

STARPOINT GEMINI 2

GAME MANUAL

The logo for Little Green Men Games, featuring the letters 'LGM' in a bold, white, sans-serif font inside a black circle with a white glow effect.

LGM

LITTLE GREEN MEN GAMES

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HEALTH WARNINGS

Some people may experience epileptic seizures or loss of consciousness when exposed to certain light patterns or flashing lights. Some types of graphics and computer game effects may induce epileptic seizure or loss of consciousness in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your doctor before playing this game.

If you experience any of the following symptoms while playing the game: dizziness, loss of awareness, eye or muscle twitching, fainting, disorientation, any involuntary movement or convulsions – turn off your equipment IMMEDIATELY and consult your doctor before resuming play.

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INSTALLATION

BOXED VERSION

Please insert the DVD into your DVD drive; installation screen with menu should appear automatically. Note: Autorun function may be disabled on your computer. In that case double-click on Autorun.exe file in the root directory of the DVD to call up the installation menu. To start installation wizard, select „Install“ and follow on-screen instructions.

The installer will prompt you to select the game directory. The installer will create „Iceberg Interactive\Starpoint Gemini 2“ program group in Windows Start menu. There you'll find links to the game launcher, related websites, manual and Uninstall program.

DIGITAL DOWNLOAD

Start the downloaded setup file and the installation window should open. Follow on-screen instructions.

UN-INSTALLING THE GAME

To completely uninstall the game, click on Uninstall in the game launcher menu or in Starpoint Gemini 2 program group in Windows Start menu.

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION:

PC, Windows 7 or later
DirectX 10.1 or later
CPU 2.2 GHz Dual core or equivalent
2 GB RAM

DirectX 10.1 compatible graphics card, 512 MB RAM
Mouse
DirectX compatible sound card
8 GB of free hard drive space

RECOMMENDED CONFIGURATION:

PC, Windows 7 or later
DirectX 11
CPU 3.0 GHz Dual core or equivalent
4GB RAM
DirectX 11 compatible graphics card, 1 GB RAM
Mouse
DirectX compatible sound card
8 GB of free hard drive space

All resolutions from 1024x768 and above are supported. Wide-screen resolutions are also supported.

GENERAL TROUBLESHOOTING

If you're experiencing any problems with the game (distorted graphics, cut-off sound, game crashing on start-up etc.) make sure your video drivers and DirectX are up-to-date.

- Download your video drivers only from official manufacturer website or another trusted website.
- Download the latest DirectX version from official Microsoft website.

If the above steps did not help, you can always contact our customer service either through the contact form on our official game website or by directly sending an E-mail to customersupport@inter-corona.com. We'll

answer every E-mail as soon as possible. When contacting us by E-mail, please include the following:

- A short description of the problem
- Game log generated on game crash
- DxDiag report file

WELCOME TO GEMINI

Starpoint Gemini 2 takes place in the Gemini system, several years after the horrible and unexpected turn of events at the end of the second Gemini war. Imperial forces used the reopened Starpoint and swarmed into Gemini once again. Gemini factions, shocked by a sudden deadly strike of their nemesis, tried to save what they could and retreated to sectors farther from the Starpoint. First Imperial waves led by the gargantuan Leviathan laid waste to most of the veteran Gemini League units and killed many of the elite commanders. The League was barely saved and reorganized by Captain Dmitry Kuzhev, second in command to the great General Paul Demetrius who was tragically lost in the battle of Starpoint. But, the strength and influence of the organization suffered greatly. All over Gemini factions faced panic and disorder. Then the unthinkable happened: the Empire offered a truce and brought their military operations to a minimum. That move was impossible to explain, but all of Gemini gladly accepted the possibility to rest and reorganize. Imperial forces continued limited incursions near the borders of their new domain, but the only all-out war they didn't suspend was aimed against the Colonial Directorate, an organization that the Empire itself founded years before any secession movement appeared in Gemini. In the eyes of the Empire, the Directorate was to blame for the loss of the Gemini system in the first place and traitors have no place in the Imperial order. Meantime, the largest factions managed to survive even this turmoil. Baeldor Republic, now led by Carlos Figueroa, secured most of their borders and fought sporadic

skirmishes with Nexus, a scientific conglomerate led by Dr. Thomas Scott. The new, reorganized Nexus was worlds apart from the old one that worked together with the League to liberate the system. It became isolated and increasingly aggressive under the rule of Dr. Scott.

The Korkyran Triumvirate also remained firm within smaller borders, but Grand Arbiter Christopher Derrick was forced to fight an open rebellion from the Thaurian Alliance, led by Walter Lehmann; a former Korkyran Judicator.

Another large faction known from the previous war, the Nyxian Consortium, decided to take a more pragmatic stance. They made a deal with the Empire and worked as their ally.

The Gemini League is now known as the Gemini Protectorate and is commanded by Dmitry Kuzhev, veteran of both Gemini wars. Kuzhev fought the Empire his entire life and came so close to final victory on several occasions just to be beaten back and forced to fight all over again. Now, with Paul Demetrius out of the picture, Kuzhev took the helm of the Protectorate and drives it in the direction he sees as righteous – at the forefront of all resistance against the Empire. The Protectorate has transformed into a highly militarized system with good connections to smaller armed factions and weapons manufacturers. Kuzhev intends to be prepared to deal a serious blow to the Empire when the time is right.

Following the initial Imperial surge and capture of significant territories in Gemini, several new factions emerged in the wasted sectors – The Trinity Free States, Porphyria, the Iolian Pact and Mycaena, but their influence remains limited for the time being.

You are Adrian Faulkner, a 22-year old son of the legendary Gemini League

hero, Gabriel Faulkner, known best for his endeavors in the last Gemini war; a war which ended when the Empire reopened the Starpoint and pushed its way back into Gemini. When the war ended, Gabriel separated himself from the League and decided to seek out his lost comrades and find a different way to finally end this ever-changing fight. His investigations revealed a shocking chain of events that influence Gemini to this day.

You're just about to reach planet Trinity in the Trinity Free States to finalize one of your father's trade runs.

NEW GAME & SCENARIOS

A new game can be started through the New Game panel of the Main Menu. Here you can select which scenario to start. Freeroam is also given as a choice when you reach the ending of the first campaign mission. Choosing Freeroam then completely deactivates the main storyline and it CANNOT be continued anymore without starting a completely new campaign game.

