HOW TO



CURRENT GAME STATUS: OPERATIONAL

Season 1 - Chapter 1
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zATLAS

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I crafted ships but cannot find them. Where are they?

How do I save? How do I restore my game on a new PC or browser?

How do I transport crew from one base to another?

How do I deposit components for the base upgrading quest?

How does combat work? My attacks seem to do nothing?

When/Where can I be attacked? When am I safe?

Disclaimer

Season 1 - Chapter 1 - Information

End Of Leaderboards

DATE: SEPTEMBER 25th at 00:00 UTC

- Leaderboard Rankings ARE NOW FROZEN!!
- Snapshot is your final ranking, no matter what the leaderboard shows
- XP earned will still update the leaderboard, but will not count for rewards
- Questlines will be available for completion until end of Chapter 1
- IMPORTANT: Link Main net wallet through settings to receive rewards



End of Chapter 1 - Storyline Quests

DATE: UNKNOWN

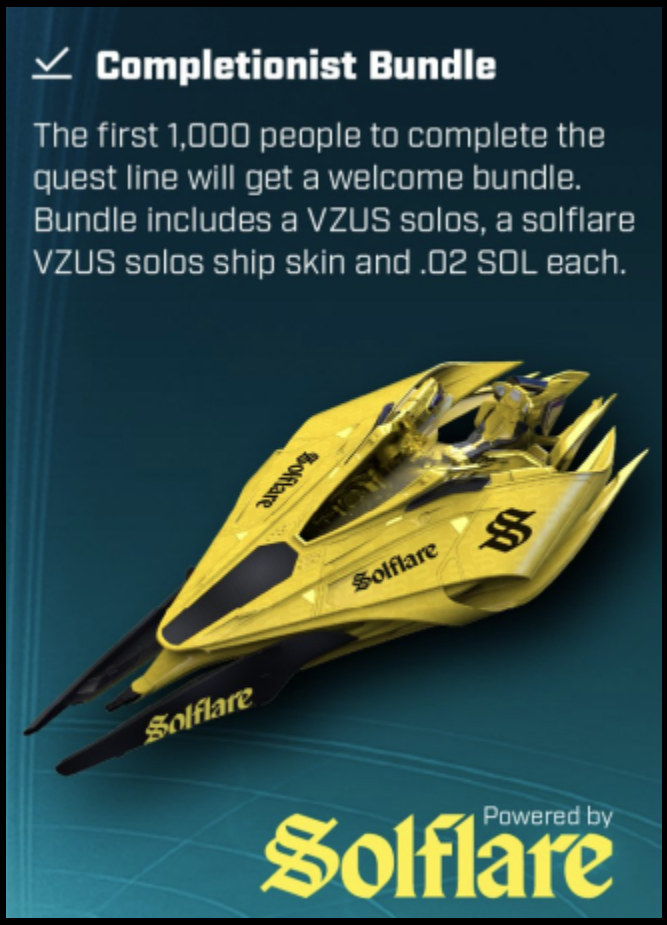
- Chapter 1 will remain open after the closure of the leaderboards
- ALL “Quests” will also remain open

Completionist Bundle - Solflare Rewards

First 1000 players to complete the “Storyline” quests will earn

- .02 SOL
- VZUS solos - Main Net Star Atlas Ship
- Limited Edition VZUS solos skin - Solflare
- This bundle will be available until the closure of Chapter 1

- IMPORTANT: Link Main net wallet through settings to receive rewards



Season Faction Goal

FACTION RACE TO SELL THE MOST CONTRACTS

- Factions must craft and sell more contracts than the other factions
- Only contracts sold to the hNPC…GR1L wallet address count
- See “The Factions” part of this guide for specific contract sale locations
- There are NO REWARDS for winning the contract race this Chapter
- Click on “CONTRACT POINTS” to see which contracts have been sold



How and Where to Begin

holosim.staratlas.com

^ Click The Link Above ^

Once you arrive at that Holosim webpage follow the steps below to get started!

- Watch (or skip…) the amazing Star Atlas trailer

- Listen to or read the introduction from the in game AI - SAGE then click "LAUNCH GAME"

- Create your character name (You cannot change this) and select your Faction

- Click “CREATE CHARACTER”

    - Read about the Factions in “The Map, The Bases, The Factions”

- Select your newly created character from the drop down menu. This is your “Wallet”

- You will not have normal interaction with this wallet, it’s only used in game

- Decide whether or not you wish to purchase the Battle Pass

- Every Chapter will have a Battle Pass

- Click “PURCHASE BATTLE PASS” to purchase and follow steps or click “NOT RIGHT NOW”

    - Your account creation is now complete.

- You should see a glow around the “QUESTS” icon in the bottom right hand corner

- Follow these quests to get started. EVERY quest in game is detailed later in this guide

- JOIN THE STAR ATLAS DISCORD HOLOSIM CHANNEL FOR ANY QUESTIONS/COMMENTS

https://discord.gg/2rjGR5qPJ3

UI & Understanding The Menus

The following information is intended to give a detailed understanding of the Holosim UI and Menus used commonly throughout the game. Specific menu operations will be explained in further detail throughout the questline areas found later in this guide. For UI bugs/issues please refer to “Known Issues -

BUGS”

UI Overview



Current Version - ***WHITE***

- This area shows the current Season, Chapter, and Version of Holosim.
- Always make sure you keep the game up to date by refreshing with F5

Season Faction Goal - ***RED***

- This shows the current faction goal progress for each faction
- There is no reward for winning or completing this Chapter’s faction goal

Settings Gear - ***ORANGE***

- This is where you find all your in game settings and other important options like linking your main net wallet or saving your game

DETAILED INFORMATION BELOW

Transaction Logs - ***YELLOW***

- This is where you can track your in game transactions. Remember, this game is still on chain, even though you don't access your wallet as a normal crypto wallet

zATLAS - ***GREEN***

- This is the in-game currency for Holosim. This shows your current total

Character Information - ***BLUE***

- GLOBAL RANK
    - This shows your current level on the XP leaderboards for the chapter
- CURRENT LEVEL
    - This shows your current character level, in the example, the character is 60
- NAME/AVATAR AND MANAGE ACCOUNT
    - This shows your character name and allows you to look at your Battle Pass

DETAILED INFORMATION BELOW

Main Menu Bar - ***PINK***

- MY FLEETS

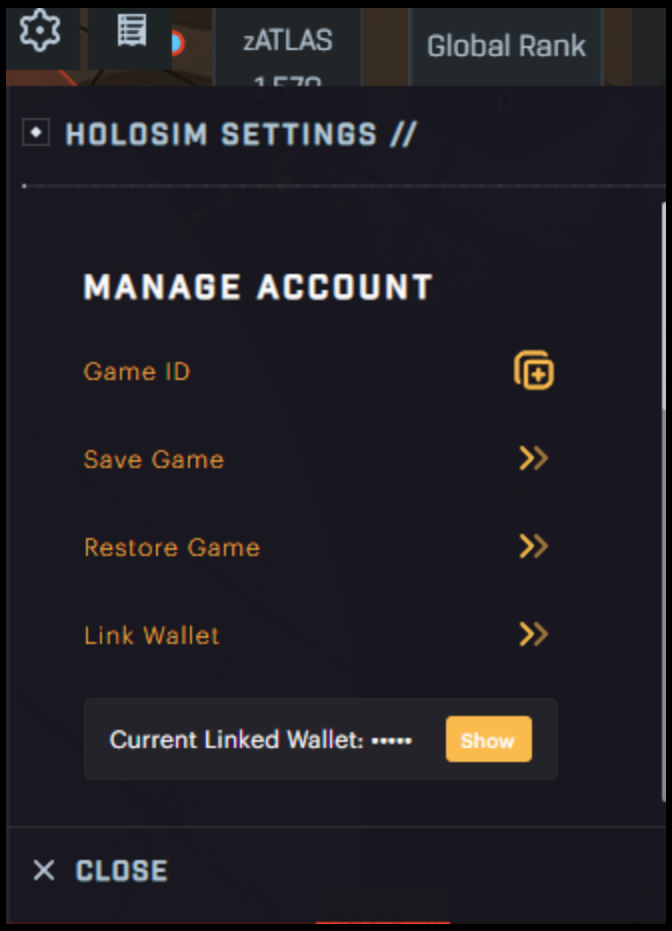
    - This is where you see all your formed fleets and give them orders
- QUESTS
    - This is where all quest information can be found including objectives/rewards
- INVENTORY
    - This will show the current R4 at your CSS. Food/Toolkits/Ammo/Fuel
- CHAT
    - Chat with other members of your faction - Beware of spies!
- CRAFTING - SCANS - ALL GALIA
    - These buttons currently have no purpose, future preparations
- COLLAPSE
    - This will collapse the menu to save screen space

DETAILED INFORMATION BELOW

Settings Menu - Cog

The Settings Menu 

- Click “Settings Cog” near the top right corner of the screen
- You’ll see this menu after clicking. You can scroll down to see additional toggles



The Options

- GAME ID
  - Your game ID is your wallet address and gives fleet information
  - Copy it by clicking on “Game ID” - You'll see a green check “Copied”
  - Paste in a text editor
  - You most likely won't need this, but it’s good to have
- SAVE GAME
  - Click “Save Game” and copy to a text editor
  - When doing do, you’ll see a “IMPORTANT” message

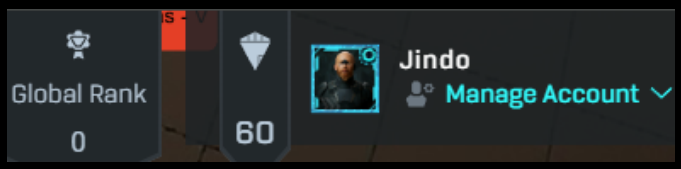
- This means a json file has been downloaded. This is your password
- Do not lose or share. This is the ONLY way to recover your account

- RESTORE GAME
  - Allows you to paste the password of a saved game and restore that game
  - When inputting the password be sure to include the brackets []
- LINK WALLET
  - This will link your MAIN NET wallet to Holosim, allowing on chain rewards
- CURRENT LINKED WALLET
  - This allows you to see/change the main net wallet you have linked

Toggles

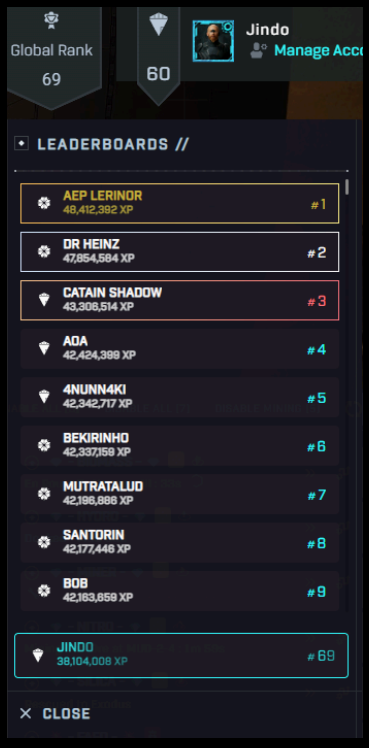
- TOAST NOTIFICATIONS
  - These notifications are off by default
  - They tend to clutter the screen once you have many fleets working
  - You can see all transactions happening with these on
  - Helpful when scanning for sdus as it will show % of finding
- SECURITY ZONES
  - The colored circle around your main base is a security zone
  - On by default, but can be turned off for players that prefer
- DEBUG LOGGING
  - Off by default

Character Information



Global Rank

- This shows your current rank on the global XP leaderboard
- Clicking it will open up the Leaderboard
- You can now see your total XP & the XP of other players
- You can scroll up and down in the leaderboard to see other players



Your Faction & Current Level

- The Icon represents the faction you chose when creating your character
- The number represents your current XP level
    - Sometimes you need to click this to update your XP/Level
- Clicking the icon or number will open up your license XP menu
- License XP excluding “COMBAT” is capped at 70k allowed per day
- “COMBAT” XP is currently uncapped
- This timer resets daily at 00:00 UTC
- Quest XP does not count towards your license XP or Global cap



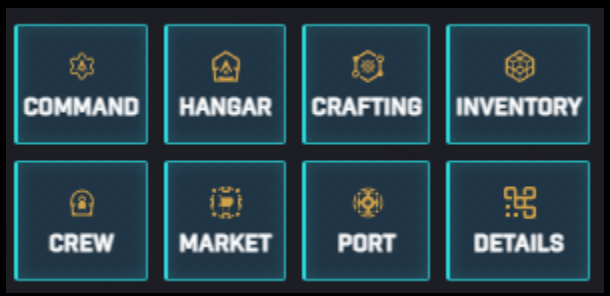
Character & Manage Account

- This shows the Character name you chose when creating
    - You can also see any avatar/border you may have unlocked
- Clicking on “Manage Account” will open up a small menu with only one option
    - Purchase Battle Pass or Battle Pass Equipped if you already own



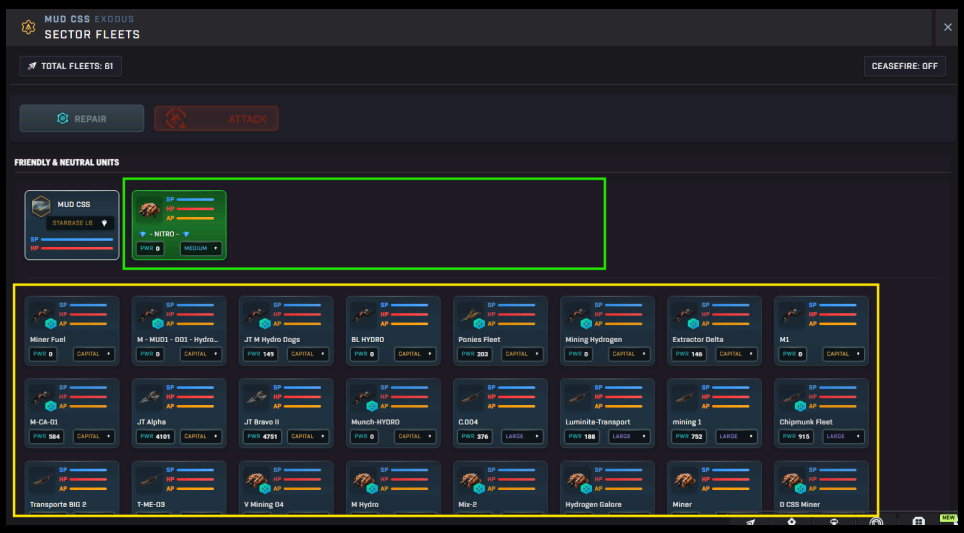
Star Base Menu

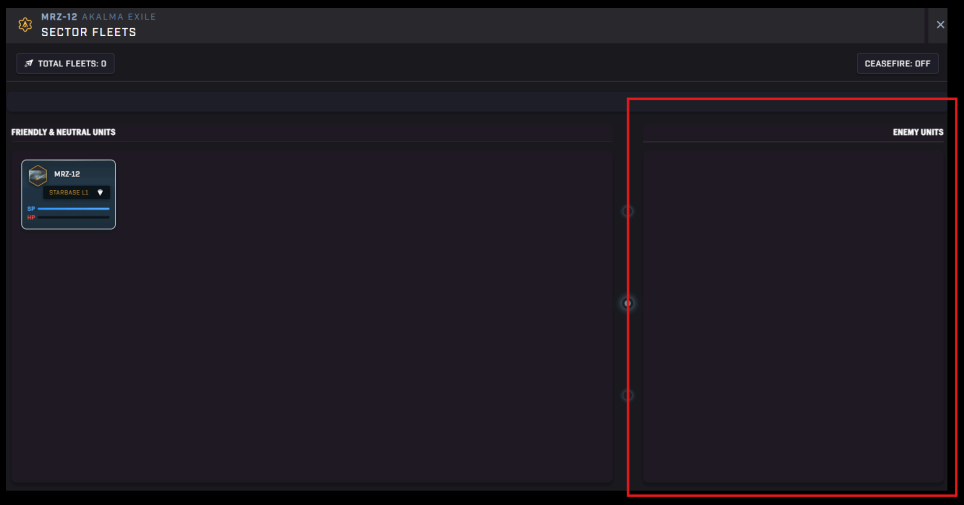
Clicking on each of the icons from the “Star Base Menu” will show the different menus/screens shown below



Command

- “COMMAND” is located in every sector on the map, does not matter if there is a base
- You can see the base, your fleets, other friendly idle fleets, as well as enemy fleets

