



E N D L E S S
S P A C E _ 2

USER MANUAL



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INTRODUCTION

Welcome to Endless Space 2!

And welcome to your galactic empire.

You are about to launch on an adventure across the stars and planets of an ancient galaxy – a galaxy that you will come to dominate through diplomacy, commerce, technology, and war. Will you force others to cower before your awe-inspiring scientific power, or simply grind them into dust beneath the weapons and troops of your galactic armadas? There are many routes to both victory and defeat, and though you seek the former the latter is never too far away...

As you play you will uncover traces of ancient peoples and civilizations that once believed that they, too, reigned supreme over known space. Some of these traces are simple bonuses, others evolve into longer quests, and a few may give insights to the legends of heroes and the origin of the fabled Academy and its enigmatic founder...

Whatever path you choose, this manual will provide instructions to help you play the game. Should you have further questions, please visit our forums:

www.games2gether.com



INSTALLATION AND CONFIGURATION

After you have purchased the game and downloaded it from Steam, simply launch it from your Steam Library by double-clicking on Endless Space 2 or its desktop shortcut. The first time you launch the game it will automatically install any required software, then start once this installation is complete.

HARDWARE REQUIREMENTS

This version runs on Windows computers, which must match the following minimal configuration:

- OS: Windows (64bits only) 7 / 8 / 8.1 / 10
- I3 4th generation / i5 2nd generation / A6 series
- Memory: 4GB
- Graphics: NVidia 550ti / AMD Radeon 5800 series
- Hard Drive: 8GB
- DirectX 11
- Sound: DX 11 Compatible Audio
- Minimum Resolution: 1280 x 720



STARTING A GAME

Once you launch the game, you will see the main menu of Endless Space 2:



1. **New Game** will allow you to create a single or multi-player game.
 - **Hovering** the cursor over this button will show you more options.
 - **Quick start** will launch the game with your last New Game settings.
 - **Beginner** will start the game with pre-selected settings in order to give you the easiest game and activate the beginner tutorial (Note: the Tutorial can be deactivated in the options).
2. **Load Game** is the list of all your Save Games and Auto Saves.
3. **Join Game** will display the list of all the current multi-player sessions.
4. **Mods** allow you to select a Mod to play the game with different rules.
5. **Games2Gether** sends you to the official community website.
 - Hovering the cursor over this button gives you an access to the Game Journal, a log of your previous games.
6. **Options** allows you to change the video, audio and game settings.
7. **Exit** allows you to end the game and return to your computer desktop.



TUTORIAL

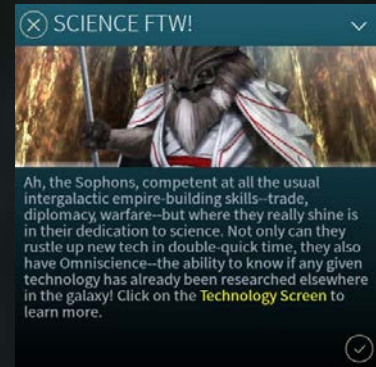
The first time you launch the game, it will present you with the option of playing a Tutorial at one of three levels:

Beginner: For players who have never played a 4X game before. All game functions and the various screens will be explained in detail in order to start your experience with a maximum of information.

Advanced: For players who have already played 4X strategy games, but need to be reminded of some of the fine points and to be introduced to Amplitude Studio's games.

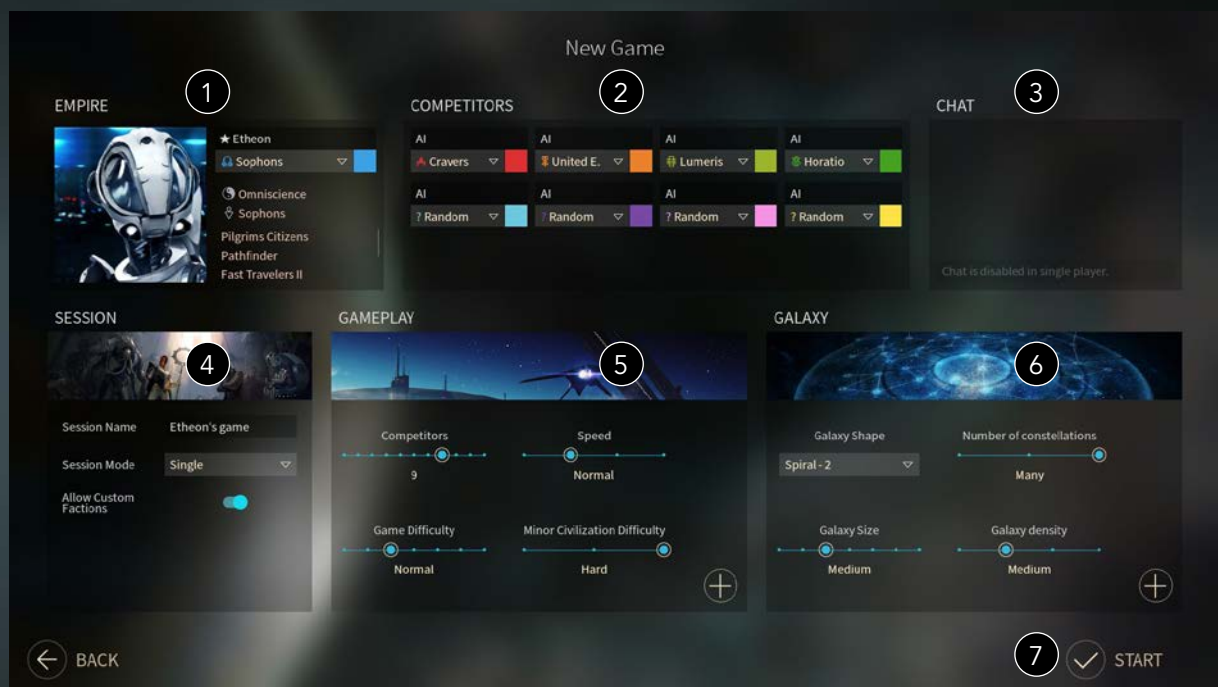
Expert: Are you a tested veteran of 4X games who has played Endless Space 1 and Endless Legend? This is the level for you! Only new features and functions will be explained so you can jump rapidly into the game.

You can change the Tutorial level, or activate and deactivate it, in the Options heading of the Main Menu.



INTRODUCTION

To start a new game, click the New Game button to open the list of options for your game world.



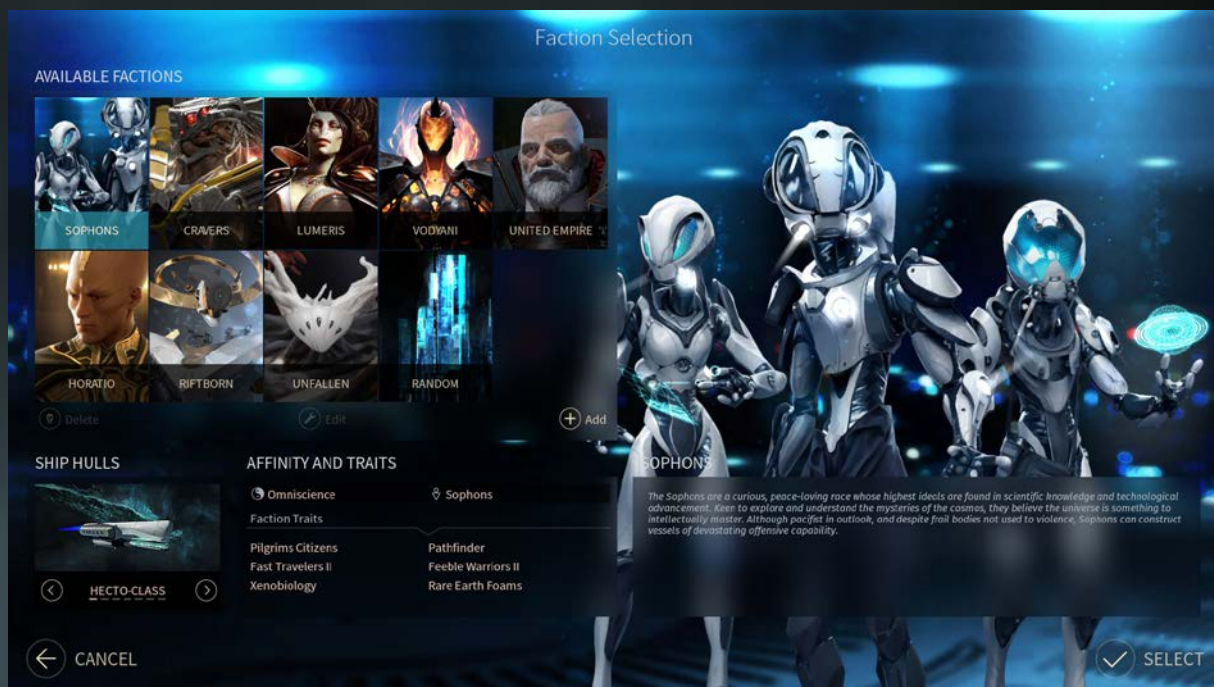
This screen lets you select the following:

1. The **“Empire Summary”** displays information on the faction you have chosen, such as its specific Population affinity which determines its bonuses and preferences. Click on the image of the faction leader to open the Faction Selection screen.



2. **"Competitors"** lets you determine the empires playing the game (yours and any opponents played by the computer).
3. **"Chat"** displays the lobby discussion with other human players (in the case of a multiplayer game).
4. **"Session"** information allows you to choose to play in single- or multi-player. You can also choose to play in private, protected or public multiplayer.
5. The **"Gameplay"** line displays the total number of empires taking part in this game, the speed and difficulty of the game, and the use of custom factions.
6. The **"Galaxy"** settings let you select generation options for the galaxy you are about to conquer. The "Advanced settings" gives you more generation options.
7. Start the game.

FACTION SELECTION



Each faction has a different background, main quest arc, set of ships, and play style. Some factions, such as the Sophons and the Cravers, are rather straightforward to play. Others, such as the Vodyani who don't colonize systems but harvest them from space by orbiting in one of their Ark ships, are complex, play very differently, and require you to be familiar with the game system. After several games, you may wish to create your own faction. To do that, click on the "Add" button to access the Custom Faction Creation screen. From here you can choose many parameters for your custom faction, from the various faction "Traits" to the type of planet for your home world.

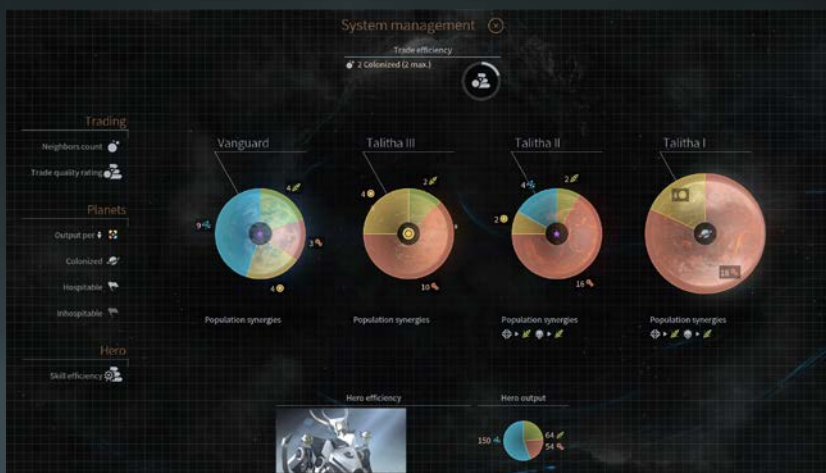
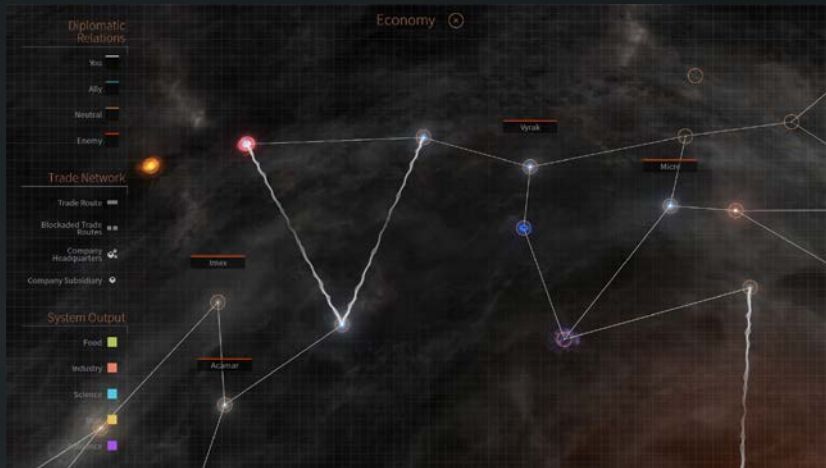
READY TO START

Once you are ready to start, click the Start button at the bottom right of the screen. The game will generate your galaxy based on your parameters and seed the competing empires. Once the generation is complete, a short cutscene will play that presents your faction. Then, the game begins!



