



**PUZZLE QUEST**

# **GALACTRIX**

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# Puzzle Quest: Galactrix Walkthrough

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## Puzzle Quest: Galactrix Walkthrough

### Introduction

The Puzzle Quest: Galactrix walkthrough is designed to assist players throughout the entirety of the game. This walkthrough includes an extended manual along with lots of information about the game, lists, hints, tips and suggestions. Using this walkthrough, players will have access to strategy hints that will help them become better pilots!

### Puzzle Quest: Galactrix

Galactrix is set in the far future as the Empire of Man, which has spread throughout the Galaxy, has begun its decline. As your pilot graduates from the MRI Academy, you are thrust into a complex web of corporate deception and military aggression. Pirates have resurfaced as a constant threat in the galaxy, but you soon find out that they are the least of your worries...

### Saving

Saving is done automatically. You will be prompted with a message showing you when the game is saving. Please do not turn off the system or close out the game while this message is displayed!

### Main Menu

Through the Main Menu you will have access to the following areas:

- Single Player** → Here you will have access to the Character Creator, Story Mode, Quick Battle and the Inventory.
- Multiplayer** → Here you can battle against other players via Nintendo DS Wireless Communications.
- Options** → Here you will have access to areas such as a How to Play, Controls, Settings and Credits.
- Quit** → Here you can exit the game and return to the desktop.

### Starting the Game

Start the game by selecting Single Player from the Main Menu and proceeding to the Select Hero Menu. Here you can create a new Hero by selecting 1 of 2 Avatars and picking a name, or you can select an already created Hero. Continue on to the Single Player Menu and select Story to begin your adventure.

### The System Map

The System Map is where you get missions, buy items and sell your cargo. There are many different System Maps in the game, each with unique locations and an independent economy! The number and types of locations available vary amongst systems but can contain any of the following: Planets, Stations, Shops, Asteroids or Moons. You can fly your ship by Touching the Touch Screen and you can select locations by touching the desired area.

### The Galaxy Map

The Galaxy Map shows the different systems you can travel to by way of open LeapGates. In order to travel to another system, all you need to do is touch the desired system. All LeapGates on route to that system must be hacked before you will be able to travel there!



Passing into or through an enemy system may cause an Encounter with enemy ships! Encounters will pull your ship into the enemy system and enemies in that system may attack your ship!

## Puzzle Quest: Galactrix Walkthrough

### Quick Battle


Quick Battle is the fastest way to get into a battle with a computer opponent. More opponents are unlocked as you encounter them in the story.


### Leveling Up


You gain levels by collecting Intel which works like experience points. Intel can be acquired by matching Intel Gems in battle and from completing missions. Upon reaching certain milestones for Intel, you gain a level and are awarded 5 Skill Points. These Skill Points are used to improve your Gunnery, Engineering, Science, and Piloting skills. You can decide which skill each Skill Point is distributed to. The max level for the Hero is 50, and the max skill level that can be achieved is 250.


### Crew Members


Your crew will aid you as you travel throughout the galaxy by unlocking mini games for you to play. You gain crew members as you progress through the story and encounter new people and even alien species that will help you in your adventures.


 **Name:** Sable  
**Species:** Human (Telepath)  
**Gender:** Male  
**Age:** 50  
**Character information:** As a powerful telepath, Sable acts as an amplifier, allowing you to broadcast your own Psi Powers against enemy ships.

 **Name:** Lydia  
**Species:** Human  
**Gender:** Female  
**Age:** 30  
**Character information:** Lydia will outfit any ship in your possession with tools necessary to mine asteroids for valuable cargo.

 **Name:** ED24  
**Species:** Robot  
**Gender:** None  
**Age:** 50  
**Character information:** ED24 is a mechanical anomaly who can link LeapGates to your ship's computers, allowing you to hack them.

 **Name:** Kirine Thwaites  
**Species:** Human  
**Gender:** Female  
**Age:** 26  
**Character information:** Kirine is a brilliant scientist who can analyze the wreckage of enemy ships and reverse engineer plans of their items.


 **Name:** Pezt  
**Species:** Jahrwoxi  
**Gender:** Male  
**Age:** 33  
**Character information:** Pezt is a skilled con-artist. With his help, you can attempt to haggle for lower prices at shops.

 **Name:** Elgara  
**Species:** Quesadan  
**Gender:** Female

## Puzzle Quest: Galactrix Walkthrough

**Age:** 18

**Character information:** A Priestess of Quesada, Elgara can help locate remains of ancient history found on any moon.

 **Name:** Beta Prime

**Species:** Advanced Human

**Gender:** Female

**Age:** 26

**Character information:** Beta Prime can analyze the wreckage of ships destroyed in battle and reverse engineer them and their items.

## Puzzle Quest: Galactrix Walkthrough

### Mini Games









#### *Battle Mini Game*

#### Game Objective

Win the Battle by reducing your opponent's Hull Points to zero.



#### Battle Setup

-  The Battle Board is where the Battle takes place.
-  Your character's name and avatar are located in the upper left section of the top screen.
-  The opponent's name and avatar are located in the upper right section of the top screen.
-  Below the avatars are the Hull Points and Shield Energy meters. The Hull points are represented by an orange bar and the Shield Energy is represented by a blue bar.
-  To the side of the Shield Energy and Hull points are the Energy Meters. The Energy Meters show the amount of Weapon, Computer, and Engine Energy that is stored.
-  The left side of the bottom screen has 8 slots that hold all items that are equipped to your ship.
-  The right side of the bottom screen has 8 slots that hold all items that are equipped on the opponent's ship (Touch the gold arrow on the bottom of the Items Panel to switch views from your items to the opponent's items).
-  A Tool Tip that states the item's description will appear on the top screen when selecting the item.

## Puzzle Quest: Galactrix Walkthrough

### Shield Energy and Hull Points

Damage will first be applied to Shields and then to the Hull Points. Different ships have different amounts of Hull Points and Shield Energy. Increasing your level will add additional Hull Points and increasing your Pilot Skill will add additional Shield Points to each of the ships that you pilot.

### Battle Gems



There are various types of Gems that can appear on the Battle Board:

- Mines:** These damage enemy ships and appear in four values (1, 3, 5, & 10).
- Red Gems:** Increases your Weapons Energy.
- Green Gems:** Increases your Computer Energy.
- Yellow Gems:** Increases your Engine Energy.
- White Gems:** Increases your Intel Points (used to level up).
- Purple Gems:** Increases your Psi Points (used to activate Psi Powers).
- Blue Gems:** Replenishes your Shield Energy.

### Items

Weapons, CPU and Engine Energy are all used in order to utilize the items you have equipped on your ship. Items have an energy cost as well as a recharge time, which tells you how many turns until you can use that item again. Using an item will deplete the required amount of energy and perform the item's effect. Using an item ends your turn, unless stated otherwise.

### Gems in Battle

Connect 3 or more of a given color Gem in order to match them up and remove them from the Battle Board. New Gems will fall onto the board from the same direction that the Gems were moved. This means that moving a Gem "UP" to make a connection will cause all of the Gems to fall "UP" in order to fill in the empty areas on the board.

### Connecting 4 or More Gems

- Connecting a 4-of-a-kind will add 2 additional Energy or points to the connection.
- Connecting a 5-of-a-kind will add 3 additional Energy or points and an extra turn.
- Connecting a 6-of-a-kind will add 4 additional Energy or points and an extra turn.
- Connecting a 7-of-a-kind will add 5 additional Energy or points and an extra turn.
- Connecting an 8-of-a-kind will add 6 additional Energy or points and an extra turn.

### Cascades

When connecting Gems on the Battle Board, the additional connections that occur when Gems begin to fall into place are called, "cascades". Connecting 4 cascades causes an event called a "Nova" and provides double the amount of whatever was connected on that 4<sup>th</sup> cascade. Connecting 6 cascades causes an event called a "Supanova." This provides triple the amount of whatever was connected on the 6<sup>th</sup> cascade and you are awarded an extra turn.

### Black Holes

A Black Hole is caused when there are no longer any moves available on the Battle Board. When this happens, all of the Gems on the board are cleared off and new Gems fall in to replace them.



Look Ahead! Observe the Gems on the board and determine how your next move will benefit or hurt you.

## Puzzle Quest: Galactrix Walkthrough

### Mining Mini Game




#### Game Objective

Mine an asteroid by gathering the specified amount of each cargo type available.

#### Crew Member

**Lydia:** Lydia will join the crew after you complete the "Ore Run" Mission.

#### Mining Setup

-  Each mining board contains the three types of cargo available at the selected asteroid.
-  Lydia's avatar is located on the left side of the top screen.
-  The three available cargo types and their quota amounts are located on the right side of the Top Screen.

#### Cargo Types






There are various types of cargo that can appear on the Battle Board. Each asteroid will have a varied grouping of three of the following cargo types:

<b>Food</b> 	<b>Polymers</b> 	<b>Minerals</b> 	<b>Alloys</b> 	<b>Technology</b> 
<b>Isotopes</b> 	<b>Medicine</b> 	<b>Crystals</b> 	<b>Gold</b> 	<b>Contraband</b> 

#### Mining the Asteroid

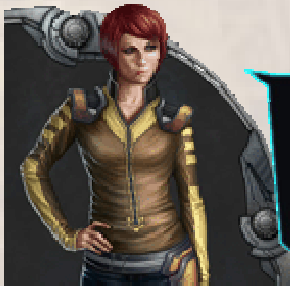
Collect the cargo types by matching 3 or more of the same Gems, similar to Battle. If you run out of available moves, this will cause a Black Hole and the mini game will be over. When you get a Black Hole without acquiring the quota, you receive all of the cargo that you successfully mined from the asteroid. If you complete the quota, you gain 4 times the amount of cargo mined. This cargo is automatically added to your ship. Be sure that you have room for it on your ships before you decide to mine, otherwise the extra cargo will be lost!

#### Connecting 4 or more Cargo Gems

-  Connecting a 4-of-a-kind will add 2 additional pieces of cargo, for a total of 6.
-  Connecting a 5-of-a-kind will add 3 additional pieces of cargo, for a total of 8.
-  Connecting a 6-of-a-kind will add 4 additional pieces of cargo, for a total of 10.
-  Connecting a 7-of-a-kind will add 5 additional pieces of cargo, for a total of 12.
-  Connecting an 8-of-a-kind will add 6 additional pieces of cargo, for a total of 14.

#### Cascades

Cascades in Mining act the same as they do in Battle; that is, they provide double the amount of whatever was connected on the Nova and triple the amount of whatever was connected on the Supanova.



You cannot mine the same asteroid twice in a row! You must mine 3 other asteroids before you can return to mine the first one again!

## Puzzle Quest: Galactrix Walkthrough

### Hacking Mini Game




#### Game Objective

In Hacking you must connect the required Gems in the order they appear within the allotted time limit.

#### Crew Member

**ED24:** ED24 will join the crew after you complete the "Message From Home" Mission.

#### Hacking Setup







-  ED24's avatar is located on the left side of the top screen.
-  The number of Gems that you must match and the order they must be matched is located on the right side of the top screen.
-  The Timer is located in the upper left section of the bottom screen. The time limit varies depending on the puzzle's difficulty.

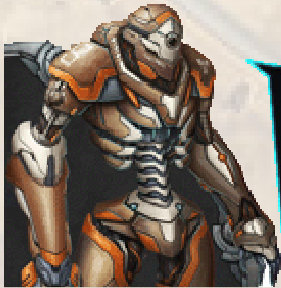
You lose if time runs out or if a Black Hole occurs, indicating there are no more moves remaining.

#### Hacking Gems



#### Time Gems

-  Connecting 3 Time Gems will add an additional 10 seconds to the Timer.
-  Connecting 4 Time Gems will add an additional 12 seconds to the Timer.
-  Connecting 5 Time Gems will add an additional 13 seconds to the Timer.
-  Connecting 6 Time Gems will add an additional 14 seconds to the Timer.
-  Connecting 7 Time Gems will add an additional 15 seconds to the Timer.
-  Connecting 8 Time Gems will add an additional 16 seconds to the Timer.



LeapGates will continue to disengage due to a virus in the LeapGate system! You may have to hack the same LeapGate several times!

## Puzzle Quest: Galactrix Walkthrough

### Crafting Mini Game

#### Game Objective



Match the required amount of each Component Gem to Craft any Ship or Item Plans that have been acquired.

#### Crew Member

**Kirine:** Kirine will join the crew after you complete the "Distress Beacon" Mission. Kirine is needed to acquire Item Plans and to Craft Items.

**Beta Prime:** Beta Prime will join the crew after the "True Gemini" Mission. Beta Prime is needed to acquire Ship Plans and to Craft Ships.

#### Crafting Setup

-  Kirine/Beta Prime's picture is located on the left side of the top screen.
-  The components and the amount needed are located on the right side of the top screen.

#### Cargo

You are able to craft items and ships by using plans that are acquired through Battle. Successfully crafting an item will add it to your inventory. Crafting is not completely free; it requires cargo.




#### Crafting

In order to craft an item or ship, you need to gather a specific number of Component Gems. Each item or ship requires a certain number of Weapon, Computer, and / or Engine Gems to be collected during the mini game. You successfully craft the item or ship when you have gathered all of the required components. If you run out of moves on the board, the object that you were attempting to craft explodes in a shower of sparks! Crafting Mini Games can be found at any shop once Kirine is added to the crew!







#### Crafting Gems



#### Obtaining Component Gems

-  Connecting the Yellow Gems on the Battle Board will add Engine Gems to the Board
-  Connecting the Green Gems on the Battle Board will add Computer Gems to the Board
-  Connecting the Red Gems on the Battle Board will add Weapon Gems to the Board

#### Connecting Gems

-  Connecting 3 Gems of the same color will provide 1 Component Gem.
-  Connecting 4 Gems of the same color will provide 2 Component Gems.
-  Connecting 5 Gems of the same color will provide 3 Component Gems and clear out all Biohazards.
-  Connecting 6 Gems of the same color will provide 4 Component Gems.
-  Connecting 7 Gems of the same color will provide 5 Component Gems.
-  Connecting 8 Gems of the same color will provide 6 Component Gems.



Watch out for Biohazard Gems! They cannot be moved and will take up valuable space on the Crafting Board making it easier to get a Blackhole!

## Puzzle Quest: Galactrix Walkthrough

### Haggling Mini Game




#### Game Objective

In Haggling, you attempt to lower the prices of items and ships at local shops as well as raising the sell price.

#### Crew Member

**Pezt:** Pezt will join the crew after you complete the "Trail Rations" Mission.

#### Haggling Setup

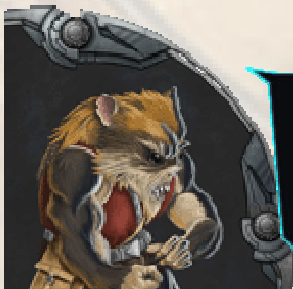
-  The Battle Board contains the 55 Gems that need to be cleared.
-  Pezt's name and picture are located on the left side of the top screen.
-  The number of Gems remaining and the discount you have earned are located on the right side of the top screen.

#### Haggling

You must clear as many of the 55 Gems from the Battle Board by matching 3 or more of the same colored Gems. The more Gems you clear from the Battle Board the higher the discount will be. The mini game will end when you clear all 55 Gems or if you have no more available moves left on the Battle Board.

#### Haggle Percentages

# of Gems Left	Percent Earned	# of Gems Left	Percent Earned	# of Gems Left	Percent Earned
0	75%	6	30%	12	10%
1	60%	7	26%	13	7%
2	50%	8	23%	14	4%
3	45%	9	20%	15	2%
4	40%	10	16%		
5	35%	11	13%		



Match the Gems that are located on the outer rim of the Battle Board first and work your way in. If you start from the middle, you will isolate Gems.

## Puzzle Quest: Galactrix Walkthrough

### Rumors Mini Game



#### Game Objective

Rumors are to collect knowledge about the history of each faction and the different races in the game.

#### Crew Member

**Elgara:** Elgara will join the crew after you complete the "Rights of Passage" Mission.

#### Rumors Setup

-  Elgara's picture is located on the left side of the top screen.
-  The Turn Counter is located on the right side of the top screen.

#### Gem Types

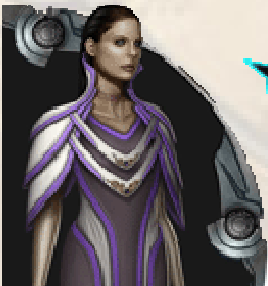


**Faction Gems:** Connecting 3 or more of the same Faction Gems will result in having 1 turn subtracted.

**Nuke Gems:** Connecting 3 or more of these Gems will result in failing the mini game.

#### Obtaining Rumors

In order to gather rumors, you will need to survive for the listed amount of turns without connecting any of the Nuke Gems that begin to fill the board. Surviving for the listed amount of turns will award the rumor along with some extra Intel.



Stay to the outside portion of the Battle Board. This will cause less cascades and will give you a smaller chance of lining up Nuke Gems by mistake.

## Puzzle Quest: Galactrix Walkthrough

### **Multiplayer**

Multiplayer allows you to battle against other human players. You can play as any of the enemy ships that exist throughout the story, or you can play as the Hero that you have leveled up in the story.

### ***DS Wireless Communications***

In this type of game, you can play against your friends via wireless communications.

## Puzzle Quest: Galactrix Walkthrough

### Getting Missions

#### ***Finding and Locating Missions***

Available Mission Indicators will appear as bouncing white or yellow exclamation marks. The yellow exclamation marks indicate the location of a new main mission while white ones indicate side missions. Mission Objective Indicators will be bouncing white or yellow question marks which indicate where an active mission continues.

#### ***Accepting Missions***

To accept a mission you need to click on a location with an Available Mission Indicator and select Get Missions from the Location Menu. The Available Missions Menu will then appear and you can choose the desired mission.

#### ***Completing Missions***

To complete each mission, simply follow the directions given. If you feel that you may have missed some important information, click on the Mission Log button in the upper right corner of the Galaxy and System Maps. This will take you to the Mission Log where you can view your current mission objectives.

#### ***Abandoning Missions***

You can only abandon side missions. To abandon an active side mission, you must click on the Mission Log button and select the desired side mission. Once a side mission is selected, click on the Abandon Mission button and verify your action.

### Main Missions

#### ***Act I***


##### **Test Flight**

You must travel to Erebus Sigma Station to receive your first mission.

**Purpose:** Introduction to quests & movement. Meet Sable the MRI Agent.

1. You will receive the first Mission at the Erebus Sigma Station.
2. Travel to Erebus II.
3. Return to Erebus Sigma Station.



##### **Mission Reward:**

 **Intel:** +5

##### **Pirate Patrol**


You will need to travel to various points in the Erebus System looking for signs of Pirates.

**Purpose:** Introduction to basic combat.

1. Receive the mission at Erebus Sigma Station.
2. Patrol the Erebus System by stopping at the following locations in this set order: Erebus Shipyard, Asteroid P4IU987, Asteroid E3CF36I, and Asteroid E5GH56P.
3. The First Pirate ship is located on Asteroid E5GH56P. There you will challenge your first Pirate.
4. Battle the Pirate Ship.
  -  **Pirate Miner (Standard Transport), Pirate Faction - Shuttle class**
  -  **Faction Rating:** -10 (Pirates)
5. Defeat the Pirates and return to Erebus Sigma Station to complete the Mission.