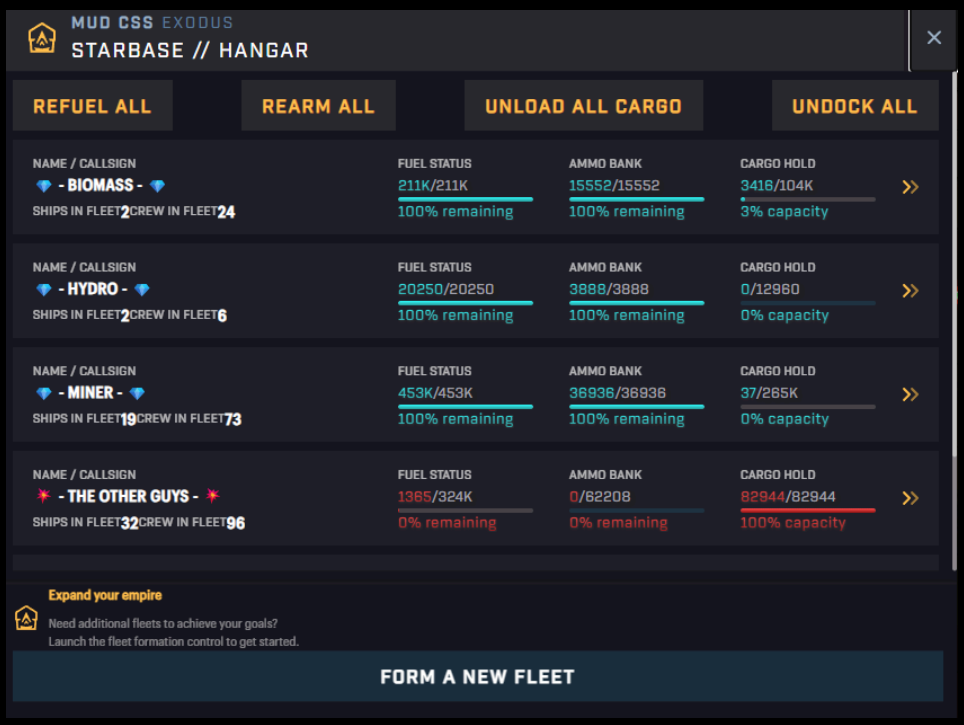




- The command screen is where you will do all combat in Holosim
- Combat operations will be explained in more detail later in this guide

Hangar

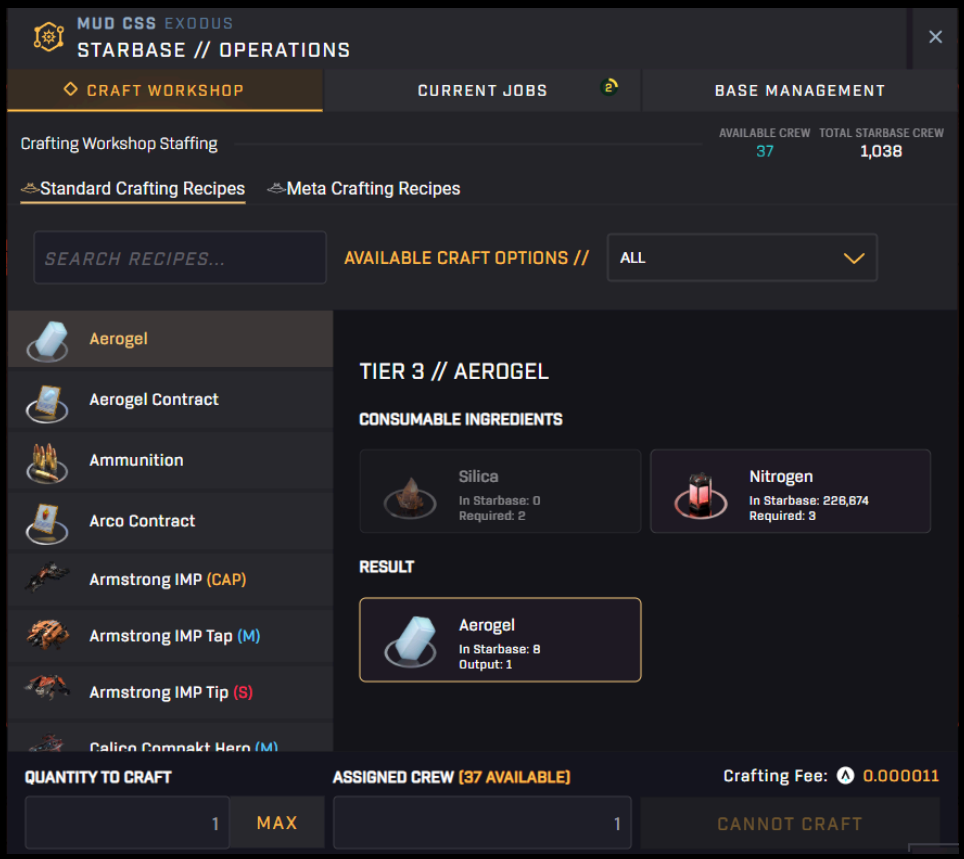
- The “HANGAR” shows all fleets you currently have docked at the station and allows you to create new fleets or disband fleets you no longer need
- You can click on a fleet to get more details on the fleet or set specific fleet settings such as “auto unload”



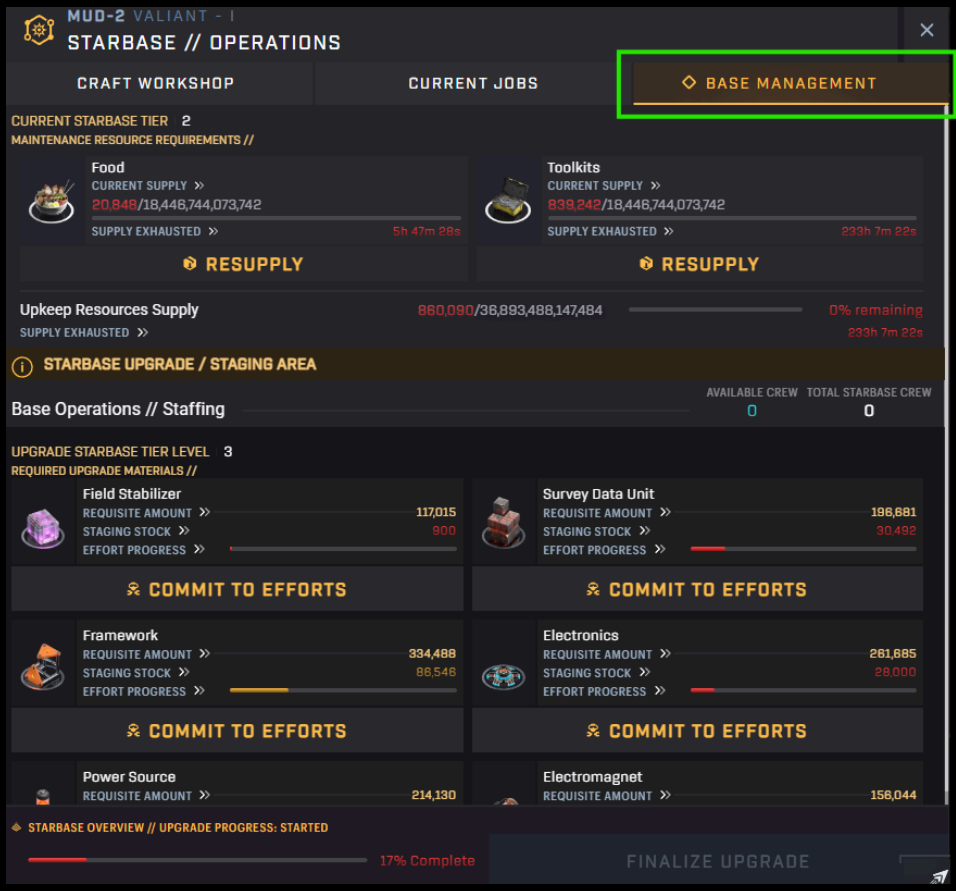
- Fleet management will be explained in detail later in this guide

Crafting

- The “CRAFTING” tab takes you to the craft workshop/base management area. You’ll use crafting constantly to make components and ships.



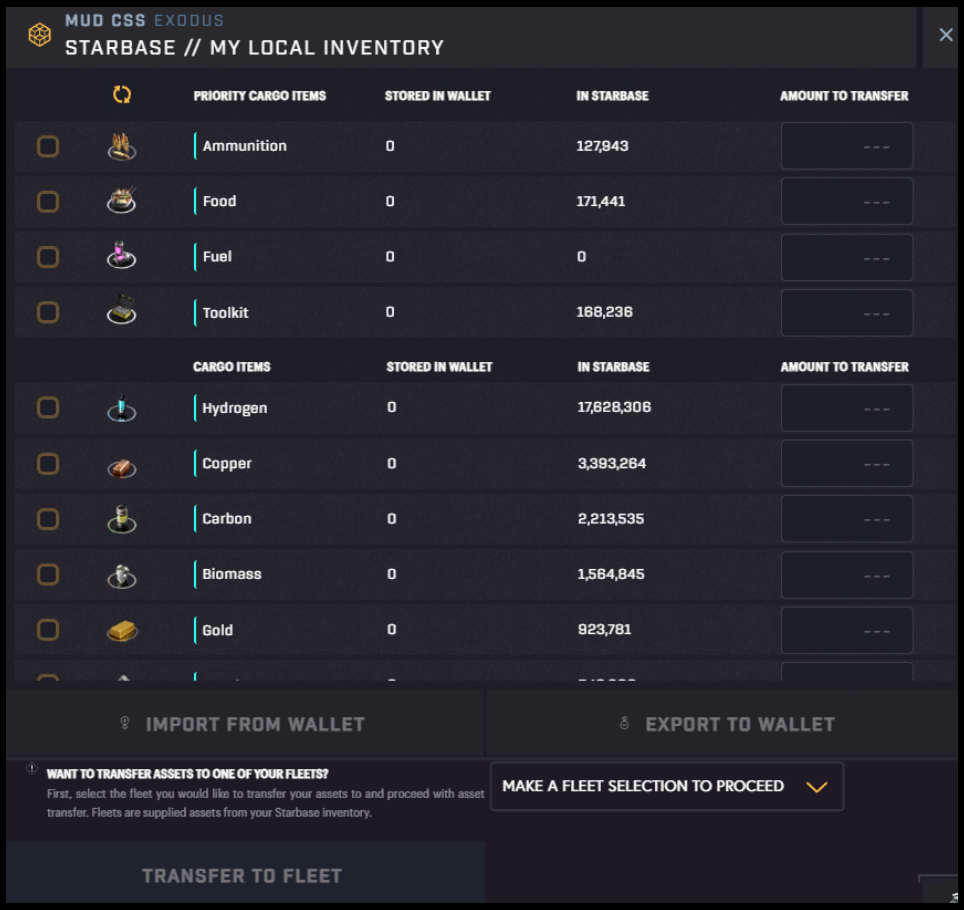
- The base management tab within the crafting tab is used for upgrading a base to its next tier



- Each of these tabs will be explained in greater detail later in this guide

Inventory

- The “INVENTORY” tab will show you all items stored at the base you have selected and all items stored in your wallet. (Remember, holosim has a background wallet)



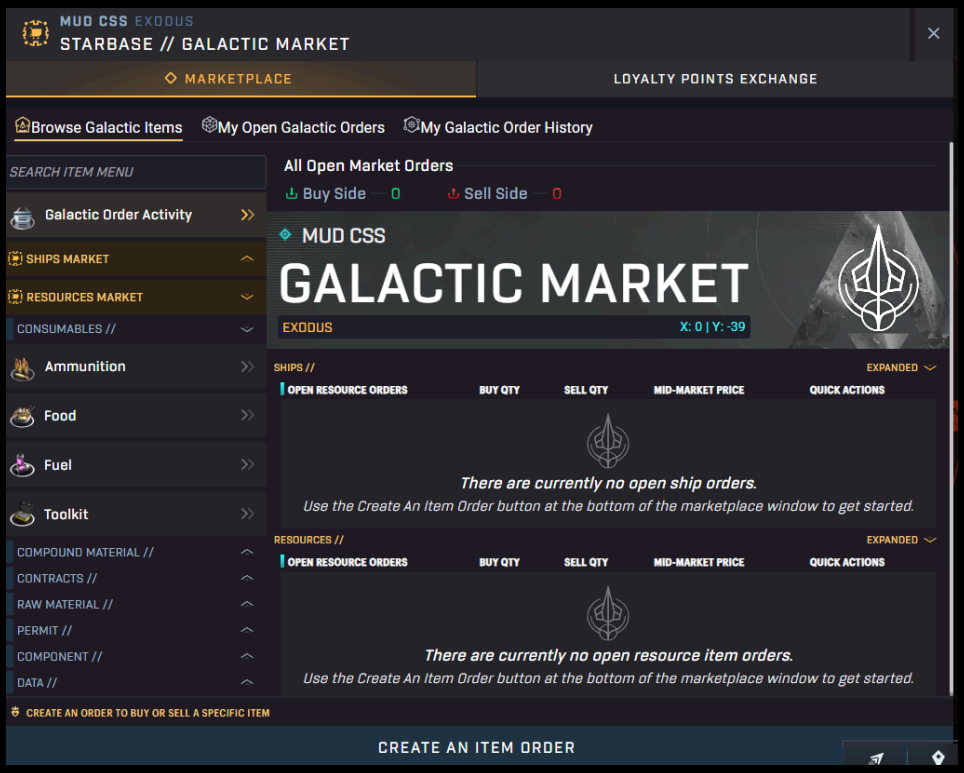
Crew

- The “CREW” tab will show your crew numbers, both total, and what they are delegated to currently



Market

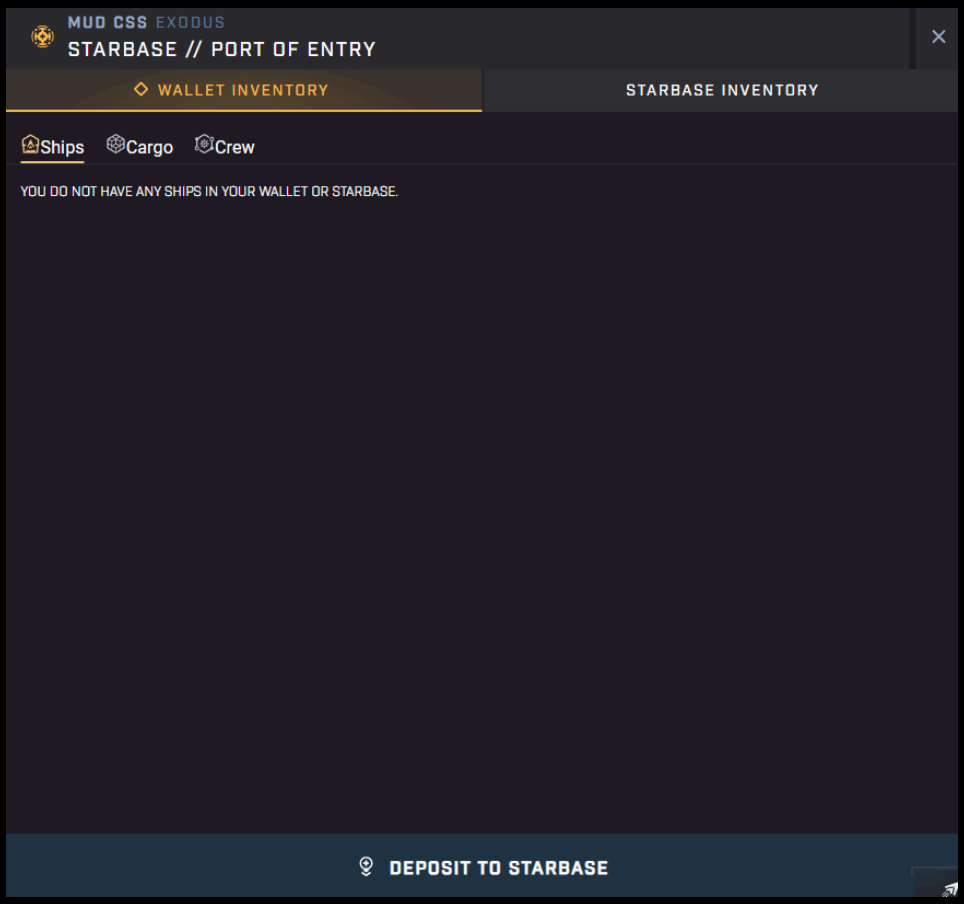
- The “MARKET” at the CSS will show the "Galactic Market" aka the Global market between all factions
- The markets at all other bases will show a local market only available to the faction
- You can place buy/sell orders at all markets.
- You can instantly purchase items from other players or npcs



- The markets will be explained in greater detail later in this guide

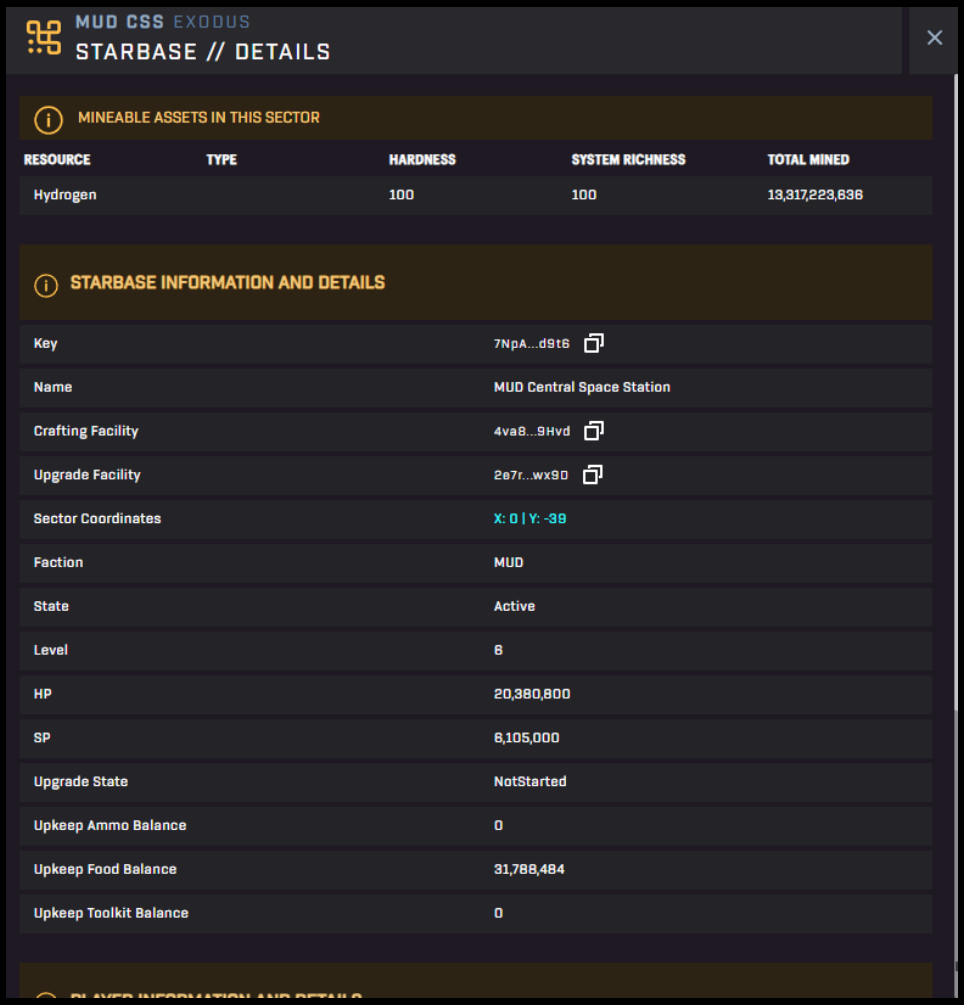
Port

- The “PORT” is rarely used in Holosim. However, if you are awarded ships and need to move these assets into your game account from your wallet, this is where you would do so



Details

- The “DETAILS” tab will give you everything you need to know about the base you have selected
- Most importantly for Holosim, it will show what resources you can mine from this base as well as the Hardness and Richness of the raw resources available.



