

Farhold Online

PLAYER MANUAL / VERSION 1.0.0

Explore the Reach. Build your empire. Hold the frontier.

Start an expedition

Sign in to Tronsoft. Create a room and invite another account. Two humans must join before the host starts; add up to six computer empires, with eight empires total.

Build and research

Each empire starts with a colony, 12 ships and 60 credits. Select one of your colonies to build ships (10 credits each), scan nearby stars (15 credits), or send a fleet. Research costs $40 + 20 \times$ your current level, up to level 5. Technology improves fleet range, speed and combat strength.

Shared turns

Fleet range is $4 +$ technology hexes, measured across the wrapping map. Travel takes $\text{ceil}(\text{distance} / (2 + \text{technology}))$ turns. Fleets move after all active humans press Ready. Colony income is then collected. You can Unready until the last commander readies. Building, research and dispatch are immediate confirmed commands; they cannot be undone.

Command the frontier

Combat and conquest

Arriving fleets fight together. Power is ships $\times$ (10 + 2 $\times$ technology). A force must exceed all opposing power combined to survive. Ties annihilate all forces and leave the star neutral. Surviving ships capture neutral and hostile colonies automatically; friendly fleets reinforce. Research on a colony helps its defending ships; launched fleets retain their launch technology.

Exploration and victory

Uncharted stars conceal ownership, defenders and income. Exploring or scanning permanently charts their current state; enemy moving fleets remain hidden. The public roster shows readiness, presence and account names. Score is revealed at game end: colonies $\times$ 100 + ships $\times$ 2 + credits + technology $\times$ 25. Highest score wins after turn 40, or the last surviving empire wins earlier. Equal scores share victory.

Reconnect and absence

There is no automatic timer. A host may mark a commander absent for more than 90 seconds ready for one turn. Hostship transfers to a present member after 90 seconds. Rejoin with the same account to resume; rooms expire after 24 hours of inactivity.

Host requirements

Install website update 21.10.23 after 21.10.22, then publish the separate Farhold Online game package. Requires PHP 8.1+, PDO MySQL and InnoDB. Staff may test before approval. Public players require administrator approval and an active subscription. Complete two-account gameplay, room isolation, reconnect and phone layout checks on your host before enabling. No Node.js service is required.