SPACEBASE
STARTOPIA
SECTOR 4
kalypso
REALMFORGE

CONTROLS

CAMERA & GENERAL

Left Stick	Move Camera / Navigate Menus
D-Pad Left/Right	Move camera to next sector in direction
L2 / R2	Raise/Lower Camera
Right Stick	Rotate Camera
L3	Toggle Camera Mode
D-Pad Up/Down	Move Decks

R1	Display additional Information (Unit Names etc.)
L1 (Hold)	Increase camera speed
OPTIONS	Open Game Menu

GAME - SIMULATION MODE

⊗	Matter Storage (Pick up) / Use Buttons
⊗ (Hold)	Continuous Matter Storage (Pick up)
⊗ w/ Matter Storage Slot selected	Drop selected item
Hold ⊗ w/ Matter Storage Slot selected	Continuous drop of same items
□	Open Object Info-UI (Units, Rooms, C.R.A.T.E.s etc.) / Deselect
△	Open Circle Menu
○	Deselect/Cancel

R1 + □	Open Construction Menu
R1 + △	Open Unit Menu
R1 + ⊗	Open Research Menu
R1 + ○	Toggle Combat Mode (Requires Combat Units)
L1 + ○	Station Ratings
L1 + ⊗	Quick Interact (Harvest Plant, Unpack C.R.A.T.E. etc.)
L1 + □	(de)activate drop mode
L1 + △	(de)activate notification mode
R3	Interact with an Event
Touchpad Button	(de)activate tooltip mode

GAME - COMBAT MODE

R1 + ○	Toggle Simulation Mode
⊗	Select unit
Hold + Drag ⊗	Select multiple units
○	Deselect
□	Issue order to selected units
R1 + D-Pad Up	Select all units

R1 + D-Pad Down	Jump to selected unit(s)
R1 + D-Pad Left	Select all drones
R1 + D-Pad Right	Select all mechs
L1 / R1	Change focused unit type
L1 + □	Queue order
R1 + □	Use skill of focussed unit type

ALIENS

TELGOR

The Telgor's home planet – Shidorolihol – was used for centuries as a Garbage planet for other races, before it was discovered that the Telgor were indeed an intelligent species. They like to handle Garbage and work in the Recycling Station.

BUG

Bugrathorians — also known as Bugs — are a telepathically plagued race that will telepathically communicate all of their thoughts to others unless they yap almost incessantly. Perfect as Communicators.
Work in the Communications Center.

EU'REKER

Eu'reker are a somewhat introverted race who have devoted their lives entirely to Research. Accordingly, they are particularly well suited to a Research Lab environment. Some also develop into morally questionable scientists, something that is only officially frowned upon among the Eu'reker.
Work in a Research Lab.

HEM'NETJER

Hem'Netjer are a quirky, religious race that manages to awaken the desire for Divinity and Spirituality in other species.
When they come on board, they can often be seen on the Fun Deck, where they try to convert other Aliens. Once you hire a Hem'Netjer, he or she will build a Temple on the Bio Deck to satisfy the Need for Spirituality.

CELEBRAMER

Celebramer are the greatest party makers in the universe. Whether you're on the party bus to Ibiza or setting out to salvage the lost Ship "Revert Horizon", with Celebramer on board you'll always be in the best of spirits!
Celebramer work in the Space Disco on the Fun Deck.

DRYAD

Originate from the fertile planet Joopleberry 5. Love Nature and have a passion for Plants.
Dryads work on the Bio Deck, where they sow new Plants as well as harvest mature ones.

LEVIATHAN

Their home world is the water planet Escher 15. Normally a pleasant species, their large body mass makes them well suited for Security work.
Leviathans work in the Security Station.

GREY

Gresulurians — also called Grey — are very interested in the anatomy of all Alien species and rumor has it that they like to kidnap individual beings from their home planets and then perform tests on them.
Work in the Medical Station.

ROBOTS

FUZZY

Named after the Fuzzy Logic that drives them. Your industrious work robots.

SECURITY DRONE

Scans Aliens for Criminal Entities and brings successfully identified Criminals to the Brig – if there is one. Can also throw Aliens off the Station, if desired.
A Security Drone can also fight, but it is not particularly combat capable.