Main Menu Bar



My Fleets

- The “MY FLEETS” tab will show all your formed fleets
- You can set automation for each fleet from this menu

-
- You can select a fleet from this menu for manual operations
  -

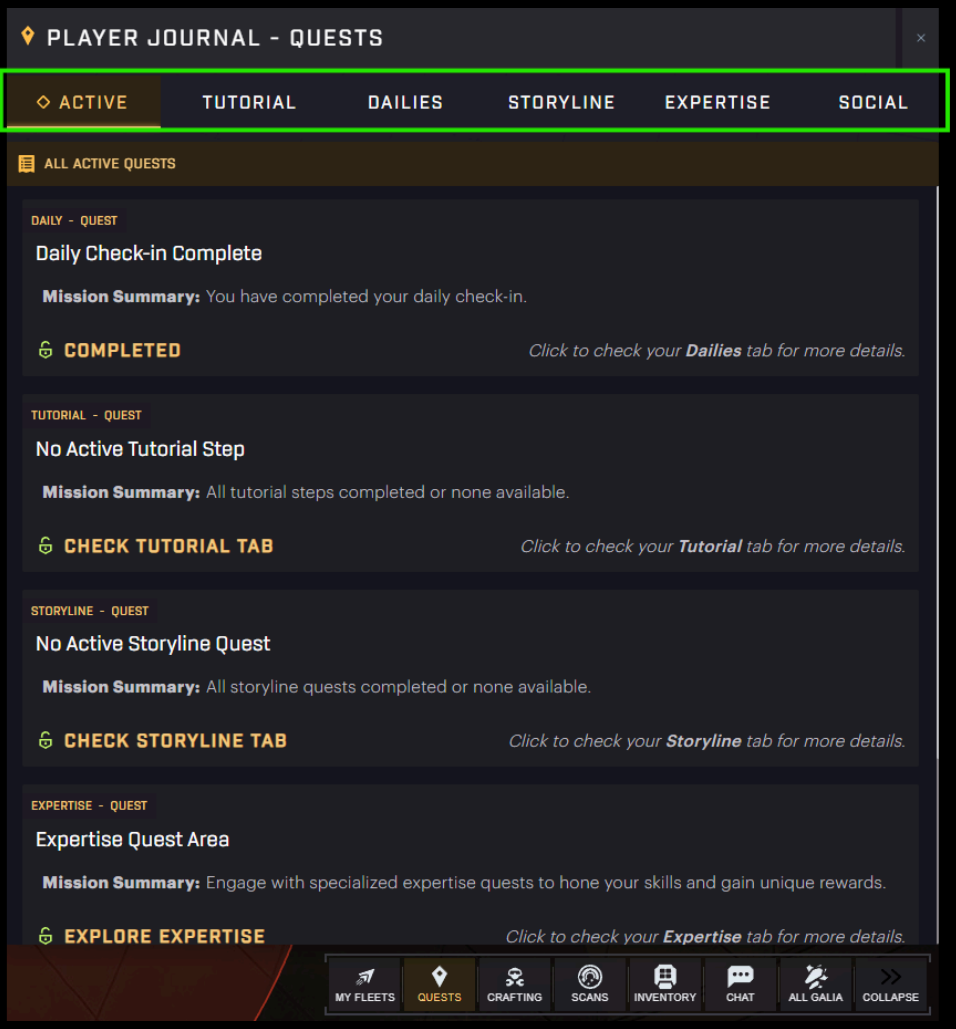


- My Fleets will be explained in greater detail later in this guide

Quests

- The “QUESTS” tab shows all quest the game has to offer
- There are 5 main types of Quests
  - Tutorial
  - Storyline (Complete this to earn the Completionist Bundle)
  - Expertise
  - Daily

- Select quest type from the tabs shown within the GREEN border



- You will get all of the details for each of these quests later in the guide

Crafting

- Not Currently Active - Clicking on this icon will do nothing

Scans

- Not Currently Active - Clicking on this icon will do nothing

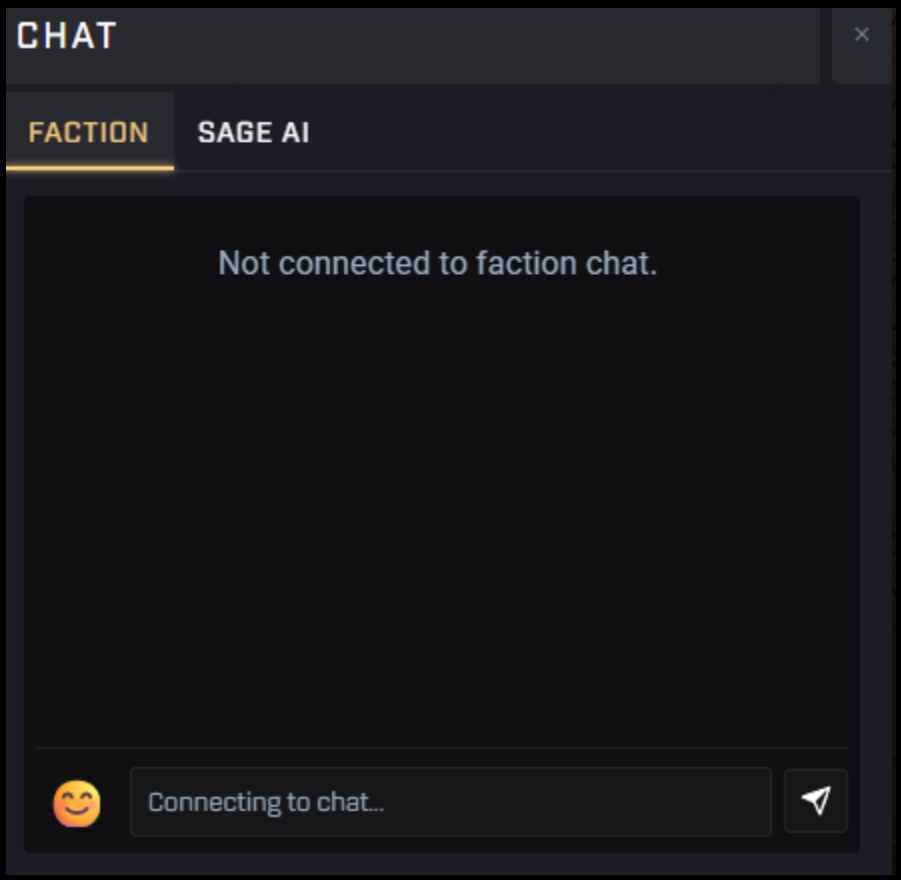
Inventory

- The “INVENTORY” tab will show you how much of the main resources you hold at your CSS - Toolkits/Ammunition/Food/Fuel
- You will often hear these resources referred to as R4, both in this guide and in the Star Atlas discord



Chat

- The “CHAT” tab will give you access to the built in Faction Chat



- The SAGE AI tab within the chat area will grant you access to SAGE AI
    - Ask SAGE AI any question you want
    - Helps with quest
    - Helps with fleet building - Composition
    - Any answer you cannot find in this guide, ask SAGE AI

All Galia

- Not Currently Active - Clicking on this icon will do nothing

Collapse

- The “COLLAPSE” tab simply collapsed the “Main Menu Bar” to save screen space



The Map, The Bases, The Factions

The Map

Map Overview

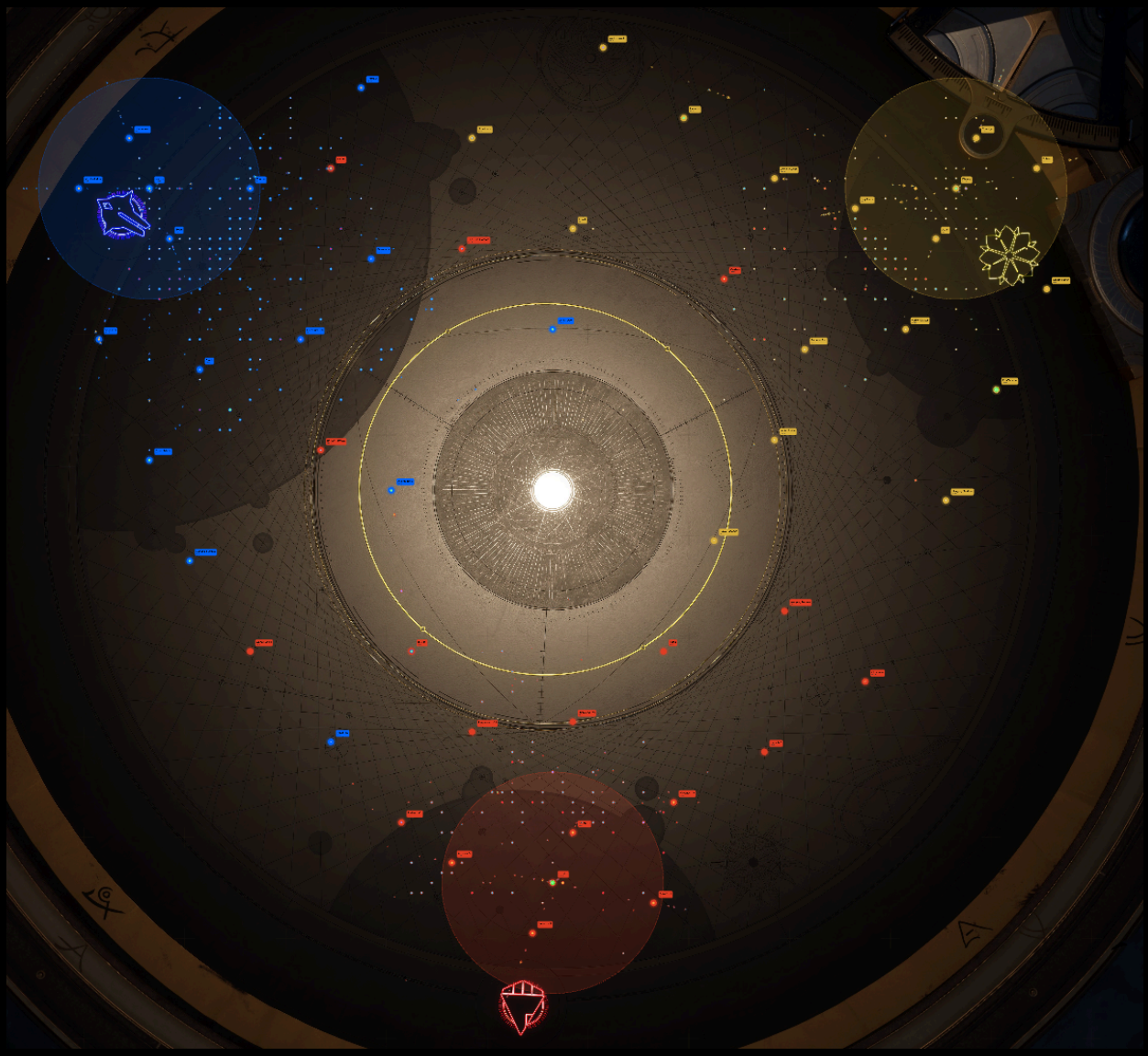
- The map is a grid system, each grid tile is called a sector
- You will often see people refer to specific coordinates such as 0,0
- This is in reference to a specific tile/sector.

Safe Zones

- The RED circle shows the MUD faction SAFE ZONE
- The YELLOW circle shows the USTUR faction SAFE ZONE
- The BLUE circle shows the ONI faction SAFE ZONE

Medium Risk Zone

- All sectors not in one of the three safe zone circles are in the Medium Risk Zone



- More information with map details will be provided upon need throughout this guide

Bases

The Three Base Types

- Every faction has a central space station - In the example, MUD CSS or Exodus
- Every faction has 4 bases in their Safe Zone - In the example, MUD-5 or Amora - IV
- All bases out of the Safe Zone are MRZ - In the example, MRZ-1 or Redam - VII
- To access the “Star Base Menu” of a base, click on the CIRCLE next to the name

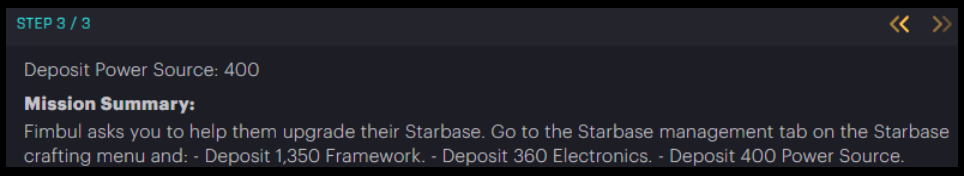


Base Tiers and Why Upgrade?

- The CSS of all factions starts at Tier 6, it’s the only base you can craft everything at
- Upgrade a base to higher tiers to craft higher tier recipes



- The Shields and Attack Power of a base increase upon upgrading
    - Very useful for effortless defenses
- Many quest will require you to upgrade, it's best to focus all upgrades at one base



- Base Tiers and Crafting Recipes will be covered in greater detail later in this guide

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The Factions

The only current difference between factions is base/resource placement. There are no faction bonuses or specific faction differences otherwise. Choosing a faction is more of a personal preference in Holosim.

This guide is primarily created showing a user from the MUD faction. Although specific base names/locations will vary for each faction, the general objective of each quest and completion requirements are the same across the board.

