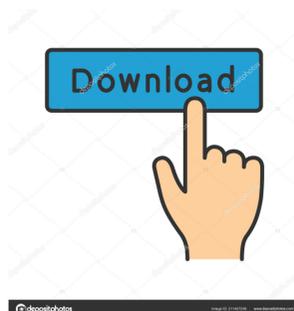




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Ship Slots: 1. Sector 2 Arm: +1% to all stats (max 8% per HEAT level) . Sector 2 Core: +1% to all stats (max 8% per HEAT level) . (2) Sub-sector 1 Arm: +2% to all stats (max 16% per HEAT level) . Sub-sector 1 Core: +2% to all stats (max 16% per HEAT level) .. The extra power is earned by spending 18 power over the threshold for that level. The balance between the skill and the power supply can be adjusted by choosing the type of construction power. This is done by choosing between special +power on the lower range of power used, special -power on the upper range of power used. Special power is used to produce extra special power. Special +power increases the amount of base power while special -power decreases it. Base power is the power available after the special +/- power has been subtracted. Planned Additions ( ) As it stands now, there are only two sectors, with the second being in the final stages of development. As the Sector 1 may be considered finished, and the Sector 2 close to finished, the two sectors can be upgraded (taking up power from the power supply) to make the sector system more viable. These planned additions have not been implemented in the Main Branch yet. The addition of a third sector is planned. This will be done as a custom ship-builder for PC, or a mod for the PlayStation 2. This is a major update for the system and the original plans were for four sectors, but this number has increased. The progression of the Sector 1 and 2 is slowed down somewhat. Each sector has an extra arm and core instead of 2. This is to prevent players from building as quickly as they do now. However, the ability to burn fuel to accelerate one's progression is removed. ( ) Fire Module Slot: 2. Fuel Burn Rate: Increased by 1% per HEAT level . Fuel Burn Rate: Decreased by 0.5% per HEAT level . The core and arm are now in the second sector. There is one arm and one core in the first sector, and two arms and two cores in the second sector. However, the stats are slightly different. This is to prevent players from building in the second sector if they have seen players in the first sector building with this 82157476af

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