

Frequently Asked Questions

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I'm having trouble connecting to the server, what should I do?

To connect to your game server, you will need five pieces of information: The server's IP address, the server's identifier, your customer ID, your player ID and your password. The Server ID is a small, single digit number, so it is easy to identify. Your Customer ID is the same number you were issued when you registered to play Time of Defiance (ToD). Your Player ID will have been issued by the game server you are playing in, and is always a smaller number than your customer ID. The most common problems are getting Player ID and Customer ID the wrong way around, or having NUMLOCK or CAPSLOCK on whilst typing in your password.

For example:

Customer ID: 12345

Player ID: 112

Server ID: 5

Server address: 193.115.129.70

If you're still unable to connect, please read the file 'Release Notes.rtf' carefully (found in your ToD folder on your hard drive) and make sure you have the latest version of Direct X and driver for your video card installed. You can download the latest version of Direct X from the Microsoft update website and the driver for your video can be found on the manufactures website e.g. www.nvidia.com, www.ati.com. If this

doesn't solve your problem, contact support@nicelycrafted.com. Please include as much information as possible to help us solve your problem (customer details, description of the problem and a screenshot if possible).

I have forgotten my login details, how can I get a reminder?

There is an option on our home page [Your Player Details via Email](#) this will remind you of your Player ID and server number as long as you have your Customer ID and password. If you cannot remember your Customer ID or password, you will need to email us at support@nicelycrafted.com - please try to include as much detail as possible e.g. Empire name or nick name and the email addresses used to register.

What do I use my Quantum Gate for?

Think of the Quantum gate as a teleporter or a worm-hole. The gate allows you to access the 8th House, other player's gates and also sends vehicles between gates that you own. You can access the 8th House using a Quantum Trader, or get a report from the 8th House by clicking on **Ambassador's Chat**. You can also check 8th House prices for vehicles etc. from the Gate's menu. To access other player's gates you need to use their code. Only give out your gate code (found by clicking on ambassador's report on your Quantum Gate menu) to players that you really trust. If you feel that the trust has been broken, then you can set a password on your gate to prevent other players from coming through.

What is the Eighth House?

The Eighth House is an area of Nespanona where the Eighth House of the Cog Tribe allow all other members on Nespanona to interact, bank resources and buy items. The 8th House are at war with the Shadoo. This results in the capture of Shadoo Craft, which they make available to your Empire (for a fee of course).

Once in the 8th House, on the left side of the screen you will find a menu where you have the option of buying vehicles filled with resources, a selection of advanced vehicles you cannot normally build, gate coordinates, intelligence information, transfer crystal moss and read the 8th House newspaper.

If you would like to find out more about the history of the Cog, Shadoo or Nespanona, then go to www.nicelycrafted.com/tod, use your customer ID and password to log into the community site where you can read articles about the history of Time of Defiance.

What do I use a Quantum Trader for?

This ship has only one purpose, to take resources into the Eighth House. It can take 80t of water and 20t of moss. You can take as many traders through your gate as you wish but you will need to load your Quantum Gate with enough water or crystal moss to allow the gate to activate.

I bought a Shadoo Crystal Moss Miner from the Eighth House and now I cannot find it?

Ships purchased from the Eighth house will come through the other side of your gate, so by zooming out the camera (use the mouse wheel or Page Down on the keyboard) you should be able to see your Crystal Moss Miner behind your gate.

I sent a Quantum Trader to the Eighth House and now it has disappeared?

Quantum Traders hold just enough fuel for a one way trip and the 8th House will keep any Quantum Trader sent through as payment for using their services. If you make a withdrawal of moss or water from the 8th House, then you will get a Quantum Trader back in return.

Traders are quick and cheap to build, so losing one to the 8th House is nothing to be too concerned about.

How do I get my Mining Transport ship to mine?

Mining Transport vehicles will mine automatically so long as they are at an island with resources to be mined. Just send them to an island and they will commence mining automatically.

How do I survey for and mine moss?