MODS

Mods are modifications made to the game. They can be anything from a new ship available in the game to a complete overhaul of the entire game campaign or even a completely new scenario.

Mods are activated in-game through the Mods screen. Select the mod(s) of your choice and start the game. The game will warn you if two or more mods are in conflict (modifying the same game file), BUT you can still start the game even with conflicts!

CHARACTER CLASSES AND SKILLS

There are three character classes available in the game:

COMMANDER

The Commander balances between augmenting his own ship and his entire fleet. The Commander is most powerful when accompanied by friendly ships and fighter crafts.

COMMANDER SKILLS

- Tactics** Augment your fleet.
- Retaliate** Enemy hits can cause retaliatory effects on the shooter.
- Defender** Augment your ship with defensive effects.
- Piloting** Augment your ship's movement and accuracy.

ENGINEER

The Engineer can create dangerous anomalies and hack into enemy ships' mainframes to inflict damage or other negative effects. To utilize everything at his disposal, he can also augment his Power output.

ENGINEER SKILLS

- Hack** Wreak havoc by hacking into your target's mainframe.
- Rift** Create powerful anomalies that weaken and damage your enemies.
- Energize** Boost your ship's Power output and distribution to augment your shields and disable your enemies' weapons.
- Enforce** Augment your weapon systems to have more energy or deal additional damage.

GUNNER

The Gunner is a straight-shooter. He augments his light and heavy weap-

only to maximize damage on enemies.

GUNNER SKILLS

Plasma booster	Boost your Plasma cannons with special effects.
Beam manipulation	Enhance your Beam accelerators.
Railgunner	Augment your Railguns with special effects and added damage.
Heavy hitter	Heavy weapons can always hit harder.

Each Experience level grants you an additional Skill point you can use to upgrade your skills. Each Skill has 5 modifiers attributed to it and you can upgrade each individual modifier to craft any skill to your preferences.

RANKS & PERKS

Every few levels you will also increase in Rank, which grants you a Perk point to use to upgrade Perks: passive bonuses that can influence anything in the game.

Ranks provide additional bonuses on their own, along with a Perk point.

RANKS

Apprentice	You can command Gunship size vessels.
Mate	You can command Corvette size vessels.
Petty officer	You can command Frigate and Freighter size vessels.
Chief petty officer	You can hire additional mercenaries into your fleet with ship size up to Frigate.
Master petty officer	You can command Destroyer size vessels.
Ensign	You can command Cruiser and Freightliner size

Lieutenant
Ltn. Commander
Commander
Captain

Commodore
Rear admiral
Vice admiral
Admiral
Fleet admiral

PERKS

Merchant
Hawkeye

Field Commander
Scoundrel

Miner
Scavenger
Collector
Space wolf
Student
Torrent surfer
Light vessels

Mid-size vessels

vessels.

You can command Battleship class vessels.

You can command Dreadnought size vessels.

You can command Carrier size vessels.

You can command mercenaries with ship size up to Cruiser.

+1 Perk

Fleet Damage increased by 10%%.

Fleet size increased by 1.

Fleet Soak increased by 10%%.

You can command mercenaries with ship size up to Dreadnought.

Improves commodity trade prices

Increases sensor radius and improves cloak detection

Increases Trooper strength

Reduces enemy critical hit chance and anomalous effects

Increases mining yield from asteroids

Increases scavenging yield from derelicts

Increases collecting yield from nebulas

Increases radiation and EMP resistance

Increases experience gain

Increases T-Drive jump radius

Increases Evasion for Gunship and Corvette size vessels

Increases Batter power for Frigate, Destroyer and Cruiser size vessels

Large vessels	Increases Maneuverability for Battleship, Dreadnought and Carrier size vessel
Transport vessels	Increases Speed for Freighter and Freightliner size vessels
Railguns	Increased Damage and Accuracy for Railguns
Beams	Increased Damage and Accuracy for Beam accelerators
Plasma cannons	Increased Damage and Accuracy for Plasma cannons
Missiles	Increased Damage and Accuracy for Missiles
Shockwaves	Increased Damage and Accuracy for Shockwave generators
Torpedoes	Increased Damage and Accuracy for Fusion torpedoes

CONTROLS

MOVEMENT

Ship movement is controlled with the keyboard. Alternatively a joystick or gamepad can be used.

The keypad is used to control direction (turn left/right = A/D). Roll left/right buttons (Q/E) control in which direction the ship will roll and pitch (W/S) controls in which direction the ship will tilt.

CURSOR FLIGHT / SELECTION

It is possible to use the mouse cursor for movement. The cursor flight/selection toggles between the two modes (def. SPACE). While it is set to flight, move the mouse cursor to control movement and respectively, while

it is set to selection, use the cursor to click on HUD buttons etc. When in Turret view (def. V), the flight mode controls the camera and turrets. This is especially useful when commanding large ships to maximize the use of all ship's weapon turrets.

CAMERA

There are several camera modes available in the game. Switch between modes with the switch camera button (def. TAB).

The standard view is linked to your ship and faces front. While cursor mode is set to flight, you can easily control your ship's movement with the mouse in this camera mode.

Turret view (def. V) has your ship as its focus and rotates the camera around the ship. While cursor mode is set to flight, you can easily rotate the camera and also the turrets and blast away at enemies wherever they may be around you, if your ship has turrets facing in the needed direction. While cursor mode is set to selection, you can still rotate the camera by pressing and holding the left mouse button + mouse movement.

The center of the camera view holds the targeting reticle which is covered in the HUD section.

Camera can be zoomed in/out (Numpad +/Numpad -).

CONTEXT MENU

The context menu facilitates quick and easy controls of the many functions the game has to offer, by filtering and making only necessary and useful information and options available to you.

The quick menu is accessed by pressing the appropriate shortcut. It then appears on the cursor's current location. This menu gives access to actions only relevant to the current situation. Different options are available depending on what kind of object is targeted, if any.

USER INTERFACE – HUD

CENTRAL CONSOLE

The central console is split into three parts. Skill icons appear on the left side and can be activated quickly by clicking on an icon. Equipment appears on the right and can also be activated by clicking on an icon. The middle of the console has two bars: Hull and Speed. The Hull bar displays your ship's hull integrity and the Speed bar represents how much you're "pressing the pedal".

