Ascendancy Frequently Asked Questions (FAQ)
Version 1.0

Introduction

 "This galaxy consists of three hundred billion stars. Sixty thousand centuries ago, there were over twenty billion life sustaining planets orbiting those stars. Some of the life on these worlds evolved intelligence. Some species learned to travel through space.

As they explored, they encountered one another. Wildly different cultures competed for the same worlds. In the enormous upheaval that followed, one of these species would gain ascendancy! "

Welcome to the Ascendancy FAQ (Frequently Asked Questions). I've compiled information from a variety of sources to help you (and me!) improve our chances at Ascendancy. The Logic Factory did an outstanding job with this, their first commercial release, and I (in my humble opinion) feel that Ascendancy is the best "conquer-the-galaxy" game released to date. You may disagree; I've seen a lot of e-mail criticizing Ascendancy. However, you may find the information in this FAQ useful—and maybe it'll even change your opinion of the game.

I guess I should explain my approach with this FAQ. I never intended it to be a strategy guide (you know, the old "do this and you're sure to win!" stuff)—if that's what you want, I'm pretty sure you'll be disappointed. What I *did* want to do was to gather the information the users' manual and tutorials don't tell you. I felt that with this information, you (and I!) would be able to form your own winning strategies.

Besides, my best score to date is 41%…I hardly think I'm qualified to preach strategy!

So, this FAQ contains all the information I've been able to gather on Ascendancy. As you'll probably notice, I don't have *all* the answers. There's still some questions I have—and that's where you come in. As you use this FAQ, if you learn something new or find an error, send me e-mail (lhutson@aol.com). Together, we can make this the most complete and accurate FAQ on Ascendancy…ever!

Larry J Hutson
December 2, 1995

Credit Where Credit Is Due

I'd be lying if I said I did all the legwork for this FAQ. So, thanks to the following:

(Unfortunately, I've forgotten his name) - for supplying a "cleaned up" version of the .COB files for Ascendancy. Turns out they were all that was really needed to put this together.

MDelPrete - For suggesting I do this and assisting. Your help's been invaluable, friend.

And, of course, all you fellow Ascenders. Without your interest and support, I wouldn't have even bothered putting this together.

The Latest News

As of the end of November, 1995, the Logic Factory has released a new AI module for Ascendancy. They've titled it the "Antagonizer" module, and, depending upon the environment in the galaxy, it can be pretty aggressive.

According to the README file that accompanies the new module, here's how you can expect the Antagonizer to play:

Peaceful:
This is an even shake for the player. This is just you against the AI code, without cheats.

Neutral:

This adds an edge in industry for the AI, and biases the AI players against the player diplomatically.

Hostile:
AI is very biased against the player diplomatically, to the point where AI opponents will probably all end up at war with the player. The AI players get an edge in both industry and research.

From the postings I've read on the Antagonizer, it plays a much better game of Ascendancy. This works out for you, too, since self-managed colonies do things a lot more logically (i.e., building industrial structure on red squares, etc.). I've heard ships in combat can be self-managed as well—and that they defend themselves quite nicely. In short, the Antagonizer seems to be an outstanding addition to Ascendancy.

An Ascendancy Overview for the New Player

In order to succeed in Ascendancy, you'll need to colonize other worlds, control entire star systems—and maintain that control. Expand too quickly, and your defenses will be weak and easily overcome; expand too slowly, and you won't have the resources necessary to learn and build the technologies needed to compete against the other races in the galaxy. Success in Ascendancy depends on how well you balance the following conditions:

Planetary Management

Your planets provide you with the basic resources you need to accomplish your objectives:

Industry: Your planets must have industrial capacity in order to build anything. You can increase the level of industry by building factories, metropolises, and industrial megafacilities. Each planet's industrial base is utilized by that planet alone—there is no way to combine the industrial output of several planets.

Research: Your scientists must have facilities in which to conduct research. You start the game knowing little about the exploration of space and can only build fragile ships of limited capabilities. You can increase the level of research by build laboratories, engineering retreats, and research campuses. Unlike industry, all research conducted by your race is shared across planets. You can also use research to establish (or maintain) peaceful relationships with the other races in the galaxy.

Prosperity and Population: Without a population, you can't establish a solid industrial or research base for your civilization. Each world can support a limited population—and your colonies can only support a subset of that potential. Without prosperity, your population won't grow. You can increase a planet's prosperity by building agriplots, habitats, and Logic Factories. Each planet's prosperity is based solely on its own structures. Also, you can't transplant population from one planet to another.

You manage each planet through its Planetary Screen. You can also use this display to determine which planets to colonize—or even to spy on other races!

Conducting Research

As your race acquires knowledge, new technology becomes available. Some technologies are military in nature, while others enhance your industry, research, and prosperity. You tell your scientists which research to conduct by accessing the Research Display. You can also use this screen to determine what technologies are available to you.

There is also other ways to acquire technology. Once you've contacted and secured the trust of other races, you can trade technology. You can also colonize planets that have ancient ruins on their surface; conducting archeological digs can result in technology that is otherwise far beyond your grasp.

Building Ships and Colonizing Other Worlds

Your first goal in Ascendancy is to build a ship capable of colonizing worlds in other systems. You'll need to research the technology to build shipyards and your first ship.

You're allowed to build one spaceship for each system you control, with the exception of your home system, which allows two ships. *To control a system, you must own all colonized planets in that system.* (Again, your home system is the exception to this rule.) If you lose control of a system and you've built all the ships you're allowed, you *will* lose a ship.

As you begin to colonize other worlds, you'll need to build their defenses. Planetary shields prevent alien ships from entering orbit (and invading the planet). Surface shields defend against planetary invasions. Orbital weapon systems allow you to destroy enemy ships before they can attack your planet. And cloaking devices prevent other races from determining what your planets have in orbit or on the surface.

Remember, it's not enough to colonize a few planets, build up their defenses, and attempt to hold on to them without taking additional risks. You'll need to continue building bigger and better ships and explore the rest of the galaxy. It's not necessary to conquer the entire galaxy—but excessively isolationism leads to extinction.

Special Abilities

Each race in Ascendancy has its own special ability. Some abilities, such as that owned by the Minions, are always available. Others, such as that owned by the Capelons, require your race to recharge between uses. The special ability of your race, combined with that of the other races in the galaxy, must be considered in your short and long term goals.

Encountering Other Races

Don't fool yourself—regardless of how isolated your race is, you *will* encounter other races. Their goals are similar to yours: to expand and ultimately be the major race in the galaxy. You can deal with other species in the following ways:

Diplomacy: Exploit advantages and minimize weaknesses when dealing with the other races in the galaxy. Remember, a good bargain benefits both races—whether it be a technology transfer, starlane information, or an alliance.

Battle: You may be the most peace-loving race in the galaxy, but others are not. You'll need to be ready to defend—or reclaim—your territory from aggressors. Don't wait until the declaration of war is made; ensure many of your ships are geared more for battle than for colonization.

Invasion: Again, don't let your pacifist side delude you. There will be times when you'll need to invade planets—whether to re-take a conquered planet, or to secure a strategically important system. Ensure at least some of your ships are ready to attack and acquire occupied planets.

Ascendancy Races

There are 21 races to choose from in Ascendancy, each with its own special abilities and history. Inevitably, the race you choose will decide the strategy you'll play. So, here's a closer look at each race, including its special ability, history, and mission at the start of the game.

A Note About Special Abilities

Some special abilities are always available, others only when you've acquired enough power to use them. If you click on the Special Ability panel (on the Galactic Display screen), it'll tell you what your race's special ability and if it's available. If not, the Special Ability panel will display how many turns remain until your special ability is available. Ascendancy will also display an information box telling you your special ability is available at the start of that turn.

Minions: Supreme Planet Invaders

Minions are a mysterious group of robot creatures controlled by an unknown extra-galactic super force. They are hideously strong and quick.

Special Ability: The Minions are masters of invasion. Their planetary invasions will always succeed.

History: The Minions are a species of artificial life-machines that serve the purposes of their extra-galactic master-species. Eons ago, the master-species seeded the ancestor-units of the Minions on a planet chosen to accelerate their developmental programs. Their ultimate programming lay dormant throughout their history until reawakened by their cosmic masters. No one knows anything about the location of the masters or their purpose.

The Minions are made up of microscopic, self-maintaining machines, and they are able to assimilate other life forms to obtain the rich mixture of elements they need for power and self-maintenance. They are efficient and unstoppable at taking over worlds. They are built for strength and speed, and no known species can stand against a Minion in an unarmed confrontation. They infiltrate, assimilate, and control worlds with great speed and have been known to take over an entire planet and its population in hours.

Mission: Your ancient programming has been reactivated. You are the central control unit. You must coordinate the efforts of the Minions to develop the technology of space travel and spread throughout this galaxy.

You have detected transmissions from other stars. Analysis of these transmissions indicates that some have an aggressive nature. Eliminate threats to the Source World.

Snovemdomas: Builders of Nigh-Indestructible Ships

Snovemdomas are incredibly tough, and guard their territories with alarming ferocity. They are generally uninterested in diplomacy with other species.

Special Ability: The Snovemdomas are mighty and tough. Their ships all have double-strength hulls.

History: The Snovemdomas evolved as pack-hunting predators in woods and tundra plains on a very high-gravity world. Snovemdomas are about the size of a bear, and their stocky build is deceptive since they are quick and graceful in motion. To the inhabitants of other worlds, they appear to be imposing and massive. On their own world, the Snovemdomas preyed on much larger and tougher creatures, bringing the prey down by overwhelming it with numbers and speed. Their bodies evolved strength and lightness (too much mass being detrimental in high gravity), and their bones are made of a hollow but nearly unbreakable force-distributing honeycomb lattice.

Because of the high-gravity environment on their home world they have always had to allow for greater stress in designing their dwellings and machines. Their material science is advanced and they make use of strong, light composite materials in their construction. It is in their nature to design ships that can withstand great force.

Mission: You are the Dovahmon. You are the leader of all the tribes of your people, the brave Snovemdomas.

Your people have explored all of their world. You must now lead them into the unknown. Construct vessels to take Snovemdomas to other stars, to meet the challenge of hunting grounds on other worlds.

It is written that the Snovemdomas will one day meet thinking creatures among the stars.

Peaceful atmosphere message: The Prophecies tell of a day when these peoples will look to the strength of the Snovemdomas for guidance.

Neutral atmosphere message: Heed the Song of Mandenonda, which foretells the destruction of the unwary.