##### **Mission Rewards:**

 **Intel:** +10

 **New Item:** Basic Laser

##### **Angry Pirates**

You must confront the final Pirate ship in the Erebus System.

**Purpose:** Learn advanced combat.

1. Receive the mission at Erebus Sigma Station.

## Puzzle Quest: Galactrix Walkthrough

2. Proceed to Erebus II to engaged the second Pirate Ship.
3. Battle the next Pirate ship.
  - 🔥 **Pirate Fighter (Standard Shuttle), Pirate Faction - Shuttle class**
  - 🔥 **Faction Rating:** -10 (Pirates)
4. Defeat the Pirates and return to Erebus Sigma Station to complete the mission.

### Mission Reward:

🧠 **Intel:** +10

## Ore Run

Lydia will join you to mine a nearby asteroid.

**Purpose:** Introduction to Mining

1. Receive the mission at Erebus Sigma Station.
2. Travel to Asteroid E3CF36J and select to mine the asteroid.
  - 🔥 **Asteroid E3CF36J contains:** 15 Minerals, 10 Alloys, and 3 Polymers.
3. Complete the Mining Mini Game and return to the Erebus Sigma Station where you will complete the mission.

### Mission Rewards:

🧠 **Intel:** +15

👤 **New Crew Member:** Lydia

💡 **Hint:** At the completion of the mission, proceed to Erebus Sigma Station and sell your cargo.

## Message From Home

You receive a message from Sable and all of the LeapGates go offline.

**Purpose:** Introduction to Hacking.

1. Receive the mission at Erebus Sigma Station.
2. Travel to the Ceti LeapGate and receive Sable's message.
3. Attempt to Hack the Ceti LeapGate.
4. Return to Erebus Sigma Station to acquire the services of Lydia's Engineering Drone.
5. Travel back to the Ceti LeapGate and select to Hack the LeapGate.

### Ceti LeapGate

🔥 **Difficulty:** Easy

🕒 **Time:** 100 seconds

💎 **Gems:** 12

### Mission Rewards:

🧠 **Intel:** +25

👤 **New Crew Members:** Sable and ED24

## Act II

### Hackerz

You must hack the Talus LeapGate then the Gemini LeapGate in order to reach the Gemini System.

**Purpose:** Introduction to the Galaxy Map.

1. Receive the mission at the Ceti LeapGate in the Erebus System.
2. Travel to and hack the Talus LeapGate in the Erebus System.

### Talus LeapGate

🔥 **Difficulty:** Easy

🕒 **Time:** 100 seconds

💎 **Gems:** 16

3. Open the Talus LeapGate and proceed to the Galaxy Map.
4. Enter the Talus System and travel to the Gemini LeapGate.
5. Select to hack the Gemini LeapGate.

### Gemini LeapGate

🔥 **Difficulty:** Medium

🕒 **Time:** 105 seconds

💎 **Gems:** 16

### Mission Reward:

🧠 **Intel:** +25

## Puzzle Quest: Galactrix Walkthrough

### Distress Beacon

You must answer a distress beacon at the Gemini Labs in the Gemini System.

**Purpose:** Rescue & Meet Kirine Thwaites.

1. Receive the mission at the Gemini LeapGate in the Talus System.
2. Open the Gemini LeapGate and proceed to the Gemini System.
3. Search Gemini Labs.
4. Battle and defeat the Automated Defense.
5. Search Gemini Labs again.
6. Travel to Gemini I and recover the Escape Pod.

**Mission Reward:**

 **Intel:** +35

### Helping Hand

Acquire Cargo in order to create an Item for your ship.

**Purpose:** Introduction to Crafting.

1. Receive the mission at Gemini I in the Gemini System.

**Hint:** Before advancing, stop at Gemini Port and sell your Cargo in order to make room for what you may find at Gemini Labs.

2. Travel to Gemini Labs and "Search for Cargo".
3. Travel to Gemini Engines and Craft a Degausser.

**Mission Rewards:**

 **Intel:** +25

 **New Crew Member:** Kirine Thwaites

### Warm Trail

You must track the creatures that escaped from Gemini Labs.

1. Receive the mission at Gemini Labs in the Gemini System.
2. Search the different locations in the Gemini System for a trail.
3. Locate the trail leading to the Elea System.
4. Open the Elea LeapGate.
5. Proceed to the Elea System.
6. Search the Elea System for a trail.
7. Locate the abandoned ship at Elea VII.
8. The Mission is completed after searching the ship.

**Mission Reward:**

 **Intel:** +30

### Marauders


A ship has issued a mayday from the Elysia system – it is under attack by Pirates. It claims to have knowledge of the creatures you are pursuing. You must help it out.

**Purpose:** Meet Pezt of the Jahrwoxi.

1. Receive the mission at Elea VII in the Elea System.
2. Travel to Asteroid SR758W to answer the mayday.
3. Battle the Pirate ship.
4. The Mission is completed after the conversation with Pezt.

**Mission Reward:**

 **Intel:** +30

 **Credits:** +500

## Puzzle Quest: Galactrix Walkthrough


### Trail Rations


You must obtain food for Pezt so that he can help you.

**Purpose:** Introduction to Haggling.

1. Receive the mission at Asteroid SR758W in the Elea System.
2. Advance to and hack the Degani LeapGate.
3. Open the the Degani LeapGate and proceed to the Degani System.
4. Travel to the Degani Trader and select "Purchase food for Pezt".
5. After being scolded by Pezt, select "Haggle for Food".
6. The Mission is completed when returning to Elea VII in the Elea System.

**Mission Rewards:**







 **Intel:** +25

 **New Crew Member:** Pezt


### Unidentified

With Pezt's help, you pursue the creature to the Elysia System.

**Purpose:** First encounter with a Soulless.

1. Receive the mission at Elea VII in the Elea System.
2. Use the Elysia LeapGate to travel to the Port of Elysia in the Elysia System.
3. Contact the Port of Elysia.
4. Proceed to Elysia Lambda to assist the two Transports.
5. Defeat the first Pirate Ship at Elysia Lambda.  
 **Pirate Miner (Standard Transport), Pirate Faction - Shuttle class**  
 **Faction Rating:** -10 (Pirates)
6. Defeat the Second Pirate Ship at Elysia Lambda.  
 **Pirate Battlecruiser, Pirate Faction – Heavy Cruiser class**  
 **Faction Rating:** -10 (Pirates)
7. Return to and contact the Port of Elysia.
8. Travel to the Polaris System.
9. Search the different locations in the system.
10. Locate the unidentified vessel at New Ethiopia.
11. Fight the Unidentified Vessel.  
 **Unidentified Vessel (Soulless Warship), Soulless Faction - Light Cruiser class**  
 **Faction Rating:** -10 (Soulless)

**Mission Reward:**

 **Intel:** +100


### On the Horizon

You must approach a Keck weapon trader to obtain new weapons to help you against these creatures.

**Purpose:** Discover a station ravaged by the Soulless.

1. Receive the mission at New Ethiopia in the Polaris System.
2. Use the Keck LeapGate to get to Keck Sigma in the Keck System.
3. Select the "Search for Trader" option at Keck Sigma.
4. Travel to Keck Prime and "Ask about the Trader".
5. The Mission is completed after the conversation with the Keck.

**Mission Reward:**


 **Intel:** +50

### The Ravagers

Follow the trail of these creatures to the Cygnus System.

**Purpose:** Discover a planet devastated by the Soulless.

1. Receive the mission at Keck Prime in the Keck System.
2. Use the Cygnus LeapGate to make your way to Cygnus II in the Cygnus System.
3. Search the Planet and fight the Automated Defense.

 **Automated Defense, No Faction – Frigate class**

**Mission Reward:**

## Puzzle Quest: Galactrix Walkthrough


 Intel: +50


### Hatching a Plan

Travel to the Jahrwox System for advice on how to capture one of the creatures.

**Purpose:** Seek help in making a plan to capture a Soulless.

1. Receive the mission at Cygnus II in the Cygnus System.
2. Use the Jahrwox LeapGate to make your way to Jahrwox Prime in the Jahrwox System.
3. Travel to Jahrwox Prime and Speak with the Silent One.
4. After the conversation, speak with Pezt.
5. Travel to Keck Prime in the Keck System and request a Keck Egg.
6. Travel to the Emporium of Keck and again request a Keck Egg.
7. Proceed to Keck Sigma and Raid the Keck Ship (Battle).

 **Keck Merchant (Standard Transport), Keck Faction – Shuttle class**

 **Faction Rating:** -10 rating (Keck), +10 (Jahwoxi)

8. Return to Jahrwox Prime.
9. The Mission is completed after speaking with the Silent One.

**Mission Reward:**


 Intel: +50

### The Net


Acquire and use a piece of technology to lure one of the creatures into a fight where it may be captured.

**Purpose:** Capture a body of one of the Soulless.


1. Receive the mission at Jahrwox Prime in the Jahrwox System.
2. Travel to Cepheus Station in the Cepheus System and purchase the Laser Netgen.


 **Credits:** -500

3. Travel to Perseus Station in the Perseus System and purchase the EMP Module.

 **Credits:** -500


4. Travel to the Lyra System and proceed to the Regulus LeapGate.
5. Choose to wait for the enemy 3 times.
6. Engage the enemy ship.

 **Soulless Warship, Soulless Faction - Light Cruiser class**

 **Faction Rating:** -15 (Soulless)

7. The Mission is completed after the conversation.

**Mission Reward:**

 Intel: +100

## Act III

### Sanctuary

Travel to Quesada to meet with the Quesadan Priests and try to discover more about the creature you have captured.

**Purpose:** Meet Elgara the Quesadan.

1. Receive the mission at the Regulus LeapGate in the Lyra System.
2. Travel to Quesada Prime in the Quesada System and speak with the Quesadans.
3. Speak to the Quesadans again and offer them help.
4. Proceed to and hack the Ramses LeapGate.
5. The Mission is completed after returning to Quesada Prime.

**Mission Reward:**


 Intel: +50

### Rites of Passage

You must perform a task for the Quesadans as payment for information about the creature.

**Purpose:** Learn about the Soulless (this is when they become known as the Soulless).

1. Receive the mission at Quesada Prime in the Quesada System.
2. Travel to New Aztekia in the Ramses System and approach the moon.
3. Engage the Automated Defense.

 **Automated Defense, No Faction – Frigate class**

## Puzzle Quest: Galactrix Walkthrough

4. Retrieve the Data by accessing the Rumors Mini Game.  
🗨️ **Rumor:** 46, **Turns:** 10, **Intel:** +50
5. Complete the Mini Game and return to Quesada Prime.
6. The Mission is completed after the conversation with the Quesadans.

### Mission Rewards:

🗨️ **Intel:** +50

👤 **New Crew Member:** Elgara

## Starhound

You must travel to the Emporium of Keck to search for and purchase a rare Starhound sensor.

**Purpose:** Travel to Keck to purchase a device that can track the Soulless.

1. Receive the mission at Quesada Prime in the Quesada System.
2. Travel to the Emporium of Keck in the Keck System and Request a Starhound.
3. Purchase the Starhound.

💰 **Credits:** -1,000

4. The Mission is completed after the conversation.

### Mission Reward:

🗨️ **Intel:** +60

## Fresh Tracks

Use the Starhound to track down the Soulless.

**Purpose:** Locating the Soulless

1. Receive the mission at the Emporium of Keck in the Keck System.
2. Use the Starhound at the Emporium of Keck.
3. Travel to Tucana V in the Tucana System and use the Starhound.
4. Travel to Virgo V in the Virgo System and use the Starhound.
5. Use the Starhound again.
6. The Mission is completed after the conversation.

### Mission Reward:

🗨️ **Intel:** +60

## Sirius Descendant

Follow the trail of the Soulless into the Sirius System to see what you can find.

**Purpose:** Find that the Soulless have attacked the Trident Shipyard.

1. Receive the mission at Virgo V in the Virgo System.
2. Travel to Sirius VIII in the Sirius System and investigate the Planet.
3. Engage the Automated Defense.

🔥 **Automated Defense, No Faction – Frigate class**

4. The Mission is completed after the conversation.

### Mission Reward:

🗨️ **Intel:** +60

## Parting Ways

Track the Soulless into the Virgo System and learn their whereabouts.

**Purpose:** Learn that the Soulless split up when they reached Virgo

1. Receive the mission at Sirius VIII in the Sirius System.
2. Travel to Pleione III in the Pleione System and search for a trail.
3. Battle the Soulless.

🔥 **Soulless Dreadnaught (Soulless Heavy Cruiser), Soulless Faction - Dreadnaught class**

🔥 **Faction Rating:** -15 (Soulless)

4. Search for any Trails.
5. The Mission is completed after the conversation.

### Mission Reward:

🗨️ **Intel:** +75

## Puzzle Quest: Galactrix Walkthrough

### Less Traveled

Kirine suggests that the Soulless are very clever and may have instead disguised their trail

**Purpose:** Kirine begins luring the Hero towards the Luminary Archive

1. Receive the mission at Pleione III in the Pleione System.
2. Travel to Aquarius IV in the Aquarius System and search for the Archive.
3. The Mission is completed after the conversation.

**Mission Reward:**

📡 **Intel:** +75

### Hidden Facts

Seek information about the location of the Luminary Archive.

**Purpose:** Find info about the Luminary Archive

1. Receive the mission at Aquarius IV in the Aquarius System.
2. Investigate the Icarus, Navi, and Degani Systems for information.
3. Locate some potential information at Degani VII.
4. Pay for the information.
5. The Mission is completed after the conversation.

💰 **Credits:** -2,000

**Mission Reward:**

📡 **Intel:** +75

### Price of Knowledge

Verify the whereabouts of the Luminary Archive Facility.

**Purpose:** Obtain the Luminary Archive's location.

1. Receive the mission at Degani VII in the Degani System.
2. Travel to Icarus Alpha in the Icarus System and Scan the Moon.
3. Engage the Pirate ship.  
🚢 **Pirate Battlecruiser, Pirate Faction – Heavy Cruiser class**  
🚢 **Faction Rating:** -10 (Pirates)
4. Defeat the enemy ship.
5. The Mission is completed after the conversation.

**Mission Reward:**

📡 **Intel:** +75

### True Gemini

Defeat the defenses of the Luminary Archive to gain access to its records.

**Purpose:** Meet Beta Prime.

1. Receive the mission at Icarus Alpha in the Icarus System.
2. Scan the Luminary Archive at Icarus Alpha.
3. Engage the Automated Defense.  
🚢 **Automated Defense, No Faction – Frigate class**
4. Engage the Gun Turrets.  
🚢 **Gun Turrets, No Faction – Frigate class**
5. Engage the Luminary Archive.  
🚢 **Luminary Archive, Lumina Faction – Capital class**  
🚢 **Faction Rating:** -10 (Lumina), +10 (Quesada)
6. Search the Luminary Archive.
7. The Mission is completed after Beta Prime's introduction.

**Mission Rewards:**

📡 **Intel:** +100

👤 **Lost Crew Member:** Kirine Thwaites

👤 **New Crew Member:** Beta Prime

## Puzzle Quest: Galactrix Walkthrough

### Act IV

#### APB

Go to the Terra System to search for info about the MRI Breeding Program.

**Purpose:** The 4 Mega Corps discover Beta Prime on your ship.

1. Receive the mission at Icarus Alpha in the Icarus System.
2. Travel to Mars in the Terra System and "Search the Archives".
3. Proceed to Earth and "Search the Archives".

**Mission Reward:**


 Intel: +80


#### Into Chaos

Sable tells you that MRI wants him to report back to the Serpens System.

**Purpose:** The player learns that they are now an enemy of MRI.

1. Receive the mission at Earth.
2. Travel to Vega Station in the Vega System and "Meet with the MRI".
3. Battle the MRI.

 **MRI Psionic Array, MRI Faction – Frigate class**

 **Faction Rating:** -10 (MRI), +10 (Krystalli)

4. Travel back to Earth in the Terra System.

**Mission Reward:**

 Intel: +80


#### Into Darkness

Try to broker a deal with the Technocrat.


**Purpose:** The player discovers that they no longer have the protection of MRI.


1. Receive the mission on Earth.
2. Seek an Imperial Audience.
3. Travel to Asteroid JH869T in the Vega System and Battle the MRI ship.

 **MRI Shuttle (Standard Shuttle), MRI Faction – Shuttle class**


 **Faction Rating:** -10 (MRI), +10 (Krystalli)


4. Proceed to Vega I and Battle the second MRI ship.

 **MRI Mindship, MRI Faction – Dreadnaught class**

 **Faction Rating:** -10 (MRI), +10 (Krystalli)

5. Proceed to Vega VIII to Battle the final MRI ship.

 **MRI Psionic Array, MRI Faction – Frigate class**

 **Faction Rating:** -10 (MRI), +10 (Krystalli)

6. Return to the Terra System and seek an Imperial Audience on Earth.
7. Mission completes after conversation with the Technocrat.

**Mission Reward:**


 Intel: +80


#### Secrets

Sable warns that MRI is trying to capture you again, but you can ambush them if you hurry to the Lupus System.

**Purpose:** Player discovers that bad things are afoot with the MRI.

1. Receive the mission on Earth.
2. Travel to New Asia in the Lupus System and ambush your pursuers.

 **MRI Mindship, MRI Faction – Dreadnaught class**

 **Faction Rating:** -10 (MRI), +10 (Krystalli)

3. Mission completes after conversation with Lydia.

**Mission Reward:**

 Intel: +80

#### Unusual Offer

The Hero receives an offer from General Tarn of Trident. The General wishes to meet on neutral ground.

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**Purpose:** General Tarn of Trident ambushes the player with Vortraag mercenaries.

1. Receive the mission at New Asia.
2. Travel to Vortraag VIII in the Vortraag System.
3. Fight and defeat the first Vortraag ambush.  
☛ **Vortraag Destroyer, Vortraag Faction – Dreadnaught class**  
☛ **Faction Rating:** -10 (Vortraag), +10 (Trident)
4. Fight and defeat the second wave of the Vortraag ambush.  
☛ **Vortraag Destroyer, Vortraag Faction – Dreadnaught class**  
☛ **Faction Rating:** -10 (Vortraag), +10 (Trident)
5. Contact Trident.
6. Mission completes after the conversation with General Tarn.

### Mission Reward:

☛ **Intel:** +80

## Into Oblivion

Try to broker a deal with the Chief Architect of Cytech.

**Purpose:** Cytech wants nothing to do with the player.

1. Receive the mission at Vortraag VIII.
2. Travel to Fornax Prime in the Fornax System.
3. Submit a meeting request.
4. Contact Fornax Prime again.
5. Travel to Taurus I in the Taurus System and ambush the Soulless.  
☛ **Soulless Warship, Soulless Faction - Light Cruiser class**  
☛ **Faction Rating:** -10 (Soulless)
6. Return to Fornax Prime and submit a meeting request.
7. Mission completes after the conversation.