To survey and mine moss you need a Shadoo Crystal Moss Miner, which can be purchased from the Eighth House for 188 tons of water or 23.5 tons of moss. Left click on your Moss Miner and select '**perform mineral survey**' to see if there's any moss on that island. If there is moss to be mined, then the Moss Miner will mine it automatically as long as it is parked at that island.

How do I transfer resources from unit to unit?

Resources are shown by coloured bars on a vehicle or building's menu, below the Energy read-out. To transfer resources, start by selecting the unit you want to transfer resources from. On the units menu you will have up to five options: '**Transfer 1t resource**' (or **5t** or **10t**) '**Transfer all resource**' '**Transfer all of all**' or '**Unload all except fuel**'. The last two commands mentioned are the easiest to use in that you only have to click on the command and then click on the unit you want to receive the resources to execute the order. To transfer a fixed amount of a resource, you first need to select the desired transfer option, then click on the coloured bar representing the resource you want to transfer, and then click on the target you want to receive the resource.

For example: To transfer 10 tons of water from a Silo to a Quantum Trader - Click on the Silo and select '**Transfer 10t resource**' now click on the blue Water bar and finally click on the Quantum Trader. As long as the vehicle is in range, 10 tons of water will be transferred to the Trader. If it's not possible to transfer the resources, a message will be generated in the System message window (at the bottom of the screen) detailing why the transfer failed.

Do I have to transfer resources to the Constructor or HQ manually?

Unique to the Silo are the commands for '**auto fill constructor**' and '**auto fill HQ**'. These two toggles allow the silo to pass minerals to the vehicle constructor and HQ automatically. By default, the silo only auto fills the HQ, but if you click on the **auto fill constructor** option, your vehicle constructor will be auto refilled with resources while working its way through your construction queue.

What are trading routes?

Trade Routes are a means of giving long-term orders to mining transports and are used to mine and move resources from one island to another. A trade route consists of at least 2 islands, and at most 3 islands. When setting up a trade route, you will need to choose whether the vehicle will load (mine) or unload resources at each step, and which resources to load/unload. A vehicle on a trade route will continue operating it until out of fuel, so make sure you periodically check on it to make sure there are still resources to move around and/or that there is still sufficient fuel in the islands to make the journey. You can force a unit to flip to the next stage of its trade route by using the **'Force next trading route stage'** command. To stop a unit that is operating a trade route you simply give it new orders ... for example, **'stop'**, **'move to island'**, or **'head in direction'** will all stop the vehicle from following its trade route.

There does not appear to be any islands near me - how do I find new ones?

From detail view you might be able to see at least one blue square in your radar display - these represent unclaimed islands in your local grid square. You will want to send a Scout to one of these islands to claim it and assess its potential. You start the game with a couple of Scouts - select one now and look at its command menu. Make sure it's fully stocked with all resources (wood, metal, stone and coal) as these allow it to build an outpost on an island. With the Scout selected, you can choose the option to **'Move to island'** and then select an island. Your Scout should give a confirmation message in the chat window and start off towards this island.

You can also send scouts to neighbouring grid squares. To do this select your other scout and select **head in direction**. Choose to move to the next grid square to your home island - usually the corner adjacent to another square is most fuel-efficient as you can move to another grid square with little extra fuel.

The Vehicle Constructor can also construct a super-fast scout called a one-shot-scout. This rapid vehicle has sacrificed the ability to carry resources and cannot therefore construct Outposts. The engines have also been highly tuned (like a race car) to give this vehicle even more speed – the downside of which is that the one-shot-scout will disintegrate when it runs out of fuel. Once you set a one-shot-scout in motion, it's like lighting the blue touch-paper on a firework. Due to the speed at which these scouts travel, it's advisable to keep a close eye on them and not to set too many off exploring at once.

Where do I get water from and what do I use it for?

You need to mine water from islands with either your Resource Mining building or your Mining Transport vehicles. You can use water to trade in the Eight House, power your Quantum Gate and also for the shields on many of the Shadoo units.

My mine is mining very slow, is there any way to speed the process up?

Building extra Mining Transports will speed up the production of resources on the island they are parked around. If you send lots of mining transports to an island, then they will 'strip-mine' all resources on that island in one go.

Why is it that the last time I played I claimed lots of islands but now I cannot see them on the map?