SCAN VIEW

By pressing the Spacebar or clicking on the Scan button, the amplified Scan View will show you more information whose content depends of the zoom level. Feel free to zoom from one perspective to another in regular or Scan View in order to find the level of information you require.



FOG OF WAR

When you start the game, you cannot see much of the galaxy beyond the position of your first fleets.





Areas which you have not explored are covered by a blue, geometric overlay. As you move fleets or launch probes in the Galaxy Map, the blue geometric effects disappear and the galaxy beneath is revealed.

Areas which have been discovered, but which are not in your vision range, become darker and part of the “Fog of War”. You cannot see what is going in the Fog of War, such as enemy ships moving. Your vision is determined by your fleets and the sphere of influence of your systems.

MOVING FLEETS



You explore and interact with the Galaxy Map through fleets, which represent a group of one or more ships. A single ship is a fleet of one military unit. Select a fleet by left-clicking on its leading unit or icon. Move the fleet by right-clicking on a starlane, wormhole or a known system which will be its direction or destination.

Your fleet has a number of movement points corresponding to the number of parsecs it can move in one game turn. When you right-click on the map to select a destination and

hold down the button, you will see the path your fleet will follow if you release the mouse button (left-click to abort the move). Moving to a node which is not connected by starlane will cost you more movement points (though this can be improved by discovering various new technologies), and moving through a wormhole will consume all your movement points.

FLEET MANAGEMENT SCREEN



You explore and interact with the Galaxy Map through fleets, which represent a group of one or more ships. A single ship is a fleet of one military unit. Select a fleet by left-clicking on its leading unit or icon. Move the fleet by right-clicking on a starlane, wormhole or a known system which will be its direction or destination.

When a fleet is selected, the game displays the Fleet Management interface.

1. The **Fleet Actions panel** shows available actions for the fleet. Some may be greyed out depending on the situation (for instance no Battle possible if there is no hostile fleet or if you have not declared war).

2. The **Fleet List panel** displays all the fleets anchored to or orbiting a star system. You can read some statistics on the fleet such as Command Points, movement capacity, current Health, and remaining Action Points if the fleet still has at least one. At the top of the Fleet list are controls that allow you to select, split, and merge fleets. You can also disband them (put them into the star system’s Hangar) if they cost your empire too much Upkeep.

3. The **Ship List** will display the ships of the selected fleet and the Hero if one is assigned to the fleet.



4. **At the top of the Ship List panel are controls** that allow you to assign heroes, select ships, create a new fleet from current selection, retrofit them to a more recent unit design (see Military Screen), heal them if you are in one of your systems or an allied system, and scrap them if you need Dust.

Using this panel, you can also split the fleet to create a new one. Select the fleet, then select individual units by left-clicking on their label (hold the left Ctrl keyboard key to select more than one unit), then left-click on the ship icon to create a new fleet.

You can also merge fleets together by simply using the left Ctrl to select several fleets, then clicking on Merge. Please note that you must be able to manage as many Command Points (CP) as there will be in the new fleet, otherwise the merge will be rejected. The CP limitation on the number of ships per fleet can be increased through research. The maximum CP currently allowed is shown next to the antenna icon as the number after the slash, e.g. the "4" in "1/4" above.

FLEET ACTION POINT

Each fleet has one Fleet action point. They are used when attacking another Fleet or System. Fleet action points are reinitialized at the beginning of each turn.

PROBES

You can equip your ship with Probes by creating a Ship Design with Exploration modules. Probes can be launched into space to discover unconnected nodes, or used to search Curiosities on planets in neutral systems. Curiosities can have many rewards or outcomes such as Anomalies, Ruins, Luxury and Strategic Resource deposits, or simple loot.

THE FIDSI

The FIDSI represent the five basic resources of the game, and it is always in your interest to have as much of them as possible. They are:

- **Food:** used to grow planetary populations and sustain your empire.
- **Industry:** used to construct Improvements in your empire and ships for your fleets.
- **Dust:** a mysterious substance that is both the currency of the galaxy and a source of power.
- **Science:** used to research new technologies.
- **Influence:** used as a currency for diplomatic negotiations and to expand the frontiers and the influence of your empire.

As some planet types are more likely to produce certain types of FIDSI, you should choose the planets you colonize carefully. Please also note that a star system's zone of influence will evolve over time, and will allow you to see further and exploit special nodes such as asteroid fields when they end up inside your frontiers.



STRATEGIC RESOURCES

There are 6 Strategic Resources in the game, which are revealed as you the corresponding technologies in the Technology screen. Strategic Resources are used to craft powerful weapons, armors, and accessories for your ships.

There are several ways to obtain Strategic Resources in the game, notably by quests and exploration of different systems of the galaxy, or by colonizing a planet with a resource.

LUXURY RESOURCES

There are a total of 24 Luxury Resources, which are discovered by exploring planets and Curiosities. The total number available in any one game varies with the galaxy size, but will not be greater than 16.

Just as for Strategic Resources, there are several ways to obtain these resources through, by quests, exploration or by colonizing a planet with a Resource. Luxury Resources can be used when trading, to bribe factions, to boost populations, or to upgrade your star systems with the System Development Upgrades.



STAR SYSTEM MANAGEMENT

INTRODUCTION

When you start a game, you will begin in your home system with at least one planet already colonized.

If you click on the star system, you will go to the screen that presents the star system details:



1. Each planet of the system is shown in the System Management screen with a summary of the FIDSIs resources it provides.
2. The left-hand panel shows the overall system status. Here you can see your income in FIDSIs each turn, the system governor if any, the current political trend, and your population status including the number of turns until a new unit of population appears.
3. Here you can find your options for construction of Improvements and ships. You can left-click on an element to add it to the Construction Queue.
4. This is the Construction Queue of your system. To the right you can see the number representing the number of turns until that construction is completed.
5. The Hangar is where you can stock ships that have not been attributed to fleets – these ships are idle. You can create a new fleet by left-clicking on the ships you want to include and then clicking the fleet icon. It will appear in orbit around this star system.
6. Around each planet are slots used to manage the populations assigned to it; each slot holds a single unit of population. The slots indicated with a red slider will cause an overpopulation penalty to the system happiness if they are filled.
7. At the bottom left is the Spaceport (if unlocked), which allows you to move units of population to other systems.

SYSTEM COLONIZATION

Beyond your initial system, it is important to expand and colonize other systems in order to expand across the galaxy. Don't forget that "Expansion" is one of the key elements of 4X gameplay!

The majority of the factions in the game start with a single colonization ship. This specialized ship can be used to colonize an uninhabited system and, as long as you have sufficient resources, more of this ship type can be built later.



1. Put your colonization ship in orbit around a star system with a colonizable planet.
2. A button with a flag will appear if there is a colonizable planet in the system. Click on that button and select the planet (there will be a choice from the System Management screen if more than one colonizable planet is present). The ship will be used up by the colonists to start their colony and thus disappears from the screen.

At the start of the game you can only colonize a limited number of planet types, as setting up a civilization in a hostile or unusual environment requires a great deal of knowledge and experience. You can add to the planet types you can colonize by researching in the Technology screen.

Some factions have unique and specific ways to colonize without the use of ships. The Lumeris can purchase colonies outright, and the Vodyani must create new Ark ships that they will anchor in new systems. If you want information on their colonization techniques, please refer to the chapters on faction-specific gameplay.

OUTPOSTS



As soon as you colonize a system you will see the Outpost screen.

Establishing a viable colony takes time, and your new installation requires some time before it is a viable base for your empire.

This time can be reduced by one of several Outpost actions. There are three possible actions, each one requiring a different resource (Manpower, Dust, and Influence) and available under different conditions.

Civilian colonization ships will travel from your nearest colonized system to this newly settled Outpost. Making sure that these ships are not attacked is important in getting your colony established as quickly as possible.



SPHERE OF INFLUENCE

Influence is of enormous importance in galactic politics, and every system you colonize will have a slowly-growing zone of influence. Influence is increased by the population of the system as well.



BUILDING IMPROVEMENTS AND SHIPS



If you want to build an Improvement or a ship, click on the desired element in the list of available constructions on the bottom left of the System Management screen. This will place it in the Construction Queue. If you hover the cursor over an item in the list of available constructions you will see more information on its cost, upkeep, and the bonuses it provides. There are two types of constructions:

- Ships must be built according to a Ship Design; either one of the default designs or one that you have created yourself (see the Ship Design section).
- System Improvements provide various bonuses after being built. They can increase the FIDSI created each turn, improve your population's Approval (and therefore their efficiency and loyalty), or lower the cost of other constructions. These constructions will be unlocked during the game via your progress through research in the Technology screen.



PLANETARY IMPROVEMENTS



Each planet can build planet- specific improvements if it meets the required conditions and the linked technology has been unlocked. They can be added to the construction queue from one of the sub-lists under each planet. There are three types of planetary Improvements:

- Specializations provide FIDSI bonuses after being built. Only one specialization can be active, and will be replaced if a new one is built.
- Anomaly Reductions and Moon explorations will change the effects of anomalies on the planet. They respectively reduce the negative effects or add new effects.
- Terraforming into a different planet type will change the base FIDSI output of the planet. Terraformation has some limitations.

CONSTRUCTION QUEUE

	Xeno-Industrial Infra.	1	-
	Intensive Cultivation .	9	1.9k
	Epigenetic Crop See.	16	1.9k
	Graviton-shielded La.	31	4.3k
	Optics Research Labs	46	4.3k

Once a construction option has been selected, it appears in the Construction Queue, which is used to track and prioritize your production. Each construction has a cost in Industry points, which is paid gradually as the construction progresses. The number under the clock icon represents the number of game turns it will take to complete this construction.

Some constructions require a number of Strategic Resources; these are spent instantly when the construction is queued. They are refunded if the construction is cancelled.

If you change your mind about a queued construction, you can click on it to remove it from the queue. You can also drag and drop a queued element to change its priority relative to other items.

BUYING OUT

Accelerated Production

Buyout (Buyout)

Using techniques of management, logistics, parallelization, and brute force, production of almost anything can be accelerated to meet a quicker deadline -- but that comes at a cost.

Effects:
Enables use of Dust to immediately complete anything in the Construction Queue.

When you need to hurry a construction or want to spend extra Dust, you can "Buy out" a construction to complete it the next turn. The closer to completion the construction is, the less Dust it will cost you.

Note: In order to be able to do this you must have researched the level 2 technology "Accelerated Production".



SPACEPORT

Once you've built the first System Development Upgrade for one of your systems, you will unlock the Spaceport. You can use it to move population from one system to another.

To use it, drag and drop the units of population you want to move, then and select your target destination. The population will automatically depart at the end of the turn in a civilian ship.



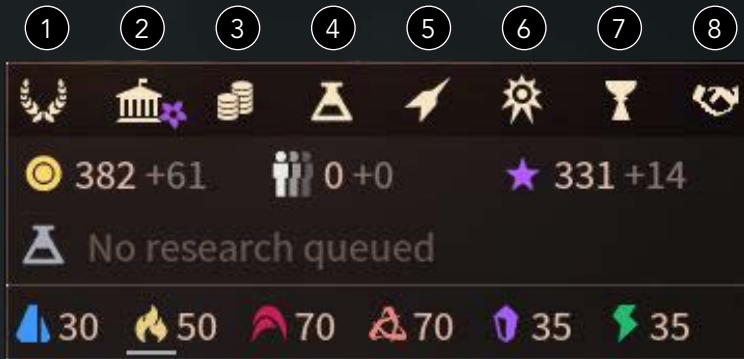
QUITTING THE SYSTEM MANAGEMENT SCREEN

Like all other game screens, to leave the System Management screen and return to the previous screen (in this case the Galaxy Map) you can either right-click on the screen or hit the Esc key on your keyboard.



THE CONTROL BANNER

The Control Banner at the top left of the screen allows you to navigate between the different major screens and options of your empire.



