

GAME MANUAL

DISTANT WORLDS 2



CodeForce

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INTRODUCTION TO DISTANT WORLDS 2

WELCOME TO DISTANT WORLDS!

Distant Worlds is a vast real-time 4X space strategy game in which you, the player, must lead a space civilization, controlling its diplomacy, economy, military and technology. The victory and even survival of your civilization is completely in your hands!

Distant Worlds is about the grandest of grand strategy on the most epic of scales: galaxies with up to 2,000 star systems and 100,000 planets, moons, asteroids, space creatures and dozens of other civilizations!

As leader of your civilization, you must explore, colonize, fight, engage other civilizations in diplomacy, build, research and send agents on espionage, all with one goal in mind: to dominate the galaxy!

Your empire is divided in two sections: the state, which you control, and the private sector, which you do not. You have four basic tasks: explore the galaxy, colonize new planets, construct new ships, and defend your empire.

DISTANT WORLDS 2 VS. DISTANT WORLDS 1

If you have previously played Distant Worlds 1, this section is worth a read. Distant Worlds 2 is a complete rewrite of Distant Worlds from the ground up in a new 64-bit 3D engine. Every single part of the game has been reinvented and in many cases there are minor and major changes to the design, while keeping within the same spirit of the game as Distant Worlds 1.

Because many areas have been redesigned and have significant changes in the details, you should be careful not to carry over too many pre-conceptions or assumptions from Distant Worlds 1. Try to



approach Distant Worlds 2, as much as possible, as a new game and don't assume you already know how everything works just because it may look superficially very familiar.

WHAT THIS MANUAL DOES FOR YOU

Distant Worlds 2 comes with an in-game main tour of the interface as well as tours of each major sub-section of the interface. These tours include a great deal of information and you should go through them in detail, whether you are new to Distant Worlds or not. There is also a full in-game Galactopedia, which contains significantly more information about Distant Worlds 2.

⚠ This manual is not meant to replace or include all of the information in the in-game tutorials or galactopedia. Those are meant to introduce you to the User Interface and the basic game concepts. Instead, this manual could be considered a more advanced guide that aims to explain more deeply the game concepts and how to make best use of the user interface as well as provide some strategy advice. If you go through the in-game tutorials, then have a read through the galactopedia and then read this manual, you should see a progression of information that will increase your understanding of Distant Worlds 2 and improve your play with each step.

Distant Worlds 2 is a vast and deep game. It can be simple to play with a lot of automation on, but it can also be very complex if you are running everything manually. We'll discuss those choices as well in this manual

BACKGROUND INFORMATION: A BRIEF OVERVIEW OF THE ANCIENT GALAXY AND THE AGE OF SHADOWS

⚠ If you have not yet played through Distant Worlds 2, this section will contain some minor spoilers, so be warned, but they also help



explain the setting without going into great detail so that many story specifics remain to be discovered during play.

Distant Worlds 2 takes place in a galaxy that is rebuilding on the ruins of previous space-faring civilizations. The Age of Shadows is the time period after the cataclysm that befell the galaxy at the end of the first Great War against the Shakturi but before the previous planetary empires recovered enough to return to space and rediscover their history.

After the first Great War between the Freedom Alliance and the Shakturi, the remaining fragments of civilization in the galaxy collapsed and those who remained found themselves engaged in a desperate struggle for survival that at times looked certain to fail.

The planets themselves were the worst affected. The last weapons unleashed in the great war caused massive damage to most inhabited planets in the galaxy as well as causing cycles of terrible plagues that took centuries to fully subside. Along with the terrible casualties, most of what was previously known was lost.

Only in space did some knowledge survive. Here the few remnants of the fleets of the Freedom Alliance and the remnants of the allies of the Shaktur Axis still survived. Some devolved into the terrible and psychotic Hive, most continued to fight each other as well as new horrors born of the cataclysm, such as the Gravillex. They recognized that the planets, where the plague was still active, held no future for them. All attempts to recolonize or restore civilization during this time failed. They realized that to survive, they needed to remain in space, to remain mobile and evade the many threats of the galaxy until the planets themselves were either free of plague or devoid of population.

Over generations, these nomadic survivors scavenged the ruins of the cataclysm and from the wreckage built and re-built their ships and bases many times. Many perished, but more survived. While



they were unable to maintain the level of technology that had once been and lost much of the higher purpose they once had, they still knew much. They preserved the knowledge of how to travel faster than light, how to exist in space, how to mine for the resources they needed and how to build fast and powerful ships that could protect them from the many threats they faced. For centuries they fought their old enemies and eventually each other.

Over time they lost their common identity and separated into smaller factions, each with different goals. Some still foresaw a future where they would be able to once again establish a more orderly galaxy, with colonized planets, trade and an organized military. Others, either because of the trials they had been through or because of their origins as enemies of the Freedom Alliance, were more concerned with raiding, pillaging and destroying what was left, until they would sit alone as the final survivors of a dying galaxy. These then, are the “pirates” as they exist at the end of the Age of Shadows.

On the planets, over many generations the seismic disturbances and plagues finally went dormant, allowing civilization a chance to re-establish itself. The raids from the remnants of the Shaktur Axis decreased and the Graviglex became more rare, largely because of the actions of the “pirate” survivors in space. Eventually, the planetary populations evolved across generations until they were no longer carriers of the plagues or susceptible to them. The planetary survivors began to multiply once more and with the help of a few remaining stories and the ruins of their ancestors, rebuilt a basic level of technology and started to develop their worlds.

The space-based survivors were busy enough surviving and fighting each other that at first the recovery that was taking place on the few remaining inhabited worlds went unnoticed, but eventually the scout ships of the pirates discovered that the worlds they previously thought to be tombs now had the beginnings of new civilizations,



already with population in numbers that far exceeded the survivors in space, but with technology that was much more primitive. The response of the pirates to these newly discovered planets varied, and in some cases they simply ignored them while they dealt with their own problems. For the most part though, they made contact, in some cases to trade for resources and food, in others to pillage and take what they would in goods and slaves to restore their own numbers and prosperity.

This is where *Distant Worlds 2* begins. The planetary civilizations have regained enough technology to return to space, but initially only within their systems. The pirates have better technology and knowledge of the galaxy. Two futures are possible. The first is one where the planetary civilizations expand into space and regain a measure of their former glory, discovering what remains of their long-lost ancestors and perhaps following in their footsteps. The second though, is a very different future, where the pirate factions are able to manage the rise of the planetary civilizations, control them, exploit them and suppress them to establish an entirely different kind of galactic order. There is perhaps a third path as well, where the Hive and other remnants of the ancient Shaktur Axis return the galaxy to darkness.

The beginning of *Distant Worlds 2*, in short, is a struggle for survival as well as a journey of discovery and an ongoing battle to determine the future of the galaxy. Will it be a strong, united and advanced galaxy that emerges, will smouldering ashes be all that remains? It is your decisions that will determine the fate of your own people, those they interact with and very likely the galaxy as a whole.

HOW TO WIN

You win by doing one of the following, depending upon the victory conditions you chose prior to the game:



1. Controlling a selected percentage of the total galactic territory
2. Ruling a certain percentage of the galactic population
3. Generating a certain percentage of the galactic economy
4. Reach the pre-set time limit for the game.

These victory conditions are normally combined and compared to a victory threshold. The first to meet the threshold level is the victor.

In addition, there are race-specific victory conditions that allow you to earn victory by playing to the background and storyline of each of the possible races. These are intended to be used in conjunction with the Territory, Population and Economy victory conditions, but can also be used on their own depending on your preference.

At any point in the game, you may press V or click on the Victory Conditions button, which brings up the Victory Conditions screen. This is an overview of your empire and a comparison to other empires in victory progress.



GETTING STARTED



INTERFACE TOURS AND TUTORIALS

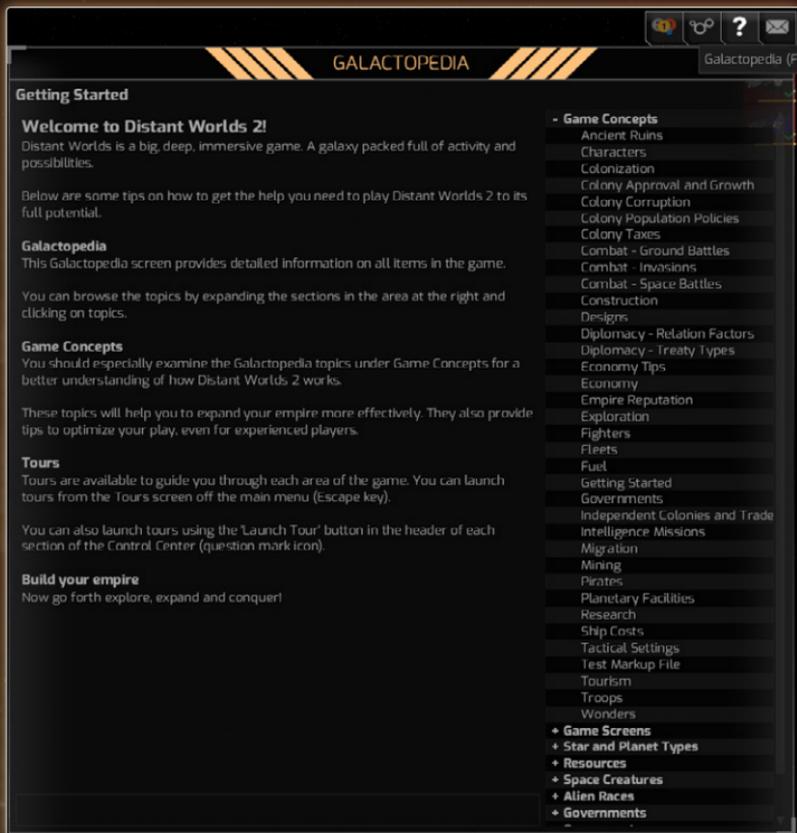
When you first start a new game in Distant Worlds 2, it will automatically take you through the in-game tutorial tours. We strongly recommend going through all of these in detail to learn how to use the interface. You can re-enable them at any time by clicking on the Game Menu button, then clicking Tours.

GALACTOPEDIA

Reading through the Galactopedia, especially the entire Game Concepts section, is crucial to getting an understanding of how things work in Distant Worlds 2.

There are concepts explained in the Galactopedia which are not fully explained here, because this manual is meant to complement rather than replace the Galactopedia. Please make sure you have a look through the Galactopedia whenever you find that something in the game isn't clear or isn't explained in the manual.

Once you have started a new game, you can access the Galactopedia by clicking on the "?" button in the top right or by using the F1 key.



START NEW GAME

Click on “Start New Game” to begin a new game of Distant Worlds.

Your first choice is which era and what type of empire to play.

⚠ For your first game, we strongly recommend keeping the default settings, with the exception of choosing the faction and government that most appeals to you.

Playing through a game with the default settings should help you get a sense of which settings you may want to change in the future.

GENERAL RECOMMENDATIONS

In future games, you can customize many aspects of the galaxy and your starting situation, the difficulty level and just about any other factor that can strongly influence the type of game you have, including the victory conditions. If you want more conflict, increase the Aggression setting and add more Pirates, Space Creatures and Empires. If you want to focus on peaceful expansion and trade, keep the Aggression lower and decrease the number of pirates, creatures and Empires.

These settings all have a great impact in determining your game experience. Make sure you set them to your preferences and try different settings if you haven't found the right combination yet for your play style.

For a more challenging game, consider increasing the Difficulty and also setting the Expansion of the other empires to "Young" with one higher Tech Level than yours while keeping your own at "Starting" on the following setup screens.



GALAXY SHAPE AND SIZE

An important note regarding Galaxy Shape and Size and Nebula Density is that certain types of galaxies where there are larger gaps between rings or clusters of stars or more nebulas will make better Hyperdrive technology a must, as in Distant Worlds 2, each Hyperdrive has a maximum range for a single jump.

Nebulas are a new challenge in Distant Worlds 2. These represent parts of the galaxy that slow down hyperdrive travel to varying degrees and can even disable ships, destroy them, or drain their energy. By default, ships will avoid these areas until they have better hyperdrives, ion shielding and defenses to be able to deal with any possible storm damage.

The Galaxy Size and the number of Empires also matter for performance. Systems that are closer to the minimum recommended specifications will see better results with smaller galaxy sizes, fewer stars and fewer empires. High end gaming systems with fast CPUs, GPUs and plenty of memory running Distant Worlds 2 on a fast SSD are recommended for the largest galaxies with 2000 stars, 10x10 sectors and the maximum number of empires.

GALAXY SETTINGS

Adjusting the Galaxy Expansion and Galaxy Tech Level is an easy way to improve the AI empire starting position. Please note that you can also define this in detail per AI Empire in a later screen.

Research Visibility and Research Pathing are new options in Distant Worlds 2. By default, you will only see the next research projects that link directly to the ones you have already researched. Setting this to All Projects Visible will allow you to always see the entire research tree. Research Pathing is set to Random by default, which means that some projects may have different connections and paths from game to game and some projects may be disconnected



and unavailable through normal research (though these could still be gained through exploration, espionage or salvage). The Fixed Paths option means that all projects will be connected and in the same way in each game.

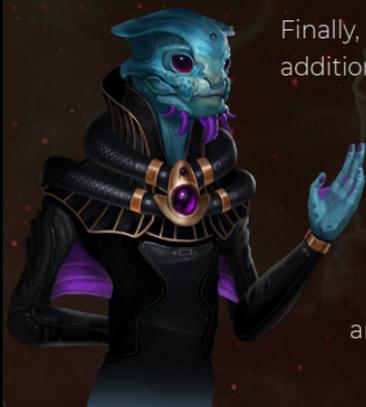
THREATS

You can adjust Pirates and Space Creatures to match your playstyle preferences here. Pirates are a very active early game threat, but one that can also be bargained with. Space Creatures are generally territorial and do not move around much and so long as you avoid their locations (which may have important resources or discoveries), the danger they pose is limited. The exception is the Gravillex, which does wander between stars from time to time and will attack any ships and bases it finds.

COLONIZATION

The next screen allows customization of colonization and territory behavior. The first two settings allow you to adjust the prevalence of colonizable planets and independent alien life.

Colony Influence range determines the size of the territory an inhabited colony influences. This range determines the “borders” of your sphere of influence in Distant Worlds 2.



Finally, colonization range limits allow an additional limitation beyond fuel range on how far from its existing colonies an empire is allowed to colonize and sustain a new planet. The higher this is, the more you may find empires spreading out or even separated into sections. The lower this is, the more contiguous and concentrated they will be.

YOUR RACE

START A NEW GAME - YOUR RACE

Random Ackdarian Boskara Haakonish **Human** Mortalen Terikan Xenox



HUMAN

Humans are tall, largely hairless, bipedal mammals. They are intelligent, cunning, and resourceful and have spread across the galaxy.

Humans are friendly by nature, but others sometimes view them as scheming and manipulative. Humans value political power and influence above all else. They revel in subtle maneuvering and intrigue as they accumulate greater political control. They have an amazing talent for recognizing opportunities for political advancement.

Their natural abilities make them excellent diplomats. Human negotiating skills are renowned - they can transform nearly any apparently hopeless situation to their advantage.

Humans have a natural curiosity that gives them an edge in scientific research. Their scientists and engineers are quick to see the application of new discoveries, inventing new technology based on this knowledge.

Humans have a mysterious past, cloaked in ambiguity. It is unclear where they originated from. Some say that they are actually immigrants from another galaxy. Humans themselves claim Sol as their home system.

PERSONALITY

Aggression	+10% (Aggressive)
Caution	+10% (Careful)
Dependability	0 (Neutral)
Reproduction Rate	+6% (Moderate)
Migration Tendency	+10% (Adventurers)
Assimilation Rate	0 (Adaptable)

COLONIZATION MODIFIERS

Continental	+10%
Forest	+10%
Grasslands	+10%

BONUSES

All Research	+5%
Diplomacy	+10%
War Weariness Reduction	+10%
Espionage	+10%
Trade Income	+5%

FEELINGS TOWARDS OTHER RACES

Akdarian	-20%
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PREVIOUS Colonization

NEXT Your Empire and Government

The next screen allows you to choose your race from among the seven initially playable races in *Distant Worlds 2*. Each race has a set of unique abilities, including unique technologies, special events and bonuses, unique government types, strategic resource bonuses and victory conditions (if the race-specific victory conditions are enabled). The possible playstyles resulting from race, government and galaxy setting combinations are almost limitless. These characteristics are summarized in a table on the following pages.

