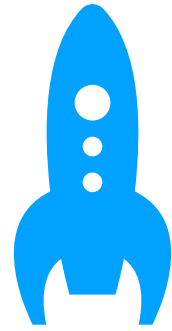


# Space Journey X

Walkthrough V0.7 Rev2



From V0.7 you can fast forward to 6 different game progress states when you start a new game. Use that or start from the beginning.

## Getting Started - Ship Tutorial



**Note: Do NOT use mods or emulators (URM, Joisplay...), as they will most likely screw up the data structures and corrupt your game! Use the cheat section below for compatible cheats**

- Reactivate the engines after you wake up. Select an item from your inventory (Box icon or “i”). Click on the Quick Select icon below the inventory box (or “b”), change into use mode  
Hint: The game remembers the last 10 used items in Quick Select, you can cycle through them with left and right cursor key without opening the inventory
- Use Hyper-Wrench on button
- Try to switch off engine again by pressing the button
- Meet BB-2, your trusted side-kick
- Try to access the Control Panel
- You will get the task to find the late Captain’s Wrist Control Unit
- Look in the cabinet (right side of screen) in the Captain’s Cabin
- Go to the bridge and activate the Control Chair with the Unit
- Attempt to navigate somewhere
- Fix the engine by clicking the engine configuration terminal, check status, exit terminal, search the Tunneling Modules (in engine room crates), access terminal again and install
- Fly to the space station
- Talk to T’Ris on the bridge at some point, she will tell you that there’s a lot of repairs on the ship.
- If you assign T’Ris the task “Run Diagnosis” in the morning, this will result in findings and repair missions from the next day onwards (click on T’Ris on bridge to access repair tasks) . Repair tasks yield favour points with T’Ris. Rooms with repairs will be indicated with yellow dots
- **Repair Hint: Get into use mode (B) with the wrench and move your mouse over the damage animation (sparks). If you fix it before noon, T’Ris gives you 2 FP, otherwise 1**
- If you leave repairs unattended for two or more days, T’Ris will refuse interactions at night and/or you lose FP
- Note: You can check MC stats by toggling through the crew with Cursor Left/Right on the stat screen or by selecting “L” in the main screen.
- **Congratulations, Intro Passed**



## Getting Started - The Space Station

- Leave the ship via airlock (AL)
- Click on advertisement to go to entertainment district
- Go to spacebar, inquire about map & trader
- Pass time until 18:00 using gambling machine
- Talk to shady trader
- If you have the 5000 Cr later in the game, buy the map and give it to T'Ris. To give: click on item in inventory, then activate use mode (click or 'B') and select T'Ris as recipient.  
*Note: You don't need the map right on the first day. You can make some money mining (see below) first and expand the reach of your ship to 25%.*
- On your first return to the ship you hear an announcement for mining volunteers
- Got to Station Control in main dock and get the mining laser
- Install the mining laser subsystem from the **cargo bay (CB) terminal** (tab: subsystems)
- Go to the engine room.
- Install the subunits in the laser using the **configuration terminal** in engineering (EN).  
*Note: You can cycle through your installed subsystems with the cursor left/right keys or the blue arrows.*

## Main Quest (Return Home & Jumpgate Access)

- Get the map (see above), give it to T'Ris and the next day she will tell you about the anomaly and the hyper jump gate
- You gain some new map locations for this system
- Earn enough money to get to the Anomaly to find another crew member
- Upgrade your ship until you can reach the Hyperjump gate with 100% engines.
- You will need more AI-Cores for that. If you start out new with no spares in your pod, you can gain AI-Cores by bounty missions (higher probability from Lvl 2 and up). You will also find some in the Precursor Junkyard, but for that you need some in your setup in order to get there in the first place.  
**TLDR:** make bounty missions / space fights until you have enough AI-Cores
- Accessing the Hypergate requires a 100% Jumpdrive (buy at Scrap Trader, Outpost or Iltari Station)
- Jumpgate Control will tell you, that you need a license from Iltari Station
- Go to Iltari Station and apply for a Jump License
- They will ask you to show your Multipass for registration (which you don't have)
- There are two options to get your Multipass
- Option A: Craft a bribe case of Voronian Vortex. Use bottle on Cargo Terminal to package a crate. You need at least six bottles in inventory to do that

- Option B: Got to Shady, she wants 1 Mil credits in advance
- Pick up your Multipass the following day
- T'Ris as your Navigator needs to take Jumpdrive Navigation Classes
- Talk to her, the next morning you will have "Nav Class" in her job menu
- Send her to Nav Class (she will be gone from the ship all day)
- In the evening she returns if you are at Iltari station (others she'll re-board at next docking)
- Send her three times
- The third time she'll return and tell you that in her Intercultural Class she has learned, that the Krell require all crew to wear special uniforms in their Systems
- BB-2 informs you to check at Shady
- Buy 4 Krell pet Uniforms at Shady
- Give T'Ris one uniform, she will try it on. You have your doubts that the other crew members will wear something like that.
- T'Ris asks you to wait for a day so she can talk to the crew. She also asks you to ensure, everyone has EXH6 or higher. The crew can reach EXH 6 wearing the Racy and then the Revealing Uniforms for several days
- The next day, hand out the uniforms to the other crew members
- As soon as everyone has EXH6 and a Pet Uniform, T'Ris appears in the morning to inform you the crew is ready
- Fly to the Jumpgate, only to be denied again (you need a Krell Sponsor)
- Fly to Krogneath and ask him in the bar for his endorsement
- Return to the Jumpgate and travel through hyperspace to Krell Space
- Continue there with Seraphine's Rescue Quest (see below)