Hostile atmosphere message: Fight well against those that threaten the world of your people, lest the Prophecy of Ending comes to pass.

Orfa: Black Square Dwellers

Orfa are from a seething, volcanic world, and they are able to subsist on raw minerals. They are slothful but highly intelligent.

Special Ability: The Orfa are unfazed by hostile environments. They can build on black planet squares.

History: The Orfa are grazing animals that evolved on a hostile world. Their bodies are very dense and tough, and they are as happy in a pool of lava as pigs are in a wallow of filth. They prefer vegetation and a diet of complex organic molecules but they can subsist on raw minerals. They are not harmed by the radiation, heat, cold, chemicals, or physical buffeting of any known planetary body, nor do they require an atmosphere.

They have no known natural enemies (nothing on their home world is able to make a dent in their impregnable hides) and no particular difficulty surviving in almost any environment. It is likely that they evolved sentience due to competition for mating. They have seventeen sexes, so finding sixteen mates of the appropriate sex (so they can have one of their litters, numbering in the hundreds)is their central preoccupation. They have unbelievably complicated and difficult cultural mores centering around mating competition, and an Orfa who mates successfully usually gets to do so by outsmarting many of its peers. Thus they are very intelligent and are able to perceive subtle causes of events and fine levels of meaning. They are also happy to loaf once they have fulfilled their mating imperative.

Mission: You have been chosen by all Orfa to implement The Plan. The Rituals of Reproduction have gotten out of hand. The Orfa need new worlds to live on with plenty of grazing land and a decent chance to mate before growing old. The first phase of The Plan calls for the construction of vehicles that can cross the inky vastness between the stars.

Those of the Orfa who study the stars have no doubt that there are other beings in the galaxy who have intelligence and technology. Theory holds that some of the races from other worlds will have an inherent need to control the existence of others through physical coercion. Guard against such beings.

Kambuchka: Clairvoyants

Kambuchka subsist by filtering the rich, soupy atmosphere of their world. A Kambuchka's entire body is a convoluted sensory membrane.

Special Ability: The Kambuchka can sense life forms from far away. They can see all alien home stars.

History: The Kambuchka evolved in the dense, fog-like atmosphere of a large planet. They see by feeling the atomic vibrations of their surroundings on their convoluted membrane bodies. The Kambuchka cannot move quickly in the atmosphere of their home world, so they evolved the ability to detect faraway living things, both to help them find food (they feed by filtering microscopic plants from the thick atmosphere of their world)and to help them avoid predators.

They are so sensitive to the vibrations of living things that, in the absence of the opaque atmosphere of their home world, they are able to perceive very large concentrations of life at interstellar distances.

Mission: Your people, the Kambuchka, look to you for direction in their attempt to explore space. You arethe Sense-Master, possessing the most highly-tuned senses of all Kambuchka. You are able to gather information and coordinate actions at an interstellar distance.

Your people await your wisdom. Help them develop the technology of space travel. Show them the way to the stars.

Hanshaks: Telepathic Diplomats

Hanshaks are an ancient race of toroidal mind-bodies. They are in tune with life and nature, and are masters of communication.

Special Ability: The Hanshaks are telepathic communicators. They can talk to all other races from the start of the game.

History: The Hanshaks are an ancient race of toroidal mind-bodies. The are deeply in tune with life and nature, and can communicate telepathically with other sentient life. The Hanshaks are few, but they are renowned for their wisdom and intuition. After an early technological surge, they dismantled their cities and returned their world to its natural state, developing a culture devoted to enlightenment and living symbiotically with nature. They have managed to retain a knowledge of technology in their druidic society.

Mission: You are the High Shaman, the Eldest of the Hanshaks. You have existed in your current cycle for nine thousand orbits of your world around its sun. Your life force has gone through more cycles than any other Hanshak's.

Your species has nurtured its world, and the time has come to commune with the life of other worlds. The Hanshaks must discover away to reach other planets and encounter the vast diversity that exists in the cosmos.

Fludentri: Instant Healers

Fludentri are composed entirely of liquid, and a severely injured Fludentri heals in seconds. They are ambitious and unintellectual.

Special Ability: The Fludentri are resilient. They can repair all damage to their ships.

History: The Fludentri evolved on a world covered with ocean. They are composed of polymerized liquid. When a Fludentri is injured it regenerates in seconds, its fluid anatomy knitting together immediately after physical damage occurs. A Fludentri dies only when its entire body is disrupted at once.

The Fludentri are able to make their bodies assume varying degrees of solidity. They can wrap their tendrils quickly around prey and tighten them with ferocious strength. They see combat as a fine art, and a Fludentri is deeply moved by a finely-improvised combat performance between skilled and creative warriors. They do not respect abstract thought or communication with concepts--they see these things as fuzzy-minded and irrelevant, and they prefer to let their bravery inaction speak for them. A Fludentri's status and cultural power is determined by its skill in combat.

Mission: You are First Among Warriors. Your combat artistry is unmatched. None can best you in the grand arena and all Fludentri obey your command. Your people hunger to prove themselves against the dangers of new worlds, and they hunger for new dominions.

The leaders of the Armorers' Cabal await your guidance in their new task: to construct the mighty vessels that will allow the Fludentri to attain the stars.

Baliflids: Super Diplomats

Baliflids are cute little rodents. Their disarming appearance belies their ruthless diplomatic skill.

Special Ability: The Baliflids are disarming diplomats. They can force all aliens to make peace with them.

History: The Baliflids are cute little rodent-like organisms. They evolved on a hospitable but competitive world where they developed the ability to disarm and win over their competitors. Other creatures instinctively feel protective of Baliflids.

A Baliflid being charged by an Insatiable Strak Beast will stand, calmly staring toward the raging, thundering predator with an expression of barely supressed mirth. Often the predator will stop short, not knowing why but feeling a sudden lack of aggression in the face of the Baliflid's harmless calm.

The Baliflids have a huge capacity for fun--they take nothing very seriously and are friendly and curious. Despite their naive and harmless image, the Baliflids are deeply intelligent and highly perceptive. They survived as a species because of their keen awareness of the outlook and motivations of other creatures.

Mission: The Baliflids of three generations gather around you, the Old Storyteller--the closest thing the Baliflids have to a leader. The cavorting and joking subsides, and the crowd waits silently for you to start.

This world is fun, but there is a whole universe to goof around in. Tell a story, to amuse your buddies, about a bunch of three-tongued rodents who build large impressive ships and fly around in space. It would be a supreme practical joke on all the big humorless self-important types out there. Be careful, though--it's always the cosmic drips that have the biggest fang-equivalents.

Swaparamans: Energy Doublers

Swaparamans are cosmic exiles. They were driven from their home world by the dread Frutmaka, and survived only by finding great strength in adversity.

Special Ability: The Swaparamans produce extra power. They can double the power of all their ships.

History: The Swaparamans evolved on the first planet of a binary star-system (consisting of a normal star and the black hole Graveesha in orbit around each other). The dual-star configuration (it is assumed) influenced the development of duality-inverse-reality structures that continually build in the minds of Swaparamans like electricity charging a capacitor. Once charged, the Swaparamans can release their stored potential. The Swaparamans evolved on the same world as the Frutmaka, and they share common ancestry. Millennia ago, The Frutmaka betrayed the Swaparamans and drove them from their home world. A tiny number of Swaparamans--the ancestors of all modern Swaparamans--were able to flee their home world in space vessels that they patched together in secret. The architect of this bold escape was Tanandanam, a wise and determined leader whose name is now sacred to Swaparamans.

The Swaparamans survived the dangerous passage through space by using their energy storage ability. As a result of the ordeal, the Swaparamans with the strongest ability tended to survive, and their energy storage ability is now highly developed.

Mission: The Swaparamans have thrived on their new planetary home since their incredible escape but have lost the knowledge of space travel. Swaparamans remember their history and they are filled with the worry that their existence on a single planet is too precarious.

You are the latest of the successors to Tanandanam. You must follow the example Tanandanam set and secure the future of your people.

Frutmaka: Teleporters

Frutmaka share a common home world and ancestry with the Swaparamans. Their black-hole god, Graveesha, has given them the ability to warp space.

Special Ability: The Frutmaka are able to repel. They can warp alien ships out of their colonies' stars.

History: The Frutmaka evolved near a black hole--their beloved god Graveesha--on the same planet that gave birth to the Swaparamans. Long ago they drove the Swaparamans from their mutual home world--they saw the Swaparamans as a threat to their beliefs and their way of life. The Frutmaka move with glacial slowness. They are near-sessile fungal animals that obtained high intelligence early in their evolution. Their frustration at being fully aware and helpless while they were eaten alive by predators gave way to the development of a latent telekinetic ability. No one knows when it was that a Frutmaka first lashed out with its mind at its tormentors, but modern Frutmaka have a formidable ability to teleport objects with the force of their wills. They are able to combine their ability, and when massed together they can teleport large objects across huge distances. The Frutmaka believe that Graveesha gave them the power to teleport objects for the purpose of making sacrifices. They will occasionally teleport enemies to Graveesha to maintain harmony with their god. It is not known precisely what happens to the victims of Graveesha.

Mission: You are the High Prelate of Graveesha. It is Graveesha's will that the Frutmaka spread to the stars. You must guide the Frutmaka to form ships, to cause the substance of your planet to coalesce and shape itself into space vessels. Do not let your guard down. The universe is full of those in aimless motion, those who take action with the crude, repugnant grasp of their bodily parts. History has proven that the Frutmaka cannot trust these. Only the Frutmaka live in enlightenment. Only the Frutmaka truly follow Graveesha's example of perfect stillness. Only the Frutmaka bear the gift of pure action.

Shevar: Energy Sappers

Shevar are a non-organic lifeform, and masters of the dark forces of the universe. They harness arcane powers that sap and oppose all life.

Special Ability: The Shevar are power-sappers. They can wipe out the power of all alien ships in systems they occupy.

History: Little is known of the Shevar. They are sorcerers, masters of dark forces from another universe. They are an inorganic lifeform—they follow most definitions of life but are composed entirely of inorganic substances. They are able to harness an anti-energy that draws in and consumes energy and life force. It is believed that the Shevar came from another universe with different physical laws. They experimented with their arcane arts until they opened a way into this universe, and the pathway they opened led to a planet teeming with life. This was an unimagined bounty to the Shevar and many of them came across to settle the world they found. They utterly devastated this world, destroying all other life on the planet by feeding on its life force. They aren't purposely hostile or evil, but their values are incomprehensible and they do not recognize the creatures of this universe as living beings.