The next step is to customize the empire: its name, its flag and its government type.

GOVERNMENTS AND RACES

There are 7 playable races from which to choose at the beginning of a new game. There are also 13 additional non-playable races, which can be found on independent worlds. Each race has its own

unique characteristics, prejudices, advantages and disadvantages over others. Your diplomatic relations with other empires will be affected by both their own race and that of the other players. Your choice of race, because of its diplomatic and other implications, can deeply affect the outcome of the game and should therefore factor into one's strategy. For example, if the victory conditions set are to achieve a certain population level, it is advantageous to select a race that reproduces at a high rate. What follows is a brief list of the major characteristics of each race; a treatment of each is also available in the Galactopedia.

First, the Playable Factions:

NAME AND PRIMARY PLAYSTYLE	GENERAL CHARACTERISTICS	UNIQUE TECHNOLOGIES	SPECIAL GOVERNMENTS AND VICTORY CONDITIONS
Ackdarian (Industrious Efficient Builders)	Amphibian, Ocean and Deep Ocean Planets, reproduce at a 6% rate (default), neutral and careful, somewhat dependable, gifted scientists, master hull engineers.	TurboThruster (Efficient Engines), Skip Fighters (Fast Interceptors), Wave Bombers (Fast Bombers)	Special Government: Technocracy, Also Preferred: Republic Want to control Ocean Colonies and build the largest ships, Worse at colonizing Desert planets
Boskara (Merciless Conquering Deceivers)	Insectoid, Volcanic and Sulphur Volcanic Planets, reproduce at 8%, extremely aggressive, reckless, very unreliable, strong warrior class, terrible diplomats	Firestorm Torpedo (Improved Energy Torpedos), Flux-Hardened Armor (Better Reactive Armor), Plasma Blasters (High Damage Pulse Blasters)	Special Government: Hive Mind, Also Preferred: Military Dictatorship Destroy enemy ships, bases, and troops, enslave or exterminate their people, control their homeworlds.
Haakonish (Selfish Mercantilist Xenophobes)	Reptilian, Marshy Swamp and Mangrove Forest Planets, reproduce at 5%, aggressive, unreliable, xenophobic schemers, master hyperspace and gravitic engineers	Mega-Density Fuel Cell (Longer Range Fuel Cell), Dealbreaker Beam (Longer Range Gravitic Beam), Starfield Generator (Stealth Countermeasures)	Special Government: Mercantile Guild, Also Preferred: Feudalism Successful Espionage and Counter-Espionage, Trade, Control Restricted Resources, Larger military ships

<p>Humans (Curious Cunning Explorers)</p>	<p>Humanoid, Continental, Forest and Grasslands Planets, reproduce at 6%, aggressive, adaptable, cunning and adventurous, Talented Scientists, Spies and Diplomats</p>	<p>Cyrfalcon Fighters (Accurate Interceptors), Bulwark Missiles (Accurate Point Defense), Hail Cannons (High Rate of Fire Rail Guns)</p>	<p>Preferred Governments: Republic, Democracy Control Continental colonies, make Form alliances, Be victorious when at war, Build Trade and Tourism</p>
<p>Mortalen (Aggressive Disciplined Warriors)</p>	<p>Part-Mammal/ Part-Reptile, Rocky Desert, Desert Savanna, Sandy Desert Planets, reproduce at 5%, very aggressive, very dependable, strong warrior class, poor diplomats, Master Weapon and Armor Engineers, Maneuverable Ships</p>	<p>Swiftvector Thrusters (More Maneuverable), Pulse Torpedos (Higher Rate of Fire Energy Torpedos), Multilock Sensors (Improved Targeting)</p>	<p>Preferred Governments: Military Dictatorship, Feudalism Have the best Admirals and Generals, Destroy enemy troops, subjugate their empires and conquer their colonies</p>
<p>Teëkan (Peaceful Salvagers and Traders)</p>	<p>Rodent-like, Sandy Desert, Desert Savanna, Rocky Desert Planets, reproduce at 7%, passive and compliant but adventurous, industrious miners, natural traders, salvagers, fast builders and tinkers.</p>	<p>ZimZip Shuttles (Improved Speed/ Defense Strike Fighters), Ion Bombs (Improved Ion Area Weapons), Grapple Beam (Long Range Tractor Beam)</p>	<p>Special Government: Mercantile Guild, Also Preferred: Monarchy Make money through trade and the private economy, Avoid war, Annihilate the hated Sand Slugs, Smaller military ships, larger Civilian ships, Faster builders, Good Traders, High Migration rate</p>
<p>Zenox (Secretive Defensive Lorekeepers)</p>	<p>Feline, Ice Tundra, Ice and Frozen Ice planets, reproduce at 5%, very cautious, master shield engineers, talented spies, master influencers</p>	<p>Megatron Z4 Shields (Improved Recharge Rate Shields), Crystal Sensors (Improved Short Range Sensors), Star Beams (Accurate Beam weapons)</p>	<p>Preferred Governments: Monarchy, Democracy Explore the galaxy and Control colonies with Ruins, Keep military casualties to a minimum, Build the Galactic Archives Wonder, Knowledge of additional historical locations</p>

Second, the Independent Factions:

Please note that in Distant Worlds 2, the Independents will not become empires in their own right, but they are open to diplomacy, trade and conquest. They can provide you with missing resources through trade, but also if you integrate them in your empire through peaceful or military means, in sufficient numbers they can grant your empire their unique bonuses and colonization modifiers. This table focuses on the bonuses that you may gain by integrating a given independent into your empire.

NAME OF INDEPENDENT AND REPRODUCTION RATE	COLONIZATION BONUSES	EMPIRE BONUSES
Atuuk ; 8%	Forest +10%.	Colony Happiness +5%, Population Growth +10%, Troop Recruitment Rate +10%, Boarding Defense Strength +10%
Dhayut ; 5%	Desert Savanna +20%, Sandy Desert +10%, Rocky Desert +5%, Minimum Quality Sandy Desert and Desert Savanna 45%, Rocky Desert 40%	Hyperdrive Research +10%, War Weariness Reduction +15%, Ground Attack Strength +10%
Gizurean ; 9%	Sandy Desert +25%, Rocky Desert and Volcanic +15%, Desert Savanna +5%, Minimum Quality Sandy Desert, Volcanic, Desert Savanna 45%, Rocky Desert 40%	Colony Defense +20%, Colony Corruption Reduction +15%, Troop Recovery Rate +10%
Ikkuro ; 5%	Forest +5%	Troop Recovery Rate +10%, Damage Control +20%, Plague Curing +20%, Plague Containment +20%
Ketarov ; 7%	Grasslands +10%	Espionage +20%, Counter Espionage +10%, PsyOps +10%, Spy Quality +25%
Kiaidian ; 5%	Forest +5%	All Research +10%, Diplomacy +10%, Scan Focusing +10%, Countermeasures +10%

Naxxilian ; 5%	Ice Tundra +15%, Ice and Frozen Ice +10%, Minimum Quality Ice Tundra 40%, Frozen Ice 45%	Recruited Infantry Strength +20%, Ground Attack Strength +10%, Appearance Chance Generals +10%, General Quality +15%
Quameno ; 6%	Ocean +15%, Deep Ocean +5%, Minimum Quality Deep Ocean 45%	Reactor Research +10%, Diplomacy -10%, Scan Evasion +15%
Securan ; 8%	Desert Savanna +25%, Rocky Desert +10%, Sandy Desert +5%, Minimum Quality Desert Savanna and Sandy Desert 45%	Diplomacy +10%, Tourism Income +10%, Colony Happiness +5%
Shandar ; 6%	Volcanic +30%, Sulphur Volcanic and Carbonaceous +20%, Minimum Quality Volcanic 40%, Sulphur Volcanic and Carbonaceous 45%	Colony Happiness +5%, Colony Corruption Reduction +10%, Mining Rate +10%, Armor Strength +10%
Sluken ; 6%	Marshy Swamp and Mangrove Forest +10%	Engine Research +10%, Plague Containment +20%, Troop Recovery Rate +25%, Troop Experience Gain +20%
Ugnari ; 6%	Ice Tundra +20%, Ice and Frozen Ice +10%, Minimum Quality Ice Tundra and Frozen Ice 45%	Trade Income +10%, Targeting +10%, Colony Corruption Reduction -5%, Sensor Research +10%
Wekkarus ; 6%	Ocean +10%, Deep Ocean +15%, Minimum Quality Deep Ocean 45%	Shield Recharge Rate +10%, Weapons Damage Increase +10%, Construction Research +10%, Shields Research +10%

In addition to selecting a race, you may select their government type. Similarly, each government type has unique advantages and disadvantages which you should take into account when formulating a strategy.

The five basic government types are available to all races and they are democracy, republic, feudalism, monarchy, and military dictatorship. Three government types are available only to certain races: mercantile guild, technocracy and hive mind. Finally, two ancient governments must be rediscovered through the storyline before becoming available: the Way of the Ancients and the Way of Darkness.



Each race, as noted above, has its own tendencies and its own preferences. This makes it even more important to consider race and government type in light of one another.

Each form of government may influence a variety of factors either positively or negatively, including:

- ▶ Happiness – the empire approval rating at each of your colonies
- ▶ Population growth rate at each colony
- ▶ War weariness
- ▶ Research speed
- ▶ Corruption levels
- ▶ Maintenance costs of ships, bases, and troops
- ▶ Troop recruitment and recovery rate at your colonies
- ▶ Trade and Tourism income

Each type of race and government has natural friends and enemies. Thus, you must choose their race and government wisely because it will affect diplomacy throughout the game. While race and government type are not everything when it comes to diplomacy, they are important factors which can make diplomatic relations either significantly easier or more difficult.

What follows is a brief comparison of the various government types. For more detail, check the in-game Galactopedia.



<p>Democracy</p>	<p>Advantages: happiness, population growth, all research, tourism and trade income.</p> <p>Disadvantages: counter espionage, war weariness, troop recruitment and recovery</p> <p>Natural friends: way of the ancients, democracy, republic, mercantile guild.</p> <p>Natural rivals: military dictatorships, way of darkness, feudalism, military dictatorship,</p>
<p>Feudalism</p>	<p>Advantages: ship and troop maintenance costs, troop recruitment and recovery, war weariness, weapons and troop research.</p> <p>Disadvantages: happiness, population growth, diplomacy, all research, corruption, mining rate, tourism</p> <p>Natural friends: feudalism, monarchy, military dictatorship, mercantile guild.</p> <p>Natural rivals: hive mind, way of darkness, way of the ancients, democracy, republic</p>
<p>Hive Mind</p>	<p>Advantages: corruption, war weariness, happiness, population growth, counter espionage, troop recruitment and recovery, troop and ship and facility maintenance.</p> <p>Disadvantages: diplomacy, all research, tourism and trade income.</p> <p>Natural friends: hive minds, way of darkness, military dictatorship.</p> <p>Natural rivals: democracy, republic, feudalism, way of the ancients, mercantile guild, technocracy</p>
<p>Mercantile Guild</p>	<p>Advantages: diplomacy, construction research, all research, mining rate, ship and facility maintenance, trade income, colony income</p> <p>Disadvantages: counter espionage, colony happiness, corruption</p> <p>Natural friends: mercantile guild, way of the ancients, democracy, republic, technocracy.</p> <p>Natural rivals: way of darkness, military dictatorship, hive mind, feudalism.</p>
<p>Military Dictatorship</p>	<p>Advantages: war weariness, counter espionage, weapons and troop research, troop recruitment and recovery, troop and ship and facility maintenance, mining rate</p> <p>Disadvantages: diplomacy, happiness, corruption, tourism and trade income</p> <p>Natural friends: military dictatorship, monarchy, feudalism, technocracy, hive mind</p> <p>Natural rivals: republic, democracy, mercantile guild, way of the ancients, way of darkness</p>



Monarchy	<p>Advantages: war weariness, counter espionage, troop recruitment and recovery, troop and ship and facility maintenance, tourism income</p> <p>Disadvantages: happiness, corruption</p> <p>Natural friends: monarchy, feudalism, technocracy, military dictatorship</p> <p>Natural rivals: hive mind, way of darkness, democracy, republic, way of the ancients</p>
Republic	<p>Advantages: population growth, happiness, diplomacy, all research, corruption, tourism and trade income</p> <p>Disadvantages: war weariness, counter espionage, troop recruitment and recovery, troop maintenance</p> <p>Natural friends: way of the ancients, republic, democracy, mercantile guild</p> <p>Natural rivals: way of darkness, military dictatorship, hive mind, feudalism, monarchy, technocracy</p>
Technocracy	<p>Advantages: all research, counter espionage, corruption</p> <p>Disadvantages: happiness, population growth, mining rate</p> <p>Natural friends: technocracy, way of the ancients, republic, democracy, mercantile guild</p> <p>Natural rivals: way of darkness, hive mind, feudalism, military dictatorship</p>
Way of Darkness	Revealed through exploration and story events in-game.
Way of the Ancients	Revealed through exploration and story events in-game

During the game, you can change governments at any time by accessing the Empire Government tab, though be aware that government changes can cause instability and unhappiness.

YOUR STARTING SITUATION

The harshness or fecundity of your home system, the degree of expansion your empire has already achieved at the start of the game, the initial technology level of your empire and its starting location in the galaxy can be configured here.

Important notes:

- ▶ At the Normal Home System level or better, your Home System will have all the necessary starting resources and a good quality

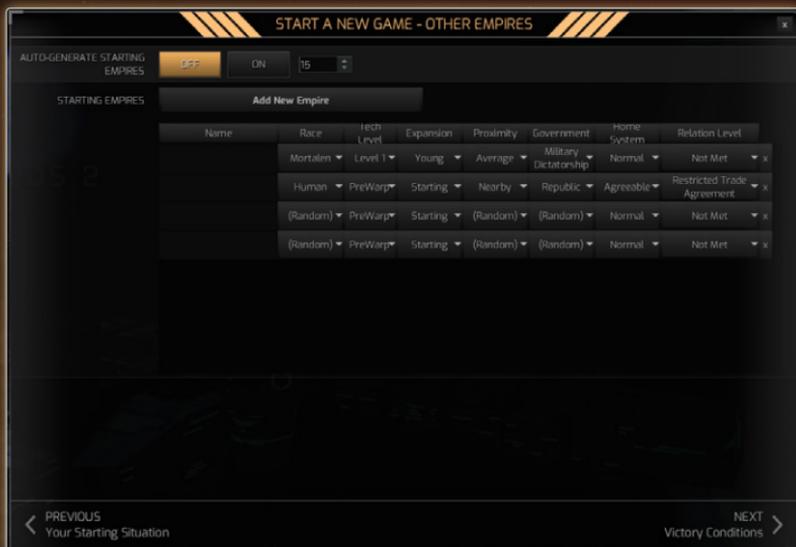


home planet. Below the Normal level, you may be missing key resources in your home system, which will force you to be careful and ration your resources much more until you can explore other star systems and find all the necessary resources your economy will need.

- ▶ A Tech Level below 1 means that you will start with either no hyperdrives or prototype hyperdrives that are limited in effective range to in-system travel.
- ▶ The choice of Starting Location in certain Galaxy Shapes can play a large role in determining how many nebulas and storms will be near your empire.

OTHER EMPIRES

This screen allows you to specify your opponents: their number, their names, their sizes and races, government types, proximity to your home system, their starting technology levels and their initial



relations with you. If you have no preferences about your opponents, you may choose to simply specify a number of AI empires and automate their creation, or add specific empires but keep most or all of the variables set to Random. This allows you a great deal of flexibility in determining what kind of opponents you will face and how the game will unfold.

The same important notes from the section above regarding Home System quality and starting Tech Level apply. If you specify an Old Empire with Tech Level 0, it may have many systems but it will initially be unable to travel between them. We strongly suggest a Tech Level of 1 or above for any Empire that begins with an Expansion level greater than Starting.

It is possible to create a galaxy with entirely peaceful, passive races where the game will be focused on trade and economic victory. It is likewise possible to create a galaxy where a few races face off against a well-established and very hostile alien race, and just



about any combination in between. Allowing your opponents to be automatically generated preserves the mystery as you will discover them through exploration, but a customized galaxy will often give you a better guarantee of the type of gameplay you prefer.

