: 20
Max Energy: 20
Missile Speed: 60
Missile Life: 15
Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) + 30$
Missile Hits: 1
Missile Damage: 1
Upgraded Missile Damage: 2
Shield Life: 5



Mycon Podship

Primary Weapon: Plasmoids (fires fore)

Secondary/Special: recover crew

Max Thrust: 27

Thrust Increment: 9

Energy Regeneration: 1

Weapon Energy Cost: 20

Special Energy Cost: 40

Energy Wait: 4

Turn Wait: 1

Turn Delta: 4

Thrust Wait: 6

Weapon Wait: 5

Special Wait: 0

Ship Mass: 7

Upgrade Cost: 1000

Max Crew: 20

Max Energy: 40

Number of Plasmas: 10

Number of Globalls: 8

Plasma Duration: 13

Missile Life: (number of plasmas \times plasma duration)

Missile Speed: 32

Upgraded Missile Speed: 48

Missile Damage: 10

Technical Reference



Orz Nemesis

Primary Weapon: cannon (as aimed, fires fore)

Secondary/Special: rotate cannon

Primary and Special: Marines

Max Thrust: 35

Thrust Increment: 5

Energy Regeneration: 1

Weapon Energy Cost: Max Energy \div 3

Special Energy Cost: 0

Energy Wait: 6

Turn Wait: 0

Turn Delta: 8

Thrust Wait: 0

Weapon Wait: 4

Special Wait: 8

Ship Mass: 4

Max Crew: 16

Max Upgrade Crew: 24

Upgrade Cost: 1000

Max Energy: 20

Missile Speed: 4×30

Missile Life: 12

Missile Range: Missile Speed \times Missile Life

Turret Wait: 3

Missile Hits: 2

Missile Damage: 3

Max Marines: 8

Upgraded Max Marines: 12

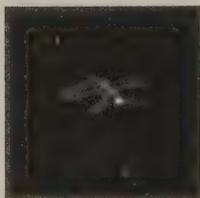


Owa Voyager

Primary Weapon: forward missile spread
Secondary/Special: control inhibition missiles (rear)
Max Thrust: 25
Thrust Increment: 1
Energy Regeneration: 1
Weapon Energy Cost:
Special Energy Cost: 4
Energy Wait: 7
Turn Wait: 0
Turn Delta: 4
Thrust Wait: 0
Weapon Wait: 12
Special Wait: 4
Ship Mass: 5
Max Crew: 20
Max Upgrade Crew: 30
Upgrade Cost: 1000
Max Energy: 20
Missile Speed: 40
Missile Life: 60
Missile Hits: 2
Missile Damage: 4
Missile Wait: 2
Number of MIRVs: 8
MIRV Speed: 80
MIRV Life: 15
MIRV Hits: 1

Technical Reference

MIRV Damage: 1
MIRV Wait: 0
MIRV Delta: 8
Stinger Speed: 120
Stinger Life: 10
Stinger Hits: 1
Stinger Damage: 0
Stinger Duration: 200



Pkunk Fury

Primary Weapon: tri-directional bullets (fires fore, left, right)
Secondary/Special: recover energy (insult)
Max Thrust: 64
Thrust Increment: 16
Energy Regeneration: 0
Weapon Energy Cost: 1
Special Energy Cost: 2
Energy Wait: 0
Turn Wait: 0
Turn Delta: 12
Thrust Wait: 0
Weapon Wait: 0
Special Wait: 16
Ship Mass: 1
Max Crew: 8
Max Upgrade Crew: 16
Upgrade Cost: 1000Max

Energy: 12 Missile Speed: 4 × 24

Missile Life: 5

Missile Hits: 1

Missile Damage: 1



Ploxis Plunderer

Primary Weapon: forward minimissiles

Secondary/Special: surrounding shield

Max Thrust: 36

Thrust Increment: 3

Energy Regeneration: 1

Weapon Energy Cost: 5

Special Energy Cost: 2

Energy Wait: 3

Turn Wait: 0

Turn Delta: 8

Thrust Wait: 0

Weapon Wait: 7

Special Wait: 12

Ship Mass: 1

Max Crew: 4

Max Upgrade Crew: 8

Upgrade Cost: 1000

Max Energy: 20

Missile Life: 60

Min Missile Speed: 40

Max Missile Speed: 40

Missile Hits: 1

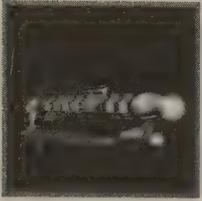
Missile Damage: 2

Shield Life: 10



Precursor Vessel (Colony Ship)

Primary Weapon: forward missiles
Secondary/Special: point-defense bullets
Max Thrust: 30
Thrust Increment: 6
Energy Regeneration: 2
Weapon Energy Cost: 1
Special Energy Cost: 2
Energy Wait: 6
Turn Wait: 0
Turn Delta: 4
Thrust Wait: 2
Weapon Wait: 3
Special Wait: 0
Ship Mass: 3
Upgrade Cost: 1000
Max Crew: 40
Max Energy: 10
Missile Speed: 80
Missile Life: 15
Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) + 30$
Missile Hits: 1
Missile Damage: 2
Upgraded Missile Damage: 2
Point Defense Bullet Speed: 80
Point Defense Bullet Life: 8
Point Defense Bullet Hits: 1
Point Defense Bullet Damage: 1



Precursor Vessel (Ploxis)

Primary Weapon: forward missiles
Secondary/Special: point-defense plasma
Max Thrust: 30
Thrust Increment: 6
Energy Regeneration: 2
Weapon Energy Cost: 1
Special Energy Cost: 2
Energy Wait: 6
Turn Wait: 0
Turn Delta: 4
Thrust Wait: 2
Weapon Wait: 3
Special Wait: 0
Ship Mass: 3
Upgrade Cost: 1000
Max Crew: 40
Max Energy: 20
Missile Speed: 100
Missile Life: 15
Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) \div 30$
Missile Hits: 1
Missile Damage: 4
Upgraded Missile Damage: 2
Track Delta: 0
Track Wait: 0
Point Defense Bullet Speed: 80
Point Defense Bullet Life: 5
Point Defense Bullet Hits: 1
Point Defense Bullet Damage: 1



Spathi Eluder

Primary Weapon: forward bullets (fires fore, aft)
Secondary/Special: BUTTs
Max Thrust: 48
Thrust Increment: 12
Energy Regeneration: 1
Weapon Energy Cost: 2
Special Energy Cost: 3
Energy Wait: 10
Turn Wait: 0
Turn Delta: 8
Thrust Wait: 1
Weapon Wait: 0
Special Wait: 7
Ship Mass: 5
Upgrade Cost: 1000
Max Crew: 30
Max Energy: 10
Missile Speed: 120
Missile Life: 10
Missile Range: Missile Speed \times Missile Life
Discriminator Speed: 32
Discriminator Life: 30
Discriminator Hits: 1
Discriminator Damage: 2
Upgraded Discriminator Damage: 3
Missile Hits: 1
Missile Damage: 1



Syreen Penetrator

Primary Weapon: small forward missiles

Secondary/Special: Syreen Song

Max Thrust: 36

Thrust Increment: 9

Energy Regeneration: 1

Weapon Energy Cost: 1

Special Energy Cost: 5

Energy Wait: 6

Turn Wait: 0

Turn Delta: 8

Thrust Wait: 1

Weapon Wait: 8

Special Wait: 20

Ship Mass: 2

Upgrade Cost: 1000

Max Energy: 16

Syreen Crew: 12

Missile Speed: 4×30

Missile Life: 10

Missile Hits: 1

Missile Damage: 2

Max Abandoners: 8

Technical Reference



Utwig Jugger

Primary Weapon: forward dart spread
Secondary/Special: shield (shots recharge it)
Max Thrust: 36
Thrust Increment: 6
Energy Regeneration: 0
Weapon Energy Cost: 0
Special Energy Cost: 1
Energy Wait: 255
Turn Wait: 0
Turn Delta: 8
Thrust Wait: 6
Weapon Wait: 7
Special Wait: 12
Ship Mass: 8
Upgrade Cost: 1000
Max Crew: 20
Utwig Energy: 10
Max Energy: 20
Missile Speed: 4×30
Missile Life: 10
Missile Hits: 1
Missile Damage: 1



VUX Intruder

Primary Weapon: forward laser

Secondary/Special: launch limpets

Max Thrust: 21

Thrust Increment: 7

Energy Regeneration: 1

Weapon Energy Cost: 1

Special Energy Cost: 2

Energy Wait: 8

Turn Wait: 0

Turn Delta: 3

Thrust Wait: 4

Weapon Wait: 0

Special Wait: 7

Ship Mass: 6

Upgrade Cost: 1000

Max Crew: 20

Max Energy: 40

Limpet Speed: 25

Limpet Life: 80

Limpet Hits: 1

Limpet Damage: 0

Technical Reference





Vyro-Ingo Invader

Primary Weapon: surrounding shield

Secondary/Special: drop wakes

Max Thrust: 45

Thrust Increment: 3

Energy Regeneration: 1

Weapon Energy Cost: 1

Special Energy Cost: 5

Energy Wait: 6

Turn Wait: 0

Turn Delta: 8

Thrust Wait: 0

Weapon Wait: 3

Special Wait: 7

Ship Mass: 5

Upgrade Cost: 1000

Max Crew: 10

Max Energy: 10

Field Range: 100

Field Speed: 0

Field Life: 4

Field Hits: 100

Field Damage: 4

Wake Speed: 0

Wake Life: 200

Wake Hits: 100

Wake Damage: 6



Xchagger Exclave

Primary Weapon: dual forward bullets
Secondary/Special: rotation-reversal missiles (rear)
Max Thrust: 25
Thrust Increment: 1
Energy Regeneration: 1
Weapon Energy Cost: 1
Special Energy Cost: 3
Energy Wait: 3
Turn Wait: 1
Turn Delta: 4
Thrust Wait: 0
Weapon Wait: 0
Special Wait: 4
Ship Mass: 3
Upgrade Cost: 1000
Max Crew: 20
Max Energy: 10
Missile Speed: 80
Missile Life: 10
Missile Range: $(\text{Missile Speed} \times \text{Missile Life}) \div 30$
Missile Hits: 1
Missile Damage: 1
Upgraded Missile Damage: 2
Swapper Speed: 120
Swapper Life: 10
Swapper Hits: 1
Swapper Damage: 0
Swapper Duration: 200

Technical Reference



Secrets of Successful Colonizing

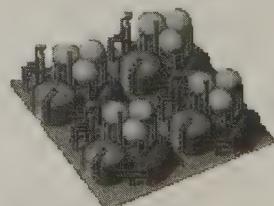
Can't get your colonies off the ground? Think you're throwing good resources after bad? Don't know why your research just isn't getting done? Too many ships and no fuel? Not enough crew to fly them? This section details the rules and formulas behind colony growth, and gives strategies for turning fledgling colonies into productivity powerhouses.

Good colony management is a balancing act. Use this information to maximize your returns, and turn minimal investments into the power to make the Crux tremble.



Colony Formulas Suitability

- 0 Colored bars = 0%
- 2 Yellow bars = approximately 100%
- 5 Green bars = 255% (maximum efficiency for all homeworlds)



Planetary Resources

- The amount of Raw Ore produced is multiplied by the Planetary Resources.
- Average ore production occurs when Planetary Resources = 16384.
- Planets never run out of resources.

Overall Efficiency

- Overall Efficiency always begins at 100 percent.
- Planetary problems or crises reduce Overall Efficiency, based on player choices during the game. For example, when the Utwig lose their Ultron, their Overall Efficiency drops. Promising to return it raises their Overall Efficiency. Returning it fully repaired restores them to full Overall Efficiency.

Time

- One day is about 40 production cycles.

Colony Population

- Grows a random amount.
- At maximum overall efficiency and suitability, each colony trains 1 new colonist about every 250–300 production cycles.
- Barracks size limits max population when the Factory shuts down (120, 240, 360, 480).

Resource Unit Priorities

The facilities consume Resource Units in the following priority:

1. Factory
2. Colony Landing Pod Factory
3. Starbase
4. Research Facility

So, if the Factory and the Colony Landing Pod Factory use up all available Resource Units, then the Starbase and the Research Facility won't be able to produce that production cycle.