Mission: Know, O Sorcerer, that this world the Shevar found so long ago is not unique in this universe. The points of light in the sky are huge balls of superheated plasma and around many of them are worlds such as this one.

The Shevar follow your will. They must build arcane engines with which they can find these other worlds. This universe teems with energy-food, ready for the Shevar to absorb.

Govorom: Planet Nurturers

Govorom are spirits of nature. They transformed their once-barren home world into a lush paradise. They are guarded but trustworthy.

Special Ability: The Govorom are nature-goddesses. You can turn your least populated colony into a rich world.

History: The Govorom evolved on a barren desert planet. In order to survive, they learned to preserve and nurture the scant resources of their world. They do not have an organized society; they live apart from each other, each being a caretaker of a small region of the planet. The regions they care for are ever-changing and are not agreed upon but handled purely by intuition--each Govorom knows instinctively where its region lies. Their powers grew over time until much of their planet teemed with life. Given an already-hospitable planet, they are able to transform it into a paradise.

Mission: Our people, the Govorom, sense the wonderful truth--that the galaxy teems with life in a beautiful, endless variety of forms. The Govorom must reach the stars. There are misguided species, life forms out of balance, that pose a threat to other life. The youngest generation of Govorom is far larger than any previous generation. Most of these young Govorom pine for the other worlds where, they feel in the core of their being, their duty of protection lies.

Ungooma: Travel Disruptors

Ungooma are brain parasites. Their mind-control can leave a victim uncertain of which memories are real and which were implanted.

Special Ability: The Ungooma are mischievous. They can bump all ships in star lanes backward to their stars of origin.

History: The Ungooma are a species of adaptive-intelligence beings that evolved as thought-parasites and later developed their own means of thinking. Before they became sentient they would take control of the higher animals on their world, using the bodies and minds of their hosts for their own needs. They are tiny, and their intellect is derived from the combined thought impulses of large numbers of Ungooma. There are trillions of Ungooma and their combined thoughts form many thousands of distinct composite personalities. Ungooma no longer possess the ability to take over a host, but they retain the vestigial ability to exert a limited form of mind control ata distance. They are able to control other species for brief periods, and their victims often wake up not knowing how they came to be where they are.

Mission: The Ungooma are an intensely curious people. In recent times their naturally high caution has given way to a growing need to let go of their collective fear of the unknown and explore the universe around them. You are one of the greatest Ungooma minds, consisting of an unusually large number of individual Ungooma. The other Ungooma collective minds look to you for guidance.

Dubtaks: Unsportsmanlike Scientists

Dubtaks practice science in a most unsportsmanlike fashion. Nearly all of their knowledge is stolen.

Special Ability: The Dubtaks are unsportsmanlike scientists. They can steal any technology known by at least two other races.

History: The Dubtaks evolved on a world full of aggressive, competitive life. If a Bengal tiger, raging bull elephant, or adult male gorilla were set down anywhere on this planet, it would be consumed in seconds. Although they are not especially aggressive themselves, they survived by excelling at hiding and watching. Their senses cover a vast spectrum of phenomena, so they can tell that something is headed their way when it is still far away. They move like the wind and their flexible bodies can fit in small holes and cracks easily.

Their history is full of covert wars of information and espionage. Their natural abilities and their love of technological gadgetry make them supreme stealers of research.

Mission: Our spies report that some scientists on the Great Southern Continent have discovered the signs of technologically advanced species on other worlds.

If our stealth masters could infiltrate the research centers of the Polar Island and acquire their construction technology, we could combine it with our own secret knowledge and be the first tribe of

Dubtaks to contact the otherworlders. With the exclusive knowledge of alien technological secrets, our tribe could ensure its security. However, be cautious of the otherworlders--some of them could be more a threat than a source of information.

Capelons: Planet Camouflagers

Capelons are adept at camouflage, self-protection, and survival. They keep their motives hidden and are cunning diplomats.

Special Ability: The Capelons are self-preserving. They can make all their colonies invincible for one day.

History: The Capelons are masses of flowing fibers who can rearrange their bodies quickly to assume any shape. They evolved on a highly predatory world where their camouflage and shape-shifting were useful for catching their scarce, elusive prey before competing predators could. They eventually developed the power to repel competing predators and other threats as a telepathic extension to their camouflage ability. They make themselves so unnoticeable that the threatening being forgets what it was thinking about, allowing the Capelon to bring down its prey and make an escape. The Capelons can combine their individual powers. A planetary population of Capelons can hide their entire planet from notice.

Mission: You are the Hunt Leader of the Capelons. Your people have been so successful on their own world that their numbers have swelled and prey grows scarce. You must lead the hunt to the stars and find new worlds for Capelons to roam. As on the home world, so must it be elsewhere. There are surely races of hunters from other worlds, and they will threaten to leave the Capelons nothing if you are not quicker and more cunning.

Mebes: Rapid Reproducers

Mebes are large single-celled creatures that reproduce at will. They are extremely expansionistic and communication with them is difficult.

Special Ability: The Mebes are good at populating. They can increase the maximum population of all their colonies.

History: The Mebes are large single-celled creatures that evolved on a warm, sunny world. They roll around collecting food on their surfaces and absorbing it into their bodies. They breed rapidly by sexual reproduction. Two Mebes exchange genetic material, then each divides to produce a new Mebe that contains a combination of genes from each parent. Although this method of reproduction is quick and the offspring are immediately self-sufficient, the Mebes are very attached to their young ones. Despite their alarming appearance, they are a sentimental species.

Mission: You are the Great Parent. Most of the Mebes are your descendants, and all Mebes look to you for your ancient wisdom. A sickness has been growing amidst your people, a viral disease that ruthlessly strikes down children before they have reached their first century. For the sake of the children, your species must find another home. You must undertake a vast project: to escape the plague by spreading from your home world to the rest of the cosmos.

Oculons: Super Astronomers

Oculons are a chivalrous race of astronomers and mystics. They are fierce enemies and loyal friends.

Special Ability: The Oculons are ancient astronomers. They can see all star lanes.

History: The Oculons have only the extremely acute sense of sight. They evolved on a thin-atmosphere planet orbiting a bright sun. Their culture is strongly astronomical (they are essentially living telescopes) and they have amassed a great deal of knowledge about the galaxy. They are more

mystical than intellectual, and are considered superstitious by other species. They are endlessly fascinated with space and with other forms of life. Without yet achieving space travel they have managed to communicate with other technological species from remote stars in this galaxy. The average Oculon is obsessed with nobility of action and thought, and lives by a ritualistic code of honor.

Mission: You are the Jhitan, the Far Seer of the Oculons. The fulfillment of the Oculons' ancient longing is within grasp. From their long-distance communication with the civilizations of other worlds, your people now know that it is theoretically possible to construct vehicles that can explore space. No Oculon is immune to the poetry of the stars, and your people are now obsessed with exploring space and seeing its wonders up close. You must guide them to develop the advances necessary to construct space ships. The wondrous sights and fantastic creatures of the universe await your people.

Arbryls: System Isolators

Arbryls are a gangly tree-people. They are respectful of other life, but want more than anything to be left alone.

Special Ability: The Arbryls can disrupt the flow of space. They can block all star lanes entering their colonized systems.

History: The Arbryls are tree-people who evolved on a huge eden planet containing only plant life. They are peaceful, slow-moving, and highly intelligent. They are unused to conflict and their philosophy is isolationist. They can usually be found standing perfectly motionless for huge amounts of time, thinking their tree-thoughts, pondering the world. At times they conduct a planet-wide ritual, including every Arbryl, to tune their mystic energy vibrations to resonance. This ritual is exhausting and cathartic to them, and it restores the balance and calm they treasure. As a side effect, their ritual of mystic resonance sends out a spherical ripple in space and time. This ripple expands hugely, distorting gravitational fields on an interstellar scale and causing star lanes to contract and close.

Mission: All Arbryls have agreed. It would be good to see other worlds. It would be good to learn about the universe. Arbryls have no experience with the engineering needed to build space vessels, but they have incredible focus and concentration. An Arbryl can ponder the same question for years without cease. Many Arbryls have already anchored themselves and stand pondering the path to space.

Marmosians: Hostility Diverters

Marmosians are territorial insects. They use complex pheromone signals to manipulate other creatures into protecting their territory for them.

Special Ability: The Marmosians can create hatred. They can cause alien species to strongly dislike any species at war with them.

History: The Marmosians are territorial insect-like creatures from the inner world of a hot sun. Their mating pheromones evolved into a general purpose array of complex mood-altering scent molecules that allow them to manipulate the base emotions of other creatures. They learned to use the predators of their world to protect their territories, and they tend to repel attacks by causing their enemies to fight each other. They are intellectually active but physically lazy, preferring to rely on the efforts of those they control.

Mission: Your species and your planet need relief from the endless territorial bickerings that have kept your home world in a state of pandemonium for as long as Marmosian history records. You must accomplish the daunting task of uniting the Marmosians for the first time in their history. The alternative is stagnation and a gradual decline into extinction. You must provide them a common purpose and a new beginning. The only answer is to find new homes on other planets, to leave the legacy of your home planet behind.

Chronomyst: Lane Travelers

Chronomyst are jewel-like water creatures. Their brains are organic optical computers, making them lightning-quick.

Special Ability: The Chronomyst can change the rate of time passage. They can move quickly through star lanes.

History: The Chronomyst are a deeply religious and philosophical race who spend much of their time in trance-like meditations exploring the inner space. When one with their god, Chronos, the Chronomyst float through time and space at a different rate than that experienced by those not ascended. They have discovered a way to use this to access star lanes and accelerate through them. The Chronomyst are largely composed of organic optical components, and their intelligence consists of light rays bending and bouncing through their internal lenses and mirrors. Bright light heightens their mental acuity and allows them to focus more deeply in their communion with Chronos. Chronomyst society is unstructured. There is a never-ending gathering called The Conclave where individual Chronomyst come and go, reflecting light rays, defining and communicating the evolution of their culture and beliefs. The Conclave of the Chronomyst is one of the wondrous sights of the universe: a never-ending, intricate dance of colored light that every Chronomyst joins for some part of its lifetime.

Mission: At The Conclave it becomes obvious that the Chronomyst have developed a strong need to follow the light of the stars. The will of Chronos is clear and bright. Your light shines vividly at The Conclave. Guide the Chronomyst in their quest.

Chamachies: Determined Researchers

Chamachies are six-legged reptilians. They are fascinated with technology and gadgets, and produce brilliant engineers and fleet captains.

