



E N D L E S S  
S P A C E \_ 2

User Manual



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## Introduction

Welcome to Endless Space 2!

And welcome to your galactic empire.

You are about to launch on an adventure across the stars and planets of an ancient galaxy – a galaxy that you will come to dominate through diplomacy, commerce, technology, and war. Will you force others to cower before your awe-inspiring scientific power, or simply grind them into dust beneath the weapons and troops of your galactic armadas? There are many routes to both victory and defeat, and though you seek the former the latter is never too far away...

As you play you will uncover traces of ancient peoples and civilizations that once believed that they, too, reigned supreme over known space. Some of these traces are simple bonuses, others evolve into longer quests, and a few may give insights to the legends of heroes and the origin of the fabled Academy and its enigmatic founder...

Whatever path you choose, this manual will provide instructions to help you play the game. Should you have further questions, please visit our forums:

<https://www.games2gether.com/>



## Installation and Configuration

After you have purchased the game and downloaded it from Steam, simply launch it from your Steam Library by double-clicking on Endless Space 2 or its desktop shortcut. The first time you launch the game it will automatically install any required software, then start once this installation is complete.

### *Hardware requirements*

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This version runs on Windows computers, which must match the following minimal configuration:

- OS: Windows 7 64bits
- I3 4<sup>th</sup> generation / i5 2<sup>nd</sup> generation / A6 series
- Memory: 4GB
- Graphics: NVidia 550ti / AMD Radeon 5800 series
- Hard Drive: 8GB
- DirectX 11
- Sound: DX 11 Compatible Audio
- Minimum Resolution: 1280 x 720

## Starting a game

Once you launch the game, you will see the main menu of Endless Space 2:



1. **New Game** will allow you to create a single or multi-player game
  - **Hovering** the cursor over this button will show you more options
    - **Quick start** will launch the game with your last New Game settings
    - **Introduction** will start the game with pre-selected settings in order to give you the easiest game and activate the beginner tutorial (Note: the Tutorial can be deactivated in the options)
2. **Load Game** is the list of all your Save Games and Auto Saves
3. **Join Game** will display the list of all the current multi-player sessions
4. **Mods** allow you to select a Mod to play the game with different rules
5. **Games2Gether** sends you to the official community website
6. **Options** allows you to change the video, audio and game settings

## Introduction

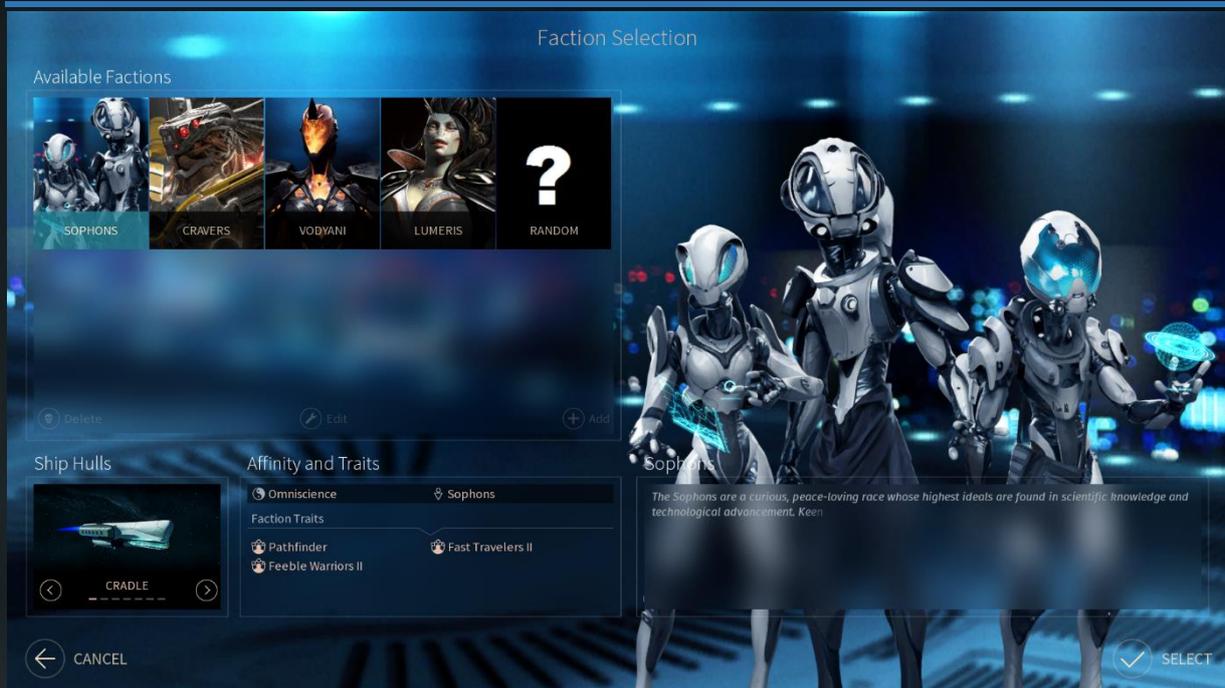
To start a new game, click the New Game button to open the list of options for your game world.



This screen lets you select the following:

1. The “Empire Summary” displays information on the faction you have chosen, such as its specific Population affinity which determines its bonuses and preferences
2. The “Galaxy” settings let you select generation options for the galaxy you are about to conquer
3. The “Gameplay” line displays the total number of empires taking part in this game, the speed and difficulty of the game, and the use of custom factions
4. “Session” information allows you to choose to play in single- or multi-player. You can also choose to play in private, protected or public multiplayer.
5. “Competitors” lets you determine the empires playing the game (yours and any opponents played by the computer)
6. The “Advanced settings” gives you more generation options

### Faction selection



You can choose the faction you want to play by clicking on the faction picture on the Empire summary or by using “Competitors” slot 1. Each faction has a different background, main quest arc, set of ships, and play style. Some factions, such as the Sophons and the Cravers, are rather straightforward to play. Others, such as the Vodyani who don’t colonize systems but harvest them from space by orbiting in one of their Ark ships, are complex and require you to be familiar with the game systems and play very differently.





### *Generation options*

---

Generation options lets you modify the parameters of the Random Galaxy Generator. For instance, Larger Galaxy Size will result in longer games with more systems to conquer, or simply allow a game with 8 empires to not feel too crowded.

### *Ready to start*

---

Once you are ready to start, click the Start button at the bottom right of the screen. The game will generate your galaxy based on your parameters and seed the competing empires. Once the generation is complete, the game starts.

## Exploration Map



### Introduction

When the game starts, you will see the Galaxy Map of Endless Space 2, displaying your first fleets and the surrounding space. The Galaxy Map is the interface through which you are going to explore the galaxy, manage your fleets and systems, and fight battles.

The galaxy of Endless Space 2 is presented as a set of nodes connected by starlanes. Each node corresponds to a point of interest (star system, asteroid field, etc.) which can also have additional traits (Strategic or Luxury Resources, Anomalies, Curiosities, etc.). Some nodes are not connected to others and can only be reached with Warp Drive (free movement outside starlanes).

### Camera management

The camera system allows you to change the perspective of the Exploration Map.

You can move the view by left-clicking and dragging the Exploration Map with the mouse. You can also scroll the map by placing your mouse on the screen borders or by using the keyboard arrows.

Zoom in and out by rotating the mouse wheel forward and backward. Alternatively, you can use the PageUp and PageDown

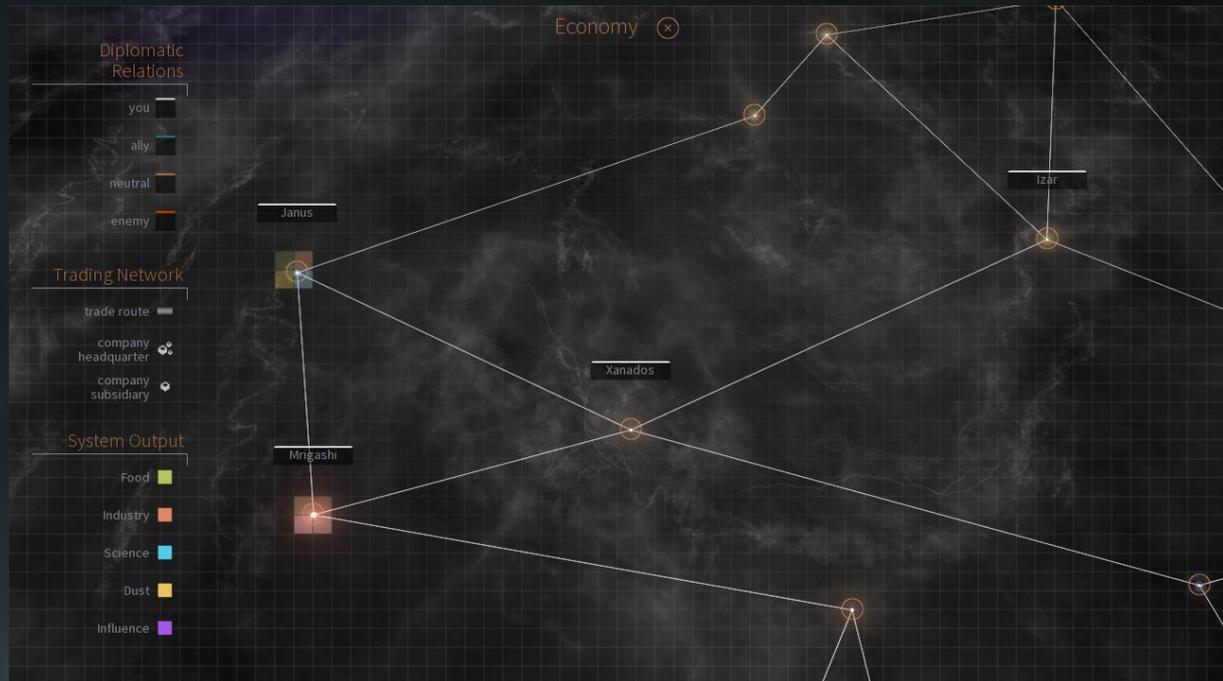


keys on your keyboard.