VICTORY CONDITIONS



The final screen before the game starts is the Victory Conditions screen. Here you can decide “how to win” (see the How to Win section earlier in this manual). You may choose not only the criteria by which the game is decided, but also the level of dominance of said criteria that determines victory.

You can also choose to have victory conditions only apply after a certain time period has passed; this way, the game will not end prematurely in the early stages of the game when the balance of power often fluctuates wildly.

The Victory Threshold is the cumulative total of the chosen criteria have to reach in order for victory to be claimed.

You can also choose to turn off the main (General) storyline, which includes certain locations and events related to the ancient galaxy which are not specific to any particular faction. You can also choose to turn off the Race-Specific storylines, which add many events for each played faction to provide clues about their ancient history as well as a chance of discovering their ancient homeworlds. Finally, the Colony Events are largely various unexpected disasters that can befall your colonies and generally increase the challenge of the game a bit.

Enabling the storylines can make the game much more exciting, especially in the exploration phase, but for pure sandbox play or for modded games, you may wish to turn them off.

Once you have made you selections, the game begins! Please note that larger galaxy sizes may take significant time to generate.

LOAD GAME

Click on the Load Game button to view a list of previously saved games. From this list, you can load and continue from a saved game.

SETTINGS

Click on the Settings button to change the main game Settings. **There are many settings which allow you to customize how the interface works for you.** These include:

- ▶ Interface Scaling and Interface Color Themes
- ▶ Key Mappings
- ▶ Scroll and Zoom Speed
- ▶ Click-Drag functionality
- ▶ Screen Edge Panning



- ▶ Rotate Camera Options
- ▶ Auto-Save settings
- ▶ Tour Reset
- ▶ Graphics / Display Options
- ▶ Sound / Music Options
- ▶ Galaxy Map Symbol Scale and which Symbols to Show

THE BASIC USER INTERFACE

Please consult the in-game Tours and Tutorials, which should appear when you start your first game. We recommend going through all of these in full before you start playing. In addition to the main tour, many of the other interface menus and screens have their own tours, which can be accessed by clicking the “?” buttons on the top right of each section. We won’t cover all the information in those tours in this manual, but we will cover some areas that aren’t included there or which require more explanation for full understanding.

INTERFACE TIPS

Some useful interface tips you should know:

- ▶ With a ship or fleet selected, you can hold down the right mouse button over any object in the game to get a context-sensitive list of manual missions available for that ship or fleet.
- ▶ Assign any selected item to the Hotkeys 0-9. Use Control-(Number) to assign the currently selected item to the hotkey. Press the hotkey once to select the item, press again to move the view to the item.
- ▶ You can change how mouse click-drag works in the Game Settings screen (/ key). Choose from either moving the view (default) or selecting ships.

- ▶ You can change how mouse camera rotation works in the Game Settings screen (/ key). Choose from either the middle mouse button (default) or the right mouse button.
- ▶ You can enable or disable screen edge panning in the Game Settings screen (/ key).
- ▶ To multi-select ships hold down the Ctrl key while clicking them or drag-selecting them. You can also multi-select ships from any state ships list using Ctrl- and Shift-select (e.g. Military Ships list).
- ▶ Quickly zoom to any explored star system from the galaxy view by double-clicking on the star.
- ▶ To quickly zoom to the selected item, double-click on the header area of the Selection Panel, or press the Backspace key.
- ▶ You can cycle the automation settings for the selected ship using the = key.
- ▶ Navigate backward and forward in the Selection Panel history using the left and right arrow keys.
- ▶ To multi-select ships hold down the Ctrl key while clicking them or drag-selecting them. You can also multi-select ships from any list using Ctrl- and Shift-select (e.g. Military Ships list).
- ▶ Cycle through all of your Colonies in the Selection Panel using the C key. Cycle backwards using Shift-C.
- ▶ Cycle through all of your Fleets in the Selection Panel using the F key. Cycle backwards using Shift-F.
- ▶ Cycle through all of your Construction Yards in the Selection Panel using the Y key. Cycle backwards using Shift-Y.
- ▶ Cycle through all of your Construction ships in the Selection Panel using the U key. Cycle backwards using Shift-U.



- ▶ Cycle through all of your Exploration ships in the Selection Panel using the X key. Cycle backwards using Shift-X.
- ▶ Cycle through all of your Military ships in the Selection Panel using the M key. Cycle backwards using Shift-M.
- ▶ You can change how mouse click-drag works in the Game Settings screen (/ key). Choose from either moving the view (default) or selecting ships.
- ▶ Also, keep in mind that most keyboard shortcuts can be reconfigured to suit your preference within the Game Settings.

KEY GAME CONCEPTS AND FEATURES

Before you start playing Distant Worlds 2, there are a few important concepts you should understand, which are to some degree unique to Distant Worlds 2 and set it apart from many otherwise similar games.

AUTOMATION, YOUR BEST FRIEND

A core principle in Distant Worlds 2 is the concept of playing the game your way. You get to choose what you would like to handle yourself, what you would prefer to automate and what you'd like to control yourself but with occasional advice to guide you. In order to fully understand and enjoy Distant Worlds 2, you need to understand how automation, manual control, policy settings and advisors work.

If you learn this concept, you fully unleash the possibilities that Distant Worlds 2 allows for you. If you skip over these, you may find yourself fighting against the default automation and getting frustrated. Understanding automation and how to get it out of your way when you don't want it and how to make the best use of it when you do can really make Distant Worlds 2 a much easier game, from start to finish.

Remember, it's up to you – whatever you want to control, you can. Investing some time into learning the automation options will pay many dividends in being able to tailor the game to your wishes.

You can focus your game on controlling just one ship or you can control everything in a star empire that spans an entire galaxy. It's up to you how much you want to manage and what gameplay interests you the most.

There are several key Automation levels and ways to use the automation which we'll discuss below:

1. Empire-wide automation settings
2. Policy Settings for fine-tuning the empire-wide automation
3. Guidance through Global Priority Queues that allow you to direct the automation towards your goals without having to take full control
4. Object-level automation settings that allow you to take individual worlds, ships, fleets, characters, etc. and opt them out of automation entirely or adjust their automation guidance on a much more detailed level.
5. Screen-level automation, such as the advice embedded into the Research Screen or Ship Design screens

THE POLICY SETTINGS MENU AND EMPIRE-WIDE AUTOMATION

One of the most important menus in the entire game is the Policy Settings menu under your top left Empire menu. Here you will find all the tools that will allow you to tailor the automation of the game to your liking.

In addition to being able to set any of the main gameplay areas to full automation, advice or manual control, there are many more detailed





policy settings which allow you to guide the automation and your advisors so that even when they are running things for you, their actions will be in closer accord with your wishes.

These policy settings are set to reasonable defaults for your first game and we recommend initially leaving them as they are. There are also some alternative pre-set configurations to choose from as listed below.

Expert (None) – Puts everything under your manual control

Rule in Absence (Full) – Automates everything. You will still want to adjust the policy settings to guide your automation as is explained below. If you want to let the game run and play itself without any intervention, you'll also want to "Suppress Pop-up Messages" in the Game Settings.

Expansion – Allows you to focus on colonization, construction, facility building and diplomacy (with advice) while automating everything else.

War and Combat – You control Espionage, war-related diplomacy and decisions on military attacks while automating the rest.

Diplomacy – You control diplomacy and Espionage, everything else is automated.



Spy Master – You control Espionage and Diplomatic gifts, everything else is automated.

If as you play, you get some advice or automation that you disagree with, your first stop should be the policy settings here to see if you can fine-tune it to better match your preferences, before you decide to take manual control.

For example, if you think your Empire should have more Spaceports, increasing the Spaceport Priority under the Construction Policy Settings will tell your advisors and construction automation that this is important to you.

Alternately, you may wish to automate the gift-giving and treaty negotiation parts of Diplomacy, but reserve the declaration and ending of wars for yourself.

Perhaps you think your counter-intelligence is too weak and wish to prioritize that higher? All of this and much more can be done through the policy settings, without having to fully control a given area.

We'll go briefly through the main areas here to help get you up to speed.

ADVISORS AND AUTOMATION

This initial section simply combines all the main automation/manual options from below and puts them in one convenient place. It doesn't include all of the fine-tuning in those same sections, but it's a quick one-stop place to adjust whether an area is automated or not.

Not only can you choose here which aspects of the game to automate, but you can also choose the level of the automation: something can be fully automated or not automated at all, or your advisors can make suggestions (and only act on them if you agree) or make suggestions and execute them unless you disagree. In selecting to automate certain things, you can choose to focus on one particular aspect of the game, rather than having to micromanage every detail.



EXPLORATION



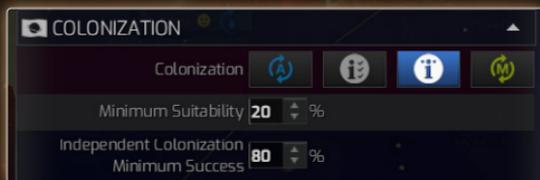
Your exploration ships may have resource scanners (quick ways to explore a planet at a low exploration

level to find basic information such as size, resources and quality), and/or survey modules (capable of much more extensive exploration at the cost of more time). The settings here will help you adjust when your ships will decide to explore at a deeper level and when they will limit themselves to a quick scan and move on to the next exploration target.

The investigation of ancient ruins and abandoned ships will by default bring up a message allowing you to choose how to proceed. You may decide that you prefer to tell your exploration ships to never prompt you, to always investigate such finds, etc. Here you can adjust that and perhaps save yourself a few interruptions if you wish.

COLONIZATION

How will your people expand across the stars? The Minimum Suitability of a planet that is considered ideal for colonization can be set here, as well as the minimum success chance for bringing an independent world into your empire via colonization.



New worlds with less than 20 suitability will have increased Support Costs, so while you can adjust this

down to encourage your advisors or automation to colonize and expand more aggressively, it will come at a cost until those colonies have grown enough to be self-sustaining.

Independent Worlds, through diplomacy, can come to welcome your colony ships and integration into your empire. However, their willingness may not be absolute and by adjusting this percentage up and down, you can control how much risk your empire is willing to undertake in sending a colony ship to such a location. Unsuccessful colonization attempts could set back relations for several years, so the default setting errs on the side of making sure the probability of success is quite high.

COLONIES AND TAXES



Under most circumstances, you'll want to keep your colony tax rates, resource stock levels and population policies automated. These can also be adjusted to manual control at the individual colony level (when a colony is selected, through its own automation settings in the

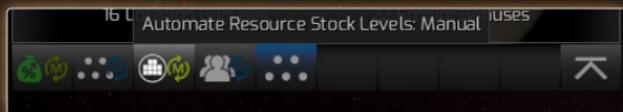
selection dialog), but the settings here control the defaults throughout your empire.



Thus, if you have a particular colony you wish to control, you can change the tax rate or population policy there to manual control, while keeping

your other colonies automated by default. If you leave both the empire setting and your colony settings automated and then try to change the tax rate or stock levels, you'll see the automation adjust it back to its preferred settings. Remember – turn off the automation at the individual colony if you want to manually control these settings there (or turn it off entirely at the empire level if you wish to control this for all of your colonies).

You can adjust tax rate automation, troop recruitment and garrison automation, resource stock level automation, population policy automation and assign an automated army template at the individual colony level.



Planetary facilities are often important

and expensive structures, so these are assigned to your advisors by default.

Empire Funding levels are typically well managed by the automation, but you can also take manual control over your spending priorities when necessary.

The target approval settings are important as the most immediate way to influence approval is by lowering or raising tax rates on a colony. Hence, if you adjust the target approval up, the tax rates will tend to go down in order to raise the approval level. By default, this is set to a higher approval for smaller colonies (and thus much lower taxation) to encourage migration and growth there so that they can become self-sustaining more quickly.

You might be tempted to set the approval target to 0 or 1, but this could be a bad idea. Having a happiness buffer can also help when unexpected events such as pirate raids, natural disasters or blockades



occur, which might otherwise push the colony into negative approval for long enough that other problems could develop, even potentially a rebellion against your rule!

CONSTRUCTION



The Construction Policy settings are initially set to fully automate your ship and base designs, while allowing your advisors to suggest which ships and bases to build or repair. As your empire expands, you may find that you prefer to fully automate some of this, or take manual control.

By default, when a state ship is ordered to be built or needs to dock at a spaceport or station, it always takes the first available slot in the queue, forcing private ships to wait longer. If you prefer to not prioritize state ships, you can do that here.

Also, if you are playing with construction under more manual control, you may prefer that your newly constructed ships are not by default automated, but rather under manual control. You can also change that here.

The population levels at which you would prefer that your worlds build spaceports and the preferred minimum distance between spaceports is also adjustable. These settings will strongly influence what the automation and your advisors do in terms of when and where to build spaceports.

The relative construction prioritization of various state stations and ships can also be adjusted here, if you'd like to make sure that your



empire builds more exploration and construction ships, or focuses more heavily on military ships and monitoring stations.

The ratios for the different military ship types are another way to influence the composition of your overall force by indicating your preferred roles. Note that the defined fleet

templates will also strongly influence your military ship construction.

Buying instead of Building ships and whether or not to allow independents to build and repair at your spaceports (and thus potentially take up a queue slot and construction time) is up to you. By default this is allowed as it can be a source of income.

DIPLOMACY



The Diplomacy settings here are fairly straightforward, but there is a second and very important layer

of Diplomacy automation which can only be found on the Diplomacy screen for each Empire, Pirate Faction or Independent Worlds you speak with. That is your Diplomatic Strategy.



Your Diplomatic Strategy is automated by default, but you can change it to manual control and adjust it to match your preferences for that target. Your advisors and any diplomatic automation will respect that strategy and adjust their advice and actions to match your chosen strategy.

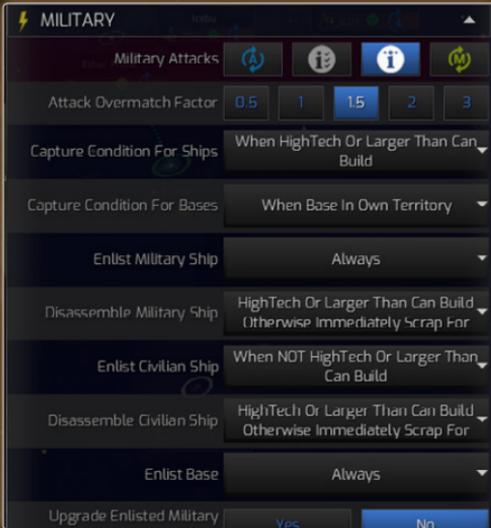
If you see actions or advice that go against your preferences with a particular faction, make sure to check your Diplomatic Strategy settings for that faction to ensure the strategy matches up with your wishes.

MILITARY

The Military policy settings are the most complex, in order to make sure you have enough tools to adjust your automated military to your liking. In addition to what is seen here, every ship and fleet (and fleet template) also has its own automation settings and tactical settings.

By understanding the policy settings here as well as understanding the ship and fleet level automation settings (which are explained in more detail when we discuss military operations later), you can

exert a great deal of influence in how your military is built, how it is organized and how it fights. In addition, the Military menu includes a sub-menu with possible Enemy Targets and Threat Locations. You can queue attack missions through those menus and automated fleets will execute those attack requests, without requiring manual control.

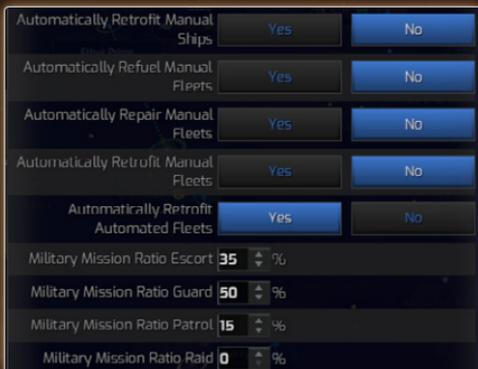


By default, your ships and fleets will act on their tactical settings to engage local threats. When decisions go beyond the tactical settings, the Military Attacks automation will determine whether that choice is entirely up to you, to your advisors or fully automated. Note that automated fleets will also automatically be

assigned to fulfill any missions you have queued through the Enemy Targets or Threat Locations sub-menus.

The Attack Overmatch Factor determines how much more strength than the enemy target or threat the automation or advisors should prefer to bring to ensure victory. For example, at the default of 1.5 the automation will want to bring a fleet or a group of ships totaling Strength 750 to attack an enemy base which is rated as Strength 500.