Special Ability: The Chamachies are brilliant scientists. They can immediately achieve any discovery they are pursuing.

History: The Chamachies love gadgets and technology. They are able to discover major breakthroughs quickly when under duress--stress heightens their scientific abilities and amplifies their determination, much like adrenalin heightens physical ability. In the recent past a huge, highly advanced alien vessel passed through the Chamachie system. The aliens discovered that the star lane entry points in that system had drifted over time into an unstable configuration. They told the Chamachies that they could not predict when the cataclysm would occur, but they were sure that the forces released would destroy the star and the planets orbiting it. The knowledge of this danger sent Chamachie society into a frenzy of scientific and technological advancement. The Chamachie stress-response of heightened mental capability went into full force, and they have gone in a few decades from a pre-technological civilization to a society on the brink of space travel.

Mission: You are the Emperor of the Chamachies. Your hereditary line has ruled from the City of Enlightenment for centuries.

Your rule has only been strengthened by the anticipation of The Cataclysm. Your people now stand ready to implement your plans for escape from this star system.

Nimbuloids: Expert Builders

Nimbuloids are composed of dense, cohesive gases. Their abilities to form tools of any shape and fit into small spaces make them marvelous builders.

Special Ability: The Nimbuloids are extremely productive. They can boost the progress on all their colonies' projects.

History: The Nimbuloids arose on a planet with a thick, reactive atmosphere. They are composed entirely of dense, cohesive gases and move through the atmosphere by chemically attracting and repelling the molecules of the gases in their environment. They see reality in terms of the intersecting flow of what they call currents: the karmic forces that, they believe, determine destiny. With great effort, a Nimbuloid can transform matter from solidity to a greatly expanded gaseous state and back. They are able to herd around clumps of transformed matter and cause the clumps to coalesce into arbitrary shapes. When a skilled Nimbuloid expends the needed energy, it can shape large, intricate structures with awesome speed.

Mission: Your way is strong among Nimbuloids and many follow you. The currents to the stars grow stronger and few now doubt that the way of all Nimbuloids follows these currents. Guide your species. Show the Nimbuloids the currents that will take them to their destiny.

System and Planet Information

Every game of Ascendancy is unique. You play—and play against—different races each game. You can change the "atmosphere" of each game—from peaceful coexistence to outright hostility. You can even change the number of stars in the galaxy. However, the one thing that ensures each game is unique is the galaxy you play in. No two will ever be the same. The planetary system that had three Cathedral planets last game probably won't this time.

Some things don't change, though. And it's this knowledge you need to really get the most out of each system and planet.

System Characteristics

Ascendancy has 100 possible system names, generic labels used for each system in the galaxy. They are:

Aglarond	Ajax	Albireo	Algol	Almaviva
Alpheratz	Amoroso	Aquila	Arcturus	Arvedui
Atropos	Barataria	Bindacia	Binomer	Bob
Bodkin	Bosporus	Brilliance	Buntrusol	Burphee
Byzantium	Cambria	Chippendale	Chloros	Corncob
Corpuscle	Crell	Crimea	Delphinius	Discordia
Drollwell	Elwyssen	Ephemera	Eumenides	Feculon
Flammifer	Fletcher	Fomalhaut	Freblinsee	Gasball
Gravitus	Gridsor	Hannibal	Highbeam	Hope
Hurble	Icarus	Ignatius	Intransigent	Lanesend
Liberty	Luxor	Masticon	Menthol	Millitrin
Mira	Mukwonago	Nougat	Oslo	Panacea
Paragon	Parsimony	Pendulon	Philadelphia	Phoebe
Pindentry	Primula	Pulveran	Quercus	Rhovid
Ribulon	Sagitta	Sarsaparilla	Sentril	Shlupp
Sirverei	Smorgasbord	Sophia	Stavern	Stella
Synthos	Syntor	Syzygifer	Tensoric	Terpsichore
Tonklinus	Tonsberg	Trovaricon	Ungridge	Unterwelt
Vega	Verithil	Vernunft	Vishnu	Wattsenfax
Willy	Xerxes	Yorbins	Zilker	Zoroaster

Each system is centered around a star. The types of stars you'll encounter are:

Blue Giant	Pink-Red Giant	Red Giant	Orange Giant
Blue Medium	White Medium	Yellow Medium	Light Yellow Medium
Orange Medium	Pink-Red Medium	Blue Dwarf	White Dwarf
Red Dwarf			

The type of star in a system seems to affect the number and types of planets and star lanes. However, I have yet to figure out this relationship.

Planetary Characteristics

There are several classes of planets in Ascendancy. These range from the barren husk planets to the valuable—and extremely rare—cornucopia planets. Each planet is divided into a number of squares, which can be one of five colors:

White squares are habitable squares; you can build structures on them. These squares offer no benefit or penalty for structures built on them.

Black squares are uninhabitable. Initially, the only structures you can build on them are tunnels to connect other, habitable squares. Later in the game, you can terraform black squares, turning them into white squares.

Red squares increase the effectiveness of industry-producing structures such as factories, metropolises, and industrial megafacilities.

Blue squares increase the effectiveness of research-producing structures such as laboratories and research parks.

Green squares increase the effectiveness of prosperity-producing structures such as agriplots, habitats, and the Logic Factory.

The number of each square type on a given planet depends solely on the planet's class and size, as shown below:

Planet Class	Percentage of Square Type			
	Black	Red	Green	Blue
Husk	100	0	0	0
Primordial	50	2	2	2
Congenial	20	3	5	3
Eden	0	3	20	3
Mineral	40	10	2	2
Supermineral	20	20	2	2
Chapel	40	2	2	10
Cathedral	20	3	3	20
Special	40	10	10	10
Tycoon	20	15	15	15
Cornucopia	0	33	34	33

Research

Research is the backbone of your civilization in Ascendancy. Fail to conduct enough—or the right type—of research, and you'll find your race outgunned and outpaced by the other races in the galaxy…

There are 65 research topics in Ascendancy. Most tend to result in more powerful weapons, but others will allow you to increase your industrial output, your research potential, or even your prosperity. The research you conduct should be driven by your goals—for example, if your goal is military conquest, your research should (usually) result in more powerful weaponry. However, don't overlook the benefits of those research topics that don't directly relate to your goal! (In Ascendancy, it's possible to have a race that's happy—and prosperous—under a military dictatorship!)

Remember, you can't conduct *any* research until after you build your first laboratory! And if you get tired of managing research, you can press the 'M' key when in the Research Screen. Your scientists will choose new research topics automatically until you return to the Research Screen and press the 'M' key again.

The following table contains the research you can conduct in Ascendancy. The cost for each topic is given in research points. For example, if your race is producing 120 research points each turn, you can obtain the benefits of Action At A Distance in just one turn!

Research Topic	Prerequisites	Cost	Results
Accelerated Energy Replenishment	Nanopropulsion Megagraph Theory	120	
Action At A Distance	Teleinfiltration Megagraph Theory	120	moving parts exploiter (SP)
Advanced Chemistry	Environmental Encapsulation	100	ion banger (SE) artificial hydroponifier (PS)
Advanced Exploration	Mass Phasing	230	large ship hull star lane hyperdrive (SP)
Advanced Fun Techniques	Diplomatics	90	endless party (PA) logic factory (PS)
Advanced Interferometry	Spectral Analysis	90	invasion module (SP) subspace phase array (SC)
Advanced Planetary Armaments	Coherent Photonics Large Scale Construction	120	surface mega shield (PS) long range orbital whopper (OS)
Cloaking	Advanced Interferometry	180	cloaker (SP) orbital cloaker (OS) surface cloaker (PS)
Coherent Photonics	Energy Redirection	140	ueberlaser (SW) cannibalizer (SP)
Diplomatics	Hyperlogic	100	alien hospitality (PA) observation installation (PS)
Doom Mechanization	Teleinfiltration Hyperwave Emission Control	400	disintegrator (?) self destructotron (?)
Ecosphere Phase Control	Hypergeometry Planetary Replenishment	110	fertilization plant (PS)
EM Field Coupling	Gravimetrics	150	electromagnetic pulser (SW) aural cloud constructor (SC)
Energy Redirection	Hyperradiation	110	deactotron (SS) recaller (SP) sacrificial orb (SP)
Energy Focusing	Coherent Photonics Murgatroyd's Hypothesis	90	myrmidic carbonizer (SP) accutron (SP)
Environmental Encapsulation	Xenobiology	50	colonizer (SP) ion wrap (SS) colony base (PS)
Fergnatz's Last Theorem	Scientific Sorcery	160	Fergnatz lens (SW) gizmogrifier (SP)
Gravimetric Combustion	Positron Guidance	100	toroidal blaster (SP) gravimetric projector (SE)
Gravimetrics	Gravity Control	110	molecular tie down (SP) orbital docks (OS)
Gravity Control	Spacetime Surfing	140	quantum singularity launcher (SW)
Gravity Flow Control	Nanopropulsion	120	
Hyperdrive Technology	Starlane Anatomy Teleinfiltration	110	lane megatron (SP)
Hypergeometry	Fergnatz's Last Theorem	170	hypersphere driver (SW) hyperswapper (SP)
Hyperlogic	Advanced Interferometry	140	x-ray megaglasses (SP) intellect scrambler (SP) research campus (PS)
Hyperradiation	EM Field Coupling Momentum Reflection	140	hyperwave typanum (SC) Van Creeg hypersplicer (SG)
Hyperwave Emission Control	Hyperwave Technology	110	backfirer (SP)