SPACE RAPTOR MMC

The Space Raptor MCC is (for a Mech!) reasonably fast and at shorter distances, thanks to its canister-shot shotgun, particularly effective against closely packed enemies.

STAR HYDRA DISRUPTOR

The Star Hydra Disruptor fires hand-signed missiles at its enemies by the dozen. These then deal explosion damage in the area.

AURORA G3 STAR STRIKER

The Aurora G3 Star Striker is equipped with a kinetic cannon, which can do great damage to a single enemy at long range.

ROOMS - SUB DECK

BERTH

Activation Cost: 500

You can define the Room Size of the Berth yourself and then build the corresponding Objects however you like.
You can build a separate Object in the Berth for each of the Needs Food, Drink, Sleep and Hygiene. 4 Objects per Need is not a bad place to start! Eating and Drinking also produce Garbage, which Aliens carry around with them and like to throw on the ground.

FUZZY CHARGING STATION

Activation Cost: 500

A Fuzzy charging station allows your Fuzzies to recharge themselves autonomously. If the energy value of a Fuzzy falls below a threshold value, it will make its way to the next charging station to be charged. If a Fuzzy does not make it to the charging station, you can take it into the matter storage and then simply drop it on the Fuzzy charging station.
The Fuzzy charging station creates a slightly bad atmosphere.

ENERGY CORE (SUB DECK, FUN DECK, BIO DECK)

Activation Cost: 0

The Energy Core ensures your Station's existence. If it's destroyed, Startopia will be destroyed as well! This is also where all your hard-earned Energy is stored!

COMMUNICATIONS CENTER

Activation Cost: 1250

The Communications Center enables you to receive signals from outer space. This can lead to special opportunities. The higher the combined skill value of your employees, the earlier – or even the more likely – you are to be informed about events. Bugrathorians work here.

GARBAGE BOT (SUB DECK, FUN DECK)

Activation Cost: 50

Your Fuzzies throw any garbage found lying around into the Garbage Bot, which then transports it to the Recycling Station.

TUBE LIFT (SUB DECK, FUN DECK, BIO DECK)

Activation Cost: 500

Lifts connect the different Decks. You only have to build a Lift on one Deck, as it will automatically be built on the others. At least as long as the space is available!

ATMOSPHERE FILTER (SUB DECK, FUN DECK)

Activation Cost: 250

Atmosphere Filters clean air that has been polluted by Aliens, Garbage lying around or certain Rooms. You can examine the Atmosphere quality by activating the Atmosphere Quality display – or by using an Atmosphere Filter's detailed view. Atmosphere Filters require O2 C.R.A.T.E.s to function. These are generated per Bio Deck Sector according to the number of Plants in that Sector.

CARGO HOLD

Activation Cost: 100

In the Cargo Hold, C.R.A.T.E.s are stored in a temporal vortex so that they never spoil or deteriorate. Also, other Rooms such as the Factory can only access C.R.A.T.E.s from the Cargo Hold, but then teleport them directly out of the cargo hold. Your Fuzzies will automatically store C.R.A.T.E.s there, but you can also become active yourself and toss C.R.A.T.E.s into the Cargo Hold.

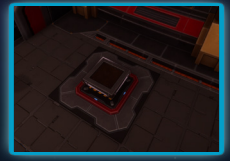
RECYCLING STATION

Activation Cost: 1250

The recycling station ensures that garbage produced on board is processed and converted into energy worthwhile for you. Besides garbage, you can also have many other things disposed of here if you no longer need them.
The recycling station creates a very bad atmosphere. It is advisable to set up an atmosphere filter nearby. Telgor work here.

BIO POT (SUB DECK, FUN DECK)

Activation Cost: 0



You can plant a Plant from the Bio Deck here to bring both fresh air and a touch of Nature for the visiting Aliens.

MEDICAL STATION

Activation Cost: 100

The Medical Station is a room of variable size. Here sick Aliens can be examined and perhaps even cured. Sick Aliens go to one of the Diagnostic Units and have themselves examined by one of the Grey staff there. Afterwards the sick Alien picks up a prescribed medicine from the Mediplicator and is (hopefully) cured. Should the treatment fail, this can have unpleasant consequences, up to and including the death of the patient. Grey work the Diagnostic Unit in this Room.