MUD - RED - HUMAN



- MUD Central Space Station is EXODUS
- Bases used for contract redemption quest progress
  - Bluvael - MRZ-9 - Food/Plastics/Metals
  - Ilidae - MRZ-6 - Food/Plastics/Metals
  - Izar 248 - MRZ-7 - Food/Plastics/Metals
  - Redam - VII - MRZ-1 - Aerogel
  - Abyd - IX - MRZ-3 - Aerogel
  - Old Grove - MRZ-11 - Precious Metals
  - Ophek Oasis - MRZ-8 - Precious Metals
  - Akalma Exile - MRZ-12 - Data/Diamond
  - Weeping Nebula - MRZ-10 - Data/Diamond

ONI - BLUE - MULTI-SPECIES



- ONI Central Space Station is NEUNO

- Bases used for contract redemption quest progress
    - Coral Nebula - MRZ-18 - Food/Plastics/Metals
    - The Free Harbors - MRZ-26 - Food/Plastics/Metals
    - Frostsun - MRZ-30 - Food/Plastics/Metals
    - Denebula Utopia - MRZ-13 - Precious Metals
    - Glow Haven - MRZ-31 - Precious Metals
    - Vega Fall - MRZ-24 - Aerogel
    - Kamec - MRZ-29 - Aerogel
    - Barrot Gateway - MRZ-14 - Data/Rochinal
    - Zenith Door - MRZ-36 - Data/Rochinal

USTUR - YELLOW - ROBOT



- USTUR Central Space Station is ETERNITY
- Bases used for contract redemption quest progress
    - Anfoil States - MRZ-15 - Food/Plastics/Metals
    - Eol-Garadar - MRZ-23 - Food/Plastics/Metals
    - Harkend - MRZ-33 - Food/Plastics/Metals
    - Zavijava Zone - MRZ-34 - Aerogel
    - Dream Ranch - MRZ-35 - Aerogel
    - Hanging Gardens - MRZ-16 - Precious Metals
    - Yuldan Waste - MRZ-32 - Precious Metals
    - Pavo Passage - MRZ-17 - Data/Arco

zATLAS - Resources - Ships - Permits

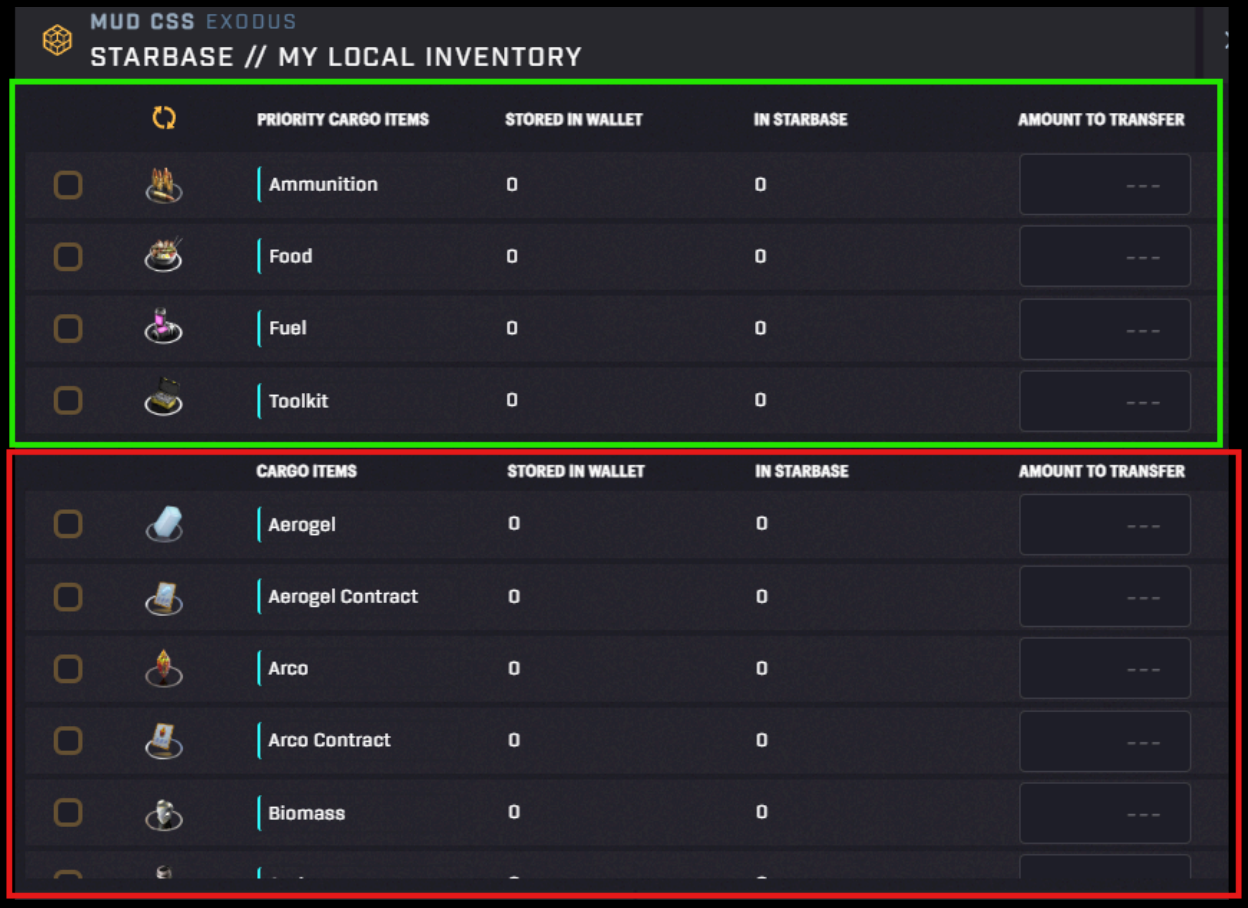
zATLAS



The Currency of Holosim

- You can see your zATLAS balance at all times
- Almost all actions in Holosim require a small amount of zATLAS
- Earn zATLAS by completing quest and selling contracts

Resources



R4 - GREEN

- The four most vital resources in the game, otherwise known as R4
  - Ammunition
  - Toolkits
  - Food
  - Fuel
- These resources are used to operate all of your fleets in:
  - Combat
  - Mining
  - Transporting
  - Scanning

- It is imperative that you always keep your main bases supplied with R4
- More information will be provided upon need throughout this guide

All Other Items - RED

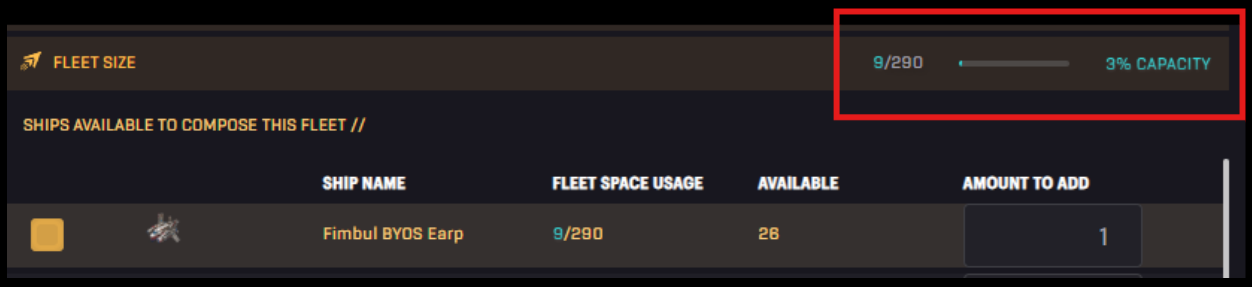
- Raw Materials
- Components
- Compounds
- Contracts
- Permits
- More information will be provided upon need throughout this guide

Ships

The information below gives a brief description of each ship currently in Holosim. This part of the guide does not go into full fleet composition.

TIP - Using ships from the same class increases the efficiency of the fleet.

MAX FLEET SIZE: 290 Fleet Capacity



Small ships take 9 capacity. Fleet MAX - 290. You want to fill your capacity to 100% when possible

Each ship's "fleet capacity" is listed in the information below. Read more in "Fleet Optimization"

COMPLETE SHIP STATS SPREADSHEET
[Holosim Season 1 Chapter 1 Ship Stats]

MINER

Mine raw goods efficiently and decrease food/ammo consumption. Avoid Combat

---

- ARMSTRONG IMP TIP - SMALL
  - Fleet Capacity: 9
  - Required crew to operate: 3
  - Passenger slots: 3
  - Max Cargo: 6,480
  - Required permits to craft: 1 Mining Permit
  - Best Use: MINING



- ARMSTRONG IMP TAP - MEDIUM
  - Fleet Capacity: 16
  - Required crew to operate: 4
  - Passenger slots: 4
  - Max Cargo: 15,360
  - Required permits to craft: 2 Mining Permits

- Best Use: MINING



- ARMSTRONG IMP - CAPITAL
  - Fleet Capacity: 36
  - Required crew to operate: 12
  - Passenger slots: 6
  - Max Cargo: 51,840
  - Required permits to craft: 4 Mining Permits
  - Best Use: MINING



FREIGHTER

Move more cargo and decrease fuel consumption. Avoid Combat

- CALICO SHIPIT - SMALL
  - Fleet Capacity: 9
  - Required crew to operate: 2
  - Passenger slots: 4

- Max Cargo: 12,960
- Required permits to craft: 1 Merchant Permit
- Best Use: FREIGHTING



FIMBUL BYOS PACKLITE - MEDIUM

- Fleet Capacity: 16
- Required crew to operate: 4
- Passenger slots: 0
- Max Cargo: 30,720
- Required permits to craft: 2 Merchant Permits
- Best Use: FREIGHTING



OGRIKA SUNPAA - LARGE

- Fleet Capacity: 25
- Required crew to operate: 5
- Passenger slots: 5
- Max Cargo: 60,000
- Required permits to craft: NO PERMITS
- Best Use: FREIGHTING



- FIMBUL SLEDBARGE - CAPITAL
  - Fleet Capacity: 36
  - Required crew to operate: 12
  - Passenger slots: 6
  - Max Cargo: 103,680
  - Required permits to craft: 4 Merchant Permits
  - Best Use: FREIGHTING



RACER

Airbike is the best early game miner. No other real use for racers.

- FIMBUL AIRBIKE - EXTRA EXTRA SMALL
  - Fleet Capacity: 1
  - Required crew to operate: 1
  - Passenger slots: 0
  - Max Cargo: 240
  - Required permits to craft: NO PERMITS
  - Best Use: Best MINING ship until you unlock TIPs



- CALICO SCUD - EXTRA SMALL
  - Fleet Capacity: 4
  - Required crew to operate: 1
  - Passenger slots: 0
  - Max Cargo: 240
  - Required permits to craft: CANNOT CRAFT
  - Best Use: NOT GOOD AT ANYTHING

- OPAL JETJET - EXTRA SMALL
  - Fleet Capacity: 4
  - Required crew to operate: 1
  - Passenger slots: 0
  - Max Cargo: 960
  - Required permits to craft: NO PERMITS
  - Best Use: NOT GOOD AT ANYTHING



FIGHTER

You want to do combat? You'll need fighters. These are the best ships in Combat

---

- FIMBUL BYOS EARP - SMALL
  - Fleet Capacity: 9
  - Required crew to operate: 3
  - Passenger slots: 0
  - Max Cargo: 2,592
  - Required permits to craft: NO PERMITS
  - Best Use: COMBAT



- OGRIKA MIK - SMALL
  - Fleet Capacity: 9
  - Required crew to operate: 3
  - Passenger slots: 0
  - Max Cargo: 2,592
  - Required permits to craft: 1 Combat Permit
  - Best Use: COMBAT



- FIMBUL MAMBA - MEDIUM - Bounty Hunter works as Fighter
  - Fleet Capacity: 16
  - Required crew to operate: 4
  - Passenger slots: 2

- Max Cargo: 6,144
- Required permits to craft: 1 Combat Permit
- Best Use: COMBAT



- OGRIKA TURSIC - MEDIUM
  - Fleet Capacity: 16
  - Required crew to operate: 4
  - Passenger slots: 0
  - Max Cargo: 6,144
  - Required permits to craft: 2 Combat Permits
  - Best Use: COMBAT



- FIMBUL BYOS BUTCH - LARGE
  - Fleet Capacity: 25
  - Required crew to operate: 5
  - Passenger slots: 0
  - Max Cargo: 12,000
  - Required permits to craft: 2 Combat Permits
  - Best Use: COMBAT



- OGRIKA THRIPID - LARGE
  - Fleet Capacity: 25
  - Required crew to operate: 5
  - Passenger slots: 0
  - Max Cargo: 12,000
  - Required permits to craft: 3 Combat Permits
  - Best Use: COMBAT - Superior to the Butch



- FIMBUL BYOS TANKSHIP - COMMANDER
  - Fleet Capacity: 49
  - Required crew to operate: 16
  - Passenger slots: 0
  - Max Cargo: 32,928
  - Required permits to craft: 5 Combat Permits
  - Best Use: COMBAT



BOMBER

Bombers have longer reload timers than Fighters. They have much greater Attack Power

---

- FIMBUL ECOS UNIBOMBA - EXTRA EXTRA SMALL
  - Fleet Capacity: 1
  - Required crew to operate: 1
  - Passenger slots: 0
  - Max Cargo: 240
  - Required permits to craft: CANNOT BE CRAFTED
  - Best Use: COMBAT

- FIMBUL ECOS GREENADER - LARGE
  - Fleet Capacity: 25
  - Required crew to operate: 5
  - Passenger slots: 0
  - Max Cargo: 12,000
  - Required permits to craft: 3 Combat Permits
  - Best Use: COMBAT



- FIMBUL ECOS BOMBARELLA - CAPITAL
  - Fleet Capacity: 36
  - Required crew to operate: 12
  - Passenger slots: 0
  - Max Cargo: 20,736
  - Required permits to craft: 4 Combat Permits

- Best Use: COMBAT



- FIMBUL ECOS TREEARROW - COMMANDER
  - Fleet Capacity: 49
  - Required crew to operate: 16
  - Passenger slots: 0
  - Max Cargo: 32,928
  - Required permits to craft: 5 Combat Permits
  - Best Use: COMBAT



TRANSPORT

Moving troops from one base to another? Transport ships have the most passenger slots

---

- FIMBUL LOWBIE - EXTRA SMALL
  - Fleet Capacity: 4
  - Required crew to operate: 1
  - Passenger slots: 1

- Max Cargo: 1,920
- Required permits to craft: NO PERMITS
- Best Use: FREIGHTING - SCANNING -
- NO MINING!!
- The extra cargo does not make up for its inefficient mining values

  You will craft many lowbies early for different quest

  It will hurt your mining badly if you add them to your airbike groups



- CALICO MAXHOG - EXTRA SMALL
  - Fleet Capacity: 4
  - Required crew to operate: 1
  - Passenger slots: 2
  - Max Cargo: 1,920
  - Required permits to craft: NO PERMITS
  - Best Use: TROOP TRANSPORT + EXTRA WARP RANGE



- OGRIKA NIRUCH - EXTRA SMALL
  - Fleet Capacity: 4
  - Required crew to operate: 1
  - Passenger slots: 2
  - Max Cargo: 1,920

- Required permits to craft: NO PERMITS
- Best Use: TROOP TRANSPORT



- OPAL BITBOAT - LARGE
  - Fleet Capacity: 25
  - Required crew to operate: 4
  - Passenger slots: 8
  - Max Cargo: 30,000
  - Required permits to craft: NO PERMITS
  - Best Use: QUEST COMPLETION WITHOUT PERMITS



- OGRIKA JOD ASTERIS - CAPITAL
  - Fleet Capacity: 36
  - Required crew to operate: 12
  - Passenger slots: 24
  - Max Cargo: 103,680
  - Required permits to craft: 4 Merchant Permits
  - Best Use: TROOP TRANSPORT WITH HEAVY CARGO



RESCUE

Rescue ships currently have no added value in the game

- CALICO EVAC - MEDIUM
  - Fleet Capacity: 16
  - Required crew to operate: 4
  - Passenger slots: 6
  - Max Cargo: 15,360
  - Required permits to craft: NO PERMITS
  - Best Use: QUEST PROGRESS WITHOUT USING PERMITS



DATA RUNNER

Data Runner ships have better SDU hit rewards while scanning and consume less food

- OPAL RAYFAM - SMALL

- Fleet Capacity: 9
- Required crew to operate: 3
- Passenger slots: 0
- Max Cargo: 2,592
- Required permits to craft: 1 Scanning Permit
- Best Use: SCANNING FOR SDUS



- FIMBUL BYOS RANGER - MEDIUM
  - Fleet Capacity: 16
  - Required crew to operate: 4
  - Passenger slots: 0
  - Max Cargo: 6,144
  - Required permits to craft: 2 Scanning Permits
  - Best Use: SCANNING FOR SDUS



MULTI-ROLE

Extra Passenger slots, better warp range, decent cargo, and decent combat

---

- CALICO COMPAKT HERO - MEDIUM
  - Fleet Capacity: 16
  - Required crew to operate: 3
  - Passenger slots: 5
  - Max Cargo: 18,288
  - Required permits to craft: 2 Merchant Permits
  - Best Use: EXTRA WARP RANGE + PASSENGERS



- CALICO GUARDIAN - CAPITAL
  - Fleet Capacity: 36
  - Required crew to operate: 12
  - Passenger slots: 12
  - Max Cargo: 75,840
  - Required permits to craft: 4 Merchant Permits
  - Best Use: COMBAT + EXTRA WARP RANGE + PASSENGERS



COMPLETE SHIP STATS SPREADSHEET

[Holosim Season 1 Chapter 1 Ship Stats]

Permits

Permits are the lifeblood of optimization in fleet composition. Without permits, you cannot create the best ships, in turn, your fleets will be inferior to players that have used their permits wisely.

TIP - Only use early game permits when a quest requires you to craft a specific ship. You'll want your permits for the larger ships/fleets late in the game.

Merchant

- 6 EXPERTISE QUESTS
  - Unlock freighter and multi-role ships while earning merchant permits
- DAILY MERCHANT QUESTS
  - Earn 2 merchant permits for completion of the daily mission
- CRAFTABLE SHIPS USING MERCHANT PERMITS
  - ShipIT - Small - 1 Permit
  - Packlite - Medium - 2 Permits
  - Compakt Hero - Medium - 2 Permits
  - Jod Asteris - Capital - 4 Permits
  - Calico Guardian - Capital - 4 Permits
  - Fimbul Sledbarge - Capital - 4 Permits

Combat

- 7 EXPERTISE QUESTS
  - Unlock fighter and bomber ships while earning combat permits
- DAILY COMBAT QUESTS
  - Earn 2 combat permits for completion of the daily mission

- CRAFTABLE SHIPS USING COMBAT PERMITS
  - Ogrika Mik - Small - 1 Permit
  - Ogrika Tursic - Medium - 2 Permits
  - Fimbul Mamba - Medium - 2 Permits
  - Fimbul Butch - Large - 2 Permits
  - Ogrika Thripid - Large - 3 Permits
  - Fimbul Greenader - Large - 3 Permits
  - Fimbul Bombarella - Capital - 4 Permits
  - Fimbul Treearrow - Commander - 5 Permits
  - Fimbul Tankship - Commander - 5 Permits

Scanning

- 6 EXPERTISE QUESTS
  - Unlock data runner ships while earning scanning permits
- DAILY SCANNING QUESTS
  - Earn 2 scanning permits for completion of the daily mission
- CRAFTED SHIPS USING SCANNING PERMITS
  - Opal Rayfam - Small - 1 Permit
  - Fimbul Ranger - Medium - 2 Permits

Mining

- 6 EXPERTISE QUESTS
  - Unlock ARMSTRONG mining ships while earning mining permits
- DAILY MINING QUESTS
  - Earn 2 mining permits for completion of the daily mission
- CRAFTED SHIPS USING MINING PERMITS

- Armstrong TIP - Small - 1 Permit
- Armstrong TAP - Medium - 2 Permits
- Armstrong IMP - Capital - 4 Permits

Quests Overview

There are 5 different types of quests within Holosim. The 4 shown below are currently active and available. "Social" quests are not included here because they are not active currently in game. Each quest will be detailed individually later in the guide, this is intended to give a base overview of purpose for each quest line.