Research Topic	Prerequisites	Cost	Results
Hyperwave Technology	Hyperradiation Energy Focusing	110	orbital mega shield (OS) hyperwave nullifier (SS)
Illusory Machinations	Nanofocusing Accelerated Energy Replenishment	300	
Inertial Control	Matter Duplication Starlane Anatomy	140	inertial negator (SE)
Interplanetary Travel	Orbital Structures	50	proton shaver (SG) small & medium ship hulls
Large Scale Construction	Advanced Exploration Gravimetric Combustion	100	metroplex (PS) gigantic ship hulls
Level Logic	Hyperlogic	75	scientist takeover (PA)
Light Bending	Gravity Control	160	replenisher (SP) wave scatterer (SS)
Mass Phasing	Gravimetrics	100	gravimetric catapult (SP)
Matter Duplication	Momentum Reflection Superstring Compression	90	cloning plant (PS) disarmer (SP)
Megagraph Technology	Fergnatz's Last Theorem	120	internet (PS)
Microbotics	Matter Duplication	110	automation
Molecular Explosives	Power Conversion Spectral Analysis	120	mass condenser (SP) phase bomb (SP)
Momentum Deconservation	Spacetime Surfing	140	concussion shield (SS)
Momentum Reflection	Momentum Deconservation	130	gravity distorter (SP)
Murgatroyd's Hypothesis	Level Logic Superstring Compression	110	short range orbital whopper (OS) Murgatroyd's Knower (SC) gyro-inductor (SP)
Nanoenergons	Fegnatz's Last Theorem Hyperwave Technology	170	nanowave decoupling net (SC) nanotwirler (SG)
Nanodeflection	Inertial Control Nanofocusing	240	
Nanofocusing	Nanoenergons	240	
Nanopropulsion	Nanoenergons Hyperdrive Technology	200	
Orbital Structures		50	shipyard (OS) orbital shield (OS)
Planetary Replenishment	Environmental Encapsulation Gravimetric Combustion	80	habitat (PS) terraforming
Plasmatics	Subatomics	150	plasmatron (SW) plasma coupler (SP)
Positron Guidance	Molecular Explosives	100	positron bouncer (SP) industrial megafacility (PS)
Power Conversion	Spacetime Surfing	100	subatomic scoop (SG) orbital missile base (OS)
Repulsion Beam Technology	Energy Focusing	110	fleet disperser (SP)
Scientific Sorcery	Murgatroyd's Hypothesis	90	smart bomb (SP) containment device (SP)
Self Modifying Structures	Hyperdrive Technology Nanofocusing	120	
Snooping	Hyperwave Emission Control Thought Analysis	120	lane endoscope (SP)
Spacetime Surfing	Tonklin Diary Interplanetary Travel	90	star lane drives (SP)

Research Topic	Prerequisites	Cost	Results
Spectral Analysis	Tonklin Diary	120	Fourier missiles (SW)
Starlane Anatomy	Plasmatics Energy Redirection	75	lane blocker (SP) lane destabilizer (SP)
Stasis Field Science	Hyperradiation	75	tractor beam (PS) brunswik dissipator (SP) tractor beam (SP)
Strong Force Weakening	Power Conversion	70	molecular disassociator (SW)
Subatomics	Positron Guidance	110	quark express (SG) hyperpower plant (PS)
Superconductivity	Tonklin Diary	100	mass barrage gun (SW) surface shield (PS)
Superstring Compression	Plasmatics	70	hyperfuel (SP)
Teleinfiltration	Megagraph Theory Thought Analysis	110	shield blaster (SP) specialty blaster (SP)
Thought Analysis	Level Logic	110	engineering retreat (PS)
Tonklin Diary		50	Tonklin motor (SE) Tonklin frequency analyzer (SC)
Xenobiology		90	xeno archeological dig (PS)

The symbols used in the results column tell what type of result was obtained, as follows:

(PS) planetary structure	(OS) orbital structure	(PA) planetary activity	(PW) planetary weapon	(SC) ship scanner
(SW) ship weapon	(SG) ship generator	(SP) ship special	(SS) ship shield	(SE) ship engine

Gizmos and Structures

Unfortunately, Ascendancy doesn't supply much hard data on the gizmos and structures you can build. However, all of the devices from the game are listed, along with their specifications and the associated descriptive text in the .COB files. Here are the descriptions and statistics for the ship gizmos and planetary structures in Ascendancy.

Unfortunately, the .COB files give two rows of information for many items. (I suspect the second row are statistics for devices when used by computer players, but haven't been able to prove it yet.) I've included both rows—if you determine when the second row comes into play, please let me know!

Gizmo Nomenclature

Each item is displayed as follows:

Name
Cat   Power   Range   Level   NumUses   Industry   Special1   Special2
Description

Cat is the category the item belongs to, as follows:

Weapon	0
Shield	1
Drive	2
Scanner	3
Generator	4
Special	5

The other numbers are interpreted according to the context of the category (specials will have various uses for these parameters, and it is up to the special case code that drives that gizmo to use the parameters as needed):

Power: For weapons, shields, drives, scanners, and most specials, this is the cost of operating the device. For generators, this is the power supplied by the generator.

Range: The maximum range of weapons and scanners.

Level: For weapons, damage. For shields, strength. For scanners, range per turn. For drives, the maximum distance that can be traveled.

NumUses: The number of times an item can be used per turn. Zero indicates that there is no limitation to the number of times an item can be used.

Industry: The cost in industry points to build the item. For ship gizmos, this is added to the overall cost for building the ship.

Special1: For future use. Entirely context dependent.

Special2: For future use. Entirely context dependent.

Ship Gizmos

You've spent time developing the technology for the lane endoscope…now, what does it do? What's its effective range? How powerful is it? The following information should give you the information you need to plan your attacks and outfit your ships with the devices you'll find most useful for your goals…

Mass Barrage Gun

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	1	25	1	1	10	0	0
0	1	25	1	1	15	0	0

The Mass Barrage Gun launches a spray of projectiles from its electromagnetic accelerators. It is cheap to build and uses little power—the projectiles are low-tech spheres of solid metal that rely on kinetic energy to do damage. It is easy to deflect, slow to reload, and has a short range.

Fourier Missiles

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	1	40	2	1	20	0	0
0	1	40	2	1	25	0	0

Fourier Missiles use image recognition to identify vulnerable areas of a ship. They require little power to fire, but they reload slowly and don't do much damage.

Quantum Singularity Launcher

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	2	25	4	1	30	0	0
0	2	25	4	1	40	0	0

The Quantum Singularity Launcher generates and fires tiny black holes--infinitely small but incredibly massive objects that easily punch through an Ion Wrap field. The disadvantages of this weapon are its short range and long recharge time.

Molecular Disassociator

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	2	50	4	1	40	0	0
0	2	50	4	1	50	0	0

The Molecular Disassociator generates a cloud that weakens the molecular bonds in matter. This tends to corrode the target rapidly. Its main drawback is that it takes a long time to form a fully charged cloud.

Electromagnetic Pulser

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	1	50	1	5	50	0	0
0	1	50	1	5	60	0	0

The Electromagnetic Pulser produces electromagnetic pulses that disrupt delicate technological equipment. It does little structural damage but it strobes very quickly, producing many pulses in a short time that can overload and destroy the target ship.

Plasmatron

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	2	100	4	1	50	0	0
0	2	100	4	1	70	0	0

The Plasmatron fires extremely long range bolts of super-heated plasma. It takes a long time to recharge.

Ueberlaser

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	3	50	6	2	70	0	0

The Ueberlaser is a high-power pulse laser that cuts instantly through an unshielded ship hull. It uses a lot of power but does heavy damage.

Fergnatz Lens

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	0	35	4	2	50	0	0
0	0	35	4	2	70	0	0

The Fergnatz Lens passively collects and focuses cosmic energies at its target. It requires no power to operate.

Hypersphere Driver

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	6	75	10	2	100	0	0

The Hypersphere Driver creates unstable bubbles in spacetime that extend into higher dimensions. When these bubbles intersect normal matter they collapse, pinching off the matter inside another dimension. They have a very long range and inflict massive damage. This weapon is extremely expensive to produce and gobbles power.

Nanomanipulator

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
0	6	50	13	3	100	0	0

The Nanomanipulator fires bursts of highly focused nanoenergon flux. The flux induces a chaotic nanowave upon impact that rips through the target, destructively jumbling alternate realities together. It is hugely destructive, fires in quick bursts, and uses a lot of power.

Ion Wrap

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
1	1	0	1	0	10	0	0

The Ion Wrap is a low-grade particle defense shield. Like most shields, it only consumes power when it is active.

Concussion Shield

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
1	2	0	4	0	30	0	0
1	2	0	2	0	30	0	0

The Concussion Shield surrounds a ship with a flexible energy barrier that absorbs kinetic impulses and spreads them over its entire surface. Like most shields, it only consumes power when it is active.

Wave Scatterer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
1	0	0	2	0	50	0	0
1	0	0	1	0	50	0	0

The Wave Scatterer is an energy dispersion mechanism that passively diffracts and scatters energy waves as they make contact with a ship's hull. The Wave Scatterer is a weak defense, but unlike most shields it consumes no power.

Deactotron

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
1	3	0	10	0	50	0	0
1	2	0	3	0	60	0	0

The Deactotron is a high-tech active defense module. When it detects the approach of particle or energy projectiles, it reacts by ejecting an appropriate countermeasure. Like most shields, it only consumes power when it is active.

Hyperwave Nullifier

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
1	6	0	13	0	100	0	0
1	4	0	4	0	100	0	0

The Hyperwave Nullifier surrounds a ship with a space-distorting hyperwave field. The field causes incoming projectiles to slide around the hull of their target and miss it completely. Like most shields, the Hyperwave Nullifier only consumes power when it is active.

Nanoshell

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
1	3	0	15	0	200	0	0
1	3	0	5	0	200	0	0

The Nanoshell simply creates a dense barrier of Nanoenergons around a ship. Few weapons are able to penetrate it. Like most shields, it only consumes power when it is active.

Tonklin Motor

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
2	1	0	2	0	10	0	0

The Tonklin Motor is a weak engine based on an elegant quirk of momentum theory. It is very inexpensive to construct.

Ion Banger

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
2	1	0	4	0	30	0	0

The Ion Banger sucks in ions from surrounding space and smashes them into each other at high speeds, creating a propulsive force. It is significantly more powerful than the Tonklin Motor.

Graviton Projector

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
2	3	0	6	0	40	0	0

The Graviton Projector sprays a gravity field in front of a ship, pulling it perpetually forward. The Graviton Projector is more powerful than the Ion Banger.

Inertia Negator

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
2	0	0	2	0	20	0	0
2	1	0	6	0	20	0	0

The Inertia Negator generates an anti-mass field that allows a ship to float lightly through space. It is about as strong as the Graviton Projector, but it consumes much less power.

Nanowave Space Bender

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
2	5	0	10	0	80	0	0

The Nanowave Space Bender projects a wide-band field of nanoenergy that warps the space around a ship, allowing it to slide rapidly in any direction. It is a very powerful engine.

Tonklin Frequency Analyzer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
3	0	25	3	0	20	0	0
3	0	25	1	0	20	0	0

The Tonklin Frequency Analyzer scans energy leakages from a ship to determine information about its status. Its range is relatively short. It is always active and consumes no power.

Subspace Phase Array

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
3	0	50	3	0	40	0	0
3	0	50	1	0	40	0	0

The Subspace Phase Array detects subtle variations in the space flow around a ship. It is able to detect a ship's status information at short to medium range. It is always active and consumes no power.