SHIP SCHEMATIC & ENERGY TRANSFER

The lower left side of the screen is dominated by the ship's schematic. It is a representation of your ship, surrounded by individual ship systems and weapon batteries. Use this panel to have an overview of your ship's status (systems, weapons, shields. . .).

Hover the mouse cursor over your ship's schematic to switch this panel to display the Energy transfer panel. This screen enables you to quickly redistribute energy between different ship sections (Shields, Propulsion, Weapons) and boost them significantly.

RADAR

You can find the radar in the lower right part of the screen. This displays your immediate surroundings; your sensor radius. More importantly it will notify you when potentially hostile ships come closer to you, but it also helps

to find your way around Gemini. Use the mouse-wheel to zoom the radar in or out.

MENU CONSOLE

The console in the upper right of the screen opens the way to several important screens:

STARCHART

The Starchart is your central point for getting invaluable information on various regions and points of interest in Gemini. This is also the place to go to take on missions.

To pan the Starchart, press and hold the right mouse button and move the mouse cursor. To zoom the Starchart in or out, use the mouse-wheel. Left-clicking on an object on the Starchart, selects the object and opens up a small context menu showing several options where you can for example order your ship to move to or anchor on the object.

The circular panel in the top-right provides additional options like filters so you can toggle showing some Starchart info (Regions, asteroid fields, nebulas, reputation layer. . .). You can also place or remove a waypoint. If the panel is getting in the way, simply drag the panel around the screen.

Close the Starchart by clicking on the red X button in the middle of the circular panel.

CAPTAIN INFO

The Captain info offers a range of information on you, your finances and achievements. Each tab has its own tutorial panel that provides greater detail:

Personal

The Personal tab shows basic information on you as the captain. The bottom half of the panel lists all active bonuses.

Finances

The Finances tab gives you an overview of your monthly finances. Income is shown on the left, listed by several categories. Expenses are shown on the right, also listed by categories and the monthly balance is situated in the middle.

Reputation

The Reputation tab shows your standing with each Gemini faction. Use the buttons on the top of the panel to filter out unnecessary information. Faction names change color depending on their alignment towards you.

FLEET

To have a complete and detailed overview of your entire fleet and a thorough data-sheet of your flagship (cargo, systems, items, equipment, licenses. . .), open the Captain fleet panel and use the various tabs to filter the information.

Ships

The Ships tab primarily shows your current ship. The schematics on the left and basic information on the right. Scroll down to view hired Mercenaries.

Systems

The Systems tab lists all ship systems you have stored in your ship's inventory.

Equipment

The Equipment tab holds your stored Equipment on the left side, while the right side shows selected Equipment info and the Equipment quickbar. Use the Mount and Unmount buttons to install selected Equipment onto the quickbar or remove it.

Items

The Items tab lists all quest-related items you have onboard your ship. Quest items CANNOT be removed, but they don't use up any space. The list is situated on the left side of the panel, while info on the selected item is shown on the right.

Licenses

Licenses provide special passive bonuses for as long as a license is active. Licenses are faction-specific and can only be purchased when you're in good standing with a faction. The list of Licenses you currently own is shown on the left, while detailed info on a selected License is shown on the right.

Cargo

The Cargo tab shows all Commodities you currently have in your Cargo hold. The list is shown on the left, while Commodity info is on the right. Use the Jettison button to drop the selected Commodity into space, or the Destroy button to destroy the Commodity altogether.

Officers

The Officers tab shows what officers you currently have on your ship. Officers require salaries and if the paycheck is late, they WILL leave your service. Hover the mouse over each officer to get detailed info.

SKILLS & PERKS

When you reach a new experience level, you gain an additional skill point. When you reach a new Rank, you also gain an additional Perk point. You can use these points to upgrade your individual Skills with various modifiers and to upgrade your Perks to new levels.

Skills tab

The Skills tab lists all your skills and associated skill modifiers. Hover the mouse over a modifier to see what bonus they provide. Left-click on a modifier to assign an unused skill point.

Perks tab

The Perks tab lists all available Perks. Hover the mouse over a Perk to see what bonus it provides. Left-click on a Perk to assign an unused Perk point.

CAPTAIN'S LOG

To keep track of all your active missions and on-going events, use the various tabs of the Captain Log screen. Unnecessary information is automatically filtered (Show active only), and some information is automatically deleted, if it is of no more use.

OPTIONS

Use the Options panel to configure the game to your liking.

DIALOG PANEL

The Dialog panel opens up only when required; when a dialog is in progress. Dialogs progress automatically with no need from player input.

PLANETS AND STATIONS

Every station and planet in Gemini can be landed on (anchor) if you're in good standing with the controlling faction. They are instrumental for surviving in the system. Refitting, repairing and rearming ship can be done on planets and stations. The key difference between planets and stations are Planetary landing fees; a special Credit fee you must pay to be allowed to land on planets. The Landing fee varies from planet to planet.

The Station interface is divided into several distinct panels, each covering a part of the station/planet services.

SHIPYARD

This panel enables you to purchase new ships. Your currently owned ship (and its state, improvements etc..) is calculated into the transaction as price reduction. Used or damaged goods naturally have lower prices, so it is possible to sell older or damaged captured ships, but it is not possible to "become a millionaire over night".

Ships available for purchase and corresponding details are presented to you so you can compare available ships to your current one.

By default new ships come with standard equipment installed, but equipment from the current ship is transferred onto the new one. The same goes for commodities and items in the inventory. If the new ship cannot hold all the cargo, then the player receives a notification explaining the problem. He can then immediately sell off the cargo surplus at standard price of the commodity.

Clicking on the Purchase button exchanges your current ship with the selected one and automatically calculates the difference in price. Clicking on the Purchase to garage button purchases the new ship and automatically

stores it in your Garage for later use.

Ships come in a variety of classes each with its own pros and cons: gun-ship, corvette, frigate, destroyer, cruiser, battleship, dreadnought, carrier, freighter and freightliner.

DRYDOCK

This screen will be most frequently visited while on a station/planet. It shows the overview of the ship's status and it also enables repairs to the ship and individual ship systems, purchasing enhancements and new ship systems, rearming etc..

There are several tabs available on this panel:

Ship

The ship panel shows the basic info for your ship. The left side is dominated with a model of your ship. Left-click and drag the mouse to rotate the model.

