



QUICK MANUAL

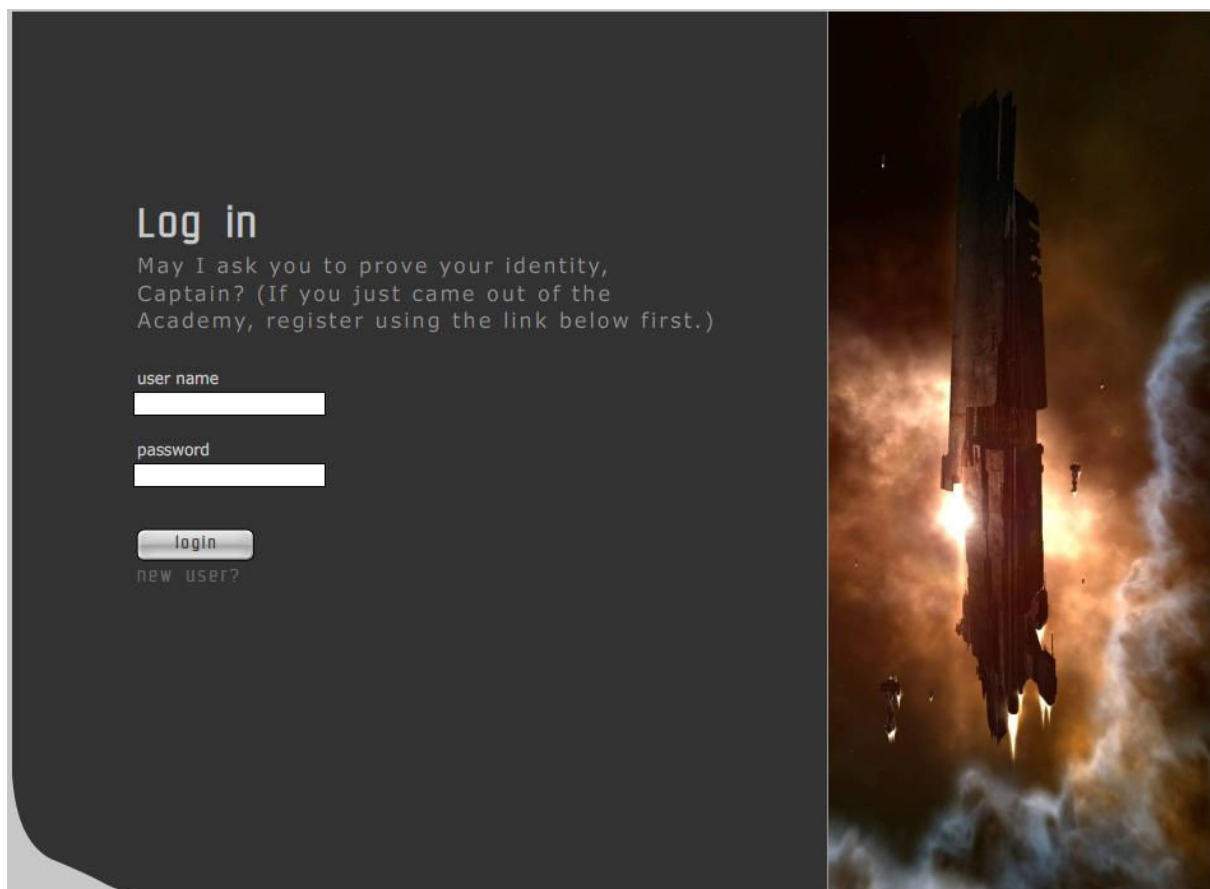
1.0. Introduction.

Have you ever dreamt about space travel? Have you ever wanted to embark on an interstellar trading campaign and travel between the stars? Here is your chance! Nexus is a multiplayer online turn-based space trading game taking place sometime in the future inside the Milky Way. As the captain of one of the highly advanced space transport ships, you will cover vast distances to haul goods from system to system and trade with other players as well as AI market systems on the 31 systems you can visit.