Aural Cloud Constructor

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
3	0	75	3	0	60	0	0
3	0	75	2	0	60	0	0

The Aural Cloud Constructor is a medium range scanner that projects an aural cloud through surrounding space, observing vibrations in the cloud to detect the status of other ships. It is always active and consumes no power.

Hyperwave Tympanum

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
3	0	100	3	0	80	0	0

The Hyperwave Tympanum is a long range scanner that is able to detect the minutest variations in the hyperwave ether and analyze them to obtain status information about other ships. It is always active and consumes no power.

Murgatroyd's Knower

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
3	0	200	3	0	100	0	0
3	0	200	4	0	100	0	0

Murgatroyd's Knower is a very long range scanner that uses a combination of advanced technologies to determine the status of other ships. It is always active and consumes no power.

Nanowave Decoupling Net

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
3	0	1000	3	0	200	0	0

The Nanowave Decoupling Net harvests coupled nanowaves from surrounding space and analyzes them to learn the status of other ships. Its range is practically unlimited. It is always active and consumes no power.

Proton Shaver

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
4	2	0	1	0	20	0	0

The Proton Shaver is a power generator that operates by extracting small quantities of protons from heavy atomic nuclei and converting them to energy. It is inexpensive but produces little power.

Subatomic Scoop

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
4	4	0	2	0	35	0	0

The Subatomic Scoop sucks subatomic particles from surrounding space and converts them to energy. It is a stronger generator than the Proton Shaver.

Quark Express

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
4	6	0	3	0	60	0	0

The Quark Express uses a little-understood technology to squeeze energy from various sub-subatomic particles. It is a powerful generator.

Van Creeg Hypersplicer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
4	8	0	4	0	80	0	0

The Van Creeg Hypersplicer merges mixed-frequency hyperwaves and collects the energy bleed-off. It is a very powerful generator.

Nanotwirler

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
4	10	0	5	0	100	0	0

The Nanotwirler puts a stream of Nanoenergons into sympathetic resonant motion, and channels off the energy they release from each other. It generates even more power than the Van Creeg Hypersplicer.

Lane Blocker

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	3	40	0	1	30	0	0
5	3	40	0	1	30	0	0

The Lane Blocker is fired into a star lane opening where it sits, elevating the inherent gravitational turbulence of the opening to the point where Star Lane Drives and Star Lane Hyperdrives can no longer overcome it.

Molecular Tie Down

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	25	0	1	20	0	0
5	7	50	0	1	20	0	0

When fired at a ship, the Molecular Tie Down temporarily immobilizes it by damping the reactions powering its engines. This affects all known normal engines--even the powerful Nanowave Space Bender.

Intellect Scrambler

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	25	0	1	20	0	0
5	7	50	0	1	20	0	0

When fired at a ship, the Intellect Scrambler partially wipes the minds of that ship's crew, eradicating their skills and memory of the recent past. It can turn an experienced crew into a group of bumbling rookies.

Brunswik Dissipator

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	15	25	0	1	100	0	0
5	15	50	0	1	100	0	0

When the Brunswik Dissipator is fired at a ship, it temporarily drains the target ship's generators, leaving it powerless. It is costly to construct and power hungry.

Recaller

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	0	0	0	40	0	0

The Recaller creates an unstable shunt through star lane space to a ship's home system. The ship using the Recaller moves instantly into the shunt and arrives immediately at its home system.

Disarmer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	5	40	0	1	30	0	0
5	5	60	0	1	30	0	0

The Disarmer was first designed as a weapon of peace--it selectively destroys weapons without causing other damage. It uses visual pattern recognition and analysis of energy output to identify a weapon on the target ship, then it causes that weapon to overload and destroy itself.

Smart Bomb

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	0	7	0	30	15	0

The Smart Bomb uses advanced empathic biosensor technology to determine the relationships between the ship using it and the other ships present in the star system. Once activated, it fires in multiple directions at every ship it has determined to be hostile, doing heavy damage comparable to that of an Ueberlaser. One use expends it.

Gravity Distorter

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	4	0	0	1	20	30	0
5	4	0	0	1	20	65	0

The Gravity Distorter creates a gravitational wave front that emanates from the ship using the device. This pushes small objects, such as space vessels, away from the ship that used the Distorter.

Fleet Disperser

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	5	100	0	1	30	5	0
5	5	120	0	1	30	45	0

The Fleet Disperser is fired at another ship. Its effect is similar to that of the Gravity Distorter in that it creates a gravitational ripple that repels other ships away from its target. It has an extremely long range.

X Ray Megaglasses

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	50	0	0	100	0	0
5	3	120	0	0	30	0	0

Passive. always in effect, takes no power. The X Ray Megaglasses allow you to view the contents of any ship you are able to scan. They require no power to maintain but are fairly expensive to build. Used in conjunction with powerful scanners, they can be very informative.

Cloaker

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	0	0	30	0	0
5	3	0	0	0	30	0	0

The vibrating crystals of the Cloaker produce a broad spectrum of noise and interference that blocks all sensors from gathering information about the cloaked ship. The device requires no power and is always in effect once it is added to a ship.

Star Lane Drive

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	1	0	25	0	0

The Star Lane Drive is the key to interstellar exploration. This device is activated by the energies emanating from the opening to a star lane, and requires no power to operate. It allows the ship to overcome the barrier of gravitational turbulence at the opening and slip into star lane space. The more Star Lane Drives a ship contains, the faster it will slide through star lane space.

Star Lane Hyperdrive

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	2	0	50	0	0

The Star Lane Hyperdrive is a more powerful version of the Star Lane Drive that improves speed through star lane space. Although regular Star Lane Drives allow slow travel through red links, the Hyperdrive makes the use of red links practical. Star Lane Hyperdrives are much more costly to produce than Star Lane Drives.

Positron Bouncer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	2	60	0	1	10	15	0
5	2	60	0	1	10	100	0

The accelerators inside the Positron Bouncer produce a high-momentum blob of particles. When fired at a ship, the particles impart their momentum to the ship, buffeting it away without damaging it. The Positron Bouncer consumes little power and is cheap to build.

Gravimetric Catapult

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	3	0	0	1	15	0	0
5	3	0	0	1	15	0	0

The Gravimetric Catapult causes the ship using it to experience temporarily exaggerated gravitational force. The ship is pulled toward the strongest gravity well in the vicinity--the nearest sun. The ship whips past the sun, stopping opposite its previous position when it has run out of momentum.

Myrmidonic Carbonizer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	4	40	20	1	70	20	0
5	4	40	20	1	70	20	0

The Myrmidonic Carbonizer fires a burst of energy that grows in strength for a while then dissipates. There is an ideal range for the Carbonizer, at which it is the most powerful weapon known. It is a complex and expensive piece of machinery.

Containment Device

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	5	40	0	1	50	0	0
5	5	50	0	1	50	0	0

The Containment Device destroys one colonizer or invasion module, just as the Disarmer destroys one weapon. It is intended to be a peaceful weapon—like the Disarmer, it only causes harm to machinery—used to protect planets from invasion.

Shield Blaster

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	25	0	1	30	0	0
5	7	50	0	1	30	0	0

The Shield Blaster temporarily shuts down the defensive systems of the target ship, leaving it vulnerable to attack.

Backfirer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	10	25	0	1	60	0	0
5	10	50	0	1	60	0	0

The Backfirer causes all the weapons aboard the target ship to simultaneously unleash their destructive potential--unaimed, uncontrolled, and chaotically. The more weapons the target ship carries, the more it is damaged by its own weapons.

Lane Destabilizer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	25	0	1	40	0	0
5	7	40	0	1	40	0	0

When fired at a star lane or red link opening, the Lane Destabilizer induces gravity waves at the resonant frequency of the star lane. This causes the ships inside the star lane to be thrown quickly toward their destination point. The Lane Destabilizer itself is destroyed in the process.

Tractor Beam

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	3	100	0	1	30	0	0
5	3	120	0	1	30	65	0

The Tractor Beam allows a ship to pull another ship toward it. It has a very long range and uses little power.

Cannibalizer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	0	1	20	0	0
5	0	0	0	1	20	5	20

The Cannibalizer is an emergency device that allows a ship to convert some of the mass of its own hull into an energy reserve. This is destructive to the ship, so it is usually used only in a last ditch effort to survive.

Moving Part Exploiter

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	10	25	0	1	60	0	0
5	10	50	0	1	60	0	0

Through a combination of ultrasonic vibration, spacetime micro-distortion, and luck destabilization magitechnology, the Moving Part Exploiter causes devices to break down explosively. The more intricate and advanced the equipment on the target ship, the more internal damage it suffers from equipment malfunction. This device is costly to build and consumes a lot of power.

Hyperswapper

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	3	100	0	1	20	0	0
5	3	120	0	1	20	0	0

The Hyperswapper creates a standing hyperwave field between a ship and its target, producing a massive space disturbance that causes them to swap positions. It operates at an extremely long range, uses little power, and is cheap to produce.

Gravimetric Condensor

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	5	0	0	1	30	15	10
5	5	0	0	1	30	65	10

The Gravimetric Condensor momentarily increases the gravitational field strength of a star, causing all the ships in the system to be pulled toward the star with great force.

Accutron

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	7	0	0	1	60	0	0
5	7	0	0	1	60	0	0

The Accutron is a massive space analysis and targeting system that increases the effective range of all the weapons on a ship. It is fairly costly to build, but can provide a strong advantage in battle.

Remote Repair Facility

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	10	0	0	0	70	5	0
5	30	0	0	0	70	5	0

The Remote Repair Facility allows a ship to repair damage without having to enter Orbital Docks. It consists of automated systems spreading throughout the ship, engineered so finely that the repair process resembles organic healing. It uses a lot of power when activated, and adding it to a ship is an expensive project.

Sacrificial Orb

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	3	50	0	0	20	6	0
5	3	60	0	0	20	6	0

The Sacrificial Orb is a magitechnological device that allows a ship to repair damage to another ship by absorbing that damage itself. It should be used with caution--some inattentive captains have managed to scuttle their own flagships with it!

Lane Magnetron

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	10	25	0	1	50	0	0
5	10	50	0	1	50	0	0

The Lane Magnetron frees the ship using it from the gravitational turbulence-induced drag normally encountered in star lane space, allowing the ship to slip through the star lane almost instantly. The Lane Magnetron uses fully as much power as a Nanotwirler produces and can be used only once.

