FARHOLD

Solo player guide | Version 5.7.2

One human commander. Computer rivals. No multiplayer access. Farhold Online is a separate game with a separate package and online rooms. This guide describes the solo Farhold release.

Start your first survey

1. Open Farhold from the Game Portal, or open index.html in the extracted game folder. Select a galaxy size, number of houses, machine skill and turn limit.

2. The house count includes you. For example, three houses means one human house and two computer rivals. Small galaxies may reduce the number of houses to fit the map.

3. Use seed 0 for a fresh galaxy or enter a positive seed to repeat a starting layout. Select **Begin the survey**. You begin with a home world and a probe.

4. Inspect your home world. Allocate its output, queue a ship and select research priorities. Select a mobile squadron, preview a destination, then issue its course.

5. Select **End turn**. Review the command briefing and resolve the turn. Computer rivals make their own decisions; fleets travel, production completes and encounters resolve.

Your command workspace

Area	Purpose
Left: Information	Empire totals, alerts, minimap, world information, rival intelligence, action reports and dispatches.
Center: Star map	Explore the wrapping hex galaxy, inspect worlds and fleets, preview routes and select targets.
Right: Controls	Turn resolution, new survey, map controls, course planner, and World, Fleets and Research orders.

A useful opening

Send the probe to survey nearby stars. Build a seedship when your home world can supply its cost and colonists. Scout before committing warships, and maintain enough industry and population to sustain expansion.

The galaxy and your orders

A map with no safe edge

The hex map wraps horizontally and vertically. Routes can cross either seam, so a fleet near the opposite edge may be closer than it looks. Use the route preview and arrival estimate instead of judging distance by screen position.

Galaxy	Columns x rows	Stars
Pocket	12 x 8	14
Close cluster	16 x 12	24
Open reach	20 x 14	36
The Shoal	34 x 10	42
Deep field	26 x 18	48
Great expanse	34 x 24	80

Custom maps allow 10-40 columns and 8-30 rows. Row counts must be even to wrap correctly; odd requests are rounded up. Star and house counts are limited by available space.

Inspect, plan, then commit

Select a world to inspect its surveyed conditions. Select your mobile squadron to work with fleet orders. The map can preview its route, travel time and known combat risk. Hidden forces and stale surveys remain uncertain.

The **Course planner** lets you select a fleet, search or filter destinations, and review a route without committing. Use **Issue planned course** to apply it. Land legions and Bombard enemy world are deliberate mission choices.

You can also drag a squadron to a star, right-click a destination with a squadron selected, or use the map order controls. Shift-click friendly fleet markers to form a command group. Batteries cannot move.

Navigation and order revision

Use the minimap, arrow keys, or map dragging to navigate. Plus and minus zoom; 0 fits the map; C centers the current selection; H centers your home world. F selects the next idle squadron.

Undo and Redo revise fleet orders made before turn resolution. They do not rewind a resolved turn. New survey returns to setup; the stored campaign is overwritten only when a new survey actually begins.

Develop worlds and build fleets

Each owned world produces output from its working population, industry, local yield and Works technology. Population and industry must grow together; unused industrial capacity cannot produce by itself.

Allocation	Effect
Works	Build industry.
Habitat	Improve climate, within your technology limit.
Yards	Accumulate ship construction points and work through the queue.
Science	Pool research output and divide it among your chosen branches.
Levy	Add credits to the reserve.

Shipyard planner

Inspect your world and compare hull roles, cost, boarding population and current-technology statistics. Queue hull adds a ship. The queue timeline estimates completion at current output; growth, research, allocation changes and combat can alter that estimate.

Hull	Build points	Boarding cost	Role
Probe	12	None	Fast survey craft
Seedship	46	8 million	Found colonies
Corvette	20	None	Light combat
Cruiser	55	None	Medium combat
Dreadnought	130	None	Heavy combat
Legion	30	5 million	Ground invasion
Battery	34	None	Immobile defense

A population-blocked hull needs its boarding cost while leaving at least four million residents. Review rush shows the reserve cost of buying missing build points for the first queued hull. Confirming a rush does not bypass population requirements or instantly commission the ship.

Research

Drive improves speed; **Gunnery** improves firepower; **Hulls** improves structure; **Habitat** raises the climate ceiling; **Works** improves output; **Scanners** extends detection. Research outlook shows current progress and estimated completion.

Ships receive technology when built and retain their stamped values. A fleet moves at the speed of its slowest hull. New research does not retroactively rebuild an existing fleet.

Combat, victory and saving

Colonize and contest worlds

A seedship can settle an unowned world with climate of at least 15. Landing creates a colony with ten million people. Rival worlds require military action: clear hostile orbiting ships, then land sufficient legions against the garrison. Bombardment damages population and industry.

Battle Theater and Actions summarize relevant engagements, losses and outcomes. Rival Intelligence and course warnings use what your house can observe; they do not reveal hidden enemy fleets or guarantee victory.

Win conditions

Conquest: eliminate every rival house's worlds and fleets.
Supremacy: maintain the required share of worlds and advantage over the runner-up for four consecutive turns. The required share changes with the surviving house count; consult the in-game victory display.
Final ledger: lead the score when the selected turn limit is reached.

A house with no worlds and no hulls is eliminated. You can also lose when a rival achieves supremacy or finishes ahead on the final ledger.

Local saves

The game autosaves orders and turn results to browser storage. Reload and choose **Resume**. This release preserves Farhold's existing storage namespace and compatible format-3 saves. Older formats 1 and 2 cannot be resumed.

Saves belong to the browser profile and website origin. Use the same profile and address. A different device, browser, private session or website address may not have the save. Clearing site data removes it.

If an autosave warning appears: keep the tab open. Your latest progress may exist only in memory. Allow browser storage or free space, then make another order to retry. A successful save clears the warning.

Install this edition correctly

Install the Farhold 5.7.2 ZIP as an update to **Farhold**, whose slug is **farhold**. It belongs in the Game Portal. It has no multiplayer join button, lobby, room chat, invitation flow or online-game server requirement.

Normal Tronsoft sign-in and subscription checks may still apply when launching through the website. Those checks are separate from multiplayer access. Do not install this package over Farhold Online.