

Farhold Online 1.0.3

Multiplayer commander manual

Specification 1.6.7 | Server-authoritative shared turns

Getting started

Sign in to Tronsoft. Create a room and invite another account. At least two human accounts must join before the host starts. Choose zero to six computer empires, with eight empires total. Keep solo Farhold installed separately.

Your command layout

On wide screens, the left sidebar shows turn, credits, technology, commanders, fleets and the expedition log. The galaxy is in the center. Research, readiness, fleet source, ship counts and destinations are in the right sidebar. On narrow screens, the information and controls stack below the map.

Send and split fleets

Choose Launch from your colony, then Ships in this fleet group and Fleet destination. Check the route summary and press Dispatch fleet. To send another group elsewhere, choose another ship count and destination and dispatch again. Send half and Send all fill the group count. Ships left behind defend your colony. In-flight groups cannot be split or redirected. Building uses a separate Ships to build field.

Travel and combat

Every active human presses Ready before fleets travel and battles resolve. Range is $4 + \text{technology}$ hexes. Travel takes distance divided by $(2 + \text{technology})$, rounded up, with at least one turn. Arriving fleets of the same empire combine. Ship power is $10 + 2 \times \text{launch technology}$; defenders use their empire technology. A side must exceed all opposing power combined to survive. Equal forces annihilate one another. Surviving ships capture a hostile or neutral colony or reinforce a friendly one. At equal technology, ten attackers against six defenders leave four attackers. Hidden defenders prevent an exact combat prediction.

Sensor privacy

Your colonies and stars within two hexes of one show current ownership, ships and income. A scan costs 15 credits and reveals within four hexes of its colony until the current turn resolves. Explored star names and locations remain charted, but remote stars outside current sensor coverage omit ownership, ships and income. Enemy moving fleets and private treasuries remain hidden. The full map is revealed at game end.

Economy and victory

Each empire starts with one colony, 12 ships and 60 credits. Ships cost 10 credits each. Research costs $40 + 20 \times \text{current technology}$, up to level five. After travel and combat, colonies pay income. The last surviving empire wins, or the highest score after turn 40 wins. Score is colonies times 100 + ships times 2 + credits + technology times 25. Equal final scores share victory.

Readiness and reconnect

Build, research and dispatch are immediate confirmed commands and cannot be undone. You may Unready until the last active human finishes. There is no automatic turn timer. The host may hold a commander absent for over 90 seconds ready for one turn. Hostship transfers to a present member after 90 seconds absent. Rejoin with the same account to resume. Rooms expire after 24 hours of inactivity.

Installation and acceptance

Install website update 21.10.30 after 21.10.29, then update Farhold Online to 1.0.3 in Game Manager. Existing rooms and protocol 1.0.0 are retained. Reload both game tabs. Local checks do not establish hosted acceptance: retest layout, two-account privacy, synchronized play, scoped chat, reconnect and a complete match. Administrator approval remains required.