### Scan view

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By pressing the Spacebar or clicking on the Scan button, the amplified Scan View will show you more information whose content depends of the zoom level. Feel free to zoom from one perspective to another in regular or scan view in order to find the level of information you require.



## Fog of War

When you start the game, you cannot see much of the galaxy beyond the position of your first fleets.



Areas which you have not explored are covered by a blue, geometric overlay. As you move fleets or launch probes in the galaxy map, the blue geometric effects disappear and the galaxy beneath is revealed.

Areas which have been discovered, but which are not in your vision range, become darker and part of the "Fog of War". You cannot see what is going in the Fog of War, such as enemy ships moving. Your vision is determined by your fleets and the sphere of influence of your systems.

## Moving Armies



You explore and interact with the Galaxy Map through fleets, which represent a group of one or more ships. A single ship is a fleet of one military unit. Select a fleet by left-clicking on its leading unit or icon. Move the fleet by right-clicking on a starlane, wormhole or a known system which will be its direction or destination.

Your fleet has a number of movement points corresponding to the number of parsecs it can move in one game turn. When you right-click on the map to select a destination and hold down the button, you will see the path your fleet will follow if you release the mouse button (left-click to abort the move). Moving to a node which is not connected by starlane will cost you more movement points (though this can be improved by discovering various new technologies), and moving through a wormhole will consume all your movement points.

## Fleet Management screen



When a fleet is selected, the game displays the Fleet Management interface

1. The Fleet Actions panel shows available actions for the fleet. Some may be greyed out depending on the situation (for instance no Battle possible if there is no hostile fleet or if you have not declared war).
2. The Fleet List panel displays all the fleets anchored to or orbiting a star system. You can read some statistics on the fleet such as Command Points, movement capacity, current Health, and remaining Action Points if the fleet still has at least one. At the top of the Fleet list are controls that allow you to select, split, and merge fleets. You can also disband them (put them into the star system's Hangar) if they cost your empire too much Upkeep.
3. The Ship List will display the ships of the selected fleet and the Hero if one is assigned to the fleet.
4. At the top of the Ship List panel are controls that allow you to assign heroes, select ships, create a new fleet from current selection, retrofit them to a more recent unit design (see Military Screen), heal them if you are in one of your systems or an allied system, and scrap them if you need Dust

Using this panel you can also split the fleet to create a new one. Select the fleet, then select individual units by left-clicking on their label (hold the left Ctrl keyboard key to select more than one unit), then right-click on the ship icon to create a new fleet.

You can also merge fleets together by simply using the left Ctrl to select several fleets, then clicking on Merge. Please note that you must be able to manage as many Command Points (CP) as there will be in the new fleet, otherwise the merge will be rejected. The CP limitation on the number of ships per fleet can be increased through research. The maximum CP currently allowed is shown next to the antenna icon as the number after the slash, e.g. the "4" in "1/4" above.

### Fleet Action Point

Each fleet has one Fleet action point. They are used when attacking another Fleet or System. Fleet action points are reinitialized at the beginning of each turn.

### Probes

You can equip your ship with Probes by creating a Ship Design with Exploration modules. Probes can be launched into space to discover unconnected nodes, or used to search Curiosities on planets in neutral systems. Curiosities can have many rewards or outcomes such as Anomalies, Ruins, Luxury and Strategic Resource deposits, or simple loot.

## The FIDSI

The FIDSI represent the five basic resources of the game, and it is always in your interest to have as much of them as possible. They are:

- Food : used to grow planetary populations and sustain your empire,
- Industry: used to construct Improvements in your empire and ships for your fleets,
- Dust: a mysterious substance that is both the currency of the galaxy and a source of power.
- Science: used to research new technologies
- Influence: used as a currency for diplomatic negotiations and to expand the frontiers and the influence of your empire.

As some planet types are more likely to produce certain types of FIDSI, you should choose the planets you colonize carefully. Please also note that a star system's zone of influence will evolve over time, and will allow you to see further and exploit special nodes such as asteroid fields when they end up inside your frontiers.

## Star system management

### Introduction

When you start a game, you will begin in your home system with at least one planet already colonized.

If you click on the star system, you will go to the screen that presents the star system details:



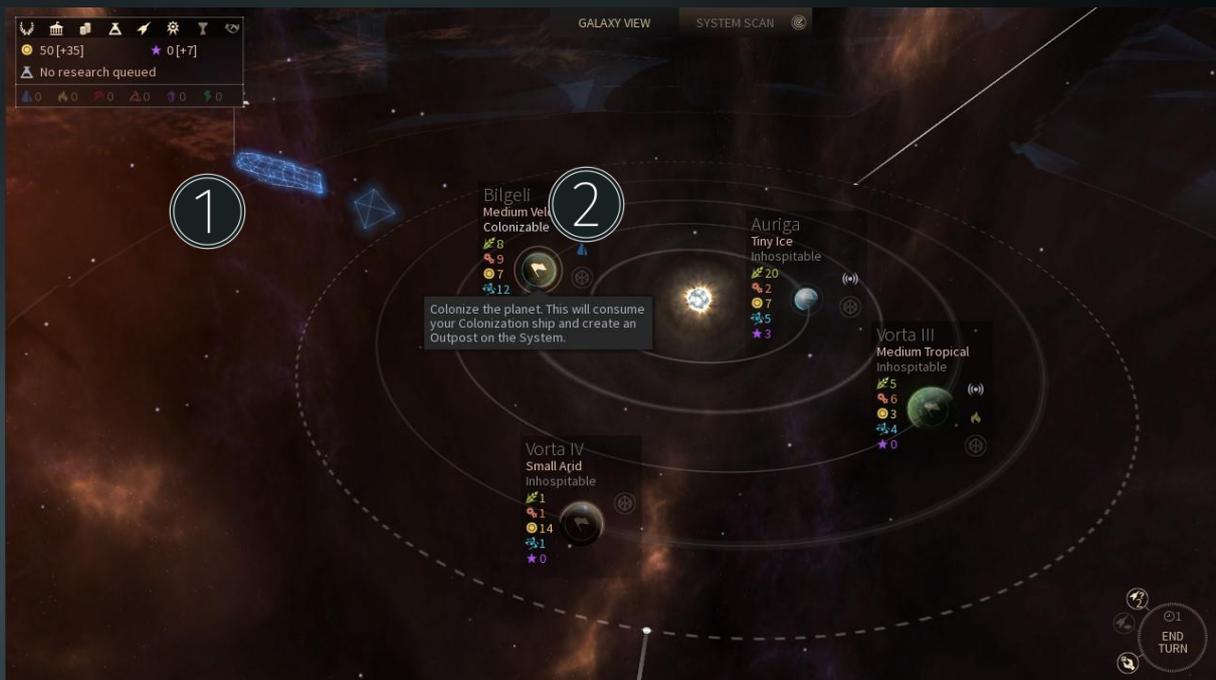
1. Each planet of the system is shown in the System Management screen with a summary of the FIDSI resources it provides

2. The left-hand panel shows the overall system status. Here you can see your income in FIDSI each turn, the system governor if any, the current political trend, and your population status including the number of turns until a new unit of population appears
3. Here you can find your options for construction of Improvements and ships. You can left-click on an element to add it to the Construction Queue
4. This is the Construction Queue of your system. To the right you can see the number representing the number of turns until that construction is completed.
5. The Hangar is where you can stock ships that have not been attributed to fleets – these ships are idle. You can create a new fleet by left-clicking on the ships you want to include and then clicking the fleet icon. It will appear in orbita round this star system.