The right side shows your ship's basic information. Here you can also click on the Repair hull button to fix your ship's hull. The Rearm button fills ammunition for all your existing heavy weapons. You can rearm individual heavy weapon emplacements on the Loadout panel.

Loadout

The Loadout panel holds your ship schematic on the left side, with each changeable system hardpoint. Only Light and Heavy weapons and Hangar slots are shown. Main systems (Power core, Shields. . .) can be viewed and upgraded on the Enhancements tab.

Left-clicking on a slot, shows all available systems (of the appropriate type) on the right. The right side can be switched between your ship's inventory and the systems available for purchase.

Use the Mount and Unmount buttons to install or uninstall systems to and from your ship.

The Add turret buttons adds additional turrets to the selected Light weapon battery (if possible!).

When a Heavy weapon battery is selected, the Add turret button switches to Rearm button, which buys ammunition for the selected battery.

Enhancements

The left side of the Enhancements tab shows your ship's schematic representation with each ship system visible. A small rectangular icon is attached to a ship system icon if it has an Enhancement installed. Hover the mouse over the rectangular icon to see details of the Enhancement.

The right side of the panel shows available Enhancements. They are automatically filtered depending on what type of ship system is selected on the left.

Use the Mount button to purchase and install the Enhancement on the selected ship system. The Unmount button removes the Enhancement.

Systems

The Systems tab allows buying and selling ship systems.

The list of systems in your ship's system inventory is on the left. The buttons on the bottom of the panel allows you to Sell individual system or Sell all of them.

The right side shows systems available for purchase on the station/planet. Use the Buy button to purchase a system and store it into your ship's system inventory.

Equipment

You can use various Equipment in Starpoint Gemini 2.

The left side of the panel shows a list of all Equipment you have stored in your ship. Use the Sell button to sell the selected Equipment or the Sell all button to sell all of them at the same time.

The right side shows a list of all Equipment available for purchase at the station/planet. Use the Buy button to purchase the selected Equipment and store it in your inventory. Mounting an Equipment onto your Equipment quickbar is done through the Fleet->Equipment panel.

Customize

The Customize panel allows you to change your ship's visuals.

The left side is dominated by a model of your ship. Left-click and drag the mouse to rotate the model.

The right side lists the options you can change (logo, logo color, ship hull tint, ship name etc..)

TRADER

This screen enables trading of commodities. All relevant information on available commodities and commodities in your ship's cargo hold are shown in sorted tables. Prices are marked in color, depending on whether the price is high or low (compared to default or medium price of the commodity).

A Sell All button is available to make trading significantly faster.

Right-clicking on a Commodity icon opens up the Best Buy/Sell database panel where you have an overview of all known prices of the selected commodity. It provides a convenient way of organizing your trade runs.

NEWSREELAND HOLOCOM NEWS NETWORK

The newsreel is a small panel showed on stations and planets that provides information on various topics. Mixed in with random news that provide small stories about local and global events, are important snippets that give valuable info about ongoing gameplay events, quests and even the main storyline.

The newsreel appears as a "banner" with news titles and short excerpts. Clicking on the news in the newsreel opens up a more detailed news text. This can also be reached by opening up the HoloCom news network panel which lists all recent news.

HIRING

The hiring panel is where you go to hire new Officers and Mercenaries.

You can hire up to three Officers to fill key positions on your ship (Tactical, Navigation, Engineering). They require regular salary so keep in mind that

they WILL LEAVE your service if they're not paid in time.

Mercenaries can be hired via this panel. Mercenaries are ships that accompany you on your travels and assist you in combat. They also require regular salaries and will not only leave your service if not paid, but they also might decide to "beat" their paycheck from you.

The third and last option available on this screen is hiring Troopers. You use Troopers to assault enemy ships and attempt to capture them. During this, a number of your Troopers can die and replenishing their numbers can only be done on stations and planets.

GARAGE

Since you can only command one ship at a time, the Garage is where you can store your other ships. You can at any time, while anchored, transfer your command to one of your other ship, or if you prefer, sell them for pure profit. Garage space is limited however and you can store up to five ships.

LICENSES

If the owner of the station is a faction that issues a License, this panel becomes available. Purchase a license to gain its benefits. Licenses can be revoked if your Alignment with the license-owner falls below allied.

RESPEC

The Respec panel gives you the option to purchase back your used skill points. All skill modifiers and Perks are nullified and used points are regained. You can then freely distribute them all over again.

UPGRADING YOUR SHIP

You can only upgrade your ship on stations and planets. Use the Drydock

panel to make the wanted changes. Primary systems (Power core, Shield generator, Propulsion. . .) can only be enhanced, not changed for a completely different system.

Light weapons, heavy weapons and fighter crafts are a different matter. You can both switch them for a different weapon/craft and enhance them with the various enhancements on offer.

BUYING A NEW SHIP

Use the Shipyard panel on stations and planets to buy new ships. You can control only ONE ship at any given time, so when buying new ships, you're actually exchanging your existing ship with a new one. A portion of the value of your current ship is calculated in the transaction.

You can also purchase a ship directly into your garage, if you have an empty garage slot. This will deduct the entire price from your Credit account and store the new ship directly in your Garage, while you remain in command of your current ship.

When you reach a high enough Rank, you will be able to hire additional mercenaries to travel with you as your fleet. You cannot influence how those ships will be outfitted. Their captains take care of them themselves.

BOARDING & CAPTURING SHIPS

To capture ships, you need Troopers. You can send these Troopers on away missions, to attempt to capture enemy ships (they are sent using the context menu when an object that can be captured is targeted). Capturing ships is difficult and it is highly advised to first reduce target Trooper number

as much as possible, before attempting capture.

When you capture a ship, it will "float dead" in space. You can then use the context menu again to choose what to do:

Demolish

Immediately destroy the ship.

Loot

This opens up the Loot panel where you can choose what Equipment, Commodities and Ship systems to take or leave on the captured ship.

Grapple

Use this option to grapple the ship with your grappling beam. You can then drag the ship to a nearby station or planet and then choose what to do with it. You can either transfer your command to it or sell it for profit (any cargo, equipment or ship systems are sold with the ship, so looting it first is advised).

NAVIGATING THE STARCHART

The Starchart is crucial in Starpoint Gemini 2. It is important for finding your way around Gemini as well as advancing your character and the story. The + button allows you to zoom in and have a more detailed view of a region, while the - button gives you the chance to see "the big picture". Use the filters located on the edge of the map to toggle the display of objects on the map. Selecting objects on the map opens up their detailed info panels on the right side of the Starchart.