## The Anomaly Quest (V)

- Mine and trade until you have your ship at 50%+ engine performance
- Fly to the Anomaly
- Take the container on board
- Study its occupant for three days (access sign "SECTION B" in the cargo bay)
- After you have the "Give Me Energy" dreams, visit the bay again and place 6 energy pods in the rack next to V's glass container
- The next morning the pods are drained (you can check in Stats the energy status of V)
- Provide another 6 pods and that night you will get a dream visit from V
- Provide her another 2x6 pods and you will get a second visit from V at night
- Try to get a third visit and provide another 6 pods
- Visit V the next morning to find her gone
- You decide to repair the lower decks in an effort to locate V onboard
- Try to access the Lower Deck via maintenance hatch in the cargo bay

- BB-2 offers to help if you get the necessary repair materials (5 Nano, 3 Energy, 1 Bio). You can buy them in the station or from Shady (expensive) or from the scrap trader (cheapest)
- Once you have the materials in your cargo bay, click on the hatch again and send BB-2 to repair
- The next morning he will report back to you, the Lower Decks are now accessible
- Access up and down via turbo lift (TL on Minimap)
- Accessible rooms are Bot Lab and Holo Deck (see Bot Lab quest section)
- *Note: It is no longer relevant where your ship is parked for the V dreams/events to occur*
- Once in the Lower Decks search for hints of V...
- Try to open the door to maintenance in the corridor and BB-2 will chime in and promises to take care of it.
- **When your ship has an uplink device and this is working at 50% or more and Khelara (the engineer from the pirate base) is in the crew, BB-2 will alarm you in the morning that he has found an anomaly related to V in the Lower Decks Corridor (CO)**
- The crew will assemble there and T'Ris will take the task to analyze the anomaly and the strange subspace communication BB-2 has detected emanating from there.
- The next morning on the Bridge, T'Ris will inform you that she has devised a plan to disrupt the signal and hopefully deactivate the nanite anomaly in the Lower Deck Corridor
- She tasks you to bring her Promethium Ore, one spare AI-Core and bring the Uplink up to 80% or more
- Promethium Ore can be found in the Outer Belt (100% Zone). You need a mining laser Mk II for it (can be bought at Iltari Station)
- Spare AI-Cores can be found defeating Level two or three mobs in bounty missions or space encounters
- Once you have all these tasks done, talk to T'Ris on the Bridge. She informs you that she will manufacture a Signal Disruptor and that you are to meet her at 18:00 in the Lower Deck Corridor
- At 18:00, the team will deactivate the nannies and make the Maintenance Room accessible
- In the maintenance Room you will find V, who has converted it into a charging station to replenish her energy
- V joins the crew
- After three days of observing the crew, V will visit you in the morning and ask to receive instructions in social interactions, which you will be happy to provide (V favours unlocked)
- Visit V for a favour (BJ)
- End of V0.6 V content



## Training of T'Ris

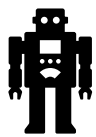
- Visit T'Ris at 22:00 after her exercise and spy on her in the bathroom
- Do repair tasks (one per day) and a sequence trigger the morning after you did three
- Visit T'Ris in the evening and chat with her to get some favours as compensation for your efforts

- She blows you off and tells you to meditate
- Watch her shower via monitor at 22:00 (2 or 3 times) until you get the idea to search your cabin for more explicit material
- Use the magazine you find on your bed between at 18:00 or 19:00
- If T'Ris has the map already, she will barge in and surprise you
- Chat with her the next evening, she agrees to support you with your urges
- Ask her for a favour (Handjob, 1 FP)
- The longer you do not get favours from her, the more you can "finish" (3 days max).  
*Note: Click on each of the exclamation mark icons on her face (3 max for the "mess")*
- Do the full finish (see point above) to get an achievement for T'Ris (clothed), SLU up to 3 and a gallery entry
- Eventually, ask her to do the favour naked, she refuses, as your response to her while she is clothed is 'enough for the job'
- You get the idea to suppress your arousal using alcohol
- Buy a bottle of Drengarian Liquor at Shady
- Drink the liquor at 19:00 before visiting T'Ris for a handjob favour (drinking: select liquor in inventory and then use on the blue glass next to your computer)
- As expected, you do not react at first and T'Ris undresses to elicit an adequate response from you
- Visit her one or two times for naked handjobs and make a mess the second time (big facial). You get the big facial nude gallery entry.
- T'Ris agrees to let you come in her mouth to avoid the mess next time
- Come into her mouth for two or three evenings and ask her for a blow job next time
- She refuses
- Visit the bar, see Leila when she's on duty and give her a huge tip (animation reward from 5000+ Cr)
- After you have blown > 10,000 on Leila, T'Ris confronts you in the morning and accuses you of squandering your credits
- She agrees to be available for blowjobs from thereon to 'save money for the mission'
- Visit T'Ris for a blowjob in the evening
- She shows average performance and has difficulties to go all the way
- Buy a space dildo for her at Shady
- Let her practice for three days until she informs you on the bridge that her exercises are complete and demands an opportunity for demonstration
- Visit her quarters for a demonstration event. She shows you her progress with the dildo
- From next day onward you get the full blowjob animation and SLU improvement up to 10
- Sex training quest triggers
- Ask T'Ris regarding sex and she will tell you that this is old fashioned and oral stimulation is sufficient
- To remove her Valkoran conditioning, you ask Nimhe for help, who devises a plan for sex training with T'Ris on the Autotrainer
- Visit the lab at 20h and it will be locked. Check on your camera what is going on inside.
- End of V0.7 T'Ris content.