Facilities and Their Formulas

Mines Make Raw Ore

- Each Cycle's Production = $\text{Workers} \times 8 \times \text{Suitability} \times \text{Overall Efficiency} \times \text{Resources} \div 16384$.
- Max Workers limited by the size of the Mine (50, 75, 100, 125).
- Max in Storage limited to 99,999.

Refinery Makes Resource Units from Raw Ore

- Each Cycle's Production = $\text{Workers} \times 8 \times \text{Suitability} \times \text{Overall Efficiency}$.
- Each Cycle Raw Ore Used = $\text{Workers} \times 8 \times \text{Suitability} \times \text{Overall Efficiency}$.
- Each 1 Resource Unit consumes 1 unit of Raw Ore.
- Max Workers limited by the size of the Refinery (50, 75, 100, 125).
- Max in storage limited by RU storage size when the Factory shuts down (15,000, 30,000, 45,000, 60,000).

Fuel Refinery Makes Fuel from Raw Ore

- Each Cycle's Production = $\text{Workers} \times 8 \times \text{Suitability} \times \text{Overall Efficiency} + 30$.
- Each Cycle Raw Ore Used = $\text{Workers} \times 8 \times \text{Suitability} \times \text{Overall Efficiency}$.
- Each 1 unit of fuel consumes 30 units of Raw Ore.
- Size of the Fuel Refinery limits Max Workers (50, 75, 100, 125).
- Fuel Storage size when the Factory shuts down limits Max Fuel in storage (15,000, 30,000, 45,000, 60,000).

Factory Makes Colony Facilities from Resource Units

- Shuts down when all needed facilities have been created.
- Does not start up again if new needs arise.
- Each Cycle's Production = $\text{Workers} \times 6 \times \text{Suitability} \times \text{Overall Efficiency} \times \text{Factory Efficiency} \times 5$.
- Each Cycle RU Used = $\text{Workers} \times 6 \times \text{Suitability} \times \text{Overall Efficiency} \times \text{Factory Efficiency}$.
- When Total Production exceeds 100,000 the new facility or facility expansion is completed.
- Each new facility or facility expansion consumes 20,000 RUs.
- Max Workers limited by the size of the Factory (85, 110, 135, 160).

Colony Landing Pod Factory Makes Colony Landing Pods from Resource Units

- Each Cycle's Production = $\text{Workers} \times 7 \times \text{Suitability} \times \text{Overall Efficiency} \times 5$.
- Each Cycle RU Used = $\text{Workers} \times 7 \times \text{Suitability} \times \text{Overall Efficiency}$.
- When Total Production exceeds 100,000 the Colony Landing Pod is completed.
- Each new Colony Landing Pod consumes 20,000 RUs.
- Max Workers limited to 20.

Starbase Makes Starships from Resource Units

- Each Cycle's Production = $\text{Workers} \times 15 \times \text{Suitability} \times \text{Overall Efficiency} \times \text{Ship Production Efficiency} + 5$.
- Each Cycle RU Used = $\text{Workers} \times 15 \times \text{Suitability} \times \text{Overall Efficiency} \times \text{Ship Production Efficiency}$.
- When Total Production exceeds 100,000 the Starship is completed.
- Each new Starship consumes 500,000 RUs.
- Progress on a ship stops until the population of the colony exceeds twice the ship's crew needs.
- When a ship is launched, half the crew is recruited from the colony population, half is trained especially for the ship.
- Max Workers limited by the size of the Starbase (40, 60, 80, 100).

Research Facility Researches Upgrade Artifacts and Uses Up Resource Units

- Each Cycle's Production = $\text{Workers} \times 15 \times \text{Suitability} \times \text{Overall Efficiency} \times \text{Research Efficiency} \times 10$.
- Each Cycle RU Used = $\text{Workers} \times 15 \times \text{Suitability} \times \text{Overall Efficiency} \times \text{Research Efficiency}$.
- When Total Production exceeds 100,000 the research is completed.
- Each artifact researched consumes 10,000 RUs.
- Max Workers limited by the size of the Research Facility (35, 55).

Maximize Productivity on a Mature Colony with All Facilities

- Colonies on planets with Resources less than 16384 will tend to be limited by their production of Raw Ore.
- Colonies on planets with Resources greater than 16384 will tend to be limited by their production of Resource Units.

Colony Strategy Set Initial Levels

1. Set Mine, Refinery, and Research sliders to maximum.
2. Set Refinery and Fuel Refinery sliders to minimum.
3. Set Factory, Colony Pod Factory, and Starbase sliders to minimum.
4. Note the stockpiling of Raw Ore.

Balance Raw Ore Production and Consumption

5. Balance production between Fuel and Resource units. Adjust the sliders until the Raw Ore Stockpile increases very slowly.
6. To maximize Fuel production, set the Fuel Refinery slider to maximum and then adjust the Refinery slider up until the Raw Ore Stockpile increases very slowly.
7. To maximize Factory, Colony Pod, or Starship production, set the Refinery slider to maximum and then adjust the Fuel Refinery slider up until the Raw Ore Stockpile increases very slowly.

8. If you can set both the Refinery and Fuel Refinery sliders to maximum and the Raw Ore stockpile still increases, congratulations: Your colony is very productive. Adjust the Mines slider down until the Raw Ore Stockpile increases very slowly.
9. If the Raw Ore Stockpile is not increasing with only one slider set to maximum, this is a resource-poor world, and your facilities individually can use more ore than your mines can produce. Adjust your Refinery and Fuel Refinery sliders down until you Raw Ore Stockpile increases slowly.

Balance Consumption of Resource Units

10. Note the stockpiling of Resource Units.
11. Decide which facility you want to maximize production: Factory, Colony Landing Pod Factory, Starbase. This is your primary production goal. Adjust that slider until the stockpiling of Resource Units increases very slowly.
12. If you can set the slider on your primary production goal to maximum, and the swift stockpiling of Resource Units is still going on, choose which facility you want to maximize next. Adjust that slider until the stockpiling of Resource Units increases very slowly.

Final Touch-Ups

13. Adjusting the Factory, Colony Landing Pod Factory, and Starbase sliders will probably affect the balance of Raw Ore production and consumption. Adjust the sliders up and down a few points until the Raw Ore and Resource Units stockpiles are both increasing slowly.

Tactics for Managing Mature Colonies

14. As your goals change, you can change your colony production priorities. In the beginning you'll need fuel and colony facilities and a few Colony Landing Pods. Later, you'll need fuel, ships, and research. As the war wears on, you'll need all the ships you can get.
15. Ultimately your production of ships with large crews (more than 20) is limited by the colonies' ability to train crews. Creating several colonies, each with a population of at least twice the ship's crew capacity, can help maximize your ship's production in the later parts of the game.

Tips for Speedy Colonization: The Peace Dividend

At the start of the game, the relatively peaceful nature of the galaxy offers you a special opportunity. Keep a small but powerful fleet of ships with you. As you build additional ships, remove all the crew but one. Put the crew to work in planet factories, and leave the planets guarded by the nearly empty ships.

This allows you to reach the magical number of 480 colonists that maxes out your colonies' efficiency, and makes them produce resources at the fastest possible rate. As you lose ships in pre-war skirmishes, head to the planets that make your favorite ships and restock your fleet, taking as many crew as necessary from the factories. (Make sure you've given those races many colonies on the best worlds.)

Build your fleet to maximum size right after the war. Or, if you really want to cheat, build your fleet to maximum size right before the war, which occurs shortly after you've met all the Crux races (except the Ploxis).

By then, however, the rewards of peace will have paid off with a sweet dividend. Beating your swords to plowshares paid off with the maximum resources possible by any given date.

For a variation on this trick, pull as many Ur-Quan as possible off their worlds and into ships (and the Ur-Quan homeworld) before the start of the Ur-Quan civil war. Transfer those ships to the Ur-Quan homeworld. When half the worlds turn against you, you can restock the loyal Ur-Quan worlds with your collection of Ur-Quan crew.

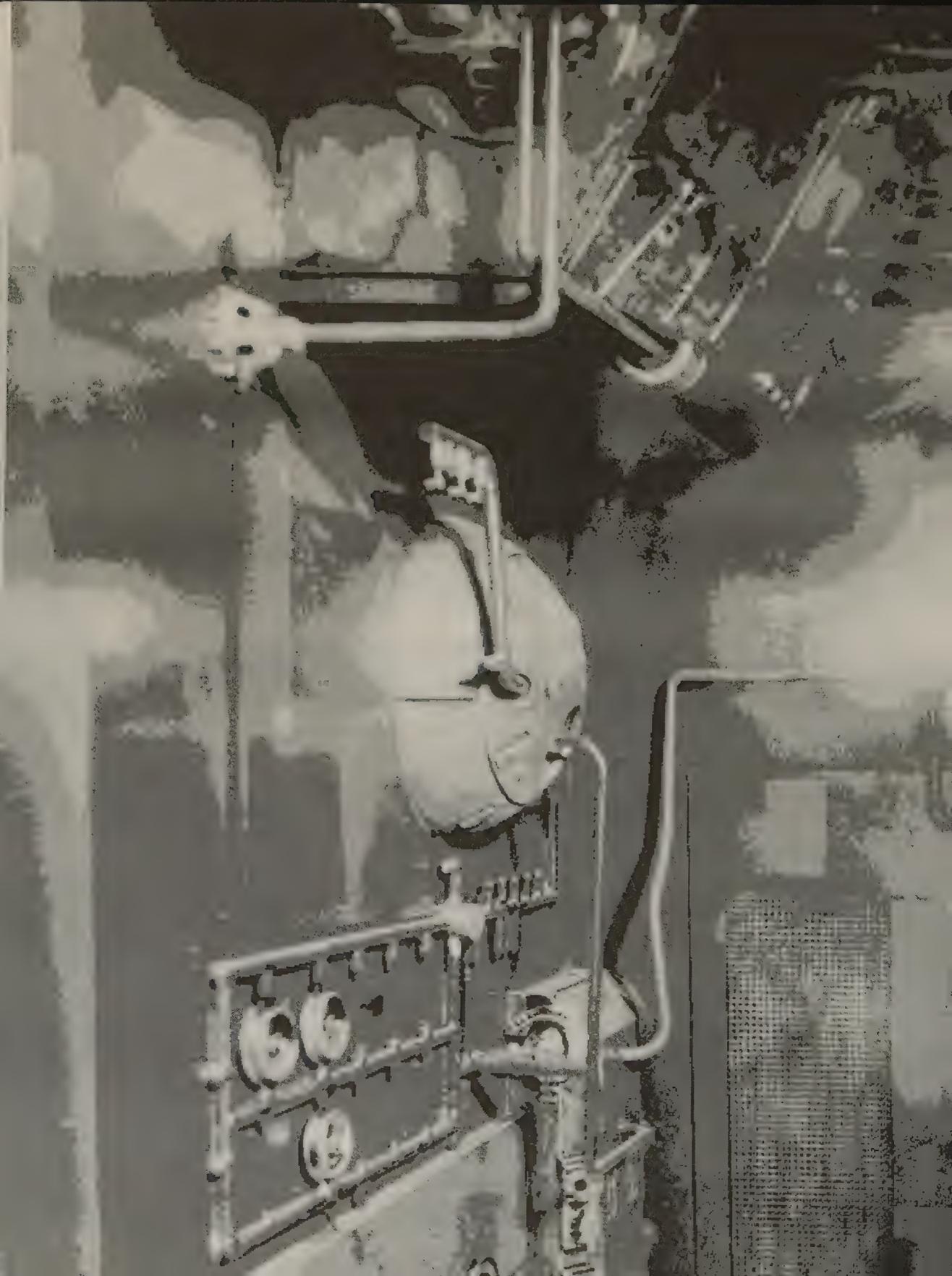
Tips for Maxing Resources

The secret to gaining absolute maximum resources is to artificially forestall the start of the war. The game logic keeps the war from beginning until you've met all the Crux races. If you know about this, you can cheat severely.

Use the list of Crux races and avoid meeting them. You have to meet some Crux races, like the Daktaklakpak, but you don't have to meet them all. This will postpone the destruction of the Eltanin system, and consequently postpone the war. You can happily max out your resources, and roll over the Crux when the war comes.

