

## Welcome to

# OCEANS ALIVE™

**You are about to embark on a critical and exciting adventure ...  
the fate of planet earth depends on the successful completion of this mission!**

Familiarity with the following will prove to be helpful. Do not be overwhelmed. The upcoming briefing will ensure it all makes sense.

**Space Credits** have been preloaded onto your spaceship's computerized account. These credits can be spent at your discretion

- The Command Console on your spaceship will always tell you how many credits remain in your account
- Your Space Credits are a finite resource, there is no way to buy or barter any for additional credits. The Credits have no value or significance once the mission is complete

### Agora Deck

- This is the only way your space crew can meet face to face with other space crews from Earth (if your application includes teams in other cities the Agora Deck meeting is conducted by teleconferencing or video conferencing)
- To transbeam all or some of your ship's crew to the Agora Deck simply click on the Agora Deck Button on the Command Console
- **Cost** - No space credits are required to transbeam down to the Agora Deck
- Once you have transbeamed to the Agora Deck your spaceship will be put into a "Stop Engines" mode, Navigation functions will be disabled until such time that your space crew exits from the Agora Deck and you click on the "Exit Agora Deck" button on your Command Console

### Fuel

- Fuel consumption increases as the speed of the spaceship increases
- **Approximate Fuel Consumption Rates**
  - Speed Factor Slow – 24 sectors in 12 star days will deplete a tank of fuel
  - Speed Factor Fast – 16 sectors in 4 star days will deplete a tank of fuel
- **To Refuel:** Upon entering an appropriate sector you will receive an inquiry asking if you wish to refuel. You have to make your decision and click on the appropriate box, or boxes, and then click "OK".
- **Cost:** 5,000-9,000 space credits are required as payment for fuel recharges
- If you run out of fuel Space Control Centre will dispatch, if possible, a Fuel Tanker to your coordinates for refueling. This will cost time and 10,000 space credits. Try not to run out of fuel in the middle of space

### Communications / Intelligence Gathering

- **Space Archives** - A place in which records and insights about all known life forms in the galaxy can be accessed
  - **Cost:** 5,000 space credits for each a report providing all information known about a life form selected from the inquiry list
- **Life Forms** - Communications with a specific life form can take place immediately upon entry into their resident sector
  - **Cost:** 2,000 – 6,000 space credits, depending on the Life Form
- **Written Ship to Ship Communications** can be sent and received
  - **No space credits** are required for Ship to Ship communications

### Navigation Matters

- **Sensors** Provides information on the contents of the three sectors adjacent to your present location
- **Probes** Provides information on the contents of three sectors in a straight line from your current location
- **Sensors and Probes do not cost space credits.** Your Command Console will advise how many you have available at that point in time
- **Interstellar Dust Storms, Meteorite Showers, and Ion Storms** may impair: your ability to navigate, visit the Agora Deck, and use your Probes and Sensors for a period of time
- **Deadly Super Nova Warning!** Hitting a Super Nova will destroy your spaceship