## Hiring & Training Nimhe

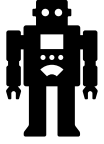
- With 75%+ engine performance, visit the precursor space junkyard to get AI Cores
- Interdiction drones bar you entry, you get the idea of hacking into their circuitry to bypass them
- As the barkeeper for a hacker for hire, she recommends Nimhe
- Nice is under the hover pass
- If you are accomplished enough (you need 3+ REP or 200k+ trading volume) she agrees to be hired as circumvention expert
- Nimhe asks for an expensive Argus Mk II uplink unit (buy from shady and install on ship)
- Ask Nimhe again, pay her 50k signing bonus, go back to the ship and a welcome scene plays. You'll find her in guest cabin 1 (left side, hallway two)
- Try to visit her at 20:00 and she has her door locked
- Investigate her room when she's not in it and you'll find a pair of kinky handcuffs
- Manipulate their locks with your Control Unit while she's out (between 12:00 and 15:00)
- When you enter your cabin next at 20:00, BB-2 comes in and informs you that Nimhe is in a predicament
- Go to her cabin and eventually free her from her locked handcuffs
- Chat to her the next day, she displays interest as you mention "interesting toys" you know off
- Nimhe's quest continues with the Bot Lab quest



## Bot Lab Quest

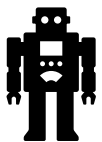
- Once the lab is accessible click on the configurator, you get confused and need help
- Chat with Nimhe, inform her that the Lower Decks are now accessible
- From now on she will be in the Lab from 12:00 to 15:00
- Talk to her in the Lab and choose "Botlab Intro"
- After the intro, she tells you that she has stored some starter parts to assemble a bot
- **First Bot:** Click on the configurator and assemble the first bot. She will - after it has been completed - right away dispatch it to cover her debt with Grelak
- Nimhe asks you to get some more parts and assemble a Bot to rent out to the Sex Arcade for daily earnings. You can buy bot crates at Shady (expensive) or at the Scrap Merchant (cheap). Sometimes you find them in a space event (first aid, container, ...) from now on. To open a crate, go to the cargo bay, tab "crate" and open it. Up to five parts will be rolled per crate. All parts are imbued with random properties at this time (like "identifying" in other games)

- **Arcade Bot:** Assemble a new bot once you have all parts. Train it to max and repair it for highest value, then send it to the Arcade. 4 to 7% of its value will be earned per night. You get an arcade report at night. In V0.5 arcade slots are unlimited.  
Bots can be retrieved from the arcade using the lab manager (terminal unit in lab) which gets unlocked after the first bot intro.  
If you select a bot to retrieve from the arcade, the next day a “bot stasis pod” arrives at your ship. It can be opened from cargo like a crate and will be transferred to the lab if you have free cells.
- **Bot sales:** Nimhe asks you to make and sell a few bots by checking the orders. There is a handful of orders available in the bot lab terminal (updated each night). You can fulfill orders from the order list directly (toggle through eligible bots).  
Tip: Train and pimp up the bot before sale for max income
- Once you either (a) craft your first bot with IQ > 140 (note: store it explicitly in a store dot) or (b) send your first bot of any kind to the arcade, BB-2 informs you that with illegal bots of high IQ more money can be made and recommends to talk to Nimhe about it. This triggers the Pirate Quest (see below)  
Note: If your bot has a high IQ there is a risk that it will escape from its cell at night (escape risk in % shown in configurator) and damage a subunit in the process. Use an immobilizer to forestall that or store incomplete bots only
- After you have found the Outer Belt (see V quest) and have a notoriety of 15+, Nimhe will entrust you with a bot related task.
- In order to convince an individual on Iltari Station (“The Bot Collector”) to surrender compromising material, Nimhe has the idea to awaken a dangerous experimental Bot prototype from a destroyed military base
- Fly to the base in the Outer Belt, get the bot shell there and talk with Nimhe in the Lab
- She tells you to assemble a fully military bot (Gen2 or 3) so she can attach the shell
- After you have assembled the military grade bot, chat to Nimhe
- She will assemble and awaken a Type-I Infiltrator, certain that she can control it as long as the Uplink is at 100% power
- Fly to Iltari Station bring the uplink to 100% and spend one night
- The Infiltrator will successfully return the compromising material.
- The bot is separated from the shell by Nimhe and placed in cargo in a stasis pod. The (unique) Infiltrator Shell ends up in your parts manager to use in future.
- The next morning you will find it as a box next to your bed. You can either let Nimhe know that you have it (unlocks favour) or open the box with your control unit and take out a bonus item you find inside and then let Nimhe know that you have the box (unlocks favour too)
- Unlocks HJ favour from Nimhe
- Train Nimhe in HJ (3x) and you will unlock BJ training
- End of V0.7 Nimhe content