## System Colonization

Beyond your initial system, it is important to expand and colonize other systems in order to expand across the galaxy. Don't forget that "Expansion" is one of the key elements of 4X gameplay!

The majority of the factions in the game start with a single colonization ship (we will discuss the special cases later). This specialized ship can be used to colonize an uninhabited system, and as long as you have enough population more of this ship type can be built later.



1. Put your colonization ship in orbit around a star system with a colonizable planet
2. A button with a flag will appear if there is a colonizable planet in the system. Click on that button and select the planet (there will be a choice from the System Management screen if more than one colonizable planet is present). The ship will be used up by the colonists to start their colony and thus disappears from the screen.

At the start of the game you can only colonize a limited number of planet types, as setting up a civilization in a hostile or unusual environment requires a great deal of knowledge and experience. You can add to the planet types you can colonize by researching in the Technology screen.

Some factions have unique and specific ways to colonize without the use of ships. The Lumeris can purchase colonies outright, and the Vodyani must create new Ark ships that they will anchor in new systems. If you want information on their colonization techniques, please refer to the chapters on faction-specific gameplay.



## Outposts

As soon as you colonize a system you will see the Outpost screen.

Establishing a viable colony takes time, and your new installation requires some time before it is a viable base for your empire.

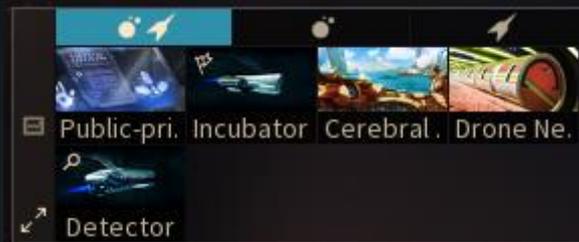
This time can be reduced by one of several Outpost actions. There are three possible actions, each one requiring a different resource (Manpower, Dust, and Influence) and available under different conditions.

## Sphere of Influence

Influence is of enormous importance in galactic politics, and every system you colonize will have a slowly-growing zone of influence. Influence is increased by the population of the system as well.



## Building Improvements and ships

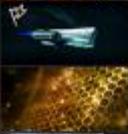


If you want to build an Improvement or a ship, click on the desired element in the list of available constructions on the bottom left of the System Management screen. This will place it in the Construction Queue. If you hover the cursor over an item in the list of available constructions you will see more information on its cost, upkeep, and the bonuses it provides. There are two types of constructions:

- Ships must be built according to a Ship Design; either one of the default designs or one that you have created yourself (see the Ship Design section).
- System Improvements provide various bonuses after being built. They can increase the FIDSI created each turn, improve your population's Approval (and therefore their efficiency and loyalty), or lower the cost of other constructions. These constructions will be unlocked during the game via your progress through research in the Technology screen.

## Construction Queue



	Cerebral Reality		5		692
	Drone Networks		8		573
	Incubator		12		802
	Intergalactic Supermarket		33		3205
	Public-private Partnerships		40		1115

Once a construction option has been selected, it appears in the Construction Queue, which is used to track and prioritize your production. Each construction has a cost in Industry points, which is paid gradually as the construction progresses. The number under the clock icon represents the number of game turns it will take to complete this construction.

Some constructions require a number of Strategic Resources; these are spent instantly when the construction is queued. They are refunded if the construction is cancelled.

If you change your mind about a queued construction, you can click on it to remove it from the queue. You can also drag and drop a queued element to change its priority relative to other items.

## *Buying out*

---

### Accelerated Production



Empire Improvement (Empire)

Effects:  
Enables use of Dust to immediately complete anything in the Construction Queue.

Upkeep 0 

When you need to hurry a construction or want to spend extra Dust, you can "Buy out" a construction to complete it the next turn. The closer to completion the construction is, the less Dust it will cost you.

Note: In order to be able to do this you must have researched the Era 1 technology "Accelerated Production".

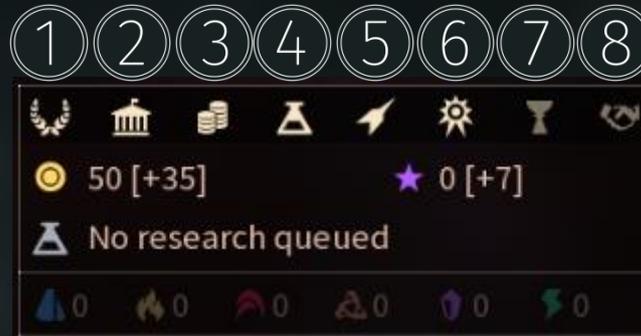
## *Quitting the System Management screen*

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Like all other game screens, to leave the System Management screen and return to the previous screen (in this case the Galaxy Map) you can either right-click on the screen or hit the Esc key on your keyboard.

## The Control Banner

The Control Banner at the top left of the screen allows you to navigate between the different major screens and options of your empire



1. The Empire Screen is where you can see the overall status of your empire and check your progression toward the various victory conditions. There are six different possible conditions, and you can follow all of them from this screen.
2. The Senate Screen allows you to track everything having to do with politics. Here you can see the influence of the political parties in your empire, review and vote on laws, and influence upcoming elections.
3. There are two key tabs on the Economy Screen: A summary of the star systems you control, and a management interface to the Trading Companies and Luxury Resources of your empire.
4. The Technology Screen allows you to research new technologies such as System Improvements, new ship modules, planet colonization and terraforming, and other elements that help you to improve your empire.
5. The Military Screen is where you go to manage fleets and edit your Ship Designs.
6. The Hero Management screen is where you go to manage Heroes and check the status of the Academy that trains them.
7. The Quest Screen is where you can follow the status of your active quests and the ongoing events in the galaxy.
8. The Diplomatic Screen shows you the status of the different empires in the galaxy and lets you engage in diplomatic discussions and negotiations.

# Technology Screen

## Introduction

The Research Screen is where you plan the research of new sciences and technologies.



1. The Research Panel is divided into 5 sections representing the five scientific Eras in the game.
2. In any Era the panel is subdivided into 4 sections, each corresponding to a major domain of research:
  - Empire Development
  - Science and Exploration
  - Diplomacy and Population
  - Military and Defense
3. Each item researched unlocks specific gameplay capacities or elements, such as a system improvement to be built or an automatic empire bonus. You can hover the cursor over a technology to get information on the bonuses or capacities it unlocks. Click on a technology to add it to the research queue.
4. This screen will open if you hover the cursor over a science or a technology to research. This provides additional information including the cost in Science necessary to do this research.

The window beneath the Control Banner summarizes information such as the current Era, Science generated each turn by your empire, and the current research under way.

## *Queueing Research*

You select a series of technologies to research one after the other by clicking on them in order. A number will appear on top of each icon, indicating its place in the waiting list of technologies to be researched.

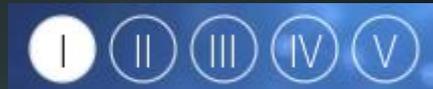
## *Cost*

The cost of a research is based on the amount of research and the number of discoveries you have already made. This means that as you progress in the game, each new discovery will be more expensive in terms of Science points. If you have reached Era IV of the research screen, an Era I discovery will be much more expensive than if you had researched it at the beginning of the game.

Higher era discoveries are generally more powerful, but some critical Era I discoveries should not be overlooked!

There is also no cost modification based on the position of a discovery within its Era. However, please note that some technologies may exclude the research of other techs or, conversely, make them less expensive. These relationships are indicated on the screen and can be identified by hovering the cursor over the links.

## *Scientific Eras*



The different Eras can be seen on the Technology Screen even if they are not yet available. You can look at the technologies of different Eras by clicking on the Era number at the bottom of the screen or by clicking and dragging the cursor to the left.

To unlock an Era (make its technologies available for research), you must research a minimum number of technologies in the previous Era. The number and the progress toward the next Era are indicated in the small panel on the left



## *Faction-specific Technologies*

On an upper band of the Technology Screen you can see a series of technologies that are set apart. These are technologies that are linked either specifically to your faction or to a quest that was completed during your game.

These technologies do not increase the cost of subsequent research, but they also do not count for the progress toward the next Era.

## *Leave the screen*

Like all other game screens, to leave the Technology Screen and return to the previous screen you can either right-click on the screen or hit the Esc key on your keyboard. You can also close the screen by clicking on the cross in the center.

## Game Progression

The game progresses with a system of turns. When you click on the “End Turn” button at the bottom right of the screen the turn is completed: Your FIDSI count evolves, your constructions and research progress, your ships recover their movement points, etc.

Most of the game systems are simulated between the turns, though some elements execute in real time such as fleet movements, battles, and diplomatic exchanges.

### *End Turn*

---



1. When you are ready to end your turn, click on the circle on the bottom right of the screen. After the turn has ended, you will receive notifications on constructions and research completed, Heroes leveled up, diplomatic events, etc. (see Notifications below).
2. If any of your ships have leftover movement points and a destination, you can click this ship and arrow icon to move them. Otherwise, they will move automatically when you click End Turn.
3. This icon indicates the number of ships or fleets that have remaining movement points but no orders to move.