### Mission Reward:

☛ **Intel:** +80

## The Barrage

The Hero notices MRI Ships chasing him. You must escape from them.

**Purpose:** Evade MRI.

1. Receive the mission at Fornax Prime.
2. Travel to Krystallus Prime in the Krystallus System.
3. Then travel to Krystallus Lambda.
4. Mission completes after hiding the ship on Krystallus Lambda.

### Mission Reward:

☛ **Intel:** +80

## Into Alliance

Contact General Tarn to try and broker a deal with Trident.

**Purpose:** Form an alliance with Trident to combat the Soulless.

1. Receive the mission on Krystallus Lambda.
2. Meet General Tarn at Krystallus Delta.
3. Fight and defeat the first MRI ship.  
☛ **MRI Mindship, MRI Faction – Dreadnaught class**  
☛ **Faction Rating:** -10 (MRI), +10 (Krystalli)
4. Fight and defeat the next MRI ship.  
☛ **MRI Shuttle (Standard Shuttle), MRI Faction – Shuttle class**  
☛ **Faction Rating:** -10 (MRI), +10 (Krystalli)
5. Fight and defeat the final MRI ship.  
☛ **MRI Psionic Array, MRI Faction – Frigate class**  
☛ **Faction Rating:** -10 (MRI), +10 (Krystalli)
6. Mission completes after General Tarn conversation.

### Mission Reward:

☛ **Intel:** +100

## Puzzle Quest: Galactrix Walkthrough

### Act V

#### Defense of Plasmia

General Tarn asks the Hero to help defend Plasmia from the Soulless.

**Purpose:** Solidify your alliance with Trident.

1. Receive the mission at Krystallus Delta.
2. Travel to Plasmia Prime in the Plasmia System and contact Trident.
3. Engage the first Soulless ship.
  - ☛ **Soulless Dreadnaught (Soulless Heavy Cruiser), Soulless Faction - Dreadnaught class**
  - ☛ **Faction Rating:** -10 (Soulless)
4. Engage the second Soulless ship.
  - ☛ **Soulless Warship, Soulless Faction - Light Cruiser class**
  - ☛ **Faction Rating:** -10 (Soulless)
5. Report to Trident.
6. Mission completes after the conversation with General Tarn.

**Mission Reward:**

☛ **Intel:** +100

#### Gomorrah

General Tarn orders you to Gomorrah.

**Purpose:** Introduction to Gomorrah and Acheron.

1. Receive the mission at Plasmia Prime.
2. Travel to the Gomorrah Station in the Gomorrah System and “Explore Gomorrah”.
3. Travel to Solis Mines in the Solis System.
4. Battle the Automated Defense to acquire Solenite Ore.
  - ☛ **Automated Defense, No Faction – Frigate class**
5. Return to the Gomorrah Station.
6. Contact Sly McGee.
7. Mission completes after the Sly McGee conversation.

**Mission Reward:**

☛ **Intel:** +100

#### Acheron

The Acheron System is a strange place – search for clues there.

**Purpose:** Meet the Spirit of Acheron.

1. Receive the mission at Gomorrah Station.
2. Travel to Acheron Prime in the Acheron System.
3. “Scan the Planet”.
4. Fight the ship.
  - ☛ **Acheron Ghostship, No Faction – Dreadnaught class**
5. Contact the Planet.
6. Mission completes after a conversation with the Spirit of Acheron.

**Mission Reward:**

☛ **Intel:** +100

#### Wild Geese

Search the systems beyond Acheron for signs of the Soulless (Gorgon, Typhon, Gehenna, Hades).

**Purpose:** Discover that the Soulless are going to be difficult to find without help.

1. Receive the mission at Acheron Prime.
2. Travel to Gorgon III in the Gorgon System and “Scan the Planet”.
3. Travel to Typhon X in the Typhon System and “Scan the Planet”.
4. Travel to Gehenna III in the Gehenna System and “Scan the Planet”.
5. Travel to Hades III in the Hades System and “Scan the Planet”.
6. Return to Acheron Prime.
7. Mission completes when the Hero arrives at Acheron Prime.

**Mission Reward:**



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 Intel: +100

### Revealed

Bring back a crystal from the Nornes System for the Spirit of Acheron and he will show you how to detect the Soulless.

**Purpose:** Learn how to identify the Gamma Sphere.

1. Receive the mission at Acheron Prime.
2. Travel to Nornes III in the Nornes System.
3. Scan the Planet.
4. Attack the Kystalli.  
 **Krystalli Refugee (Standard Shuttle), Kystalli Faction – Shuttle class**  
 **Faction Rating:** -10 (Krystalli), +10 (MRI)
5. Return to Acheron Prime and contact the Spirit.
6. Mission completes after the conversation with the Spirit of Acheron.

**Mission Reward:**

 Intel: +100

### Evolution

Create an item that taps into the Soulless' communication channel.

**Purpose:** Discover the existence of Gamma Prime.

1. Receive the mission at Acheron Prime.
2. Travel to Gorgon III in the Gorgon System.
3. Use the Krystalli Heart.
4. Use the Krystalli Heart again.
5. Mission completes after the telepathic vision.





**Mission Reward:**

 Intel: +120

### Unity

Ambush an MRI fleet that is heading towards Acheron.

**Purpose:** Discover Gamma Prime is controlling the MRI.

1. Receive the mission at Gorgon III.
2. Travel to Acheron Prime in the Acheron System.
3. Use the Krystalli Heart.
4. Ambush the MRI.  
 **MRI Mindship, MRI Faction – Dreadnaught class**  
 **Faction Rating:** -10 (MRI), +10 (Krystalli)
5. Ambush the last MRI ship.  
 **MRI Psionic Array, MRI Faction – Frigate class**  
 **Faction Rating:** -10 (MRI), +10 (Krystalli)
6. Mission completes after the conversation with Sable.

**Mission Reward:**

 Intel: +120

### Source of Power

Travel through the Systems beyond Acheron and search for the Soulless Base.

**Purpose:** Locate the Gamma Sphere

1. Receive the mission at Acheron Prime.
2. Travel to Gehenna III in the Gehenna System.
3. Use the Krystalli Heart.
4. Mission completes after Sable's message.

**Mission Reward:**

 Intel: +120

### Sphere's End

Confront and Battle Gamma Prime in the Gamma Sphere.

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**Purpose:** Defeat the Gamma Sphere.

1. Receive the mission at Gehenna III.
2. Fight the Gamma Sphere
  - 🔴 **Gamma Sphere, Souless Faction – Capital class**
  - 🔴 **Faction Rating:** -10 (Souless)
3. Mission complete after the conversation with the Crew.

**Mission Reward:**

🔴 **Intel:** +200

### Fate

Travel to Aries to hand over Beta Prime or free her on Acheron.

**Purpose:** Player must decide whether to give Beta Prime to Trident or set her free.

1. Receive the mission on Gehenna III.
  - Option A-**
    2. Travel to Acheron Prime in the Acheron System.
    3. Release Beta Prime.
  - Option B-**
    2. Travel to Plasmia Prime in the Plasmia System.
    3. Contact General Tarn and deliver Beta Prime to the Trident.
4. Mission completes after conversation with General Tarn on Plasmia Prime.

**Mission Rewards:**

🔴 **Intel:** +100

🔴 **Credits:** 1,000,000 (If Option B is taken)

🔴 **Crew Member Lost:** Beta Prime (When Option A or B is taken)

🔴 **Crew Member Gained:** Kirine Thwaites (If Option A is taken)

## Puzzle Quest: Galactrix Walkthrough

### Side Missions

#### *Sable's Missions*

##### **The Lost**

(Hackerz must be completed.)

**Purpose:** Introduction to the Lost.

1. Receive the mission at Ceti VI in the Ceti System.
2. Travel to Atlia Sigma in the Atlia System.
3. Scan Atlia Sigma.
4. Search the pod.
5. Battle the Automated Defense.
6. Mission complete after the conversation.

🔴 **Automated Defense, No Faction – Frigate class**

**Mission Reward:**

🧠 **Intel:** +25

##### **First of the Lost**

(The Lost must be completed.)

**Purpose:** Gain your first Psi Power.

1. Receive the mission at Atlia Sigma in the Atlis System.
2. Travel to Pleione Rho in the Pleione System.
3. Scan for the Lost.
4. Send Sable to the surface.
5. Mission completes after the conversation.

**Mission Rewards:**

🧠 **Intel:** +100

🟪 **Extra:** 1st Psi Power

##### **Second of the Lost**

(First of the Lost must be completed.)

**Purpose:** Gain your second Psi Power.

1. Receive the mission at Pleione Rho.
2. Travel to Perseus Sigma in the Perseus System.
3. Scan for the Lost.
4. Send Sable to the surface.
5. Mission completes after the conversation.

**Mission Rewards:**

🧠 **Intel:** +100

🟪 **Extra:** 2nd Psi Power

##### **Third of the Lost**

(Second of The Lost must be completed.)

**Purpose:** Gain your third Psi Power.

1. Receive the mission at Perseus Sigma in the Perseus System.
2. Travel to Leo Epsilon in the Leo System.
3. Scan for the Lost.
4. Send Sable to the surface.
5. Mission completes after the conversation.

**Mission Rewards:**

🧠 **Intel:** +100

🟪 **Extra:** 3rd Psi Power

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### Fourth of the Lost


(Third of The Lost must be completed.)

**Purpose:** Receive your fourth Psi Power.

1. Receive the mission at Leo Epsilon in the Leo System.
2. Travel to Lacerta Omega in the Lacerta System.
3. Scan for the Lost.
4. Send Sable to the surface.
5. Mission completes after the conversation.

**Mission Rewards:**

 **Intel:** +100

 **Extra:** 4th Psi Power

### Fifth of the Lost


(Fourth of The Lost must be completed.)

**Purpose:** Receive your fifth Psi Power.

1. Receive the mission at Lacerta Omega in the Lacerta System.
2. Travel to Procyon Epsilon in the Procyon System.
3. Scan for the Lost.
4. Send Sable to the surface.
5. Mission completes after the conversation.

**Mission Rewards:**

 **Intel:** +100

 **Extra:** 5th Psi Power

### Sixth of the Lost


(Fifth of The Lost must be completed.)

**Purpose:** Receive your sixth Psi Power.

1. Receive the mission at Procyon Epsilon in the Procyon System.
2. Travel to Musca Epsilon in the Musca System.
3. Scan for the Lost.
4. Send Sable to the surface.
5. Mission completes after the conversation.

**Mission Rewards:**

 **Intel:** +100

 **Extra:** 6th Psi Power

### Leader of the Lost


(Sixth of The Lost must be completed.)

**Purpose:** Receive your seventh Psi Power.

1. Receive the mission at Musca Epsilon in the Musca System.
2. Travel to Typhon Rho in the Typhon System.
3. Scan for the Lost.
4. Send Sable to the surface.
5. Mission completes after the conversation.

**Mission Rewards:**

 **Intel:** +100

 **Extra:** 7th Psi Power

## Lydia's Missions

### An Old Friend

(Message From Home must be completed.)

**Purpose:** Learn of Lydia's old friend that she wants your help finding.

1. Receive the mission on Elysia Prime in the Elysia System.
2. Ask about Marc on Elysia Prime.

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3. Travel to Earth in the Terra System.
4. Ask about Marc.
5. Mission completes after the conversation.

### Mission Reward:

👤 Intel: +50

## An Old Mystery

(An Old Friend must be completed.)

**Purpose:** Discover more about what happened to Lydia's friend.

1. Receive the mission on Taurus IV in the Taurus System.
2. Travel to Lacerta Omega in the Lacerta System.
3. Check the beacon and battle the Vortraag.  
👹 **Vortraag Cruiser, Vortraag Faction – Light Cruiser class**  
👹 **Faction Rating:** -10 (Vortraag), +10 (Trident)
4. Defeat the enemy on Lacerta Omega.
5. Travel to Vortraag Prime in the Vortraag System.
6. Ask about Marc.
6. Mission completes after the conversation.

### Mission Reward:

👤 Intel: +50

## Jail Break

(An Old Mystery must be completed.)

**Purpose:** You must try to rescue Lydia's friend.

1. Receive the mission at Solis Prison in the Solis System.
2. Ask about Marc in the Solis Prison.
3. Ask about Marc in the Solis Mine.
4. Mission completes after the conversation with Gorn.

### Mission Reward:

👤 Intel: +50

## Price of Freedom I

(Jail Break must be completed.)

**Purpose:** Work to gain more info about Lydia's friend.

1. Receive the mission at Solis Mines.
2. Travel to Pegasus VI in the Pegasus System.
3. Buy the brandy.  
👹 **Credits:** -2,000
4. Return to the Solis Mines in the Solis System.
5. Return the brandy to Gorn.
6. Mission completes after the Gorn Pop-up.

### Mission Reward:

👤 Intel: +50

## Price of Freedom II

(Price of Freedom I must be completed.)

**Purpose:** Continue working for Gorn to learn more about Lydia's friend.

1. Receive the mission at Solis Mines in the Solis System.
2. Travel to Degani Prime in the Degani System.
3. Buy the fruit.  
👹 **Credits:** -1,500
4. Return to the Solis Mines in the Solis System.
5. Return the fruit to Gorn.
6. Return to Degani Prime in the Degani System.
7. Buy more fruit.

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👤 **Credits:** -1,500

8. Return to the Solis Mines in the Solis System.
9. Return the fruit to Gorn.
10. Mission completes after the Gorn Pop-up.

### Mission Reward:

👤 **Intel:** +50

### Price of Freedom III

(Price of Freedom II must be completed.)

**Purpose:** Finally discovering the facts about Lydia's friend.

1. Receive the mission at Solis Mines in the Solis System.
2. Travel to Circinus II in the Circinus System.
3. Ask about the whips.
4. Ambush the Vortraag.

👤 **Vortraag Destroyer, Vortraag Faction – Dreadnaught class**

👤 **Faction Rating:** -10 (Vortraag), +10 (Trident)

5. Defeat the Vortraag and receive a whip.
6. Return to the Solis Mines in the Solis System.
7. Return the Whip to Gorn.
8. Mission Complete after the conversation with Gorn.

### Mission Reward:

👤 **Intel:** +50

### Served Cold

(Price of Freedom III must be completed.)

**Purpose:** You must help Lydia take revenge on Gorn.

1. Receive the mission at Solis Mines in the Solis System.
2. Battle and defeat the Automated Defense.  
👤 **Automated Defense, No Faction – Frigate class**
3. Battle and defeat the Gun Turrets.  
👤 **Gun Turrets, No Faction – Frigate class**
4. Battle and defeat Gorn.  
👤 **Gorn's Ship (Pirate Battlecruiser), Pirate Faction – Heavy Cruiser class**  
👤 **Faction Rating:** -10 (Pirate)
5. Mission completes after the conversation.

### Mission Reward:

👤 **Intel:** +200

## ED24's Missions

### Cogs

(Message From Home must be completed.)

**Purpose:** Upgrade ED24.

1. Receive the mission at Fornax Prime in the Fornax System.
2. Travel to the Emporium of Keck in the Keck System.
3. Buy the parts ED needs.

👤 **Credits:** -2,500

### Mission Reward:

👤 **Intel:** +50


### Running Repairs

(Warm Trails must be completed.)

**Purpose:** Help ED24 repair the abandoned MRI ship.

1. Receive the mission at Elea VII in the Elea System.
2. Proceed to Asteroid PH549D to investigate.
3. Start to collect the cargo needed by searching for supplies on Asteroid PH549D.


## Puzzle Quest: Galactrix Walkthrough

 **Requires: 20 Alloys, 20 Polymers and 20 Technology**

4. Return to Elea VII in the Elea System once cargo is obtained.
5. Have ED24 repair the ship. (An empty ship slot in your inventory is required)

### Mission Rewards:

 **Intel:** +25

 **New Ship:** MRI Psionic Array

## *Pezt's Mission*


### **The Gift**

(Marauders must be completed.)

**Purpose:** You must help Pezt get a present for his mate.

1. Receive the mission on Jahrwox Prime in the Jahrwox System.
2. Travel to Quesada Prime in the Quesada System.
3. Send Pezt to get a present.
4. Battle the Quesadans.

 **Quesadan Pilgrim (Standard Shuttle), Quesadan Faction – Shuttle class**

 **Faction Rating:** -10 (Quesada), +10 (Lumina)

5. Return to Jahrwox Prime in the Jahrwox System.
6. Deliver the statue.

### Mission Reward:

 **Intel:** +30


## *Elgara's Missions*


### **Stone Cold**

(Fresh Tracks must be completed.)


**Purpose:** Elgara wishes to investigate a presence she senses on the moon below.


1. Receive the mission on Krystallus Delta in the Kyrstallus System.
2. Investigate Krystallus Delta.
3. Travel to Krystallus Iota and attack the MRI Ship.

 **MRI Psionic Array, MRI Faction – Frigate class**


 **Faction Rating:** -10 (MRI), +10 (Krystalli)


4. Travel to Krystallus Kappa and attack the second MRI Ship.

 **MRI Blade, MRI Faction – Shuttle class**

 **Faction Rating:** -10 (MRI), +10 (Krystalli)

5. Travel to Krystallus Lambda and attack the third MRI Ship.

 **MRI Mindship, MRI Faction – Dreadnaught class**

 **Faction Rating:** -10 (MRI), +10 (Krystalli)

6. Return to Krystallus Delta and talk to Psylt.

### Mission Reward:

 **Intel:** +50

### **Rock of Ages I**

(Stone Cold must be completed.)

**Purpose:** You must help the Krystalli escape their home system by taking them to the Carinox System.

1. Receive the mission on Krystallus Delta in the Kyrstallus System.
2. Travel to Carinox VIII in the Carinox System and “Release the Krystalli”.

### Mission Reward:

 **Intel:** +50

### **Rock of Ages II**

(Rock of Ages I must be completed.)

**Purpose:** You must help the Krystalli escape their home system by taking them to the Nornes System..

1. Receive the mission on Krystallus Delta in the Kyrstallus System.
2. Travel to Nornes I in the Nornes System and “Release the Krystalli”.

## Puzzle Quest: Galactrix Walkthrough

### Mission Reward:

 Intel: +50

### Rock of Ages III

(Rock of Ages II must be completed.)

**Purpose:** You must help the Krystalli escape their home system by taking them to the Lyra System..

1. Receive the mission on Krystallus Delta in the Kyrstallus System.
2. Travel to Lyra VII in the Lyra System and "Release the Krystalli".

### Mission Reward:

 Intel: +50


### Rock of Ages IV

(Rock of Ages III must be completed.)

**Purpose:** You must help the Krystalli escape their home system by taking them to the Electra System..

1. Receive the mission on Krystallus Delta in the Kyrstallus System.
2. Travel to Electra II in the Electra System and "Release the Krystalli".

### Mission Reward:

 Intel: +50

### Rock of Ages V

(Rock of Ages IV must be completed.)