Disintegrator

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	25	25	0	1	150	0	0
5	25	25	0	1	150	0	0

The Disintegrator ejects a cloud of infinitesimal bubbles of alternate reality that cause a chain reaction in the target ship, spreading it atom by atom across infinite alternate timelines. The cloud has no substance and cannot be blocked by normal defenses. The Disintegrator can be used only once, is extremely expensive to build, and uses an immense amount of power. It must be used at close range.

Lane Endoscope

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	10	25	0	0	20	0	0
5	10	50	0	0	20	0	0

The Lane Endoscope allows astronomical instruments to penetrate star lane space and scan the system at the other end of a star lane or red link opening. It requires a lot of power to use.

Torroidal Blaster

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	0	1	20	40	0
5	0	0	0	1	20	40	0

The Toroidal Blaster gives the ship using it a huge boost in engine performance, but it is hard on the engines and usually damages some of them. It draws all the power it needs from the engines and needs no generator power.

Gizmogrifier

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	4	40	0	1	30	0	0
5	4	60	0	1	30	0	0

Like the Disarmer, the Specialty Blaster, and the Containment Device, the Gizmogrifier is specialized to damage equipment without inflicting any other harm. It performs a general purpose version of this concept, and it will destroy the first major device it locks onto.

Replenisher

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	8	0	0	1	60	0	0

The Replenisher fully recharges all of the weapons aboard a ship. Its installation is involved and expensive, but it can be a lifesaver in an intense battle.

Specialty Blaster

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	5	40	0	1	30	0	0
5	5	60	0	1	30	0	0

The Specialty Blaster destroys one specialized device, just as the Disarmer destroys one weapon. Like the Disarmer, it recognizes a particular type of device and disables it with precision and a minimum of destructive force.

Gyro-Inductor

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	0	0	20	0	0
5	0	0	0	1	20	10	0

The Gyro-Inductor allows a ship to generate power when it travels up the gravitational gradient of a planet. When the ship leaves orbit, the Gyro-Inductor creates power. It uses no power and takes effect automatically.

Plasma Coupler

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	4	50	0	1	20	0	0
5	4	70	0	1	20	0	0

The Plasma Coupler allows a ship to beam some of its power to another ship across a long distance.

Invulnerablizer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	20	0	0	1	60	0	0
5	20	0	0	1	60	0	0

The Invulnerablizer sets up a temporary high-magitechnology shield around the ship using it. While it lasts, the shield will not allow the ship to come to harm. It consumes little power but it is costly to build and can be used only once.

Phase Bomb

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	4	25	0	1	40	0	0
5	4	25	0	1	40	0	0

The Phase Bomb is launched at a planet and destroys structures on the planet's surface. It can be used only once and must be launched at short range.

Colonizer

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	5	0	0	0	35	0	0

The Colonizer allows a ship to create a colony on an unoccupied planet. It carries a group of trained settlers and a prefabricated Colony Base that provides the tools necessary to grow a self-sufficient colony. The Colonizer is deployed from orbit and can be used only once.

Self Destructotron

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	20	0	50	0	0
5	0	40	20	0	50	20	0

The Self Destructotron is a desperation device. It destroys the ship using it by converting most of the ship's mass to energy, creating a huge explosion that greatly damages other ships nearby.

Invasion Module

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	10	0	0	0	70	0	0

The Invasion Module transports a planetary infiltration team and their camouflaged base of operations to a planet's surface from orbit. It can be destroyed by a planetary Surface Shield unless multiple Invasion Modules are launched to overload the Surface Shield's tracking ability. It is expensive to assemble and can be used only once.

Mass Condensor

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	8	100	0	1	50	20	5
5	8	120	0	1	50	50	5

The Mass Condensor operates as the Gravitational Distorter, except that it is targeted at a ship. All ships will be attracted toward the affected ship. It works at a long range and consumes a lot of power.

Hyperfuel

Cat	Power	Range	Level	NumUses	Industry	Special1	Special2
5	0	0	0	0	20	40	0
5	0	0	0	0	20	40	0

Hyperfuel is a one-time-use power reserve of great capacity. It is a cheap, disposable source of power.

Planetary Structure Nomenclature

Each item is displayed as follows:

Name
Ind   Res   Pros   MPop UPop   Cost
Description

Ind: The amount of industry that results from the structure being built.

Res: The amount of research that results from the structure being built.

Pros: The amount of prosperity that results from the structure being built.

MPop: Number of people structure can house.

UPop: Number of people required to build and maintain the structure.

Cost: Cost (in industry points) to build the structure.

Planetary Structures

Need to know the statistics for an orbital long-range whopper? Here you go…

Factory

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	1	30

The Factory is a common structure on most colonized planets. Factories increase a colony's industry, which helps speed the completion of planetary projects.

Agriplot

Ind	Res	Pros	MPop	UPop	Cost
0	0	1	0	1	30
0	0	2	0	1	30

The Agriplot is a high-productivity farming area. Agriplots increase a colony's prosperity, which causes its population to grow more quickly.

Laboratory

Ind	Res	Pros	MPop	UPop	Cost
0	1	0	0	1	50

The Laboratory is a center for research and development. Laboratories provide research, which allows a species to make technological discoveries.

Habitat

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	3	0	160
0	0	2	3	1	160

The Habitat is a high-density living and working complex with a precisely controlled internal climate. Habitats provide a colony with prosperity, and also allow room for additional population.

Metroplex

Ind	Res	Pros	MPop	UPop	Cost
1	1	1	1	1	90

The Metroplex is an urban center with industrial, technological, and residential capacities.

Colony Base

Ind	Res	Pros	MPop	UPop	Cost
1	0	1	2	1	120

This is the structure that is placed when you first colonize a planet. You should not be able to build this, nor should you be able to destroy it.

Industrial Megafacility

Ind	Res	Pros	MPop	UPop	Cost
3	0	0	0	2	80
3	0	0	0	1	110

The Industrial Megafacility is a huge, self-reliant production plant. Its industrial output is greater than that of a Factory.

Artificial Hydroponifer

Ind	Res	Pros	MPop	UPop	Cost
0	0	3	0	2	80
0	0	3	0	1	100

The Artificial Hydroponifer is a super-efficient nourishment production facility. Its prosperity output is greater than that of an Agriplot.

Research Campus

Ind	Res	Pros	MPop	UPop	Cost
0	3	0	0	2	150
0	3	0	0	1	160

The Research Campus is a well-equipped experimentation center. It is of more research value than a Laboratory.

Logic Factory

Ind	Res	Pros	MPop	UPop	Cost
0	1	1	0	1	80

The Logic Factory is a research complex that specializes in the entertainment and happiness of sentient beings. It provides both research and prosperity.

Engineering Retreat

Ind	Res	Pros	MPop	UPop	Cost
1	1	0	0	1	80

The Engineering Retreat is an academized production plant where engineers devise improvements in logistics and production methods. It provides a colony with industry as well as research.

Surface Cloaker

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	40

The Surface Cloaker uses high-frequency diffraction generators to make a planet surface practically invisible to alien ships.

Hyperpower Plant

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	30
0	0	0	0	1	200

The Hyperpower Plant is a marvel of high technology. By generating power for all of a colony's industry structures, it significantly increases the colony's entire industrial output. There is no need for more than one Hyperpower Plant on any colony.

Fertilization Plant

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	30
0	0	0	0	1	200

The Fertilization Plant produces vast quantities of agricultural and hydroponics supplies. It boosts the prosperity of an entire colony. There is no need for more than one Fertilization Plant on any colony.

Internet

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	30
0	0	0	0	1	250

The Internet provides a colony with a high-speed information and data transfer system. It greatly improves the progress made by a colony's research centers. There is no need to build more than one Internet on any colony.

Cloning Plant

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	250

The Cloning Plant organically duplicates new members of a planet's population. There is no need to build more than one Cloning Plant on any planet.

Observation Installation

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	40

0 0 0 0 1 40 20   255
The Observation Installation scans nearby alien ships. There is no need to build more than one Observation Installation on any planet.

Tractor Beam Element

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	50

The Tractor Beam generates a powerful stasis field to overcome a ship's drives and pull it toward a planet. You can use a planet's Tractor Beam in the System Display by selecting the planet and then selecting the Tractor Beam from its item list.

Surface Shield

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	30
0	0	0	0	1	100

The Surface Shield houses defense armaments that protect a colony against alien invasion. Several Surface Shields may be necessary to defend against large invasion forces.

Surface Mega Shield

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	100
0	0	0	0	1	180

The Surface Mega Shield is a powerful defense against alien invasion. It uses protective ion fields to augment the endurance of its defense armaments. It is much more valuable than the normal Surface Shield, but certainly not invulnerable.

Outpost

Ind	Res	Pros	MPop	UPop	Cost
0	0	1	1	0	120
0	0	0	1	1	120

0 0 1 1 0 120 255   255
0 0 0 1 1 120 255   6 255
The Outpost is an important structure for colonies on small or minimally habitable planets. It provides living facilities for additional population.

Transport Tubes

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	10
0	0	0	0	1	10

Transport Tubes allow colony structures to spread quickly over the surface of a planet. They are easy to produce, require no maintenance, and can even be constructed on black squares.

Shipyard

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	2	240
1	0	0	0	1	240

The Shipyard is an enormous orbital center for the production of space ships. Though expensive to construct, it is a necessary first step toward space exploration. A colony must have a Shipyard in order to build ships.

Ship

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	1	20

Ships are the key to the exploration of space. Each Ship can be designed differently, and can hold various types of equipment that allow it to do such things as travel, engage in combat, and colonize or invade planets.

Orbital Docks

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	2	200
1	0	0	0	1	170

Orbital Docks provide a maintenance platform for the repair and refitting of ships. Any ship orbiting a colony with Orbital Docks can be refitted. When a ship is refitted, its contents may be changed, and its hull is repaired.

Orbital Cloaker

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	1	40
0	0	0	0	1	40

The Orbital Cloaker uses modified diffraction generators to disguise structures orbiting a colony, rendering them invisible to alien ships.

Orbital Shields

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	1	40
0	0	0	0	1	60

Orbital Shields are a colony's primary defense against alien invasion. As long as a colony is protected by Orbital Shields, alien ships may not enter orbit.

Orbital Mega Shields

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	1	150
0	0	0	0	1	120

Orbital Mega Shields are highly fortified planetary defenses. Much harder to destroy than the lower-tech Orbital Shields, they prevent alien ships from entering orbit around a colony.

Orbital Missile Base

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	1	30
0	0	0	0	1	60

The Orbital Missile Base is a potent short-range planetary weapon. Though it may only be used once per game day, it can severely damage nearby ships.