When you complete a turn, you will receive notifications if a research was completed, a hero gained a new level, etc. Important notifications will automatically pop up and open a panel. Lesser notifications will remain as icons on the right side of the screen until you open them.

In the Options menu of the game, you can select which notifications automatically pop up and which ones stay minimized.

Once a notification panel is open, you can choose to dismiss the notification (remove it from the list of displayed icons) or minimize it (to open it again later). When you press the End Turn button all notifications will be flushed, except those which prevent you from ending the turn.

### *Blocking Notifications*

Some notifications will appear when you attempt to end your turn, for example when you have not selected any research. Others will prevent you from completing your turn until you have resolved them. For example, a battle notification will prevent you from completing the turn until the battle is resolved.

## Exploration

### Introduction

A large part of the game is dedicated to exploring the galaxy and looking for opportunities. This is particularly true at the beginning of a game.

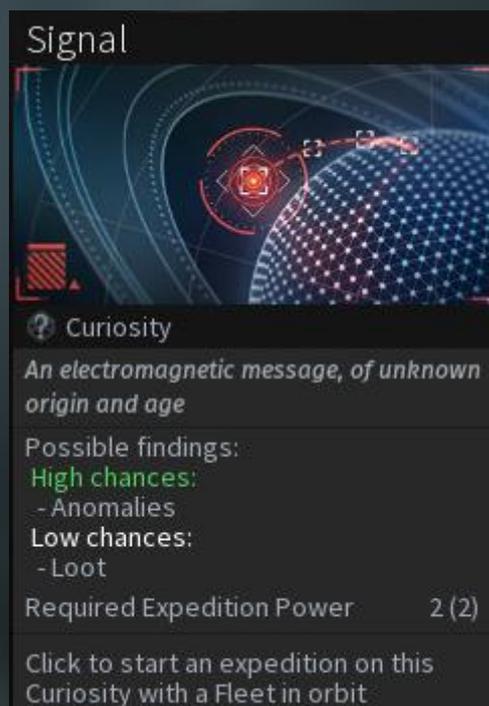
As you move your ships around your starting system you will discover new systems, new quests, new curiosities, minor civilizations and, eventually, other major empires.

### Curiosities

While you are exploring the galaxy you will come across Curiosities, which are scattered among the various planets of many star systems.



1. If you have an exploration ship on the star system you can launch an Expedition on this Curiosity to see what the planet is concealing.



There are various types of Curiosities such as an anomaly that gives bonuses or penalties to a planet, a luxury or strategic resource, or even Dust.

To investigate a Curiosity, you must first launch an Expedition to the planet. In order to do this you need to have a ship equipped with Probes orbiting the system. The number of probes is limited, and is replenished over time when they are used up. Each expedition costs one probe, and there are technologies to increase both the number of probes the ship can carry and the speed of probe replenishment.

## Probes

In the previous chapter we discussed probes and one of their uses: Sending expeditions to investigate Curiosities.

Before you go off to explore the galaxy, therefore, it is a good idea to be properly equipped!



The Scanner is a type of Support Module that installs probes and probe-building equipment on an exploration type ship. If the ship has this installed, it unlocks the following two actions:

### Launch Probes

Fleet Action

Launch probes in order to explore the vicinity of this star system

Probe Stock 2/2  
 Cooldown Fully charged

### Start an Expedition

Fleet Action

Search for Curiosities in this System and gain potential rewards or information

Probe Stock 2/2  
 Cooldown Fully charged

Political impact: ▲ Scientists

### Launch Probes

If you do not use up your probes investigating Curiosities, you can use them to explore the galaxy. The probes have a limited life, but can be launched in whatever direction you please to uncover unconnected systems, other constellations, etc;. They are not constrained to the starlanes like ships are..



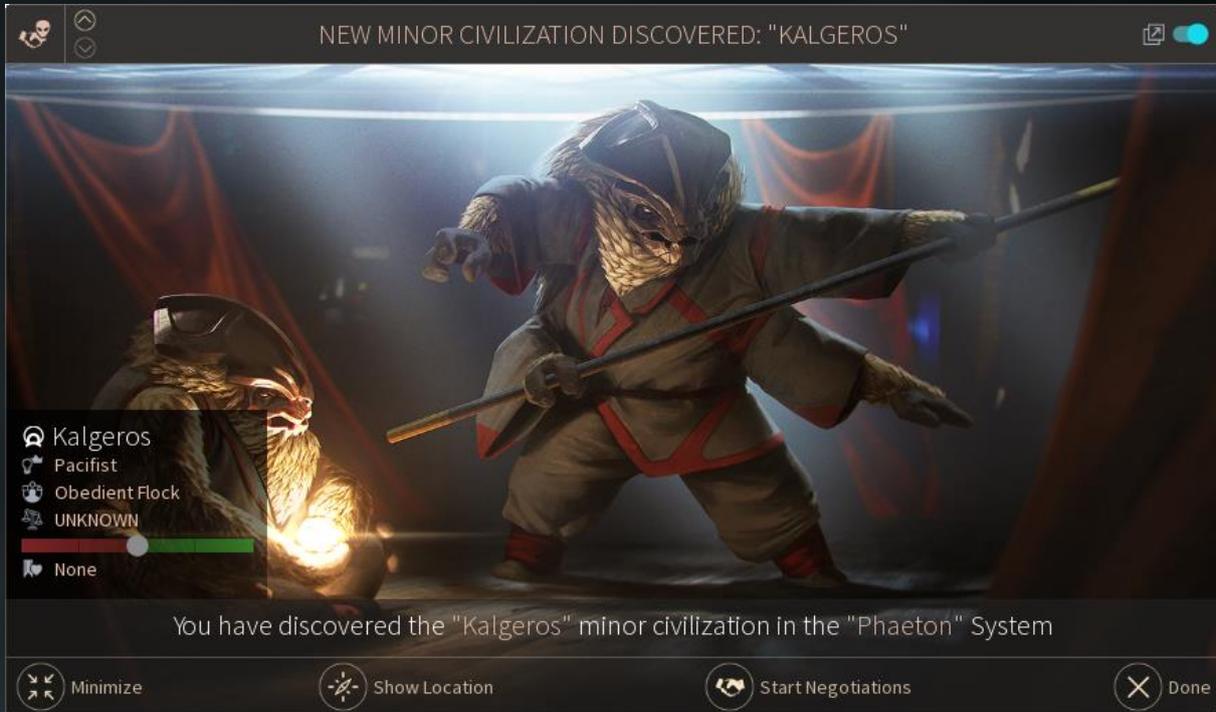
When you left-click on the Probe icon in the fleet panel, a zone of exploration will appear. Move the cursor to the direction you want to send the probe, and click again to launch it. You can right-click or hit Escape to cancel the launch.



Once the probe has been launched, it will continue straight in the direction you sent it. The number of turns remaining appears above the probe.

### Minor Civilizations

While adventuring across the galaxy, you will occasionally come across minor civilizations that can play an important role in your saga.



Regardless of whether your intentions are peaceful or aggressive, it is important to take these minor civilizations into account in your game.

The resource that you will need to engage in negotiations with these minor peoples is Influence. Influence is used to manage all direct contact with both minor and major civilizations, in fact.

Praise	Declare War	Assimilate
Use your Influence to flatter key politicians, which will improve relations by 20 points.	Start a war (and set relation points to -100)	Bring the minor civilization into your empire and gain its traits.
Political impact:	Political impact:	Political impact:
Cost: 30	Cost: 75	Cost: 75

Keep in mind that any action you take during these negotiations will have an impact on the political trends and political parties in your empire. Don't declare war unless you want to have the Militarists in your population grow in power while the Pacifists lose ground.

In addition to this, the complex linguistics and anthropology needed for inter-species communication means that discussion with aliens must be preceded by research. There are several technologies in the Technology screen that create and increase diplomatic options.

### Assimilation

There are two ways to assimilate a minor civilization: Peacefully or militarily.