**Purpose:** You must help the Krystalli escape their home system by taking them to the Navi System..

1. Receive the mission on Krystallus Delta in the Kyrstallus System.
2. Travel to Navi X in the Navi System and "Release the Krystalli".

### Mission Reward:


 Intel: +50

## Lyra Mission

### Forbidden Fruit


(The Net must be completed.)

**Purpose:** To provide an alternate ship to the player.

1. Receive the mission on Regulus LeapGate.
2. Attempt to board the ship on Lyra VII
3. Battle the Automated Defense.
4.  **Automated Defense, No Faction – Frigate class**
4. Board and capture the ship. (An empty ship slot is required in your inventory)

### Mission Rewards:

 Intel: +40

 **New Ship:** Trident Warship

## Serpens Missions

### Ship Hunt

(Message From Home must be completed.)

**Purpose:** Investigate Pirate Attacks near the MRI systems.

1. Receive the mission at Serpens Prime in the Serpens System.
2. Travel to Caelum II in the Caelum System.
3. Scan for the MRI ship.
4. Return to Serpens Prime in the Serpens System.
5. Deliver the news.

### Mission Rewards:

 Intel: +25

 Credits: +500

## Puzzle Quest: Galactrix Walkthrough

### Retaliation

(Ship Hunt must be completed.)

**Purpose:** Retaliation for previous Pirate Attacks.

1. Receive the mission at Serpens Prime in the Serpens System.
2. Travel to Caelum V in the Caelum System.
3. Battle the Pirates.

☠ **Pirate Fighter, Pirate Faction – Shuttle class**

☠ **Faction Rating:** -10 (Pirates)

4. Return to Serpens Prime in the Serpens System.
5. Report your success.

**Mission Rewards:**

🧠 **Intel:** +30

💰 **Credits:** +1,000

### Eradication

(Retaliation must be completed.)

**Purpose:** Retaliation for previous Pirate Attacks.

1. Receive the mission at Serpens Prime in the Serpens System.
2. Travel to Quaris IV in the Quaris System.
3. Battle the Pirates.

☠ **Pirate Miner, Pirate Faction – Shuttle class**

☠ **Faction Rating:** -10 (Pirates)

4. Return to Serpens Prime in the Serpens System.
5. Report your success.

**Mission Rewards:**

🧠 **Intel:** +35

💰 **Credits:** +1,000

### Annihilation

(Eradication must be completed.)

**Purpose:** Retaliation for previous Pirate Attacks. Receive the mission at Serpens Prime in the Serpens System.

1. Travel to Quaris II in the Quaris System.
2. Battle the Pirates.

☠ **Pirate Warship, Pirate Faction – Shuttle class**

☠ **Faction Rating:** -10 (Pirates)

3. Return to Serpens Prime in the Serpens System.
4. Report your success.

**Mission Rewards:**

🧠 **Intel:** +40

💰 **Credits:** +1,500

### Degani Missions

#### Keck Thieves

(Warm Trail must be completed.)

**Purpose:** Return some stolen food.

1. Receive the mission at Degani Prime in the Degani System.
2. Travel to New Ethiopia in the Polaris System.
3. Battle the Keck.

☠ **Keck Tradeship, Keck Faction – Frigate class**

☠ **Faction Rating:** -10 (Keck), +10 (Jahrwoxi)

4. Return to Degani Prime in the Degani System.

**Mission Rewards:**

🧠 **Intel:** +25

💰 **Credits:** +1,000

## Puzzle Quest: Galactrix Walkthrough

### Keck Conspiracy

(Keck Thieves must be completed.)

**Purpose:** Prove that the Keck are plotting against the Degani.

1. Receive the mission at Degani Prime in the Degani System.
2. Travel to Keck Sigma in the Keck System.
3. Monitor transmissions until you find something.
4. Battle the Keck.
  - 🔥 **Keck Tradeship, Keck Faction – Frigate class**
  - 🔥 **Faction Rating:** -10 (Keck), +10 (Jahrwoxi)
5. Monitor transmissions on Keck Sigma until a transmission is intercepted.
6. Return to Degani Prime in the Degani System.

#### Mission Rewards:

- 📡 **Intel:** +30
- 💰 **Credits:** +1,000

### Keck Bribery

(Keck Conspiracy must be completed.)

**Purpose:** Convince the Keck to pay for their crimes.

1. Receive the mission at Degani Prime in the Degani System.
2. Travel to Keck Prime in the Keck System.
3. Attempt to negotiate with the Keck.
4. Battle the Keck.
  - 🔥 **Keck Tradeship, Keck Faction – Frigate class**
  - 🔥 **Faction Rating:** -10 (Keck), +10 (Jahrwoxi)
5. Negotiate with the Keck.
6. Return to Degani Prime in the Degani System.
7. Report the Keck Offer.

#### Mission Rewards:

- 📡 **Intel:** +35
- 💰 **Credits:** +10,000

### Meals on Wheels

(Warm Trail must be completed.)

**Purpose:** Make a delivery run to earn extra credits.

1. Receive the mission at Degani Prime in the Degani System.
2. Travel Port of Elysia in the Elysia System.
3. Deliver the food.
4. Travel to the Centauri Tradeport in the Alpha Centauri System.
5. Deliver the food.
6. Travel to Corvus Port in the Corvus System.
7. Deliver the food.
8. Return to Degani Prime in the Degani System.

#### Mission Rewards:

- 📡 **Intel:** +20
- 💰 **Credits:** +750

### Fast Food

(Warm Trail must be completed.)

**Purpose:** Make a delivery run to earn extra credits.

1. Receive the mission at Degani Prime in the Degani System.
2. Travel to Virgo Port in to the Virgo System.
3. Deliver the food.
4. Travel to the Ramses Station in the Ramses System.
5. Deliver the food.
6. Travel to the Vega Station in the Vega System.

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7. Deliver the food.
8. Return to Degani Prime in the Degani System.

### **Mission Rewards:**

- 🧠 **Intel:** +20
- 💰 **Credits:** +900

### **Dinner Dash**

(Warm Trail must be completed.)

**Purpose:** Make a delivery run to earn extra credits.

1. Receive the mission at Degani Prime in the Degani System.
2. Travel to Apus Station in the Apus System.
3. Deliver the food.
4. Travel to Orion Port in the Orion System.
5. Deliver the food.
6. Travel to Delphinus Station in the Delphinus System.
7. Deliver the food.
8. Return to Degani Prime in the Degani System.

### **Mission Rewards:**

- 🧠 **Intel:** +20
- 💰 **Credits:** +950

### **Quesada Missions**

#### **Retrieve**

(The Gift must be completed.)

**Purpose:** Collect a stolen statue.

1. Receive the mission on Quesada Prime in the Quesada System.
2. Travel to Corvus IV in the Corvus System.
3. Battle the Jahrwoxi to retrieve the statue.
  - 🚀 **Jahrwoxi Homeship, Jahrwoxi Faction – Heavy Cruiser class**
  - 🚀 **Faction Rating:** -10 (Jahrwoxi), +10 (Keck)
4. Return to Quesada Prime in the Quesada System.
5. Return the statue.

### **Mission Rewards:**

- 🧠 **Intel:** +25
- 💰 **Credits:** +1,000

#### **Repair**

(Retrieve must be completed.)

**Purpose:** Repair the recovered statue.

1. Receive the mission on Quesada Prime in the Quesada System.
2. Travel to Elea III in the Elea System.
3. Repair the statue.
4. Return to Quesada Prime in the Quesada System.
5. Return the statue.

### **Mission Rewards:**

- 🧠 **Intel:** +25
- 💰 **Credits:** +1,000

#### **Renew**

(Repair must be completed.)

**Purpose:** Revitalize the statue that was recovered.

1. Receive the mission on Quesada Prime in the Quesada System
2. Travel to Cradle of Quesada in the Theseus System.
3. Renew the statue.
4. Travel to Plasmia Prime in the Plasmia System.

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5. Renew the statue.
6. Return to Quesada Prime in the Quesada System.
7. Return the statue.

### **Mission Rewards:**

- 🧠 **Intel:** +25
- 💰 **Credits:** +1,000

## ***Elysia Missions***

### **Debtors**

(Hatching a Plan must be completed.)

**Purpose:** Discovery of Jahrwoxi ethics.

1. Receive the mission at Elysia Prime in the Elysia System.
2. Travel to Jahrwoxi Prime in the Jahrwox System.
3. Negotiate with Jahrwoxi government.
4. Travel to Pleione Rho in the Pleione System.
5. Battle the Vortraag.
  - 🔥 **Vortraag Destroyer, Vortraag Faction – Dreadnaught class**
  - 🔥 **Faction Ratings:** -15 (Vortraag), +15 (Trident)
6. Return to Jahrwoxi Prime in the Jahrwox System.
7. Continue the negotiations with the Jahrwoxi government.

### **Mission Reward:**

- 🧠 **Intel:** +25

### **Fair Trade**

(Debtors must be completed.)

**Purpose:** To get your money back and get paid by the Elysians.

1. Receive the mission at Jahrwoxi Prime in the Jahrwox System.
2. Battle the Jahrwoxi.
  - 🔥 **Jahrwoxi Traveler (Standard Shuttle), Jahrwoxi Faction – Shuttle class**
  - 🔥 **Faction Ratings:** -10 (Jahrwoxi), +10 (Keck)
3. Continue the negotiations.
4. Battle the Jahrwoxi.
  - 🔥 **Jahrwoxi Homeship, Jahrwoxi Faction – Heavy Cruiser class**
  - 🔥 **Faction Ratings:** -10 (Jahrwoxi), +10 (Keck)
5. Continue the negotiations and receive the money.
6. Return to Elysia Prime in the Elysia System.

### **Mission Rewards:**

- 🧠 **Intel:** +50
- 💰 **Credits:** +5,000

### **Degani Grapes**

(Hatching a Plan must be completed.)

**Purpose:** You must travel to Degani Prime and obtain some rare Degani Grapes.

1. Receive the mission at Elysia Prime in the Elysia System.
2. Travel to Degani Prime in the Degani System.
3. Attempt to get some grapes.
4. Take the grapes by force.
  - 🔥 **Degani Marketship, Degani Faction – Light Cruiser class**
  - 🔥 **Faction Ratings:** -10 (Degani), +10 (Elysia)
5. Return to Elysia Prime in the Elysia System.

6. Deliver the grapes

### **Mission Rewards:**

- 🧠 **Intel:** +10
- 💰 **Credits:** +1,000

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### Pegasian Brandy

(Hatching a Plan must be completed.)

**Purpose:** You must travel to Pegasus VI and return with some Pegasus Brandy.

1. Receive the mission at Elysia Prime in the Elysia System.
2. Travel to Pegasus VI in the Pegasus System.
3. Purchase some Brandy.

👤 **Credits:** -500

4. Return to Elysia Prime in the Elysia System.
5. Deliver the Brandy.

**Mission Rewards:**

👤 **Intel:** +20

👤 **Credits:** +7,500

### Jahrwox Missions

#### Raided

(Hatching a Plan must be completed.)

**Purpose:** The Jahrwoxi are concerned that Keck Raiders are stealing their crops from the Pleione System. They will pay you to drive the Keck away.

1. Receive the mission on Jahrwox Prime in the Jahrwox System.
2. Travel to Pleione II in the Pleione System.
3. Search for Keck.
4. Battle the Keck.

👤 **Keck Tradeship, Keck Faction – Frigate class**

👤 **Faction Rating:** -10 (Keck), +10 (Jahrwoxi)

5. Return to Jahrwox Prime in the Jahrwox System.
6. Receive your reward.

**Mission Rewards:**

👤 **Intel:** +25

👤 **Credits:** +2,000

#### Holidays

(Raided must be completed.)

**Purpose:** Some Jahrwoxi require safe passage to their favorite holiday resort on Elysia Prime. They will pay well for your services.

1. Receive the mission on Jahrwox Prime in the Jahrwox System.
2. Travel to Elysia Prime in the Elysia System.
3. Deliver your passengers.

**Mission Rewards:**

👤 **Intel:** +5

👤 **Credits:** +250

### Terra Missions

#### Heretic

(Into Darkness must be completed.)

**Purpose:** You must track down a heretic, a rogue human who attacked the Emperor.

1. Receive the mission on Earth in the Terra System.
2. Travel to the Gomorrah Station in the Gomorrah System and search for the heretic.
3. Capture the heretic on Gomorrah Phi.

👤 **Unidentified Vessel (Soulless Warship), Soulless Faction – Light Cruiser class**

👤 **Faction Rating:** -10 (Soulless)

4. Travel back to Earth in the Terra System.
5. Return the heretic.

**Mission Rewards:**

👤 **Intel:** +50

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🏆 Credits: +5,000

### Hacking 101

(Into Darkness must be completed.)

**Purpose:** You must travel to Beta Centauri and teach the scientists on New Australis how to hack LeapGates.

1. Receive the mission on Earth in the Terra System.
2. Travel to New Australis in the Beta Centauri System and "Teach the Scientists".

#### Mission Rewards:

🧠 Intel: +20

🏆 Credits: +1,000

### Data Acquisition I

(Into Darkness must be completed.)

**Purpose:** You must travel to Tucana V and download some important data which must be delivered by hand to the Luminary Archive on Mars.

1. Receive the mission on Earth in the Terra System.
2. Travel to Tucana V in the Tucana System and "Access the Data".
3. Battle and defeat the Vortraag Ship.

🚀 **Vortraag Cruiser, Vortraag Faction – Light Cruiser class**

🚀 **Faction Rating:** -10 (Vortraag), +10 (Trident)

4. Travel to Mars in the Terra System.
5. Deliver the data.

#### Mission Rewards:

🧠 Intel: +25

🏆 Credits: +500

### Data Acquisition II

(Data Acquisition I must be completed.)

**Purpose:** You must download data from an abandoned Trident ship at Lyra Epsilon and deliver it to the Luminary Archive on Mars.

1. Receive the mission on Earth in the Terra System.
2. Travel to Lyra Epsilon in the Lyra System and attempt to access data.
3. Battle and defeat the Automated Defense on Lyra Epsilon.

🚀 **Automated Defense, No Faction – Frigate class**

4. Attempt to access the data.

5. Battle and defeat the Vortraag enemy and receive the data.

🚀 **Vortraag Destroyer, Vortraag Faction – Dreadnaught class**

🚀 **Faction Rating:** -10 (Vortraag), +10 (Trident)

6. Travel to Mars in the Terra System.
7. Deliver the data.

#### Mission Rewards:

🧠 Intel: +35

🏆 Credits: +500

### Data Acquisition III

(Data Acquisition II must be completed.)

**Purpose:** You must download data from a merchant in the Emporium of Keck and deliver it to the Luminary Archive on Mars.

1. Receive the mission on Earth in the Terra System.
2. Travel to the Emporium of Keck in the Keck System and attempt to download the data.
3. Battle and defeat the Vortraag enemy and receive the data.

🚀 **Vortraag Destroyer, Vortraag Faction – Dreadnaught class**

🚀 **Faction Rating:** -10 (Vortraag), +10 (Trident)

4. Travel to Mars in the Terra System.
5. Deliver the Data.

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### Mission Rewards:

- 🧠 Intel: +35
- 💰 Credits: +500

### Data Delivery

(Data Acquisition III must be completed.)

**Purpose:** You must sell data to the Vortraag on Vortraag Prime. You will receive a 1% commission on the sale as a reward.

1. Receive the mission on Earth in the Terra System.
2. Acquire the data on Mars.
3. Travel to Vortraag Prime in the Vortraag System and attempt to sell the data.
4. Battle and defeat the Vortraag enemy.

🌀 **Vortraag Destroyer, Vortraag Faction – Dreadnaught class**

🌀 **Faction Rating:** -10 (Vortraag), +10 (Trident)

5. Sell the data to the Vortraag.
6. Return to Earth in the Terra System.
7. Report your success.

### Mission Rewards:

- 🧠 Intel: +50
- 💰 Credits: +10,000

## Vortraag Missions

### The Dorimuur

(Unusual Offer must be completed.)

**Purpose:** The Vortraag require a Dorimuur - a small but deadly insect native to Delphinus VIII- to be captured for their arena. The animal is well loved by the Plasmids who keep them as pets.

1. Receive the mission on Vortraag Prime in the Vortraag Mission.
2. Travel to Delphinus VIII the Delphinus System and obtain the Dorimuur.
3. Battle and defeat the Plasmid ship.

🌀 **Plasmid Shuttle (Standard Transport), Plasmid Faction – Shuttle class**

🌀 **Faction Rating:** -10 (Plasmids), +10 (Cytech)

4. Return to Vortraag Prime in the Vortraag System.
5. Deliver the Dorimuur.

### Mission Rewards:

- 🧠 Intel: +25
- 💰 Credits: +1,000

### Night of the Lepus

(The Dorimuur must be completed.)

**Purpose:** The Vortraag require a Tybbar - gigantic but harmless animal that only comes out at night - native to Lepus VII. They wish to butcher it in their arena.

1. Receive the mission on Vortraag Prime in the Vortraag Mission.
2. Travel to Lepus VII in the Lepus System and obtain the Tybbar.
3. Battle and defeat the Elysian ship.

🌀 **Elysian Ferry, Elysian Faction – Frigate class**

🌀 **Faction Rating:** -10 (Elysia), +10 (Degani)

4. Return to Vortraag Prime in the Vortraag System.
5. Deliver the Tybbar.

### Mission Rewards:

- 🧠 Intel: +25
- 💰 Credits: +1,000

### The Omnibarra

(Night of the Lepus must be completed.)

**Purpose:** The Vortraag require an Omnibarra - a rare and vicious animal - to be captured for their arena. The animal is

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unique to Cepheus IX and is protected by the Quesadans.

1. Receive the mission on Vortraag Prime in the Vortraag System.
2. Travel to Cepheus IX in the Cepheus System and obtain an Omnibarra.
3. Battle and defeat the
  - 🔥 **Quesadan Lightship, Quesadan Faction – Heavy Cruiser class**
  - 🔥 **Faction Rating:** -10 (Quesadans), +10 (Lumina)
4. Return to Vortraag Prime in the Vortraag System.
5. Deliver the Omnibarra.

### Mission Rewards:

- 🧠 **Intel:** +25
- 💰 **Credits:** +1,000

## The Krystalli

(The Omnibarra must be completed.)

**Purpose:** The Vortraag require a Krystalli to be captured for their arena. Krystalli are hunted by the MRI and are difficult to find.

1. Receive the mission on Vortraag Prime in the Vortraag System.
2. Travel to Krystallus Prime in the Krystallus System and scan for a Krystalli.
3. Battle and defeat the Krystalli ship to obtain the Krystalli.
  - 🔥 **Krystalli Refugee (Standard Shuttle), Krystalli Faction – Shuttle class**
  - 🔥 **Faction Rating:** -10 (Krystalli), +10 (MRI)
4. Return to Vortraag Prime in the Vortraag System.
5. Deliver the Krystalli.

### Mission Rewards:

- 🧠 **Intel:** +25
- 💰 **Credits:** +1,000

## Fornax Missions

### Delivery Service I

(Into Oblivion must be completed.)