A very important aspect of the Starchart is the missions. You can ONLY

activate missions through the Starchart. To start a mission (main, side or freelance) select it on the map. This opens up a brief description on the right side of the panel. There click the "Accept" button to activate the mission. Choose your missions at your own pace. And no need to rush; they're not going anywhere. Take your time to take on freelance assignments or do some trading or exploring before going on your next storyline mission.

FACTIONS

IOLIAN PACT The Iolian Pact was formed through a mutual agreement of MultiOps and interested independent sectors after the last civil war with a single goal: economic wealth and security through mutual interests of all parties. Iolian Pact is formally a democratic state with the president as head figure, but it is well known that all decisions are made on congresses organized by MultiOps. Currently the presidential position is held by James Woolridge, a well-known industrialist and former CEO of MultiOps Industries.

MYCAENA Mycaena cluster is a well-known refuge for mercenaries, revenants and former military personnel. Commander Gerrard Fromm, former Directorate admiral holds all power in Mycaena. In the past both Nyx and the Directorate tried to overtake the region, but both failed when they reached Masada, the most powerful and well-defended station in Gemini. Highly organized tactics and brilliant defense strategies proved to be too tough to beat every time. Seeing as they offer their services as mercenaries, most factions conclude it is better to be on their good side if they ever need to hire them.

NYXIAN CONSORTIUM The Nyxian Consortium is an alliance of powerful and more importantly very wealthy city states originating on planet Nyx. It is one of the oldest organized states in Gemini, with their history stretching back to the time of the first civil war. After the Empire invaded Gemini, Nyx

got involved with them expecting their fast victory, all with the goal to be a part of the new governing structure. Ever since the Empire slowed down and halted their conquest, the relations between Nyx and the Empire have been growing colder.

TRADERS ASSOCIATION The Traders Association is a powerful organization of wealthy traders and companies. They possess no military of their own, but hire mercenary groups to protect them and their investments. Their ability to circumvent any trade embargo or supply deficit makes them a very powerful friend to have. In general they do not dabble with petty conflicts directly; they just tend to profit from them.

WASTELANDERS One man's trash is another man's treasure, it is said. The Wastelanders take that very seriously. What started out as a loose guild of dangerous waste disposers ended up as a more or less organized state with the Wasteland region as their foothold. Travelers mostly steer clear of their territory due to the danger of extreme radiation. It is said, though not confirmed, that the Wastelanders have contracts with almost all Gemini factions to dispose of their unwanted dangerous waste; contracts worth billions of Credits. They aren't liked by anyone, but tolerated by all except Nexus. Ruins of the Tesla station, found in the Wasteland, are a point of constant bickering and conflict between the two neighbors.

NEXUS Nexus is one of the most secretive and isolated states in Gemini. Thomas Scott, a renowned scientist and fighter for a unified Gemini, is now a recluse, but authoritative figure in Nexus. What information does come from Nexus speaks of radical ideas of pacifying Gemini by any means necessary. That information was never confirmed. One thing is certain, entering Nexus territory without permission never ends well. Disappearance of several hundred ships is reportedly linked to Nexus security force.

GEMINI PROTECTORATE The Gemini Protectorate is what is left of the once great Gemini League; a powerful organization that aimed to free Gemini from Imperial oppression and bring peace to all of its citizens. Pro-

tectorate territory is centered on Freiburg, one of their main strongholds in the last civil war. It is currently led by Dmitry Kuzhev, but rumors say the Protectorate is in peril of being ripped apart by internal power struggle.

TRINITY FREE STATES The Trinity Free States came to existence as an attempt of several independent sectors to gain strength and influence in the Gemini political scene. Their somewhat pacifistic alignment makes them a very desirable target for rogue elements, which is why Trinity endorsed the Gladius group, the strongest mercenary group in Gemini, to create its foothold inside its borders. Trinity's main focus is trade and transport, though that is slowly changing as their power grows.

DIRECTORATE The Directorate was once the Imperial right hand in Gemini, but has now fallen to be one of its worst enemies. In a world where their former master needs them no longer, the Directorate is slowly but firmly finding its own heading. They have proven to be masters of adaptation. Even surrounded by enemies that greatly exceed them in numbers, they have persisted and managed to form a stable, though totalitarian regime.

IMPERIAL MANDATE After the Gateway wormhole to the Empire main-space was reopened, vast Imperial fleets pushed into Gemini, lashing at all those who oppose them. Their advance was fast, but eventually slowed down, but not before they made a significant foothold in the star system. Powerful Gemini factions can only suspect what their final intentions are, but at the moment the Imperial giant stands still in the center of Gemini. The Imperial enclave in Gemini is commanded by commodore Argus Levante. For all intents and purposes, he is the military commander and political leader of the Empire in Gemini.

BAELDOR REPUBLIC Baeldor Republic is one of the oldest Gemini factions, originating from the time of the first civil war that ravaged the system. It has undergone major restructuring during the last decade, creating what is today a trilateral democratic federation of three semi-independent baronies. All three share the senate as equals, with the presiding chairman as

the spokesman who holds no direct power of decision making, but rather a certain degree of influence. This position has been held by Carlos Figueroa, a distinguished Baeldor military figure, for two consecutive 4 year terms and if it wasn't for him, the Republic would probably be no more. Independence movements in the baronies have been gradually gaining strength and analysts believe it is only a matter of time before the Republic splits.

KORKYRA In the aftermath of the second Gemini war, the strength of the former Korkyran Triumvirate has diminished. Weakened by inner elements, the Triumvirate eventually split in two. Korkyra as the more free-minded, more democratic state and the Thaurian Alliance that stayed obsessively true to the basic fundamental ideas of the Triumvirate's autocratic policies. The Grand Arbiter still holds the most power in Korkyra, but the state has undergone drastic changes in its political structure. The most important change is that the government is now elected by the people and security forces are no longer arbiter-appointed judicators, but conscripted and volunteered soldiers. War with the Thaurian Alliance still rages across Heracleon stretch and Land of despair; with no end in sight.