In both cases the outcome will be more or less the same, though the choice will have an effect on the politics of your population and your empire. Once they are assimilated, you will obtain their system as part of your empire and their trait as a gameplay bonus



## Quests and Global Events

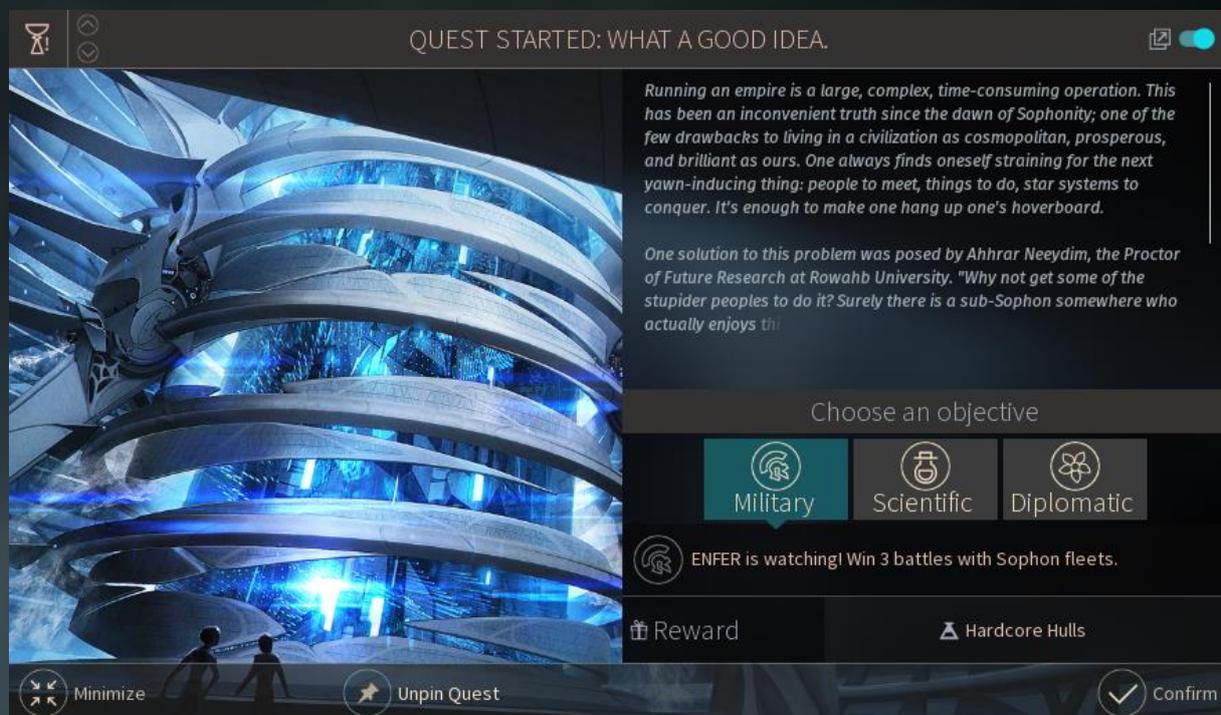
### Introduction

Quests are unique missions that are assigned to your empire. You can gain useful bonuses by completing them, and they can make a difference to your success in the game.

Quests can be triggered in a number of different ways: When exploring a new location, when a certain number of turns pass, when meeting another civilization, etc.

### Main Quest

Each civilization in the game has a main quest that will teach you more about the faction and the universe around you. These quests have particularly interesting bonuses, so are worth doing for many reasons!



The main quest is divided into several chapters which unlock as you complete the previous steps. There are also different branches and choices, allowing you to play and develop the civilization the way you want to—and then replay them for a different experience.

### Side Quests

There are also many secondary quests to do in the game, and these are triggered randomly based on a number of prerequisites. These provide a bonus if they are successful, but they can also be failed! Though the failure will not have a particular impact on your empire, it's always preferable to have a bonus after investing the time!

### Global Events

Global Events are random events that do not require any action of the player other than making a choice. They can have good and bad consequences, and may in addition trigger other events later on.

There are two types of global events: Solo events (affecting only the player) and multi-empire events. A multi-empire event can effect a single region or all empires in the galaxy.

### *Competitive and Cooperative Quests*

Competitive quests have a goal for the player, but it will be achieved while other empires are trying to do the same thing. The reward will depend on the player's efficiency compared to other empires.

Cooperative quests are special situations that can be completed as a team, where the first step consists of choosing the other empires to do it with.

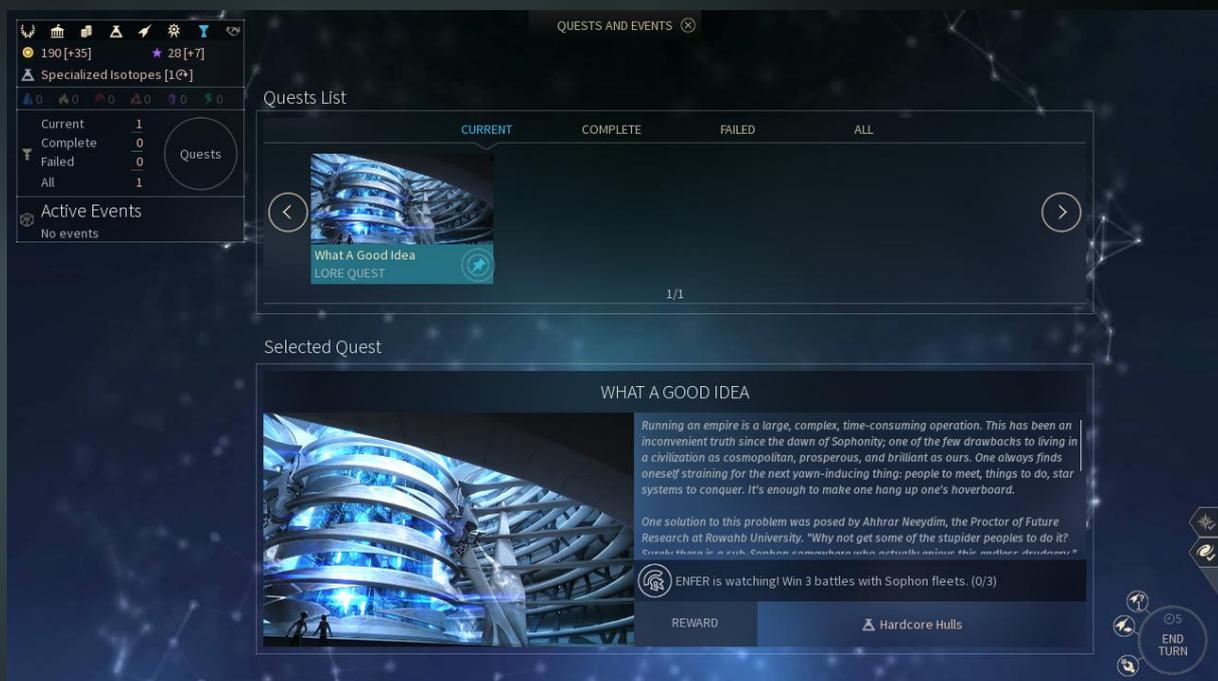
### *Objectives / Rewards*

A quest goal is determined by objectives which must be completed in sequence; some quests have only one objective. When there are several objectives, succeeding ones are usually kept secret until they are unlocked.

For each completed objective you receive a reward whose value corresponds to the difficulty of the objective. Rewards can be of different kinds: Dust, Resources, research discoveries, and even new Heroes.

### *Quest Screen*

You will receive a pop-up notice for new, completed, updated, or failed quests. You can open the Quest Screen at any time to manage your quests and check their status.



Quests are classified by status (current, complete, failed), and can be browsed on the horizontal list. Simply click on a quest in the list to display its description, summary, and the objectives and their status.

### *Pin*

---

To follow the progress of a specific quest, you can click on the “Pin” symbol in the Quests Journal of the Quest Screen. This will display a highlighted window in the upper right corner of the galaxy map.



### *Quest location*

---

If you have difficulty finding the target or source of a quest, there is a Show Location button in all the various elements of the quests interface (Quest Screen, Pinned quest interface, Quest notification).

## Senate

### *Introduction*

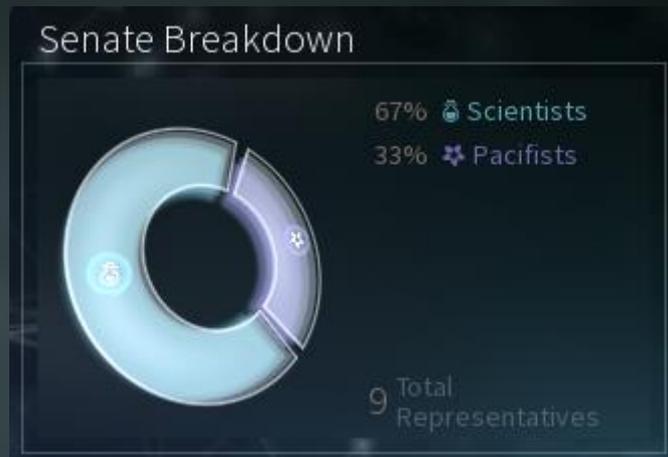
The Senate is new in Endless Space 2, and is used to manage a new element of your galactic empire: politics!

Every faction has a basic political preference, but this starting position will come under pressure from other political parties as your game advances, which will force you to make decisions. Do you want the other parties--and their associated laws and abilities--to have a role in your Senate, or will you take any and all action necessary to keep them out and impose your own order?

### *Political parties*

There are several political parties, each with their own vision of the world and the path they want to follow to run your empire.