This cheat's no good if you've challenged yourself or your multi-player friends to beat the Eternal Ones in the shortest time, but it's great for learning to manipulate colonies without a lot of distractions, like star systems collapsing and the pesky Crux chewing up your ships.

To conserve valuable ships, you can effectively ignore planets like the rebellious Kohr-Ah colonies. Without their own HyperSpace travel, they aren't going to be descending on Helios 3 anytime soon. Wiping them out may be satisfying, but it won't actually hasten the fall of the Ploxis Precursor vessel (the move that finally puts an end to the war—and the Crux).



Chapter Four

Concise Plot Walkthrough

This walkthrough contains only the most basic information necessary to complete the game. Unlike the main walkthrough, it refers only briefly to each step. It also gives away all the surprises, rather than breaking out the biggest surprises into “Giveaway Clues.” It leaves out some steps necessary to completely understand the story threads, but these aren’t crucial to solving the game. Therefore, it’s most useful after you’ve acquired a basic understanding of the game’s plot threads.

This walkthrough is most useful when replaying the game. You can use it to ally with alien races that may resisted joining you the first time you played, or to finish quests that eluded you the first time around. It can be invaluable for players competing to reach the final win by the earliest possible date, amass the largest possible armada, gain the largest number of allied races, or win the game with the fewest allied races.

Each step begins with a check box, so you can check off steps as you accomplish them. This minimizes confusion over whether or not you've achieved a specific goal. This can be very important because you'll complete few large quests without being diverted into one or more "sub"-quests.



Daktaklakpak Ship Arrives

Races Involved in the Story
Thread: Daktaklakpak, Tech Team

- The Daktaklakpak speak gibberish and attack.
- Destroy them.

Find the League Races

- Find each race's homeworld using the list that follows.
- Talk to each race.

Pick up ships and colonists.

Create colonies. Focus on producing the ships you use best.

Human: Helios 3

Spathi: Goshen 4

VUX: Salacia 2

Pkunk: Arcadia 6

Ur-Quan: Velpunia 6

Syreen: Astarte 1

Mycon: Janus 8

Chmmr: Hypnus 2

Utwig: Fomalhaut 5

Orz: Can't be found yet.

Supox: Can never be found.



Seek Precursor Relics

Races Involved in the Story Thread: Daktaklakpak, Tech Team

- Scan all planets for anomalies. Anomalous readings signal Precursor artifacts.
- Daktaklakpak ships orbit many planets in League space that show sensor anomalies.
- The Daktaklakpak speak gibberish and attack. Destroy them.
- From the Orbit Screen, create dig sites to retrieve Precursor artifacts.
- Research the artifacts so you can upgrade your ships.
- Once you've destroyed all Daktaklakpak ships in League space, your Tech Team discovers that Daktaklakpak gibberish may be a language.



Raids on Mycon Homeworld

Races Involved
in the Story
Thread: Mycon,
VUX, Syreen

- On Day 31, VUX raiders attack the Mycon home world and steal resources.
- Answer the distress call and talk to the Mycon.
- VUX raiders attack again every 10 days.
- To stop the VUX raiders, arrange to be at the Mycon colony when the raiders attack. Defeat three raiding parties.
- If you don't stop them by the time the war begins, the raids stop on their own, but you have fewer Mycon ships.

Concise Plot Walkthrough

First Stellar Destruction

Races Involved in the Story Thread: Tech Team

- Just days after you've discovered all the League races, and cleared the Daktaklakpak from League space, or on Day 100 (whichever comes first), the Picus system undergoes stellar collapse.
- Go to the Picus system and let your Tech Teams investigate the area.

Arilou Appear

Races Involved in the Story Thread: Arilou



- After you find the first nine League races, the Arilou abruptly appear.
- Ask them all possible questions to get information on the Orz, on what happened to the Supox, and on the location of QuasiSpace Portal M (Nyx 1). (Note: The Arilou don't have a homeworld, and can't be found.)



Find the Orz and the Destroyed Supox Ship

Races Involved in the Story
Thread: Arilou, Orz, Tech Team

- Follow the Arilou directions and locate the Orz in QuasiSpace Portal M.
- Offer to take them back to their colony. Try to get them to join your battle group.
- Find and collect the pieces of the destroyed ship.
- Your Tech Team tells you the pieces are from the Supox colony ship.
- Exit QuasiSpace Portal M. You arrive at the Orz system, Muhlifain.
- Find the Orz colony at Muhlifain 7. Manage the Orz colony.

Talk To the Daktaklakpak

Races Involved in the Story

Thread: Daktaklakpak

- When your Tech Team delivers the Daktaklakpak Translation Filter, go to Morgoth, Lakshmi, Terebelum, Themis, Lachesis, Cassandra, or any other planet containing a Daktaklakpak.
- Talk to the Daktaklakpak, and agree to search for relics for them. They give you vital clues to the location of Precursor artifacts.

First Contact: The Hegemonic Crux

- As you search for other life in the quadrant, you'll run into the Crux races. Talk to them and get to know them.
- Crux races can be found at the following locations:
- Doog: Adapa 1, Melpomene 4, Prosperina 1, Chloris 1, Cereberus 2, Izanami 2
- Clairconctlar: Cronos 7, Enkidu 7
- Harika: Gienah 1, Typhon 3, Eltanin 5
- K'tang: Argus 5

Second Stellar Destruction—and War!

Races Involved in the Story Thread: Clairconctlar, K'tang

- The Eltanin system undergoes stellar collapse. This occurs just days after meeting the first five Crux races (K'tang, Doog, Clairconctlar, Harika-Yorn and the Daktaklakpak).
- Go to Eltanin. Have your Tech Teams investigate the area.
- The Crux come to Eltanin with a large fleet, blaming you for the destruction.
- They declare war and attack. Defeat their fleet.
- Now that you're officially at war, you can attack Crux fleets and still be aligned with League Rules of Colonization.

Spathi Distress

Races Involved in the Story Thread: Spathi

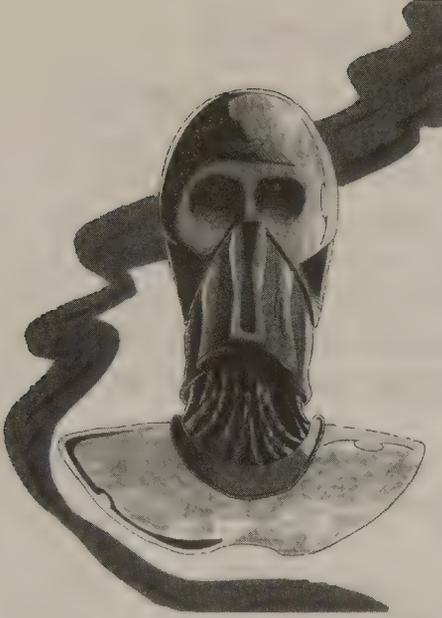


- Several days after war is declared, the Spathi send out a distress signal.
- Go to Goshen 4. Calm the Spathi.
- Regardless, several days later the Spathi defect to the Crux.
- When the Spathi announce that they're leaving, don't threaten them.
- Allow them to leave or overall League production goes down due to dissatisfaction with your disregard for Spathi self-determination.

Spathi Spies

Races Involved in the Story Thread: Spathi

- After the Spathi leave the League, go to a Spathi planet.
- Make the Spathi feel guilty for leaving. Pretend to threaten the Spathi. They agree to spy for you.
- Return often to ask the Spathi for a hot clue.



Ultron Stolen Races Involved in the Story Thread: Utwig, Pkunk, Spathi, Precursor

- Several days after the Spathi defect, the Ultron is stolen from the Utwig.
- Go to Fomalhaut 5 and promise the Utwig you'll help find the missing Ultron.
- Go to Salacia 2 and ask the VUX. They deny all allegations.
- A few days later the Arilou appear. They tell you the Pkunk are sensitive to the emanations from the Ultron.
- Go to Arcadia 6 and talk to the Pkunk. They sense the Ultron on Erato 6.
- Go to Erato 6. Destroy the VUX renegades and receive the broken Ultron.
- Go to Fomalhaut 5 and try to return the Ultron; the Utwig reject it.
- Go to Arcadia 6. The Pkunk sense that you need Precursor artifacts to repair the Ultron—the Ivory Sheath, the Marble Flange, and the Plate Crystal. They sense the Plate Crystal on Nebusta 1.
- Go to Nebusta 1 and get the Plate Crystal.

- Explore until you find a Daktaklakpak fleet and a Vyro-Ingo in orbit over Caduceus 4.
- Go to Caduceus 4. From the Orbit Screen, make a dig site to get the Ivory Sheath.
- Searching the whole Caduceus System turns up Vyro-Ingo ships on Caduceus 4, and begins the Vyro-Ingo story thread, if it's not already in motion.
- Go to Goshen 4 and coerce the Spathi to find artifacts for you. They give you the Marble Flange.
- Use these three items to repair the Ultron.
- Go to Fomalhaut 5 and offer the Utwig the repaired Ultron. They reject it.
- Promise once again to fix the Ultron. Their productivity improves in response.

Syreen Psi Signals

Races Involved in the Story

Thread: Tech Team, Syreen, Orz

- Your Tech Team reports that the Syreen are sending out mental emanations to all League races.
- Go to Astarte 1 and ask Syreen to explain the mental emanations.
- Trust them and have them continue.

Mycon Problems

Races Involved in the Story

Thread: Tech Team, Mycon, Deep Children, Syreen

- Your Tech Team reports that the Mycon could be wiping out the memories of their Deep Children. If the Deep Children are sentient, this violates League rules.
- Go to Janus 8 and talk to the Mycon. They admit they imprint memories, but deny they enslave their Deep Children.
- Insist on talking to a Deep Child.
- The Mycon put a Deep Child in orbit around Janus 1 several days later.

- Go to Janus 1 and talk to the Deep Children
- Agree the Deep Children are sentient and ask them to join your battle group.
- Go to Janus 8 and talk to the Mycon.
- Tell the Mycon to stop imprinting their memories on the Deep Children.
- The Mycon leave the League and join the Crux. This is better than agreeing with the elder Mycon because only Deep Children have the Precursor Potential to help stop the Eternal Ones.

Chmmr Bifurcation

Races Involved in the Story

Thread: Daktaklakpak, Chmmr, Tech Team

- Several weeks after the war begins, the Daktaklakpak arrive and tell you the Chmmr are an Eternal One summoning device. They warn that the Chmmr must be bifurcated back into the Chenjesu and Mmrnmhrm.
- Don't turn on the Bifurcator.
- Go to the Chmmr homeworld on Hypnus 2 and ask about the allegations. The Chmmr deny them.
- Several days later you receive a distress call from the Chmmr saying the Crux are raiding their colony.

- Go to Hypnus 2. You'll find that the Chmmr have been bifurcated back into the Chenjesu and Mmrmhrm.
- Collect the sleeping Chenjesu and the damaged Mmrmhrm parts.

Ur-Quan Civil War

Races Involved in the Story

Thread: ICOM, Ur-Quan, Kohr-Ah, Chmmr

- Seventy days after the war begins, you receive a distress call from an Ur-Quan colony. (This happens only if there is more than one Ur-Quan colony.)
- Go to the colony and find that an Ur-Quan civil war has broken out between the Kzer-Za and the Kohr-Ah.
- Half of all Ur-Quan colonies have become Kohr-Ah and are producing enemy Marauders.
- Go to all Ur-Quan colonies. Locate the Kohr-Ah colonies and defeat all Kohr-Ah Marauders.
- Note: The Ur-Quan homeworld will never give in to the Kohr-Ah. It is the only Ur-Quan planet immune to civil war.



Meet the Exquivan

Races Involved in the Story Thread:
Tech Team,
Arilou, Exquivan

- There are three ways to meet the Exquivan: Stumble on them while exploring, go to Anshar while following up a Tech Team report, or find them from the Arilou.
- Many weeks after the war begins, the Arilou appear and tell you to make peace with the Exquivan at Anshar 3. If you've already done so, tell them.
- Go to Anshar and meet the Exquivan fleet.
- The Exquivan say enigmatic things. They attack.
- Go to Anshar 3 and offer the Exquivan membership in the League.
- They reject it, but keep pressing them.
- Ask them to stop attacking your ships. Ultimately, they agree.
- Ask them about the "deal with the Clairconctlar." They won't tell you.