**Purpose:** Deliver some parts to Terra, Keck and Quesada.

1. Receive the mission on Fornax Prime in the Fornax System.
2. Travel to Earth in the Terra System.
3. Deliver the Cytech parts.
4. Travel to the Emporium of Keck in the Keck System.
5. Deliver the Cytech parts.
6. Travel to Quesada Prime in the Quesada System.
7. Deliver the Cytech parts.
8. Return to Fornax Prime in the Fornax System.

### Mission Rewards:

- 🧠 **Intel:** +25
- 💰 **Credits:** +1,000

### Delivery Service II



(Delivery Service I must be completed.)

**Purpose:** Deliver some parts to Alpha Centauri, Pegasus and Leo.

1. Receive the mission on Fornax Prime in the Fornax System.
2. Travel to Centauri V in the Alpha Centauri System.
3. Deliver the Cytech parts.
4. Travel to the Pegasus VI in the Pegasus System.
5. Deliver the Cytech parts.
6. Travel to Leo VI in the Leo System.
7. Deliver the Cytech parts.
8. Return to Fornax Prime in the Fornax System.

### Mission Rewards:

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 **Intel:** +25  
 **Credits:** +1,250



### Delivery Service III

(Delivery Service II must be completed.)

**Purpose:** Deliver some parts to Sagitta, Libra and Hydra.

1. Receive the mission on Fornax Prime in the Fornax System.
2. Travel to Sagitta X in the Sagitta System.
3. Deliver the Cytech parts.
4. Travel to the Libra VII in the Libra System.
5. Deliver the Cytech parts.
6. Travel to Hydra VI in the Hydra System.
7. Deliver the Cytech parts.
8. Return to Fornax Prime in the Fornax System.



#### Mission Rewards:

 **Intel:** +25  
 **Credits:** +1,000


### Rogue Android

(Delivery Service III must be completed.)

**Purpose:** Capture and return a rogue android that has stolen a ship and escaped from the testing grounds on Fornax Prime.

1. Receive the mission on Fornax Prime in the Fornax System.
2. Travel to Eridanus Omicron in the Eridanus System and track the Android.
3. Fight the Android.
  -  **Unidentified Vessel (Soules Warship), Souless Faction – Light Cruiser class**
  -  **Faction Rating:** -10 (Souless)
4. Return to Fornax Prime in the Fornax System.
5. Return the Android.

#### Mission Rewards:


 **Intel:** +40  
 **Credits:** +2,000

### Plasmia Missions



#### Incomprehensible

(Defense of Plasmia must be completed.)

**Purpose:** Some Plasmids have a mission for you, but their translator is broken. You must travel to the Emporium of Keck and purchase one.

1. Receive the mission at Plasmia Prime in the Plasmia System.
2. Travel to the Emporium of Keck in the Keck System.
3. Purchase a translator.
  -  **Credits:** -500
4. Return to Plasmia Prime in the Plasmia System.
5. Deliver the translator.

#### Mission Rewards:

 **Intel:** +25  
 **Credits:** +1,000

#### Plasmid Flu

(Incomprehensible must be completed.)

**Purpose:** Many Plasmids have become ill recently. You must find a cure.

1. Receive the mission at Plasmia Prime in the Plasmia System.
2. Travel to Quesada Prime in the Quesada System and request a cure.
3. Return to Plasmia Prime in the Plasmia System.
4. Return with the news of the cure.

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### Mission Reward:

👤 Intel: +35

### Plasmid Cure

(Plasmid Flu must be completed.)

**Purpose:** Travel to Elysia VI and retrieve some water from a hot spring known to have curative properties.

1. Receive the mission at Plasmia Prime in the Plasmia System.
2. Travel to Elysia VI in the Elysia System and get the water.
3. Pay for the water.

💰 Credits: -2,000

4. Return to Plasmia Prime in the Plasmia System.
5. Deliver the water.

### Mission Rewards:

👤 Intel: +50

💰 Credits: +5,000

### Gomorrah Missions

#### Sly McGee

(Gomorrah must be completed.)

**Purpose:** Sly McGee has some cargo that needs to be delivered to Indus III.

1. Receive the mission at Gomorrah Station in the Gomorra System.
2. Travel to Indus III in the Indus System and deliver Cargo.

### Mission Rewards:

👤 Intel: +25

💰 Credits: +1,000

#### Questionable Conduct

(Sly McGee must be completed.)

**Purpose:** Sly McGee knows of some rare and illegal Items for sale.

1. Receive the mission at Gomorrah Station in the Gomorra System.
2. Travel to Procyon X in the Procyon System and "Meet Sly's Suppliers"

💰 Credits: -5,500

### Mission Rewards:

👤 Intel: +10

🚫 Cargo: +50 Contraband

#### Contraband

(Questionable Conduct must be completed.)

**Purpose:** Sly McGee wants to sell you some more Contraband which you can dispose of at your leisure.

1. Receive the mission at Gomorrah Station in the Gomorra System.
2. Travel to Sirius VIII in the Sirius System and "Meet Sly's Suppliers."

💰 Credits: -5,000

### Mission Rewards:

👤 Intel: +10

🚫 Cargo: +17 Contraband

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### Appendix A - Gameplay Suggestions

- 🟪 Complete Sable's side missions as early as possible! The Psi Powers provided during these missions will benefit you throughout the game!
- 🟪 Unless saving it for crafting, sell your cargo often to save room for more. You gain cargo after almost every battle so make sure you have room for it!
- 🟪 Haggle often! Every item in the game that can be purchased can be bought for up to 75% off with a good Haggle. Get some practice on this and buy low or sell high!
- 🟪 You can make lots of money by crafting items and selling them at the local shops. Make sure that you Haggle first in order to maximize your income!
- 🟪 Faster ships go first in battle! If you're going second, you may want to upgrade to a faster ship. The ship speed also affects how quickly your ship moves on the System Maps as well.
- 🟪 You can sell cargo to factions to gain faction rating. This way you can make enemies your friends!
- 🟪 Sell your contraband often to reduce enemy encounters and to make some extra money.
- 🟪 On the DS, you can press SELECT on the System Map to enter your inventory at any time.
- 🟪 Selling your extra ships is a great way to make some extra money!
- 🟪 Quick Battle is the fastest way into a Battle and is a great place to go if you're looking for Intel to help you level up. Concentrate on connecting Intel Gems rather than winning outright and you'll level up quickly!
- 🟪 If you encounter a difficult opponent, look at the items they are using. If you can, use items that prevent them from using their own or customize your items to counter theirs in other ways.
- 🟪 The fastest way to level up is to complete Rumors! These often provide a hefty amount of Intel when completed.
- 🟪 When targeting ships on the DS, either select the area in front of the ship (which will help target it as it flies) or you can target it while flying straight at the other ship (which will quickly begin the encounter).
- 🟪 You can have up to 3 ships in your fleet and all of these ships will hold cargo for you. It's a great idea to have at least one ship in your fleet that has a high cargo capacity (like a Standard Hauler).

### Appendix B - Frequently Asked Questions

- Q. Why can't I equip the \*whatever\* item to my ship? I have available slots!
- A. Each ship has a maximum amount of Engine, CPU and Weapon Energy that can be allotted between all of the items equipped on the ship. Check to see that you haven't exceeded the available amount of energy you have available!
- Q. I already hacked this LeapGate! Why do I have to hack it again?
- A. There is a computer virus in the LeapGate system. This is why the LeapGates disengaged in the first place. The virus continues to affect all of the LeapGates in the game, even after you have unlocked them. This means that periodically the LeapGates will go offline and you will need to hack them again to re-open them.
- Q. When using an item that destroys or removes Gems on the board, which direction do they fall in from?
- A. The new Gems will fall in from the direction of the last move that was made, unless there is a gravity effect on the Battle Board.

### Appendix C - Helpful Advice

#### **Battle**

- 🟪 When deciding which items should go on your ship, experiment and see what items work well for you.
- 🟪 You can upgrade to a ship with increased Shield Energy, Hull Points and more slots for items to be equipped.
- 🟪 Make sure to keep an eye on your shields! You can refill your Shield Energy by matching Blue Gems or by using certain items.
- 🟪 Items that prevent your opponent from healing or replenishing shields are essential, especially late in the game.

#### **Mining**

- 🟪 Move Gems so that they fall in next to other Gems. If one side of the board gets bare, don't move Gems in on that

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side because there won't be anything to match them with!

- ☛ Keep the Gems spread out evenly on the Battle Board. It will give you more matching opportunities.
- ☛ Upgrade to a new ship! An upgraded ship will usually have a larger cargo capacity.
- ☛ Beta Centauri is a good place to mine. Numerous asteroids are located in that system.
- ☛ When possible, try to connect more than 3 Gems at a time. The bonuses will help you meet your mining quotas.
- ☛ If you can, try to have at least two ships in your fleet. One fast ship for flying and fighting and one other ship as a hauler to hold all of your cargo.

### Hacking

- ☛ Cascades take up valuable time, you will not be able to make another move until the cascade has completed.
- ☛ Use Time Gems as frequently as possible! Even if you do not think that you need it, it is better to be safe than sorry.
- ☛ It is better to get two 3-of-a-kinds of Time Gems rather than a higher connection like a 4- or 5-of-a-kind.
- ☛ Pay very close attention to the required Gems that need to be connected. Cascades can cause connections that you didn't count on and you may end up wasting time looking for a connection you've already made!
- ☛ When you need to make a connection that isn't on the board, connect Gems you don't need in order to make room for the ones that you do. Try to connect these Gems so that their replacements fall in where other like-colors are at.

### Crafting

- ☛ You can remove Biohazard Gems by connecting 3 of them or by getting a 5-of-a-kind. You can't move the Biohazard Gems naturally, but connecting other Gems will still cause the Biohazards to fall and if they connect, they will disappear from the game board.
- ☛ Obtain ships with a large cargo capacity to carry the cargo needed to Craft other ships.

### Rumors

- ☛ Try not to cascade anything! Cascades don't count for turns and they only help to bring in more Nuke Gems!

## Appendix D - Lists & Tables

### Factions

👤 **MRI:** One of the four Megacorps, mainly made up of telepaths.

#### Systems under their jurisdiction:

1. Apus
2. Atlia
3. Ceti
4. Erebus
5. Gemini
6. Serpens
7. Talus
8. Vega

👤 **Cytech:** A high-tech group partly made of robots and androids. One of the four Megacorps.

#### Systems under their jurisdiction:

1. Auriga
2. Castor
3. Electra
4. Fornax
5. Perseus


👤 **Lumina:** A largely religious group, one of the four Megacorps.

#### Systems under their jurisdiction:

1. Alpha Centauri


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2. Aquila
3. Beta Centauri
4. Lupus
5. Orion
6. Polaris
7. Ramses
8. Terra

 **Trident:** A militaristic organization, avid shipbuilders and one of the four Megacorps.


### Systems under their jurisdiction:

1. Aries
2. Indus
3. Leo
4. Libra
5. Taurus

 **Pirates:** The ancient Earth gang member became the modern day Pirate.


### Systems under their jurisdiction:

1. Azha
2. Caelum
3. Carinox
4. Gomorrah
5. Icarus
6. Nashira
7. Navi
8. Nornes
9. Procyon
10. Quaris
11. Sargon
12. Scorpio
13. Sirius
14. Solis
15. Vela

 **Elysia:** The paradise planet of these frail, easily-conquered creatures is a popular tourist destination.


### Systems under their jurisdiction:

1. Elea
2. Elysia

 **Degani:** The Degani are renowned galaxy-wide as excellent chefs and masters of hospitality.


### Systems under their jurisdiction:

1. Aquarius
2. Degani
3. Lepus

 **Keck:** A race of bird-like creatures capable of flight, the Keck are intense but reputable merchants.

### Systems under their jurisdiction:

1. Altair
2. Keck
3. Tucana
4. Virgo


 **Jahrwoxi:** These creatures are sly, mercantile and above else, dishonest.

### Systems under their jurisdiction:

1. Corvus


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2. Cygnus
3. Jahrwox
4. Pleione

 **Qesadans:** This tall, thin and deeply religious people's planet is full of undiscovered treasures and artifacts.


### Systems under their jurisdiction:

1. Cepheus
2. Lyra
3. Qesada
4. Regulus
5. Theseus

 **Soulless:** A race of genetically advanced clones hell-bent on destroying the galaxy.


### Systems under their jurisdiction:

1. Gehenna
2. Gorgon
3. Grus
4. Hades
5. Medusa
6. Musca
7. Typhon

 **Plasmids:** Fluidic beings whose habitat is water, they are almost undetectable when they wish to remain hidden.


### Systems under their jurisdiction:

1. Delphinus
2. Hydra
3. Pegasus
4. Plasmia

 **Krystalli:** Closer to mineral than life form, these rock-like beings are hunted by MRI for their telepathic abilities.

### Systems under their jurisdiction:

1. Krystallus

 **Vortraag:** A race of lizard-like creatures who put up a strong resistance to the Empire.

### Systems under their jurisdiction:

1. Circinus
2. Eridanus
3. Lacerta
4. Megreb
5. Sagitta
6. Vortraag
7. Zaurak

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### Ships

Model	Speed	Hull	Shields	Class	Slots	Cargo Capacity
<b>No Faction</b>						
Acheron Ghostship	10	100	80	Dreadnaught	7	1200
Automated Defense	2	50	15	Frigate	4	15
Gun Turrets	2	100	30	Frigate	4	15
Standard Shuttle	8	45	15	Shuttle	3	750
Standard Transport	6	20	10	Shuttle	3	1350
Standard Hauler	4	170	20	Heavy Cruiser	6	6000
<b>Cytech Faction</b>						
Cytech Botship	8	55	20	Shuttle	3	75
Cytech Missile Array	6	100	30	Light Crusier	5	600
Cytech Needle	8	80	20	Frigate	4	150
<b>Degani Faction</b>						
Degani Hauler	4	170	20	Heavy Cruiser	6	6000
Degani Marketship	6	90	35	Light Cruiser	5	1500
Degani Transport	6	20	10	Shuttle	3	1350
<b>Elysia Faction</b>						
Elysian Ferry	6	85	20	Frigate	4	1875
<b>Jahrwoxi Faction</b>						
Jahrwoxi Homeship	2	140	25	Heavy Cruiser	6	3000
Jahrwoxi Traveler	8	45	15	Shuttle	3	750
<b>Keck Faction</b>						
Keck Merchant	6	20	10	Shuttle	3	1350
Keck Tradeship	8	80	25	Frigate	4	1500
<b>Krystalli Faction</b>						
Krystalli Refugee	8	45	15	Shuttle	3	750
<b>Lumina Faction</b>						
Lumina Cruiser	6	105	30	Light Cruiser	5	750
Lumina Warship	6	70	25	Shuttle	3	375
Lumina Archive Ship	2	180	50	Capital	8	3750
Lumina Seeker	6	20	10	Shuttle	3	1350
<b>MRI Faction</b>						
MRI Blade	8	50	20	Shuttle	3	150
MRI Mindship	4	150	40	Dreadnaught	7	2625
MRI Psionic Array	6	75	25	Frigate	4	300
MRI Shuttle	8	45	15	Shuttle	3	750

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Pirate Faction						
Pirate Fighter	8	45	15	Shuttle	3	750
Pirate Miner	6	20	10	Shuttle	3	1350
Pirate Battlecruiser	6	140	35	Heavy Cruiser	6	3000
Pirate Warship	10	50	15	Shuttle	3	300
Plasmid Faction						
Plasmid Shuttle	6	20	10	Shuttle	3	1350
Quesada Faction						
Quesadan Lightship	8	125	50	Heavy Cruiser	6	2250
Quesadan Pilgrim	8	45	15	Shuttle	3	750
Soulless Faction						
Soulless Heavy Cruiser	6	170	45	Dreadnaught	7	3000
Soulless Warship	8	115	35	Light Cruiser	5	2250
Unidentified Vessel	8	115	35	Light Cruiser	5	2250
Gamma Sphere	6	250	60	Capital	8	3750
Trident Faction						
Trident Battleship	2	200	50	Capital	8	3000
Trident Gunship	6	140	35	Heavy Cruiser	6	1500
Trident Warship	6	90	30	Frigate	4	450
Vortraag Faction						
Vortraag Cruiser	6	110	35	Light Cruiser	5	1200
Vortraag Destroyer	4	160	40	Dreadnaught	7	2250

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### Player Items

Plan	Turns	Weapon	Engine	CPU	Item Description
<b>A.I. Missiles</b>	3	2		15	Does 1 point of damage to your opponent for every 2 points of your Green Energy.
<b>A.I. Transformer</b>	3		10	2	Converts all Yellow Gems into Green Gems.
<b>Adaptive Plating</b>	3			7	Gives you the Adaptive Armor effect (20% chance to reduce incoming damage to 1 point) for 4 turns, +1 more for every 5 Green Energy you have.
<b>Adrenal Implant</b>	99	6	1		Adds +15 to your maximum Red Energy for the remainder of this Battle, +1 more per 4 Red Gems on the board. Does not end your turn.
<b>ADV Laser</b>	3	8			Does 6 damage to your opponent, +1 more for every 4 points of Red Energy you have.
<b>Anti-grav Array</b>	7		4		Applies Anti-Gravity to the board for 5 turns (causing Gems to fall upwards). Does not end your turn.
<b>Anti-Psi Drone</b>	1	4	3		Drains 20 Psi points from the opponent.
<b>Auto-Repair Scanner</b>	5		5	10	Repairs 8 damage, +1 more for every 4 Green Gems on the board. Drains your Green Energy.
<b>Auxiliary Plating</b>	9		7	5	Gives you Auxiliary Armor effect (causing each non-damage match to reinforce your shields but award -1 less of that Gem Type) for 6 turns.
<b>Basic Disruptor</b>	4	7	1		Adds 4 turns to the Recharge Time of a random opponent Item.
<b>Basic Laser</b>	2	5			Does 4 damage to your opponent, +1 more for every 5 points of Red Energy you have.
<b>Basic Thruster</b>	1		3	2	Destroys a single Gem of your choice on the board. You gain full effect for the Gem destroyed
<b>Basilisk Net</b>	8	5	5	5	Inflicts your opponent with the Time Warp effect (causing them to miss their turn) for 2 turns, +1 more turn for every 8 Red Energy they have.
<b>Booster Drive</b>	5		4	4	Gives you the Boost effect (doubles all Yellow Energy) for 6 turns.
<b>Burst Disruptor</b>	3	6	1	3	Adds 2 turns to the Recharge Time of a random opponent Item. Does not end your turn.
<b>Chronotron Drone</b>	5		4	1	Activates a Chronotron Drone on your ship for 5 turns (causing any Time Warp effects that make you miss a turn to be deleted automatically).
<b>Cloaking Module</b>	99		4	12	Cloaks your ship for 10 turns so you take no damage. The cloak ends if you damage your opponent.
<b>Cluster Bomb</b>	8	20	4	4	All +10 Mines on the board explode, destroying the surrounding Gems. You gain full effect for every Gem destroyed.
<b>Cluster Missiles</b>	3	5	6		Does 4 damage to your opponent and destroys 3 random Gems on the board.