## Personal Bot Quest

- Once you have accumulated a number of bot parts (20), Nimhe barges in one morning and informs you that parts are going missing from storage
- Inspect the storage force field
- Buy a monitoring cam at shady
- Install the cam at the storage force field
- Watch the cam the next morning
- At 10:00 you will notice BB-2 deactivating the force field and entering storage
- Talk to Nimhe about it and call BB-2 to demand an explanation
- After some discussion he admits he has a secret project and leads you to it
- It turns out BB-2 has been working on assembling a copy of the former ship Captain
- You confiscate the bot (dubbed “Type -J”) and have it brought to your quarters
- This interaction unlocks a new day task for Nimhe (assign in the morning), namely creating a customized appearance add-on (Bot Shell Type J) if you have a bot crate in the cargo list which she can use
- The shells can be added into the add on slots and change the bots appearance and value
- Type-J waits in your room after the secret project confiscation
- You can interact with her and have sex (one animation in V0.5). You can also rename her in the interaction menu



## Bot Lab Secrets Quest (Nimhe)

- A few days after the Personal Bot quest (to be exact: after having used Type-J for sex twice, sorry for the lazy counter...), you overhear a discussion between BB-2 and Nimhe in the Hallway outside your quarters (triggers if you enter the Hallway between 8:00 and 12:00)
- You overhear them making an appointment at 15:00 in the lab
- Go there at 15:00 and you will find the door locked. They tell you they do routine maintenance and your presence is not required
- Go to your room and check with the camera you already have conveniently installed
- Talk to Nimhe the next day, but she doesn't want to elaborate
- You decide to continue your observations (Future Version)





## Uniform Quest

- Once Nimhe is onboard and you travel through space, Space Patrol will take note of you and board for a search of your ship on the charge of suspected piracy.
- Once they are gone, talk to Nimhe and you get the idea to give your crew uniforms and pass as an eccentric merchant rather than a pirate
- Search the crates in the engine room and get the uniforms
- Give T'Ris a uniform in the evening. BB-2 suggest to register the uniforms at the Station to enhance the impression you want to make
- Go to Station control, they send you away again and ask for someone to "model" the uniform for approval
- Talk to T'Ris, she will go and get the registration. You put her in charge of uniform discipline on the ship
- The next morning Nimhe barges in and complains she has to wear a uniform. After a heated exchange, she agrees, but leaves with her mood reduced
- You can now order a day uniform at 8:00 every morning. If not, the crew will default to their standard
- If the requirements are not met (racy: mood 40+) for everyone, the order won't pass. Wearing the racy uniform reduces mood by 5 per day.
- Improve mood by presents. "bondage fairy liquor" for Nimhe and "meditation candles" for T'Ris to raise mood by 10. can be bought at the bar or at Shady.
- For a bonus image you can inspect Nimhe's uniform for 3 days in a row.
- Wearing the racy uniform three days (total, not in a row) will increase EXH to 3, another three days to 4
- Once EXH is 4 for T'Ris, you get the idea to procure a new uniform. Go to Shady and get the Revealing uniform for T'Ris (next day you can buy another one)
- Give the uniform to T'Ris. She states it is inappropriate.
- Take T'Ris for a walk (favour menu) in the Station on a day she is wearing the racy uniform (EXH will increase to 5)
- Now you can give T'Ris the rivaling uniform and order her to wear it the next day
- If you're on the bridge with T'Ris wearing her new uniform and exit the bridge, Nimhe will barge in to "have a look" at T'Ris
- Nimhe will accept the uniform but not wear it as her EXH is 4
- Visit her in the cabin, chat about the uniform and she will try it on. Her EXH rises to 5, from then she will wear the revealing uniform in the morning too. You can go to her quarters and inspect it if you want from then on
- Careful, as that uniform takes a bigger hit on mood.
- Once tris has worn her revealing uniform 3 days (EXH to 5) and another 3 days (EXH to 6) you can ask her to parade around in it in the Station (EXH to 7)
- To convince Khelara to wear the racy uniform you need to gain her appreciation
- After a successful bounty mission or smuggling mission (both from Vigo) visit her in the engine room and she will commend you. Alternatively you can also give her one Vortex per day for APP.
- Once her APP is 3+, chat with her in her room. She will agree to wear the racy uniform.
- Get her the uniform (Shady) and have her try it on it in her quarters
- Let her wear the uniform until her EXH reaches 4 ( 2 x 3 days)

- Give her a revealing uniform, which she rejects
- Have Nimhe and T'Ris wear the revealing uniforms for 3 days to give Khelara the chance to see that
- After a hallway encounter with T'Ris (go to H1 in the morning after orders), Khelara will agree to wear the revealing uniform if you give it to her
- **Krell Uniforms**  
The crew will agree to wear Krell Uniforms in Krell Space (see Main Quest above). They will automatically change into Krell Uniforms upon entering Arellarti System  
When you leave Arellarti, the Crew changes into Free Uniform for the rest of the day