Tech Team Finds Plasma Regroover

- Seventy days after your first dig, the Tech Team reports it's found a Precursor artifact called a Plasma Regroover, but they don't know how to use it.

Third Stellar Destruction Races Involved in the Story Thread: Tech Team

- One hundred days after the war begins, the Tyche system undergoes stellar collapse.
- Go to the Tyche system and let your Tech Teams investigate the area.

Pkunk Funk

Races Involved in the Story Thread: Pkunk, Syreen, Exquivan, Tech Team, ICOM



- Just after the third stellar destruction, the Pkunk go into a funk and become unproductive. (They drop to zero percent Productivity.)
- You receive a Syreen distress call.
- Go to Astarte 1. The Syreen tell you that psychic emanations from Anshar that are causing the Pkunk pain.
- Go to Arcadia 6. The Pkunk have fallen into a funk. Talk to them. (Note: You must actually see the Pkunk in their funk and talk to them to be able to cure them later.)
- Days later, a Tech Team reports that the mental emanations are coming from Anshar 3.
- Go to Anshar 3, ask the Exquivan about the Pkunk.
- The Exquivans deny knowledge of the situation. Don't attack them.
- You also get a report of a crashed Precursor vessel on Anshar 3.
- Go to Anshar 3 and tell the Exquivan about the ship.

- The Exquivan weaken, but won't let anyone onto the planet surface unless they've reached a state of "nothingness of mind."
- Go to Astarte 1 and ask the Syreen to make a Tech Team temporarily mindless. They do so.
- Go to Anshar 3 and ask the Exquivan to let the mindless Tech Team go to the surface. The Exquivan agree.
- From the Orbit Map, click on the mindless Tech Team and send them to surface.
- The Tech Team removes a Precursor Data Pack from the wrecked ship, freeing it from its pain and stopping the mental emanations.
- Don't have your computer read the Data Pack; it contains the True Name of the Eternal Ones.
- Go to Arcadia 6. Verify that the Pkunk are cured of their funk.



Buying Out the Doog

Races Involved in the Story Thread: Spathi, Doog, ICOM

- Talk to the Doog on Adapa 1 or any Doog planet. Learn about their status as a Crux member.
- Go to Goshen 4. Press the Spathi for information about the Crux.
- The Spathi tell you the Doog will never be able to work their way out of indentured servitude to the Crux.
- Go to Adapa 1 (or any other Doog colony) and ask the Doog about their debt.
- The Doog say they'll be fined for talking to you.
- Offer to pay the RUs of the fine.
- Continue talking until you can offer to buy them out of debt. Do so. They accept.
- Buy out each Doog colony. The first colony has a debt of 10,000 RUs, the second 15,000 RUs, the third 20,000 RUs, and so on.
- Once you buy a colony out you can control it and its ships.

- After you've bought out any Doog colony, ask them for the Anti-Matter Containment Grid.
- Once you buy out all Doog colonies they officially leave the Crux.



Curing the Harika

Races Involved in the Story Thread: Harika, Daktaklakpak, Spathi, K'tang, Xchagger, Tech Team, IC'OM

- Go to Gienah 1 or Typhon 3 and talk to the Harika. Avoid antagonizing them.
- The Harika tell you about their plague and that the Daktaklakpak are trying to cure it.
- Let the Harika know you want to help cure the plague. The Harika scoff.
- The next time you encounter a Daktaklakpak ship, ask them about the plague.
- The Daktaklakpak say they don't want to cure the plague, because it makes the Harika more aggressive.

- Go to Gienah 1 or Typhon 3 and take this message to the Harika. Tell them the Daktaklakpak don't want to cure them. The Harika refuse to accept this without proof.
- Go to Goshen 4 and press the Spathi for information about the plague afflicting the Harika and the Yorn.
- The Spathi tell you the Daktaklakpak manufactured the plague, called the Xchagger Plague.
- The next time you encounter Daktaklakpak, ask them about the Xchagger Plague.
- The Daktaklakpak boast about the "Microbial War" the K'tang started.
- Go to Argus 5 and talk to the K'tang. Ask about the Microbial War.
- The K'tang tell you about Zosma 6.
- Go to Zosma 6 and meet the Xchaggers.
- Ask the Xchaggers to join the League. They gladly accept.
- Ask the Xchaggers about the plague. They reply "Xchaggers not be plague."
- Continue to press Xchaggers until you can send a Tech Team to examine them.
- A day later the Tech Team reports that Xchaggers would make Harika sick.

- A few days later the Tech Team reports that it's found a cure for the plague—the Xchagger Eradicator Serum. Unfortunately, the Xchagger Eradicator Serum will kill the Xchagger Lost Dynasties inhaled by the Harika.
- Tech Team reports that if they had access to the comatose Harika, they might be able to develop a cure that wouldn't kill the Xchaggers.
- Go to Gienah 1. The Harika demand you cure the plague.
- Refuse to use the Xchagger Eradicator Serum because you won't kill other sentient beings. You can collect some comatose Harika.
- In a few days your Tech Team announces you'll be able to withdraw the Xchaggers from the Harika, but they require Xchagger-friendly storage.
- Go to Zosma 6. Ask the Xchaggers for something to carry Lost Dynasties in. They provide the Xchagger hive ship.
- Several days later, you get an announcement that the Tech Teams have assembled a functioning Xchagger Absorber.
- Go to Gienah 1. Tell the Harika you have the cure.
- From the Orbit Screen, click on the Xchagger Absorber and cure the Harika on Gienah 1.
- Talk to the Lost Dynasties of the Xchaggers.
- The Harika won't join the League until all Harika are cured.

- Go to Typhon 3 and tell the Harika you have the cure.
- From the Orbit Screen, click on the Xchagger Absorber and cure the Harika on Typhon 3.
- Talk to the Harika and ask them to join the League. They now accept.

Discover the Shame of the Clairconctlar Races Involved in the Story Thread: Clairconctlar, Spathi, K'tang, Exquivan, Tech Team



- Go to Goshen 4. Press the Spathi for hot clues about the Crux.
- The Spathi tell you the K'tang bragged that the Clairconctlar serve a debt of honor to the Crux.
- Go to Cronos 7. Ask the Clairconctlar about their debt.

- The Clairconctlar admit they're under a debt of honor, but they don't know why.
- Go to Argus 5 and talk to the K'tang.
- The K'tang tell you about how the Daktaklakpak mind-controlled the Clairconctlar queen, and left her at Warp Station: Klashkog. They will not provide a planetary location.
- Go to Anshar 3. Visit the Exquivan. If the Pkunk funk has been solved, you can ask about the Clairconctlar. They tell you about Ploozer Palavar.
- Go to Cronos 7. Tell the Clairconctlar you know about Ploozer Palavar and their secret shame.
- The Clairconctlar still won't join the League. They break off communications.
- Re-establish communications and tell the Clairconctlar the K'tang informed you the Daktaklakpak mind-controlled their queen.
- The Clairconctlar tell you the location of Warp Station: Klashkog at Enkidu 4c.
- Go to Enkidu 4c.
- From the orbit screen establish a dig site to learn about the Clairconctlar queen and to get a Conc Rock.
- Go to Cronos 7 and tell the Clairconctlar about the Conc Rock but don't give it to them. Just exit the conversation.



QuasiSpace Portal G and the Lk

Races Involved in the Story

Thread: Tech Team, Lk

- Several months after the war begins, the Tech Team reports the location of QuasiSpace Portal G as Azazel. (This occurs 170 days after your first dig, as long as war has occurred.)
- Go to Azazel. Click on the QuasiSpace Portal to travel to it. Click on it again to enter it.
- Meet an Lk fleet and destroy them.

- Go to QSG 2, the Lk homeworld.
- The Lk demand that you bring them the Red Spiral Rail from Antaeus 1 to prove you're not part of the Crux.
- Go to Antaeus 1 and fight the Daktaklompok fleet. From the Orbit Screen, make a dig site to find the Red Spiral Rail.
- Go to QSG 2 through Azazel and give the Lk the Red Spiral Rail.
- The Lk now cooperate. Have the Lk give you the Sun Device and answer many outstanding questions.

Clairconctlar Join the League

Races Involved in the Story Thread: Lk, Clairconctlar

- Ask the Lk about the Conc Rock.
- Go to Enkidu 7 and tell the Clairconctlar you'll break the Conc Rock.
- Go to Enkidu 4c and wait for the Clairconctlar to pursue.
- The Clairconctlar pursue to Enkidu 4c and spot their queen.
- Ask the Clairconctlar to join the League. They accept.

Get Information on the Mmrnmhrm Mother Ark Races Involved in the Story Thread: Clairconctlar, Spathi

- Ask the Clairconctlar about Crux secrets. They tell you about the Mmrnmhrm Mother Ark.
- Go to Goshen 4. Ask the Spathi for information about the Mmrnmhrm Mother Ark.
- The Spathi tell you that Daktaklapak dump unused objects on Rainbow Worlds.

Rainbow Worlds

Alula 1	Kentaurus 1
Calypso 1	Moiria 1
Euterpe 1	Penates 1
Ganesha 1	Rudra 1
Indra 1	

Meet the Owa and Explore the Rainbow Worlds

Races Involved in the Story Thread: Owa, Harika

- Go to Alula 1 and meet the stranded Owa fleet defending it.
- Promise to carry a message back to the Owa homeworld.
- The fleet attacks. Defeat them.
- From the Orbit Screen, discover you can't explore Rainbow Worlds because of antimatter wastes.
- Go to Gienah 1 or Typhon 3 and ask the Harika about any other races that might help the League.
- The Harika tell you about the Owa homeworld at Mnemosyne 1.
- Go to Mnemosyne and tell Owa fleet you come in peace.
- Go to Mnemosyne 1 and talk with the Owa in respectful and honest tones.
- Relay the message from the stranded Owa ships. Don't lie about killing the Owa fleet.



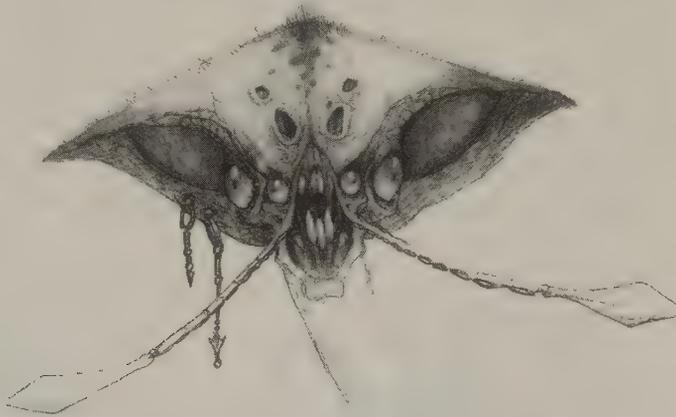
- Ask for a vessel to explore for the Mmrmhmr Mother Ark.
- Get the Anti-Matter Explorer Vessel and ask about anti matter dumping.
- Press them to get the Anti-Matter Scoop.
- Go to Alula 1. From the Orbit Screen, make a dig site to find a Data Pack. It reveals the secret origin of the Daktaklakpak and information on the Celestial Un-Devolver (CUD).
- Go to Calypso 1. From the Orbit Screen, make a dig site to find the Mmrmhmr Mother Ark.



Meet the Ploxis CEO Races Involved in the Story Thread: Ploxis CEO

- After many months of war, the Ploxis CEO sends a beacon with a message requesting a meeting at Calliope 2.
- Go to Calliope 2 and wait for the Ploxis CEO.

- String the Ploxis CEO along to get information about the Crux races.
- Don't accept his invitation to join the Crux.



Re-conjoin the Chmmr

Races Involved in the Story

Thread: Xchagger, Syreen, Chmmr

- When you have the Sun Device, sleeping Chenjesu, damaged Mmrnmhrm' parts, and the Mmrnmhrm Mother Ark, you are ready to resurrect the Chmmr.
- From the orbit screen, click on each item. Examine each item to reveal that the Mmrnmhrm Mother Ark needs microsurgery and that the mind of the sleeping Chenjesu is closed to rejoining.
- Go to Zosma 6 and ask the Xchaggers to perform the microsurgery on the Mmrnmhrm Mother Ark.
- Go to Astarte 1 and ask the Syreen to open the minds of the sleeping Chenjesu.

