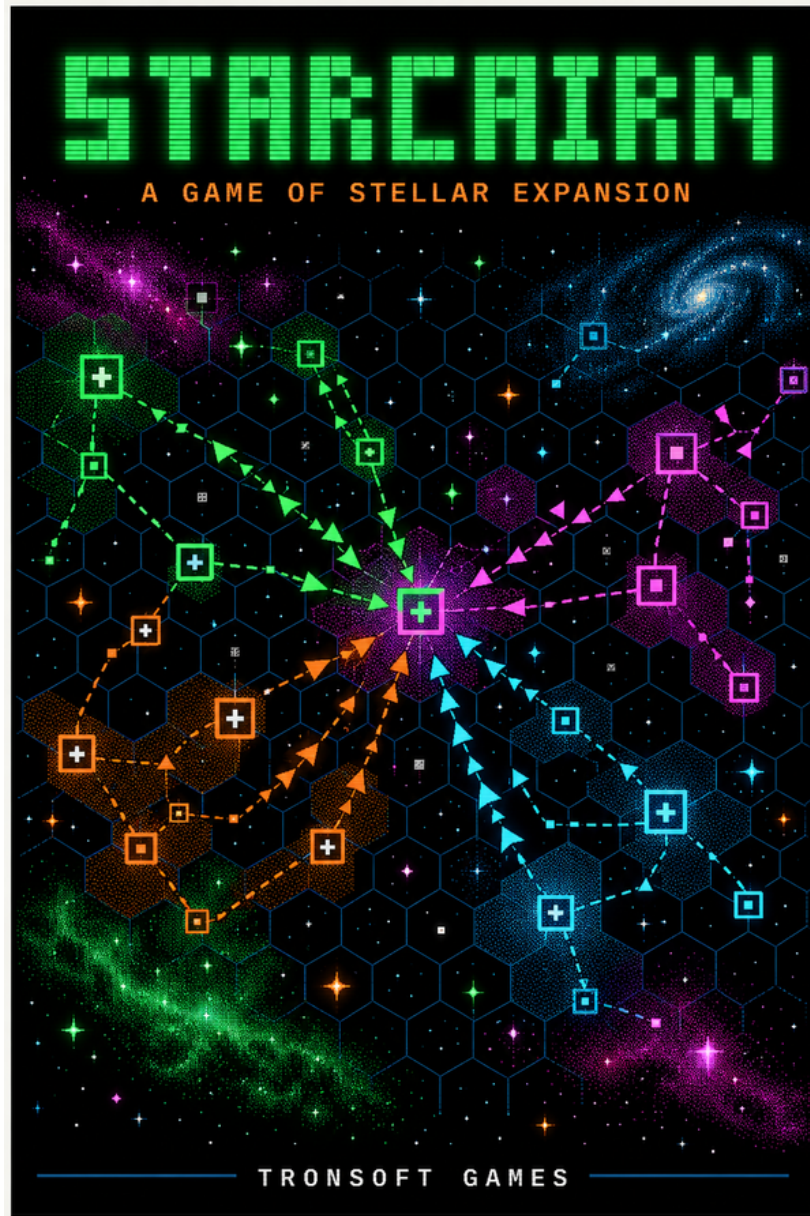


STARCAIRN

A GAME OF STELLAR EXPANSION

Complete Player Manual | Version 2.1.0 | Solo Edition



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One commander faces up to three computer houses across a generated hex-map star cluster. Explore with scouts, settle worlds, build fleets, invest in science, and achieve conquest, hegemony or the highest final score.

1 Introduction and victory

You command the green **Cairn Assembly**; rivals are the Ochre Dominion, Violet Synod and Azure Combine. Select one to three computer houses. Opponents follow three strategic temperaments (expander, warlord and scientist), use the same purchasing rules and see only what their own scanners detect.

Conquest: remove every rival. **Hegemony:** hold at least 60% of all people in the cluster and at least triple the population of the next house. **Reckoning:** lead on score at the turn limit (60, 100 or 150 turns, or play without a limit).

2 Starting a game

At the opening sheet choose Galaxy (small, medium, large), Rivals (one to three), Sky (scatter, clusters, ring, two arms), Skill (cadet, veteran, ace), Turn Limit, optional Fortunes and an optional random seed. Press BEGIN; RESUME returns to a saved solo game.

Galaxy	Hex plate	Stars
Small	22 x 16	24
Medium	28 x 18	36
Large	34 x 22	52

3 Map, controls and interface

Select a star or fleet by clicking on the map. Drag empty space to pan, wheel to zoom, and use FIT to show the entire cluster. The left panel contains empire statistics, a selected object, research, advisor and dispatches. The right panel contains building and fleet orders, empire screens, research and view controls. On smaller screens COMMAND, FLEETS and WORLDS appear as quick buttons over the map.

Command Centre (O): a fog-of-war-safe overview of your production, research, military strength, known contacts, and fraction of star systems charted. **Fleet Registry (K):** all owned fleets, compositions, destinations and arrival estimates; select a row to jump to the fleet. **Sensor overlay (I):** shade the sectors scanned by your own colonies and fleets.