You can define when ships and bases should be captured and when captured ships or bases should be enlisted in your forces or disassembled for resources or technology.



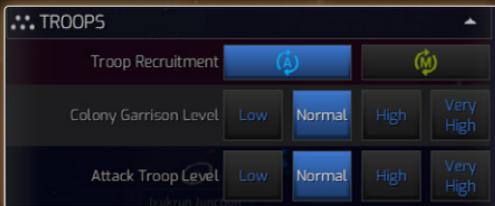
For those who prefer to manually control ships or fleets, there are many options here to allow you to decide whether manual ships or fleets should automatically repair, refuel or retrofit, or whether that should be left entirely to you.

This can help ease the burden of keeping ships or fleets on manual control, if you don't mind the automation occasionally keeping them busy with maintenance or refueling.

You can also have automated fleets which do not retrofit without an order from you. This can be useful to limit the amount of time such a fleet spends in the spaceport or just to make sure that they keep their existing designs until you explicitly say otherwise, for those who prefer to keep control over their designs and ship building, while automating their military missions.

Finally, the ratio of missions for non-fleet military ships also helps you adjust how your "free" ships spend their time. By default, this is weighted towards Guard missions, which tend to protect your most valuable stations.

TROOPS



Troop Recruitment is driven by your Army Templates and which templates you choose to assign to a particular world or fleet. The first

choice here allows you to control whether you wish to be in charge of recruitment (which is also something that is individually automated at the level of each populated world) or whether you wish to allow the automation to recruit for you.

Army Templates are about the weighting of different troop roles within an army, but the Garrison Levels and Attack Troop Levels in these policy settings adjust how strong those garrisons or invasion armies will be in terms of absolute number of troops.

If you favor a strong defense, increase your Garrison Levels. If you want to make sure there are plenty of troops for your invasion fleets, increase your Attack Troop Level.

You can still set this to manual control for a given world and then you can fully control what troops are recruited there and whether they are garrisoned there or not (garrisoning prevents them being picked up by troop transports). The main limiting factor on troop recruitment tends to be your economy as each troop you recruit has a maintenance cost. If you find that your army is weak in numbers, you may need to build a stronger economy or prioritize your troop recruitment over your ship construction.

FLEETS

Fleets are the main way to organize your ships into cohesive formations that act together in order to be able to take on larger and stronger targets



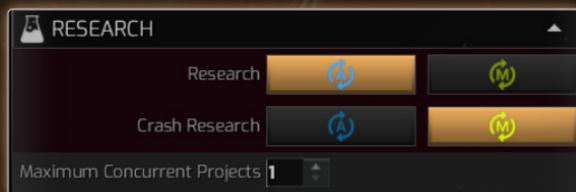
than any individual military ship can handle. There are three key pieces of automation here which are crucial to understand.

- ▶ Fleet Formation controls whether you want the automation to create new fleets or disband existing fleets. If you want to be in charge of adding or removing fleets, set this to Manual control
- ▶ Fleet Ship Management allows the automation to check each fleet to see if the ships in it match the fleet template, whether there are damaged ships that should be removed or new ships that should be added and it will then do so without further consultation. If you wish to be in charge of exactly which ships are in each of your fleets, set this to Manual control.
- ▶ Fleet Postures allows the automation to decide what type of fleet a fleet should be, in terms of its Posture or strategy. For example, Attack fleets will tend to be used to go after the strongest enemy targets, while Defense fleets will stay within your space to respond to and deal with anything threatening your bases or ships.

Finally, you have the percentage of military ships not assigned to a fleet. Those that are not in a fleet will act as the preferences in the Military section above direct them do – mainly towards Guard missions. Many non-fleet ships spread throughout your systems automatically and can act as a quick response to deter minor attacks until a proper fleet can arrive.

RESEARCH

The Research policies are straightforward. You can automate your Research choices or automate the decisions to “Crash” Research (which invests significant funds to double the research speed of



a project, but also locks it in and prevents it from being cancelled).

As an additional layer of help, in the Research screen itself you can always find an advisor suggestion on the next research project to queue. If you are unsure of what to research, clicking on the advisor suggestion in the Research screen will automatically queue the advisor's choice.

The number of concurrent projects defaults to 1, but can increase as you build more research stations. There is no specific advantage to researching multiple projects at a time, but the option is there as there may be moments when you find, for example, that you have chosen to Crash Research on a large project and suddenly you need something else to be researched before that project is done.

INTELLIGENCE MISSIONS

INTELLIGENCE MISSIONS				
Intelligence Missions	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Character Locations	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Counter Intelligence Ratio	34	%		
Targeting Aggressiveness	<input type="checkbox"/> Low	<input checked="" type="checkbox"/> Normal	<input type="checkbox"/> High	<input type="checkbox"/> Very High
Mission Difficulty Caution	<input type="checkbox"/> Low	<input checked="" type="checkbox"/> Normal	<input type="checkbox"/> High	<input type="checkbox"/> Very High
Allow Steal Territory Map	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No		
Allow Steal Galaxy Map	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No		
Allow Steal Research	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No		
Allow Sabotage Construction	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No		
Allow Destroy Base	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No		
Allow Steal Operations Map	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No		

The policy settings in this section allow you to adjust how your automated espionage should work, should you choose to allow the automation to handle this for you.

It's important to understand that the Diplomatic Strategy you've chosen for a particular Empire or Pirate faction also influences what kind of missions the Intelligence automation will prefer. Making sure your Diplomatic Strategy and your Intelligence Mission policies are both set to reflect your goals gives you the best way to make sure you won't be surprised by what your spies are doing.

The Counter Intelligence ratio determines what percentage of your available Spies should remain on Counter Intelligence duties, which are defensive in nature and make it harder for other empires to complete intelligence missions against you.

The Targeting Aggressiveness and Mission Difficulty Caution allow you to specify just how aggressive your spymasters should be in choosing targets and how much risk they should be willing to accept in deciding whether a mission is worth trying.

The per mission settings allow you to entirely rule out certain mission types, if you want to make sure to avoid the possible penalties that come with attempting them and getting caught.

DETAILED AUTOMATION AND GLOBAL PRIORITY QUEUES

As has been mentioned in many of the policy setting sections above, you'll find that there are other areas where you can control automation at a much finer resolution than the Empire-wide level you find in the Policy and Automation settings.

For example, here are some of the other automation areas that you should consider:

- ▶ Each **Colony**, when selected, has an automation settings button which allows you to selectively adjust control of tax



rates, infantry recruitment and garrisoning, resource stock levels, population policy and the colony army template.

- ▶ Each **Character** has an automation button. If changed to manual control, this exempts that specific character from the automation for character missions and character location management.



- ▶ Each **Empire, Pirate and Independent faction** on the Diplomatic menu has an automation setting for their Diplomatic Strategy. If you change this to manual control, you can decide your empire's Diplomatic Strategy towards that specific faction and override any choice your advisors make, while still allowing the rest of the Diplomatic automation to function.
- ▶ Many **Global Priority Queues**, such as **New Colonies, New Mining Locations, New Construction Yard Locations, New Research Locations, Enemy Targets, Dangerous Locations and New Resort Locations** allow you to "queue" missions using partial automation to make your wishes known without having to take full manual control. For example, clicking on the button for a New Colony Location will direct the automation to

build a new colony ship and send it there to colonize that world (as long as you haven't changed your newly built ships to be under manual control). Similarly, clicking on an Enemy Target will inform your automated Fleets to prioritize this target in their attack planning and as soon as they are ready, they'll be assigned by the military automation to attack it. This type of strategic guidance allows you to influence your empire's goals and plans without having to take full manual control. This way of leveraging the automation to save you time and hassle can be quite powerful.

The screenshot displays the game's interface. At the top, a toolbar contains various icons, with the Mining icon (a pickaxe) highlighted. Below the toolbar is the 'RESOURCES' panel, which contains a table with the following data:

Supply	Adequate	Low	Critical
Fuel	1	0	0
Construction	16	0	0
Luxury	27	4	27

Below the resources table is a section for 'NEW MINING LOCATIONS (100)'. It features a 'FILTER' dropdown set to 'Priority' and a '(All Resources)' dropdown. The list shows three mining locations:

- Eppin**: 22% (Fuel), 20% (Construction)
- Raethal 2**: 15% (Fuel), 16% (Construction)
- Akthul 3**: 8% (Fuel), 20% (Construction)

At the bottom right of the interface, a tooltip for Akthul 3 reads: 'Build Mining Station (M5-12) at Akthul 3 for 6454 credits (Private economy expense) (!)'. The background shows a star map with various planets and systems labeled, including Wuuustre, Gamurr, Windu, Ruunatin, Certane, Monite Mafer, and Tivr.

- ▶ All **Fleets** have several key automation features. First, they have a defined **Fleet Template** (which can be automated or designed by you) which guides the ship construction and fleet management automation on what types of ships you would like in that particular fleet. In other words, this allows you to guide the Composition of the fleet. Second, they have a defined **Fleet Role**, which can be Manual (the fleet is completely under your control) or one of several automated roles such as Attack, Defense, Raid, Invasion, which again guide the automation on

how you would like that fleet to be used in times of war. Third, there are the **Fleet Tactics**, which are crucial to the behavior of your fleets (and their ships) in various situations and which the fleet and ship automation will follow when determining the fleet's tactical behavior. Finally, there are several semi-automated orders such as a "Top up fleet with ships" button which allows you to quickly order enough new ships built to fill out the fleet to match its defined template. The Refuel and Repair will automatically choose the closest location capable of refueling the fleet without you having to search for it. Similarly the Retrofit button will look for a shipyard with the best capacity, all the required resources and the least delay before sending your fleet there for retrofits.



- ▶ All Fleets and Troops now have defined Templates, which allow you to more easily configure the composition of your Fleets and Armies. In the case of Invasion Fleets and Colony Worlds, the Army Template assigned to them will guide the Troop Recruitment automation (and to a degree the Research and Facility Building automation) as well. Within the Fleet Templates screen, there are also two buttons which allow you to either build a fleet to a particular template from existing ships not in a fleet, or to queue a new fleet to be built with all new ships, according to the template definition, at a particular location.

FLEET TEMPLATES

FILTER All
Load Fleet Templates
Save Fleet Templates

Name	Role	Build Cost	Maintenance	Ship Count	Status
Attack Fleet	Attack	37734	1604	17	Active
Defense Fleet	Defend	16057	682	7	Active
Invasion Fleet	Inva	51683	2197	12	Active
Raiding Force	Raid	16057	682	5	Active

⚠

No ships available to form Fleet based on this template (Defense Fleet)

👤

Build new Defense Fleet at...

Edit
Add New
Copy As New
Delete Selected

Any construction yards in empire

- 📍 Ceimsudas Spaceport
- 📍 Authoria Spaceport
- 🌐 Ceimsudas
- 🌐 Authoria
- 🌐 Byblus I
- 🌐 Heuninnak
- 🌐 Se'laata I
- 🌐 Horazan

- ▶ All **Ships** have their own automation settings, sometimes with more detailed automation choices, such as Exploration Ships which can be set to Auto-Explore, Auto-Scout or Auto-Spy, or Military Ships, which can be set to Auto-Escort, Auto-Guard, Auto-Patrol and Auto-Raid. Like Fleets, ships also have their own **Ship Tactics**. The defaults for these are set when a ship design is finalized, but after a ship is built, you can also adjust them to whatever you wish. Depending on your Fleet Tactics settings, the ships within a fleet may be given the flexibility to use their own tactical settings or be told to all use only the Fleet Tactics.



Gundur Victor (3rd Defense Force)

Attack Rindalun Miracle (Strength: 27)
Frigate X (size 429, Frigate)

WEAPONS	STRENGTH: 121	AVG DPS: 4.3	RANGE: 1800
FUEL	110	200	576 104
ENERGY	0	210	100%
SPEED	203/279	59	

TACTICAL SETTINGS - GUNDUR VICTOR

Role within Fleet: **Close Escort**

Engagement Range: **Same System**

Attack Stance - Weaker targets: **Aggressive**

Attack Stance - Stronger targets: **Neutral**

Retreat When: **20% of non-defense components damaged**

Invalidate Colonies: **Immediately**

- **Ship Design** is fully automated by default, but if you choose to design your own ships entirely, or just tinker with a few designs, or just keep one particular type of ship manually designed, there are a variety of intermediate automation settings to help you. First, within the Designs list you can set whether the design for a particular role is allowed to be automated (Auto Design) or whether you are in charge of it (Manual). You can also allow the automated Ship Designer to automatically Retrofit your designs (Automatic), or allow you to manually retrofit ships of that design (Manual). Finally, you can choose whether to keep a Design Active or set it to Obsolete when you are done with it. Each of these can be changed by simply clicking on the text in the respective column for that design.

DESIGNS										
FILTER		Latest Buildable Designs		All Types		Load Designs			Save Designs	
Name	Role	Build Cost	Maintenance	Date Created	Size	Amount	Auto Design	Retrofit	Status	
AG1800	Mining Ship	2776	139	2799.07.25	442	6	Automatic	Automatic	Active	
BM2300	Fuel Tanker	2810	140	2799.07.25	450	5	Automatic	Automatic	Active	
Bomber IV	Bomber	3002	50	2799.07.25	56	74	Automatic	Automatic	Active	
CLN-B Colonizer	Colony Ship	42788	2139	2799.11.05	490	1	Automatic	Automatic	Active	
CST-10 Construction Ship	Construction Ship	3257	163	2799.07.25	473	0	Automatic	Automatic	Active	
Escort IV	Escort	4020	201	2799.07.25	394	5	Manual	Manual	Active	
EX-9 Surveyor	Exploration Ship	3286	163	2799.07.25	383	5	Automatic	Automatic	Active	
Frigate III	Frigate	5552	298	2799.07.25	498	0	Manual	Manual	Active	
Interceptor IV	Interceptor	518	46	2799.07.25	48	74	Automatic	Automatic	Active	
LL1100 Light Trader	Small Freighter	2766	138	2799.07.25	382	133	Automatic	Automatic	Active	
MS-12	Mining Station	6454	323	2799.07.25	694	62	Automatic	Automatic	Active	
PG-4 Passenger Ship	Passenger Ship	3320	166	2799.07.25	447	4	Automatic	Automatic	Active	
RS-15	Research Station	6723	336	2799.11.05	719	0	Automatic	Automatic	Active	
SSP-23	Small Spaceport	11872	634	2799.11.05	1091	2	Automatic	Automatic	Active	
Troop Transport VII	Troop Transport	5046	252	2799.07.25	480	6	Automatic	Automatic	Active	

Edit
Add New
Copy As New
Upgrade
Delete Selected

The Upgrade button also includes some automation as it will do its best to pick new components for an existing design that match the previous choices for that design, resulting in far fewer wholesale changes.

- ▶ When creating a new **Ship Design**, you can also choose to create it Manually, or start with an Auto-generated design, which you may choose to keep or adjust to your liking. As in other parts of Distant Worlds 2, the game tries to make it easy for you to take advantage of automation at whichever level of complexity or control you are most comfortable.

SELECT SHIP HULL

Select a ship hull on which to base your new design. Ship hulls define a set of bays that you can add components to, like engines, weapons, shields and so forth.

Name	Role	Hull Size	Max Size
Basic Bomber	Bomber	20	76
Basic Fighter	Interceptor	15	56
Escort	Escort	125	375
Frigate	Frigate	150	450
Heavy Escort	Escort	140	415
Medium Mining Ship	Mining Ship	150	450
Patrol Escort	Escort	140	415
Research Station	Research Station	775	775
Small Colony Ship	Colony Ship	150	500
Small Construction Ship	Construction Ship	150	475
Small Exploration Ship	Exploration Ship	125	400
Small Freighter	Small Freighter	125	400
Small Fuel Tanker	Fuel Tanker	150	450
Small Mining Ship	Mining Ship	125	400
Small Mining Station	Mining Station	225	700
Small Passenger Ship	Passenger Ship	150	450
Small Space Port	Small Spaceport	250	750
Small Space Port	Small Spaceport	375	1100
Small Troop Transport	Troop Transport	150	500

Frigate

Frigate

Level	0
Hull Size	150
Maximum Size	450
Reactive Rating	3.0
Inn Defense	1.0
Countermeasures	+5%
Targeting	+0%
Cost	2500

COMPONENT BAYS

Bay Type	Standard	Large
Weapon	2	1
Engine	0	3
Defense	0	4
Hangar	0	0
Sensor	2	1
General	0	9

BONUSES

Ship Speed	+15%
Ship Maneuvering	+15%

Manually create new Design using this Ship Hull

Auto-generate new Design using this Ship Hull

- ▶ The **Build Order** menu allows you to queue up your construction orders in one easy place without having to go through your

shipyards and worlds and place each order there. By default, it will try to balance out the orders across your shipyards that have the required resources to avoid any unnecessary delay. However, you can also easily adjust where each order should be built by clicking on a particular ship role and then on the galaxy map badge for each construction yard location.