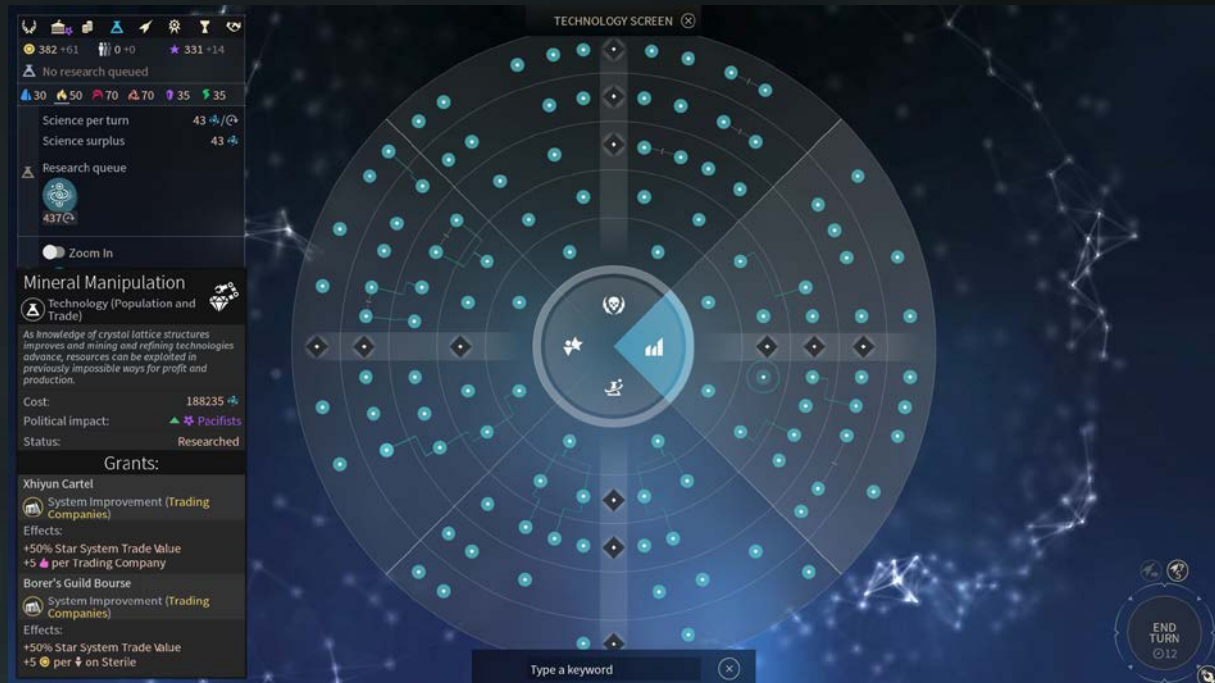
1. The **Empire Screen** has two key tabs: One for managing the star systems you control and another for viewing your progress towards the various Victory conditions. There are six different possible conditions, and you can follow all of them from this screen.
2. The **Senate Screen** allows you to track everything having to do with politics. Here you can see the influence of the political parties in your empire, review and vote on laws, and influence upcoming elections.
3. The **Economy Screen** houses a management interface for the Trading Companies and Luxury Resources of your empire.
4. The **Technology Screen** allows you to research new technologies such as System Improvements, new ship modules, planet colonization and terraforming, and other elements that help you to improve your empire.
5. The **Military Screen** is where you go to manage fleets and edit your Ship Designs.
6. The **Hero Management Screen** is where you go to manage Heroes and check the status of the Academy that trains them.
7. The **Quest Screen** is where you can follow the status of your active quests and the ongoing events in the galaxy.
8. The **Diplomatic Screen** shows you the status of the different empires in the galaxy and lets you engage in diplomatic discussions and negotiations.



TECHNOLOGY SCREEN

INTRODUCTION

The Technology Screen is where you plan the research of new sciences and technologies.



1. The Research Panel is divided into 4 sections, each corresponding to a major domain of research:
 - Empire Development
 - Science and Exploration
 - Economy and Trade
 - Military
2. In any major domain section, the panel is subdivided into 5 sections representing the five technology stages in the game.
3. Each item researched unlocks specific gameplay capacities or elements, such as a system improvement to be built or an automatic empire bonus. You can hover the cursor over a technology to get information on the bonuses or capacities it unlocks. Click on a technology to add it to the research queue.
4. The window beneath the Control Banner summarizes information such as Science generated each turn by your empire, and the current research under way.

QUEUEING RESEARCH

You select a series of technologies to research one after the other by clicking on them in order. A number will appear on top of each icon, indicating its place in the waiting list of technologies to be researched.



COST

The cost of a research is based on the amount of research and the number of discoveries you have already made. This means that as you progress in the game, each new discovery will be more expensive in terms of Science points. If you have reached level IV in a technology quadrant, a level I discovery will be much more expensive than if you had researched it at the beginning of the game.

Higher level discoveries are generally more powerful, but some critical level I discoveries should not be overlooked!

There is also no cost modification based on the position of a discovery within its level. However, please note that some technologies may exclude the research of other techs or, conversely, make them less expensive. These relationships are indicated on the screen and can be interpreted by hovering the cursor over the links.

TECHNOLOGY STAGES

The different stages or levels of technology are presented, by branch, in the Technology screen. You can see the technologies of all stages, but cannot research them until you have unlocked that stage within the branch. This is done by researching a certain number of technologies in the earlier stage:

However, the principle law of the Scientist political party, "Oracle of Science", allows you to research technologies from one stage higher than what you have unlocked. The stages are unlocked independently for each branch.

Each time a stage is unlocked, you will automatically enter a competition with the other major factions that have unlocked that same technological stage. The first faction to successfully fulfill the requirements of the challenge will receive the reward (resources, bonus effects, a new type of Improvement, etc.). The other factions will not receive the reward or be able to complete the challenge. It's winner-takes-all!

FACTION SPECIFIC TECHNOLOGIES

Many of the technologies - as well as the different ships, buildings, planet colonizations, etc. that the technologies unlock - are specific to your faction. The technology choices for each faction are therefore different, and the more challenging factions may have many unlocks in different places.

These technologies can be identified by a small faction icon or a small yin/yang symbol next to the large technology icon. The first type is unique to the faction population, and the second type to the faction affinity (the differences between these are more important for advanced players, modders, and custom factions).

LEAVE THE SCREEN

Like all other game screens, to leave the Technology Screen and return to the previous screen you can either right-click on the screen or hit the Esc key on your keyboard. You can also close the screen by clicking on the cross in the center.



GAME PROGRESSION

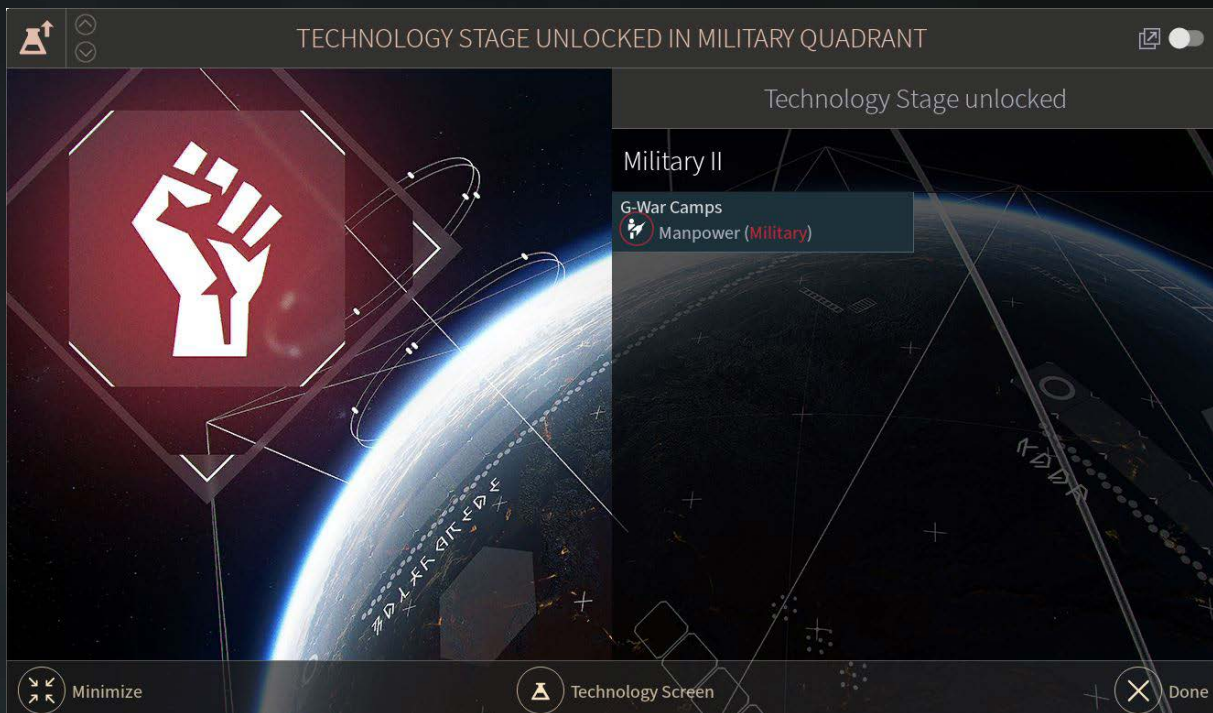
The game progresses with a system of turns. When you click on the “End Turn” button at the bottom right of the screen the turn is completed: Your FIDSI count evolves, your constructions and research progress, your ships recover their movement points, etc.

Most of the game systems are simulated between the turns, though some elements execute in real time such as fleet movements, battles, and diplomatic exchanges.

END TURN



1. When you are ready to end your turn, click on the circle on the bottom right of the screen. If there are important actions that you have not yet taken, such as if your technology development queue is empty or a star system is not building anything, a notification will pop up instead of the “End Turn” so that you can react (if you want) before the end of the turn.
2. If any of your ships have leftover movement points and a destination, you can click this ship and arrow icon to move them. Otherwise, they will move automatically when you click End Turn.
3. This icon indicates the number of ships or fleets that have remaining movement points but no orders to move.
4. Click this icon to open the Game Menu.



When you complete a turn, you will receive notifications if a research was completed, a hero gained a new level, etc. Important notifications will automatically pop up and open a panel. Lesser notifications will remain as icons on the right side of the screen until you open them.

In the Options menu of the game, you can select which notifications automatically pop up and which ones stay minimized.

Once a notification panel is open, you can choose to dismiss the notification (remove it from the list of displayed icons) or minimize it (to open it again later). When you press the End Turn button all notifications will be flushed, except those which prevent you from ending the turn.

BLOCKING NOTIFICATIONS

Some notifications will appear when you attempt to end your turn, for example when you have not selected any research. Others will prevent you from completing your turn until you have resolved them. For example, a battle notification will prevent you from completing the turn until the battle is resolved.



EXPLORATION

INTRODUCTION

A large part of the game is dedicated to exploring the galaxy and looking for opportunities. This is particularly true at the beginning of a game.

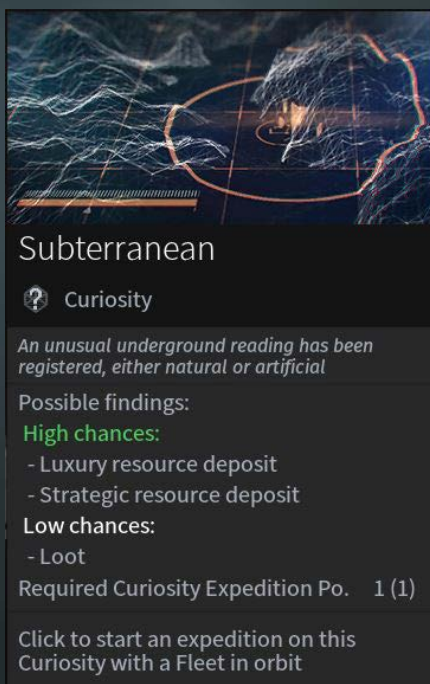
As you move your ships around your starting system you will discover new systems, new quests, new curiosities, minor civilizations and, eventually, other major empires.

CURIOSITIES

While you are exploring the galaxy you will come across Curiosities, which are scattered among the various planets of many star systems.



If you have an exploration ship on the star system you can launch an Expedition on this Curiosity to see what the planet is concealing.



There are various types of Curiosities such as an anomaly that gives bonuses or penalties to a planet, a luxury or strategic resource, or even Dust.

To investigate a Curiosity, you must first launch an Expedition to the planet. In order to do this you need to have a ship equipped with Probes orbiting the system. The number of probes is limited, and is replenished over time when they are used up. Each expedition costs one probe, and there are technologies to increase both the number of probes the ship can carry and the speed of probe replenishment.



PROBES

In the previous chapter we discussed probes and one of their uses: Sending expeditions to investigate Curiosities.

Before you go off to explore the galaxy, therefore, it is a good idea to be properly equipped! (please refer to the Ship Design section for details)



Probes are a type of Support Module which can be installed on an exploration type ship. If the ship has a Probe module installed, it unlocks the following two actions:

Launch Probes 🚀

Fleet Action

Launch probes in order to explore the vicinity of this star system

Movement cost 2 ⇄

Probe Stock 3/3

Cooldown Fully charged

Start an Expedition 🔍

Fleet Action

Search for Curiosities in this System and gain potential rewards or information

Probe Stock 2/2

Cooldown Fully charged

Political impact: 📈 Scientists



LAUNCH PROBES

If you do not use up your probes investigating Curiosities, you can use them to explore the galaxy. The probes have a limited life, but can be launched in whatever direction you please to uncover unconnected systems, other constellations, etc. They are not constrained to the starlanes like ships are.