FACTORY

Activation Cost: 2000

Objects and Rooms can be produced from Resources in the fully automated Factory.

BATTERY FARM

Activation Cost: 100

Your energy core can only store a certain amount of energy. To accumulate even larger amounts of energy, you need to set up a battery farm.
Each battery farm also produces toxic material during its lifetime.

AIRLOCK

Activation Cost: 1000

Whenever Station Ratings come out, they are also used to determine the number of interested Visitors who wish to travel to Startopia. These arrive at the Airlock by Passenger Ship. You will receive an Energy fee for every Visitor that comes on board. Visitors who run out of Energy or become angry leave the Station through the Airlock.

UV LAMP (SUB DECK, FUN DECK, BIO DECK)

Activation Cost: 75

UV Lamps near Plants help them grow and increase Plant efficiency.

BRIG

Activation Cost: 2000

If a Security Drone detects a criminal alien, the Alien is thrown into the Brig and has to serve its time there. If there are too many criminals in a Brig, a criminal alien may be able to escape. After successful rehabilitation, the alien is eventually released. The Galactic Republic pays you a certain amount of energy for rehabilitated alien.

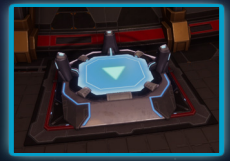
SECURITY STATION

Activation Cost: 500

The Security Station is a very important Room. First, you can have a single powerful Mech constructed for each Security Station, and secondly, Security Drones will automatically be built here – provided workers are available. Leviathans are required to man Security Stations.

MECH TRANSPORTER (SUB DECK, FUN DECK, BIO DECK)

Activation Cost: 500



Mech Transporters allow your Mechs to reach the Station's different Decks. When you place a Mech Transporter on one Deck, counterparts will be built on the other Decks – provided there is enough space for them! This way, the Mech Transporter basically works like a normal lift, only for huge Mechs instead of normal visitors.

RESEARCH LAB

Activation Cost: 2500

Eu'reker work in the Research Lab, where they strive to improve existing technologies. For a given Research topic to be expanded, it must be available as a C.R.A.T.E. Once you have started expanding a line of Research, your Eu'reker will work on it and gradually implement it. If a Reseach Lab is not working on a specific project, the Eu'reker won't stand idly by. Instead, they will work at generating Energy through Research.

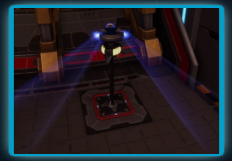
SPACEPORT

Activation Cost: 3750

The Spaceport enables you to allow passing Trading Ships to dock. However, you also need a functioning Communication Center to be able to detect the Trader's presence in the first place!
Once the Trader has landed, you can buy goods from them or sell goods to them.

SURVEILLANCE CAMERA (SUB DECK, FUN DECK)

Activation Cost: 50



Records events in the area and helps detect criminal Aliens. If a crime is committed in the vicinity of the Camera, the criminal Alien will be detected and flagged accordingly for your Security Drones.

ROOMS - FUN DECK

ENERGY DISTRIBUTOR

Activation Cost: 250

While a power supply is already available everywhere on the Sub deck, this is only the case on the Fun Deck in the start sector. Install power distributors on the Fun-Deck to extend the power supply system and thus open up new installation space for additional rooms.
Note that Energy Distributors consume energy continuously. They also slightly create a bad atmosphere.

SPACE DISCO

Activation Cost: 500

The Space Disco is where all those Aliens craving for Entertainment can swing their hips to their favourite music! This satisfies their Need for Fun.
You can determine the size of the room yourself and then furnish it as you wish. To allow aliens to have fun in this room, an audio console is required, on which a Celebramer is working.

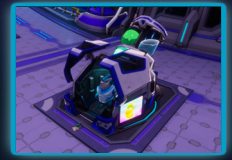
STARCATS CAFÉ

Activation Cost: 500

Famous throughout the universe, the „Starcats" franchise is of course also represented on Startopia.
A Starcats Café can satisfy both the Need for Relaxation and the Need for Drink.
You can define the Room's Size yourself and then build the corresponding Objects however you like.

HYDROCLEAN PRO MASTER

Activation Cost: 750



The HydroClean Pro-Master ensures your Aliens pore-deep cleansing right down to the molecular level.