All of these different automation tools, when combined, give you a remarkable amount of control over how you play the game and also allow you to choose as much or as little assistance as you prefer.

THE STATE AND THE PRIVATE ECONOMY

When you play Distant Worlds 2, you are playing as the State, or the Government. Your budget comes primarily from taxing your inhabited worlds, once they are large enough to be self-

ZENOX DYNASTY			
Cash	18486	Colony Approval	😊 +6
Cashflow	-2970	War Weariness	😞 -4
Bonus Income	+3606	Population	847M
<div style="display: flex; justify-content: space-around;"> \$ 📈 ⚙️ 🏛️ 👤 ⚙️ </div>			
State Economy			
Cash	18486		
Annual Income			
	Projected	Current	Previous
Colony Tax	27131	3284	24925
Tribute Received	0	0	0
TOTAL	27131	3284	24925
Annual Expenses			
	Projected	Current	Previous
Ship & Base Maintenance	17562	2459	16567
Troop Maintenance	9839	1377	9841
Facility Maintenance	2700	378	2696
Tribute Paid	0	0	40786
Colony Growth (50%)	0	0	0
Research (50%)	0	0	15500
Resource Trading		3007	2828
Fuel Costs		7	-121
Ship Building		0	24078
Enemy Raids		0	1444
TOTAL	30100	7228	113620
Cashflow	-2970		
Annual Bonus Income			
	Current	Previous	
Ship Building	540		65304
Resource Trading	1677		1780
Fuel Sales	839		5813
Trade Bonuses	551		1883
Tourism	0		76
TOTAL	3606		74856
Private Economy			
Private Cash	1682993		
Annual Income			
	Projected	Current	Previous
Private Colony Revenue	180660	21193	167125
TOTAL	180660	21193	167125
Annual Expenses			
	Projected	Current	Previous
Private Ship Maintenance	42542	5979	42198

sustaining and generate enough income to exceed their support costs. You also gain income when the private economy builds ships or otherwise uses your shipyards, or through trade and diplomacy, tourism, raids and exploration.

Understanding that you do not control the entire economy, but very strongly influence it, is crucial to economic success.

You control the military, the research stations, the spaceports and construction ships that build everything in your empire as well as

the exploration ships that push back the boundaries of the unknown.

The Private Economy controls the Mining Ships, Freighters and Passenger Ships that mine and transport the resources you require as well as moving your populations from world to world. As the State, you effectively grant them licenses to build Mining Stations (hopefully in places you feel confident you can defend) to mine the resources your economy will need.

PRAXLES NATION			
Cash	174,305	Colony Approval	+9
Cashflow	-747	War Weariness	0
Bonus Income	+49,219	Population	16,511M
<div style="display: flex; justify-content: space-around;"> \$ 📈 ⚙️ 🏛️ 👤 ⚙️ </div>			
Cashflow		-747	
Annual Bonus Income			
	Current	Previous	
Ship Building	44,128	68,438	
Resource Trading	1,331	1,385	
Fuel Sales	1,577	2,535	
Tourism	1,320	220	
Trade Bonuses	863	1,350	
Discoveries	0	100,000	
TOTAL	49,219	173,928	
Private Economy			
Private Cash		888,865	
Annual Income			
	Projected	Current	Previous
Private Colony Revenue	337,566	215,045	335,821
TOTAL	337,566	215,045	335,821
Annual Expenses			
	Projected	Current	Previous
Private Ship Maintenance	105,640	66,383	102,831
Colony Taxes	58,836	34,433	59,249
Private Fuel	23,146	14,278	19,411
Private Tourism		1,320	220
Private Ship Building		44,128	68,438
TOTAL	187,622	160,542	250,149
Private Cashflow		149,944	

CASHFLOW AND BONUS INCOME

One important part of this concept is understanding the difference between your predictable **Cashflow**, which is based on your tax income minus your expenses (such as maintenance, ship building,



trade tariffs, fuel costs, tribute, etc. and **Bonus Income**, which encompasses all the less predictable income sources, such as Private ship building (paying to build ships at your spaceports), Tourism, Trading Tariffs (that your trading partners pay to you), Fuel Sales (to non-State ships), Trade Bonuses (from Commerce Centers) and income from discoveries and salvage.

Cashflow can be increased by increasing colony population and development, reducing corruption and support costs. You can use your Cashflow to fund bonus spending (if your cashflow is positive) on research and infrastructure for colony growth. Each of these is only able to be funded from positive cashflow after the required expenses are paid. Maintenance will always be funded, so over-building will quickly hurt your ability to fund bonus spending. Similarly, over-expanding to worlds with low suitability (and thus high support costs which directly reduce your taxable income) or conquering

PRAXLES NATION			
Cash	174,305	Colony Approval	😊 +9
Cashflow	-747	War Weariness	0
Bonus Income	+49,219	Population	16.511M
<div style="display: flex; justify-content: space-around;"> \$ 📈 ⚙️ 🏛️ 👤 ⚙️ </div>			
Empire Funding Levels			
		Amount Available	Amount Used
INCOME		58,836	
Reserved	5 %	2,942	-747
EXPENSES			
Ship Maintenance	51 %	28,506	30,223
Troop Maintenance	37 %	20,681	21,860
Facility Maintenance	12 %	6,707	7,500
Other Expenses			0
Total Expenses		55,895	59,583
EXCESS		0	
Colony Growth	50 %	0	0
Research	50 %	0	0
Unused Excess			0

too many worlds with unassimilated populations can also decrease your Cashflow.

Bonus Income can often be encouraged by signing new Trade Treaties, researching new Technologies that your Private Economy will want to use in its ship designs, or simply exploring new systems, finding new Independents

and Empires that open up more opportunities for your mining ships, freighters and new locations for mining stations. The Private Economy has many priorities, so only so much bonus income can be expected, but this often gives you a nice cash reserve to fund one-time spending opportunities such as diplomatic gifts, crash research, colony ship construction or trade deals.

Understanding how to best make use of your economy depends on understanding the interactions between the State and Private sections and how to manage Cashflow and Bonus Income. This is explained in the Galactopedia, but we will also include some additional strategies for managing your Economy later in this manual.

DIPLOMATIC STRATEGY

It's important to understand that in Distant Worlds 2, every Empire you speak with will have a chosen Diplomatic Strategy with regard to your Empire. We discussed this earlier in reviewing Automation, but it's important to give it a separate note here as well. You can't see their Diplomatic Strategy, but through your actions and patient investment in diplomacy (and diplomatic research), it is possible to shift their strategy towards you. If you can't achieve what you wish immediately, continued investment and patience can often pay off in the longer term.

CHARACTERS

You have a wide array of characters that can appear to help your empire. These represent the individuals with the greatest potential in the most important roles and when they first appear you will not know what they can do for you. Don't be dismayed if a character starts out with some negative skills or has a single negative trait. With good experience, negative skills can become positive and negative traits can





be overcome through gaining positive ones. A character will never have more than four total traits, but they can have a variety of skills which change over time.

Still, if a character just turns out to be more of a hindrance than a help, keep in mind you can always Dismiss them and wait for a new one to take their place.

ARTIFACTS

These represent unique relics from the Ancient age and you will typically find them at story locations, though some Independent Worlds may also have one or two to share if they join your Empire. They are intended to be moved to one of your worlds, where they will often provide a nice bonus for that location or perhaps even a bonus of some kind for your entire empire.

EXPLORATION LEVELS

In Distant Worlds 2, each location has a possibility of various hidden resources, bonuses, ruins, etc. Your exploration ships can have both a resource scanner (for very quick but superficial exploration, enough to determine the location's basic characteristics and easily found resources) and a survey module (for much more in-depth exploration

which also takes much more time. Some locations will require multiple rounds of exploration to reach your maximum possible exploration level and even then you may see that you have still not found everything possible at that location. If so, upgrading your exploration capabilities through research so that your exploration ships can raise your exploration level even higher when needed is the best way to make sure you find all that there is to find. Alternately, worlds that are inhabited will naturally increase their exploration level over time and locations that are being mined can also increase their exploration level to a lesser degree over time.

ABANDONED SHIPS AND BASES

These powerful ships and bases are often, but not always, connected with ancient story events. Investigating them may lead to a variety of outcomes, but the most common is an opportunity to repair them (which can also lead to new research discoveries if they are of a higher technology level) and if repaired, add them to your empire as usable ships or stations. Once repaired, sending an ancient ship to be disassembled at one of your spaceports can potentially lead to even more discoveries, if you can do without it in your fleets.

SPECIAL LOCATIONS

The most unusual and rare locations you find in your exploration of the galaxy will show up in this list. These often have the greatest rewards or significant story elements connected to them. They are also often dangerous locations either in some kind of galactic storm or with other threats nearby. You may see some of these uncovered and show on your galactic map with an expanding blue “ping” to encourage you to send an exploration ship there to see what you find (before anyone else does!). Just make sure your exploration ships are well protected.





NEBULAS

Speaking of dangerous locations, Nebulas represent galactic terrain that your ships will have to deal with. All nebulas will slow your ships to a degree, thus they will prefer to go around them in most cases, though they certainly can go through them when necessary. However, some types of nebulas can also cause damage to your ships or other effects. In order to explore and travel through nebulas safely, you will need better protection against Ion Damage, better Shields and better Hyperdrives than what you start with.

NEBULA TYPES

- ▶ Galactic Storm: Causes varying low levels of Standard Damage to ships and bases within its borders.
- ▶ Ion Storm: Causes varying low levels of Ion Damage as well as a low level of Energy Drain to ships and bases within its borders.
- ▶ Radiation Storm: Causes significant Energy Drain, significantly reduced Sensors and causes significant Shield Drain to ships and bases within its borders.

- ▶ Gravitic Storm: The most difficult to move through, marked by significant gravitic fluctuations in space. Causes varying moderate levels of Ion Damage and varying low levels of Standard Damage as well as also reducing sublight speeds for ships and bases within its borders.

RESEARCH PATHS, BONUSES AND INITIATION COSTS

HyperJump Inhibiting

HyperJump Inhibiting
Size 1600

+115% research speed for this project

1.50 years to research (1 concurrent projects)

Initiation Cost
4,500 credits

450 Emeros Crystal, 450 Nekros Stone, 450 Polymer

Extra Requirements
Research Threshold: 20% HyperDrive
Research bonuses from all sources
We have 114% (67% from HyperDrive Research + 48% from ALL Research)

Crash Program: 120,000 credits
(Click to queue research)

HyperDeny GW1000

Hyper Deny

Size: 20 Crew Requirement: 5

Static Energy Used: 10,000/sec

10 Emeros Crystal,

10 Nekros Stone,

5 Polymer

HyperDeny Strength **20.00**

HyperDeny Range **3000**

HyperDeny Energy Usage **50.00/sec**

Component Ion Defense **1.00**

In Distant Worlds 2, you will often need a certain investment of credits and resources to initiate a research project. A project may also require certain pre-requisite projects, which if you are playing with the default randomized research, can vary. Projects are most likely to have pre-requisite paths from the projects in line with them at a lower tech level. However, in some cases where those lower paths do not generate, you may need to research parallel paths even beyond a project's tech level to find

a path back to it. For the most challenging projects, you may need more than one pre-requisite path before you can proceed, requiring you to complete multiple lower tech level branches to unlock a more advanced project.

Also, as you move up the technology tree, you will find that the **Research Bonuses** you gain from your research locations and stations, research facilities and characters become more important. If you are below the required bonus level to unlock a project, you will not be able to research it until you find a way to increase your bonus in that area. Additional exploration to find new research locations, or conquest of existing ones from another empire, or building and funding additional specialized research facilities, or recruiting new scientists in the hopes of finding one with a matching bonus can all get you closer to that threshold.

Here's a quick reference as to how some of the bonuses you can find correlate to the various components and facilities you can research and build:

RESEARCH BONUS	APPLIES TO COMPONENTS	APPLIES TO FACILITIES
Weapons	Weapons Assault Pods Tractor Beams	Planetary Weapons
Shields	Shields	Planetary Shields
Armor	Armor Damage Control Ion Defense	
Reactor	Reactor Energy Collector Energy to Fuel	
Engines	Engine Maneuvering Thruster	
HyperDrive	HyperDrive HyperDeny HyperBlock	Gravity Well
Sensors	Countermeasures Targeting Scanner Jammer Short Range Sensor Long Range Sensor Stealth	

Industrial	Colonization Cargo Bays Crew Systems Docking Bays Mining Engines Passenger Compartments Fuel Cells Troop Compartments	Mining Terraforming
Construction	Construction Yard Starfighter Bay Remove Fuel Transfer	Starfighter Base Shipyards
High Tech	Research Command Center Commerce Center Medical Bay Recreation Center	Trade Medical Administration Research Recreation

THE EARLY GAME – EXPANDING AND SETTING UP YOUR ECONOMY

We're going to present an outline here of how to manage your Empire assuming you're starting from the default pre-warp start with just one planet and very few ships.

MILESTONES FOR EXPANSION

HYPERDRIVES



In order to create an interstellar empire, you're going to need to get out of your starting system. This starts with Hyperspace Drives. At the start, you don't have any and moving from planet to planet

within your system takes a great deal of time. You should focus on getting the initial Hyperdrive, the Skip Drive, as soon as you can to allow more efficient exploration of your starting system.

The second Hyperdrive, the Warp Bubble Generator, is the first that really allows you to travel to other stars, but it's still fairly slow and somewhat limited in range but it's sufficient for this early phase.

EXPLORATION AND RESOURCE MINING

Your first order of business once you have your Skip Drive is to fully explore your system. To do this, you'll need some Exploration ships, but because almost everything you do also uses up your starting stock of resources, you'll also need Construction ships to build new mining stations (as well as the Private Mining Ships which the private sector will build).

You want to make sure that you have a mined source of every single construction resource as quickly as possible. You start with a low stock of every construction resource on your homeworld, thanks to the ancient ruins there, but those will not be replenished until you

can mine them yourself or trade with others. Finding some of these may require going outside of your system.

Once you have abundant construction resources, your colonies can grow to their full potential and you won't often be limited in construction of new ships or stations or

Supply	Adequate	Low	Critical
Fuel	1	0	0
Construction	16	0	0
Luxury	32	1	27

FILTER	Production Shortage	Fuel and Construction Resources In Use
Osalla 68K	6.39/sec	3.30 credits 4 of 55 sources
Dyrillium Quartz 64K	4.62/sec	3.60 credits 2 of 24 sources
Kaasian Crystal 68K	4.93/sec	5.40 credits 2 of 31 sources
Emeros Crystal 78K	1.65/sec	2.40 credits 4 of 85 sources

starting new research projects. Usually by the time you've explored a few nearby systems thanks to your Warp Bubble Generators, your resource economy should be reaching a stable basis.

Your next priority resource-wise is to find and exploit as many sources of luxury resources as possible. These are crucial to increasing the Development of your homeworld, which will allow it to provide you more income and thus support more ships and stations.

EARLY FIRST CONTACT – HOW TO HANDLE PIRATES AND INDEPENDENTS

Icebu Pirates
KEY NOT FOUND: 'Pirate Raider'
It is too soon since our last negotiations. Speak with us again after 2818.09.01

Reputation: Dubious (-5)
War Weariness: None (0)

STRATEGY: Neutral

STATUS: NEUTRAL WITH US (125 credits per month)

+15	We appreciate your kind gifts.	7.5
+4	We have signed a new treaty with you.	-4.0
0	You have honored our Protection Agreement.	+4.0
0	You have given us gifts.	+3.8
-10	We have contempt for your civilized complacency.	0

PIRATE INFO: DM, OK

RELATIONSHIP WITH OTHERS: Erolta, Furious (50)

DIplomacy

Icebu Pirates
Neutral with us

What do you propose?
What do you think of this deal?
Never mind

Icebu Pirates | Praxles Nation

TECH	TREATIES
Constant Deam Weapons (11,042)	Non Aggression Treaty
Early Pulse Weapons (3,077)	Military Refueling
Area Weapons (15,589)	
Advanced Tractor Beams (17,236)	MONEY
Energy Torpedo Weapons (2,236)	100,000 credits
	10,000 credits

You'll meet either Pirates or Independents first. Usually, it's Pirates. In some starts, you may face just a few pirates, in others it may be many. You have to learn to adapt and survive despite everything they can throw at you. How do you deal with a space-based threat that wants to blow up or capture your ships and take your money and resources when you're just getting your economy on its feet? There are two main approaches and you can choose which one to follow based on your situation.