## The Pirate Base Quest

- After BB-2 taught you about illegal bots, talk to Nimhe about possibilities to sell those anyway
- She tells you that you could sell them in the Pirate Base but she has fallen out of favour there and needs a high end bot (IQ > 150, value >= 100k) as present to get back in
- Create that bot and store it (note: store it explicitly in a storage dot before you leave the lab or the bot won't be registered and "auto-packaged" for the pirates). You will automatically package it for sending off-ship
- Talk to Nimhe. She initiates dispatch of the bot and informs you of the Pirate Base coordinates on the map
- Fly there and land there
- Go into the bar and talk to Vigo
- He agrees to let you do business in the base if you do him a favour and eliminate a renegade pirate, Ghad, who hides in the asteroid field
- To defeat Ghad, you need to arm your ship with shields, cannon and ideally a torpedo launcher
- You need a weapons license to buy that stuff officially. Fly to Iltari Station and ask Station Control for a license. If your REP is 10 or more (which you should have easily by then), they grant the license
- Once you have the license the dock will sell you arms. Buy at minimum shields, a plasma cannon and the subunits to bring them up to around 30-40%
- The launcher is additional, if you have enough money you can buy that too
- Fly to the Asteroids and confront Ghad (see section on Combat Tactics)
- Once you defeated Ghad, report back to Vigo, who appoints you to Affiliate. You can now take on bounty missions, which increase your notoriety
- With NOT 5 or higher, the arms dealer Krogneath will let you into his ship to buy better (level 1 and 2) arms and weapons. If you have NOT 20+ he offers you level 3 stuff.
- Note: The scrap trader is always in the Pirate Base. You can exploit that for cheap deals



## The Precursor Junkyard

- With Nimhe onboard, some shields and weapons and the Argus Uplink at 80%+ you can access the Junkyard
- Clear all three Levels (one possible per day) and you will get some unique loot and a Precursor Map Fragment.
- These levels do not renew, so if you cleared all three they are gone. Make sure you re-roll your loot if it should be meh. You want some Precursor Bot Crates ;)
- Hint: You could farm them if you destroy the Guardian but not the Core and flee to try again the next day...



## Rescue Seraphine Quest

- Once V is sufficiently familiar with you (SLU3) she will appear in the morning and tell you of another (failed) attempt the Swarm tried to bring a vessel From your Galaxy here
- The vessel ended up in Arellarti Star System (Krell Space, reachable through Jumpgate)
- You decide to investigate
- Get Hyperjump Licensed (see Main Quest above) and fly to Arellarti
- Be well prepared (5+ AP, Quantum Shield, Weapons and Torpedoes) and enter Krell Space
- To reach Arellarti Station, you need to pass the Asteroid Belt which triggers a dangerous event ingoing (not outgoing)
- Chose Damage (Subunit Hits) or Danger (Krell Pirates). In each scenario there is the chance of a special reward
- Land on Arellarti Station and look around
- You'll meet the Krell Pet Owner, who initially does not trust you
- Talk with him a bit, admire his Pet and he eventually tells you the rumor of a foreign Princess marooned in Krell Space. The Krell have sent Slavers to catch her.
- He refuses to disclose the location
- Talk to T'Ris and take her for a walk in her Pet Uniform
- The Pet Owner engages in a discussion about Pets with you and you have gained his trust
- He disclosed the approximate location the Slavers went to look for the Princess
- Fly there and defeat the Slavers. These are 3 Krell, so go in with 5 AP and at least 3 BFT or you will die
- A passage to Seraphine's ship will open up
- Rescue her and take her onboard (she'll be be Guest Room 2)
- End of Seraphine Content V0.7



## The Multiverse Pod Quest

- This is a kind of “Save Game” function, that allows to transfer all your subunits and up to 3 bots into a new game (future or same version) through the multiverse
- I decided to wrap it into a little quest
- Once you are a bit further along in the game (Day 20+), Ylyee, a new dancer shows up in the bar at 15:00.
- Pay her 500 tip for a private talk and she will tell you her story. She has been shipwrecked in this system while on a diplomatic mission and can't return until it is completed
- If you agree to help, she will ask you to go to a hidden location in space and pick up a jettisoned crate with valuable presents
- Get the crate and open it. It contains Voronian Vortex at 50.000 Cr a bottle, destined as a bribe for an official
- If you decide to bring her the valuable liquor instead of selling it, she thanks you, completes its delivery, quits her dancer job and asks you to meet at 22:00 in the space dock
- Bring her aboard and get her to the location she gives you
- Upon farewell, she will hand you the “Multiverse Pod” as a present
- Once you have the pod, be prepared before you use it (you should use it towards the end of your game):
- Dismount all your subunits into the cargo bay (pimp up cargo capacity for that)
- Use the pod on the cargo terminal
- Transfer all the subunits into it
- Transfer up to three of your favorite bots into the pod
- ‘Commit’ and all your items are shifted into the Multiverse and gone from the game
- You will find a file called “multiverse\_pod.json” in your save game directory (where your save files are, \_not\_ the directory saves inside the game folder).
- Once you install the next version, it will find that file automatically
- From start of your new game, if the file is found, a new subspace rift can be found in the 25% zone
- Fly there, get the pod. Click on it only if you are ready and have sufficient cargo space
- **CAUTION: Content will be dumped into your cargo bay to capacity, then the pod implodes with all the parts that won't fit into your Cargo Bay. Make sure you have enough capacity (25t probably won't cut it)**
- If you should screw up making the proper multiverse gear save, delete the file from your save folder, **go to a save state before you made it** and you can try again. Once you made the file and saved, that's recorded in your game state and is no longer possible to read the pod again.  
**NOTE: The pod once made will also work in the same game version, if you start a new game. You will immediately see the pod rift appear in your new game. You can test reloading your stuff from the pod in a new game if you want, the file is not destroyed when opened but kept intact.**
- No pod migration necessary if you come from V0.6. The game will automatically find your pod
- **Legacy V0.5:**  
How to migrate your pod from \_V0.5\_ to V0.6 or V0.7 due to changed location:  
Pick up your multiverse\_pod.json file and copy it to your save games folder (where the xx-