When you left-click on the Probe icon in the fleet panel, a zone of exploration will appear. Move the cursor to the direction you want to send the probe, and click again to launch it. You can right-click or hit Escape to cancel the launch.

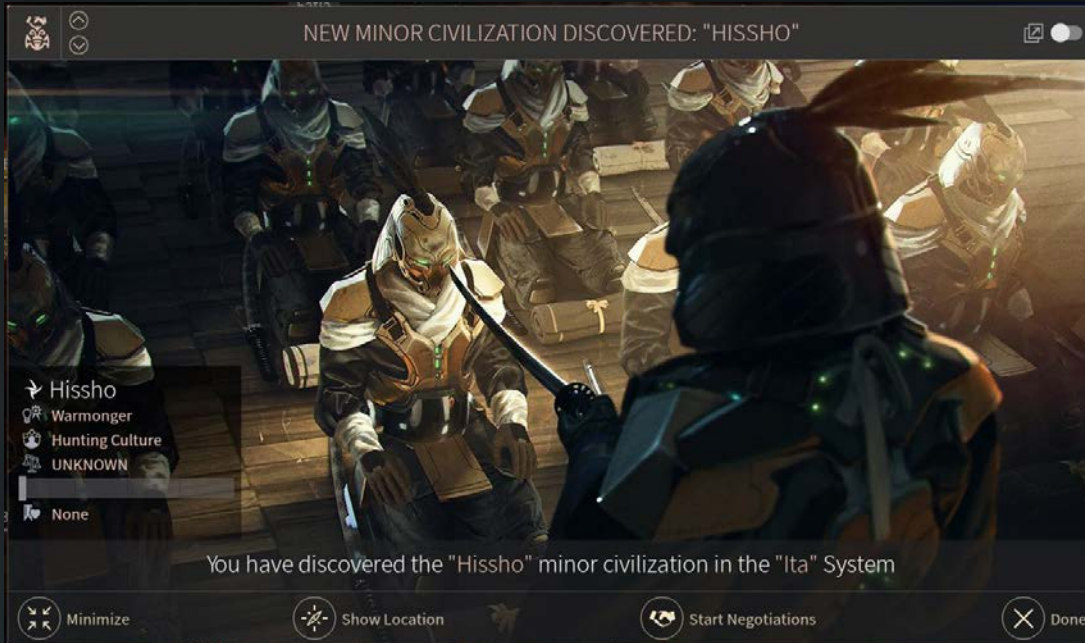


Once the probe has been launched, it will continue straight in the direction you sent it. The number of turns remaining appears above the probe.



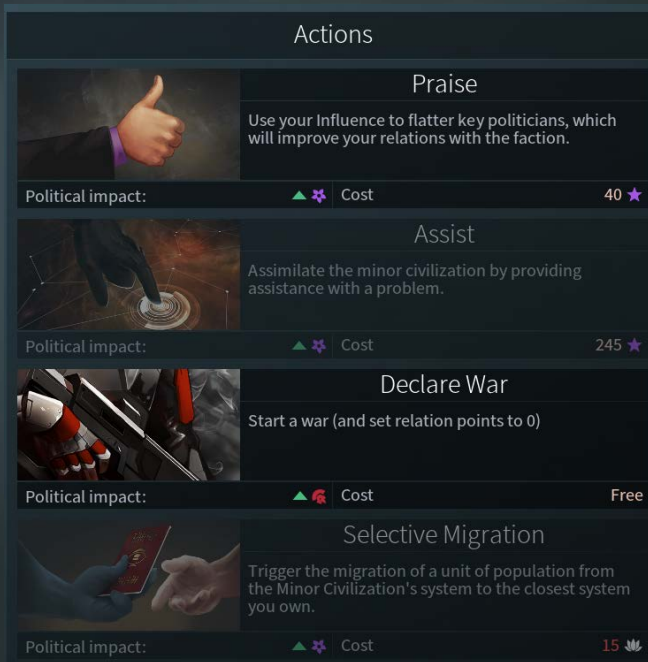
MINOR CIVILISATIONS

While adventuring across the galaxy, you will occasionally come across minor civilizations that can play an important role in your saga.



Regardless of whether your intentions are peaceful or aggressive, it is important to take these minor civilizations into account in your game.

The resource that you will need to engage in negotiations with these minor peoples is Influence. Influence is used to manage all direct contact with both minor and major civilizations, in fact.



Keep in mind that any action you take during these negotiations will have an impact on the political trends and political parties in your empire. Don't declare war unless you want to have the Militarists in your population grow in power while the Pacifists lose ground.



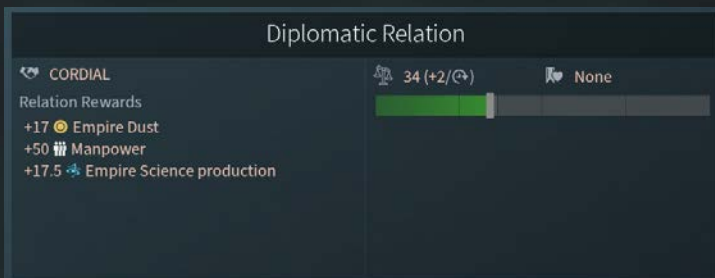
In addition to this, the complex linguistics and anthropology needed for inter-species communication means that discussion with aliens must be preceded by research. There are several technologies in the Technology screen that create and increase diplomatic options.

By improving your relations with another faction, you can rise to higher diplomatic levels that provide access to more options and bonuses.

If your relations are "Cordial" and, compared to others, you have the best relation with this minor faction, you will get access to a special action or effect.

If your relations are "Friendly" the minor civilization can propose a quest, allowing you (if it is completed successfully) to assimilate them into your empire.

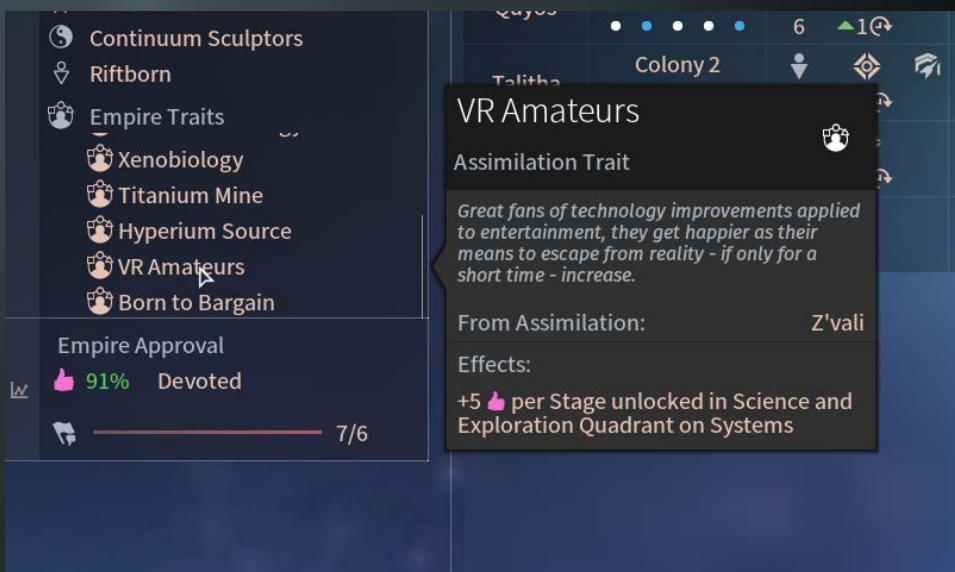
At the best possible level of relations, the "Assimilate" action will replace the "Praise" action, and you can assimilate them directly if you have sufficient Influence. The "Offer assistance" action will also be unlocked, which will give you the possibility to start a quest for the minor civilization. If completed, you will assimilate the minor civilization.



ASSIMILATION

There are three ways to assimilate a minor civilization: Peacefully, militarily or by completing a quest.

In all cases the outcome will be more or less the same, though the choice will have an effect on the politics of your population and your empire. Once they are assimilated, you will obtain their system as part of your empire and their assimilation trait will be added to your empire traits.





PIRATES

The Galaxy of the Endless is filled with Pirates looking for Resources and Dust. They will set up lairs in empty star systems, and these lairs will regularly generate pirate fleets. These fleets will then roam around the galaxy looking for weak ships or systems to capture. You can destroy these lairs with your fleet's' troops in ground battles (see the battle section for details).



QUESTS AND GLOBAL EVENTS

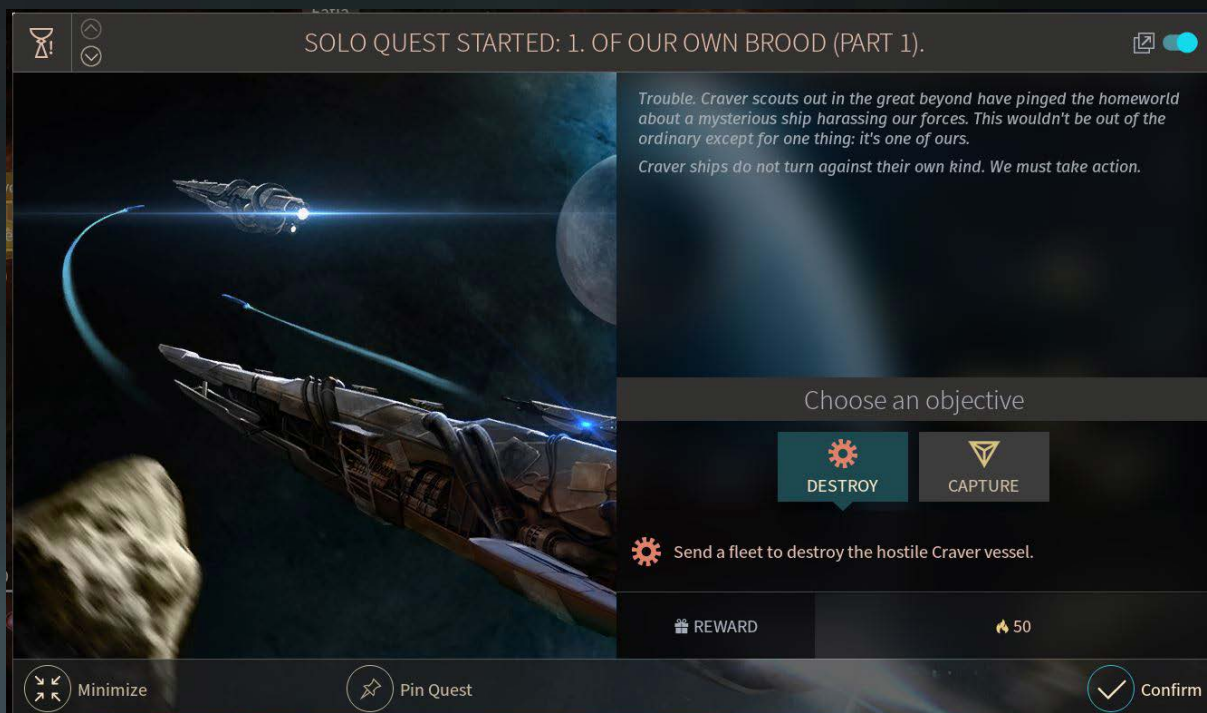
INTRODUCTION

Quests are unique missions that are assigned to your empire. You can gain useful bonuses by completing them, and they can make a difference to your success in the game.

Quests can be triggered in a number of different ways: When exploring a new location, when a certain number of turns pass, when meeting another civilization, etc.

MAIN QUEST

Each civilization in the game has a main quest that will teach you more about the faction and the universe around you. These quests have particularly interesting bonuses, so are worth doing for many reasons!



The main quest is divided into several chapters which unlock as you complete the previous steps. There are also different branches and choices, allowing you to play and develop the civilization the way you want to—and then replay them for a different experience.

SIDE QUESTS

There are also many secondary quests to do in the game, and these are triggered randomly based on a number of prerequisites. These provide a bonus if they are successful, but they can also be failed! Though the failure will not have a particular impact on your empire, it's always preferable to have a bonus after investing the time!

GLOBAL EVENTS

Global Events are random events that do not require any action of the player other than making a choice. They can have good and bad consequences, and may in addition trigger other events later on.



There are two types of global events: Solo events (affecting only the player) and multi-empire events. A multi-empire event can effect a single region or all empires in the galaxy.

COMPETITIVE AND COOPERATIVE QUESTS

Competitive quests have a goal for the player, but it will be achieved while other empires are trying to do the same thing. The reward will depend on the player's efficiency compared to other empires.