Tutorial

The tutorial quests are intended to train the player in the most basic aspects of the game. Most simple in game mechanics such as saving your game file or opening different in game menus will be learned upon completing the tutorial line of quests.

Storyline

This quest line is the meat and potatoes of Holosim. It will teach you and challenge you across all aspects of the game. Mining - Freighting - Scanning - Combat - Base Upgrading - Crafting - ETC. Each mission completed will award crew members and zAtlas - Both vital assets in your journey to complete this line. This storyline is not repeatable.

ON CHAIN REWARDS - Sponsored by Solflare and Atmta - First 1000 players to complete this quest line will be awarded with .02 SOL - A VZUS solos - A Limited Edition Solflare VZUS Solos skin.

Expertise

The Expertise quest lines are locked until you complete the "Storyline" quest called PICKING YOUR CAREER. Once this quest has been completed you unlock all 4 Expertise quest lines. These missions are your

path to earning permits. Each mission completed awards additional permits. These permits are needed to create many of the ships. You will have many quests within the “Storyline” that require you to craft ships requiring these permits.

Daily

Daily missions are unlocked for each of the 4 “Expertise“ lines once the second mission within each expertise line has been completed. Daily missions can be completed once a day. The reset for this timer is 00:00UTC daily. DAILY QUESTS REWARD PERMITS

Tutorial Quests

The tutorial questline consists of very simple easy to follow quests. These quests are only intended to give the player a very basic understanding of the most simple game mechanics. Below, you will find each of the tutorial quests with detailed information showing how to complete the quest and any workarounds needed due to bugs or other issues.

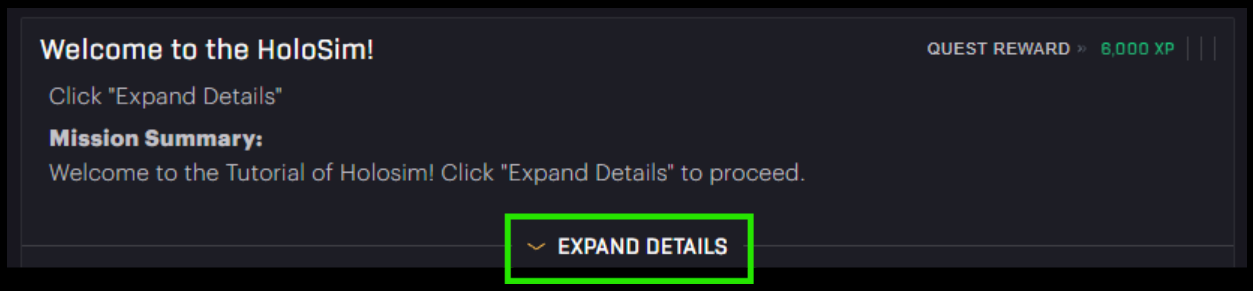
Welcome to the Holosim!

Quest Objective

- Click “Expand Details”

Completion Requirements

- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards

- 6,000 XP

Workarounds

- No workaround required

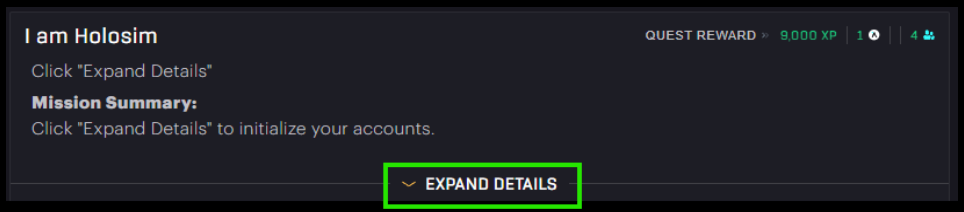
I Am Holosim

Quest Objective

- Click “Expand Details”

Completion Requirements

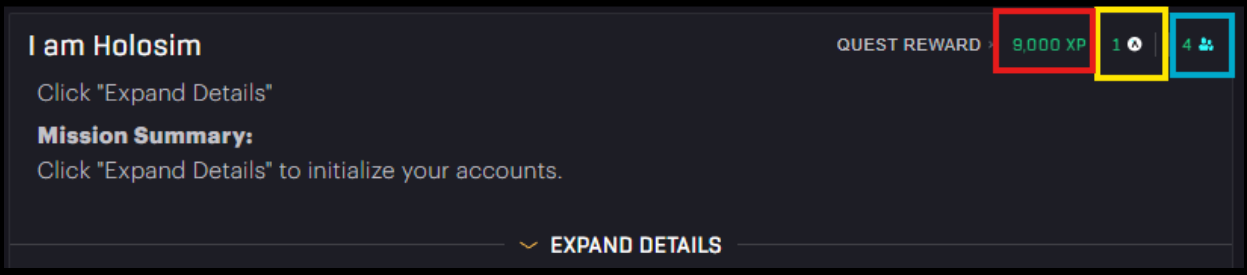
- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards Overview

- The RED outline shows the amount of XP earned - 9,000 XP

- The YELLOW outline shows the amount of zAtlas earned - 1 zAtlas
- The BLUE outline shows the amount of crew earned - 4 Crew



Workarounds

- No workaround required

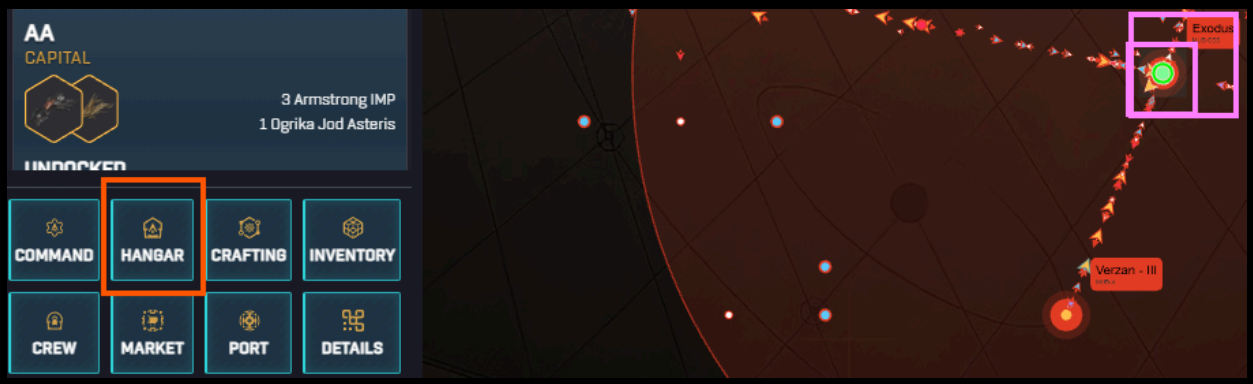
Getting Started

Quest Objective

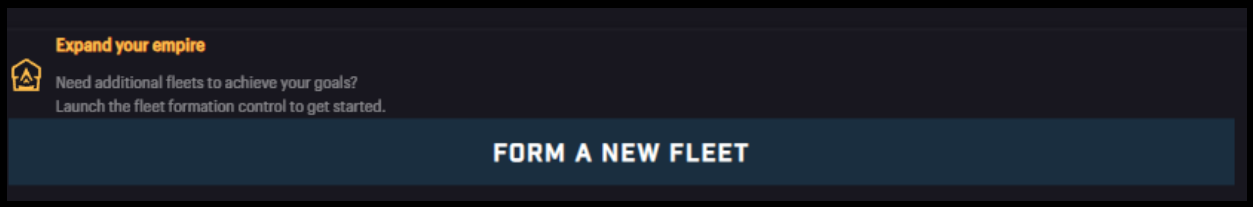
- Form a fleet

Completion Requirements

- Open the “Hangar” menu, and form a fleet
- Click on the CSS of your faction as shown in game basics before > Click “Hangar”

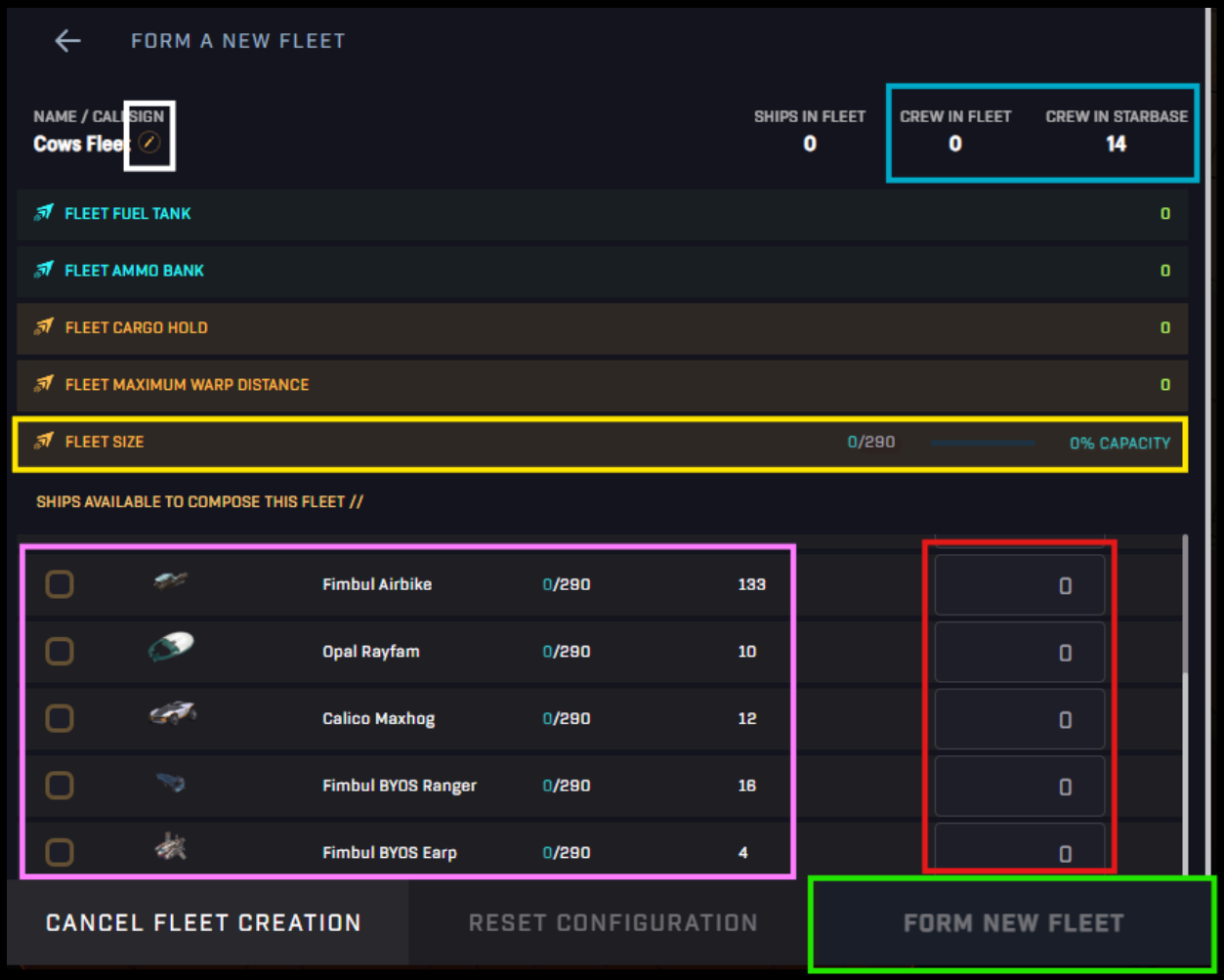


- Click “Form A New Fleet” at the bottom of the Hangar pop up



Check the image below and follow these steps

- You can rename your fleet by clicking edit next to the name in the WHITE
- Add the quantity of ships you would like in your fleet using the boxes in the RED
- Your fleet size has a max capacity of 290. Shown in the YELLOW
- The ships and quantities in PINK are the ships that you have not assigned to a fleet
- The “Crew In Fleet” cannot be more than the number of “Crew In Starbase”
- Once you have selected the ships you'll use to form the fleet, click “Form New Fleet”



Quest Rewards

- 12,000 XP
- 1 zAtlas

Workarounds

This quest does sometimes have a BUG. For first time users, if you do not locate your ships in the "Hangar" when going to form a fleet then follow these steps:

- Open the "Inventory" at the base you are forming the fleet
- Find the ships in the inventory, select them, then "Export to Wallet"
- You do not see your wallet, or even need to interact with it but it's there
- Once you have exported the ships to wallet, close the inventory

- Open the “Port” and you will see your ships. Select them and “Deposit to Starbase”
- After following these steps, you will see your ships in the “Hangar”
- You might come across this same BUG as you create more ships in the future.
- This workaround almost always fixes it.

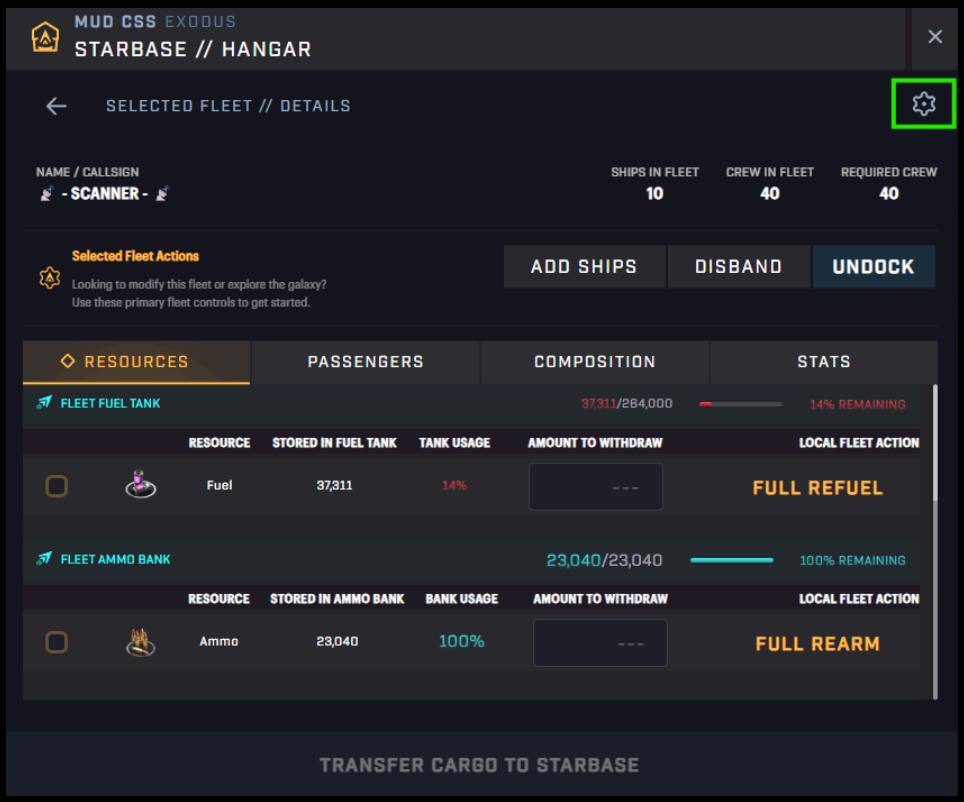
Learning The Basics

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 15,000 XP
- 1 zAtlas

Workarounds

- No workaround required

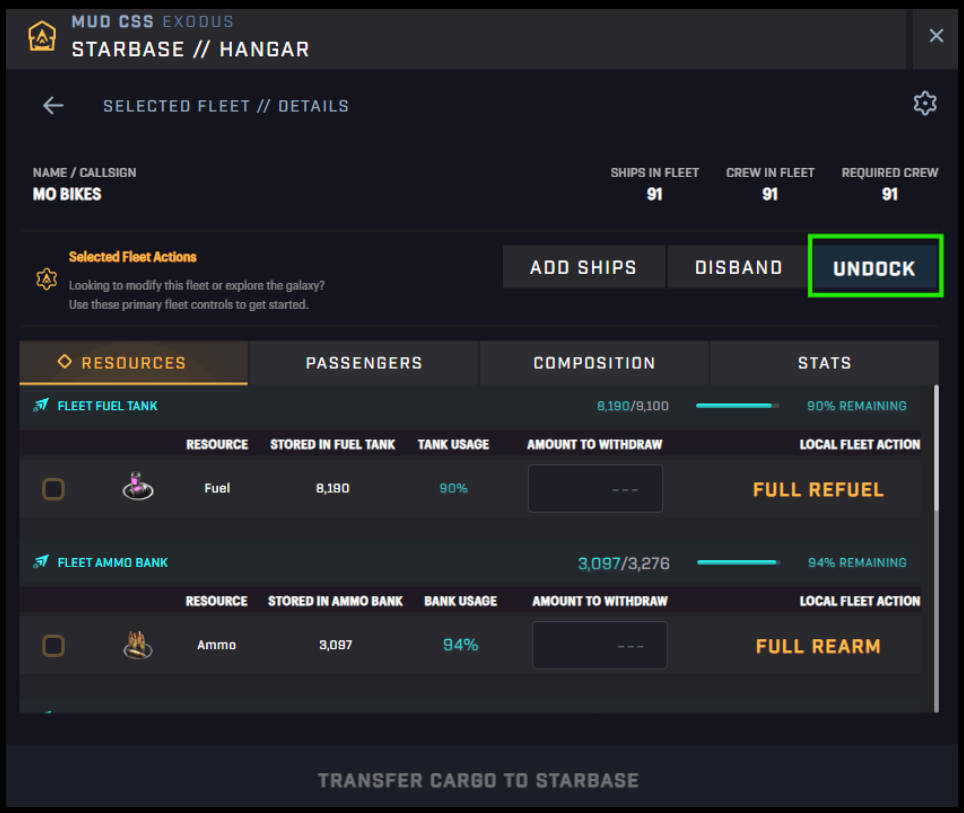
Leaving The Nest

Quest Objective

- Undock your fleet

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the “Undock” button



You can also undock your fleet using the fleet operations menu bar

- Open MY FLEETS from the Main Menu Bar
- Locate the FLEET you wish to undock
- Click the ARROWS to the right of the fleet name