xxLT.save files are in), which is usually located at

Win: /User/yourID/AppData/Roaming/Renpy/SpaceJourneyX

Max: /Users/yourID/Library/Renpy/SpaceJourneyX

That's it. When you start a new V0.6 game now, the "Rift" location will show on the map right from day 1. Fly there and pick up your stuff ;).



## Trading and making Money (Best Strategy)

- **Generally Recommended Sequence**
  - Phase I - Mining
  - Phase II - Mining + Transport Missions
  - Phase III - Bot Manufacturing / Arcade
  - Phase IV - Bot Manufacturing + Smuggling + Bounty + Outer Belt Mining
  - Phase V - Transport Krell Commodities (Plasmoid Spheres, Bio Weapons, Bio Activators) for Sale to Iltari
- Mine the debris field first to get some money
- Buy one of the missing engine modules asap (Positron Stabilizer), then go to the High Yield Asteroid field in the 25% zone as soon as possible for better mining and better returns
- Pimp your mining laser for more returns, get cargo bay extension to be able to load all
- The scrap trader you encounter in space has the best prices for buying. It makes sense to not splurge your money in the dock and wait for an encounter (approximately every third space event is the trader)
- When you buy a subsystem (like the laser), you can install it from the Cargo Bay subsystems tab
- The Subsystem configuration is done in the engine room (it will pull available Subunits like Positron Stabilizers etc. from the cargo bay). You can also strip subsystems and use the subunits elsewhere temporarily (e.g. to get to the asteroids early)
- Liquor crates are highly lucrative. If you find some, open them in your cargo bay and sell the bottles (which go into your directory) at the bar.
- Send a bunch of good bots to the arcade to make 30-40k per night easily
- Watch out for good transport missions, they can also make you 50-500k apiece. Higher values and more cargo with higher MC level.
- Missions can be taken on from the barkeeper in Iltari Station (later from Vigo)
- Make sure you are at the designated coordinate to deliver the designated amount on the exact date
- The cargo window will in yellow on the right show quantities you need of active missions. "Sell all" will spare that amount.
- If the Missions Due Today indicator shows up below the minimap of the ship a delivery is due that day. Check it on the missions page with the PDA or look at the red marks on the space map for mission that can be done the current day. Bounties can be done anytime.

- Missed missions will be purged overnight and will give you a negative REP impact (transport failed) respectively negative NOT impact (bounty failed)



## How to Survive in Combat - Quick Guide

- You have unlimited moves, but every attack costs Action Points (AP). When your AP are 0, **you are immobile until all enemies have taken turns attacking, so plan well.**
- Level 1 or Level 2 Mobs: Fire until you have only 1 Action Point (AP) left. Then hide behind a rock out of LOS and end Turn(T). Rinse and repeat
- Level 3 Mobs with Seekers: Do not chase those mobs around the map, they will swarm you with seekers and you'll die. Nuke all but one in the first round with high end torpedoes. The last one can be defeated with conventional tactics.
- Swarms (Level 2) open space encounter: Little to no cover. Nuke as many as you can in first round with torpedos and then slug it out.
- Match your gear to the level of your mission or you will most likely die  
Level 1: Standard Photon Gear/Shield/Torpedo ok  
Level 2: Neutronic Gear recommended  
Level 3: Quantum Gear recommended



## Minigame Mining

- Align on row or column with cursor keys. Yield multiplies with max number of identical items (see left indicator)
- Get Salvage mystery first for best effect
- Engine performance increases number of salvage mysteries (one per 33% of performance)
- Upgrading your Mining Laser with Subunits and getting a Cargo Bay compressor helps with yield and turnover

## Reputation and Space Events

- For each flight there is a 50% chance of a space event (max 1 per day). Just fly around until you get it if you want it
- If you find a wreck and salvage it, you can auction it off for 10k+ credits (leveled) or have the chance to salvage a subunit or a stasis unit (Slaves). Release the stasis pod into space and call space patrol for rescue and reward and +1 REP
- If you do a transport assist mission (from 50%+ engine performance available) successfully you will get +1 REP and lots of money if you have free cargo space to help out
- If you help out a stranded vessel with a component, you get +1 REP. Parts are cleverly dismantled (less impact first)
- If you have illegal wares (drugs, weapons, slaves) and run into space patrol, bribe them for +1 NOT (max NOT 3)