Cooperative quests are special situations which consist of working with the other empires in your game to achieve a common goal.

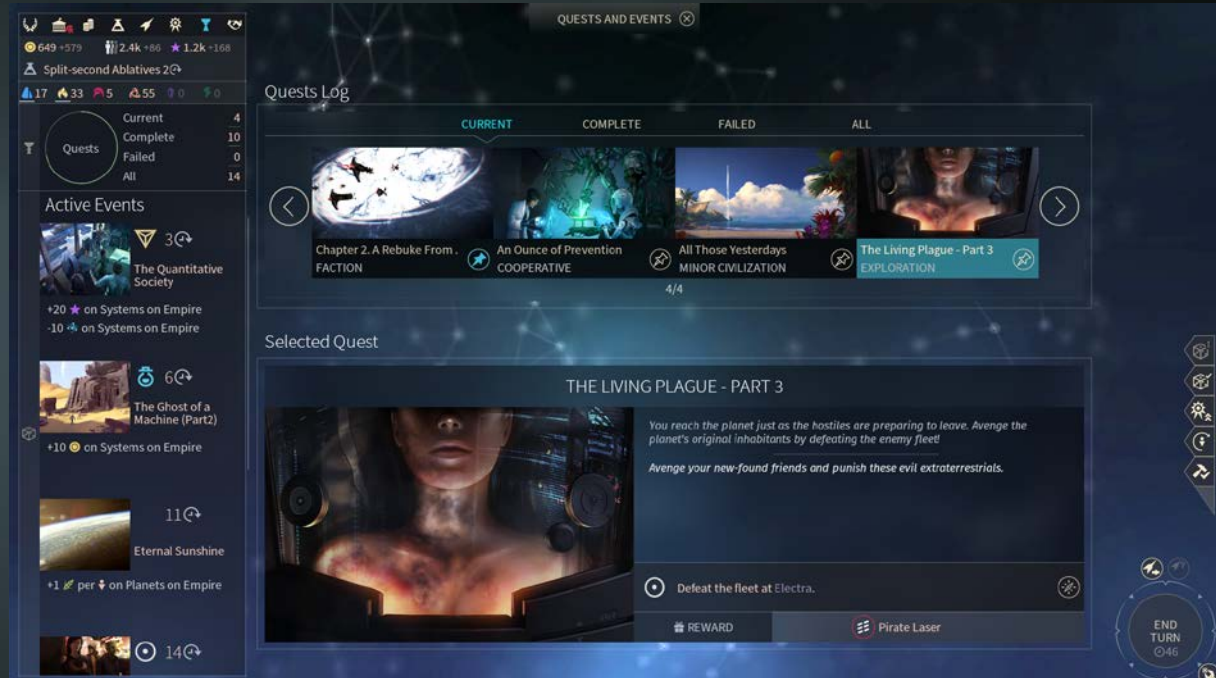
OBJECTIVES / REWARDS

A quest goal is determined by objectives which must be completed in sequence; some quests have only one objective. When there are several objectives, succeeding ones are usually kept secret until they are unlocked.

For each completed objective you receive a reward whose value corresponds to the difficulty of the objective. Rewards can be of different kinds: Dust, Resources, research discoveries, and even new Heroes.

QUEST SCREEN

You will receive a pop-up notice for new, completed, updated, or failed quests. You can open the Quest Screen at any time to manage your quests and check their status.



Quests are classified by status (current, complete, failed), and can be browsed on the horizontal list. Simply click on a quest in the list to display its description, summary, and the objectives and their status.



PIN

To follow the progress of a specific quest, you can click on the “Pin” symbol in the Quests Journal of the Quest Screen. This will display a highlighted window in the upper right corner of the galaxy map.



QUEST LOCATION

If you have difficulty finding the target or source of a quest, there is a Show Location button in all the various elements of the quests interface (Quest Screen, Pinned quest interface, Quest notification).



BATTLES

INTRODUCTION

Battles can be launched in a star system when two enemy fleets are present. Whenever a battle is launched, the fleets involved will be unable to move or take any action until the battle is resolved. You should note that attacking a fleet will have an influence on the Militarist party in your empire.



Certain diplomatic conditions prevent you from attacking fleets of another empire; this is explained in more detail in the Diplomacy chapter.

BATTLE NOTIFICATION

When you begin a battle with an enemy fleet, a notification appears to explain the order of battle:



1. Your fleets and ships are always located on the left, while the enemy is on the right.
2. A Hero can lead each fleet, but is not required.
3. The fleets involved in the battle are listed here; you can hover the cursor over each ship to read its information.



4. This circle represents the balance of power, and thus, the probability of winning the battle.
5. This is the Battle Tactic you have chosen to use for this engagement, chosen from among your Battle Tactics Set. This tactic will determine the range of your flotilla(s) for the battle as well as any bonuses.
6. Gives access to the Advanced Battle screen.

ADVANCED BATTLE SCREEN



1. Each battle takes place in a specific "theater", and each theater has a particular effect on the battle. Make sure you take this into consideration when choosing your tactics.
2. The most important choice is your Battle Tactic. Every empire has three battle tactics available, and each tactic has orders for the attack distance at which your ships will fire. Each attack distance has advantages over another (short over medium, medium over long, and long over short).
3. The bars indicate whether you have an advantage depending on your best guess at the enemy's battle tactic (sadly the enemy doesn't always choose what you think they will!).
4. This automatically places your ships into the flotillas depending on their firing range (determined by their weapons modules) and/or the number of ships in the flotillas.
5. Change the information presented for this engagement: Ship trajectory, balance of power, types of damage, and range efficiency. Remember that the trajectory will determine which weapons will be most heavily used, so it is important to choose your battle plan based on the weapon modules equipped on your fleet (e.g. medium range weapons will be most effective on a battle plan that emphasizes medium range encounter with the enemy).
6. You can watch the battle in real-time 3D, or simply get a summary of the results.
7. You can retreat from an encounter; however, your fleet will lose 60% of its health and will head towards a randomly-chosen neighboring system. Careful: If no system is available, the fleet will be destroyed!



WATCHING SPACE BATTLES



If you activate the “Watch” option, the theater of battle will load so you can watch the engagement in real time. The default camera will show a cinematic view of the battle. If you want a more strategic view, you can select “Overview Camera” to show detailed battle information as it progresses.

ENCOUNTER OUTCOME NOTIFICATION

When the battle is over, a new screen appears that shows the results of the encounter.



The battle can be won, lost, or end in a draw. If it is a draw, you can launch the battle again the next turn.

You will gain experience with each enemy ship destroyed, and this is shared between the surviving ships and any Hero that is present.

ADVANCED BATTLE REPORT

If you want a detailed battle report, click on "Advanced" for the following screen:



This screen will show you the statistics during the different phases of the battle.



GROUND BATTLES

In Endless Space 2 we also have ground battles! Your effectiveness in ground battles is based on a new element, Manpower, which you can track in your Military screen.

This screen shows the increase in Manpower each turn, and also the percent of each unit type that you gain each turn.

As soon as you have Manpower it is possible to launch ground battles against a faction (if you are at war). If you have a fleet in an enemy star system, you can launch a ground battle by using the "Invade" button in the Fleet Action panel.

EMPIRE MANPOWER	375/525
Base increase	+26
Fleets/Systems	+0
Net increase	+26
TROOP BREAKDOWN	
Infantry	50%
Armor	50%
Air	0%
Enroll	

Invade

Fleet Action

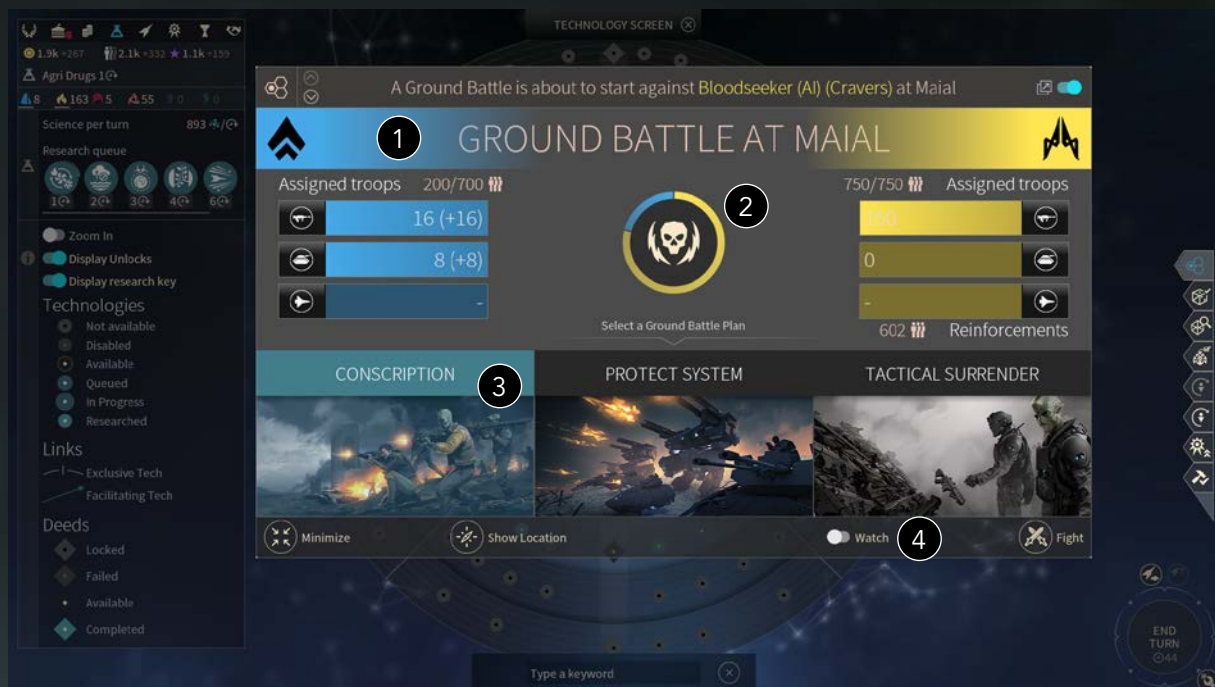
Execute a Ground Invasion of the System and spare its Population.

Political impact: ▲ Militarists



The roles of attacker and defender are important when planning and resolving a ground battle. The attacker has a list of options similar to the space battles, which will allow them to determine how they will attack and the various risks and options for each ground battle plan depending on their forces.

The defender, on the other hand, must decide whether they will defend the system or surrender it to spare the population and improvements (perhaps in hopes of returning quickly to retake it!).



1. The screen functions similarly to the space battle screen with your forces on the left and the enemy on the right.
2. The circle in the center indicates the balance of power between the two forces.
3. You can select your battle plan (the plans are different for attackers and defenders)
4. You can decide whether or not to watch the battle.



EMPIRE SCREEN

INTRODUCTION

The Empire Screen is an overview of the production of your systems, and shows the overall status of your empire and your progress toward victory.

STAR SYSTEM TAB



1. An overview of your empire, its type of government, and its various traits (bonuses / penalties).
2. Your level of Approval at an empire level, calculated as the average of your star systems and their populations.
3. A list of the colonized systems of your empire.

1	2	3	4	5	6	7	8	9	
Polaris	Colony 1	1	ECSTATIC	0	63	-1	0	27	Cerebral Reality
Quyos	Colony 1	4	ECSTATIC	68	113	-1	50	27	Xenotourism Ag.
Talitha	Colony 2	9	ECSTATIC	125	416	29	352	43	Cube of the Vic.

Each system line displays summary information related to its system:

1. Name
2. Status (Outpost or Colony, and the number of colonized planets)
3. Population
4. Approval
5. Hero
6. Resources generated per turn
7. Luxury or Strategic Resources present in the star system
8. Construction currently ongoing in the system
9. Number of ships in the System Hangar



You can click on the Hero portrait to access the Hero Management screen, and if you double-click on the system name you will return to the galaxy map view, centered on that star system.