4 Worlds and their production

Each world has a population capacity. People produce PP each turn: $\text{population} \times (0.15 + 0.05 \times \text{local industry}) \times (1 + 0.06 \times \text{Industry technology})$. Rich seams multiply output by 1.5. Worlds keep unspent stock. Warships consume 0.25 PP per turn in empire-wide upkeep.

World class	Base capacity
Terran	100 million
Sub-terran	60 million
Minimal	30 million
Barren	12 million
Hostile	0; 10 once Ecology reaches level 3

5 Buildings, research and sensors

Industry: +1 production level, max 10; cost 8 + 6 x current level. **Ecology:** +8% local capacity per level, max 10; cost 10 + 7 x current level. **Base:** fixed orbital defence, max 20; cost 10 + Weapons tech + Shields tech.

Research Laboratory (new in 2.1.0): cost 18 + 12 x current level. Each lab adds **30%** to the world's research-point output (up to five labs). Labs do not cause extra PP to be diverted away from the world; their bonus applies after the normal research share has been deducted. Build them on your strongest industrial worlds.

Sensor Array (new in 2.1.0): cost 18 + 12 x current level. An owned world normally scans four hexes. Each array extends that radius by two (up to three arrays and a 10-hex radius). Scanners reveal nearby systems and detect fleets, but nebulae still hide fleets at more than one hex. Array purchases immediately update the knowledge of their owner.

Research: select 0-50% of total production and assign weights 0-3 to Drive, Range, Weapons, Shields, Ecology and Industry. Research labs amplify the RP yielded by a world but do not alter the PP that the base research share consumes. Higher technologies require progressively more RP, up to level 10.

Production choices: Scouts cost 6 PP, Transports 12 PP (five million colonists leave their originating world; each transport carries 10 million), and Warships start at 14 PP plus two PP for every Weapons and Shields research level. Ships retain their original attack/defence until refitted for PP.

6 Standing orders and science colonies

Orders are applied when the turn is ended, spending only the stock currently on the world. Choose one order per colony: **HOLD** buys nothing; **DEVELOP** favors industry and ecology, adding bases when necessary; **ARM** raises bases then buys warships; **SETTLE** prepares transports for open colonies; **BALANCED** develops and buys warships using surplus; **SCIENCE** (new) raises industry if low, constructs up to three laboratories and one sensor array, then adds industry. Facilities are never purchased without sufficient PP.

7 Navigation and fleets

Select a star with idle ships, select ship counts, choose SET COURSE, then click a destination. Or drag from the world to a destination, or right-click it. Fleets may only go to destinations within the effective Range of one of their own worlds, and scouts gain 50% extra reach. Entering a normal hex costs one movement point; entering a violet nebula hex costs two. Unspent movement points carry over. Course previews quote the path and ETA.

Press **M** to start a fleet course, then use Tab or arrow keys to cycle allowed destinations and Enter to confirm. Press **P** to define a rally point at a colony: new idle warships travel there automatically. Auto-survey sends idle scouts to chart unsurveyed stars. The Fleet Registry (K) is useful when you have several fleets moving at once.

8 Battles and colonization

Rival warships and bases in hostile orbit fight in up to ten rounds. Hit chance depends on attacker and defender strength. A winning fleet can blockade the enemy colony, stopping production and slowly reducing population. Base and warship defenders must be removed before transports can invade.

A transport landing on an unclaimed settleable world establishes a new colony. At an enemy world, each transport supplies $10 \times (1 + 0.05 \times \text{attacker Weapons level})$ troops versus a garrison based on half the defender's people. At a friendly world a transport remains in orbit until LAND COLONISTS is selected; colonists exceeding free capacity remain safely aboard.

9 Diplomacy, intelligence and events

Once two houses have met via scanners, you may offer a truce. Under a truce neither side attacks, blockades or invades the other. Computer houses respond according to strategic temperament and relative strength and remember broken truces. World ownership and other data for unseen sectors remain hidden; the command centre displays only the territory you have encountered.

World specials include fertile ground (more room for colonists), rich mineral seams (higher output), and ancient ruins (one-time research benefits). Optional fortunes add industrial booms, plagues, salvage and breakthroughs.

10 Saving, versioning and compatibility

Progress autosaves to this browser using the tronsoft_starcairn namespace. EXPORT SAVE creates a local JSON file for backup or transfer; IMPORT SAVE restores an existing compatible game. Existing solo saves from v2.0.1 migrate automatically: existing fleets and colonies remain intact, with laboratory and sensor levels initialized to zero. Shared-keyboard saves from earlier multiplayer experiments remain incompatible with the solo edition.

11 Shortcut reference

Key	Action
Enter	End turn (or confirm a course while aiming)
O / K	Command Centre / Fleet Registry
I / R	Sensor coverage / travel range
W / F	Next world / next idle scout or transport
M / P	Set course / set rally
L / B / G / D	Worlds / battles / charts / diplomacy
A / U	Auto-survey / undo the last purchase
Arrows / Tab	Pan map / choose destination while aiming
C / 0 / +/-	Centre selected / fit map / zoom
Esc / ? / N	Cancel or close / help / new game

STARCAIRN v2.1.0 | One human commander | One to three computer houses | No network connection required