First, the peaceful path:

1. Offer / Accept their Protection Treaties. These will cost you dearly early on when your economy is weak and they'll also strengthen the pirates, but they may give you valuable breathing room.
2. Transition to Non-Aggression Treaties and Military Refueling. Over time, if you can maintain your Protection Treaties, the pirate factions will come to see you as less of a concern. By giving them a gift or two, they may even be willing to transition to a Non-Aggression treaty, which is advantageous for you because they still won't attack you but now it won't cost you money every month, stopping the drain on your economy and the effective subsidy to the pirate faction. If you get them to really like you, they may also allow you to use their bases to refuel your ships, extending your effective exploration range.
3. Trade for Information. The Pirates have been around for a long time in space and they know much more about the area around you than you do, at least at first. They may offer some of this willingly if they like you enough, but most often you need to get them to a good diplomatic state and then speak with them to "Negotiate a Deal". They often have contact information for Independent Worlds, other Empires, locations with ancient ruins and technologies they've preserved, all of which could be of value to you. Just remember that they'll put any money you give to them to good use.

Second, the path of conflict:

1. Refuse their Protection Treaties and Build Military Ships. Early on, you'll just have Escorts available and some very basic weapons, but having some military ships will help a lot more than having none.



- Focus your Research on better Defenses. If you research Frigate ship hulls and a larger Small Space Port as well as Shields, Armor and a few upgraded weapons, you can generally cause enough trouble for the pirates that they'll be less likely to attack you and if they do, less likely to succeed. More ground troops on your planets can also help protect against their raids, as can larger and stronger hulls for your mining stations. Once you have enough ships, on the default settings the automation will likely build you a defense fleet to start responding in a more organized fashion to the pirate attacks. You can also choose to leave some ships out of your fleets to let them respond independently if they are strong enough.
- Find the Pirate Bases and Destroy them. Through Espionage (stealing the operations map of a pirate faction) or Exploration,

The screenshot displays the 'DIPLOMACY' interface. At the top, it shows 'Reputation: 4.7 (-0.5)' and 'War Weariness: 0 (0 wars)'. Below this is a list of 'INDEPENDENT COLONIES (6)' with a filter set to 'Proximity' and 'Independent Colonies only'. The list includes:

- Erolita: Strategy: Invasion, Displeased with us (-10), RTA
- Urd Trase 3: Strategy: Diplomacy, Pleased with us (+20), FTA
- Asloihef: Strategy: Diplomacy, Neutral with us (0), LTA, 5.5
- Horazon: Strategy: Diplomacy, Neutral with us (0), RTA
- Ramazin 3: Strategy: Invasion, Neutral with us (-1), RTA
- Sareta: Strategy: Diplomacy, Friendly with us (+10), -20, RTA

The right panel shows details for the 'Urd' colony (Stuken: 620M):

- Aggression: 0 (Neutral)
- Laution: 0 (Neutral)
- Dependability: 0 (Neutral)
- Reproduction Rate: +6% (Moderate)
- Migration Tendency: 0 (Neutral)
- Assimilation Rate: 0 (Adaptable)
- Engine Resear Ch: +10%
- Plague Containment: +20%
- Troop Recovery Rate: +25%
- Troop Experience Gain: +20%

Relationships with others are shown at the bottom:

- Icebu Pirates: Restricted Trade Agreement, Neutral (0)
- Murderous Claw Clan: Restricted Trade Agreement, Neutral (0)
- Kharun Confederacy: Restricted Trade Agreement, Displeased (-12)
- United Antar Republic: Restricted Trade Agreement, Neutral (-4)

you can find out the location of each pirate faction's home base. Once you have found it, you'll need an Attack Fleet strong enough to destroy it. A large fleet of Frigates can do the job, but it's easier if you also have some Destroyers, and have researched a few more upgrades, like better Engines, Reactors, Targeting and Countermeasures, Crew Systems and Command Centers to create more powerful ships. Once you destroy a pirate base, you have destroyed that faction. In many cases, their surviving ships may even decide to join your fleet! You may also find some valuable technology by salvaging the wreckage from those destroyed pirate ships and bases.

At some point, you'll also come in contact with your first Independent World. As with Pirates, you have a choice here on how you deal with each independent. First, let's review why you want to do anything with them at all.

Independent worlds are planetary civilizations that also survived to the present day, but are weaker than your own. They are effectively under the thumb of the Pirates and are limited to peaceful trade, but they can offer many possible benefits for your civilization.

Independent worlds come with a much larger population than any other world would have when you first colonize it. This is a big advantage when it comes to getting a head start on a world becoming self-sufficient. Their worlds are often also on the higher end of the quality range for their type.

If the independent world has a different race than that on your homeworld, if you integrate them into your empire they can give you extra empire-wide bonuses. Once their population is large enough, those bonuses will appear and they may also open up colonization for new worlds that they are more suited to than your starting race.



Independent Worlds also often have additional bonuses or better resources than the average world. In some cases, they may even have an artifact.

All told, it can be a big boost to your empire to integrate an independent world or two early on. The two ways to handle them are as follows.

First, peaceful diplomacy followed by Colonization:

1. Diplomatic Gifts and Trade Treaties. Give them gifts to get their relationship with you up into the positive numbers, which makes it possible to get Trade Treaties. In many cases, they may already be open to Restricted Trade when you first encounter them, but you want Limited and Free Trade as a way to improve your relationship. Early Trade with Independents is also a great way to fill in gaps in your resource economy while you are still setting up a network of mining stations.
2. Colonization Ships. Once you have your relationship with them up to about +25 or higher, they'll likely contact you to say that they are willing to join your empire if you send a colony ship. The chance of colonization is not always 100% and if you try and fail, it will impose a penalty that will cause an effective delay before you have a good chance of trying again. It's best to get the relationship higher if you can to give you a guarantee that they will join when your colony ship arrives. In order to build a colony ship, you'll also have to invest your research in improved civilian ship hulls and the early colonization technologies.



Second, conquest followed by Assimilation:

1. Build an Invasion Fleet and Load it with Troops. You'll need to research troop transports, which have a couple of other prerequisites, to be able to invade other worlds. Once you have an invasion fleet built, you'll also need enough extra troops (research and building some Armor can help a lot with this) to fully load it. Once it's built and loaded, you can send it out to conquer an independent and as long as it has enough troop strength loaded, most independent worlds* (which only have their own militia for defense) will not be a challenge.
2. Assimilate their Population. The one problem with conquest is that people don't like to be conquered. Integrating an independent world peacefully takes more time and effort and money, but once they are integrated they are almost fully assimilated and generally not a major drain on your empire. A conquered world is different. A conquered population often starts out at 0% assimilation and is often quite unhappy, requiring a significant garrison to make sure they do not start a rebellion or succeed with it if they do. Over time, with the assimilation population policy for that world, their assimilation will rise. This will gradually reduce the significant penalty low assimilation adds to your support costs. While it may be easy militarily to conquer several independent worlds, support them once you have conquered them (until they are assimilated) can be a significant economic drain.

COLONIZING NEW WORLDS

Once you have the ability to colonize or conquer Independent Worlds and fight off Pirates, you're generally also ready to start expanding to entirely new uninhabited worlds. Your exploration ships, perhaps up to Gerax Hyperdrives now, will have explored many systems outside





your homeworld system by now and they will likely have found some possible worlds for colonization.

It's important to explain how the colonization system works and why it's important to choose your worlds wisely.

First, a world has to have a net minimum quality of 50% for your race to be able to live there. However, there are modifiers that can affect this. Some come from your race, which may prefer some worlds and be less suited to others. Other modifiers can come from colonization research or terraforming, both of which can adjust the minimum quality or maximum quality of a world to make it more habitable for you.

The difference between the net quality and that minimum of 50% is what Distant Worlds 2 calls **Suitability** and this is what's shown on the New Colonies list and what the "star" rating of a world there refers to. In order to avoid having to pay larger Support Costs for a world, you generally want to avoid colonizing it if the **Suitability** is below +20 (1 Star). Anything less than that is habitable, but at an increased cost, the closer it gets to 0 Suitability.

Of course, you could colonize a lower suitability planet first and subsidize it more heavily until you can improve your colonization technology or build a terraforming facility there, both of which could bump it up to the **+20 Suitability** level, but keep in mind that low suitability worlds will exact a steeper cost on expansion.

At the same time, worlds that are more than **+20 Suitability** will start to give you increasing benefits in terms of the happiness of the inhabitants, their growth rate and your resulting income from that world. Everything you can do to improve the suitability of a new world can also be done to improve suitability on your existing worlds and thus, your economy.

When you hover the mouse over the suitability value of a world in the New Colonies list, you'll see a breakdown of the suitability for all races in your Empire. Typically, people will only want to migrate to worlds that are suitable for them and will prefer to migrate away from worlds that are less suitable. By default, the automation will always try to colonize a new world with a colony ship loaded with the race that is most suitable to that environment.

Once you have colonized a new world, your private Passenger Ships will start transporting migrants there. Making sure you are fully funding your bonus Colony Growth investment in your Empire Funding will also allow these worlds to grow more quickly. Once they reach 500 million or more inhabitants, depending on the worlds, they will start to become much less of a drain on your Empire's economy and will soon begin to actually contribute to it.

Managing your expansion so that you don't over-

World Name	Population	Suitability	Income %	Funding Cost
Praxles 2	914M	+4	138%	\$ 53417
Tiyr 3	1905M	+10	114%	\$ 4149
Ploahornice	1641M	+9	118%	\$ 1553
Snaus	1279M	+9	126%	\$ 4316
Pyrrho	1267M	+9	82%	\$ -170
Khakalta 2	444M	+40	115%	\$ -428
Firnosoti	436M	+40	95%	\$ -1865
Arbugomoo	277M	+40	93%	\$ -642

expand and drive your Empire into debt is a skill to learn. Pay attention to the suitability of those new colony worlds and watch how much they are costing your Empire to support. Expansion at all costs is not easily sustainable in Distant Worlds 2. Smart expansion will put you in a better position overall.

INCREASING YOUR INFLUENCE AND BORDERS

You'll notice that on the galaxy map level, as your empire expands, your influence (marked by your empire's color) also expands to encompass systems nearby. How does this work? Well, the first and by far most important contribution to influence comes from your populated worlds.

When you add a new world to your empire, it immediately stakes a claim to its area and starts to exert influence proportional to its population and development. Small frontier colonies will not claim much, but large prosperous worlds can extend quite a lot of influence.

If your worlds are exerting more influence than that of nearby empires, systems in between your inhabited systems can even change hands as borders shift and entire worlds could even potentially choose to change their allegiance.

Exploration and other kinds of expansion, such as building stations, also have a minor effect on your influence, but your populated worlds are by far the biggest factor.

SPACE CREATURES

In addition to other civilizations, throughout the game you will likely have to contend with space creatures which are unallied to any particular civilization and seek only to defend their territory or feed on their next meal. These creatures include the following.



Ardilus	Enormous invertebrates, indigenous to the upper atmosphere of gas giant planets. Not especially aggressive, but very territorial. Able to shoot massive bolts of energy when threatened.
Gravillex	Large creatures composed of an unusual crystalline material that seems to warp and focus gravitic energy. They are often found feeding on stars and will move between star systems more often than other space creatures. The strength of their attack depends on the type of their "native" star where they were first created, with those from Black Holes being the most dangerous.
Vordikar	Large silicon-based organisms and ambush predators that typically live in asteroid fields and near barren rock planets. They possess a natural Stealth which makes them very hard to see and detect on Sensors. They can expel the minerals they have been feeding on in the form of a hyper-accelerated and hyper-dense "dart" that has been known to pass cleanly through an entire Frigate.

THE MIDDLE AND LATE GAME – EMPIRE MANAGEMENT, CONFLICT AND DIPLOMACY

Once you've established yourself as an interstellar empire, with perhaps 2-3 inhabited worlds, a reasonable fleet to ward off pirates and a diversified resource economy, you will likely encounter your first other Empire.

Empires are both your biggest threat and your biggest opportunity. They can be just as strong as, or stronger than you are and they each can also encompass multiple worlds with their own characters, fleets, armies and research and mining stations. How you handle the Empires near you will largely determine the course of your game.



PRAXLES 2
62%
11

Praxles 2
Continental Planet

Size	4578	Revenue	\$ 255,161
Quality	81%	Corruption Losses	\$ -89,718 (35.2%)
Max Pop	10683M	Base Revenue	\$ 165,443
Development	138%	Gross Tax Revenue	\$ 64,523
Approval	+4	Support Costs	\$ -11,106
Tax Rate	39%	Net Tax Revenue	\$ 53,417

POPULATION

9114M

The Inhabitants of Praxles 2 are angry (-14)

Our colony has a very high level of development (+27)

We enjoy living at our empire's capital (+10)

We enjoy our colony's high quality environment (+9)

Planetary Administration Center

Corruption Reducing Range	OM
Empire Bonuses	<ul style="list-style-type: none"> +10% Appearance Chance Ambassadors, +10% Leader Quality
Location Bonuses	<ul style="list-style-type: none"> +5% Colony Happiness, +10% Colony Corruption Reduction, +10% Colony Defense, +10% Colony Development
Maintenance Cost	500 credits

CONSTRUCTION

MANAGING YOUR EMPIRE

First, let's talk a bit more about your own Empire and your most important tasks as you get to the middle game.

1. **Keep your worlds Growing and Developed.** Find more luxury resources and mine them, sign more trade deals to bring in luxury resources you may not have within your borders, fully fund your colony growth investment, improve your hyperdrives and passenger compartments to increase your migration rate from your most populated worlds to your growing new colonies. Development starts to hit diminishing returns after 120%, and while you can go higher, realize that you're doing pretty well once your worlds have hit that level.
2. **Reduce your Corruption.** Corruption in Distant Worlds 2 really just means anything in your economy that is outside the control of the State (you). Planetary Administration facilities are important to build on your new worlds to make sure you have a good presence there and can maximize your income. Such facilities can be upgraded with further research. Corruption is even more of a problem on large densely populated worlds and improved administration facilities there can result in a significant jump in income.
3. **Expand and Fund your Research.** Building research stations to increase your research output and research bonuses is very useful to continuing the pace of discovering new technologies, which can have cascading benefits to your Empire. Keep in mind though that research can take many paths and investing in improved Research Labs and Research Facilities can give you an advantage over your competitors. Fully funding your research can also give you a significant edge.
4. **Build Facilities.** Facilities which can be built on worlds are often further down the technology tree. Some are unique wonders only available to the first to build them in the galaxy, others can be built by anyone, but only once per Empire. Many of them add to the Development of the colony where they are built, in



addition to offering other bonuses. Choosing carefully where to build these facilities can allow to pursue a strategy of improving Development across many worlds, or super-charging it on just a few. Economic and Trade Facilities or Commerce, Recreation and Diplomatic Facilities can all enhance the happiness and productivity of your citizens.

5. **Keep your Defenses Strong.** You will need Defense fleets to protect your systems, Attack fleets to pro-actively deal with threats and enemy targets, Raid fleets for smaller threats and Invasion fleets when you need to take a world. The quality and variety of your Troops will also play a large role. Infantry and Planetary Defense Units are best at defending your worlds while Armor and Special Forces are best at attacking others, but a combined arms mix of all can give you valuable bonuses in ground combat. Planetary Defense Facilities also have the advantage of being able to cover all of a planet's circumference, while Defensive Bases allow you to also extend your defense network to cover all approach angles to the planet from space.
6. **Choose your Friends and Enemies wisely.** Diplomatic Strategy is quite important in making sure that you don't have to fight against the whole galaxy (unless you really want to). Ideally, you'll find a few Empires that you can Befriend or even Ally with who, over time, will be open to signing some of the more advanced Treaties with you that can give you all kinds of advantages Empires without allies may not have. If you can get another Empire to agree to a Defensive Pact, you'll be in a much better position against any aggressors. Similarly, Empires that you decide not to get along with make great targets for your Spies, for your Raiding Fleets and for the occasional all-out war. Try to gain as much information as you can about your enemies so that if it comes to war, your fleets, colonies and troops are prepared.