GEMINI SPACE ENGINEERING (GSE) Gemini Space Engineering is a corporation employed on all of the largest constructions in Gemini. Almost all post-war structures were constructed by the GSE. The corporation started out as a joint relief effort by the former Korkyran Triumvirate, Gemini League and the newly formed Trinity Free states to aid the ravaged regions of Gemini. After several years, harsh times fell upon the Triumvirate causing it to split into two and the League to dissipate. The GSE prevailed, however by the sheer power of accumulated Credits and connections, but perhaps more importantly... they were too important. Progress of the entire star system depended on quick expansion and construction of spatial behemoths. Only the GSE had the needed capacity.

THAURIAN ALLIANCE Shortly after judicator Christopher Derrick assumed the position of Grand Arbiter of the Korkyran Triumvirate, he started

changing the foundation of the Triumvirate structure, shifting the country from an autocratic, despotic regime to a more open and democratic society. In some parts of the Triumvirate this was hailed, while in other it was scorned. Disgruntled judicators and arbiters led their fleets in an attempt to overthrow Derrick, but ultimately failed. The civil war ended in the secession of Aegis, a Korkyran border region, which was to become the Thaurian Alliance. The Alliance spread further into Union territory by overtaking the ore-rich Tempest region, and into the Crusalys belt which is still disputed by Porphyria. Thaurian military strength however ensured peace treaties were signed. To this day, the Alliance wages war with Korkyra, rejecting Grand Arbiter Derrick as the ruler.

UNION Barely a year after the end of the second Gemini war, the more disgruntled members and leading guild members, seceded from the Miners guild and used their significant influence and funds to rally independent sectors under their rule in what was to become the Union. The monopoly the Union enjoys on mineral extraction in their ore-rich territories has granted them a place of power and influence. Politically the Union's organization resembles that of a gigantic corporation, led by two executives. Currently those positions are filled by Helmut Spitz and Wayne Burton.

SANCTUARY Sanctuary is led by the self-proclaimed peacekeepers of Gemini. Any aggression in Sanctuary space is met with fierce reaction by their formidable security fleet. Other, more distrusting views of the Sanctuary speak of them as diplomatic traders and spies, willing to sell their knowledge of the Gemini factions to the highest bidder.

HUB There is no stronger brain trust outside of Nexus borders than the Hub. When Nexus commenced its isolationist policy, leaders of the former Gemini League cell from Sagittarius station gave refuge to a large colony of Nexus scientists. From this the Hub was formed. It gradually expanded to occupy its new borders. Nexus however cannot forget their "treason" and rumors of Nexus-funded assassinations in Hub territory have lately been on

the rise.

TRIAD The Triad is an elusive assortment of drug barons, crime lords and other questionable elements, centered on Lunaea station in the Triangle. The organization started out as collectors of Rift dust, a very powerful and highly addictive drug, exclusively found in the Triangle dust cloud. What makes them particularly interesting is the fact that the Triad is slowly but surely molding itself into an organized state. It is suspected they will attempt to influence local outlaw groups in the Outerlands and if they succeed, they just might become a key player in that part of Gemini; perhaps in all of Gemini.

LAGARDE PROVINCE LaGarde family from Mycaena supported the rise of Mycaena as an independent faction after the second Imperial invasion. After investing heavily in this endeavor, they were assured in their place as new supreme leaders of Mycaena. However, an army of mercenaries, pirates and freelancers they hired realized they could do a lot better on their own. LaGarde family was hunted down. A few members of that proud and well-connected family, led by so called lord James LaGarde, escaped to Trinity and used their wealth to establish a network of well-paid mercenaries and raiders. Eventually they managed to take hold of a small region now known as the LaGarde Province.

PORPHYRIA Porphyria rose from the ashes of a ravaged territory, partly covered in the mists of the Occulus nebula, and partly clouded by the Aethera dense nebula. The state owes its existence to the former commanders and personnel of Fontenaux station, destroyed in the last Gemini war. Porphyria suffered extensive damage from stasis occurrences and the effects are still felt. What was once a curse today proves to be a blessing. Porphyria enjoys its independence, however harsh at times, precisely because large Gemini players believe the hardship of conquering Porphyria greatly outweighs the potential benefits. Porphyria is led by Manuel Espinosa, a charismatic governor of Pyros, who earned the trust of his comrades during the initial organi-

zation of Porphyria.

MULTIOPS MultiOps Industries is probably the most powerful company in Gemini, but even they couldn't turn their heads away from what was going on in the system. New players started to gain ground on them swiftly and like any company, they reorganized and restructured. The result was their alliance with independent sectors to form the Iolian Pact which provides them with all the security and boost they needed. Today they are still the leading provider of goods, equipment and ships in Gemini, dwarfing even the Traders Association and the Nyxian Consortium in sheer profit.

OMEGA TRANSPORT Omega Transport can trace its roots back to the first colonies in Gemini. It was the main shipping company in the system. Wars that ravaged Gemini left deep scars, however and the company has not yet recovered, if it ever will. The company's primary goal is to offer an alternative to Mars Shipping monopoly.

MADEIRA CONSTRUCTS Madeira Constructs is a deep-space construction oriented company, with its headquarters and factories situated in Nyxian space. Their strong ties to the Consortium are believed by many to be a hindering factor to the company's growth.

EXAC RAW MATERIALS As its name implies, Exac Raw Materials primarily deals in mining and refining raw ore and gases. Their vast refineries are able to prepare and ship enormous amounts of materials onto the Gemini market. As is the case with Madeira Constructs, ties to the not-so-beloved Nyxian government are a hindrance, but Exac managed to circumvent that obstacle by signing lucrative deals with the Traders Association.

NEOPHYSICS Neophysics was created and originally led by the legendary scientist Eleanor Ridley. After awhile she resigned her position and left Neophysics to continue her work as a freelance scientist. Her alleged "difference of opinion" from Nexus leaders, specifically Thomas Scott, is rumored to have been the main reason for her leaving the company. Corroborating that story is the fact that Neophysics drastically changed its

goals and interests since Dr. Ridley's resignation.

ADVANCED ARMS INC. In an attempt to break down their scientific research into specific fields, Nexus founded several institutes, organized more like companies, to carry out individual portions of R&D. Advanced arms inc. is one of those institutes that specializes in vessel equipment.

TRIACORP Trinity Armoring Corporation is a government funded company involved in research and development of high-tech weaponry and ship equipment. As Trinity Free States grew in territory, influence and sheer financial power, so did the need to protect all that. TriaCorp was founded to counteract the potential dangers looming on the horizon from all directions.