- Click the UNDOCK icon



Quest Rewards

- 8,000 XP
- 1 zAtlas

Workarounds

- This quest does not always register on the first attempt
- Simply dock your fleet, and undock it until the quest progress completes

---

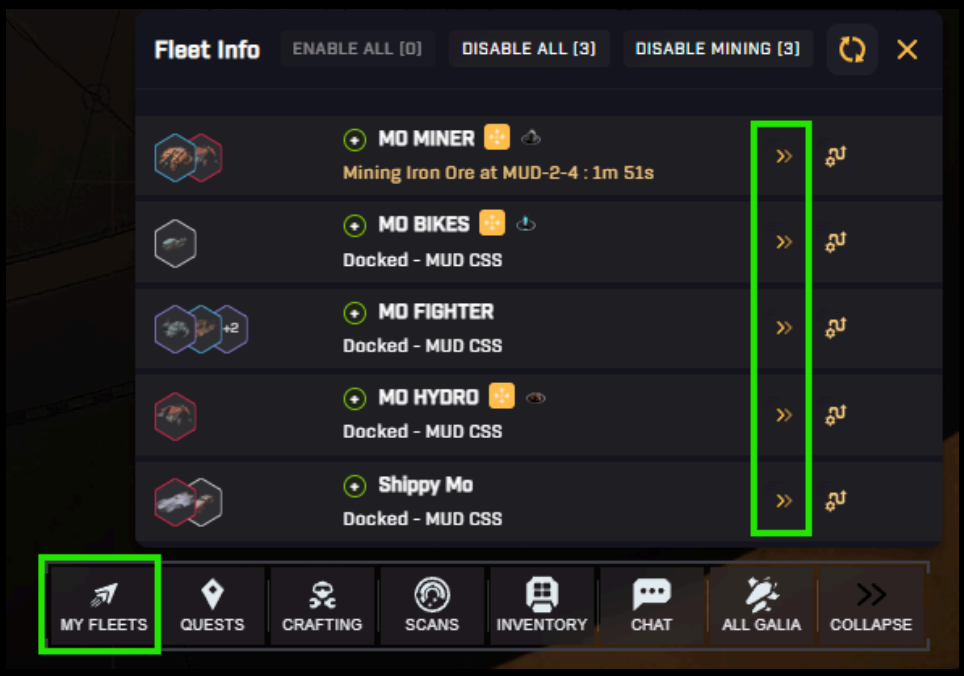
Fuel Of The Forgotten Stars

Quest Objective

- Mine 200 Hydrogen
- Dock your fleet

Completion Requirements

- Click the ARROWS in the “MY FLEETS” tab of the main menu

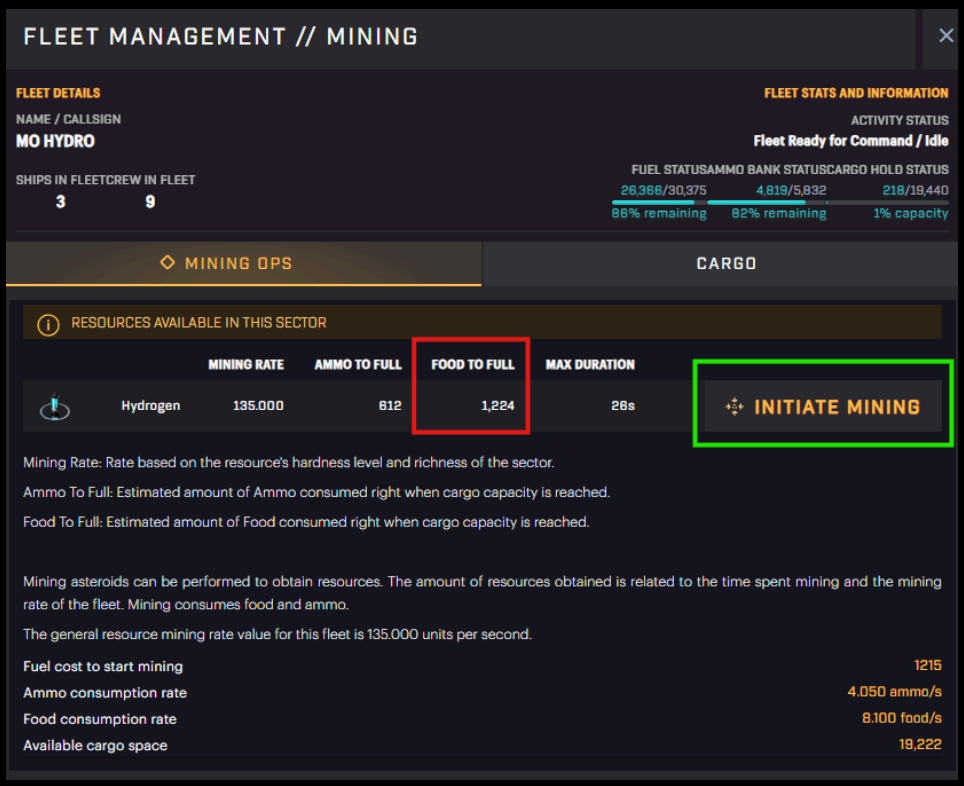


- Click the “START MINING” icon in the fleet menu bar

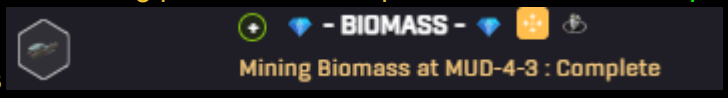


- Click "INITIATE MINING”

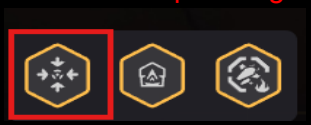
- This page will show the required amount of food to fill the cargo of your fleet
    - You do not need to have this filled, fleet creation auto loads 10% food
    - However, you will not max your cargo space if you do not load this #



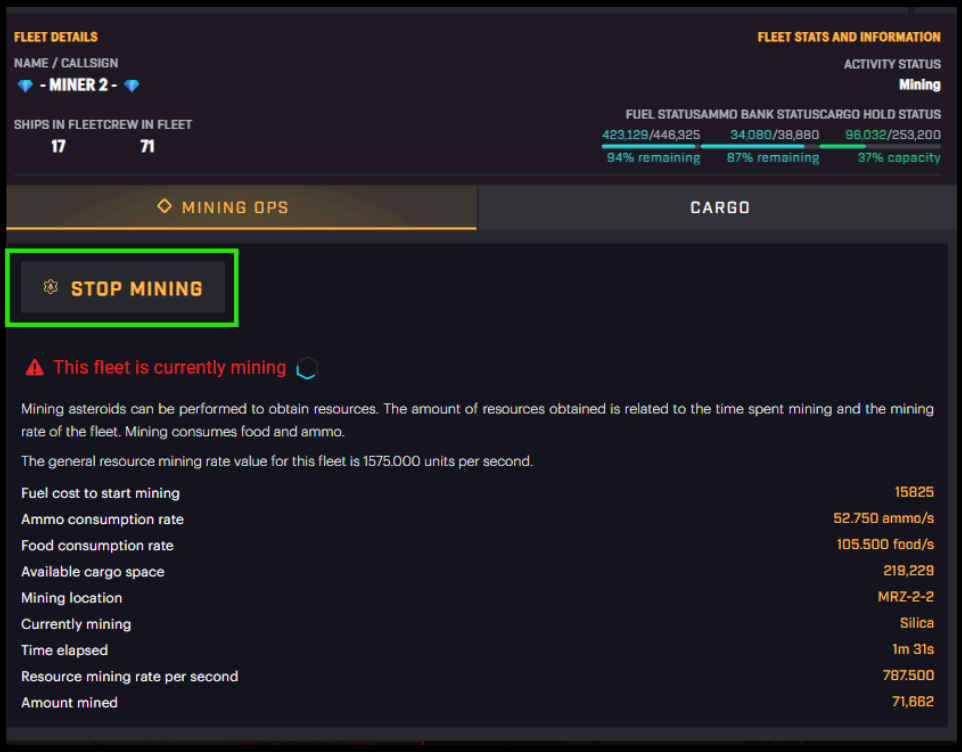
- When the mining process has completed it will show “Complete” in my fleets



- Click the arrows next to the fleet name to show the fleet operations bar
- Click the “Stop Mining” icon on fleet operations bar



- Click “STOP MINING”



- Dock your fleet

Quest Rewards

- 18,000 XP
- 1 zAtlas

Workarounds

- Sometimes you need to complete this entire process more than once for the quest progress to register properly.

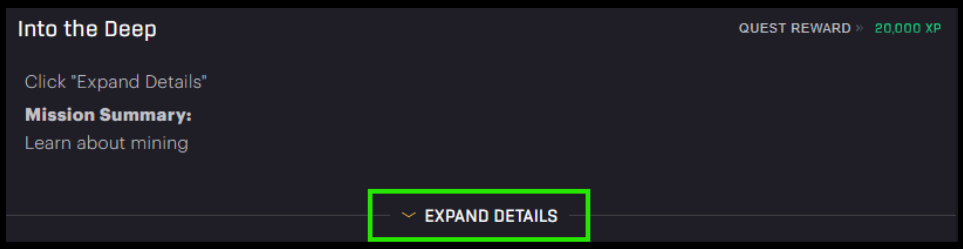
Into The Deep

Quest Objective

- Click “Expand details”

Completion Requirements

- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards

- 20,000 XP

Workarounds

- No workaround required

Fast And Furious

Quest Objective

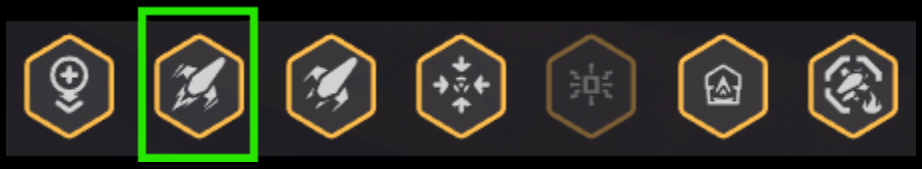
- Warp with a fleet

Completion Requirements

- Click the ARROWS next to your fleet in the MY FLEETS menu



- Select the WARP icon from the fleet operations bar



- For this quest, just click the sector next to the CSS and then “Start Warp”



Quest Rewards

- 22,000 XP
- 5 zAtlas

Workarounds

- No workaround required

Slow And Steady

Quest Objective

- Subwarp with a fleet

Completion Requirements

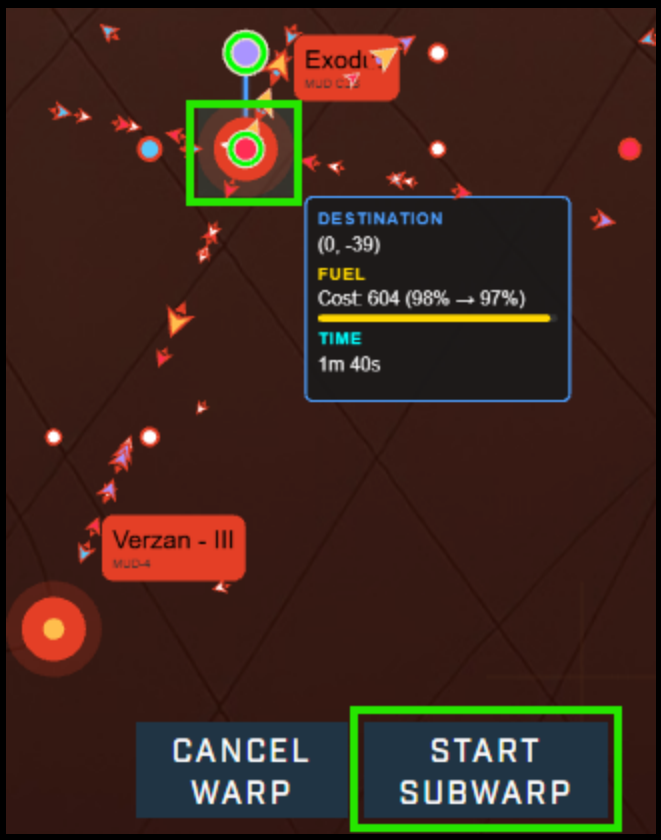
- Click the ARROWS next to your fleet in the MY FLEETS menu



- Select the SUBWARP icon from the fleet operations bar



- For this quest, just click the CSS and then “Start Subwarp”



Quest Rewards

- 31,420 XP
- 5 zAtlas

Workarounds

- No workaround required

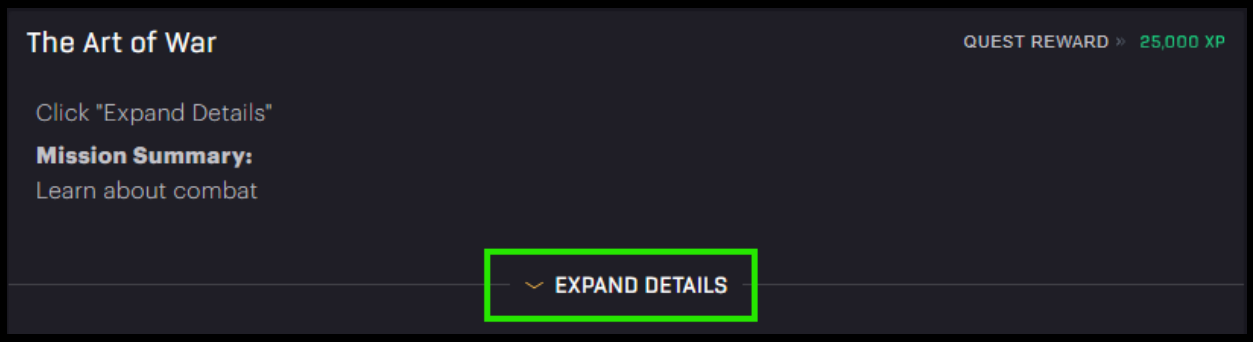
The Art Of War

Quest Objective

- Click “Expand Details”