- 7. Build Spaceports and Resort Bases.** As your worlds grow, you'll want to make sure each one has a Spaceport to act as a hub for your resource economy. This will in effect make your Private economy more efficient by decreasing the distance freighters have to travel from your mining stations and also thus draw more resources to those worlds. Resort Bases are a relatively minor but nice additional source of income, to go along with the Trade Bonuses you can earn. Your best Resort Bases will typically be at high Scenery locations that are near your most populated systems (most tourists prefer shorter trips). High scenery inhabited worlds will also generate tourism on their own, without a Resort Base.

PLANETARY FACILITIES AND WONDERS



Once researched, facilities may be built on planets to give a planet a variety of bonuses, ranging from defensive weapons and planetary shields to higher trade, research, happiness or ship construction. Many facilities can only be built once in your empire.

Wonders are unique planetary facilities that may only be built once in the galaxy. Once built, they cannot be built again elsewhere. Wonders usually provide very significant bonuses to the colony and empire where they are built.

Each facility or wonder also has a maintenance cost, so keep this in mind when deciding what you can afford to build.

Some facilities, such as Administration centers, can be upgraded. If you research an upgraded version of that facility (for example, you already have a Planetary Administration Center and you research a Planetary Administration Complex), you can upgrade by selecting the existing facility on your world and clicking the Upgrade button in the selection dialog.

Colony Population Policies



Population policies can be set for each colony. Population policies allow you to control which alien races are at your colonies, and what to do with them. You can set a policy by race at each colony

Assimilate

Accept these races into your empire. Over time, their Assimilation level will rise (if it was less than 100%) and the Support Costs at that world will decrease.

Do Not Accept

Do not allow the migration of these races to the colony. This will prevent passenger ships from dropping off migrants from these races at the colony.

Resettle

Actively migrate these races away from the colony to other colonies that will accept them. This can be useful if a particular population finds itself on a very low suitability world.

Enslave

Enslaves these races, forcing them into hard labor.

For each race that you enslave, the corresponding empires of those races will take offense at your actions. The amount of offense is directly related to the population amount that you enslave.

Enslavement also provides a bonus to the colony's economy. The amount of the bonus depends on the proportion of the total population that is enslaved, up to a maximum of 50% if all of the population is enslaved. However, it will also make these races very unhappy and unless they were already fully assimilated, will likely lead to frequent and costly rebellions.

Exterminate

Steadily eliminates these races at the colony.

For each race that you are exterminating, the corresponding empires of those races will take deep offense at your actions. The amount of offense is directly related to the population amount that you exterminate.

Exterminating races will also very negatively impact your empire's reputation.

MANAGING YOUR MESSAGES - MESSAGE FILTERS AND AUTOMATION

Once your empire really grows and expands, the messages you receive on a regular basis (especially if you are running at faster than x1 speed) can become overwhelming. Remember that adjusting your automation settings and also taking advantage of the **Message Filters** under the Message Log on the top right can greatly help reduce the messages from advisors, pirates, etc.



We recommend playing on at most x2 speed unless you are in a very stable and peaceful part of the game as otherwise you can easily miss important alerts or messages or not notice much of the interesting activity happening at the system level within your Empire.

DEALING WITH OPPOSING EMPIRES

Now let's discuss how to handle a few of the challenges opposing Empires can throw at you in Distant Worlds 2.

The screenshot displays the Diplomacy interface in Distant Worlds 2. On the left, a list of diplomatic relations is shown, including Teekan Guilds, Kharun Confederacy, Ackdarian Coalition, Bcnus Authority, United Antar Republic, Se'Claata Empire, Mortalen Alliance, and Teekan Industries. The Kharun Confederacy is highlighted, showing a reputation of 4.7 (-0.5) and 0 wars. Below this, the 'Toofanc' system is detailed, showing a population of 7596M, resources of 75% and 59%, and various facilities and troops.

The right panel shows a detailed view of the Kharun Confederacy, a Republic. It displays a reputation of Satisfactory (0) and War Weariness of Tolerable (-11). The current strategy is 'Ally' and the status is 'VERY FRIENDLY WITH US'. A list of trade agreements and their effects is shown, such as 'Our trade agreements have built trust between us' (+20) and 'We are envious of your huge strength and power' (-19).

Value	Agreement	Effect
+55	VERY FRIENDLY WITH US	-7.0
+20	Our trade agreements have built trust between us	0
+10	You trusted us with knowledge of your Galactic map	0
+10	You have honored our Non-Aggression Treaty	0
+9	We like your style of government	0
+7	We respect your good reputation	0
+6	Your knowledge of our history and traditions has impressed us	0
+6	You have given us gifts	0
+6	You trusted us with knowledge of your territory	0
+5	Free migration between our colonies has built trust between us	0
+4	Your knowledge of our culture and customs improves our relations	0
+3	You understand our ways as completely as any alien ever could	0
+2	Your knowledge of our language has improved our mutual understanding	0
-12	Our trust with you is decreased because you have not assigned an ambassador to our capital	-1.0
-19	We are envious of your huge strength and power	-1.0

DIPLOMACY

There is strength in numbers; inversely, there is weakness in isolation. Going it alone has had a low success rate in military history. You are strongly recommended to make a high priority of diplomacy.

Every Empire has its own preference for Diplomatic Strategy in Distant Worlds 2. Keep in mind that Diplomacy is a long-term investment and through a combination of sustained diplomatic effort, diplomatic research and use of your ambassadors, you can get much farther with another Empire than by trying to get them to quickly agree to a one-time deal.

1. Use gifts and diplomacy to get a sense of how an opposing Empire feels about you and what their strategy might be.
2. If you see an opportunity, assign a good Ambassador to that Empire to maximize your chances and start making regular gifts to them, as well as offering favorable deals. Over time this can shift them to be more positive towards you and even adjust their strategy.
3. Avoid taking actions that could bother them, such as attacking their holdings, attacking their friends or colonizing or conquering independent worlds within their borders.
4. Try to get them to sign more advanced treaties with you. Most of these treaties offer additional long-term trust bonuses to your relationship. These may take a few years to accrue, but can put new treaties within reach that were previously unreachable.
5. If you can convince them to sign a Research Agreement, Defense Pact, or Intelligence Sharing Treaty, all of these can be very beneficial to your Empire (and theirs), but even the lower level treaties such as Trade, Exploration and Mining can all have significant benefits.



ESPIONAGE

The screenshot displays the Espionage interface. On the left, the 'DIPLOMACY' section shows a Reputation of 4.2 (0.5) and War Weariness of 0 (0 wars). Below this is a list of 6 spies, with Tiko Allaria selected. The planet overview for Praxtes 2 shows a Continental Planet with a quality of 81% and diameter of 4578. It has a population of 917M and resources of 145% (green), 33% (red), and 209K @ 41% = 75K (yellow). Facilities include 97% (green), 88% (blue), and 53% (blue). Troops are shown as 2000 (blue) and 2000 (blue). Buildings are shown as 27 (blue). The mission details for Tiko Allaria show a mission to steal research information on Improved Logistics (B'cnus Authority) with a 100% success probability. The mission was completed on 2818.12.30. Skills include Sabotage (+4%), Concealment (+9%), and Espionage (+10%). Traits are (None). Events include Intelligence Mission Success and Skill Progressed: Espionage.

DIPLOMACY

Reputation **4.2 (0.5)**
War Weariness **0 (0 wars)**

SPIES (6)

FILTER Name All

- Derras Kesky (Spy)
Steal research information on System Governance (Teekard)
- Hugo Xanaria (Spy)
Counter Intelligence against foreign agents
- Mishku Zoberia (Spy)
Steal the Territory Map of the Buvu Yagin Corporation
- Than Kalan (Spy)
Steal research information on Basic Diplomacy, Ackdarian
- Tiko Allaria (Spy)**
Steal research information on Improved Logistics (B'cnus Authority)
- Yuri Undulian (Spy)
Steal the Territory Map of the Pudires Nation

Praxtes 2
Continental Planet
Quality 81% Diameter 4578
145% 33% 209K @ 41% = 75K
POPULATION Human 917M +2.2%
RESOURCES 97% 88% 53%
FACILITIES
TROOPS 2000 2000
BUILDING 27
Resource Shortages: 27

SPY TIKO ALLARIA

Spy
Tiko Allaria
Steal research information on Improved Logistics (B'cnus Authority) (completed 2818.12.30)

Skills
Sabotage +4% 0%
Concealment +9% 62%
Espionage +10% 0%

Traits
(None)

Mission
Steal research information on Improved Logistics (B'cnus Authority)
Success Probability **100%**
This mission has a high chance of success

Cancel Mission

Events
2817.12.11 Intelligence Mission Success
2817.12.11 Skill Progressed: Espionage

When you can't get what you want through Diplomacy, or if your plan is to not be friends, Espionage is always an option. If you are being hit with a lot of Espionage against you, consider keeping your Spies on Counter-intelligence missions and perhaps investing in an Espionage Academy planetary facility (accessible through the Sensors research tree to improve your defenses.

If you find that you are succeeding with your Espionage missions against others, Espionage has a toolkit that can solve many problems. Stealing maps can significantly speed up your exploration and

general awareness. Stealing research can really help you progress in the technology race. Sabotaging construction or destroying bases can set back an enemy's expansion plans. Inciting Rebellions or Revolutions can result in changes in territorial control without war. Finally, Assassination can remove a powerful enemy character and Deep Cover can give you excellent visibility at an entire enemy Empire's territory, ships and bases.

It's up to you how and when to use these tools, but if you're looking for an answer elsewhere and you can't figure out how to do it, always remember that Espionage may offer a solution.

WAR



In order to expand and survive, it may become necessary to defend your worlds, ships and stations and invade the territory of other

civilizations. There are many ways to organize your fleets and your troops to achieve success.

Fundamentally, when you are in a War in Distant Worlds 2, your successes and failures will accrue to a **War Score** which is shown at the top of the screen. The more failures you have and the longer the war goes on (and the more prone your race or government are to dislike war) the higher your **War Weariness** will get. **War Weariness** acts as a penalty to the happiness of your citizens, which can both hurt your economy and even potentially lead to rebellions on your worlds if allowed to rise to high levels. Typically, unless you were provoked (in which case it is a justified war), if you declare war on someone else they will get a benefit to their **War Weariness** (as the war is unjustified from their point of view). Surprise wars will thus often significantly increase the ability of your opponent to initially endure **War Weariness**.

The combination of **War Score** and **War Weariness** will determine how willing an enemy Empire is to end a war once it has started and how much they might want in order to end it. Generally speaking, if you want a system that has been conquered to change hands again, you'd best make sure you get it back before the war ends. Contested space stations, captured characters and other sweeteners like research or credits are the most likely to be exchanged in order to secure a peace deal.

WAR IN SPACE

The first domain of war in Distant Worlds 2 is generally space. Your fleets and ships and those of the enemy Empire will clash to determine who has control within a system or a particular location. In order to avoid being on the losing end of these exchanges, you need to make sure your ships are not inferior to those of the enemy and that your fleets are filled out and numerous enough and assigned to enough strategic locations that they can respond in time to any attack.





Automated fleets set to engage system targets will prove very effective at deterring aggression, especially if they have proximity scanners and you have a nearby base with a long range scanner to give them some warning of approaching enemies. Some players favour a few large fleets, others many smaller fleets and some prefer to have most of their ships operating independently. The various empire policy settings will allow you to have control over how this is handled when you have it set to automated, but you can also always take control yourself and organize your military any way you desire.

The number of variables that can affect space combat is truly large, but we'll discuss a few here to guide you on what to keep in mind.

1. **Sensors.** If you don't know where the enemy is or that an attack or invasion fleet is on the way to one of your worlds, you're unlikely to be able to respond in time with enough defensive ships to stop them. Long-range Sensors are worth their weight in gold during a war. Build spaceports at every world with Long-range Sensors and build Monitoring Stations in the space between systems, near your borders, to give you the earliest

warning possible. Sensors are not perfect – they'll first detect that something is there, then which empire it's from and finally exactly what kind of ship or fleet it is. Fighting without good sensor coverage is like having one hand tied behind your back.

2. Stealth. This isn't a necessary strategy, but it's worth mentioning that a good counter to Sensors once you have good ship hulls is putting some research into Stealth. If your attack or invasion fleet has good Stealth built into its designs, your enemy will have much less warning that they are on their way.
3. Defense Fleets. It's hard to have too many of these. How many you need depends greatly on how fast your Hyperdrives are, how effective your ships are compared to the enemy ships and how much response time your fleets can expect to have. In general though, you will want to make sure that you have a Defense fleet assigned to a home base with plenty of fuel in a location from where they can reach any inhabited or otherwise important system within a short time. Ideally all systems within your enemy's reach will have a Defense fleet somewhere nearby.

The screenshot displays a tactical interface with a fleet list on the left and tactical settings on the right. The fleet list includes:

Fleet Name	Count	Strength	Location
6th Defense Force	7	603	Repair at Beta Kappa 1
5th Strike Force	3	609	Repair at Beta Kappa 1
7th Fleet (No mission)	15	1,098	
4th Invasion Fleet	12	1,643	Refuel at Muncher 2 Mining Station
1st Defense Force (No mission)	6	1,734	
2nd Fleet	17	3,118	Attack Vorstoke

The tactical settings for the 6th Defense Force are:

- Engagement Range: 90% of Fuel Range
- Attack Stance: Neutral
- Formation: Formation
- Allow Ship Role Reassignment: Ships reassign roles within fleet as needed
- Retreat When: Enemy Strength 100% greater

Additional details for the 6th Defense Force include: Repair at Beta Kappa 1, Fuel Level: 100/100 (0/100%), Defend targets within 50% fuel range of Pyrho, HOME BASE: Pyrho, STRENGTH: 0/3 (7 ships, 0 fighters), and TROOPS: (No Troop Capsules).

4. **Attack Fleets.** These are usually your largest and strongest fleets and they need to be. In a war, in order to win you will need to attrit your enemy's fleets, their economy and any space-based defenses (such as spaceports, monitoring stations and defensive bases). This is what attack fleets do best. If you send them into a system where the enemy does not have a good defense fleet, they'll generally wreck your enemy's network of bases there, giving you significant benefits in the progress of your war. However, these are also the best fleets to prepare enemy worlds for invasion, which we'll discuss below under Invasion Fleets. Attack Fleets can also Blockade enemy worlds, stopping commerce coming in and out which can act to reduce a world's Development and thus hurt the enemy's economy.
5. **Raiding Fleets.** These smaller fleets are meant to pick off isolated enemy research and mining stations, perhaps a monitoring station as well. Their goal is to help saturate the enemy defenses so that they can be wherever the enemy defense fleets are not. Over time, the contributions they can make to a war can add up to a decisive edge.
6. **Invasion Fleets.** The most telling blow you can strike in a war is to take an inhabited world away from the enemy Empire. When it comes to a small frontier world, this is relatively easy and an Invasion fleet can often do this without any additional assistance. However, when it comes to a well-defended and highly populated world with orbital and planetary defenses, you will generally need to soften up that target first. That's where Attack fleets and Invasion fleets usually have to work together, so that the Attack fleet can clear the space around a world of enemy defenses and potentially Bombard the enemy world to reduce the troops and defense facilities on the surface, before the Invasion Fleet goes in.



- Tactical Settings. There is a great deal to know about the tactical settings for fleets and ships and how they will react in combat based on those tactical settings. The Galactopedia goes into significant detail on this topic and we recommend that if you don't understand what your fleets and ships are doing, that you read those sections of the Galactopedia in detail and experiment with different tactical settings.
- Fleet Roles and Fleet Templates. The Fleet Role (Attack, Defense, Raid, Invasion) determines what kind of strategy and targets that fleet will be used for. The Fleet Template determines what kind of ships should go in that fleet and what its default tactical settings should be. Making sure your Fleets have the right Roles and Templates set for what you want in them and how you want them to behave is the first step in getting good control over your Navy.

SPACE COMBAT

The screenshot shows a detailed view of a ship named "Overpowering Cutlass" (Size: 800) in a space combat environment. The ship is a long, dark vessel with green thrusters at the rear. The interface includes a tactical panel with various ship statistics and a status table.