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<b>Cobalt Beam</b>	3	12	5		Drains up to 10 Shield Energy from your opponent, adding them to your own Shield Energy.
<b>Cobalt Sensor</b>	3		2	8	Adds 8 to Shield Energy, +1 more for every 8 points of Red Energy your opponent has.
<b>Conductive Plating</b>	6		7		Gives you the Conductive Armor effect (+1 to Red, Yellow, and Green Energy when taking damage) for 4 turns, +1 more for every 5 Yellow Energy you have.
<b>Control Implant</b>	99		4		Adds +10 to your maximum Yellow Energy for the remainder of this Battle, +1 more per 5 Yellow Energy you have.
<b>Control Jack</b>	99		10	6	Adds 10 to your maximum Yellow and Green Energy for the remainder of this Battle, +1 more per 4 Yellow Gems on the board.
<b>Counter Missiles</b>	4	7	7		Does 5 damage to your opponent and turns all Red Gems to Blue Gems.
<b>Damage Assimilator</b>	99	10			Destroys all Mines on the board. For each Mine destroyed, it adds +2 to maximum Red Energy (for the rest of this Battle).
<b>Dark Laser</b>	6	15		10	Does 20 damage to your opponent, +1 more for every 2 points of Green Energy you have.
<b>Darkmatter Beam</b>	6	12	8	8	All of your opponent's Energy is reduced to 0 (Shields included).
<b>Data Generator</b>	3			4	Destroys all White Gems, giving you 1 point of Green Energy for every Gem destroyed.
<b>Data Implant</b>	99		12		Increases maximum Shield Energy by +10, +1 more for every 3 Blue Gems on the board. Destroys all Blue Gems in play.
<b>Data Jack</b>	99		1	6	Adds +15 to your maximum Green Energy for the remainder of this battle, +1 more per 4 Green Gems on the board.
<b>Data Matrix</b>	2	4	4		Adds +5 to Green Energy. Does not end your turn.
<b>Data Probe</b>	5		6	2	Inflicts the CPU Drain effect on your opponent (causing their Green Energy to lose 2 points each turn) for 5 turns, +1 turn for every 6 points of Yellow Energy you have.
<b>Data Regulator</b>	3			7	Destroys all White Gems on the board. You gain +1 Intel for every 2 Gems destroyed.
<b>Data Synapse</b>	3			7	Destroys all Purple Gems. Adds +1 to Intel for every 2 Gems destroyed.
<b>Defense Probe</b>	4		9	1	Inflicts the Shield Drain effect on your opponent (causing their Shield to lose 3 points each turn) for 4 turns, +1 turn for every 5 points of Yellow Energy you have.
<b>Degausser</b>	0	2	5		Removes all Status Effects on your ship.
<b>Destabilization Field</b>	8	8			Inflicts the Destabilization effect on your opponent (allowing their Shields to let up to 5 points of damage through) for 6 turns.

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<b>Disruption Field</b>	3	3	2	1	Prevents your opponent's Shields from regenerating for 6 turns.
<b>Doomsday Bomb</b>	6	15	5	5	All Gems on the board are removed and new Gems fall in to replace them.
<b>EM Beam</b>	3	2		6	Halves the Green Energy of your opponent.
<b>EM Bomb</b>	5	12		9	All Green Gems on the board explode, destroying the surrounding Gems. You gain full effect for every Gem destroyed.
<b>EM Disruptor</b>	5	12	5		Adds 2 turn to the Recharge Time of all opponent Items, +1 more for every 10 points of Yellow Energy you have.
<b>EM Net</b>	4		4	5	Inflicts your opponent with the Time Warp effect (causing them to miss their turn) for 2 turns.
<b>Engine Bot</b>	1		6		Drains all of your Yellow Energy and doubles all of your Green Energy.
<b>Engine Martix</b>	2	3		5	Adds +5 to Yellow Energy. Does not end your turn.
<b>Engine Uplink</b>	2		3	8	Converts all Green Gems into Yellow Gems.
<b>Environmental Degausser</b>	2	2	6		Removes all Status Effects on the board.
<b>Ferrite Capacitor</b>	99	2	6	3	Increases your maximum Red Energy and Green Energy by 10, +1 more for each 5 points of Yellow Energy you have.
<b>Fireball Thruster</b>	3	4	8		Destroys a selected Gem plus all of the Gems around it. Full effect is given for every Gem destroyed.
<b>Flightpath Analyzer</b>	99		12	8	Increases your maximum Shield Energy by 20 and increases your Shield by 10.
<b>Giga Minelayer</b>	4	5	8	16	Turns all Mines into +10 Mines.
<b>Gravflux Array</b>	6		4	1	Reverses Gravity for 6 turns.
<b>Guardian Drone</b>	5		14	5	Activates a Guardian Drone on your ship for 5 turns (causing all damage to be halved if your Shield Energy is greater than 0).
<b>Helm Implant</b>	99			5	Adds +10 to your maximum Shield Energy for the remainder of this Battle, +1 more per 8 levels you have.
<b>Helm Jack</b>	99		4	2	Increases maximum Shield Energy by 5, +1 more for every 4 Blue Gems on the board.
<b>Interceptor Drone</b>	5	6	6	1	Activates an Interceptor Drone on your ship for 5 turns (causing all incoming damage of +3 or greater to be reduced by 5 points).
<b>Landing Rockets</b>	3		5		Randomly adds 4 Yellow Gems to the board, +1 more for every 10 points of Engineering Skill you have (maximum of +10).
<b>Language Assimilator</b>	3		4		Destroys all White Gems on the board. For each gem destroyed, it adds 1 to your Green Energy.
<b>Laser Blaster</b>	6	9			Does 5 points of damage to your opponent, ignoring Shields, +1 more for every 5 Red Energy you have.

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<b>Laser Generator</b>	1		5		Destroys all Mines on the board, giving you 1 point of Red Energy for every Mine destroyed.
<b>Linear Thruster</b>	4	4	10		Destroys the selected column of Gems. You gain full effect for every Gem destroyed.
<b>Mass Drive</b>	6	3	8		Gives you the Mass Driver effect (adds +1 damage for every 2 Yellow Gems in play) for 6 turns.
<b>Mega Minelayer</b>	4		12	6	Turns all lesser Mines into +5 Mines.
<b>Memory Field</b>	4		9	6	Inflicts the Confusion effect on the opponent (halving their skills) for 5 turns, +1 turn for every 3 Blue Gems in play.
<b>Mersenne Array</b>	0		4		Applies the Grav-Flux effect to the board for 5 turns (causing Gems to fall from random directions). Does not end your turn.
<b>Mersenne Transformer</b>	3		7		Changes all Gems of a random color into Purple Gems.
<b>Military Laser</b>	4	12			Does 8 damage to your opponent, +1 more for every 3 points of Red Energy you have.
<b>Military Sweeper</b>	5	3	10	3	Removes all Mines on the board. Adds +1 Red Energy for each mine removed and drains that amount from your opponent.
<b>Mine Array</b>	5	16	8	3	Applies the Minefield effect to the board for 8 turns (causing all damage Gems to double in effect). Does not end your turn.
<b>Mine Sweeper</b>	3	3	4		Removes every Mine on the board. You gain no effect for Gems destroyed.
<b>Mini Cluster Bomb</b>	5	12	2	2	All +1 Mines on the board explode destroying the surrounding Gems. You gain full effect for Every Gem destroyed.
<b>Mining Laser</b>	3	4			Does 3 damage to your opponent, +1 more for every 6 points of Yellow Energy you have.
<b>Mining Scoop</b>	4		6		Destroys 6 random Gems.
<b>Modified Capacitor</b>	99		6	1	Adds +15 to your maximum Yellow Energy for the remainder of this Battle, +1 more per 4 Yellow Gems on the board.
<b>Molecular Blaster</b>	5	14			Does 8 points of damage to your opponent, ignoring Shields, +1 more for every 4 points of Red Energy you have.
<b>Multi-Thrusters</b>	4	2	15		Destroys the selected column of Gems and one column on either side. You gain full effect for every Gem destroyed.
<b>Multiphase Capacitor</b>	6	8	8	8	Increases all maximum Energy (except Shield Energy) by +3. Does not end your turn.
<b>Multiphase Thruster</b>	5	3	5	2	Destroys all Gems of matching color to the one chosen. You gain full effect for all Gems destroyed.
<b>Multiphasic Beam</b>	3	6	6	6	Halves all of your opponent's Energy (Excluding Shields).

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<b>Narrow-Beam Laser</b>	4	14			Does 5 points of damage to your opponent, +3 for every 10 points in your Gunnery Skill.
<b>Nebula Array</b>	3	3	6		Applies the Gas Nebula effect to the board for 8 turns (causing all Energy matches to double in effect). Does not end your turn.
<b>Needle Drone</b>	0	9	4		Reduces the opponent's Shield by 1 point for every 2 points of Red Energy they have.
<b>Needle Missiles</b>	2	4		5	Does 3 damage to your opponent, +1 damage for every 2 Green Gems on the board.
<b>Network Analyzer</b>	99	3	2	6	Increases your maximum Red Energy and Yellow Energy by 10, +1 more for each 5 points of Green Energy you have.
<b>Newtonian Array</b>	6		4		Applies Gravity to the board for 8 turns (causing Gems to fall downwards). Does not end your turn.
<b>Nova Drive</b>	6	2	9	2	Gives you the Nova effect (any Nova fills up your Energy bars) for 5 turns, +1 more turn for every 4 Yellow Energy you have.
<b>Null Wave</b>	3		4	5	Destroys all Blue Gems in play. You gain no effect from the Gems. Does not end your turn.
<b>Orbital Array</b>	8	4	3		Opponent's Gravity rotates constantly for 6 turns.
<b>Photonic Transformer</b>	3		7		Select a Gem. Changes all Gems of matching color into White Gems.
<b>Platinum Transformer</b>	1	1	10		Converts all Yellow Gems into Red Gems.
<b>Point Disruptor</b>	4	6	3		Adds 4 turns to the Recharge Time of a random opponent Item. Adds 1 more Item for every 50 points in your Gunnery Skill.
<b>Power Disruptor</b>	4	9		4	Adds 3 turns to the Recharge Time of the most powerful Item on the opponent's ship (Item with the highest Energy cost).
<b>Power Laser</b>	0	6			Does 5 points of damage to your opponent.
<b>Psi Amplifier</b>	3			6	Drains 1-10 Psi Points randomly from your Psi total, doing 1 point of damage to the opponent for every point drained.
<b>Psi Transformer</b>	3	1		8	Select a Gem. Changes all Gems of matching color into Purple Gems.
<b>Psi-Shield Generator</b>	3		5	5	Destroys all Purple Gems, adding 1 point to your Shields for every Gem destroyed.
<b>Red-Eye Torpedoes</b>	3	9	1		Does 1 point of damage to your opponent for every 2 points of Red Energy they have.
<b>Reflect Armor</b>	5	8	7	7	Does 1 point of damage to your opponent for every 2 points in your Shield. Drains your Shield to half.
<b>Regulon Field</b>	5	5	5		Halves an opponent's shield
<b>Repair Bot</b>	3		1	7	Repairs +5 damage, +1 more for every 8 points of Green Energy you have.
<b>Robotic Minelayer</b>	3		8	2	Turns all Yellow Gems into +1 Mines.

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<b>Sabotage Drone</b>	3	5	2	2	Randomly switches your opponent's Energy totals. Does not end your turn.
<b>Seeker Torpedoes</b>	2	5	8		Does 6 damage to your opponent, +1 more for every 8 points of Yellow Energy they have.
<b>Shield Capacitor</b>	99		12	8	Increases your maximum Shield Energy by 20, +1 more for every 3 Blue Gems on the board. Destroys all Blue Gems in play.
<b>Shield Drone</b>	5		4	10	Activates a Shield Drone on your ship for 5 turns (causing your Shield to regenerate 4 points at the start of each turn).
<b>Shield Matrix</b>	2		6	1	Adds +5 to your shield energy. Does not end your turn.
<b>Shield Virus</b>	3	8		13	Reduces the opponent's Shield to 0.
<b>Shield Wave</b>	4		10	2	Removes all Blue Gems on the board. Adds +1 to your Shield for every 2 Gems removed.
<b>Shield Multiplexor</b>	8		10	6	Drains your Shield but fills your Red Energy. Does not end your turn.
<b>Shield Synapse</b>	3		6	3	Destroys all Purple Gems on the board and adds +1 to your Shield for every 2 Gems destroyed.
<b>Shielded Minelayer</b>	3	5	10		Turns all Blue Gems into +1 Mines.
<b>Shock Minelayer</b>	2		2	6	Randomly places a single +10 Mine on the board. Does not end your turn.
<b>Shock Net</b>	5	6	6		Inflicts your opponent with the Time Warp effect (causing them to miss their turn) for 2 turns, +1 more for every 10 points of Red Energy you have.
<b>Shock Wave</b>	3		8	1	Destroys all Blue Gems in play. Adds +1 to your Red Energy for every 2 Gems destroyed.
<b>Siphon Field</b>	3	3	8	2	Destroys all Blue Gems in play. Drains 2 points from the opponent's Shields for every Gem destroyed.
<b>Smart Bomb</b>	3	12		4	Select a Gem. The chosen Gem and all Gems surrounding it are destroyed. You gain full effect for every Gem destroyed.
<b>Solar Drive</b>	5		8		Gives you the Solar Flare effect (matching Red, Green or Blue Gems gives you +2 Yellow Energy) for 5 turns.
<b>Space Bomb</b>	0	9			Explodes a random Gem. All Gems surrounding it are destroyed. You gain full effect for every Gem destroyed.
<b>Spectral Analyzer</b>	99	8	8	8	Adds 15 to the maximum of your Red, Green and Yellow Energies for this Battle, +1 more for every 5 points of your opponent's highest Energy amount.
<b>Sub-Light Drive</b>	3		4		Gives you the Sub-Light effect (adds +2 to all generated Energy) for 5 turns, +1 more turn for every 5 points of Yellow Energy you have.
<b>Supernova Module</b>	5		2	6	Gives you the Nova effect (any Nova fills up your Energy bars) for 5 turns, +1 more for every 3 Green Gems in play.

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<b>Synaptic Assimilator</b>	3	3	3	11	Destroys all Purple Gems on the board. For every Gem destroyed, it adds +1 to your Psi Points.
<b>Targeting HUD</b>	4	4		6	Gives you the Targeting effect (+3 to all damage done) for 5 turns, + 1 turn for every 5 points of Red Energy you have.
<b>Targeting Implant</b>	99	9			Adds +10 to your maximum Red Energy for the remainder of this Battle and reduces the Red Energy of your opponent to 0.
<b>Targeting Jack</b>	99	13	3		Adds +25 to your maximum Red Energy for the remainder of the Battle, +1 more for every 4 Red Gems on the board.
<b>Telekinetic Generator</b>	1	5			Destroys all Purple Gems, giving you 1 point of Yellow Energy for every Gem destroyed.
<b>Temporal Drive</b>	9		8		Gives you the Time Loop effect (25% chance of an extra turn) for 5 turns, +1 more turn for every 8 points of Yellow Energy you have.
<b>Temporal Field</b>	5		7	6	Inflicts the Time Warp effect on the opponent (causing them to miss turns) for 2 turns, +1 turn for every 20 points of Shield you have.
<b>Temporal Probe</b>	5		12	1	Inflicts the Time Warp effect on the opponent (causing them to miss turns) for 2 turns, +1 turn for every 10 Yellow Energy you have.
<b>Threat Analyzer</b>	99	12		10	Increases your maximum Red Energy and Green Energy by 20 for this Battle, +1 more for each 5 points of your enemy's Red Energy.
<b>Threat Scanner</b>	1		2	2	Adds +1 point of Red Energy for every Mine on the board.
<b>Tractor Beam</b>	1	8		4	Drains up to 8 points of Yellow Energy from your opponent, adding them to your own.
<b>Trident Laser</b>	5	15			Does 9 points of damage to your opponent, +1 more for every 4 points of Red Energy you have. Your turn does not end.
<b>Trident Missiles</b>	2	7		3	Does 3 damage to your opponent, +1 damage for every Red Gem on the board.
<b>Ultra Degausser</b>	3	3	11	3	Removes all Status Effects in play.
<b>Ultra Minelayer</b>	3		1	8	Turns all lesser Mines into +3 Mines.
<b>Vampyre Drone</b>	5	14	8	5	Reduces opponent's Shield by 10, +1 point for each 5 levels the opponent has. Adds those points to your own Shield.
<b>Vortraag Laser</b>	3	16			Does 10 damage to your opponent, +1 more for every 5 levels you have.
<b>Wasp Missiles</b>	3	8	2	2	Does 2 damage to your opponent, +1 more for every Yellow Gem on the board.
<b>Weapons Bot</b>	1	6			Drains all of your Red Energy and doubles all of your Green Energy.
<b>Weapons Matrix</b>	0		8	5	Adds +5 to your Red Energy. Does not end your turn.

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<b>Weapon Probe</b>	5	7	1	1	Inflicts the Weapon Drain effect on the opponent (causing their Red Energy to lose 2 points each turn) for 5 turns, +1 turn for every 6 points of Yellow Energy you have.
<b>Weapons Uplink</b>	2	3	8	8	Converts all Green Gems into Red Gems.
<b>Yellowfin Torpedoes</b>	3	9	1	1	Does 1 point of damage to your opponent for every 2 points of Yellow Energy they have.