SYSTEM MANAGEMENT FROM EMPIRE VIEW

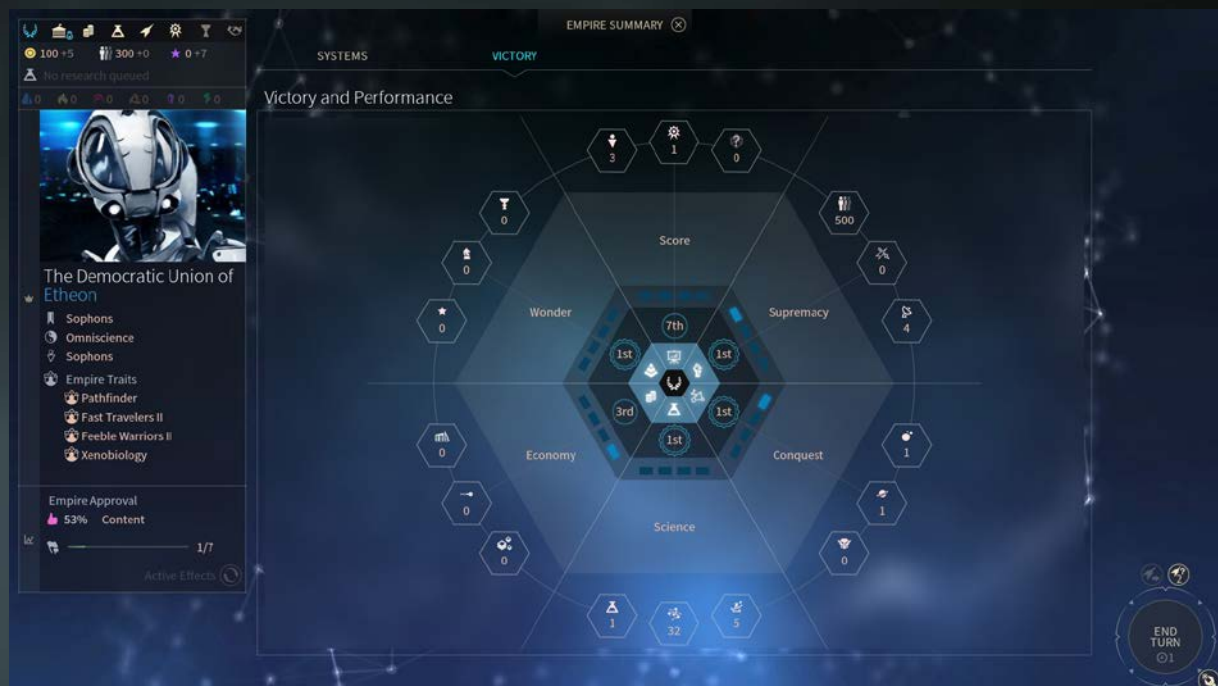
From this screen, you can also handle each system individually by clicking on specific elements of a system's information. Using this you can manage your system population, improvements and hangar.

EMPIRE APPROVAL

On the bottom left of the Empire screen you can see the overall Approval of your empire. Below that is a counter that shows you how many systems you can still colonize before all your population starts to suffer an overcolonization penalty.

VICTORY TAB

The victory tab gives an overall view of how the game is progressing according to victory conditions.



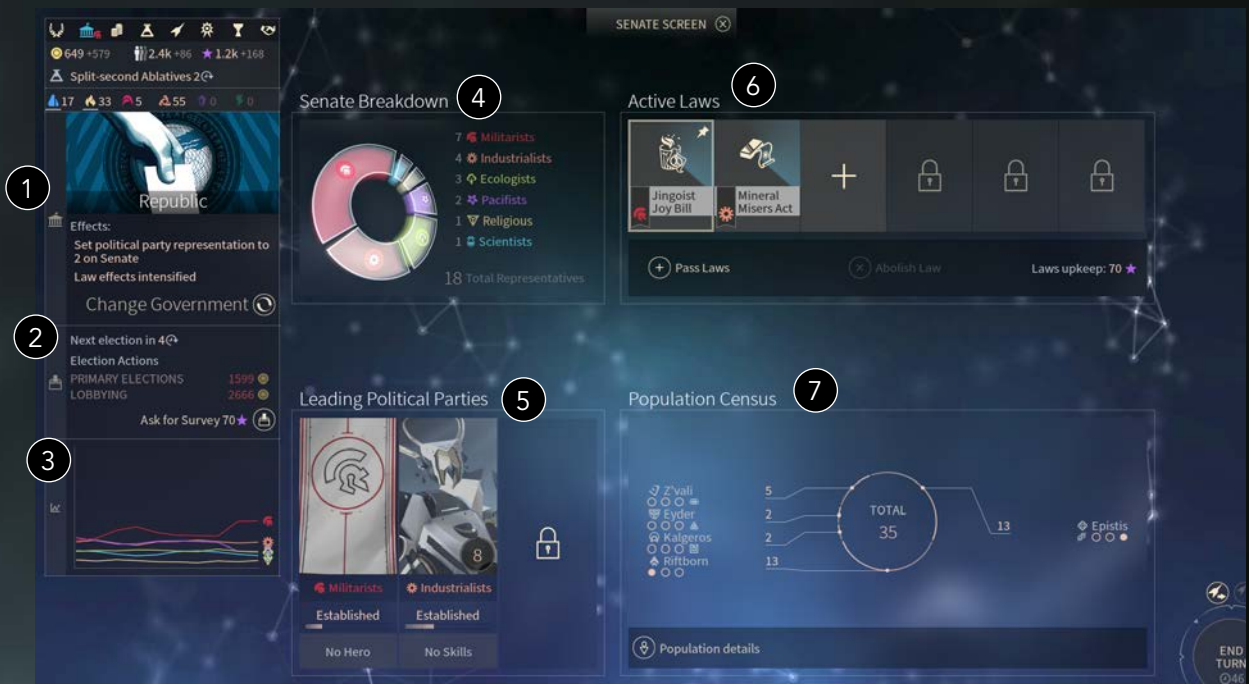


SENATE SCREEN

INTRODUCTION

The Senate is new in Endless Space 2, and is used to manage a new element of your galactic empire: politics!

Every faction has a basic political preference, but this starting position will come under pressure from other political parties as your game advances, which will force you to make decisions. Do you want the other parties--and their associated laws and abilities--to have a role in your Senate, or will you take any and all action necessary to keep them out and impose your own order?



1. The current government and its effects are shown here. This is also where you can change your type of government.
2. Below that is information on the upcoming election, and an overview of your possible actions for it.
3. This small graph shows the latest political trends, to let you anticipate and plan how you should handle the next election.
4. This graph shows you the current composition of the Senate.
5. You will have up to 3 leading parties, depending on the type of government you have chosen. Leading parties give you access to their laws. If a hero represents a leading party, they might give you specific effects with his skills.
6. This displays all the active laws, and allows you to manage them. The number of available laws depends on your current government type.
7. This graph gives you a breakdown of the population composition of your Empire.



POLITICAL PARTIES

There are several political parties, each with their own vision of the world and the path they want to follow to run your empire.

Each decision you take in the game will have an effect on the support and popularity of the different political parties in your empire. If you attack an enemy system, don't be surprised if Militarists start showing up in your Senate. If you assimilate a minor civilization through Influence rather than arms, the Pacifists will likely grow in power.



The composition of the Senate will therefore evolve depending on the actions taken by your empire. You need to keep a close eye on the evolution of the different political currents between elections, knowing that you have the possibility to influence the growth of the parties and even the outcome of the elections.

POLITICAL PARTIES AND POPULATION

Your empire's population has a strong effect on the political trends in the empire as it can increase or decrease the political effects of your actions. For example, if a Pacifist event has been triggered, a Sophon population can augment not only the influence of the Pacifists but also the Scientists. Conversely, if there is a Religious event, a Sophon population will only generate half the Religious influence that the event would normally generate.

Therefore, every faction will have a very different political influence depending on your actions. If you want more detail on the consequences and trends, click on the "Population details" bar at the bottom of the Senate screen.

POPULATION OVERVIEW

Empire population

System	Count	Icons
Luméris	3	3 icons
Gnashast	1	1 icon
Amoeba	1	1 icon
[guardiansCenter]	1	1 icon
Tikanan	1	1 icon

Luméris

Collection status: 10 / 20 / 50

Effects on planets: +1 on Fertile, +3 on Fertile

Collection Effects: Political output +1 Pacifists

Reaction to Political Events

A population reacts to political events so that it can augment or reduce the effects of this event. Also, special traits can generate alternate effects on other political parties.

Political Traits:

- PACIFISTS
- ANTI-MILITARISTS
- HEDONISTIC

Legend for Political Parties:

- Industrialists
- Scientists
- Pacifists
- Ecologists
- Religious
- Militarists



This screen summarizes the different populations in your empire and shows how they will react to various political events.

You can also see your progression towards the unlocks of Population Collection bonuses. These are received when you gain 10, 20, or 50 units of the same population in your empire. The effects are presented in the same panel.



ELECTIONS

Introduction

Your game will regularly trigger elections (every 20 turns on most game speeds, but every 10 turns on Fast). These elections are of great importance to the management of your empire, as the majority party can change and this will effect laws and political traits that generate bonuses for your empire.

The election process

Five turns before the elections happen, you will receive a poll that shows the current political trends in your empire. However this is only a poll and a general indication, and things can change!

On the day of the elections you can take certain actions to support your preferred party. Depending on the type of government you have, there are a number of actions that you can take that may require Dust or Influence. You can merely give your official support to a party, or pay to support the campaign of your preferred candidate. You may also have opportunities for more underhanded methods to undermine opponents...

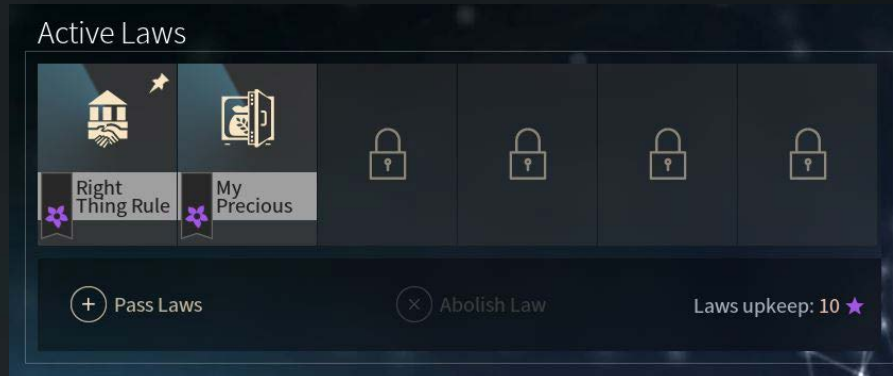
When the elections are over, new laws may be unlocked depending on the results and the new proportions of the political parties in the Senate.





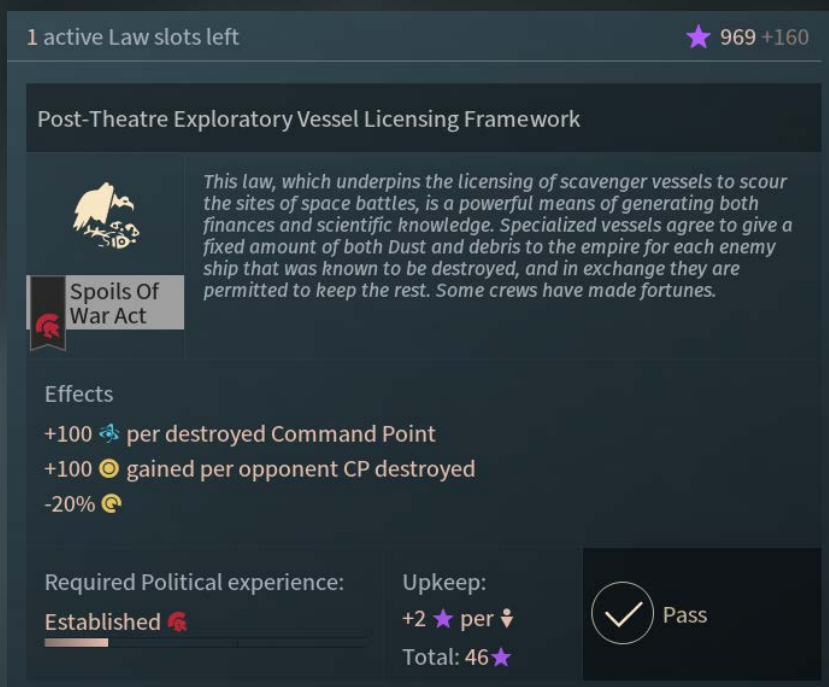
LAWS

You will be able to vote on laws—at a cost of Influence—that will have empire-wide effects.



The types of laws available depend on the political parties present in the Senate. Passed Laws immediately apply their powerful effects across the Empire. However, an upkeep in Influence must be paid, based on the number of systems owned and the power of the law.

If paying this upkeep becomes impossible, then laws start being abrogated (cancelled) progressively.





ECONOMY SCREEN

INTRODUCTION

Keeping on top of the galactic economy means monitoring the production of your systems, as well as managing your Trade Routes and Luxury Resources. This can be done from the Empire Summary screen and the Economy screen respectively as well as an overview of the production of your systems.



The Economy Screen is the management interface for your Trade Routes and your Luxury Resources, as well as an overview of the production of your systems.