## Hidden Content / Misc

- **Search the engine room for a poster.** Pin it up on the engine (use on engine). The poster on the engine and in Nimhe's room can be clicked, for a large view. When someone is in the room comments will follow
- Once you have access to Promethium, **use it in your Lab for Hypertrain**
- **You can buy Eternium** for 6 Mil each at Krogneath if you want to store large sums of money in the pod for your next game
- **Buy cloak modules** for your Mk II cargo compressor to transport illegal goods safely






# Appendix - Combat (Simple Initial Vision V0.5)



subsystem energy configuration. Blue indicator is shield, red is hull strength. Shield strength depends on energy configuration output of shield subsystem. **Once shield is gone, hull hits will destroy random subunits of your ship! No repair during combat in V0.5 possible.**

- |    |   |
|----|---|
| 2  | <p><b>Active Weapon.</b> Select weapon before you fire. If you have a configured torpedo launcher, you can also see torpedo slots and select them. Khelara can do load out once per hour if you have torpedos and if she has that job assigned. She will also refill one Torpedo slot every 3 turns.</p> <p><b>Note: Manual torpedo load-out needs to be done before combat in the engine room.</b></p> |
| 3  | <p><b>Attack:</b><br/>Click on enemy if he is in blue zone to lock on a specific enemy (click again to toggle). Press SPACE to attack selected weapon. Torpedos have no range limitation. Both weapons need line of sight. Using a weapon consumes one action point (AP)</p>  |
| 4  | <p><b>Movement</b> (cursor L/R/U/D or click cell adjacent to your ship). You have unlimited moves (no AP usage) but enemy will move after every move of yours</p>   |
| 5  | <p><b>Action points and attack order:</b> If your AP are 0, all enemies take their turn attacking.</p>  |
| 6  | <p><b>Turns:</b> You may chose to forfeit AP (e.g. when hiding behind a rock in a good position outside enemy LOS)</p>  |
| 7  | <p>Overview of <b>critical system status</b></p>  |
| 8  | <p><b>Enemy ship:</b> may possess different strength shields and cannons, depending on level. Multiple enemies possible in an encounter depending on difficulty.</p>  |
| 9  | <p><b>Loot:</b> Destroyed enemy ships turn into wreckage and can be assembled as loot during movement</p>   |
| 10 | <p><b>Simple Strategy (V0.5):</b> If you are weak, attack twice, hide, end turn, rinse and repeat. If you are robust, slug it out.</p>  |
| 11 | <p><b>General:</b></p> <ul style="list-style-type: none"> <li>• Combat encounters can occur as space events or as part of a mission (Vigo gives bounty missions)</li> <li>• Weapons can be bought in Iltari Station or (later) at the Pirate base from Krogneath's ship</li> </ul>  |
| 12 | <p><b>Mob Levels</b> (applies to shield and weapon strength, 1 = Basic, 2= Neutronic, 3 = Quantum)</p> <p>1 Marauder<br/>2 Brigand (L2 has 13% chance to drop AI Core)<br/>3 Executor, Krell Lasher, Swarm Scout (L3 has 25% chance to drop AI Core)</p>  |



	Marauder, Level 1 Loot: Crates, Level 1 Weapon, Photon Torpedo
	Brigand, Level 2 Loot: AI-Cores (13%), Crates, Rare Crates, Level 2 Weapons, Neutronic Torpedo
	Executor, Level 3 Loot: AI-Cores (25%), Mil Crates, Rare Crates, Up to Level 3 Shields, Weapons & Torpedoes <b>Deploys Seeker Drones!</b>
	Krell Lasher, Level 3 Loot: AI-Cores (25%), Mil Crates, Rare Crates, Up to Level 3 Shields, Weapons & Torpedoes, Slaves <b>Deploys Seeker Drones!</b>
	Swarm Scout, Level 3 Loot: AI-Cores (50%), Alien Artifacts, Nano Pods <b>Up to swarms of 5, Usually appear in open space with little cover</b>

#### Weapons and Shields

	Damage / Absorption @ 100%	
<b>Basic Shield</b>	12 * 1.21GW	Level 1
<b>Neutronic Shield</b>	24 * 1.21 GW	Level 2
<b>Quantum Shield</b>	36 * 1.21 GW	Level 3
<b>Plasma Cannon</b>	2 * 1.21 GW	Level 1
<b>Neutronic Railgun</b>	4 * 1.21 GW	Level 2
<b>Quantum Lance</b>	8 * 1.21 GW	Level 3
<b>Photon Torpedo</b>	6 * 1.21 GW	Level 1
<b>Neutronic Torpedo</b>	12 * 1.21 GW	Level 2
<b>Torpedo BFT-2000</b>	20 * 1.21 GW	Level 3