SLEEPING POD HOTEL

Activation Cost: 750

Accommodation for the Fun Deck.

SNACK-O-MAT

Activation Cost: 250

The Snack-O-Mat is a food replicator and supplies aliens on the Fun Deck with basic foods. This satisfies their need for food. The advantage compared to the berth is that your profit is much higher and the visitors do not have to change decks anymore.
The Snack-O-Mat needs the resource food, which is partially consumed per visit.

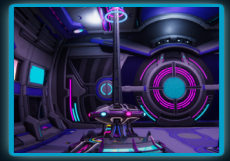
ARCADE

Activation Cost: 500

In the Arcade, Visitors can satisfy their Gaming Needs at various Gaming stations. From Dance Mats to Lightguns, the Visitors' urge to play is offered ample variety.
You can define the room's size yourself and then build the corresponding objects however you like.

BLACK HOLE DROP

Activation Cost: 500



No Aliens should ever get closer to a Black Hole! Thrill-seeking Aliens aren't bothered by the deadly danger, but rather enjoy the simple system behind this device: Slow ascent, rapid descent! Whoo-hoo!!!

LOOTBOX LOTTERY

Activation Cost: 500

It goes without saying that Startopia has its own Lootboxes (the operators have to make a living from something). Here Aliens can not only satisfy their Need for Gambling, but also win themselves some fancy accessories.
The Lootbox lottery produces toxic material.

FLYING SUSHI RESTAURANT

Activation Cost: 200

When it became clear over the course of time that a diet based solely on Chocolate was not compatible with a properly functioning body, other traditional Food cultures began to experience a renaissance. Amongst other things, this gave rise to the Sushi Restaurant, in which Aliens with higher expectations as far as their metabolism is concerned are offered exotic dishes made from Factory-produced Sushi.

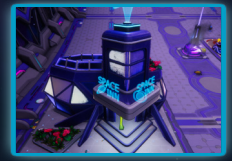
BAR

Activation Cost: 200

For those who find the mass-produced Slushi in the Berth too monotonous (or who simply want to have a drink with more than 5% real liquid), the Bar offers a wide range of Drinks mixed on site.

HOTEL SPACE INN

Activation Cost: 1500



The Space Inn offers somewhat more comfortable sleeping arrangements than the Capsule Hotel, but is still reasonably affordable. At least as long as one keeps one's hands off the minibar.

REFRESHMENT CENTER

Activation Cost: 1250

A high-quality sanitary facility where one can enjoy a thorough cleansing.

CASINO

Activation Cost: 2000

The Casino offers Aliens too sophisticated to let someone simply take their valuable Energy for a simple Lootbox Lottery the opportunity to lose it in a much more elegant and refined setting.
The room offers numerous Gambling opportunities, all based on the tried and tested R.F.S. salary negotiation system.

ENERGIZER ATM

Activation Cost: 75

An Energizer ATM allows Aliens to withdraw the same amount of Energy during their visit to Startopia as they had when they arrived. This allows them to spend more Energy and stay on board longer.

COSMIC HORROR

Activation Cost: 1000

Those for whom the idea of falling into a black hole doesn't offer enough Thrills can experience up close the feeling of being caught in the claws of the Great Devourer beetle, in whose name they are then allegedly digested for 1000 years.

HOLO BOARD

Activation Cost: 0

The Holo Board offers game loving Aliens an extraordinary experience.

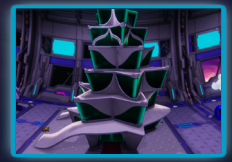
WHALE THERAPY

Activation Cost: 1000

Following the generally accepted principle that bigger is always better, Whale Therapy was developed when it became clear that the Starcats Café was no longer sufficient for some Visitors.
Fun Fact: If you put your ear to a whale, you can hear the roar of the sea.

STAR HOTEL

Activation Cost: 2500



Luxurious hotel for discerning guests.

MOLECULAR RESTAURANT

Activation Cost: 0

Molecular Cuisine offers Visitors culinary delights at the highest and yet smallest levels. Thanks to the preparation of the dishes at the particle level, the possibilities are almost limitless. This allows even customers with limited dietary options an unlimited choice, true to the motto „It's not meat if it was lettuce first".