### Asteroids

Asteroid	System	Cargo Type 1	Cargo Type 2	Cargo Type 3
E3CF36J	Erebus	Minerals (15)	Alloys (10)	Polymers (3)
E5GH56P	Erebus	Minerals (18)	Isotopes (12)	Polymers (4)
P4IU987	Erebus	Alloys (30)	Minerals (20)	Crystals (8)
XGI24P	Talus	Minerals (20)	Contraband (16)	Gold (6)
XK786T	Talus	Alloys (18)	Food (12)	Minerals (4)
TX967R	Quaris	Alloys (25)	Minerals (20)	Contraband (8)
SR317D	Caelum	Polymers (40)	Minerals (27)	Medicine (13)
PH374V	Caelum	Contraband (35)	Minerals (22)	Polymers (11)
PS213M	Ceti	Alloys (40)	Minerals (27)	Technology (13)
BK409B	Ceti	Polymers (12)	Isotopes (7)	Gold (2)
IG253R	Serpens	Crystals (35)	Minerals (22)	Alloys (11)
A5975H	Atlia	Polymers (40)	Gold (27)	Alloys (13)
JR88IW	Atlia	Polymers (25)	Minerals (18)	Alloys (6)
SF793F	Apus	Minerals (50)	Gold (32)	Isotopes (15)
PH549D	Elea	Alloys (15)	Technology (10)	Polymers (3)
SR758W	Elea	Polymers (35)	Minerals (22)	Alloys (11)
JH869T	Vega	Polymers (10)	Food (6)	Isotopes (1)
DI868H	Beta Centauri	Minerals (48)	Polymers (48)	Technology (48)
PN383X	Beta Centauri	Minerals (48)	Technology (48)	Isotopes (48)
MD255Q	Beta Centauri	Minerals (48)	Polymers (48)	Alloys (48)
RM37IQ	Beta Centauri	Minerals (48)	Isotopes (48)	Crystals (48)
BS736Q	Beta Centauri	Minerals (48)	Gold (48)	Contraband (48)
BK2IIB	Beta Centauri	Minerals (48)	Food (48)	Crystals (48)
AD508Z	Orion	Polymers (18)	Minerals (12)	Alloys (4)
NB328Q	Circinus	Polymers (35)	Minerals (22)	Alloys (11)
AS683B	Circinus	Alloys (40)	Minerals (27)	Isotopes (13)
PN983Z	Circinus	Minerals (20)	Alloys (16)	Isotopes (6)
BS584C	Castor	Alloys (35)	Polymers (22)	Technology (11)
JFI74M	Auriga	Technology (50)	Alloys (32)	Minerals (15)
SR735B	Auriga	Alloys (20)	Technology (16)	Gold (6)
PS645M	Auriga	Technology (25)	Alloys (20)	Minerals (8)
DL576C	Sagitta	Minerals (25)	Isotopes (20)	Gold (8)
MPI09R	Sagitta	Isotopes (50)	Alloys (32)	Minerals (15)
JH462X	Sagitta	Isotopes (17)	Minerals (10)	Food (4)
JHI96G	Lacerta	Alloys (20)	Minerals (16)	Isotopes (6)
SR845M	Aquila	Alloys (20)	Technology (16)	Isotopes (6)
RJ508T	Megreb	Alloys (18)	Minerals (12)	Isotopes (4)
SC762H	Eridanus	Minerals (12)	Isotopes (7)	Alloys (2)
MD647X	Zaurak	Minerals (35)	Alloys (22)	Contraband (11)
PN554D	Zaurak	Polymers (35)	Minerals (22)	Alloys (11)
RM911M	Procyon	Minerals (20)	Food (16)	Medicine (6)
RM39IZ	Sargon	Medicine (50)	Minerals (32)	Alloys (15)

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<b>Asteroid</b>	<b>System</b>	<b>Cargo Type 1</b>	<b>Cargo Type 2</b>	<b>Cargo Type 3</b>
JR206G	Sargon	Minerals (25)	Medicine (20)	Contraband (8)
DH577R	Azha	Minerals (20)	Alloys (16)	Technology (6)
GW656Q	Krystallus	Gold (50)	Minerals (32)	Alloys (15)
SF973V	Libra	Alloys (55)	Minerals (55)	Polymers (55)
AD329T	Libra	Alloys (48)	Minerals (48)	Technology (48)
MD775F	Grus	Minerals (40)	Alloys (27)	Polymers (13)
IG199D	Medusa	Alloys (40)	Minerals (27)	Contraband (13)
JH578F	Solis	Isotopes (17)	Contraband (10)	Gold (40)
JH516H	Solis	Minerals (55)	Alloys (55)	Polymers (55)
PB849B	Gorgon	Minerals (40)	Alloys (27)	Contraband (13)
BK371F	Gorgon	Minerals (30)	Contraband (20)	Gold (8)
MP937B	Typhon	Minerals (25)	Technology (20)	Isotopes (8)
PN366W	Gehenna	Food (25)	Technology (20)	Gold (8)
SR487Z	Hades	Minerals (20)	Isotopes (16)	Medicine (6)
BK770B	Hades	Alloys (20)	Contraband (16)	Medicine (6)
KG740W	Hades	Food (17)	Crystals (10)	Medicine (4)
MD540Z	Musca	Minerals (40)	Gold (27)	Alloys (13)
AD356Z	Scorpio	Minerals (40)	Polymers (27)	Alloys (13)
BS719F	Delphinus	Polymers (55)	Minerals (55)	Food (55)
DT347D	Hydra	Polymers (35)	Minerals (22)	Alloys (11)
KG813M	Carinox	Polymers (20)	Minerals (16)	Isotopes (6)
JH320V	Carinox	Minerals (25)	Crystals (20)	Food (8)
DH778D	Regulus	Polymers (10)	Minerals (6)	Alloys (1)
DL361X	Ramses	Minerals (40)	Food (27)	Crystals (13)
PS735C	Cygnus	Contraband (50)	Alloys (32)	Minerals (15)
RJ569M	Corvus	Minerals (35)	Alloys (35)	Polymers (35)
BS256D	Theseus	Minerals (40)	Crystals (27)	Gold (13)
BK926F	Theseus	Crystals (50)	Food (32)	Minerals (15)
AD758C	Sirius	Alloys (20)	Contraband (16)	Medicine (6)
JH115B	Degani	Food (48)	Minerals (48)	Crystals (48)
NB891D	Altair	Alloys (30)	Crystals (30)	Gold (30)
JH679R	Altair	Food (18)	Alloys (12)	Technology (4)
GL398B	Aquarius	Food (30)	Minerals (20)	Alloys (8)
PB943R	Navi	Minerals (18)	Alloys (12)	Contraband (4)
DH717C	Navi	Contraband (35)	Alloys (22)	Medicine (11)
PBI48G	Icarus	Isotopes (18)	Gold (12)	Medicine (4)
RJ590M	Icarus	Alloys (30)	Isotopes (20)	Medicine (8)
JR720F	Icarus	Minerals (35)	Isotopes (22)	Medicine (11)

## Puzzle Quest: Galactrix Walkthrough

### LeapGates

LeapGates	Difficulty	Time Limit	Number of Gems
Erebus to Ceti	Easy	100 sec.	12
Erebus to Quaris	Medium	110 sec.	20
Erebus to Talus	Easy	100 sec.	12
Talus to Gemini	Medium	105 sec.	16
Gemini to Apus	Medium	130 sec.	24
Gemini to Elea	Medium	105 sec.	16
Apus to Ceti	Difficult	55 sec.	12
Ceti to Caelum	Medium	70 sec.	12
Ceti to Serpens	Medium	90 sec.	16
Serpens to Atlia	Difficult	55 sec.	12
Serpens to Vega	Difficult	115 sec.	24
Vega to Elysia	Medium	105 sec.	16
Vega to Alpha Centauri	Easy	65 sec.	8
Elysia to Polaris	Medium	110 sec.	20
Elysia to Elea	Medium	125 sec.	20
Elea to Degani	Medium	145 sec.	24
Degani to Aquarius	Easy	65 sec.	8
Degani to Lepus	Medium	105 sec.	16
Lepus to Tucana	Medium	70 Sec.	12
Lepus to Polaris	Medium	130 sec.	24
Tucana to Virgo	Medium	90 sec.	16
Tucana to Keck	Medium	105 sec.	16
Virgo to Pleione	Easy	65 sec.	8
Virgo to Sirius	Difficult	95 Sec.	20
Virgo to Altair	Medium	105 sec.	16
Altair to Aquarius	Medium	110 sec.	20
Aquarius to Navi	Difficult	55 sec.	12
Navi to Icarus	Medium	90 sec.	16
Pleione to Theseus	Medium	70 sec.	12
Pleione to Corvus	Medium	90 sec.	16
Corvus to Jahrwox	Medium	125 sec.	20
Jahrwox to Lyra	Easy	85 sec.	12
Jahrwox to Cygnus	Medium	125 sec.	20
Cygnus to Keck	Medium	110 sec.	20
Keck to Polaris	Medium	145 sec.	24
Polaris to Terra	Medium	130 sec.	24
Terra to Alpha Centauri	Medium	160 sec.	24
Terra to Beta Centauri	Difficult	100 sec.	24
Terra to Orion	Medium	130 sec.	24
Terra to Lupus	Medium	130 sec.	24
Terra to Aquila	Medium	145 sec.	24
Terra to Ramses	Medium	130 sec.	24
Orion to Circinus	Medium	105 sec.	16
Orion to Fornax	Medium	70 sec.	12
Fornax to Indus	Medium	105 sec.	16
Fornax to Castor	Easy	85 sec.	12
Castor to Perseus	Medium	90 sec.	16
Perseus to Auriga	Medium	110 sec.	20
Auriga to Indus	Medium	70 sec.	12
Auriga to Electra	Medium	110 sec.	20

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LeapGates	Difficulty	Time Limit	Number of Gems
Indus to Lupus	Medium	110 sec.	20
Indus to Taurus	Medium	70 sec.	12
Electra to Sagitta	Medium	110 sec.	20
Sagitta to Lacerta	Medium	110 sec.	20
Lacerta to Vortraag	Easy	85 sec.	12
Lacerta to Megreb	Medium	90 sec.	16
Vortraag to Taurus	Difficult	95 sec.	20
Taurus to Leo	Medium	70 sec.	12
Leo to Aries	Medium	105 sec.	16
Aries to Aquila	Medium	90 sec.	16
Aries to Plasmia	Difficult	95 sec.	20
Aries to Libra	Difficult	95 sec.	20
Libra to Krystallus	Difficult	95 sec.	20
Krystallus to Eridanus	Difficult	95 sec.	20
Eridanus to Megreb	Medium	125 sec.	20
Eridanus to Zaurak	Medium	125 sec.	20
Zaurak to Vela	Medium	110 sec.	20
Zaurak to Nashira	Difficult	115 sec.	24
Nashira to Procyon	Difficult	75 sec.	16
Nashira to Sargon	Difficult	95 sec.	20
Sargon to Azha	Difficult	75 sec.	16
Vela to Nornes	Medium	125 sec.	20
Nornes to Grus	Difficult	115 sec.	24
Grus to Medusa	Difficult	95 sec.	20
Medusa to Solis	Difficult	55 sec.	12
Medusa to Gomorrah	Difficult	95 sec.	20
Medusa to Acheron	Difficult	115 sec.	24
Acheron to Musca	Difficult	115 sec.	24
Acheron to Gorgon	Difficult	100 sec.	24
Gorgon to Typhon	Difficult	100 sec.	24
Typhon to Gehenna	Difficult	100 sec.	24
Typhon to Hades	Difficult	100 sec.	24
Gomorrah to Musca	Difficult	95 sec.	20
Gomorrah to Scorpio	Difficult	75 sec.	16
Gomorrah to Carinox	Difficult	55 sec.	12
Scorpio to Plasmia	Difficult	75 sec.	16
Carinox to Hydra	Difficult	95 sec.	20
Hydra to Delphinus	Difficult	95 sec.	20
Delphinus to Plasmia	Medium	160 sec.	24
Delphinus to Pegasus	Medium	50 sec.	8
Pegasus to Regulus	Medium	110 sec.	20
Regulus to Theseus	Medium	110 sec.	20
Regulus to Lyra	Medium	90 sec.	16
Lyra to Cepheus	Medium	70 sec.	12
Cepheus to Quesada	Medium	125 sec.	20
Quesada to Ramses	Medium	125 sec.	20
Quesada to Aquila	Medium	90 sec.	16

## Puzzle Quest: Galactrix Walkthrough

### Rumor Locations

#	Rumor Title	Moon	System	Faction	Turns	Intel
1	"Dates"	Elea Tau	Elea	Elysia	5	+25
2	"The First Dark Age"	Zaurak Omega	Zaurak	Vortraag	15	+100
3	"The Second Dark Age"	New Europa	Orion	Lumina	5	+25
4	"The Third Dark Age"	Indus Delta	Indus	Trident	10	+50
5	"The Fourth Dark Age"	Scorpio Theta	Scorpio	Pirates	15	+100
6	"The Fifth Dark Age"	Medusa Alpha	Medusa	Soulless	5	+25
7	"The Sixth Dark Age"	Sagitta Theta	Sagitta	Vortraag	20	+250
8	"The Seventh Dark Age"	Eridanus Omicron	Eridanus	Vortraag	25	+500
9	"The Seventh Renaissance"	Procyon Epsilon	Procyon	Pirates	20	+250
10	"The Technocracy"	Krystallus Delta	Krystallus	Krystalli	15	+100
11	"MRI"	Gemini Labs	Gemini	MRI	15	+100
12	"The First Telepaths"	Solis Mines	Solis	Pirates	25	+500
13	"The Telepath Gene"	Cradle of Quesada	Theseus	Quesadans	20	+250
14	"Telepathic Testing"	Krystallus Iota	Krystallus	Krystalli	20	+250
15	"The Megacorps"	Leo Omicron	Leo	Trident	20	+250
16	"Cytech"	Fornax Epsilon	Fornax	Cytech	20	+250
17	"Lumina"	New Ethiopia	Polaris	Lumina	15	+100
18	"Trident"	Aries Sigma	Aries	Trident	15	+100
19	"The LeapGate Program"	Icarus Alpha	Icarus	Pirates	10	+50
20	"Working Prototypes"	Gomorrah Phi	Gomorrah	Pirates	25	+500
21	"LeapGate Technology"	Carinox Gamma	Carinox	Pirates	20	+250
22	"LeapGates Range"	Nashira Lambda	Nashira	Pirates	30	+1000
23	"Advanced LeapGates"	Quaris Epsilon	Quaris	Pirates	5	+25
24	"Lumina and the LeapGates"	New Asia	Lupus System	Lumina	20	+250
25	"MRI and the LeapGates"	Atlia Sigma	Atlia	MRI	20	+250
26	"Trident and LeapGates"	Typhon Delta	Typhon	Soulless	20	+250
27	"Cytech and the LeapGates"	Electra Zeta	Electra	Cytech	25	+500
28	"The Columbus"	Perseus Sigma	Perseus	Cytech	20	+250
29	"Alpha Centauri"	Pleione Rho	Pleione	Jahrwoxi	10	+50
30	"First Contact"	New Australis	Beta Centauri	Lumina	25	+500
31	"The Empire of Man"	New Antartika	Alpha Centauri	Lumina	15	+100
32	"The Dissolutions"	Typhon Rho	Typhon	Soulless	10	+50
33	"The Technocrat"	New Amerika	Aquila	Lumina	20	+250
34	"Selective Breeding"	Circinus Pi	Circinus	Vortraag	30	+1000
35	"Accelerated Breeding"	Musca Epsilon	Musca	Soulless	25	+500
36	"More LeapGates"	Krystallus Lambda	Krystallus	Krystalli	5	+25
37	"Speed of Light"	Leo Epsilon	Leo	Trident	15	+100
38	"Beyond Lightspeed"	Vela Epsilon	Vela	Pirates	10	+50
39	"Espionage"	Leo Delta	Leo	Trident	25	+500
40	"Cease and Desist"	Gehenna Omega	Gehenna	Soulless	25	+500
41	"Rapid Expansion"	Megreb Theta	Megreb	Vortraag	10	+50
42	"Jahrwoxi"	Corvus Lambda	Corvus	Jahrwoxi	15	+100
43	"Vortraag"	Lacerta Omega	Lacerta	Vortraag	15	+100
44	Krystalli	Krystallus Kappa	Krystallus	Krystalli	25	+500
45	"Elysians"	Elysia Lambda	Elysia	Elysia	10	+50
46	"Degani"	New Aztekia	Ramses	Lumina	10	+50
47	"Plasmids"	Plasmia Theta	Plasmia	Plasmids	15	+100
48	"Keck"	Keck Sigma	Keck	Keck	15	+100
49	"Quesadans"	Quesada Tau	Quesada	Quesadan	5	+25
50	"Pirates"	Sargon Pi	Sargon	Pirates	10	+50

## Puzzle Quest: Galactrix Walkthrough

### Haggling Locations

Shop	System
Erebus Shipyard	Erebus
Ceti CPUs	Ceti
Gemini Engines	Gemini
Degani Trader	Degani
Emporium of Keck	Keck
The Scrapyards	Jahrwox
Fruits of Cepheus	Cepheus
Cytech Systems	Fornax
Centauri Shipyard	Alpha Centauri
Perseus Engines	Perseus
Fist of Vortraag	Vortraag
Fires of Azha	Azha
Rogue Systems	Vela
Robotic Weaponry	Libra
Aries Shipyard	Aries
Hydra Systems	Hydra
Musca Weaponry	Musca
Bazaar of Keck	Altair
Sirius Engines	Sirius

### Crafting Plans

Plan	Difficulty	Weapon	Engine	CPU	Cargo Amount
Degausser	1 Bar	2	5		Polymers(4), Alloys(7), Gold(8)
Mining Scoop	1 Bar		6		Polymers(4), Alloys(5), Gold(9)
Mining Laser	1 Bar	4			Polymers(4), Minerals(5), Isotopes(7)
Anti-Psi Drone	1 Bar	4	3		Polymers(4), Minerals(8), Isotopes(7)
Sub-light Drive	1 Bar		4		Polymers(4), Alloys(5), Gold(7)
ADV Laser	1 Bar	8			Polymers(4), Minerals(5), Isotopes(11)
Data Generator	1 Bar			4	Alloys(4), Technology(5), Crystals(7)
Telekinetic Generator	1 Bar	5			Polymers(4), Minerals(5), Isotopes(8)
Laser Generator	1 Bar		5		Polymers(4), Alloys(5), Gold(8)
Data Matrix	1 Bar	4	4		Polymers(4), Minerals(9), Isotopes(7)
Solar Drive	1 Bar		8		Polymers(4), Alloys(5), Gold(11)
Weapon Probe	1 Bar		7	1	Polymers(5), Alloys(5), Gold(10)
Nebula Array	1 Bar	3	6		Polymers(4), Alloys(8), Gold(9)
Mersenne Array	1 Bar		4		Polymers(4), Alloys(5), Gold(7)
Anti-grav Array	1 Bar		4		Polymers(4), Alloys(5), Gold(7)
Data Probe	1 Bar		6	2	Polymers(6), Alloys(5), Gold(9)
EM Beam	1 Bar	2		6	Alloys(6), Technology(5), Crystals(9)
Tractor Beam	1 Bar	8		4	Polymers(8), Minerals(5), Isotopes(11)
Chronotron Drone	1 Bar		4	1	Polymers(5), Alloys(5), Gold(7)
Newtonian Array	1 Bar		4		Polymers(4), Alloys(5), Gold(7)
Engine Martix	1 Bar	3		5	Alloys(7), Technology(5), Crystals(8)
Weapons Bot	1 Bar		6		Polymers(4), Alloys(5), Gold(9)
Data Synapse	1 Bar			7	Alloys(4), Technology(5), Crystals(10)