TRADE & RESOURCES

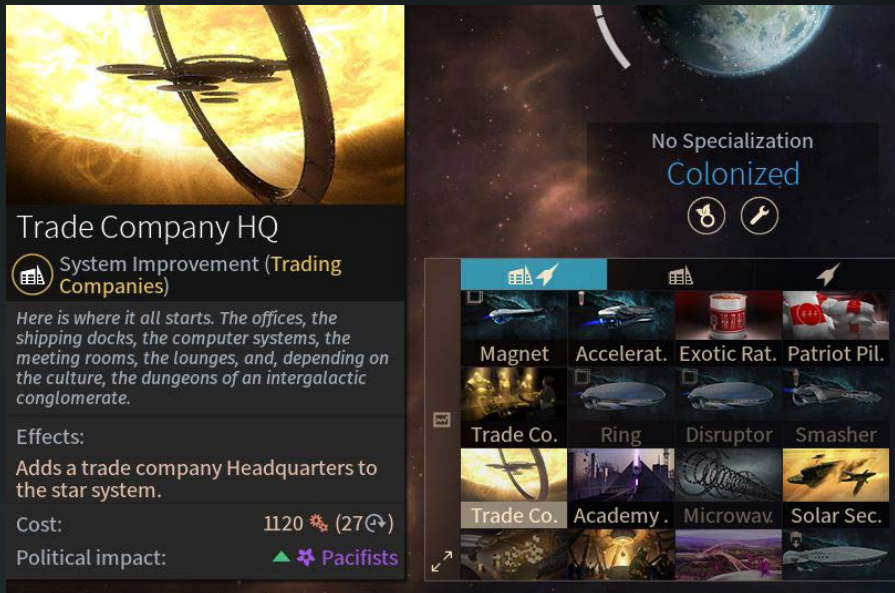
1. An overview of your trade companies and how many subsidiaries they have.
2. The list of all your Trading Companies. You can manage them and track their progress.
3. On the right side of the screen, you'll find all the data you need on System Development Upgrades. Unavailable projects are greyed out, and can be made available by unlocking the linked Technology stage in the Economy and Trade quadrant.



TRADING COMPANIES

As soon as you have researched the "Commercial Frameworks" technology you will be able to set up Trade Routes.

To do this, you first need to set up a Trading Company Headquarters in one of your systems.



Once your HQ has been created, you need to build Trading Company Subsidiaries in your other systems in order to create your first Trade Routes.



Once these two elements have been built, you can see your first Trade Route in the Economy screen. Each route will bring in income every turn, and the size of the income depends on the number of routes, their efficiency, the number of ships used, and the Trading Company's level of experience. This experience level increases with time and also with the value of the Trade Routes attached to the HQ. These routes can be blocked by enemies; use the Scan View to check the routes.



SYSTEM DEVELOPMENT

Once you have unlocked/discovered the Neural Robotics technology the technology stage 2 of the Economy and Trade quadrant, you will be able to construct System Development upgrade projects that will let you improve your star systems by leveling them up. This creates a spaceport on the system/additional space for population, and gives better resource production a bonus that you choose yourself based on the Luxury Resources used.



In the System Development upgrade screen, you will have to choose which Luxury Resource you want to use when upgrading your systems. As each resource gives a different bonus and an As upgrade can only be done once per star system per Technology stage, and each resource gives a different bonus, you need to choose with care when planning the project.

MARKETPLACE

Available Items

STRATEGICS (4) LUXURIES (4)

113 0 9 ? 0 56

70 ? 0 ? 0 0 0

- x - 0 + = Sell -

Purchasable Items

STRATEGICS (5) LUXURIES (6) SHIPS (0) HEROES (0)

165
163
164
125
166
87
68
49
30
11

36 37 38 39 40 41 42 43 44 45 46

NAME	QUANTITY	PRICE
TITANIUM	218	30
ORICHALCIX	2	218
HYPERIUM	64	29
ANTIMATTER	49	81
ADAMANTIAN	2	81

- x - 0 + = Buy -

Exchange Information

Unknown Empire bought 30 Hyperium for 770

Unknown Empire sold 18 Titanium for 407

Unknown Empire bought 30 Bluecap Mold for 470

Unknown Empire sold 92 Eden Incense for 1.3k

Unknown Empire bought 60 Eden Incense for 1k

46

Unknown Empire bought 20 Eden Incense for 579

Unknown Empire bought 10 Transvine for 235

Unknown Empire sold 12 Dustciduous Trees for 144

END TURN 46

1. This provides an overview of all your stored Resources and where you can sell them to the market. The price will of course vary depending on the current demand.
2. This screen, shows you all the items available for purchase Prices will again vary depending on the demand. Some items require that specific technologies are researched first.
3. On the bottom left, you have information on recent purchases This can help you anticipate the price changes or can give you data on the needs of other Empires.



MILITARY SCREEN

INTRODUCTION

The Military Screen is the central point where you manage your fleets and ship designs.



1. The Fleets List details all existing fleets in your empire. Each line holds a number of statistics: Leading Hero (if any), command points, health, manpower, movement, status, and military Upkeep cost.
2. Once you select a fleet in the Fleets List, its ships are presented in the ship list panel.
3. Each fleet has an upkeep cost consisting of a base cost and an additional cost for each ship. As the base cost is rather high, you are encouraged to regroup your ships in bigger fleets in order to avoid unacceptably high maintenance costs.
4. If a fleet or ship becomes useless you can disband it, which will make it appear in the system hangar.
5. As you develop new ship designs, older versions of this design become obsolete. You can use the Retrofit buttons to upgrade a ship or entire fleet to its "state of the art" version. You can only retrofit in a system you own.
6. The Ship Designs panel lists all existing templates for ships you can construct in your empire. The "Create" button allows you to create an entirely new ship design. The "Edit" button allows you to alter an existing design. The "Delete" button permanently removes a ship design. Please note that existing ships based on a deleted design can no longer be retrofitted. If "Auto-upgrade" is activated, designs will automatically be upgraded as more advanced versions of existing modules are discovered. However, module types will not be changed and empty slots will not be modified.
7. The equipment panel shows a 3D vision of the ship, as well as its current modules.



SHIP DESIGNS

When the game starts you have basic ship designs for the ships you have unlocked. As the game evolves, you can unlock new ship types and are offered the possibility to customize them.

A Hull is the basic shape of a ship: it determines its appearance, basic stats, ship role (explorer, colonizer...) and special capacities.

A Ship Design represents an equipped Ship Hull with its modules (weapons, defense, support and squadrons). This equipment changes the stats and capacities (usually positively) of the Ship.

Ships are the constructed version of a Ship Design that store the latest values of the statistics: Current health, manpower, and also the level and experience value for the ship.

The Military screen shows the list of existing Ship Designs.

EDITING SHIP DESIGNS

Click the "Create" button (new design) or "Edit" button (update an existing design) to open the Ship Design Panel. If you chose to create a new design, you will first be requested to select a Hull Model.



The Ship Design panel allows you to outfit a Ship Design with modules of your choice.

1. The ship information displays general information on the ship. If you selected the creation of a new ship design, you will have to enter a valid name for it (one which does not already exist).
2. **Cost** determines how many Industry points this ship will cost, as well as any resource requirements (such as Strategic Resources, Dust, Population, etc.). You see a reminder of your current resource stock, as most advanced equipment requires Dust or Strategic Resources.
3. The modules list displays the unlocked modules that your empire can craft. You have an unlimited supply of this module, provided you have the Resources required and the industrial capacity to build ships based on it. You can filter equipment by type (weapon, defense, support) or see all types. The modules of your ship are represented in the form of slots of different types. Weapon slots can only receive weapons, etc. To equip a module, simply drag it from the list to the desired slot. You can also double click in the list to quickly equip a module.



4. Statistics give you detail on your ship efficiency, starting with these attributes:
 - a. **Life** determines the amount of damage this ship can sustain (Health Points). Most ships regain health over time.
 - b. **Manpower** shows the number of troops in the ship (useful for Invasion).
 - c. **Movement Speed** determines the distance this ship can move in one game turn.
 - d. **Command Points** determines the number of command points required by this ship.
 - e. **Offensive military power** determines your ability to inflict damage.
 - f. **Defensive military power** reduces attack odds.
 - g. **Range** shows the efficiency of your ship at different distances.
5. "Auto Design" will automatically install modules on the ship for maximum effectiveness, based on the following parameters:
 - a. The faction you are playing.
 - b. Modules you have unlocked in the Technology screen or have found via exploration.
 - c. Modules already installed on the ship.

Once your Ship Design is ready, click the "Create Design" button.

MODULE TYPES

All ships are equipped with different modules, which are the main stat modifiers of your ship designs. Each ship has slots reserved for certain types of modules. There are four types:

- **Weapons:** Weapons are your ships main offensive power They are either projectile or energy based, and have different range efficiencies. Weapons are divided into four categories:
 - o **Kinetics:** Projectile based, kinetic weapons aren't that efficient against large ships but provide the best protection against enemy missiles and can also target Fighters and Bombers.
 - o **Missiles:** These are long-distance projectiles, that will do massive damage whenever they hit. However they can be destroyed in flight by enemy kinetic weapons.
 - o **Lasers:** High damage output at long to medium ranges, lasers are a solid choice for any ship. Just be careful as energy weapons can be completely useless if they can't get through the enemy's energy shield.
 - o **Beams:** Just as the lasers, beams are energy based, and will tear through the enemy ships if they can get at close range. But be careful as they are useless at long range.
- **Defensive modules:** They protect ships from either projectiles or energy weapons. They will make your ships survive under the enemy fire.
- **Support:** Support modules provide various effects on your ships, ranging from additional movement points to attracting enemy fire, and so on.
- **Squadrons:** Available on bigger ships, squadrons provide units of smaller ships that will deploy in battle. They are divided into two specializations:
 - o **Bombers:** Specialized in damaging other, larger ships, they are quite fragile but can do massive damage.
 - o **Fighters:** fast and mobile, fighters will escort bombers to defend them from other fighters or simply defend your own ships from enemy fighters.

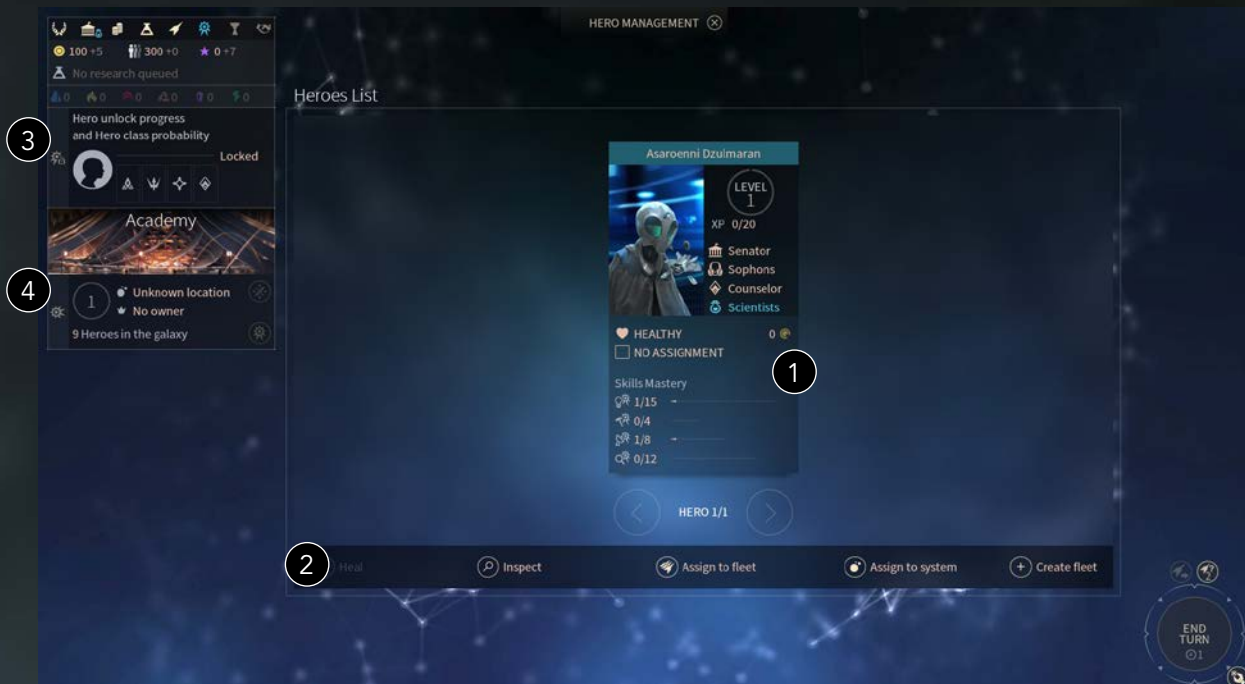


ACADEMY SCREEN

INTRODUCTION

This is where you will manage the most important characters in your empire: the Heroes. At the start of the game you will only have a single Hero; you will need to construct the Academy Embassy or discover the Academy in order to recruit additional Heroes.

You can access this screen from the Academy icon on the upper left of your screen.