2.0. Game Interface.

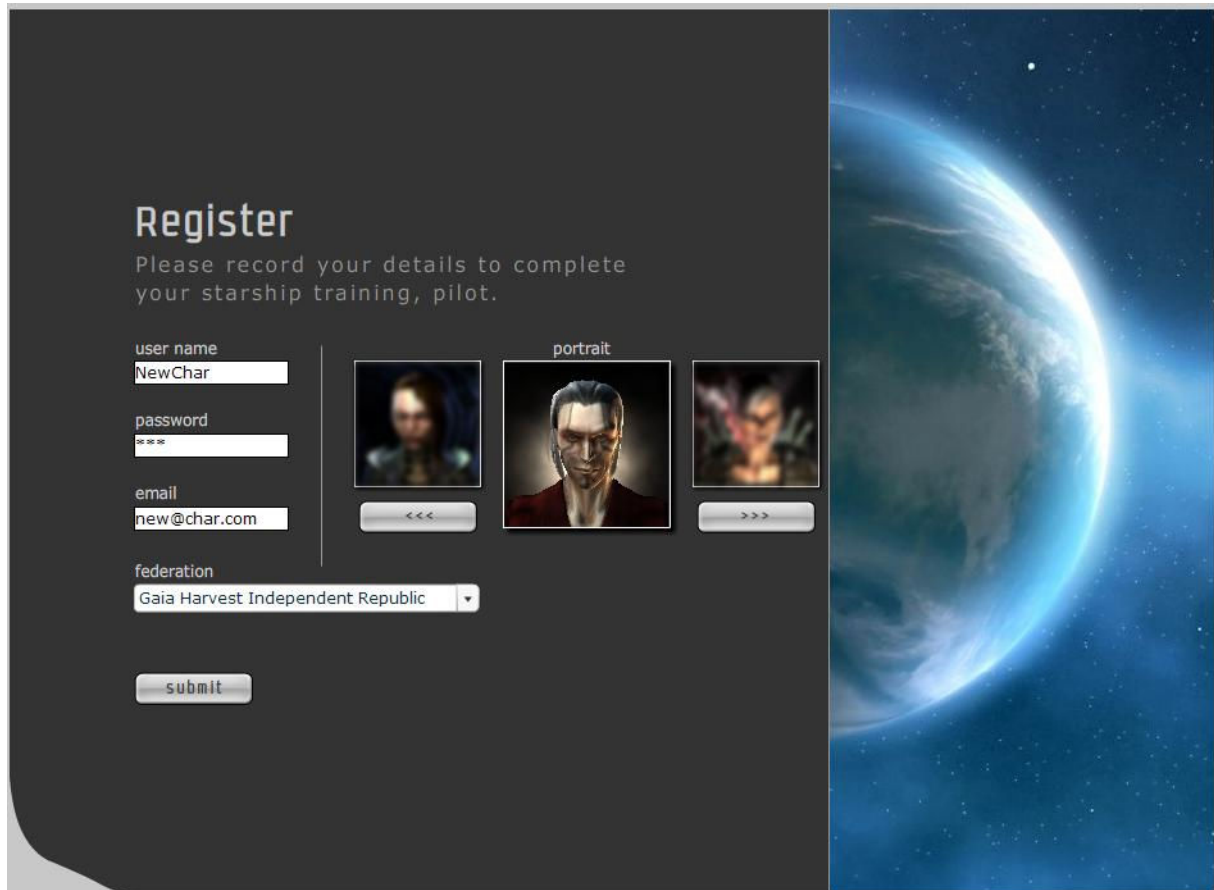
The game interface comprises of several main screens. This section will help you master those in order to make you a proficient trader.

2.1 Login screen.



The login screen above allows you to do two things: log an existing character in and create a new user.

2.2 Character creation.



Register
Please record your details to complete your starship training, pilot.

user name
NewChar

password
[REDACTED]

email
new@char.com

federation
Gaia Harvest Independent Republic

submit

portrait

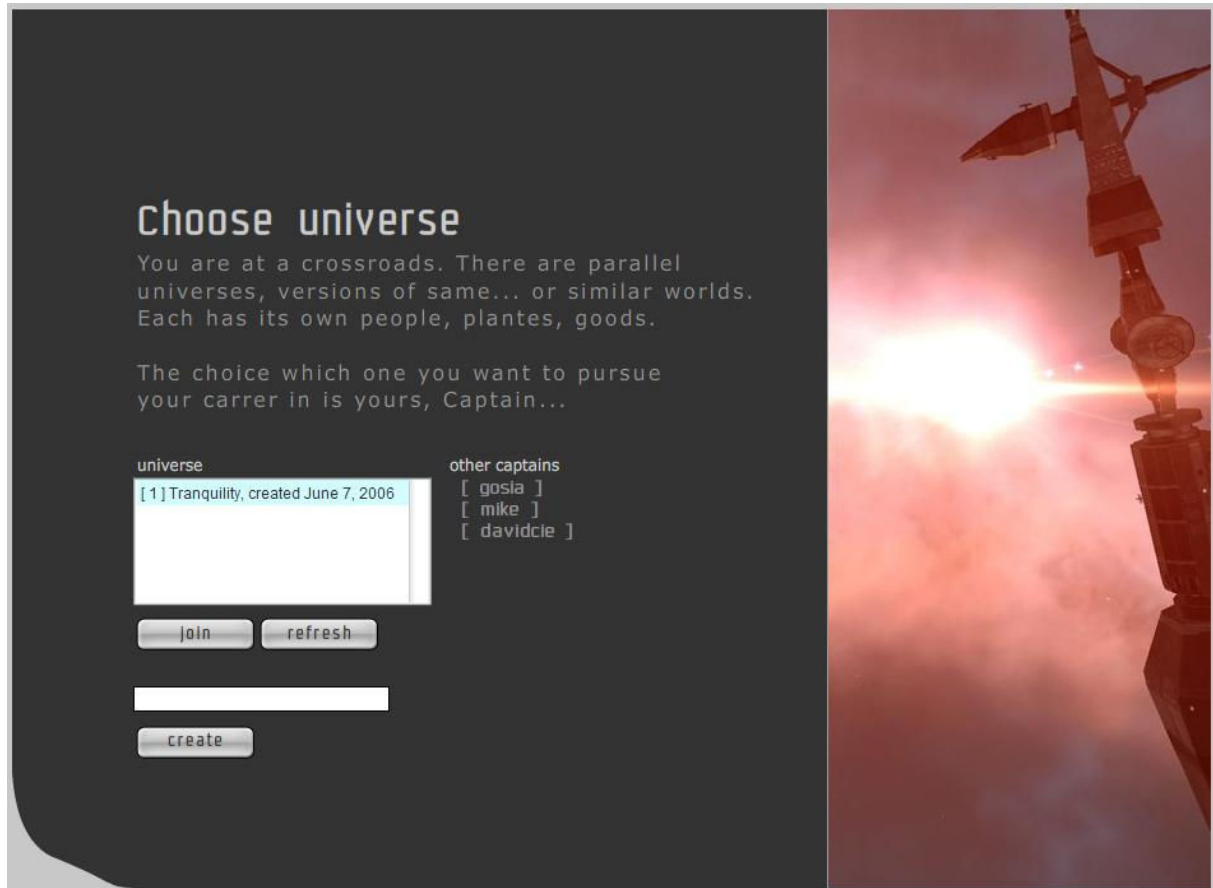
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The character creation screen allows you to choose your name, password and email, as well as your picture and faction. The factions available are:

- Inter-stellar Foundries Federation – massive producers of industrial goods
- Deep Core Mining Conglomerate – efficient miners of all ores alike
- Gaia Harvest independent Republic – agricultural worlds
- The Dead Rim Coalition – swashbucklers and smugglers

Depending on which faction you choose, you will begin the game in one of four areas of the map where your faction holds sovereignty. Prepare to start the game...

2.3 Shard selection.



This section allows you to select an existing universe as well as create your own. Upon creation, the universe will be populated by a random number of people (following a pattern within each system), which will make any game unique as far as production of goods and their availability is concerned. Furthermore, the player creating a shard and any players joining it thereafter will be assigned a random system from within their faction's space.

2.4 Main screen.



The main screen consists of a number of interactive objects. The top panel consists of 4 buttons. These are (from left to right):

- Political Overview – shows you graphically what faction various systems belong to
- Ship Upgrade – allows you to purchase a level 2 and level 3 transport vessel
- Previous ship – Allows you to choose the previous ship in your possession
- Next Ship – Allows you to choose the next ship in your possession

The image of the currently piloted ship is located in the top right hand corner of the interface.

The bottom of the screen features: chat box, end turn button, character portrait, character's faction, current location and your DIMes (the currency available to you); the last thing is the cargo hold.

The main part of the screen is devoted to the solar systems available for you to travel to. Every system has a pop-up menu, which will allow you to quickly view the necessary information: distance, population and players currently in system. It also allows you to travel to the system and trade on the system (explained later).

You will notice that the main screen changes its brightness in a regular fashion as you play - this is to simulate the time flow.

2.5 Market Hub.

The Market Hub allows you to place sell orders as well as purchase items from the station's marketplace. To buy an item, select it from the list on the top and enter the desired number of items. To sell an item you possess in your cargo hold, drag the item's icon to the demand box. An overlay popup will allow you to select the sell order's price and number of items. If your quote is lower than the station's demand order, you will receive more money than you wanted for the item. If it is higher, you will place a sell order and it will appear in the available items window.

3.0 Rules.

Nexus' rule set is relatively simple. You are free to trade any goods in your possession anywhere in the galaxy. However, be warned that some goods have security breach risks associated with them.

Your ship is limited to a certain cargo capacity (depending on the type of ship you can afford upgrading to). You can only carry as much per ship as its cargo capacity permits.

The goods available in a given solar system are both the goods supplied by the automated market system and those being sold by other players.

You can travel to any destination, but the vast distances between the stars will make you take your time while flying. Therefore most of the systems will not be available for your custom in the first turn of the game.

Any system at any stage of the game develops its population and produces goods. It is, however, not a linear development. There are certain trends that you need to discover for yourself and the systems' production will respond to your actions as well as its population growth.

In general, you can expect systems of the four factions to produce goods related to their specialisation. However, some out-of-place goods will also be produced in reduced amounts, as all systems need most goods to prosper.

4.0 Disclaimer.

All copyrighted material used in this game's development is property of CCP Games Iceland and is not intended for commercial or ex-departmental distribution of any form.