Ship Statistics:

- Strength: 127
- AVG DPS: 4.7
- Range: 1800
- FUEL: 211 / 220
- ENERGY: 350 / 350
- SPEED: 91 / 91
- SHIELDS: 576
- ARMOR: 72
- HULL: 100%

Tactical Panel:

	Amount	Normal	Damaged	Destroyed	Disabled
Engines	4	0	0	0	0
Weapons	3	0	0	0	0
Defense	3	0	0	0	0
Warpcore	2	0	0	0	0
Hangar	0	0	0	0	0
General	9	0	0	0	0

Space battles are initiated when two enemy ships come into one another's proximity. Factors involved in determining the outcome of the battle include weapon range, speed, agility, shielding, and armor. To attack, select a ship and right-click on the opponent's ship. You do not control basic battle tactics—that is determined by the settings in the ship's design. You do control, however, the engagement stance of each ship and fleet and can intervene at any time to issue orders down to the individual ship level. Your designs also determine the type of weapons and designs of their fleets, including shields, armor, countermeasures, attack weapons, targeting sensors, proximity array components. Weapon accuracy is determined by distance, speed of target, targeting sensors, countermeasure, etc. Ships also need fuel to be effective in combat – never send a fleet into a battle with low fuel, if you can avoid it.

Additionally, when you have trade sanctions against another empire, they may elect to blockade an enemy colony or space port with a fleet of their ships. Simply select the ship and assign it a blockade mission by right clicking near the edge of the planet to be blockaded – you will see the cursor change when it's in the right spot. Other empires, of course, may also blockade you in return and you must always be on your guard.

BOARDING COMBAT AND SHIP CAPTURE

Provided that Ship Boarding has been researched, ships can be designed with assault pods which can board and capture other ships or stations and in the case of pirates, raid planets as well. Each ship has a defense strength against boarding that is determined by a combination of its size and crew support systems. Even if a ship does not have assault pods, it can still defend itself.

A ship that has assault pods also has an assault strength. In order to capture an enemy ship, you need to order your ships to Capture a



target ship or station instead of the default Attack by using the right click menu. Assault Pods can only board a ship when its shields (if any) have been significantly depleted. Capturing ships will focus on reducing the enemy shields, and will then move in closer to launch their assault pods.

Assault pods can be shot down by Point Defense weapons, similar to fighters.

Boarding parties will attempt to capture the enemy ship. Once the boarding action starts, you will see a symbol over the ship that is being boarded and a summary of the assault and defense strength on the ship details. Even if a ship is not captured, the boarding action may result in damage to the ship. Ships that are captured may still be damaged as a result of the boarding combat.

You can define the various options of when to capture and what to do with captured ships through your Empire Policies screen.

TYPES OF MILITARY SHIPS

Imperial Destroyers

•16% research speed for this project
 1.0k years to research (discovery period)
 Research Cost: 1,000 Credits
 CANNOT RESEARCH: No research items

Ship Type	Standard	Large
Engines	0	4
Defenses	0	2
Hangars	0	1
Carriers	0	0

Heavy Destroyer
 Destroyer
 Level 1
 Hull Size: 225
 Maximum Size: 400
 Max View Range: 4.0
 Ion Cannon: 1.0
 Countermeasures: +20%
 Targeting: +20%
 Cost: 1,500
 Build Speed: 20%

Ship Type	Standard	Large
Engines	0	4
Defenses	0	2
Hangars	0	1
Carriers	0	0

Fast Destroyer
 Destroyer
 Level 2
 Hull Size: 225
 Maximum Size: 275
 Max View Range: 4.0
 Ion Cannon: 2.0
 Countermeasures: +40%
 Targeting: +40%
 Cost: 1,500
 Build Speed: 20%

Ship Type	Standard	Large
Engines	0	5
Defenses	0	3
Hangars	0	1
Carriers	0	10

Fleet Destroyer
 Destroyer
 Level 3
 Hull Size: 225
 Maximum Size: 675
 Max View Range: 4.0
 Ion Cannon: 2.0
 Countermeasures: +55%
 Targeting: +55%
 Cost: 1,500
 Build Speed: 20%

Resources
 Ship Speed: +20%
 TSS Skill

Resources
 Ship Speed: +20%
 TSS Skill

Resources
 Ship Speed: +20%
 TSS Skill

There are numerous types of ships and bases available in Distant Worlds 2. What follows is only a brief summary. If a ship or station is unavailable, it is generally because either you have not researched

the required hull for that ship or station, or you lack a component that a valid design for it requires or you simply haven't created a design for it yet (if you are playing with ship design on manual).

<p>Battleships and Carriers</p>	<p>The largest military ships, ranging from Size 1200 to 1800 capital ships have unmatched offense and defense. Carriers can carry the most starfighters of any type of ship. Both have enough sensor bays to act as very effective fleet command ships as well as monitoring space around their fleet locations. They typically have bonuses to Weapon Range and Shield*Recharge Rate, but a penalty to Countermeasures.</p>
<p>Cruisers</p>	<p>Cruisers range from Size 750 to 900 and are the true multi-role ships of an empire due to their balance of weaponry, defenses and speed. They are excellent for offensive operations and form the backbone of attack fleets. They typically have no major bonuses, but a well balanced mix of component bays.</p>
<p>Destroyers</p>	<p>Destroyers range from Size 600 to 675 and are the smallest military ships that are well-suited to offensive operations. Destroyers are usually the largest military ship that you can build in the early part of the game. As construction technology improves, however, you gradually can come to build cruisers and capital ships. Destroyers typically have bonuses to Speed and Targeting or Countermeasures.</p>
<p>Frigates</p>	<p>Frigates range from Size 450 to 490 and are fast, agile military ships. Often Frigates are the most numerous type of military ship for an empire and they often form the first line of defense in outlying systems against enemy raids. Frigates typically have bonuses to Speed, Maneuvering and Countermeasures.</p>
<p>Escorts</p>	<p>Escorts range from Size 375 to 415. These are the smallest but fastest military ships, and are only lightly armed. Escorts are used to patrol smaller colonies and stations and escort important ships such as construction ships or colony ships on their missions. Escorts typically have bonuses to Speed, Maneuvering and Countermeasures.</p>
<p>Troop Transports</p>	<p>Troop transports range from Size 450 to 1500 and are specialized ships that move troops between colonies and also deploy troops for invasion of enemy colonies. They are heavily shielded and armoured, but are not heavily armed for their size. Troop transports are usually part of a full invasion fleet that includes other ships to attack enemy defensive installations at target colonies. Troop Transports typically have bonuses to Boarding Defense.</p>



WAR ON THE GROUND



The second domain of war in *Distant Worlds 2* is the planetary surface. Any inhabited world can potentially be invaded by an invasion fleet.

Ground combat means confronting both the enemy's troops and a segment of the colonial population. You should always invade with overwhelming force, landing as much of your force simultaneously as possible. The battle ends when one side's troops are completely annihilated or evacuated. The victorious troops receive promotions and the invaded colony receives a temporary setback in development level. The invaded population may also be unhappy. Make sure to leave enough of a garrison, or you may face a revolt. You can monitor the progress of a battle by selecting the colony and then clicking on the Troops section of the selection dialog to open the ground combat panel.

Troops defend your colonies and can also be used in taking over enemy colonies. Each race has a natural base-line strength of its troops—some races are stronger than others because they are more intelligent and cunning, have physical advantages, or are more naturally war-like and aggressive.

When troops are in battle they suffer losses and their readiness suffers for this. It takes time for readiness to recover. Medical facilities

can speed this recovery when on troop transports. Being on a highly populated and assimilated friendly world also helps a great deal with troop recovery. Certain research projects can also improve recovery rate. Troops gain experience after each successful combat. You can greatly increase the strength of your troops by ensuring that they succeed in and survive several campaigns.

Troops are recruited at colonies. They cost money to maintain and therefore you should plan before recruitment. It also takes time to recruit and train troops before they are ready for battle. Recruitment time is also affected by your approval rating in the colony and government type.

Certain ships have troop storage components and may transport troops. These include troop transports and larger military ships. Troop storage components provide basic living facilities for combat troops while onboard a ship or base. Higher troop storage technology levels provide extra capacity, allowing for more troops to be carried on a ship or base. Troops can be transported to defend a colony, to reinforce one or to invade an enemy colony.

Colony facilities may increase the strength of troops trained there, or increase the colony's defenses, or allow different troop types to be recruited.

Troops defending a planet of their native type have an advantage over attackers and the population of the planet also helps the defenders, resulting in significant bonuses for well developed, high population colonies. If you are attacking, make sure you bring enough troops to overcome these advantages.

An invasion often proceeds in the following stages:

1. Clear away any orbital defenses (including spaceports, defensive fleets and defensive bases). If any remain, the defender will retain the "Space Control" bonus during ground combat.



2. **Blockade and if necessary, Bombard.** Blockading prevents new resources from flowing to the worlds, which limits its growth, development and happiness. Blockading also prevents the enemy building new orbital facilities or reinforcing the planet while your Invasion Fleet is on the way. Orbital Bombardment can destroy already recruited troops on the ground and defensive facilities. However, Bombardment can also cause damage to the population of the world and even damage its quality. Bombardment is generally frowned on by most civilizations and will cause a penalty to your Diplomatic reputation as well.
3. **Invasion and Land troops.** Invasion fleets will come near the planet and release Landing Pods. Planetary Defense Units as well as Planetary Defense Facilities can shoot down these pods on the way to the planet's surface. Once they reach the planet, the invading troops disembark and a battle begins.
4. **Fight the Ground War.** Ground combat is resolved by looking at the composition of the attacking and defending troops, adding in any troops raised by the population of the planet (these are what are called militia), adding any bonuses granted by characters on the planet (such as Generals) and then modifying all that with bonuses to reflect combined arms. For example, if one side has a significant advantage in infantry or armor or special forces over the other side, they would get a top level bonus to reflect that they have an edge the enemy can't fully counter. As the ground war proceeds, you can watch it on the ground combat screen for that planet and see the troops being damaged, destroyed, new troops landing to join the fight, etc. until a resolution is reached.



TROOP TYPES

There are several troop types, each of which has a different purpose and specialization. Each type has a different Size, Cost, Attack and Defense Strength. Listed below is also an important factor called **Evasion** which effectively acts as damage reduction when attacked by certain enemy troop types. The higher the Evasion against a particular troop type, the less damage your unit will take from its attacks.

Infantry: The basic troop type and jack-of-all-trades. Infantry is multi-purpose, with even base strength on attack and defense. Infantry does not take up much space on troop transports and is relatively quick to recruit and inexpensive to maintain.

25% Evasion against Armor, Planetary Defense and Titans

Armor/Mech: The assault specialists of the galaxy. These troops pack the highest attack value per size of all the troop types except Special Forces, but are more focused than Special Forces on fighting other enemy troops.

50% Evasion against Infantry, 40% Evasion against Special Forces 25% Evasion against Planetary Defense

Planetary Defense: These troops are rarely part of an invasion, but they are specialists in defending planets against invasions. Planetary defense units are the only units (along with orbiting space stations) able to fire on enemy troops while they are transitioning from space to the planetary surface. In addition, planetary defense units are able to intercept bombardment attacks, mitigating the strength of any bombardment from space.

10% Evasion against Infantry and Armor

Special Forces: These are very specialized troops, fearsome in their own right but especially useful at weakening a tough enemy defense. Special Forces are able to land successfully on a planet



in the face of defences that would vaporize normal infantry. They are also harder for enemy troop types other than Special Forces to successfully target and damage. Special Forces will prioritize enemy defense facilities and planetary defense units before attacking other enemy troop types. These abilities make them very valuable as part of a large invasion. Because of their attack strength, they are also excellent at quick strikes on smaller planets.

25% Evasion against Infantry, 35% Evasion against Armor and Planetary Defense

Titans: These are rare late-game units of massive size and extraordinary capability. When fielded, they have few counters other than other Titans and can bring a unique advantage to any battle if you can afford to research, build and maintain them.

50% Evasion against Infantry, 40% Evasion against Special Forces, 25% Evasion against Armor and Planetary Defense

Militia: Militia is a troop type that is at times automatically generated by a planetary population (especially an independent planet) for defense. Militia is identical to infantry in all respects except that it is usually weaker in attack and defense.

Pirate Raiders: This is a unique temporary troop type generated from the boarding strength of Pirate ships. Unlike the other troop types, Pirate Raider troops do not represent large units. They are more similar to Special Forces, but they do not have the numbers necessary to conquer a planet. They are used by Pirates to conduct Raids on planets or bases. During a planetary raid, the resolution is similar in appearance to other ground combat, but if the raiders succeed (and they do not need to entirely defeat the defending forces to get something out of the raid) they depart with their loot. As long as a pirate ship has active assault pods, it is able to generate Raiders and launch raids



Robotics/Synthetics: Robotic Troops are an alternative to Infantry. They are much less expensive and smaller in size, but also proportionally weaker but with similar Evasion. Synthetics are a significantly upgraded version of Robotic Troops that match up well against most infantry while still being smaller in transport size.

Clones/Chimeras: Clones allow you to take your most elite infantry and duplicate it to make as many as you want. Chimeras are similar, but with the addition of genetic engineering to create a hybrid warrior that is stronger and more resilient in every way than a normal clone. The only downside is that the Chimera process is relatively expensive compared to normal Infantry or Clones, but it can create the strongest infantry units in the galaxy.

GROUND COMBAT BONUSSES

Each side in a planetary combat can achieve an advantage through one or more bonuses that can turn the tide of the entire battle.

Ground combat bonuses, displayed at the top of the ground combat screen for each side. Each bonus adds to the damage caused by the side with the advantage.

Fortified Line (Defender) or **Overwhelming Odds** (Attacker): +25%
Condition: Total Infantry Strength \geq 2x Opposing Total Infantry Strength

Armored Reserve (Defender) or **Armored Breakthrough** (Attacker): +25%
Condition: Total Armor Strength \geq 2x Opposing Total Armor Strength

Defense Grid: +25%
Condition: Total Planetary Defense Strength $>$ Opposing Special Forces Strength

Special Operations: +25%
Condition: Total Special Forces Strength $>$ Opposing Total PDU Strength



Titan Reserve (Defender) or **Titan Breakthrough** (Attacker): +25%

Condition: Total Titan Strength \geq 2x Opposing Total Titan Strength

Space Control: +25%

Condition: Defender has any ships/stations remaining in local space, or Attacker has the only ships/stations in local space

Planet Type: + or -10%

Condition: Native Planet Type for your species gives you +10%. A planet type for which you do not yet have the appropriate Colonization technology gives you -10%. All other instances give no bonus or penalty.

MAJOR THREATS



There are some other very dangerous non-Empire threats in the galaxy which you will at some point come across during the middle and late game. We won't spoil them here, but when they appear, take them seriously or they could cause your Empire some serious damage.



THE ENDGAME – OVERCOME AND WIN

How the game ends will depend greatly on which victory conditions you chose when you first setup your galaxy. Assuming you left those settings at their defaults, a combination of your total economy, population and territory (number of colonies) along with progress on your faction-specific victory conditions will determine how you get to victory. The more you pay attention to these, especially your faction-specific victory conditions, the better a chance you will have for success.

In the end, the first to the Victory Threshold wins and the opposing Empires will start to become concerned if you grow powerful and outpace them towards that goal. Expect to have to work harder at Diplomacy and your Defenses to make sure you can make it to the end without the entire galaxy turning against you. If you keep your friends close, they should stay by your side, but expect your enemies to increase their efforts against you as you get closer to the finish line. Investing in taking out a dangerous enemy before they become too strong can also be a valuable way to leapfrog up the standings.

GAME EDITOR

Every part of the galaxy can be edited in the built-in game editor, a tool which can be accessed using the Game Editor button under the Game Menu.

To place new items in the galaxy select an item from one of the panels at the left. Then, left-click in the main view to place the new item. For example, to place a new empire colony first select the empire from the dropdown list. Then, left-click an unclaimed planet or moon to place the colony. For more specific information on placing items, consult the Galactopedia.





To edit an existing item simply click on it. This will display an edit panel at the right of the screen where you can adjust any properties of the item. Clicking outside the Edit panel immediately applies any changes made to the item.

To edit the details of any empire click on the (Select Empire to Edit) drop down menu. This will display a list of all empires in the galaxy. From here you can select a single empire to edit.

To exit the game editor click the Exit Editor button at the top of the editor panel. You will be returned to the game, where you can then save the game from the game menu as usual.



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