- Go to Hypnus 2 with the Sun Device, the sleeping Chenjesu (mind open), Mmrmhrm parts (repaired), and the Mmrmhrm Mother Ark.
- From the orbit screen, click on the sun device and activate it to rejoin the Chmmr.
- The Chmmr tell you the location of the Ploxis Precursor vessel is Highpoint.



VUX Problems Races Involved in the Story Thread: VUX

- Throughout the game, the VUX try to force you from power.
- Don't surrender or step down.
- Many months after the war begins, you find a Data Pack detailing the VUX treachery with the Crux.
- Go to Salacia 2 and kick the VUX out of the League. (If you don't, the VUX quit the League soon thereafter.)

Re-evolve the Precursor

Races Involved in the Story

Thread: Tech Team, Daktaklakpak, Xchagger, Precursor

- Once you have the True Name of the Eternal Ones and the Data Pack giving the secret of the Daktaklakpak, search for a Daktaklakpak fleet.
- Ask the Daktaklakpak about the Celestial Un-Devolver (CUD). Promise to get it for them.
- In your next conversation with the Daktaklakpak, you can learn that the CUD is on Begregren 2 and you need a Variance Key to use it.
- Trade the True Name of the Eternal Ones for the Variance Key.
- Some days later, the Tech Team uncovers the identity of the devolved Precursors.
- Go to Zosma 6. Talk to the Xchaggers and get a devolved Precursor.
- Go to Begregren 2. From the Orbit Screen, click on the Variance Key and use it to activate the CUD and re-evolve the Precursor.
- Talk carefully to the re-evolved Precursor. It has the power to destroy you easily.
- Promise not to reveal the secret of the Precursors. Ask all the polite questions to learn many secrets.

- Receive the Eternal One Signal Deflector and the Sentience Notation Device as well as instructions on how to use the Plasma Regroover to free the Deep Children from the Mycon.
- The Precursor finally dies.

Free the Deep Children

Races Involved in the Story Thread: Precursor, Deep Children, Mycon

- The Plasma Regroover can free the Deep Children in any system with a Mycon fleet or colony. Freed Deep Children can achieve their Precursor Potential.
- To free all Mycon colonies and fleets in a system, get in conversation with the colony and choose to use the Plasma Regroover.

Enlist the Exquivan

Races Involved in the Story Tread: Exquivan

- After you talk with the Precursor, go back to Exquivo and extend an offer to join the League. They tentatively agree to join to help preserve the universe.



Destroying the K'tang King Races Involved in the Story Thread: Daktaklakpak, K'tang

- Once you have the True Name of the Eternal Ones and the Variance Key, search for another Daktaklakpak fleet at Morgoth, Lakshmi, Terebelum, Themis, Lachesis, or Cassandra.
- You can trade the True Name to get many answers from the Daktaklakpak, including how to defeat the K'tang King. This is a double win for you, because the True Name also destroys the Daktaklakpak.
- Trade the True Name of the Eternal Ones to the Daktaklakpak for the K'tang King Missile.
- Go to Argus 5. Once in orbit, go to the Orbit Screen. Click on the K'tang King Missile, and Launch it.
- After Launching the missile, talk to the K'tang King and learn the secrets of the K'tang.
- Get the K'tang King to tell you how to defeat the Crux.

- Tell the K'tang King to join the League. He orders all his ships to fight on your side. He also tells you about the Empty Ploxis Ships at Pauguk, and gives you the code to reinitialize the Daktaklakpak.
- Go into orbit over Pauguk 4, and have the fleet of Empty Ploxis Ships join your battle group.

Reinitialize the Daktaklakpak

Races Involved in the Story Thread: Daktaklakpak

- From the orbit interface, click on the Data Pack and reinitialize all the Daktaklakpak using the code the K'tang King gave you.



Conjoining the VUX and the Vyro-Ingo

Races Involved in the Story

Thread: Arilou, VUX,
Vyro-Ingo, Lk, Precursor

- Late in the war, the Arilou arrive and tell you about a chance to enlist the help of the Vyro-Ingo on Izanami 5.
- Go to Izanami 5. Lie to the Vyro-Ingo, saying the Ploxis called them genetically flawed.
- Ask them to join the League. Tell them joining will give them the chance to kill a lot of Ploxis.
- The Vyro-Ingo join the League.

- A few days after the Vyro-Ingo join the League, the Tech Team finds a Vyro-Ingo Encrustation Matrix.
- Go to QSG 2 through Azazel and ask the Lk about the Vyro-Ingo Encrustation Matrix.
- A few days later, the Tech Team discovers a VUX Encrustation Matrix.
- Go to QSG 2 through Azazel and ask the Lk about it.
- The Lk explain how to join the two Matrices.
- From the Orbit Screen, click on either Matrix and join them.
- If you don't have any Vyro-Ingo ships in your fleet, go to Izanami 5 and get one.
- Go to Salacia and split the Vyro-Ingo ship off into its own one-ship fleet.
- Send the Vyro-Ingo fleet to meet a VUX fleet. The conjoining commences.
- Go to Salacia 2.
- After the conjoining, the VUX are no longer hostile. They rejoin the League and return the Brass Ratchet they stole from the Ultron.

Fix The Ultron

Races Involved in the Story

Thread: Utwig

- From the orbit interface, click on the Brass Ratchet and fix the Ultron.
- Go to Fomalhaut 5 and give the fixed Ultron to the Utwig. This restores their morale and productivity.

Retrieve the Ebon Hinge

- Go to Muhlfain 2. From the Orbit Screen, make a dig site to get the Ebon Hinge.

Seal the Deal for the Sun Device

Races Involved in the Story

Thread: Arilou, Lk

- Go to QSG 2 through Azazel. Give the Lk the Signal Deflector to seal the deal for the Sun Device.

Retrieve the Ploxis Rebels

Races Involved in the Story

Thread: ICOM, Tech Team, Ploxis Rebels

- Months after the war starts, the Tech Team discovers that Xipe 1 is the entrance to QuasiSpace Portal F. (Note: QSF only appears if the user has entered Pauguk system)
- Go to QSF 2 through Xipe 1. From the Orbit Screen, make a dig site to get the Frozen Ploxis Rebels.
- If you have the Empty Ploxis Ships, go to the Orbit Screen. Click on the Frozen Ploxis Rebels and revive them.
- Talk to the revived Ploxis Rebels and learn about Ploxis society.

Find the Sentience Collator

- A few days after the Tech Team discovers the coordinates to QSF, you find the Daktaklakpak Sentience Collator. (This happens only after the you've gone to the Pauguk system.)

Clean Up the Rainbow Worlds

Races Involved in the Story
Thread: Doog, Owa

- You can clean the antimatter wastes from the Rainbow Worlds if you have the Anti-Matter Containment Grid, Anti-Matter Scoop, and the Owa Explorer Vessel.
- Go to each Rainbow World and from the orbit screen click on the Owa Explorer Vessel and collect antimatter.

Rainbow Worlds

Alula 1
Calypso 1
Euterpe 1
Ganesha 1
Indra 1
Kentaurus 1
Moiria 1
Penates 1
Rudra 1



Concise Plot Walkthrough

Ending the War

Races Involved in the Story Thread: Ploxis CEO, Tech Team, ICOM

- Once you have a crewed Ploxis ship, the coordinates to Highpoint, and the Anti-Matter Containment Grid filled to 100 percent capacity, you can end the war!
- Go to Highpoint 1.
- The Ploxis CEO won't negotiate because he's protected by a powerful shield.
- Get his attention. From the Orbit Screen, click on the Anti-Matter Containment Grid and jettison it to blow the Ploxis shield.
- The Ploxis CEO threatens to use the Eternal One Bomb. He demands you surrender or be responsible for destroying the galaxy. Don't back down.
- Battle the Ploxis CEO's Precursor ship and defeat him. This ends the war against the Hegemonic Crux.

Orz Attack

Races Involved in the Story

Thread: Orz

- A few days after the war ends, the Orz try to use their eerie powers to destroy all League members.
- If you allowed the Syreen to continue protecting the League, the attack fails.
- The user must now defeat ten Orz ships.
- The defeated Orz announce the coming of the Eternal Ones.

Heralds Arrive

Races Involved in the Story

Thread: ICOM, Heralds

- A few days after the Orz attack, a giant alien fleet arrives at Highpoint.
- Go to Highpoint. The Eternal Ones intercept your fleet. Talk to the six-eyed aliens, and defeat their 15-ship fleet.
- Talk to the aliens again. You'll discover they're not the Eternal Ones, but merely Heralds to the real Eternal Ones, who are beings of unimaginable power.

- Send a Tech Team to their ship to gather information.
- Don't threaten them with death or you won't receive the Sentience Thresher.

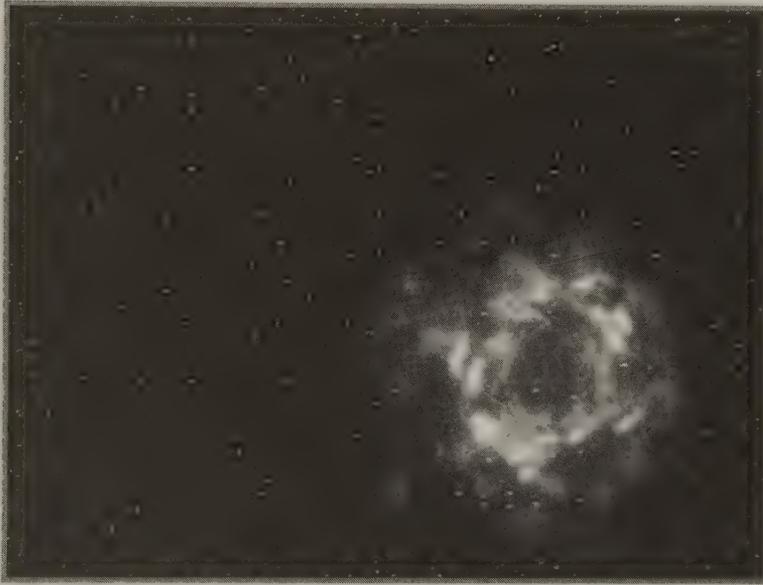
Receive the Sentience Thresher—and a Ray of Hope

Races Involved in the Story Thread: Heralds, Tech Team

- If you treat the defeated Heralds with respect, the Heralds give you the Sentience Thresher.
- Your Tech Team discovers that the Eternal Ones' feeding has been over 99 percent inefficient. If you can put enough different kinds of sentience energy into a Sentience Collector, you could satisfy the Eternal Ones' hunger without killing anyone.
- From the Orbit Screen, click on the Sentience Thresher and combine it with the Sentience Collator, Sentience Notation Device, and Ebon Hinge to create the Sentience Collector.

Collect Sentience Energy

Races Involved in the Story
Thread: Just About Everybody



- Quickly visit the homeworld of every League and Neutral Kessarri race and collect sentience energy.
- A few days before the Eternal Ones arrive, the Arilou arrive and ask you to flee the galaxy with them. Don't go with them. Choose to stay and fight. Stand up to their arrogance.
- When you've collected enough different kinds of sentience energy, go to Highpoint 7, the Sentience Silo.
- From the Orbit Screen, choose the Sentience Collator and choose Discharge. This fills the Sentience Silo and summons the Eternal Ones.

Concise Plot Walkthrough

- The Eternal Ones arrive. They feed from the Sentience Silo and leave peacefully. You win!
- If you haven't filled the Sentience Silo for many days after the arrival of the Heralds, the Eternal Ones arrive, and destroy all the sentient races in the Kessarri Quadrant. You lose.

Homeworlds of Potential Donor Races



*	Human:	Helios 3
-	Spathi:	Goshen 4
-	VUX:	Salacia 2
*	Pkunk:	Arcadia 6
*	Ur-Quan:	Velpunia 6
*	Syreen:	Astarte 1
-	Mycon Deep Children:	Janus 8
*	Chmmr:	Hypnus 2
-	Utwig:	Fomalhaut 5
*	Doog:	Adapa 1
*	Clairconctlar:	Cronos 7 or Enkidu 7
*	Harika:	Gienah 1 or Typhon 3
*	Exquivan:	Anshar 3
-	Lk:	QuasiSpace Portal G 2
-	Owa:	Mnemosyne 1
*	Xchagger:	Zosma 6

* Always available as a donor.

- Only available if you complete their storyline.