Completion Requirements

- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards

- 25,000 XP

Workarounds

- No workaround required

Exploring The Void

Quest Objective

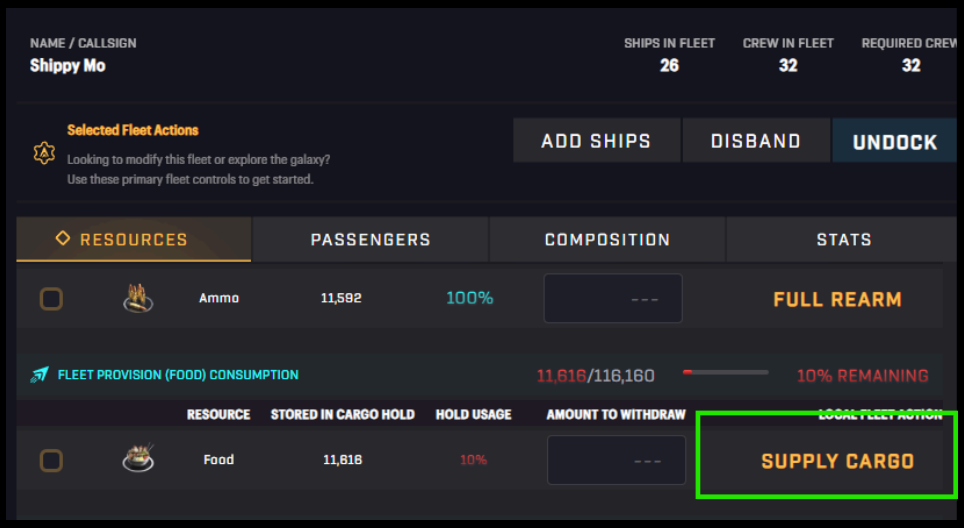
- Scan with your fleet

Completion Requirements

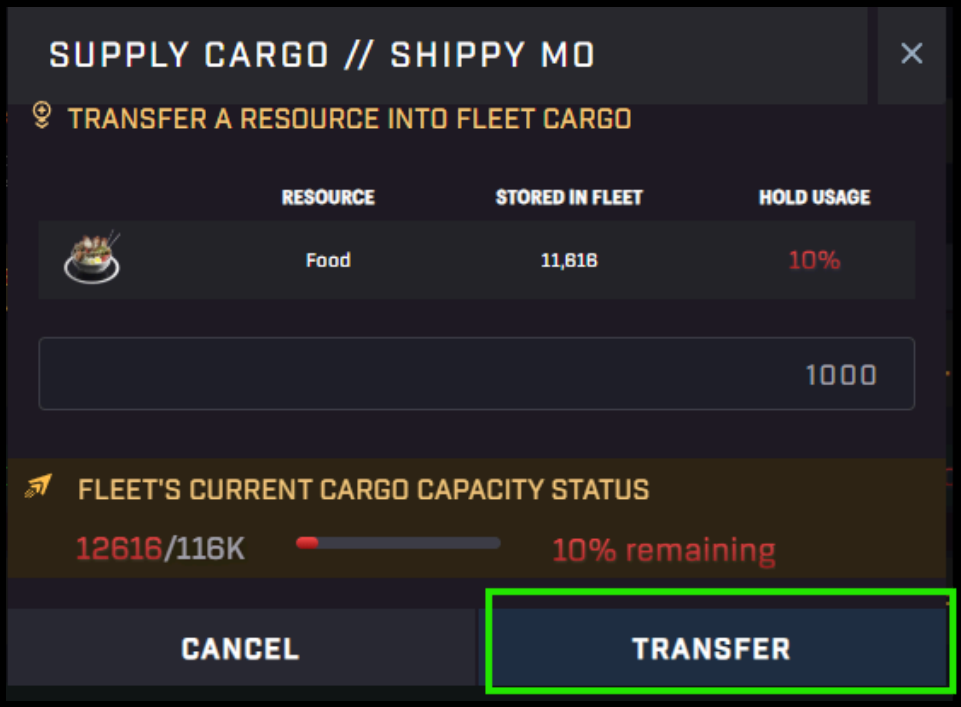
- Click the ARROWS next to your fleet in the MY FLEETS menu



- Scanning requires food, your fleet should already have food loaded
- If not, dock the fleet then open the HANGAR, click the fleet
- Click “SUPPLY CARGO”



- Enter 1000 and click “TRANSFER”



- Undock the fleet
- Click the ARROWS next to your fleet in the MY FLEETS menu
- Select the “SCAN” icon from the fleet operations bar



- For this quest you do not need a successful scan or more than 1 attempt
- SDU scanning will be explained more later in the questlines

Quest Rewards

- 27,000 XP
- 5 zAtlas

Workarounds

- No workaround required

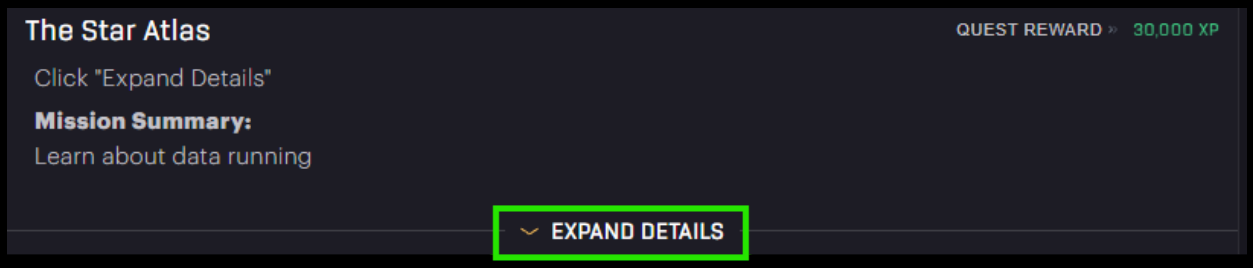
The Star Atlas

Quest Objective

- Click “Expand Details”

Completion Requirements

- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards

- 30,000 XP

Workarounds

- No workaround required

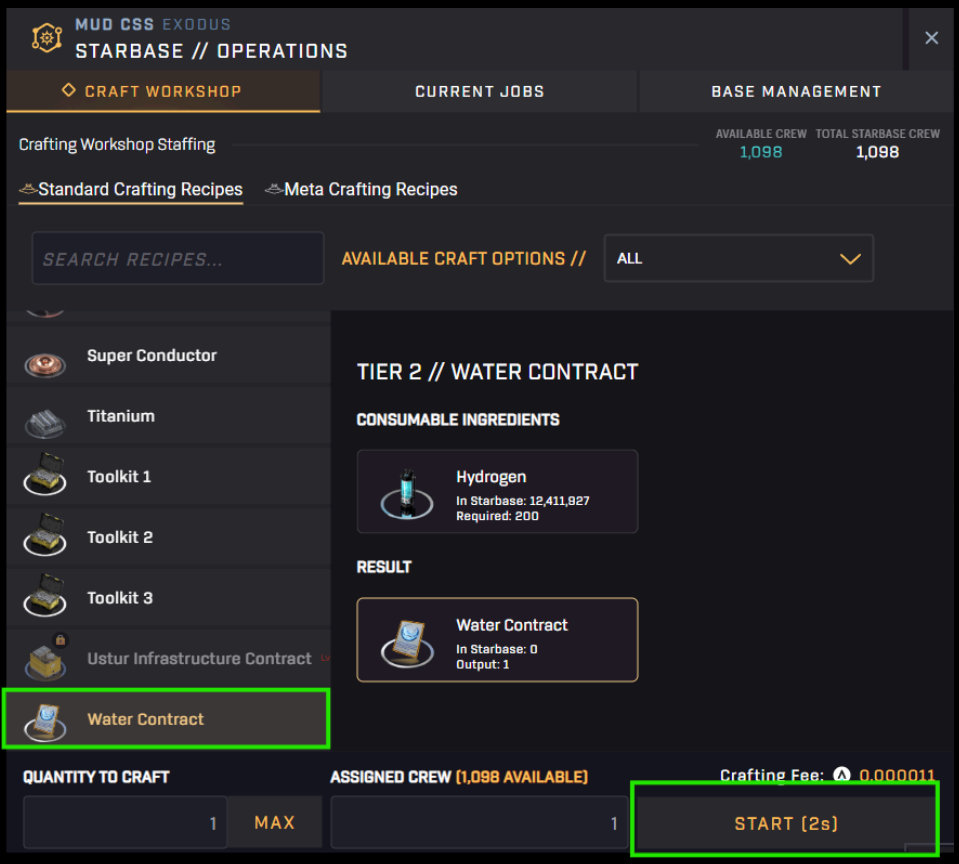
Making Water

Quest Objective

- Craft a Water Contract

Completion Requirements

- Open the CRAFTING tab from the CSS base menu
- Locate WATER CONTRACT
- Input quantity you'd like to craft and hit START



Quest Rewards

- 36,390 XP
- 5 zAtlas

Workarounds

- No workaround required

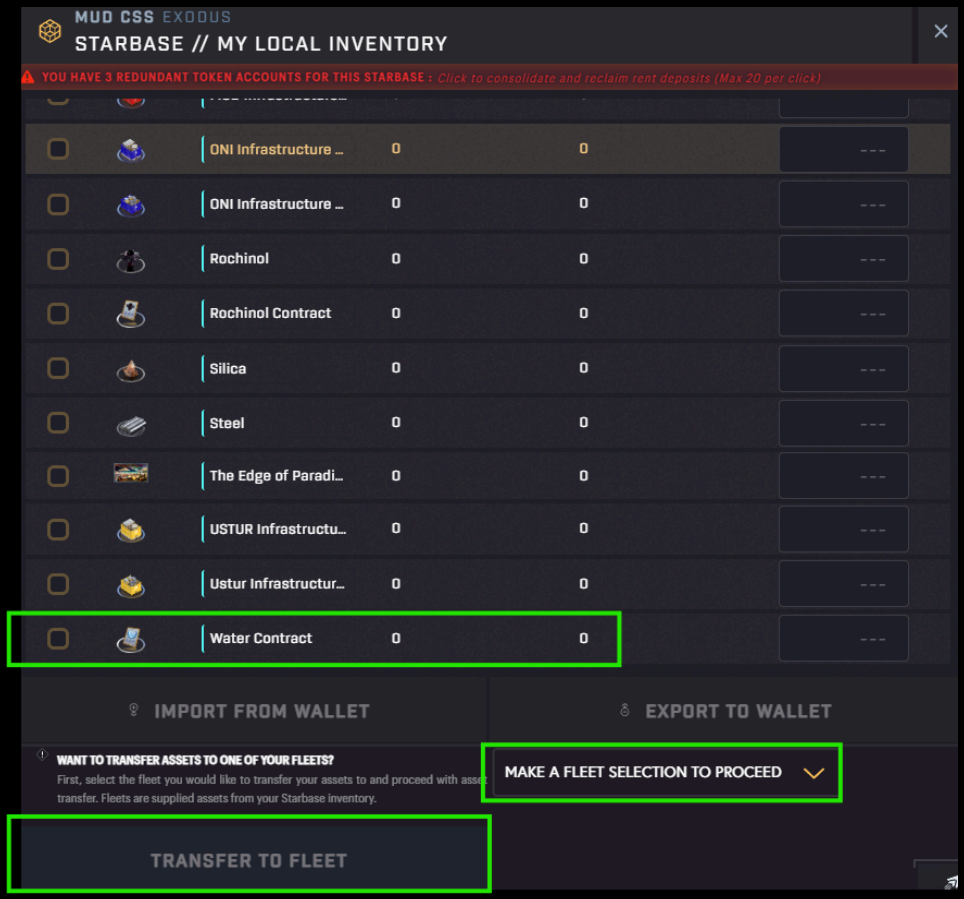
The Delivery Has Arrived

Quest Objective

- Transfer the water contracts to your fleet cargo hold

Completion Requirements

- Open the INVENTORY at the CSS
- Select the fleet you wish to use for transport from the drop down menu
- Select the water contract and “TRANSFER TO FLEET”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 35,000 XP

Workarounds

- No workaround required

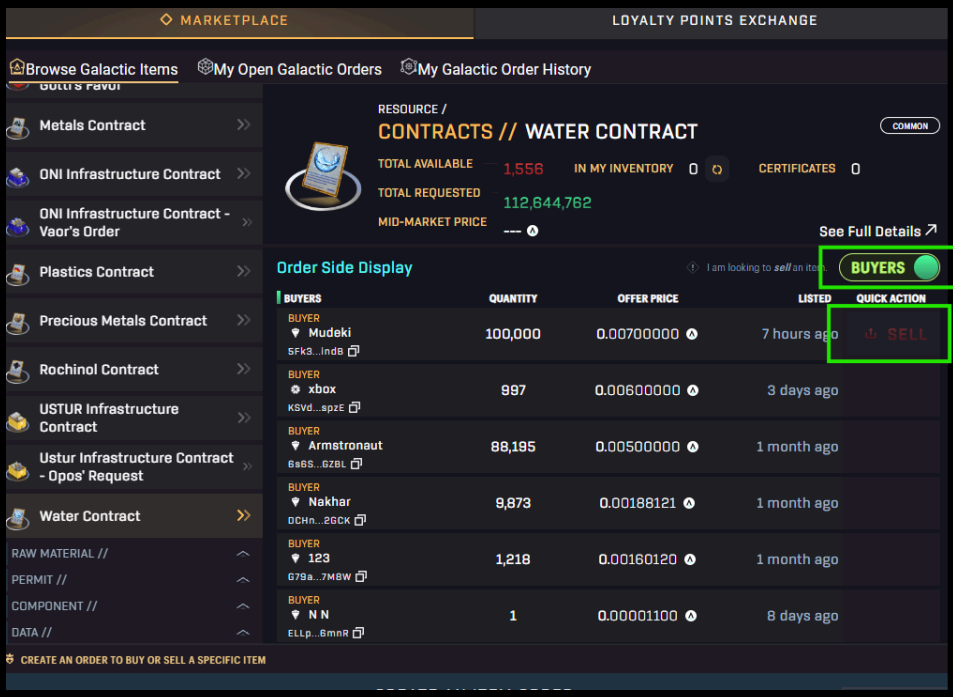
Tools Of The Trade

Quest Objective

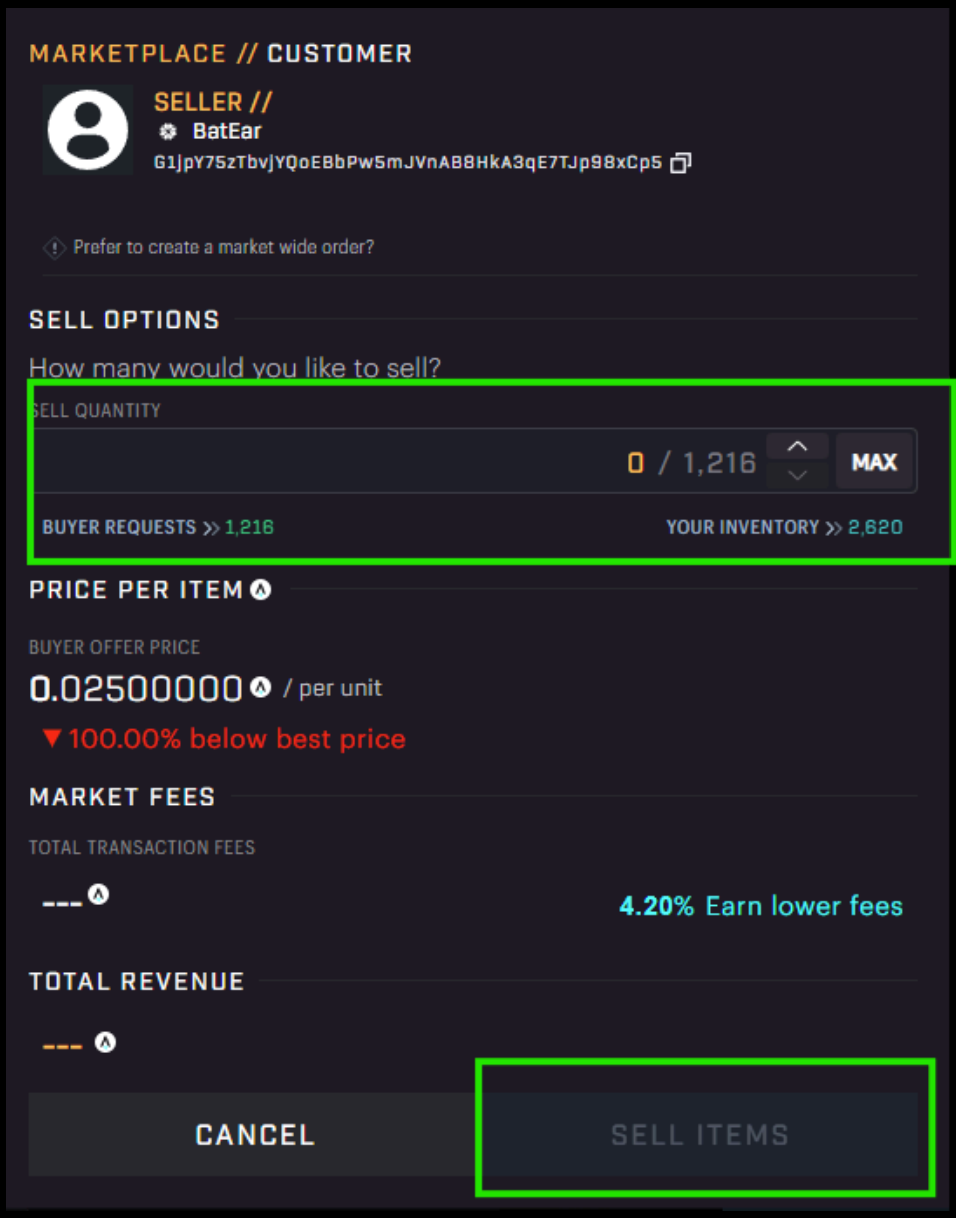
- Fill the water contract

Completion Requirements

- Once your fleet has been loaded with the water contract - Undock fleet
- Warp or Subwarp to a nearby base
- Dock the fleet - Go to HANGAR - Unload cargo from your fleet
- Once the cargo has been unloaded, exit hangar and open MARKETPLACE
- Find the water contracts in the marketplace
- Change the buy/sell toggle to BUYERS
- Click the SELL button next to the zNPC order.