GLADIUS GROUP Gladius Group rose from the ashes of the Mercenary guild decimated by the Gemini League during the last civil war. Their focus is bounty hunting... and they do it extremely well. Most of the new members are tough veterans from all factions, with years of experience under their belt. Gladius Group is led by Manfred Beck, also known as the Reaper, famous for his daring assassinations which he usually conducted in plain sight.

MARS SHIPPING Mars shipping has rooted itself in Gemini industry and trade more than any other company. Their reliability and vast shipping fleet, accompanied by their own security forces are all the insurance other parties need to outsource transport duties to Mars shipping.

IONTECH Dortmund station situated on the very edge of the Maelstrom region, houses Iontech headquarters. Not surprisingly, their main focus is development of various weapon systems, most of which on contract with the Baeldor government.

SUPRATRAVEL Supratravel is Gemini's leading organization in maintaining T-Gate functionality. Their firm grip on monopoly was strengthened further by the company's major investments in upgrading hyper-travel technology. The Riftway grid is the pinnacle of Supratravel R&D sector.

AI ROBOTICS AI Robotics started out as a division of the Hub science

council, but as time passed and the group grew stronger, they managed to separate from their "masters" and enter the big scene as an important and independent player.

BOSSERON ENT. Versatile is probably the best way to describe Bosseron enterprises. Unlike most companies, this giant has interest in almost all aspects of Gemini life; from food, housing, space construction, weapons manufacturing. . . If there's Credits to be earned, Bosseron is likely already there, or on the way. Versatility however comes with a price, as the company so far never excelled at any particular field.

HERACORP During the last days of the Korkyran Triumvirate a special edict was decreed. This edict was the foundation of Heracorp as government-funded research and development institute. All non-essential technology patents were to be sold off to fund the more advanced ideas. As time passed, Heracorp was partially privatized to allow greater expansion and faster development. To this day, Heracorp remains the main R&D consultant and developer of the Korkyran military.

MENDOZA FOODSTUFFS Mendoza foodstuff is a young upstart company founded in Thaurian Alliance by a group of free entrepreneurs. Their declared goal is to bring relief to the ever-growing food market in Gemini and more than anything to prevent great food shortages, like the one that happened several years ago when unusually strong solar radiation destroyed or eradicated vast fertile land on more than half the planets in the system.

WRIGHT CHEMICALS Wright chemicals, a leader in the chemical industry sector has always nurtured firm ties with the Thaurian Alliance, proven by the company's HQ in Alliance space. During the last 5 years, Wright chemicals was accused of conducting secret experiments into biological and chemical warfare, supposedly overseen by Thaurian government. No such claims were ever substantiated with credible evidence.

MINERS GUILD The Miners Guild lost most of its vast influence after the Un-

ion was founded. Out of respect or perhaps only nostalgia, Union leaders allowed the Guild to remain within its borders with only a few stations. Almost everything was confiscated in the name of the Union. The Guild remains true to its original ideas as an organization that provides support to independent miners.

HOLOCOM INC Holocom Inc. founded its headquarters in Union held territory. There was much speculation as to "why" the company chose that location. Suspicious minds dare speculate the Union paid Holocom so they may control the company and get unhindered access to the vast amount of information circulating Holocom's ever-spreading network of communication satellites.

FRONTIER Frontier's main goal, as they declared themselves is to overthrow the corrupt Iolian government and expel MultiOps from Iolian Pact. Their heart might be in the right place, but their terrorist activities aren't. Members of the Frontier are wanted for numerous counts of treason, assassination, destruction of government property and terrorism; conveniently they're wanted in Iolian Pact.

GENOS "We have every reason to believe that a key part in Genos behavior, philosophy or agenda, is in some way linked to eco-radicalism. For now they are but a nuisance, but in the future they might become a threat if not dealt with accordingly. Let it be known that we cannot let anything stop progress of this great Union." – Union regional commissar in "The Genos threat"

GHOSTS The elusive Ghosts of the Aethera nebula... Almost as a rule, coming in contact with them is not good. There are only several noted occasions that the Ghosts even responded to hail attempts, only to destroy the caller moments later. The upside is that so far, their ships were never seen outside Aethera. They cling to the area like they need it.

SYNDICATE The Syndicate is probably the most organized outlaw group in Gemini. They have connections everywhere even among high rank-

ing officials of key Gemini factions. It goes so far as one could say they have treaties with the neighboring states to leave them in peace... for a cut. One faction however is not likely to give in to bribery, LaGarde Province is their sworn enemy. The Syndicate leaders actually rebelled against the LaGarde family and formed their own organization.

ANARCHISTS "Live and let live... and plunder." "Winner takes it all." "Finders keepers."... These are all clichés that Serpent Anarchists hold as creed. Although they're not a homogenous group, their numbers have drastically increased as of late because many new members have decided to join the unruly bunch.

Stiletto Atilas Whip is known to be the source of the Stiletto, a reclusive outlaw group continuously linked to assassinations all over Gemini; their base of operations, their numbers and technology... none of that is known for sure. What is known is that they are a formidable opponent.

REVENANTS The Revenants found their home in the Will O The Wisp region, right in the Consortium-Nexus crossfire. One could say that would be the end of them, but actually the ongoing war only brings them more "prey". Their raiding parties include several ships almost as a rule and their battle tactics are a textbook example of military training.

NINERS The Niners are small outlaw group operating inside and from the Cloud Nine nebula. They've been a nuisance to the Baeldor Republic for years, but all attempts at eradicating them have failed. They always seem to come back.

ROGUES The Gemini League, a freedom fighting group that led vast fleets in the last Gemini war against the Directorate and the Consortium used to control Last Ditch region after overtaking it from local pirates. The League splintered into several groups after the war ended and the result was full circle back to the beginning. Rogues control Last Ditch once more, but this time they even have former League captains as reinforcements.

VANQUIS The Vanquis are a marginal outlaw formation that is con-

stantly proving to be a nuisance to both Trinity and Gemini Protectorate. Other than raiding small border outposts and passing convoys, they don't seem to have any greater agenda.

HEXEN The Hexen group is the ruler of a vast area of Gemini called Outerlands. Several attempts to push them out of play proved to be of no use. Their territory is simply too large and unlike most outlaws, they have a firm grasp of military tactics and logistics; almost like they're being either led by someone with military background, or like they're being taught the military way.