Each decision you take in the game will have an effect on the support and popularity of the different political parties in your empire. If you attack an enemy system, don't be surprised if Militarists start showing up in your Senate. If you assimilate a minor civilization through Influence rather than arms, the Pacifists will likely grow in power.



The composition of the Senate will therefore evolve depending on the actions taken by your empire. You need to keep a close eye on the evolution of the different political currents between elections, knowing that you have the possibility to influence the growth of the parties and even the outcome of the elections.

### *Political Parties and Population*

Your empire's population has a strong effect on the political trends in the empire as it can increase or decrease the political effects of your actions. For example, if a Pacifist event has been triggered, a Sophon population can augment not only the influence of the Pacifists but also the Scientists. Conversely, if there is a Religious event, a Sophon population will only generate half the Religious influence that the event would normally generate.

Therefore, every faction will have a very different political influence depending on your actions. If you want more detail on the consequences and trends, click on the "Population details" bar at the bottom of the Senate screen.



This screen summarizes the different populations in your empire and shows how they will react to various political events.

## Elections

### Introduction

Your game will regularly trigger elections (every 20 turns on most game speeds, but every 10 turns on Fast). These elections are of great importance to the management of your empire, as the majority party can change and this will effect laws and political traits that generate bonuses for your empire.

### The election process

Five turns before the elections happen, you will receive a poll that shows the current political trends in your empire. However this is only a poll and a general indication, and things can change!

On the day of the elections you can take certain actions to support your preferred party. Depending on the type of government you have, there are a number of actions that you can take that may require Dust or Influence. You can merely give your official support to a party, or pay to support the campaign of your preferred candidate. You may also have opportunities for more underhanded methods to undermine opponents...

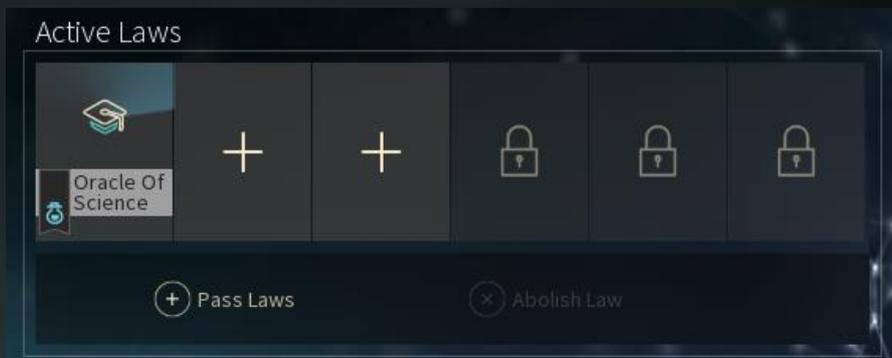


When the elections are over, new laws may be unlocked depending on the results and the new proportions of the political parties in the Senate.



### Laws

You will be able to vote on laws—at a cost of Influence—that will have empire-wide effects.



The types of laws available depend on the political parties present in the Senate. To enact a law, you need to pay the associated cost in Influence and have enough support of the associated political party in your Senate.

**Counseling, Orientation, and Guided Schooling Program**



**Brain Drain Bill**

*Keeping a close hand on education and apprenticeship systems allows the Senate to funnel the empire's human resources where they are most needed. This law, if passed, will result in a stronger workforce at the expense of higher education. Dubbed the "Brain Drain" Bill by opponents, including the game-theory expert Hanmharla Gerzi, expect a*

**Effects**

- 25% System Improvement cost reduced on Systems
- 10%  on Systems

Required support: **Moderate** 

Current support: **Powerful** 

Cost

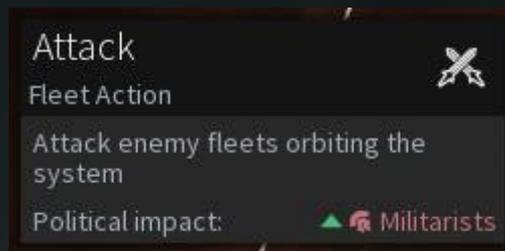
**250** 

 Vote

## Battles

### Introduction

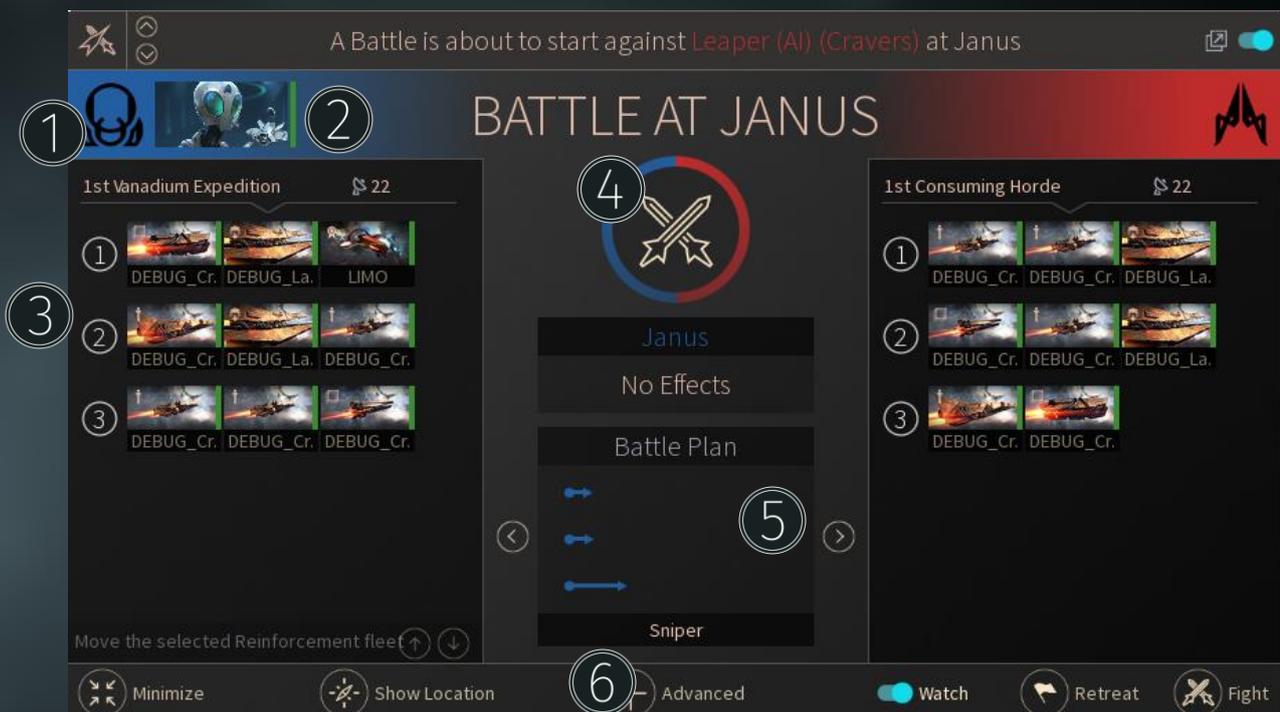
Battles can be launched in a star system when two enemy fleets are present. You should note that attacking a fleet will have an influence on the Militarist party in your empire.



Certain diplomatic conditions prevent you from attacking fleets of another empire; this is explained in more detail in the Diplomacy chapter.

### Battle Notification

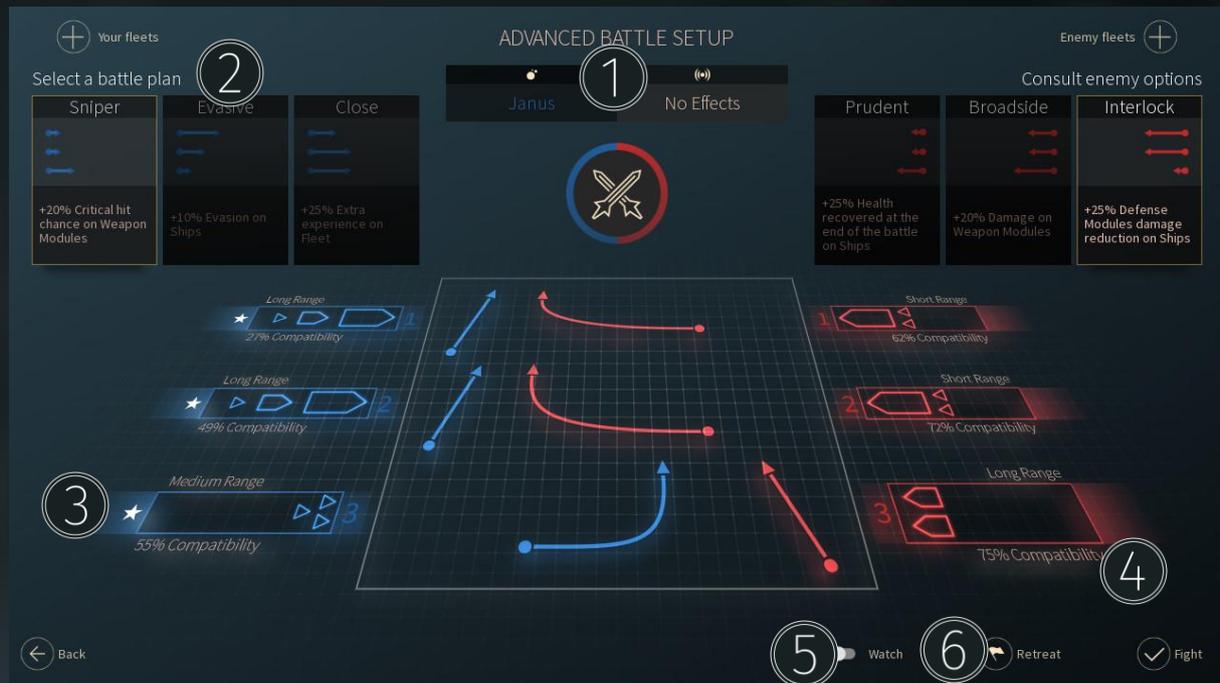
When you begin a battle with an enemy army, a notification appears to explain the order of battle:



1. Your fleets and ships are always located on the left, while the enemy is on the right
2. A Hero can lead each fleet, but is not required.
3. The fleets involved in the battle are listed here; you can hover the cursor over each ship to read its information.
4. This circle represents the balance of power, and thus, the probability to win the battle.

- This is your Battle Plan. It is how you determine the trajectory of your flotillas (there are up to three flotillas per fleet) which will have an important effect on the efficiency of your weapons at short, medium and long range.

### Advanced Battle screen



- Each battle takes place in a specific "arena", and each arena has a particular effect on the battle. Make sure you take this into consideration when choosing your tactics.
- The most important choice is your Battle Plan. Every empire has three battle plans available, and each plan has an intention for the attack distance at which your ships will fire. Each attack distance has advantages over another (short over medium, medium over long, and long over short).
- The stars indicate whether or not you have an advantage depending on your guess at the enemy's battle plan (sadly the enemy doesn't always choose what you think they will!).
- You can check how the weapons equipped on the flotilla correspond with the battle plan. Remember that the trajectory will determine which weapons will be most heavily used, so it is important to choose your battle plan based on the weapon modules equipped on your fleet (e.g. medium range weapons will be most effective on a battle plan that emphasizes medium range encounter with the enemy).
- You can watch the battle in real-time 3D, or simply get a summary of the results.
- You can retreat from an encounter, however your fleet will lose 60% of its health and will head towards a randomly-chosen neighboring system. Careful: If no system is available, the fleet will be destroyed!

### Encounter outcome notification

When the battle is over, a new screen appears that shows the results of the encounter.



The battle can be won, lost, or end in a draw. If it is a draw, you can launch the battle again the next turn.

You will gain experience with each enemy ship destroyed, and this is shared between the surviving ships and any Hero that is present.

### Ground battles

In Endless Space 2 we also have ground battles! Your effectiveness in ground battles is based on a new element, Manpower, which you can track in your Military screen.

This screen shows the increase in Manpower each turn, and also the percent of each unit type that you gain each turn.

As soon as you have Manpower it is possible to launch ground battles against a faction (if you are at war). If you have a fleet in an enemy star system, you can launch a ground battle by using the "Invade" button in the Fleet Action panel.

EMPIRE MANPOWER	375/525
Base increase	+26
Fleets/Systems	+0
Net increase	+26
TROOP BREAKDOWN	
Infantry	50%
Armor	50%
Air	0%
Enroll	



The roles of attacker and defender are important when planning and resolving a ground battle. The attacker has a list of options similar to the space battles, which will allow them to determine how they will attack and the various risks and options for each ground battle plan depending on their forces.

The defender, on the other hand, must decide whether they will defend the system or surrender it to spare the population and improvements (perhaps in hopes of returning quickly to retake it!).



1. The screen functions similarly to the space battle screen with your forces on the left and the enemy on the right.
2. The circle in the center indicates the balance of power between the two forces.
3. You can select your battle plan (the plans are different for attackers and defenders)
4. You can decide whether or not to watch the battle.

## Empire Screen

### Introduction

The Empire Screen shows the overall status of your empire and your progress toward victory.



1. An overview of your empire, its type of government, and its various traits (bonuses / penalties).
2. Your level of Approval at an empire level, calculated as the average of your star systems and their populations.
3. The victory screen and your performance gives an overall view of how the game is progressing according to victory conditions.

### Strategic Resources

There are 6 Strategic Resources in the game, which are revealed as you unlock research Eras. Strategic Resources are used to craft powerful weapons, armors, and accessories for your ships.

There are several ways to obtain Strategic Resources in the game, notably by quests and exploration of different systems of the galaxy, or by colonizing a planet with a resource.

### Luxury Resources

There are a total of 24 luxury resources, which are discovered by exploring planets and Curiosities. The total number available in any one game varies with the galaxy size, but will not be greater than 16.

Once you have discovered the Neural Robotics technology, you will be able to construct System Development upgrade projects that will let you improve your star systems by leveling them up. This creates additional space for population, and better resource production.

As an upgrade can only be done once per star system per Technology Era, and each resource gives a different bonus, you need to choose with care when planning the project.

## Military Screen

### Introduction

The Military Screen is the central point where you manage your fleets and ship designs.



1. The fleets List details all existing fleets in your empire. Each line holds a number of statistics: Leading Hero (if any), command points, health, movement, status, and military Upkeep cost.
2. Once you select a fleet in the fleets list, its ships are presented in the ship list panel
3. Each fleet has an upkeep cost consisting of a base cost and an additional cost for each ship. As the base cost is rather high, you are encouraged to regroup your ships in bigger fleets in order to avoid unacceptably high maintenance costs
4. If a fleet or ship becomes useless you can disband it, which will make it appear in the system hangar.
5. As you develop new ship designs, older versions of this design become obsolete. You can use the Retrofit buttons to upgrade a ship or entire fleet to its “state of the art” version. You can only retrofit in a system you own.
6. The Ship Designs panel lists all existing templates for ships you can construct in your empire. The “Create” button allows you to create an entirely new ship design. The “Edit” button allows you to alter an existing design. The “Delete” button permanently removes a ship design. Please note that existing ships based on a deleted design can no longer be retrofitted.
7. The equipment panel shows a 3D vision of the ship, as well as its current modules.

## Ship Designs

When the game starts you have basic ship designs for the ships you have unlocked. As the game evolves, you can unlock new ship types and are offered the possibility to customize them.

A **Hull** is the basic shape of a ship: it determines its appearance, basic stats, ship role (explorer, colonizer...) and special capacities

A **Ship Design** represents an equipped Ship Model with weapons, armor, and accessories. This equipment changes the stats and capacities (usually positively) of the Ship Model.

**Ships** are the constructed version of a Ship Design that store the latest values of the statistics: Current health, manpower, and also the level and experience value for the ship.

The Military screen shows the list of existing Ship Designs.

## Editing Ship Designs

Click the "Create" button (new design) or "Edit" button (update an existing design) to open the Ship Design Panel. If you chose to create a new design, you will first be requested to select a Hull Model.



The Ship Design panel allows you to outfit a Ship Design with modules of your choice.

1. The ship information displays general information on the ship. If you selected the creation of a new ship design, you will have to enter a valid name for it (one which does not already exist)
2. You see a reminder of your current resource stock, as most advanced equipment requires Dust or Strategic Resources
3. The modules list displays the unlocked modules that your empire can craft. You have an unlimited supply of this module, provided you have the Resources required and the industrial capacity to build ships based on it. You can filter equipment by type (weapon, defense, support) or see all types.



The modules of your ship are represented in the form of slots of different types. Weapon slots can only receive weapons, etc. To equip a module, simply drag it from the list to the desired slot. You can also double click in the list to quick equip a module.

4. Statistics give you detail on your ship efficiency, starting with these attributes:
  - a. **Life** determines the amount of damage this ship can sustain (Health Points). Most ships regain health over time
  - b. **Movement Speed** determines the distance this ship can move in one game turn.
  - c. **Offensive military power** determines your ability to inflict damage
  - d. **Defensive military power** reduces attack odds
  - e. **Command Points** determines the number of command points required by this ship.
  - f. **Cost** determines how many Industry points this ship will cost, as well as its other resource requirements (Strategic Resources, Dust, in some cases Population, etc.).

Once your Ship Design is ready, click the "Create Design" button.

## Academy Screen

### Introduction

This is where you will manage the most important characters in your empire: the Heroes. At the start of the game you will only have a single Hero; you will need to construct the Academy Embassy or discover the Academy in order to recruit additional Heroes

You can access this screen from the Academy icon on the upper left of your screen.