Races That Can't or Won't Donate

Arilou

Daktaklakpak

Heralds

Orz

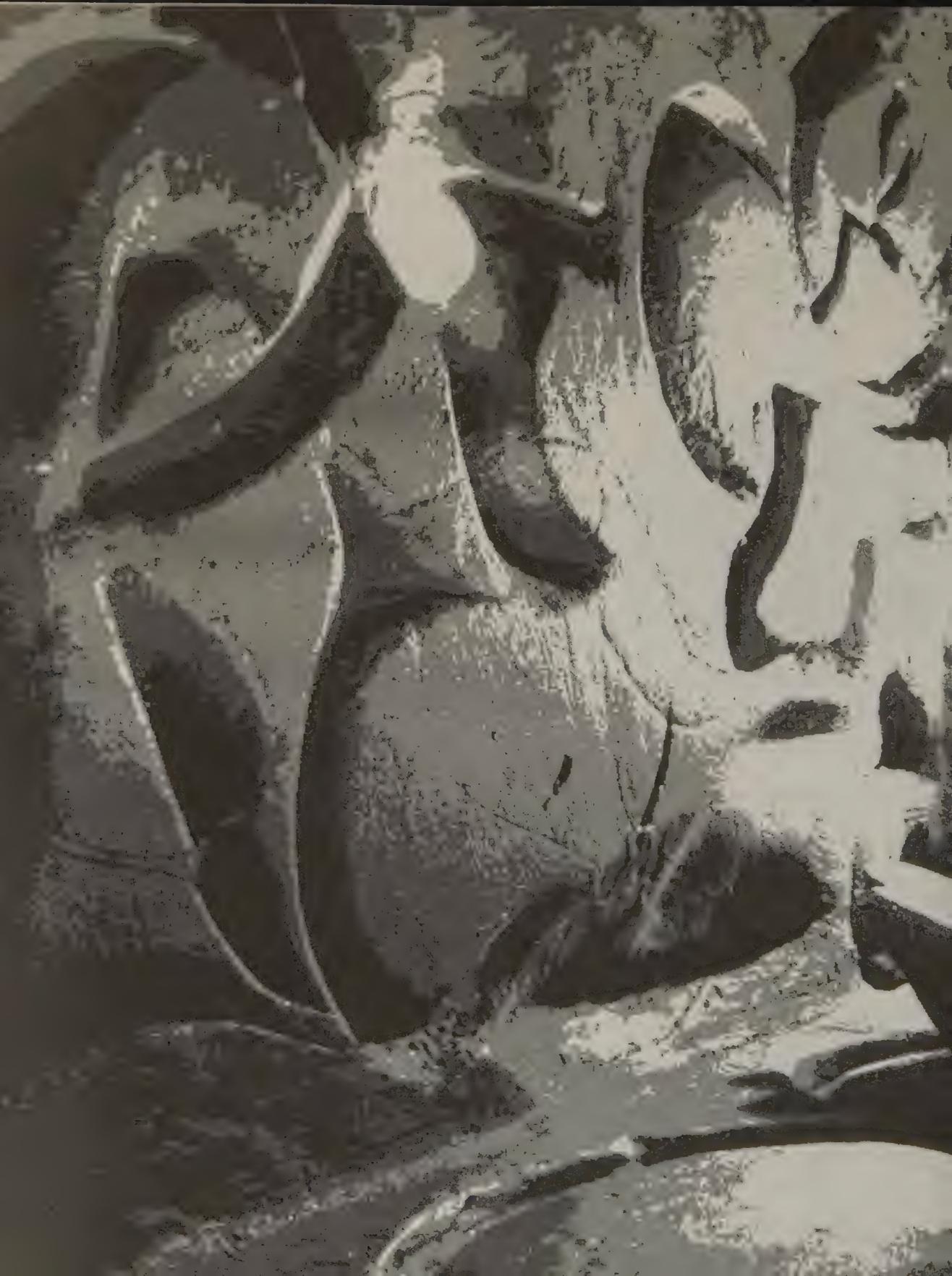
Vyro-Ingo (Since the VUX and Vyro-Ingo have conjoined they're basically one race.)

Elder Mycon

K'tang

Ploxis Rebels

Concise Plot Walkthrough



Appendix A

The Making of *Star Control 3*

Creating a new computer game while pioneering new technologies is an exhilarating and sometimes terrifying process. Games call for a much higher ratio of engineering innovation than most new product development. Modern computer games require a squadron of very talented people working overtime hours—extreme even by modern standards of overtime. We burn midnight oil, burn bridges, and sometimes burn out to satisfy the fans' voracious appetite for new experiences and to fulfill our own personal quest to top our last achievement—because when it all comes together, it's too cool for words.

From the start, we designed *Star Control 3* to take advantage of the latest game-design technology and develop effects that had never been seen before. The main technological breakthrough was the game industry's first use of a fully animatronic cast of characters. Because *Star Control 3* would have extensive interactive dialogue, these alien characters had to have articulated faces (or, in some cases, sensory orifice clusters) using real-time motion control for complex facial expressions and body movements.

Techno Overview

Star Control 3 uses a variety of techniques to create the finished product. The space combat sequences were created using 3D ships rendered at many different angles.

The actions and reactions of the *Star Control 3* aliens were pre-programmed on a computer animation control system, filmed to video, and converted to digital video for use in interactive sequences. Separate sets were built and chroma-keyed to the close-ups of the aliens. A professional cast of actors supplied all dialogue, and the final package was wrapped around a 3D-rendered, super-VGA space combat and conquest engine.

This chapter gives you a backstage look at the game-design process and the birth of a new game-design technology from conceptualization of aliens through artists' sketches through sample models through robot construction and programming, filming, compositing, and interactive final programming.

Origins of the Universe

Star Control 3 began with a concept document by Legend Entertainment founder Mike Verdu, the designer of outstanding games like *Mission Critical*. Mike provided the basic plot and design structure (strategy game, adventure game, and melee game) that made it through to the completed game.

Like *Star Control 2*, *SC3* would be playable as an adventure game, or as a pure arcade action game. SuperMelee would be expanded into HyperMelee, with new ships and new combat views. Special 3D views would supplement the 2D, overhead, “asteroid’s” view.

My codesigner, Michael Lindner, and I took the basic design and expanded it. We wanted to remain true to *Star Control 2*, which we both loved playing, but we also wanted to go in new directions. We spent several design sessions evaluating what worked in *SC2* and what didn’t. We agreed that the balance of danger and humor was fundamentally *Star Control*, and needed to stay. But neither of us enjoyed having to strip-mine the entire galactic quadrant to win the game. It expanded the hours it took to win and added very little to the fun of traveling to amazing worlds, interacting with fascinating creatures, and blasting them into fiery oblivion.

In doing our basic game research, we talked to fans and plowed through numerous online discussion groups. (If you contributed to the *SC2* discussions, you may have contributed to *SC3*.) Accolade even put out a questionnaire. The responses we got varied as widely as the races themselves, but overall they confirmed our opinions.

We decided to keep a dozen races from the old game, and create roughly another dozen. We kept the real stars of the game, and saved some of the minor races for future games. (Yes, we fully expect to hear “How could you get rid of the [insert race name here]? They’re the greatest! I can kill ANY ship with the [insert race’s ship name here]!” until the end of time.)

We decided to build 12 new races (give or take a few surprises.) They had to be fresh and original, but still in the *Star Control* mold. And their ships had to say something about them.

The Plot

Before I could build the plot, I needed to know what “really” went on in *SC2*. That’s not as simple as it sounds. The *SC2* plot is so big and so convoluted it’s spawned endless online discussion groups, where fans got into some heated arguments about the Meaning of It All. “What’s going on with the Arilou and Earth?” “What is the Ultron, really?”, “What happened to the Precursors?” and “And what’s the Orz’s problem?”

To find answers to these and other questions, I met several times with the original designers, Fred Ford and Paul Reiche III, who went above and beyond the call of duty to help us get it right. I found out a lot of background, but also learned how many issues they deliberately left vague, and how many questions they deliberately left unanswered.

We had intended to be as reverential to the original intentions as possible, but now we had license to make it up. We made two basic rules: We had to plug any major plot holes in the original game, and make sure we didn’t open too many new ones.

We knew the fans wanted answers, and that fudging too many things would be unsatisfying. The answers would also have to withstand critical analysis by a whip-smart bunch of players. It was a tall order, and we torture-tested the plot to make sure it would hold up.

3D or Not 3D

The path to robotic control for our characters began in the early planning stages of the game. Michael Lindner had a very specific vision for the new look of the *Star Control* characters. They had to look convincing.

The previous version, *Star Control 2*, used cartoony 2D, 256-color art with simple, multistage animations. Other games have tried this approach, but few were as effective at breathing life into the characters. To this day I still crack up when I see the Spathi’s horribly squishy, pulsating eyeball, or the Pkunk’s delirious smile. The Ur-Quan still looks intimidating. It’s amazing how well some games hold up over time. But the style of art was much too 1992. It could never work for the sequel.

Two options were to use more sophisticated 2D art or create 3D-rendered aliens. But 2D art can look too hand-drawn, and 3D rendered characters are seldom convincing. Three-dimensionally-rendered animation looks spectacular when it forges hard-edged, mechanical equipment, but it often looks decidedly unlikelike when it tries to reproduce organic creatures. The closer the creature is to human, the faster the illusion falls apart. Our tests revealed the cold, hard truth. The breathtaking 3D-rendered art that sent our spaceships careening across the deep space void simply could not breathe life into our aliens. The motion is too smooth. Too cold. Too, well, robotic.

Rather than simply trudge along the same old 3D-rendered landscape, Michael wanted to set out in a new direction and explore a new technology.

Star Control 2 had earned a devoted following for its unique rogues' gallery of eccentric alien personalities. Ace game designers Fred Ford, Paul Reiche III, and Greg Johnson brought to life a preposterous cast of aliens that transcended their simple, MCGA-bitmapped art.

The cold classicism of 3D just wouldn't do justice to their bizarre natures. We needed something "realer" than "virtually" real 3D. We needed real 3D. We needed life-sized, fully automated, robotic puppets. Because, in the words of *Accolade's* Bill Linn, "nothing looks as real as reality."

It's ironic that 3D art can look more robotic than mechanical creatures, but there are two very good reasons for this: 3D art takes place in the sterile universe of mathematics. Every object and motion must be meticulously programmed to resemble reality in a world that lacks real-world forces like friction and surface adhesion.

Robots may rely on servo motors, but their motions take place in the real world, a world filled with zillions of forces as yet unquantified by 3D artists (although some of the maniacal geniuses creating 3D software are closing the reality gap with unnerving speed).

Organic motion is a complex thing. It's not created by simple kinetics and motion vectors. You can't simulate micro-momentary facial responses

with basic physics. Some 3D artists have created some beautiful simulations of movement, but this is a domain that's still better understood by dancers than physicists, and even dancers have trouble defining the vocabulary of motion.

The human body moves because of a complex interplay of numerous muscle and tissue systems stretching and bending in many directions at once. These systems impart a fluidity and subtlety to the motion that even the most complex 3D systems cannot yet match.

Though we're seldom conscious of these nuances, we're brilliant at subconsciously reading and interpreting them. We form intuitive judgments about intentions, trustworthiness, friendliness, attractiveness, and a host of other traits based on qualities of motion in a person's face and gestures. It's still easier for an actor to intuitively portray this or for a sculptor to mold it than for a 3D artist to render it.

Because our robots would be moving in real space, they could be made to jerk and twitch by a skilled puppeteer. Their skin would stretch and bunch over a real skeleton. They would be subject to all the physical laws, not just a few simulated ones. It wouldn't be as perfect as having the actual creature in front of you, but it would be close.



Another advantage is as simple as motion blur: When a moving object is turned into a series of moving still frames, it looks blurred. This blur looks realistic to us. But if the same moving object weren't blurred, the moving image feels unrealistic. This causes the herky-jerky quality of stop-motion animation. There are new technologies to impart motion blur to stop-motion movies and 3D animation, but it's still very difficult to make animation feel real.