THE SHARD "...They seem to revere the phased crystal as sacred to an extent and are willing to guard it with their lives. In a way, it is remarkable and mysterious at the same time, since we can't really ascertain where in Gemini the group originated from. Our best guess is that it's not ethnicity that binds the members together, but rather their beliefs and goals, whatever exactly those may be." – Dr. Auren Sottil, official report to the Hub anthropological society

STONERS Although their name suggests otherwise, the Stoners are not an assortment of drug-addicted mindless pirates. Given time and sufficient funding, they'd probably try to organize an official control of Stone Dead region and be acknowledged as one of Gemini states. It is for that goal, the Sanctuary could be funding Stone Dead outlaws, if rumors are to be believed.

HERACLEAN FRONT For twelve years Heraclean Stretch has been on the forefront of the Triumvirate war. Korkyra and Thauria have been using the region as the focal point of their battles with massive damage to both infrastructure and civilians. The Heraclean Front rose up from those battle-scarred territories to fend off both sides. . . and to get something for themselves while doing it.

RAIDERS During the last Gemini war, Korkyran Triumvirate was uprooted by treasonous puppet rulers. When Judicator Derrick overthrew

the corrupt government, some elements of the old regime fled Korkyra and reached what is today known as Red Mist. Official Korkyran policy is that the Raiders are the remnants of that treasonous regime.

BROTHERHOOD Little is known about this mysterious group. Their existence was confirmed on numerous occasions, but normal, let alone diplomatic relations were never developed. The mystery surrounding their members gave room for outlandish speculation and even conspiracy theories. "The Brotherhood seems like nothing more than a religious cult. They are not a threat, but we should keep one eye open if ever they turn to more extreme behavior." – Leonard Sainz; prominent socio-anthropological expert

TAKING ON MISSIONS

To take on a mission (main, side or freelance) open the Starchart and select it on the map. Mission details will be displayed on the right. Here you can click to accept the mission. A Mission can be divided into several stages and each stage is usually accompanied by a designated mission area. If you leave the mission area of a stage, you will be warned of an impending mission fail. Return into the mission area to resume the mission. Failing a main or side mission does not make you stuck in the game. You can restart the mission in the same way: through the Starchart. Freelance missions are exceptions to that rule. When a Freelance mission is failed, it gets erased from the available missions list, but don't worry; Freelance missions are generated randomly so there are always more missions to take.

Successfully solving missions brings rewards in Experience, Credits and Equipment.

MISSION LOG

Check your Captain's log to have an overview of your active missions and ongoing events in Gemini. Mark the mission you wish to focus on, so you can have all the benefits of the GUI helper markups like waypoints etc.

TRADING

Over a hundred different commodities are on offer on Gemini space stations and planets and can be traded for profit. Visit commodity traders across the system to find the best prices. Be careful though and keep an eye on regional politics, as various events can affect prices or even make a commodity illegal in a region. Security forces constantly scan passing ships for contraband goods. Large fines as well as a drop in reputation await those who are caught red-handed.

SMUGGLING

Smuggling chance is calculated each time you're being scanned by security ships or when attempting to sneak onto a planet. Smaller ship classes automatically have a higher chance of a successful smuggling. Smuggling gives you an opportunity to earn a hefty profit by selling contraband goods on planets and stations.

MINING, SALVAGING & COLLECTING

There are more ways to earn credits and experience besides trading and solving freelance missions: mining asteroids, salvaging equipment from junkyards and derelicts and by collecting gases from nebulae.

To mine asteroids, go into an asteroid field and fire on asteroids. When they break apart, raw ore "drops out". You can then collect this ore and sell

it for profit. A special item yields better results from asteroids: Borehole torpedo. Activate this item by clicking on its equipment slot.

Salvaging materials from floating junk is done in the same way: fire and collect.

Derelicts found across Gemini can yield useful items, ship systems and commodities. Derelicts drop loot when destroyed. A special item can yield better results from derelicts: Scavenger swarm. Activate this item from the item context menu or by clicking on its equipment slot.

FAST TRAVELLING

Travelling long distances in Gemini can be time consuming. SupraTravel has made life in Gemini easier with their state-of-the-art proprietary technology.

Using **Power to engines** is the standard way of covering any distance in a single sector. Every ship is capable of rerouting power to engines, but output speed may vary from ship to ship. Power to engines can be activated through the quick menu. Set the Energy distribution to 100% to Propulsion to boost Speed even more.

Torrent Gates (T-Gates) have been in use for several decades and are the fastest way to travel. You can cover long distances in mere moments, but you're limited to the constructed gate infrastructure and their connections. Dock on a T-Gate to use it.

Riftways are the next-gen solution, providing local corridors. Riftway grid is still under construction, but it already covers the most important regions.

Be careful; riftways rely on stable riftway hyperspace nodes. It is known that more "shady" factions use this to their advantage to raid passing ships. Enter a Riftway anywhere along its route to use it, but you'll have to navigate the Riftway yourself; no auto-pilot available.

Wormholes are the adventurer's T-Gate. These can be found all over Gemini, but their instability can cause structural damage to your ship. Dock on a wormhole to use it.

The most versatile method of fast travelling is the **Torrent Drive** (T-Drive), but it is the most expensive. You can only "jump" a certain distance using the T-Drive and you have to purchase additional jump cores. T-Drive is activated by using the same-named item from your equipment bar.

CLOAKING

A ship must be equipped with the Cloak field generator for it to cloak. You CANNOT purchase the Cloak generator. It can only come as an integrated part of the ship. You can however purchase enhancements to make the Cloak generator better. Cloaking is activated via the Context menu or with the shortcut.

HANGAR

You CANNOT add a hangar to a ship. It can only come as an integrated part of the ship. You can purchase enhancements to make the hangar better. To properly use the hangar, you must purchase fighter squadrons called "Wings". You can only do that while in Drydock on stations or planets. Launching fighter is done via the Context menu or with the shortcut(s).

MODDING

Starpoint Gemini 2 is built from the ground up to be as mod friendly as possible. Provided with the game is a set of modding tools: Assembly editor to create all objects, particles, beams, ambient etc. in-game and World Editor to create your own worlds or change existing ones.

Modding covers a wide range of topics, all of which can be found on the SPG2 Modding website(modding.starpointgemini.com), complete with short tutorials and explanations of each portion of the game.



STARPOINT GEMINI 2



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