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Plan	Difficulty	Weapon	Engine	CPU	Cargo Amount
Engine Bot	1 Bar		6		Polymers(4), Alloys(5), Gold(9)
Shock Wave	1 Bar		8	1	Polymers(5), Alloys(5), Gold(11)
Null Wave	1 Bar		4	5	Alloys(4), Technology(9), Crystals(8)
Threat Scanner	1 Bar		2	2	Polymers(6), Alloys(5), Gold(5)
Helm Jack	1 Bar		4	2	Polymers(6), Alloys(5), Gold(7)
Worm Drone	1 Bar	4		4	Polymers(8), Minerals(5), Isotopes(7)
Repair Bot	1 Bar		1	7	Alloys(4), Technology(6), Crystals(10)
Booster Drive	1 Bar		4	4	Polymers(8), Alloys(5), Gold(7)
Mine Sweeper	1 Bar	3	4		Polymers(4), Alloys(8), Gold(7)
Basic Thruster	1 Bar		3	2	Polymers(6), Alloys(5), Gold(6)
Basic Laser	1 Bar	5			Polymers(4), Minerals(5), Isotopes(8)
Power Laser	1 Bar	6			Polymers(4), Minerals(5), Isotopes(9)
Environmental Degausser	1 Bar	2	6		Polymers(4), Alloys(7), Gold(9)
Targeting HUD	1 Bar	4		6	Alloys(8), Technology(5), Crystals(9)
Orbital Array	1 Bar	4	3		Polymers(4), Minerals(8), Isotopes(7)
Destabilization Field	1 Bar	8			Polymers(4), Minerals(5), Isotopes(11)
Shield Matrix	1 Bar		6	1	Polymers(5), Alloys(5), Gold(9)
Landing Rockets	1 Bar		5		Polymers(4), Alloys(5), Gold(8)
Auto-Repair Scanner	1 Bar		5	10	Alloys(4), Technology(10), Crystals(13)
Gravflux Array	1 Bar		4	1	Polymers(5), Alloys(5), Gold(7)
Weapons Matrix	1 Bar		8	5	Polymers(9), Alloys(5), Gold(11)
Cobalt Sensor	1 Bar		2	8	Alloys(4), Technology(7), Crystals(11)
Data Regulator	1 Bar			7	Alloys(4), Technology(5), Crystals(10)
Disruption Field	1 Bar	3	2	1	Polymers(5), Minerals(7), Isotopes(6)
Psi-Shield Generator	2 Bars		5	5	Polymers(9), Alloys(5), Gold(8)
Reflect Armor	2 Bars	8	7	7	Polymers(11), Minerals(12), Isotopes(11)
Synaptic Assimilator	2 Bars	3	3	11	Alloys(7), Technology(8), Crystals(14)
Temporal Drive	2 Bars		8		Polymers(4), Alloys(5), Gold(11)
Psi Amplifier	2 Bars			6	Alloys(4), Technology(5), Crystals(9)
Needle Missiles	2 Bars	4		5	Alloys(8), Technology(5), Crystals(8)
Counter Missiles	2 Bars	7	7		Polymers(4), Minerals(12), Isotopes(10)
Shield Synapse	2 Bars		6	3	Polymers(7), Alloys(5), Gold(9)
EM Net	2 Bars		4	5	Alloys(4), Technology(9), Crystals(8)
Ultra Degausser	2 Bars	3	11	3	Polymers(7), Alloys(8), Gold(14)
Red-Eye Torpedoes	2 Bars	9	1		Polymers(4), Minerals(6), Isotopes(12)
Sabotage Drone	2 Bars	5	2	2	Polymers(6), Minerals(7), Isotopes(8)
Shield Wave	2 Bars		10	2	Polymers(6), Alloys(5), Gold(13)
Wasp Missiles	2 Bars	8	2	2	Polymers(6), Minerals(7), Isotopes(11)
Mersenne Transformer	2 Bars		7		Polymers(4), Alloys(5), Gold(10)
Yellowfin Torpedoes	2 Bars	9	1		Polymers(4), Minerals(6), Isotopes(12)
Control Implant	2 Bars		4		Polymers(4), Alloys(5), Gold(7)
Photonic Transformer	2 Bars		7		Polymers(4), Alloys(5), Gold(10)
Linear Thruster	2 Bars	4	10		Polymers(4), Alloys(9), Gold(13)
Defense Probe	2 Bars		9	1	Polymers(5), Alloys(5), Gold(12)
Mine Array	2 Bars	16	8	3	Polymers(7), Minerals(13), Isotopes(19)
Space Bomb	2 Bars	9			Polymers(4), Minerals(5), Isotopes(12)
Wasp Missiles	2 Bars	8	2	2	Polymers(6), Minerals(7), Isotopes(11)
Shield Virus	2 Bars	8		13	Alloys(12), Technology(5), Crystals(16)
Multiphasic Beam	2 Bars	6	6	6	Polymers(10), Minerals(11), Isotopes(9)
A.I. Transformer	2 Bars		10	2	Polymers(6), Alloys(5), Gold(13)
Platinum Transformer	2 Bars	1	10		Polymers(4), Alloys(6), Gold(13)
Language Assimilator	2 Bars		2	4	Alloys(4), Technology(7), Crystals(7)

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Plan	Difficulty	Weapon	Engine	CPU	Cargo Amount
<b>Psi Transformer</b>	2 Bars	1	7	8	Alloys(12), Technology(5), Crystals(16)
<b>Auxiliary Plating</b>	2 Bars		7	5	Polymers(9), Alloys(5), Gold(10)
<b>Helm Implant</b>	2 Bars			5	Alloys(4), Technology(5), Crystals(8)
<b>Duplex Capacitor</b>	2 Bars	2	8		Polymers(4), Alloys(7), Gold(11)
<b>Control Jack</b>	3 Bars		10	6	Polymers(10), Alloys(5), Gold(13)
<b>Robotic Minelayer</b>	3 Bars		8	2	Polymers(6), Alloys(5), Gold(11)
<b>Adaptive Plating</b>	3 Bars			7	Alloys(4), Technology(5), Crystals(10)
<b>Conductive Plating</b>	3 Bars		7		Polymers(4), Alloys(5), Gold(10)
<b>Adrenal Implant</b>	3 Bars	6	1		Polymers(4), Minerals(6), Isotopes(9)
<b>Network Analyzer</b>	3 Bars	3	2	6	Alloys(7), Technology(7), Crystals(9)
<b>Military Laser</b>	3 Bars	12			Polymers(4), Minerals(5), Isotopes(15)
<b>Targeting Jack</b>	3 Bars	13	3		Polymers(4), Minerals(8), Isotopes(16)
<b>Shock Net</b>	3 Bars	6	6		Polymers(4), Minerals(11), Isotopes(9)
<b>Regulon Field</b>	3 Bars	5	5		Polymers(4), Minerals(10), Isotopes(8)
<b>Data Jack</b>	3 Bars		1	6	Alloys(4), Technology(6), Crystals(9)
<b>Trident Missiles</b>	3 Bars	7		3	Polymers(7), Minerals(5), Isotopes(10)
<b>Shielded Minelayer</b>	3 Bars	5	10		Polymers(4), Alloys(10), Gold(13)
<b>Targeting Implant</b>	3 Bars	9			Polymers(4), Minerals(5), Isotopes(12)
<b>Shielded Multiplexor</b>	3 Bars		10	6	Polymers(10), Alloys(5), Gold(13)
<b>Cluster Missiles</b>	3 Bars	5	6		Polymers(4), Alloys(10), Gold(9)
<b>Basic Disruptor</b>	3 Bars	7	1		Polymers(4), Minerals(6), Isotopes(10)
<b>Siphon Field</b>	3 Bars	3	8	2	Polymers(6), Alloys(8), Gold(11)
<b>Military Sweeper</b>	3 Bars	3	10	3	Polymers(7), Alloys(8), Gold(13)
<b>Interceptor Drone</b>	3 Bars	6	6	1	Polymers(5), Minerals(11), Isotopes(9)
<b>Damage Assimilator</b>	3 Bars	10			Polymers(4), Minerals(5), Isotopes(13)
<b>Shield Drone</b>	3 Bars		4	10	Alloys(4), Technology(9), Crystals(13)
<b>Seeker Torpedoes</b>	3 Bars	5	8		Polymers(4), Alloys(10), Gold(11)
<b>Laser Blaster</b>	3 Bars	9			Polymers(4), Minerals(5), Isotopes(12)
<b>Ferrite Capacitor</b>	3 Bars	2	6	3	Polymers(7), Alloys(7), Gold(9)
<b>Burst Disruptor</b>	3 Bars	6	1	3	Polymers(7), Minerals(6), Isotopes(9)
<b>Fireball Thruster</b>	3 Bars	4	8		Polymers(4), Alloys(9), Gold(11)
<b>Mass Drive</b>	3 Bars	3	8		Polymers(4), Alloys(8), Gold(11)
<b>Multiphase Thruster</b>	3 Bars	3	5	2	Polymers(6), Alloys(8), Gold(8)
<b>Regulon Field</b>	3 Bars	5	5		Polymers(4), Minerals(10), Isotopes(8)
<b>Modified Capacitor</b>	3 Bars		6	1	Polymers(5), Alloys(5), Gold(9)
<b>Engine Uplink</b>	3 Bars		3	8	Alloys(4), Technology(8), Crystals(11)
<b>Weapons Uplink</b>	3 Bars	3		8	Alloys(7), Technology(5), Crystals(11)
<b>Data Implant</b>	3 Bars		12		Polymers(4), Alloys(5), Gold(15)
<b>Needle Drone</b>	3 Bars	9	4		Polymers(4), Minerals(9), Isotopes(12)
<b>Narrow-Beam Laser</b>	3 Bars	14			Polymers(4), Minerals(5), Isotopes(17)
<b>Trident Laser</b>	4 Bars	15			Polymers(4), Minerals(5), Isotopes(18)
<b>A.I. Missiles</b>	4 Bars	2		15	Alloys(6), Technology(5), Crystals(18)
<b>Molecular Blaster</b>	4 Bars	14			Polymers(4), Minerals(5), Isotopes(17)
<b>Doomsday Bomb</b>	4 Bars	15	5	5	Polymers(9), Minerals(10), Isotopes(18)
<b>Dark Laser</b>	4 Bars	15		10	Polymers(14), Minerals(5), Isotopes(18)
<b>Multi-Thrusters</b>	4 Bars	2	15		Polymers(4), Alloys(7), Gold(18)
<b>Ultra Minelayer</b>	4 Bars		1	8	Alloys(4), Technology(6), Crystals(11)
<b>Vortraag Laser</b>	4 Bars	16			Polymers(4), Minerals(5), Isotopes(19)
<b>EM Bomb</b>	4 Bars	12		9	Polymers(13), Minerals(5), Isotopes(15)
<b>Mini Cluster Bomb</b>	4 Bars	12	2	2	Polymers(6), Minerals(7), Isotopes(15)
<b>Smart Bomb</b>	4 Bars	12		4	Polymers(8), Minerals(5), Isotopes(15)
<b>Multiphase Capacitor</b>	4 Bars	8	8	8	Polymers(12), Minerals(13), Isotopes(11)

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Plan	Difficulty	Weapon	Engine	CPU	Cargo Amount
<b>Guardian Drone</b>	4 Bars		14	5	Polymers(9), Alloys(5), Gold(17)
<b>Shielded Capacitor</b>	4 Bars		12	8	Polymers(12), Alloys(5), Gold(15)
<b>Cluster Bomb</b>	4 Bars	20	4	4	Polymers(8), Minerals(9), Isotopes(23)
<b>Cobalt Beam</b>	4 Bars	12	5		Polymers(4), Minerals(10), Isotopes(15)
<b>Cloaking Module</b>	4 Bars		4	12	Alloys(4), Technology(9), Crystals(15)
<b>Darkmatter Beam</b>	4 Bars	12	8	8	Polymers(12), Minerals(13), Isotopes(15)
<b>Basilisk Net</b>	4 Bars	5	5	5	Polymers(9), Minerals(10), Isotopes(8)
<b>Threat Analyzer</b>	4 Bars	12		10	Polymers(14), Minerals(5), Isotopes(15)
<b>Flightpath Analyzer</b>	4 Bars		12	8	Polymers(12), Alloys(5), Gold(15)
<b>EM Disruptor</b>	4 Bars	12	5		Polymers(4), Minerals(10), Isotopes(15)
<b>Spectral Analyzer</b>	4 Bars	8	8	8	Polymers(12), Minerals(13), Isotopes(11)
<b>Point Disruptor</b>	4 Bars	6	3		Polymers(4), Minerals(8), Isotopes(9)
<b>Mega Minelayer</b>	4 Bars		12	6	Polymers(10), Alloys(5), Gold(15)
<b>Memory Field</b>	4 Bars		9	6	Polymers(10), Alloys(5), Gold(12)
<b>Power Disruptor</b>	4 Bars	9		4	Polymers(8), Minerals(5), Isotopes(12)
<b>Supernove Module</b>	4 Bars		2	6	Alloys(4), Technology(7), Crystals(9)
<b>Giga Minelayer</b>	4 Bars	5	8	16	Alloys(9), Technology(13), Crystals(19)
<b>Temporal Field</b>	4 Bars		7	6	Polymers(10), Alloys(5), Gold(10)
<b>Shock Minelayer</b>	4 Bars		2	6	Alloys(4), Technology(7), Crystals(9)
<b>Temporal Probe</b>	4 Bars		12	1	Polymers(5), Alloys(5), Gold(15)
<b>Nova Drive</b>	4 Bars	2	9	2	Polymers(6), Alloys(7), Gold(12)
<b>Vampyre Drone</b>	4 Bars	14	8	5	Polymers(9), Minerals(13), Isotopes(17)
<b>Cargo Probe</b>	4 Bars		8	1	Polymers(5), Alloys(5), Gold(11)
<b>Pirate Warship</b>	1 Bar	20	17	17	Food(1), Polymers(50), Minerals(20) Alloys(60), Technology(15), Isotopes(17) Medicine(13), Crystals(13), Gold(3)
<b>Cytech Botship</b>	1 Bar	15	19	16	Food(1), Polymers(55), Minerals(15) Alloys(15), Technology(20), Isotopes(19) Medicine(16), Crystals(16), Gold(3)
<b>Lumina Warship</b>	1 Bar	15	15	15	Food(1), Polymers(70), Minerals(15) Alloys(75), Technology(25), Isotopes(15) Medicine(20), Crystals(20), Gold(3)
<b>MRI Psionic Array</b>	1 Bar	17	21	21	Food(1), Polymers(75), Minerals(17) Alloys(60), Technology(25), Isotopes(21) Medicine(23), Crystals(23), Gold(4)
<b>Keck Tradeship</b>	1 Bar	22	26	26	Food(1), Polymers(80), Minerals(22) Alloys(300), Technology(25), Isotopes(26) Medicine(15), Crystals(15), Gold(4)
<b>Standard Transport</b>	1 Bar	9	22	22	Food(1), Polymers(20), Minerals(9) Alloys(270), Technology(10), Isotopes(22) Medicine(17), Crystals(17), Gold(3)
<b>Elysian Ferry</b>	1 Bar	17	26	26	Food(1), Polymers(85), Minerals(17) Alloys(375), Technology(20), Isotopes(26) Medicine(17), Crystals(17), Gold(4)
<b>MRI Blade</b>	1 Bar	13	18	18	Food(1), Polymers(50), Minerals(13) Alloys(30), Technology(20), Isotopes(18) Medicine(19), Crystals(19), Gold(3)
<b>Standard Shuttle</b>	1 Bar	9	20	20	Food(1), Polymers(45), Minerals(9) Alloys(150), Technology(15), Isotopes(20) Medicine(16), Crystals(16), Gold(3)
<b>Cytech Missile Array</b>	2 Bars	21	25	25	Food(1), Polymers(100), Minerals(21) Alloys(120), Technology(30), Isotopes(25) Medicine(24), Crystals(24), Gold(5)

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Plan	Difficulty	Weapon	Engine	CPU	Cargo Amount
<b>Degani Marketship</b>	2 Bars	35	32	32	Food(2), Polymers(90), Minerals(35) Alloys(300), Technology(35), Isotopes(32) Medicine(25), Crystals(25), Gold(5)
<b>Lumina Cruiser</b>	2 Bars	21	20	20	Food(2), Polymers(105), Minerals(21) Alloys(150), Technology(30), Isotopes(20) Medicine(29), Crystals(29), Gold(5)
<b>Vortraag Cruiser</b>	2 Bars	31	21	21	Food(2), Polymers(110), Minerals(31) Alloys(240), Technology(35), Isotopes(21) Medicine(18), Crystals(18), Gold(5)
<b>Trident Warship</b>	2 Bars	25	23	23	Food(1), Polymers(90), Minerals(25) Alloys(90), Technology(30), Isotopes(23) Medicine(17), Crystals(17), Gold(4)
<b>Soulless Warship</b>	2 Bars	23	22	22	Food(2), Polymers(115), Minerals(23) Alloys(450), Technology(35), Isotopes(22) Medicine(25), Crystals(25), Gold(5)
<b>Cytech Needle</b>	2 Bars	19	24	24	Food(1), Polymers(80), Minerals(19) Alloys(30), Technology(20), Isotopes(24) Medicine(22), Crystals(22), Gold(4)
<b>Trident Gunship</b>	3 Bars	35	27	27	Food(2), Polymers(140), Minerals(35) Alloys(300), Technology(35), Isotopes(27) Medicine(17), Crystals(17), Gold(6)
<b>Quesadan Lightship</b>	3 Bars	16	32	32	Food(2), Polymers(125), Minerals(16) Alloys(450), Technology(50), Isotopes(32) Medicine(32), Crystals(32), Gold(6)
<b>MRI Mindship</b>	3 Bars	26	31	31	Food(3), Polymers(150), Minerals(26) Alloys(525), Technology(40), Isotopes(31) Medicine(33), Crystals(33), Gold(7)
<b>Vortraag Destroyer</b>	3 Bars	42	27	27	Food(3), Polymers(160), Minerals(42) Alloys(450), Technology(40), Isotopes(27) Medicine(21), Crystals(21), Gold(7)
<b>Pirate Battlecruiser</b>	3 Bars	32	27	27	Food(2), Polymers(140), Minerals(32) Alloys(600), Technology(25), Isotopes(27) Medicine(27), Crystals(27), Gold(6)
<b>Standard Hauler</b>	3 Bars	16	47	47	Food(2), Polymers(170), Minerals(16) Alloys(1200), Technology(20), Isotopes(47) Medicine(17), Crystals(17), Gold(6)
<b>Vortraag Destroyer</b>	3 Bars	42	27	27	Food(3), Polymers(160), Minerals(42) Alloys(450), Technology(40), Isotopes(27) Medicine(21), Crystals(21), Gold(7)
<b>Jahrwoxi Homeship</b>	3 Bars	26	27	27	Food(2), Polymers(140), Minerals(26) Alloys(600), Technology(25), Isotopes(27) Medicine(27), Crystals(27), Gold(6)
<b>Soulless Heavy Cruiser</b>	4 Bars	30	29	29	Food(3), Polymers(170), Minerals(30) Alloys(600), Technology(45), Isotopes(29) Medicine(31), Crystals(31), Gold(7)
<b>Trident Battleship</b>	4 Bars	43	31	31	Food(3), Polymers(200), Minerals(43) Alloys(600), Technology(50), Isotopes(31) Medicine(26), Crystals(26), Gold(8)
<b>Gamma Sphere</b>	4 Bars	40	40	40	Food(3), Polymers(250), Minerals(40) Alloys(750), Technology(60), Isotopes(40) Medicine(40), Crystals(40), Gold(8)