WELLNESS TEMPLE

Activation Cost: 2500

Visitors can experience the ultimate in Relaxation at the Wellness Temple. Various treatments free both body and mind, allowing Visitors to completely let go and relax.

BATTLE ARENA

Activation Cost: 0

The Arena offers a varied experience for demanding Visitors, who can indulge both the most sophisticated form of Gambling and their baser instincts at the same time.
In honour of the Eternal Champion Grommshak, the most famous of his three sentences was engraved above the entrance to the Arena: „Me not entertain you?!"

DIMENSION RIDE

Activation Cost: 3500

The Dimension Ride offers the ultimate Thrill to even the most hardened Visitors who think that nothing can shake them – especially because one can never be sure if and in which condition one will return from one of the 17 available Dimension Rides.
Quote from a (presumably) enthusiastic customer: „Sträwkcür ella hcilztölp nefual oseiw reba, Remmah!"

SPACE PILOT SIMULATOR

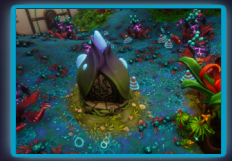
Activation Cost: 3000

These capsules allow Visitors to both take control of a Spacefighter and fight enemies and demonstrate their flight skills.

ROOMS - BIO DECK

BIO STATION

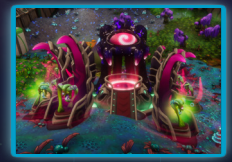
Activation Cost: 0



A Bio Station is automatically set up on the Bio Deck when you hire Dryads. There they can provide themselves with basic necessities – analogous to a Berth – which saves long walks.
Each Bio Station serves 2 hired Dryads.

TEMPLE

Activation Cost: 0



The Hem'Netjer work in the Temple to satisfy the for some unknown reason suddenly awakened Need for Spirituality of those Aliens who come here.
Visitors who attend the services on a regular basis refer to them as a transcendental experience – while everyone else calls them the scariest thing they have ever seen.

PLANTS

RED TITAN TREE

The Red Titan Tree can be found on numerous planets that have rainforests. This Plant provides Medicines when harvested.

BLADEBLOSSOM

The razor-sharp leaves of the Bladeblossom are dangerous and have been the downfall of many hikers.
This Plant provides Medicines when harvested.

RHODOSIAN MARSH WEED

Notorious as a weed on the swamp planet Rhodosia, the sight of this Plant now delights the inhabitants of many a planet. The crushed blossom has a healing effect. This Plant provides Medicines when harvested.

LILANE

The Lilane is a plant originally native to the swamps of the planet Adoy. This Plant provides Medicines when harvested.

SPOTTED BONSAI

The Spotted Bonsai is a small shrub with pink flowers originally native to the Tundra planet Gromsch 14A. This Plant provides Food when harvested.

FAR'FARUUK PILLAR TREE

The Far'Faruuk Pillar Tree thrives in tundra-like environments and can live up to 50 million years. The bark is edible, one simply has to chew each bite for a very, very, very long time. This Plant provides Food when harvested.

WOBBLE MUSHROOM

The Wobble Mushroom is a robust plant. The name is somewhat misleading, as the Wobble Mushroom is neither a mushroom nor does it wobble in the slightest, but is actually rock hard. This Plant provides Minerals when harvested.

URANUS TRAP

The Uranus Trap is actually a carnivorous Plant that feeds on the giant Mosquitoes of the planet Barius 5. This Plant provides Minerals when harvested.

FFFFFTPLOP

The Fffffplop plant is a lovely plant arrayed in beautiful colours. When one of its flowers is plucked, the escaping gas gives off a „Ffff!"-like sound before the blossom then bursts with a „Plop!". This Plant provides Fibers when harvested.

BUBBLE TREE

Over the course of time, a Bubble Tree develops gas-filled growths around which its branches then grow. This Plant provides Fibers when harvested.

FRAGRANT PUFFBALL

Rather inconspicuous, the Fragrant Puffball Plant's blossoms contain a foul-smelling gas. In earlier times, Fragrant Puffball gas was used by dentists on Tambori 62. This Plant provides Food when harvested.

PALMA PERFORATIS

The Palma Perforatis is native to warmer and rather dry Savannah-like areas. This Plant provides Food when harvested.