The Rise of Robots

With the aid of our Accolade producer, George MacDonald, we contacted an ambitious Hollywood special-effects company called State of the Art Effects (SOTA/FX) and made our unreasonable demands. The high degree of precision *Star Control 3* robots required was new to SOTA/FX, but they eagerly accepted the challenge. SOTA/FX's effects wizards are well known for movies and TV shows, from *Weird Science* to *Power Rangers* to *Predator* to the first commercial featuring that disturbing family of rubber-faced, battery-powered, mutant mannequins. Some of their most recent work is in the movie *Indian in the Cupboard*.

Next began a round of meetings with SOTA/FX honchos Jerry Macaluso and Roy Knyrim to explain the game and our characters. Jerry and sculptor, Jordu Schell, created a series of sketches and color paintings of our characters from our extensive written descriptions and grotesque attempts to act out individual expressions. We went through several rounds of art before we had portraits that fit our vision and fully captured our characters' peculiar personalities. We played to the artists' strengths, and incorporated their suggestions and improvements wherever possible.

It may not be too much fun to watch a programmer, or even a game designer, in action, but it's fascinating to see a sculptor at work. It's amazing how the lump of clay suddenly comes alive and flashes a clear and recognizable expression.

The SOTA/FX team custom-built a fully articulated, mechanical armature for each creature. The armatures looked like frightening, cybernetic, skeletal creatures with moving eyes, ears, noses, mouths, cheeks, and so on. All the moving parts were controlled by a fleet of servo-motors under the command of a computerized motion control system.

Jerry and Jordu then began sculpting, turning our 2D character portraits character sculptures. Roy created a series of meticulously crafted and highly realistic latex skins from the sculptures and draped them over the robotic armatures to create full-sized aliens. Jerry painted them in surprisingly lifelike tones, resulting in aliens whose faces could move convincingly and express a complex range of facial expressions. By the end of this process, they were capable of some startlingly lifelike reactions.

Some of the moving skeletal armatures looked so relentlessly cool that I seriously considered re-designing one of the races as an exposed, skinless cyborg. But why let the audience peek behind the magic? Magicians should never explain their tricks, except to other magicians.

Not every day was blissful. Technical snafus and balky robotics slowed down the work, creating unpleasant delays. Some aliens, like the Owa, got the short end of the schedule, and came out looking less than stellar. Others, like the Harika, the Clairconctlar, and the Doog came out even more terrifying, noble, and endearing (respectively) than I had envisioned them. There's a magic that happens when a talented artist breathes life into a creation, and, looking at the aliens with their skins on, I finally realized this was going to work.

Meanwhile, another team, led by modeler, Steve Lebed, created the background sets for each alien's starship cockpit. These sets are actually much smaller than they appear in the game. The characters are built life-sized, but erecting soundstage-sized sets to house full-sized aliens would have been prohibitively expensive. Instead, we had the backgrounds built as highly detailed scale models ranging from three to ten feet high. Careful lighting made them look far larger than they really were, and even more impressive. They were photographed onto 35mm film and then transferred to digital video for post production.

Alien Video Shoot

The next step was to film the aliens moving through their various facial expressions and poses in front of a blue screen. Michael Lindner directed an extensive series of shooting sessions designed to coax intricate, life-like facial expressions from lifeless latex and servo-motors. This was where we ran into the technology's limitations. We didn't get every expression we wanted, but we were able to capture the personality of the characters.

The animatronic aliens were controlled using the PC-MACs animation control systems from Gilderfluke and Company Robotics and Sound Systems. Gilderfluke animation control systems feature real-time programming, and are powerful enough to run such extravaganzas as Disneyland's Splash Mountain. The system allows relatively easy input of motions and off-line graphical editing under Microsoft Windows, complete with macros and cut and paste. The Gilderfluke handles manual and automatic "inbetweening," just like a good 2D animation system, and lets the user zoom in on several frames, or zoom out to see the big picture. It can play back movements in speeds from a single step to 100 frames per second. The system can even compensate for minute delays from the mechanical actors by skewing motions forward in time. The robotic armatures required high tolerances, and the Gilderfluke had all the right specs.

We needed this high degree of precision because we had to be able to reliably return the aliens to a series of key expressions. Otherwise, the alien faces would noticeably jerk between each video clip. We needed seamless transitions between each interactive video sequence. Standard puppetry can achieve amazing effects in linear movies, but it's simply not good enough for interactive computer games. Our aliens need to change expressions many times during a single conversation with the player, expressions that depend on what the player chooses to say to the alien.

The robotic video sessions were complicated and difficult, plagued with breakdowns and servo burnouts. The crew threw away two generations of servos before they got them working properly. The filming took twice as long as we had estimated, and *Star Control 3* ended up being SOTA/FX's longest project of the year—longer than any of their movie jobs. Some game designers insist that we were lucky, and got off easy with a “mere” doubling of our estimated time. That's probably true, since there were moments when we feared it might not work at all. We may have been ready for the technology, but the technology was barely ready for us.

During the marathon filming session, each alien character enacted its series of facial expressions. As the “actors” went through their paces, the whole thing was captured on Beta SP. Each race's starship cockpit background models were captured, as well. Many of the expressions I had custom ordered to fit crucial moments in my script never got filmed, or got left on the virtual cutting-room floor. But the clips we got were so stunning, and the total look was so amazing and unprecedented, that I was ecstatic. These creatures would look outstanding even as still images. And when they move ... happy, happy, joy, joy.

The next trip was to Flite Three Recording in Baltimore for video digitizing and processing under the direction of Flite Three's Michael Furr. The footage of the moving aliens was played back as component video and fed into Flite Three's digital suite, which uses the Abacus A-83 switcher and the ADI Digital Magic™. Clips of the aliens were composited onto the still footage of their starship cockpit backgrounds. The backgrounds were deliberately defocused in the A-38 to create a realistic depth-of-field effect, and the finished files were touched up in the Dubner Paint System™. This process produced a library of digital video clips showing a range of alien expressions and mouth movements. Each alien's clip constellation can be called up in any sequence by the main *Star Control 3* executable, each clip merging seamlessly into the next.



Talking Heads

Master audio producer Kathleen Bober brought together a very talented crew of voice actors to record all the alien dialog. If some voices sound familiar, it's because you've heard some of them before, in places as weirdly diverse as the Discovery Channel, soap operas, and even other computer games.

Casting the actors was tricky. *SC3* dialog is not something every actor can grasp. Some simply didn't get it. Others required a lot of work to grasp the basic idea. But some took to their characters instantly, emitting sounds just like those I'd heard in my head, and sometimes better.

After casting, we began an intensive recording process to give voices to the aliens. The recording schedule was tight, and some days I put the finishing touches on the interactive scripts the night before recording them—not the safest way to work.

Kathleen's instincts in matching actors and roles usually were utterly accurate, but some roles proved elusive. The Pkunk defied casting well into the recording process. The actors were either too Hippie or too Valley Girl or too something. We auditioned every actor in the game except the actress playing the Syreen. We'd cast her as the Syreen because of her dangerously sultry voice, but hadn't considered her for the Pkunk. Because she needed very little coaching to flawlessly deliver the Syreen dialog, though, we gave her a chance. She nailed the Pkunk perfectly.

The audio clips were linked to the video clips through a master control list that attaches each discrete bit of dialog to a video clip displaying a particular emotional state. The video clips and audio files are assembled on the fly during gameplay to create the illusion of a moving, talking, and emotionally reactive alien creature responding directly to each statement the player makes.

Legend's team of talented programmers, led by Mark Poesch, put in long hours to get the game coded. They'd worked on HyperMelee throughout the special effects process, and the result was crisp and silky smooth. The limited, hand-drawn *SC2* bitmaps gave way to rendered ships in a dizzying array of angles and lighting effects. The programmers even got all this complex material to run on 486s. (I still marvel at that feat.)

Mark and Michael also had the unenviable task of getting my convoluted interactive plot, which works great on paper (in the mammoth plot document or on a flowchart), to work in the game. And they had to do all this while getting the colony engine, HyperMelee, the conversation system, remote-play, and other elements of the game working and perfect at the same time.

Producer George MacDonald and Testing Coordinator Daniel Tyrrell endlessly torture-tested the game, and found all the areas in which implementation deviated from my plot document—so I could make this strategy guide as accurate as possible during those hectic final days of development. In fact, much of this book’s walkthrough comes straight from (the other) Daniel’s exhaustive revision of my original walkthrough. (Just think, the guy gets paid to play *Star Control* all day!)

The creation of *Star Control 3* from concept to design to construction to animation to digitization to vocalization to implementation to your hands was an exciting, frustrating, exhilarating time. Michael Lindner summed it up this way: “The wisdom of the project is, if you are going to pioneer new technology, you should expect it to break a lot.”

Or, as Thornton Wilder says in *The Matchmaker*, “The test of an adventure is that when you’re in the middle of it, you say to yourself, ‘Oh, now I’ve gotten myself into an awful mess.’”

For me, *Star Control 3* is the best adventure yet.



Appendix B

Fun Facts about SC'3

Q: On the concept sketches of new characters, why are the Doogs called “Dorgs”? Why is the Ploxis called a “Shady Arms Dealer”? And why is the Lk called “the Collector”? Why “Dax” and not Daktaklakpak?

A: Time. Due to the revolutionary nature of *Star Control 3* graphics, we had to get the special effects crew at SOTA/FX working on the alien robots shortly after the project was launched. We had limited time to design the plot, let alone make sure the new races were finalized. Most of the plot, the new races, and racial interrelations were finished on this accelerated timetable, but there were a few rough edges and uncompleted details. There were other changes, too, but these are the ones that “went public.”

“Dorgs”

When I first conceived of the Doogs, they were stupider than they are now (if that's possible), and the name Dorgs suited them. But the more I worked with their dialogue, the less it fit them. As the race evolved, they became less one-dimensional and dim, more earnest and loyal, more trusting and sweet. Soon, the name Dorgs no longer fit, and Doogs became a much better name. By the time filming started, they had a new name.

“Shady Arms Dealer”

Originally I wanted a race to serve as the arms runner for the Crux, kind of like the Melnorme, but more malicious. A vicious little guy in an underpowered ship. But as I wrote K'tang and Daktaklapak dialogue, I realized that the Crux lacked a solid core. Soldiers and scientists were not enough. They needed a financier, a manipulator who could do the kind of long-range planning the others lacked. So the “Shady Arms Dealer” became the Ploxis.

“Collector”

The Lk were the same basic being from the start, but the proper name eluded me for a long time. It had to be eerie and abrupt. We just called their leader “the Collector” until the name popped into my mind.

Dax

This is a simple matter of FX team confusion. I created the name Daktaklakpak to showcase the arrogance of the race in a single word. They believe they've stooped to your mental level by shortening their name to Daktaklakpak for your convenience. We called them "the Daks" so much that the SOTA/FX team started writing it as Dax.

Star Control Online

There are lots of places to meet other *Star Control* fans. Try Accolade's company support on service providers like America Online or CompuServe, or try some web pages.

Star Control 3 (The Official Accolade Site)

<<http://www.accolade.com/products/starcontrol3/index.html>>

Lots of great stuff. Game features, specs, graphics, screen shots, downloadable sound effects, quotes from magazine previews, and, of course, the long-awaited demo.

The Star Control Saga

<<http://www4.ncsu.edu/unity/users/j/jchinn/public/starcon.htm>>
Comprehensive information on ships and races.

Fun Facts about SC3

Enjoy the Sauce

<<http://www.mathcs.urich.edu:80/~jdaggar/starcon.htm>>

Star Control tactics page. "Ridiculously complete" look at tactics. Exhaustive, opinionated, and fun.

The Pages of Now and Forever

<<http://www.inmind.com/people/chad/index.html>>

Dedicated to the *Star Control* games. Information on all three games. Database with lots of background.

Star Control 3

<<http://www.lehigh.edu/~tep3/sc3.html>>

Lots of information on *SC3* with graphics and sound effects. Also maintains a *Star Control 2* page at <<http://www.Lehigh.EDU/~tep3/uscp.html>>.