To be able to see islands you need one of your units in that particular grid square. You can put an outpost on islands that are not good enough for colonisation - this solves your problem of not being able to see islands and also allows you to perform mineral surveys at any time.

Does the game continue when I am not playing?

Absolutely, the game runs 24 hours a day, 7 days a week for the duration of the game. So you might want to think about giving your Mining Transports and Construction buildings plenty to do while you are not on-line. Trading Routes and Construction queues are very handy for automating parts of your empire.

How long does a game last?

Games normally last between 21 and 28 days.

What does the Travelling Miner do?

The travelling miner is a renegade in the world of Nespanona - he swears allegiance to no house, but will sell his services to whoever pays his fee. For 5t of moss he will mine the island he is parked around (so don't pay him if you see him travelling!) and within 3 hours he will have a full load of minerals ready to offload to you. Make sure you have a transport, or a silo, on that island otherwise he will be unable to deliver the goods to you.

What is a Quantum Disturbance?

A Quantum Disturbance is an event that will travel across the planet very slowly (think of it as a floating worm-hole). It is mostly harmless and can be used to good effect by a prepared player. It is a (as its name suggests) a disturbance in the fragile nature of the planet caused by the Quantum Core and its interactions with Crystal Moss. You will see a Quantum Disturbance as an unfriendly object crossing your empire. They travel at quite a slow speed so you will have a good chance to take advantage of one of its effects which is to transport any object within 50 metres to a random place on the planet. You can take advantage of this effect by sending a vehicle to **intercept** the quantum disturbance. This vehicle will then be transported through a quantum tube to somewhere on the Northern Continent. If you were, for example, to send several scouts to intercept the quantum disturbance you will find that they are all transported to various places in the game area (a great way to explore far and wide, especially if you reappear in the middle of another player's empire). If you find an interesting area you can then use your Quantum Gate to gate a coloniser (or a fleet of warships if you prefer) to the location of your scout (you'll need to purchase the co-ordinates from the 8th House).

Where can I subscribe and view prices?

www.nicelycrafted.com/timeofdefiance/buy.aspx

What if my empire is attacked when I'm asleep or at work?

This may well happen! Many of the greatest co-ordinated attacks that we have seen so far have been planned to coincide with the target's weekend away. There are four key things to note, which may help you when you're offline.

1. *Offline notifications* - These can be set up so ToD e-mails you about events that occur when you're not connected. Go to the status screen and you'll see the Notifications button just above the Chat Status button in the bottom right of the status screen.
2. *Autonomous responses* – Your objects are not entirely reliant on you and can perform some tasks on their own. They will do the best to defend your empire until you return. A powerful empire can take a couple of weeks to destroy.
3. *The size of the Gaming theatre* – The world is big, very big in fact. The games have a gaming theatre that is 4,000 Km by 4,000 Km and a journey from one side to the other, stopping for fuel, will take several days of dedicated work with support vehicles.
4. *Defensive buildings and vehicles* – be sure to upgrade any Defence Turrets to Reinforced Turrets and to turn on **Auto-gather stone** for all Artillery Turrets. You can also build more Turrets on your home island to improve your defences. Warships are not just for attacking – you can station many of them around your home island and gate to provide an additional ring of defence. Destroyers are also a good defensive vehicle if you've got enough resources to build one or two.

What happens if I get destroyed in the first week?

If you do get wiped out of the game, you will be able to restart your empire in another area of the map. We've had a player in our preview group go on to finish in 5th place after restarting three weeks into the game. It's not quite a complete restart however – all your centrally banked resources are kept in the 8th House, allowing you to cash in your banked resources for more advanced vehicles and/or intelligence information. There's also a good chance that you will not be restarted on an island with a gate (you've lost one gate already and the 8th House are not that willing to give out free gates). However, if you've been efficient with your mining and have banked some water and moss in the 8th House, then you can build a Quantum Communicator and request a Gate-in-a-box, which you can deploy at your new home island.

If you have any questions or need any advice (or tips and tricks), please send an email to: support@nicelycrafted.com .

Enjoy playing Time of Defiance – the Nicely Crafted Entertainment team.