CYRSTYL TREE

A Cyrstyl Tree is as icy as the environment it calls home. Every year, countless Aliens lose their lives to the in itself completely harmless Cyrstyl Tree when their tongues freeze to it. As yet, no research has been done into why someone would want to press their tongue to the tree. This Plant provides Fibers when harvested.

SNOW STAR

The Snow Star is a frighteningly cold Plant that was first discovered on the ice planet Schneborak 13 and has since become native to all icy regions of the universe. This Plant provides Fibers when harvested.

ARBOR CONCALEFACTIO

A very hardy plant that thrives in the most inhospitable areas. The Bugrathorians consider the Arbor siccitas an adequate side dish despite its intrinsic inedibility. This Plant provides Minerals when harvested.

MOONWORT

The Moonwort is a small, incredibly hardy species of Plant. It grows almost explosively on crater-like, rocky landscapes – and this is meant very literally indeed! This Plant provides Minerals when harvested.

FLAME FLOWER

The Flame Flower enchants Visitors with its beauty and therefore adorns the front garden of many a highly ambitious hobby grower. This Plant provides Food when harvested.

FIRE PALM

This fireproof Plant practically absorbs heat. A Fire Palm thrives best when watered daily with lava. In principle, the fruits of the Fire Palm are edible, but they must first be allowed to cool for 3 days. This Plant provides Food when harvested.

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- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Make sure that there is sufficient lighting in the room.
- Be sure to take a 10-15 minutes break every hour.

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TERMINATION
This licensing agreement is valid until it is terminated. Termination implies the destruction of the software as well as all copies. Kalypso Media can cancel this licensing agreement with immediate effect in the event that you commit a significant violation of the licensing agreement or the terms of use. In such case you must promptly destroy the game without substitution and remove the game client from your hard drive. With valid cancellation of this agreement for whatever reason, all licences granted herein are considered to be immediately terminated, without substitution.

FINAL PROVISIONS
If a provision of this agreement is or becomes wholly or partially invalid, the validity of the remaining provisions will remain unaffected. Invalid provisions shall be replaced with regulations having as close as possible the original meaning. This licensing agreement establishes and encompasses all legal agreements between the parties in relation to the subject matter of their agreement and replaces all former verbal or written agreements, whereby it is assumed that this agreement exists parallel to the terms of use and does not replace them. Kalypso Media reserves the right unilaterally to update, amend or alter the terms of use. Revised versions of this licensing agreement will be posted on the Kalypso Media website (www.kalypsomedia.com).

TECHNICAL SUPPORT

We have put this product through rigorous tests and you shouldn't experience any problems. However, it's impossible to test every configuration and should you experience any problems regarding this product, please go to
https://www.kalypsomedia.com. Here you will be able to browse through our Frequently Asked Questions (FAQ) where the most common problems are identified.

If you cannot find what you are looking for in the FAQ section, then please find contact details below:

TECHNICAL SUPPORT:
email: support@kalypsomedia.com
phone: +49 (0)6241 506 19 15 (Mo - Fr 10am GMT - 4pm GMT)
International rates may apply!

ADDRESS:
KALYPSO MEDIA UK LTD.
4 Milbanke Court, Milbanke Way, Bracknell,
Berkshire RG12 1RP, United Kingdom

Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully.

When submitting a fault via our helpdesk please include the following information:
. Exact error message if any.
. Steps taken to reproduce the error/fault.
. Details of programs running at time of fault, including. Anti-Virus and firewall applications.
. Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the „Save All Information" button at the bottom. This will save a text file called „DxDiag", which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible.

Code valid until Dec. 31, 2022. For a guide on how to redeem your voucher, see below.

How to redeem your voucher:

1. Visit our store www.kalypsomedia.com
2. Add your desired Steam titles to your shopping cart
3. Click on "Redeem voucher" in the side bar
4. Redeem your voucher code under "I have a voucher".

For more information, check out our FAQ.
[Link: https://www.kalypsomedia.com/eu/voucher-code]

*Code valid for Steam titles until Dec. 31, 2022. You need to register an account in the Kalypso Store. You will receive an activation code for Steam. No cash disbursement. On redemption of your voucher, you will receive an activation code, located on your Kalypso account under "Steam Activation Codes". Only one voucher redeemable per order. Kalypso Media reserves the right to change, limit, or end promotions and sales at their own discretion and without prior notice.

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