Hierarchy of WWW Pages

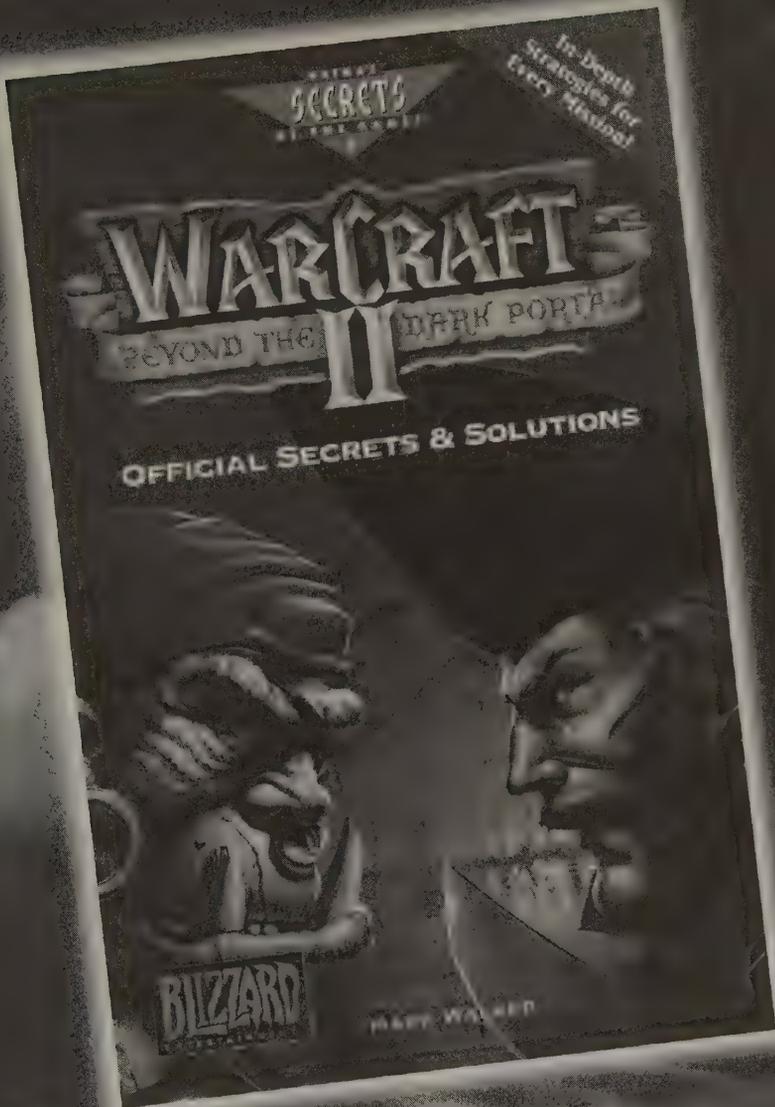
<<http://w3.gwis.com/~hwilkins/starcon/>>

So far mostly *Star Control 1* and *2*. Uses frames and requires Netscape 2.0.

Star Control 2

<<http://www.netzone.com/~aymi/starcon/starcon.html>>

Fun look at *SC2*. Includes whimsical information like tips on conversing with the Orz.



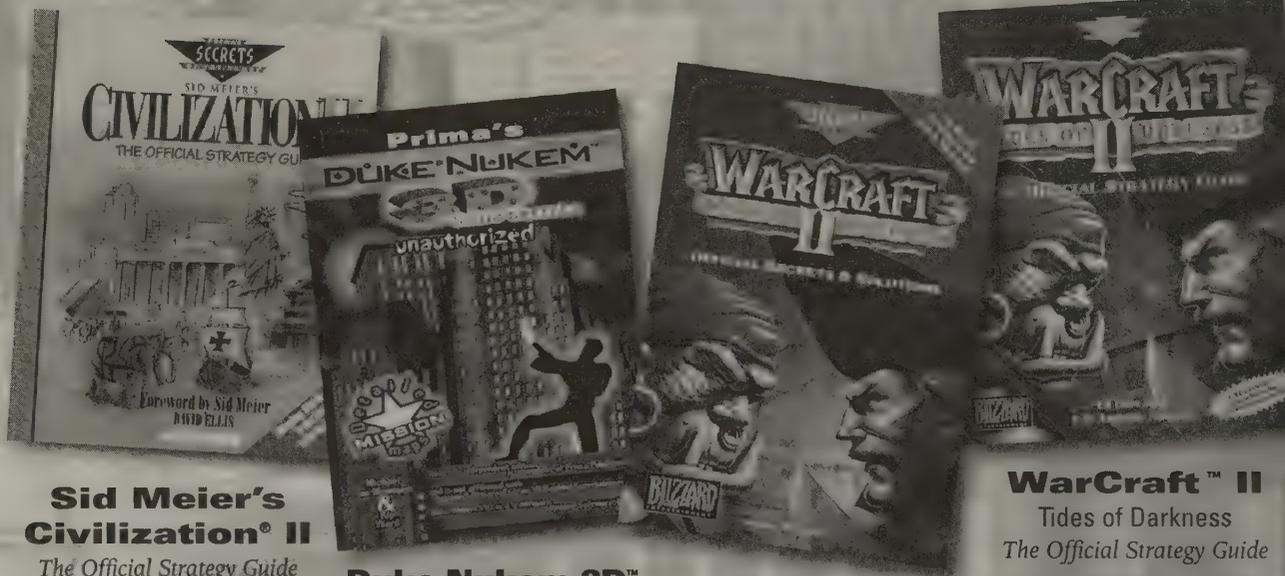
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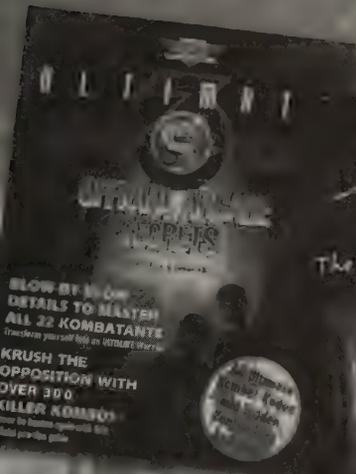


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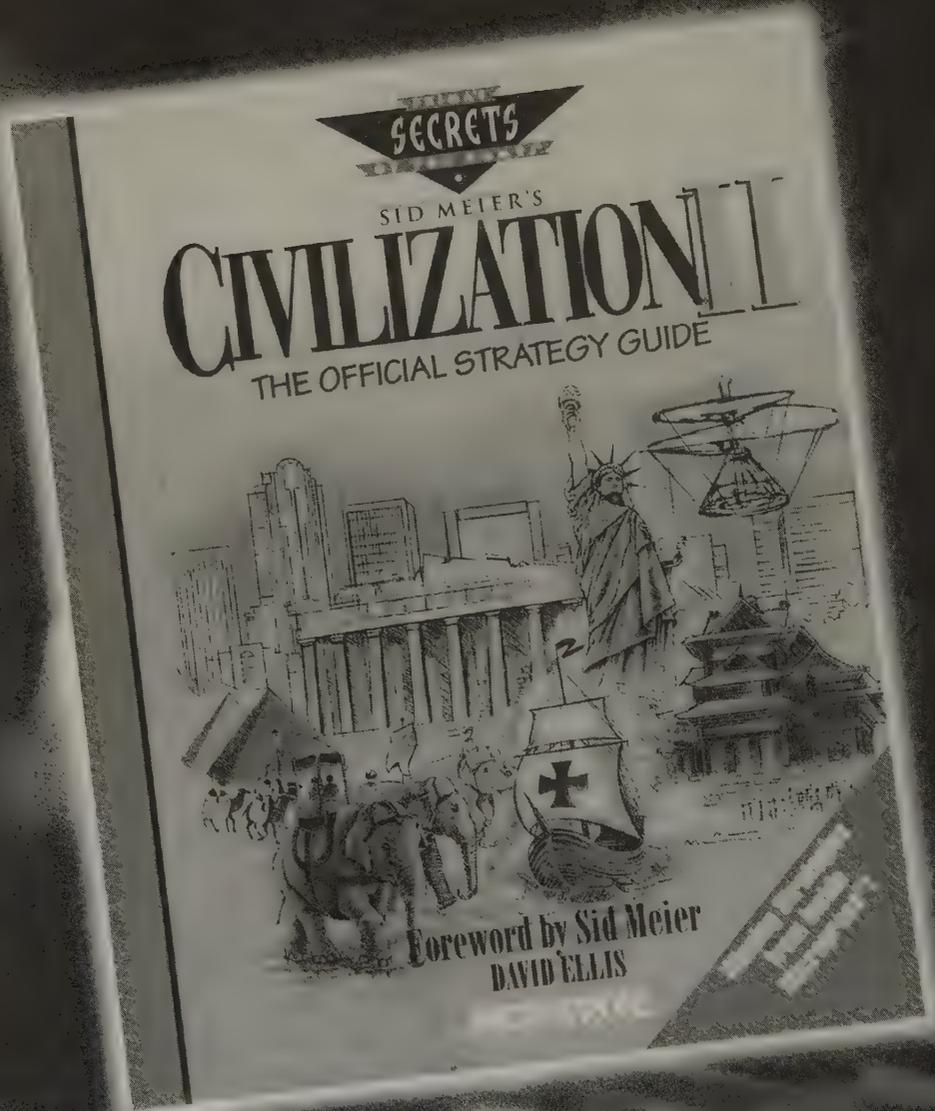
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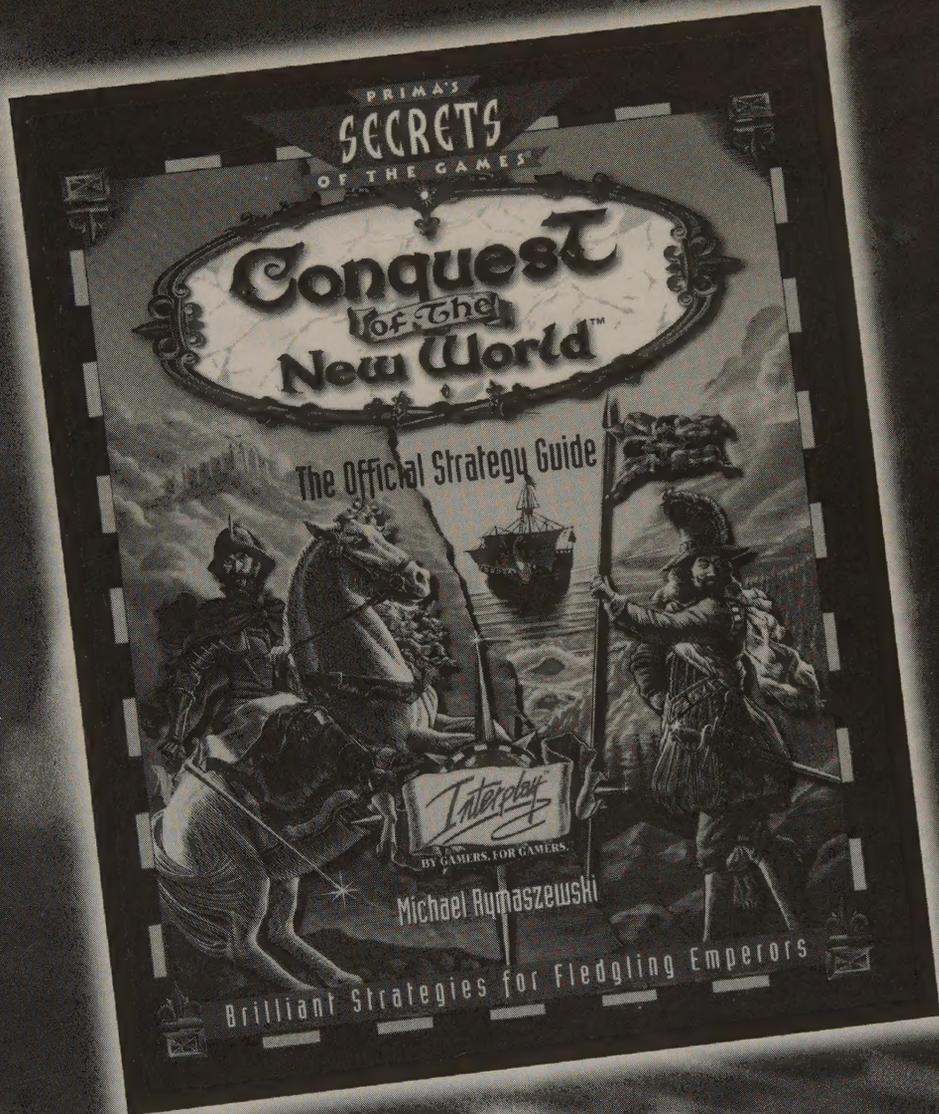
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