1. Heroes are listed in the form of cards showing their basic stats. You can click a Hero card to get more detail on them
2. The list of actions you can apply to the selected Hero is:
  - a. **Restore** will heal heroes who have been injured in battle. This allows you to speed up the recovery which might otherwise take several turns
  - b. **Inspect** opens the hero inspection panel
  - c. **Assign to Fleet / System** will allow you to assign a Hero to a fleet or star system that you own. Make sure you check the "Class" of the Hero so that the assignment is one that uses the Hero's strengths. Note: Heroes given a new assignment will be locked in that post for a number of turns
  - d. **Create fleet** lets you create a new fleet that includes the selected hero and their ship.
3. The Hero unlock progression shows how many turns it will be until you can get a new Hero. In order to recruit another hero you need to have researched the HyperPACS technology or discovered the Academy. This progression bar fills bit by bit due to most of your ingame actions (building a ship, upgrading a star system, exploring, etc.).
4. At the start of the game, the Academy is in an unknown location somewhere in the galaxy. If you colonize the system with the Academy, you get an additional hero but you also can see all the Heroes in the galaxy.

## Hero Ship Design

When you open the Hero Management panel, you can open a secondary panel that displays the Hero's ship design (there is a different ship per Hero class).

The main difference between the Hero Ship Design panel and the Ship Design panel is that modules are applied instantly to the Hero ship (as long as you have the Dust and/or resources), while regular Ship Design only creates "templates" which must be constructed or retrofitted.



## Hero Skills

The Hero inspection also allows you to select Skills for your Heroes. Skills are special abilities earned as the Hero gains experience levels. Click on the "Skill Tree" tab of the Hero inspection panel to display his skills.



Each time a Hero gains a level, he is awarded a Skill point which can be used to select a Skill in the Skill Tree. Skills are unlocked hierarchically, so you must start from the center of the circle and progress towards the outside.

The tree is divided into 3 main branches:

- The left sector is determined by your hero class (Counselor, Guardian, etc.)
- The right sector is determined by your hero faction (Sophons, Cravers, ...)
- The upper sector is common to all Heroes, although some Skills are adapted to leading armies, while others are adapted to governing a system.

Some skills can be selected multiple times, with an increasing effect each time.

## Economy Screen

### Introduction

The Economy Screen is the management interface for your Trade Routes and your Luxury Resources, as well as an overview of the production of your systems.

### Star System Tab

Systems Management													
NAME	STATUS	POPULATION	APPROVAL	HERO						RESOURCES	CONSTRUCTION	POLICY	HANGAR
Galtur	Outpost ● ○ ○	↓0 ▲↻9	↑		36	0	0	-10	0		Unavailable	⊘	↻0
Hydrus	Colony ○ ○ ○ ●	↓3 ▲↻0	↑		-32	37	38	22	7		No Construction	⊘	↻0
Pegasus	Outpost ○ ●	↓0 ▲↻10	↑		32	0	0	-10	0		Unavailable	⊘	↻0

Each line displays summary information related to its system:

- Name
- Status (Outpost or Colony, and the number of colonized planets)
- Population
- Approval
- Hero
- Resources generated per turn
- Luxury or Strategic Resources present in the star system
- Construction currently ongoing in the system
- Number of ships in the System Hangar

You can click on the Hero portrait to access the Hero Management screen, and if you double-click on the system name you will return to the galaxy map view, centered on that star system.

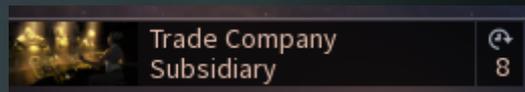
## Trading Companies

As soon as you have researched the "Commercial Frameworks" technology you will be able to set up Trade Routes.

To do this, you first need to set up a Trading Company Headquarters in one of your systems.



Once your HQ has been created, you need to build Trading Company Subsidiaries in your other systems in order to create your first Trade Routes.



Once these two elements have been built, you can see your first Trade Route in the Economy screen. Each route will bring in income every turn, and the size of the income depends on the number of routes, their efficiency, the number of ships used, and the Trading Company's level of experience. This experience level increases with time and also with the value of the Trade Routes attached to the HQ.



## Diplomacy

### Introduction

The Diplomacy Screen displays your current diplomatic status with the other major empires and allows you to conduct negotiations with them.



Your empire stands at the center, and the other empires are laid out according to your relations.

- “Unknown” means you have not yet met this empire, and must discover it by meeting one of its fleets or systems on the galaxy map.
- “War” means that you are engaged in an all-out war with this empire.
- “Cold War” is the default status when you meet another empire. You can generally engage each other’s fleets in neutral systems, but both their systems and yours are protected from aggression unless war is declared.
- “Peace” allows you to develop advanced diplomatic agreements which can mutually benefit both empires
- “Alliance” is a stronger bond between two empires which grants them mutual defense. Declaring war on an empire is risky, but declaring war on an empire allied with another is even riskier.

To initiate diplomatic negotiations with an empire, simply click on the base of the figure that represents it. You can also hover your cursor over their image to check your status with them.

If you wish to see their status with other empires, click on the "Swap position" button above the image of your faction leader, then click on the leader whose relations you want to see.

## Negotiation screen



The Negotiation Screen allows you to conduct Diplomacy and Trade with other empires. It is divided into the following parts:

1. Your empire is on the top left, the empire you are examining on the top right
2. You can select terms from different categories to make a deal. "Treaties" are high level diplomatic agreements which can be used, for instance, to declare War and Peace. Other categories can be used as gifts or trade, or also to improve a particular deal and make sure the other empire accepts it.
3. You can also select terms for the other empire. Some terms are symmetrical (such as declaring peace), others are unilateral (resources, technologies).
4. The overall deal being offered is summarized here
5. The gauge indicates the likelihood that the other empire will accept your deal.
6. When you are ready you can make an offer, but you must have enough Influence points to propose the deal
7. Information about the other empire information is summarized here.

The Influence cost of a deal is greatly influenced by your diplomatic score with the other empire. For instance, if you have a very good relations with another empire, declaring war on it will be very expensive, while it will be more affordable if your relations are already bad.

Once you have confirmed your offer, you will receive a notification letting you know if the deal has been accepted. Some deals, such as declaring war, do not require an answer...



## Winning Conditions

In Early Access the game only has two different victory conditions.

**Military Victory:** In order to make sure that things work out for the best, you had to take a number of measures that might be called... extreme. In fact, you decided to eliminate all of the other major empires in the galaxy.

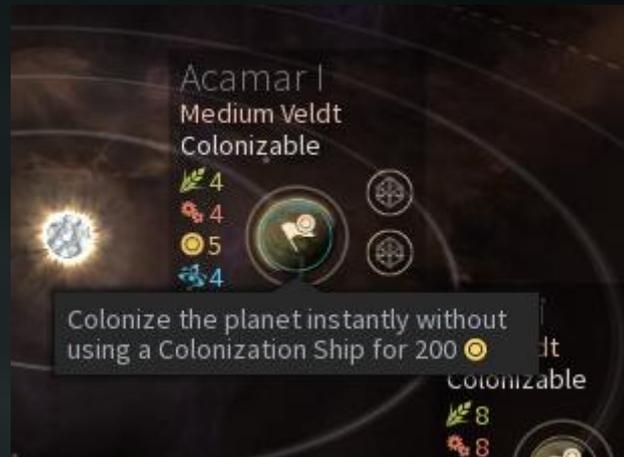
**Score Victory:** By gaining a level of mastery in the many complex elements of an empire - economy, military, sciences, etc. - you can create a civilization that is second to none. This victory will be given to the faction with the highest score after a fixed number of turns.

## Specific Factions' Gameplay

### *The Lumeris*

Instead of colonizing planets by building and sending a Colonization ship, the wily Lumeris simply purchase the planet that they find interesting. In this way they establish an Outpost immediately.

Once the Outpost has been established, the Lumeris can evolve into a Colony or can sell it to another empire through the Diplomacy screen.



### *The Vodyani*

The Vodyani don't directly colonize the planets and systems that they find interesting. Instead, they anchor their great Ark ship in the star system, draining and absorbing the resources and the population. The first Ark you receive in the game is already anchored in your Home System, but like any ship you can move it to another star system at no cost. However, you will lose the income and advantages of Dust, Influence, and resources that you set up in the initial system.

In addition, the Vodyani do not increase their population as most of the other empires do, with Food. Instead of that they must acquire "Essence", which they obtain by draining the populations from the star systems that their ships visit (if the ship has the "Draw Essence" module, which is unique to the Vodyani Ship Design). Additional Improvements and other modules can make the process more efficient.

### *The Sophons*

Sophons know which technologies have already been discovered. They also get a Science bonus when they are the first to discover a technology.

### *The Cravers*

Cravers use the Non-Cravers Factions as slaves to increase the production. They will slowly die but will produce more (+100% FIDSI).

## Annexes

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