1. Heroes are listed in the form of cards showing their basic stats. You can click on a Hero's card to select them.
2. The list of actions you can apply to the selected Hero is:
 - a. **Heal** will heal Heroes who have been injured in battle. This allows you to speed up the recovery which might otherwise take several turns.
 - b. **Inspect** opens the Hero Overview.
 - c. **Assign to Fleet / System** will allow you to assign a Hero to a fleet or star system that you own. Make sure you check the "Class" of the Hero so that the assignment is one that uses the Hero's strengths. Note: Heroes given a new assignment will be locked in that post for a number of turns.
 - d. **Create fleet** lets you create a new fleet that includes the selected hero and their ship.
3. The Hero unlock progression shows how many turns it will be until you can get a new Hero. In order to recruit another Hero, you need to have researched the Xenology technology or discovered the Academy. This progression bar fills bit by bit due to most of your ingame actions (building a ship, upgrading a star system, exploring, etc.).
4. At the start of the game, the Academy is in an unknown location somewhere in the galaxy. If you colonize the system with the Academy, you get an additional Hero but you also can see all the Heroes in the galaxy.



HERO SHIP DESIGN

When you open the Hero Overview panel, you can open a secondary panel that displays the Hero's ship design (there is a different ship per Hero class).

The main difference between the Hero Ship Design panel and the Ship Design panel is that modules are applied instantly to the Hero ship (as long as you have the Dust and/or resources), while regular Ship Design only creates "templates" which must be constructed or retrofitted.





HERO SKILLS

The Hero inspection also allows you to select Skills for your Heroes. Skills are special abilities earned as the Hero gains experience levels. Click on the "Skill Tree" tab of the Hero Overview panel to display their skills.



Each time a Hero gains a level, he is awarded a Skill point which can be used to select a Skill in the Skill Tree. Skills are unlocked hierarchically, so you must start from the center of the circle and progress towards the outside.

The tree is divided into 3 main branches:

- The left sector is determined by your hero class (Counselor, Guardian, etc.)
- The right sector is determined by your hero faction (Sophons, Cravers, ...)
- The upper sector is common to all Heroes, although some Skills are adapted to leading armies, while others are adapted to governing a system.

Some skills can be selected multiple times, with an increasing effect each time.



DIPLOMACY

INTRODUCTION

The Diplomacy Screen displays your current diplomatic status with the other major empires and allows you to conduct negotiations with them.



Your empire stands at the center, and the other empires are laid out according to your relations.

- **"Unknown"** means you have not yet met this empire, and must discover it by meeting one of its fleets or systems on the galaxy map.
- **"War"** means that you are engaged in an all-out war with this empire.
- **"Cold War"** is the default status when you meet another empire. You can generally engage each other's fleets in neutral systems, but both their systems and yours are protected from aggression unless war is declared.
- **"Peace"** allows you to develop advanced diplomatic agreements which can mutually benefit both empires.
- **"Alliance"** is a stronger bond between two empires which grants them mutual defense. Declaring war on an empire is risky, but declaring war on an empire allied with another is even riskier.

To initiate diplomatic negotiations with an empire, simply click on the base of the figure that represents it. You can also hover your cursor over their image to check your status with them.

If you wish to see their status with other empires, click on the "Swap position" button above the image of your faction leader, then click on the leader whose relations you want to see.



NEGOTIATION SCREEN



The Negotiation Screen allows you to conduct Diplomacy and Trade with other empires. It is divided into the following parts:

1. Your empire is on the top left, the empire you are examining on the top right.
2. You can select terms from different categories to make a deal. "Treaties" are high level diplomatic agreements which can be used, for instance, to declare War and Peace. Other categories can be used as gifts or trade, or also to improve a particular deal and make sure the other empire accepts it.
3. You can also select terms for the other empire. Some terms are symmetrical (such as declaring peace), others are unilateral (resources, technologies).
4. The overall deal being offered is summarized here.
5. The gauge indicates the likelihood that the other empire will accept your deal.
6. When you are ready you can make an offer, but you must have enough Influence points to propose the deal.
7. Information about the other empire is summarized here.
8. The Pressure Bar shows the level of diplomatic pressure between the two factions, as well as the diplomatic demands that can be sent or imposed.

The Influence cost of a deal is greatly influenced by your diplomatic score with the other empire. For instance, if you have a very good relation with another empire, declaring war on it will be very expensive, while it will be more affordable if your relations are already bad.

Once you have confirmed your offer, you will receive a notification letting you know if the deal has been accepted. Some deals, such as declaring war, do not require an answer...



DIPLOMATIC PRESSURE BAR



1. Level of diplomatic pressure.
2. Change in the diplomatic pressure in the next turn.
3. Thresholds for sending diplomatic demands.

Pressure is measured partially by the Empire Score and the border frictions between the two empires. This value is also modified by current relations between the two empires (Peace and Alliances reduce the pressure significantly). The different levels of pressure allow the dominant faction to send varying diplomatic “demands” to the weaker one. The faction that is sending the demand can request, for instance, resources and technologies. The faction receiving the demand has two choices:

1. Accept the demand, which will reset the diplomatic pressure to 0.
2. Refuse the demand, and receive a strong penalty. The pressure level also drops to zero.

The faction under pressure can send gifts to the dominant faction to reduce the pressure. This cannot be used to increase the pressure.

CONTEXTUAL TERMS

Contextual terms are short diplomatic dialogs unlocked by certain game situations, like enemy trespassing ships in your territory or an opponent colonizing nearby. A faction can then make a contextual request reacting to that behaviour (for example a request to remove the trespassing ships).

Depending on the recipient’s answer, the sender might also be able to select a diplomatic reaction (for example, to taunt them if they agreed to remove their ships).

ALLIANCE

Multiple Major Factions can bind together as an Alliance, which is then pledged to work as a team. This has multiple consequences:

Shared Diplomatic relations: Any war declaration from one Faction applies to the whole Alliance; however, each member has the option to step out of the Alliance when a war is declared by an Alliance member.

Faction Pact Bonus: Factions in an Alliance can sign a specific pact with one other faction in the Alliance. This grants an effect linked to their ally’s faction, which improves over time (up to a max).

Coordination Tool: To communicate with allied Empires, you can use the small icon on the bottom right of the End Turn button in the galaxy view. This allows you to leave marks at specific points in the Galaxy to notify your allies of your intentions.



WINNING CONDITIONS

The game has six different victory conditions.

Supremacy Victory: In order to make sure that things work out for the best, you had to take a number of measures that might be called... extreme. In fact, you decided to eliminate all of the other major empires in the galaxy. It can only be achieved by holding all the home systems of the galaxy.

Score Victory: By gaining a level of mastery in the many complex elements of an empire - economy, military, sciences, etc. - you can create a civilization that is second to none. This victory will be given to the faction with the highest score after a fixed number of turns (this depends on the game settings).

Wonder Victory: By constructing several "Obelisks of All Space-Time" you show your visionary drive and the incomparable capacity to build monumental works, becoming the undisputed leader of the galaxy.

Economy Victory: If power is purchased, not earned, this will show you have the means to do so! By generating a certain total amount of Dust over the course of the game (this changes depending on certain game parameters), you will earn the power to rule the galaxy.

Science Victory: By discovering the four advanced and unique technologies at the farthest edges of each quadrant of the Technology screen, you will have a depth of knowledge and technical power that makes you the unquestioned leader of the galaxy.

Conquest Victory: There is one way to become the undisputed leader of the galaxy: Control the majority of its star systems. Who would dare to defy your will?

If part of an Alliance, some conditions might vary to adapt to the alliance's scale. If a faction that wins one of these victories is the member of an alliance, all the factions in the alliance will also win.

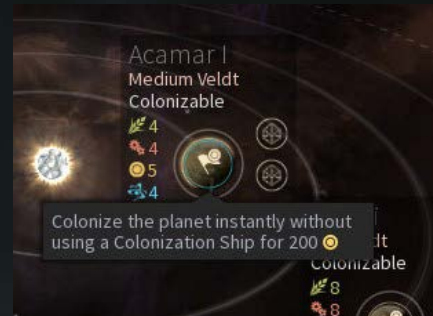


SPECIFIC FACTIONS' GAMEPLAY

THE LUMERIS

Instead of colonizing planets by building and sending a Colonization ship, the wily Lumeris simply purchase the planet that they find interesting. In this way they establish an Outpost immediately.

Once the Outpost has been established, the Lumeris can evolve it into a Colony or can sell it to another empire through the Diplomacy screen.



THE VODYANI

The Vodyani don't directly colonize the planets and systems that they find interesting. Instead, they anchor their great Ark ship in the star system, draining and absorbing the resources and the population. The first Ark you receive in the game is already anchored in your Home System, but like any ship you can move it to another star system at no cost. However, you will lose the income and advantages of Dust, Influence, and resources that you set up in the initial system.

In addition, the Vodyani do not increase their population as most of the other empires do, with Food. Instead of that they must acquire "Essence", which they obtain by draining the populations from the star systems that their ships visit (if the ship has the "Draw Essence" module, which is unique to the Vodyani Ship Design). Additional Improvements and other modules can make the process more efficient.

THE SOPHONS

Sophons know which technologies have already been discovered. They gain a science bonus when researching Technologies first; this bonus is reduced depending on how many other factions have already discovered the technology.

THE CRAVERS

Built on war, consumption and expansion, Cravers use the Non-Cravers Factions as slaves. They will have a happiness penalty and provide more resources, but are not allowed to vote for politics.

Craver populations consume their resources extremely rapidly, providing a 150% FIDSI bonus but at the cost of depleting the planets they live on as they drain it from its resources. Once depleted, a planet will only provide a fraction of its original FIDSI output.

THE UNITED EMPIRE

The United Empire can use the Influence resource to purchase technologies, buy resources on the marketplace, and buyout constructions in its star system queues.

THE RIFTBORN

The Riftborn can generate Singularities that affect time on the selected star systems. These Singularities can accelerate or slow time on those systems for a fixed period (number of turns) providing varying positive or negative effects.

The Riftborn population also doesn't 'grow' as most populations, but has to be built in the construction queue.



THE UNFALLEN

The Unfallen expand their empire from their home world by extending Tendrils. Once these reach a system, it falls under their influence and allows the Unfallen to: Colonize and gain Bonuses for friends/allies.

Tendrils can only be created from a system already colonized by them, and can only go to an immediate neighbor. If a system is cut off from the home world, it will decline until it dies.

Unfallen are also able to discover the Guardian population type via Curiosities. This population will then appear on the planet and provide a positive or negative effect to the system, depending on the Unfallen relations with the system.

THE HORATIO

The Horatio believe everything should be as perfect as they are; other factions are simply a resource they can use to improve themselves. Whenever a certain threshold of non-Horatio population lives in their empire, this population can be assimilated to improve the Horatio Gene. Horatio ships also cost more but are highly versatile - or, as they would put it, perfect.



CUSTOM FACTION CREATION

From the Faction selection screen, you can also be able to create your personalized faction. To do so, simply click on the Create Custom Faction button, which will use the current selected faction as a base.

You will then be able to select your gameplay and visual affinity, your faction traits, your starting home planet, and your government. All these parameters have a certain value and their total can't exceed a certain limit (to keep some kind of balance in the Universe!).

The same goes for your Population, which also has separate limitations.

Custom Faction Creation

FACTION DETAILS

Name: Planet Chainers

Gameplay Affinity: Planet Brokers [100]

Visual Affinity: # Lumers [10]

Author: Shaik it!

Description:

STARTING SET-UP

Home planet: Steppes [10]

Government: Republic [10]

POPULATION

Name: Planet Chainers Icon: #

Politics: Industrialists [10] Military-Industrial. [] None

Bonuses: Meritocratic Cos. [15] Dust Purists [10] Mercantile Collect. [1]

AVAILABLE TRAITS

Filters	Trait name	Level	Cost
All	Amateur Executives	-	-5
Economy and Development	Big Spenders I	1/2	-5
Expansion and Colonization	Black Thumb II	2/2	-10
Exploration	Blockade Breakers	-	15
Heroes	Businessmen I	1/3	10
Military	Constructionists I	1/3	10
Politics and Diplomacy	Content Citizens II	2/2	10
Starting Minor Population	Crowded Planets I	1/2	15
	Culturalists II	2/2	20
	Extended Consortium	-	15

SELECTED TRAITS

Trait name	Level	Cost
Biophobic	-	-5
Black Thumb I	1/2	-5
Content Citizens I	1/2	10
Culturalists I	1/2	10

Population: 60/60 Traits: 30/100 Count: 4/8

← CANCEL
↻ RESET
✓ CREATE

JOURNAL

From the Main Menu, as a sub menu of the games2gether button, you can access the Journal, where you will be able to see the victory stats and screens of all your previous games.



ANNEXES

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