EXP: 0

# SERAPHINE'S RESCUE

AP: 3

**WEAPONS**  
Neutronic Railgun  
NOMINAL - 100%

**SHIELDS**  
Neutronic Shields  
NOMINAL - 100%

**LAUNCHER**  
Torpedo Array Mk1  
NOMINAL - 100%



Krell Lasher

Loot Site

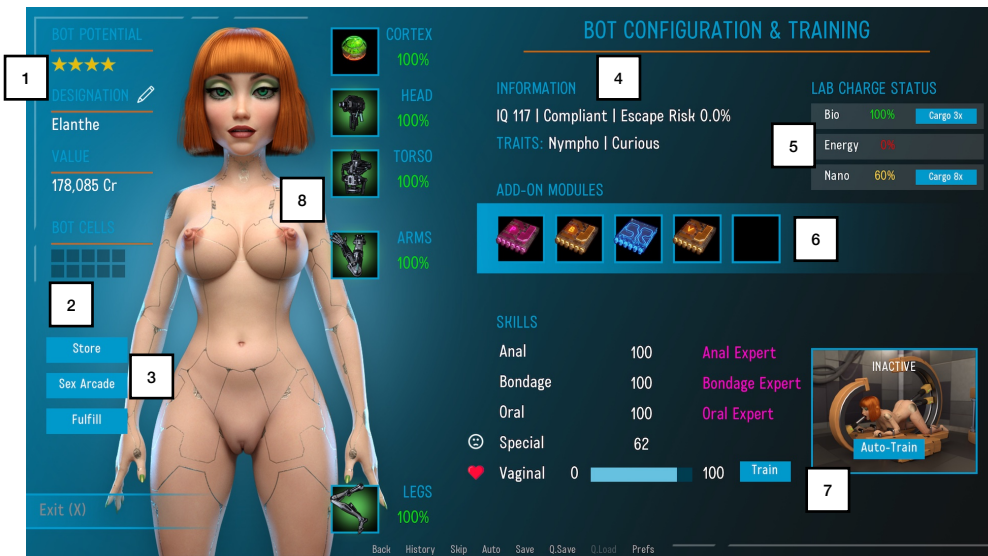
End Turn (T)

Flee (X)

Back History Skip Auto Save Q.Save Q.Load Prefs

[SPACE] = Hit locked target with active weapon (Lock on target with mouse click)

# Appendix - Bot Lab



1	<b>Bot potential</b> (= number of skills with 85 pts or more skill cap). Can be modified raised with add-ons
2	<b>Bot cells</b> , storage dots from where bots can be moved into bot lab configurator.
3	<b>Store</b> bot back in cell or, if completed rent out to <b>Sex Arcade</b> or, if a matching order is available, <b>Fulfill</b> order and sell it
4	General bot information. IQ increases value but, depending on attitude (see <b>escape probability</b> below) overnight escape probability increases. Traits give bonus or malus on value. Bots above 140 are illegal and may only be sold on the pirate base or sent to the arcade there.
5	<b>Lab charge</b> . Energy is needed for manual training, bio and nano for repairs. Is refilled from cargo bay pods.
6	<b>Add-ons</b> with different effects (all add ons are individually rolled / of different grade and effectiveness) <ul style="list-style-type: none"> <li>- talent boosters increase a single cap</li> <li>- IQ boosters increase IQ</li> <li>- perversion enhancers improve all skill caps</li> <li>- immobilizers ensure escape probability is reduced</li> </ul>
7	<b>Training tabs</b> . Manual training if energy is available. Auto train trains all skills overnight without energy cost id active. <b>Hypertrain</b> : Place Promethium in Lab Extension Slot and press hyper train. The next 20x manual training will have 5x effect per training. Not applied for auto train.
8	<b>Bot components</b> . Repair to increase value (uses bio or nano). If all bot parts are of the same category (Generation 1,2,3), bot receives a value bonus
9	<b>Generations</b> : Generation 1, 2 and 3 available. 100% of parts the same generation gives a 20% value bonus Generation 2 resp. 3 have a chance of giving raw talent max of 120 resp. 140 for attributes Generation 2 gets +20, generation 3 +40 offset to the IQ mean that is used for rolling IQ values
10	<b>Grades</b> : Subpar - Basic - Advanced - Military Grade Impact maximum value rolled for modifiers or skill bonus levels
11	<b>Bot value</b> is dynamically updated when config is changed. Train bots to max for optimized value. Achievable maximum value is around 25 Million Cr. Values of 1 Million with full Gen 3 Bots are not overly difficult
12	<b>Escape probability (max 25%)</b> Differs depending on attitude. Escape risks start at Compliant: 140: 0, Indifferent 130, Rebellious 120, Devious 110, Insidious 100 and max out at 25% with +100 more Immobilizers reduction effects are 10% on a same gen cortex and double for cortex -1/+1 gen compared to that
13	<b>Personalities</b> ad value benefits from 0% (colonist, space marine, ...) to max + 50% for "Princess"

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**Bot Upgrade**

Place an AI Core in any extension slot (top right) and "Upgrade" will raise the cortex by one generation and reroll bot attributes based on the new cortex

## Console Cheats

- `GAME.money += 10000`
- **Cargo items:**
  - `GAME.ship.loadWare("ITMPodEnergy")`
  - Other cargo codes: `ITMPodNano`, `ITMPodBio`, `ITMFlux`, `ITMPositron`, `ITMTunneling`, `ITMOutput`
- **Inventory items:**
  - `GAME.mc.addItem("ITMCandle")`
  - Other item codes: `"ITMLiquorFairy"`, `"ITMLiquorDrengarian"`, ...

**Do NOT use variable & data changing mods. They will mess up your Game state (experience so far for example from URM users) permanently!**

# Save-Game Best Practice

- System proposed by a user (thanks Sean!) to reduce save game chaos...
- Tried it out, it helped me a lot if observed...