Short Range Orbital Whopper

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	1	30
0	0	0	0	1	90

The Short Range Orbital Whopper is a powerful planetary energy weapon with a short range. It may be fired three times per day. Woe to the ship that runs out of power while in its range.

Long Range Orbital Whopper

Ind	Res	Pros	MPop	UPop	Cost
1	0	0	0	1	80
0	0	0	0	1	180

The Long Range Orbital Whopper is the elite of planetary weaponry. Its focused energy beams achieve a long range, and its reusability makes it dauntingly powerful.

Alien Hospitality

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	1
0	0	0	0	0	1

Alien Hospitality is not an individual structure, but rather an overall planetary project. While a colony dedicates its industry to Alien Hospitality, it helps improve diplomatic relations with alien species.

Endless Party

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	1
0	0	0	0	0	1

The Endless Party is not an individual structure, but rather an overall planetary project. While a colony's project is set to Endless Party, its prosperity increases by an amount proportional to its industrial output.

Scientist Takeover

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	1
0	0	0	0	0	1

The Scientist Takeover is not an individual structure, but rather an overall planetary project. While a colony's project is set to Scientist Takeover, its research progress increases by an amount proportional to its industrial output.

Automation

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	1
0	0	0	0	1	1

Automation is a process by which the personnel maintaining a structure are replaced by robotic equipment. When a structure has been fully automated, its personnel are freed for use elsewhere on the colony.

Terraforming

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	50
0	0	0	0	1	50

Terraforming is an important project for colonies on minimally habitable planets. When a black surface square is terraformed, it becomes a white square, and the colony may then build structures on it.

Lush Growth Bomb

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	200
0	0	0	0	1	200

The Lush Growth Bomb combines chaos technology with organic synthesis equipment to make a planet surface significantly more habitable. Only one Lush Growth Bomb is of noticeable value on any planet.

Xeno Archeological Dig

Ind	Res	Pros	MPop	UPop	Cost
0	0	0	0	0	50
0	0	0	0	1	50

The Xeno Archeological Dig allows a colony to uncover and analyze the ruins of ancient civilizations. When unearthed, these ruins very often provide the key to the discovery of advanced technologies.

Winning The Game

There are several ways to win at Ascendancy, and each method has its own scale. This section discusses each victory condition, gives the scale (starting with the lowest title you can earn in each category), and the congratulatory text that's displayed when you win the game.

Capture All Home Worlds

You have cleverly managed to capture the home systems of all alien species, controlling their governments and achieving galactic domination.

Home Wrecker.
Megalomaniac.
Master Invader.
Hypercosmic Saboteur.
Lord of Subversion.
Interstellar Coup Master.
Insurrection Champion.
Galactic Infiltrator.
Supreme Invader.
Ascendant Invader.

Many and varied will be the historians' accounts of your daring subjugation of the galaxy. Most will call you a farsighted leader and a wily general, but others will denounce you as a traitor and a megalomaniac. One thing is certain, however. You are now the master of all sentient species. By controlling their home systems, you have control of their governments. All people must now do your bidding. Will your reign be benevolent, or terrible? The galaxy must wait and see.

Control Over Two-Thirds of the Galaxy

Congratulations! Your massive empire spans over two-thirds of the galaxy. Your dominion is assured.

Ambitious Beginner.
Imperialist.
Interstellar Warrior.
Interstellar Subjugator.
Galactic Powermonger.
Hyper-Conqueror.
Cosmic Dictator.
Imperial Overlord.
Galactic Emperor.
Ascendant Emperor.

After a long and weary struggle, your species has gained control of more than two-thirds of the stars in the galaxy. Though the other species may continue to bicker over the stars that remain, you are now the undisputed galactic leader. You should feel proud of your great accomplishment, but you have little time for revelry--many difficult but rewarding tasks lie ahead of you. May your reign be long and fruitful!

Destroy Other Races

Your ferocity has no limits. You have destroyed the last vestiges of alien civilization, and now rule the entire galaxy.

Unrighteous Neighbor.
Xenophobe.
Galactic Villain.
Interstellar Death-Dealer.
Supreme Killing Machine.
Techno-Annihilator.
Cosmic Devastator.
Lord High Executioner.
Overlord of Cosmic Night.
Ascendant Destroyer.

You have shown yourself to be a brilliant ruler and a fierce, desperate warrior. All other sentient species have fallen prey to your mighty weapons of war. Though you can now enjoy the remainder of your existence as the uncontested master of the galaxy, you wonder whether the course you have chosen is

the best one. Could your species have been enriched by a peaceful coexistence with the aliens? Perhaps. Unfortunately, you will never know.

Galaxy United Under One Alliance

Your strong and benevolent leadership has culminated in galactic unification. You are hailed by all species as ruler of the galaxy.

Hyper-Explorer.
Mover and Shaker.
Master of Diplomacy.
Interstellar Victor.
Galactic Unifier.
Cosmic Harmonizer.
Lord of Tranquility.
High King of Serenity.
Ascendant Overlord.
Supreme Master of Ascendancy.

You deserve great praise indeed! Your species has risen from one small planet to unify the entire galaxy. All sentient species may now work together in harmony, each using its strengths to bring further order and prosperity to the cosmos. Without your strong leadership, the galaxy might have remained a jumbled, discordant collection of endlessly bickering enemies. But your patience and determination have finally been rewarded. All hail you and your people! You are true finders of Ascendancy.

And, of course, there's one way to lose the game…

Player Extinct

The hostile forces of the universe have annihilated your species. Many mourn the passing of your people into the cosmic night.

Interstellar Pushover.
Space History.
Galactic Exile.
Cosmic Martyr.
Cosmic Ultra-Martyr.
Lord of Self-Sacrifice.
Existential Transcender.
Master of the Void.
Ultimate Scoremaster.
Ascendant Hyper-Cheater.

The people of your species have been driven from their planetary homes, but it is unlikely that none remain. There will always be forces of peace and harmony hiding within the universe, however weakened they may be. The darkness that has fallen over this galaxy cannot last forever—it is the nature of things to go through cycles, and the tiny remnants of your species may one day flourish, prevail, and bring their hard-won wisdom to the cosmos.

Frequently Asked Questions

This wouldn't really be an FAQ if there weren't any frequently asked questions in it, so…

Q: How do I find out what the various technologies do?

A: Usually, you can hold down the shift key and left-click (shift-click) on almost any element of any screen to obtain information about an item. However, this doesn't work in the Research Tree. If you

want information about a planetary structure that's now available due to some research, go to the Planetary Screen and shift-click on an item from the list of available structures. (Don't click on structures that have been built on the planet's surface.) If it's a ship gizmo you're interested in, go to either the Ship Building Screen or a system that contains one of your ships. Shift-click on the item from the list at the right portion of the screen.

Q: My ship has used up its colonizers. How do I get more?

A: You can refit your ship, but only after you've developed the technology for Orbital Docks. Any of your planets which has an orbital dock can refit your ship. It's much less costly to refit an existing ship than to build one from scratch.

You can also use orbital docks to upgrade the shields, weapons, generators, engines, scanners, and other devices on any of your existing ships. Just select the upgrade item from the right side of the screen, and click over the item to be replaced.

Q: Why can't I invade an enemy's planet?

A: First of all, you must have at least one invasion module on your ship. Second, if the enemy planet has a ring around it, it has an orbital shield which prevents you from entering orbit around that planet. To destroy the shield(s), you must fire your weapons at the planet until the ring disappears. This may take several shots—and several days—since each shield can withstand multiple strikes. Once the ring disappears, you can enter orbit, click on your ship, and choose "Invade".

Your invasion will be successful only if you have one more invasion module than the planet has surface shields. If you have less, the enemy's surface shields will be reduced by the number of invasion modules, but the planet will still belong to them. You'll need to bring another invasion ship into orbit to finish them off.

Q: I've traded research with another race, but no new nodes appear in my Research Tree. Why?

A: Sometimes the race you're trading with has nothing to offer—you've researched all the nodes they have. If they do have one or more nodes that you haven't researched, you'll receive a node.

A good way to determine whether or not to trade is to look at the Intelligence Screen and see how advanced the other race's research is. If they appear to be behind in research, you probably don't want to trade. Certain races (Chamachies, Dubtaks) are better at researching than others, so trading with them is usually a good idea.

Q: My ships are suddenly sent back to the beginning of the starlanes they were in; once, they got sent back to my home system. Is this a bug?

No. Some races have irritating special powers—such as the Ungooma, who can send ships back to the beginning of a starlane. Use the information contained in this FAQ to determine the powers you'll be facing each game—and adjust your strategy accordingly.

Game Cheats

This is one area where the Logic Factory really showed a *lot* of restraint. So far, I've only seen (or heard of) a single cheat you can use as you try to win this game. I'd wager the AI players have a lot more than that to draw upon…

Infinite Orbital Shields

One of your prime planets is under attack—and just lost its last orbital shield. Reinforcements are on the way, but they won't reach the system until next turn. That hostile ship has power left—and you're pretty sure it's got invasion modules as well. What do you do?

Well, if you don't cheat, you'll probably lose the planet (depending on the ratio of surface shields to invasion modules). However, if you follow these steps *each time your planet loses its last orbital shield* you can hold off an invader indefinitely:

1. As soon as you lose your last orbital shield, double-click on the planet. You'll be taken to the planetary display.

2. Suspend whatever structure the planet was building, and begin developing another orbital shield.

That's it! When you leave the planetary screen, your planet will have a shield around it. Of course, it'll be destroyed the next time your planet is attacked…and this strategy doesn't work against multiple invaders. Your best bet is to ensure your planets on the frontier are well-defended with a combination of orbital shields, surface shields, and ships.

Questions Still To Be Answered

Like I said before, I don't have all the answers. In fact, I have questions that I'd like answered. So, if you know or learn the answers to the following questions, e-mail me. I'll incorporate your information into the next version of this FAQ…and, of course, acknowledge your invaluable help!

Research

The Ascendancy .COB files list the following research topics; are they available? If so, what prerequisites does each require? What are the results of this research?

Information Systems	Bio Research	Ion Power
Advanced Power Distribution	Celestrial Arms	

What information needs to go in the blank slots in the research table?

System/Planetary Information

What exactly is the relationship between a system's star and the number/class of planets and star lanes in that system?

Combat Information

How many invasion modules does a surface mega-shield destroy?

Gizmos/Planetary Structures

Why do some items have two rows of information? When does each row come into play?

Winning The Game

How is the score (percentage) calculated?

What titles correspond to what range of scores?