- Enter quantity and SELL ITEM



Quest Rewards

- 35,000 XP
- 5 zAtlas
- 5 Crew

Workarounds

- No workaround required

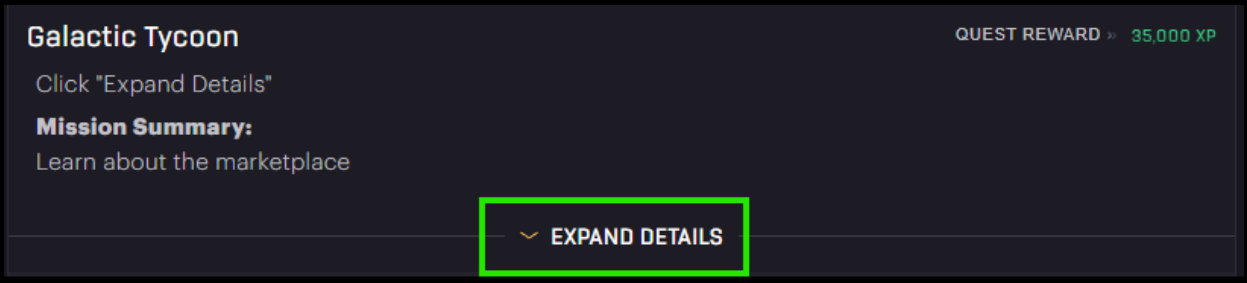
Galactic Tycoon

Quest Objective

- Click “Expand Details”

Completion Requirements

- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards

- 35,000 XP

Workarounds

- No workaround required

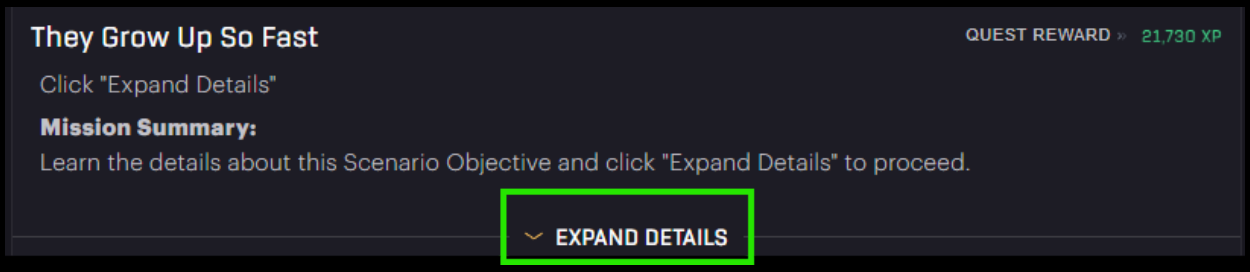
They Grow Up Fast

Quest Objective

- Click “Expand Details”

Completion Requirements

- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards

- 21,730 XP

Workarounds

- No workaround required

Ready To Roll

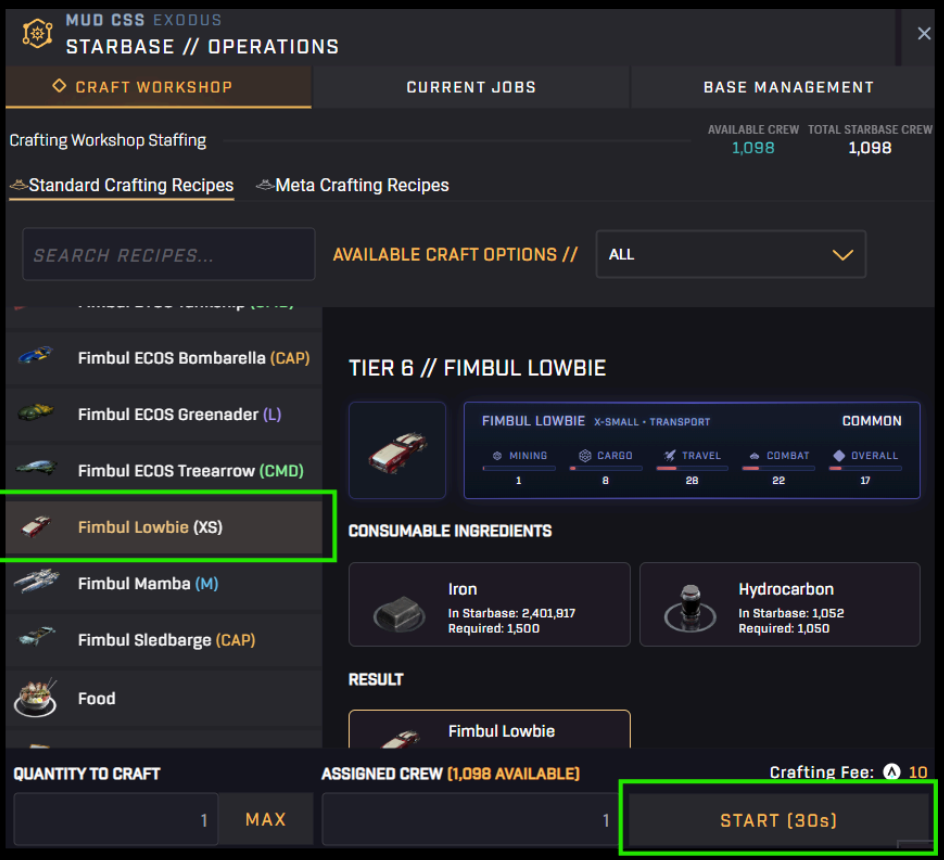
Quest Objective

- Craft a Fimbul Lowbie

Completion Requirements

- Click the CSS Crafting tab
- Locate the Fimbul Lowbie

  You've already been given the required materials for this ship
- Click START
- TIP: Crafting extra ships outside of what this quest and others require is needed. Always grow your fleets when you can, the more ships you have working, the faster you'll be able to complete all missions.
  HOWEVER - Lowbies are not great, craft many airbikes, less lowbies early



Adding extra crew to ship crafting does not decrease crafting times - 1 per ship only

Quest Rewards

- 17,820 XP

Workarounds

- Sometimes this quest will bug. If you do not locate your lowbie/lowbies in the hangar when trying to form a fleet, check your CSS inventory. Follow the steps in FAQ “I crafted ships but cannot locate them, where are they?”

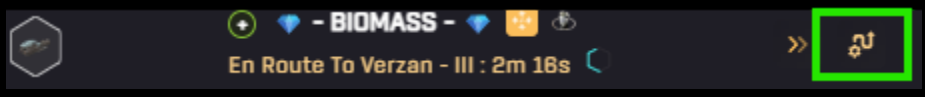
The Last Gift

Quest Objective

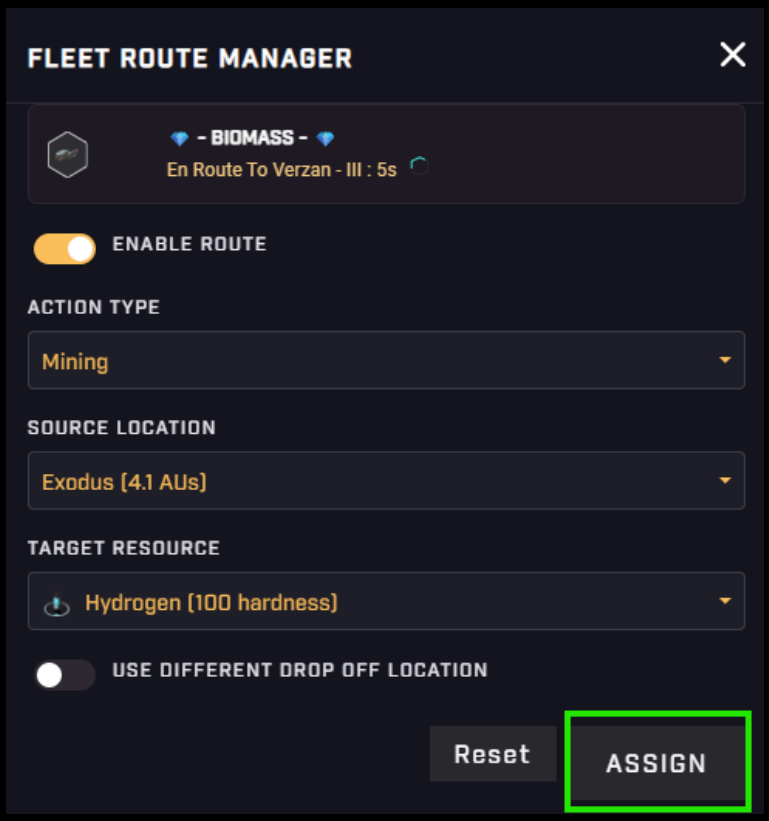
- Assign a fleet for AUTOMATION

Completion Requirements

- Open the MY FLEETS tab from the main menu bar
- Click on the cog/line next to the arrows to the right of your fleet



- Set the “Action Type” to mining
- Set the “Source Location” to Exodus(or whatever faction CSS)
- Set the “Target Resource” to Hydrogen
- Leave the toggle for use different drop location unchecked
- Click ASSIGN



Use this same method anytime you want to set a fleet for automation.

Quest Rewards

- 7,820 XP
- 20 zAtlas

Workarounds

- Sometimes, setting automation will fail. Simply try again till your fleet starts work

---

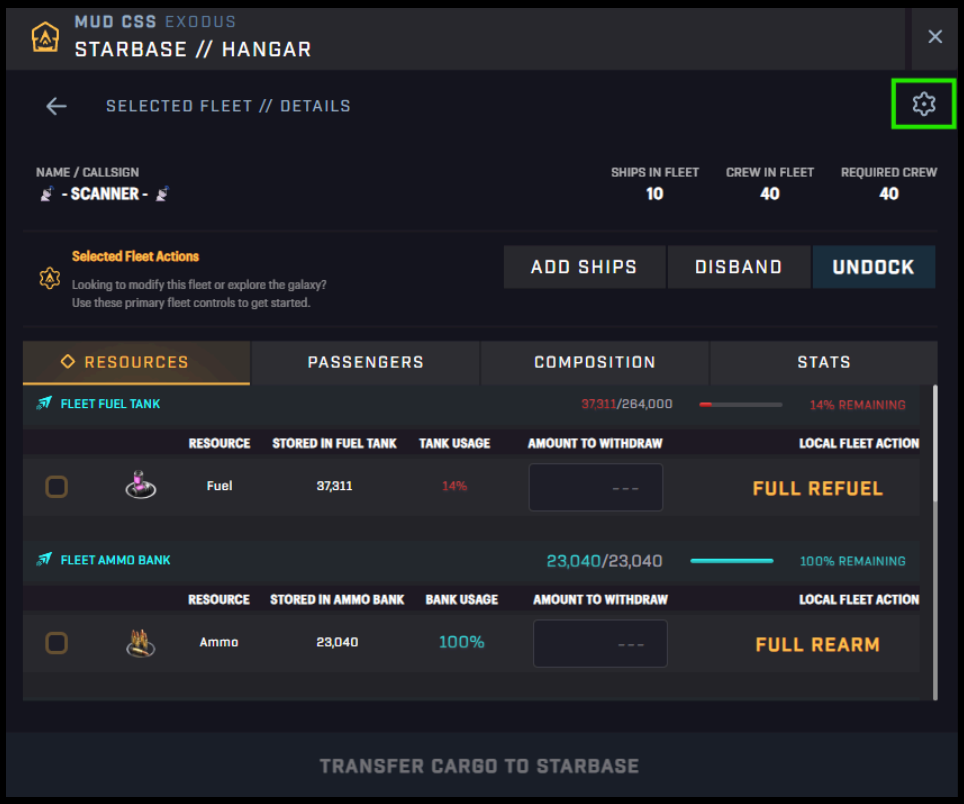
Saving Progress

Quest Objective

- Click “Save Game”

Completion Requirements

- Open the SETTINGS menu - The cog in the top right corner
- Click SAVE GAME. This copies your password
- You will not see a message saying you’ve saved.
- Open a text editor on your PC, paste the copied password
- DO NOT LOSE OR SHARE - YOU NEED THIS TO RECOVER ACCOUNT



Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- Follow the steps in FAQ “How do I save? How do I restore my game on a new PC or browser?”

YOU’VE COMPLETED THE TUTORIAL MISSIONS FOR CHAPTER 1 OF HOLOSIM SEASON 1 - GREAT JOB - NOW MOVE ON TO THE “STORYLINE” QUESTS

Storyline Quests

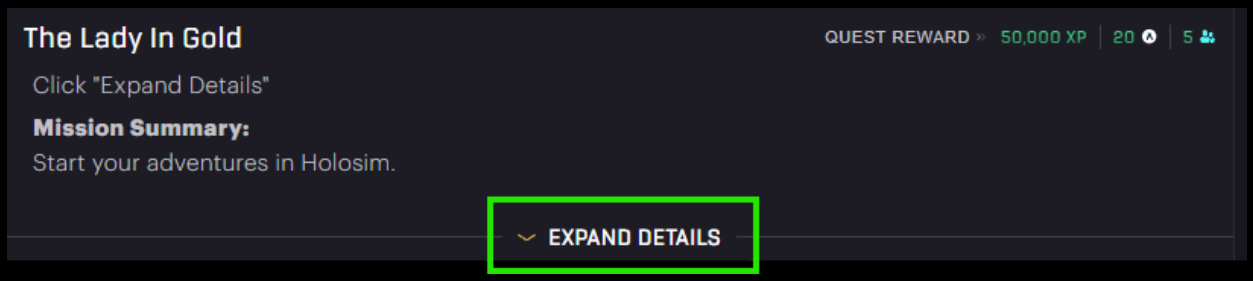
The Lady In Gold

Quest Objective

- Click “Expand Details”

Completion Requirements

- Click “Expand Details” within the quest information box - Shown Below



Quest Rewards

- 50,000 XP
- 20 zATLAS
- 5 Crew

Workarounds

- No workaround required

A Bad Start

Quest Objective

- Craft 3000 units of FOOD - FUEL - AMMUNITION

Completion Requirements

- Mine raw BIOMASS - HYDROGEN - COPPER ORE
    - You will find these in the nearby bases
- Open the CRAFTING tab at the CSS
- Craft Food, Fuel, Ammunition in the order the quest tooltip asks for

Quest Rewards

- 60,000 XP
- 20 zATLAS
- 5 Crew

Workarounds

- No workaround required

Making Up The Numbers

Quest Objective

- Craft 10 Fimbul Airbikes & 3 Fimbul Lowbies

Completion Requirements

- This time you will have to acquire the materials needed for these crafts
    - 150 copper and 150 Hydrocarbon per Airbike
        - 1500 - Copper
        - 1500 - Hydrocarbon
    - 1500 Iron and 1050 Hydrocarbon per Lowbie
        - 4500 - Iron
        - 3150 - Hydrocarbon
- Mine the raw goods from the nearby bases then craft into the needed items
- Craft Copper/Iron/Hydrocarbon in the CRAFTING tab at the CSS
- Craft the Airbikes THEN the lowbies after you have all needed materials
    - Crafting lowbies first will not progress the quest

- Remember, you only need 1 crew per ship when crafting
- Adding more does not decrease crafting time

Quest Rewards

- 49,020 XP
- 20 zAtlas
- 5 Crew

Workarounds

This quest does sometimes have a BUG. If you do not locate your ships in the “Hangar” when going to form a fleet then follow these steps:

- Open the “Inventory” at the base you are forming the fleet
- Find the ships in the inventory, select them, then “Export to Wallet”
- You do not see your wallet, or even need to interact with it but it’s there
- Once you have exported the ships to wallet, close the inventory
- Open the “Port” and you will see your ships. Select them and “Deposit to Starbase”
- After following these steps, you will see your ships in the “Hangar”
- You might come across this same BUG as you create more ships in the future.
- This workaround almost always fixes it.

Doing The Right Thing

Quest Objective

- Fill 200 Food - 200 Metal - 200 Plastic Contracts

Completion Requirements

- You need the following raw goods

  Food Contracts

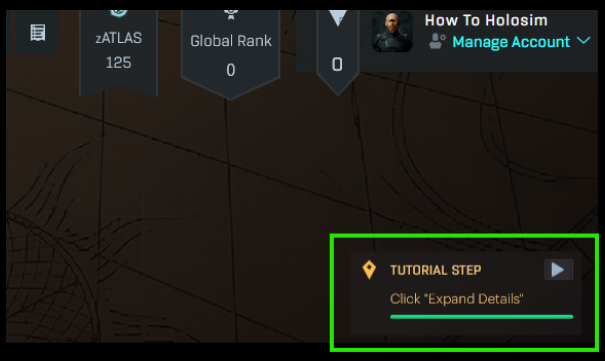
  - 344,000 - Biomass

  Metals Contracts

  - 148,000 - Copper Ore
  - 148,000 - Iron Ore

  Plastics Contracts

  - 172,000 - Hydrogen
  - 172,000 - Carbon
- Once you have gathered the raw materials open the CRAFTING at CSS
- Find the three contracts listed and craft the required amount
- Once crafting is completed, load all contracts into your freight fleet
- Transport the contracts the faction base with the proper purchase orders
  - These bases are listed in “The Factions”
- Follow the quest tooltip, sell the contracts in the order the quest ask for



This image does not show this specific quest

- After selling all three contract types, the quest will be completed

Quest Rewards

- 70,000 XP
- 20 zAtlas
- 5 Crew

Workarounds

- This quest does not always work on the first try. Sell contracts in small amounts
    - If you need 200 total sold, sell 20 at a time
    - This prevents losing full stacks of contracts to bugged quest progression

---

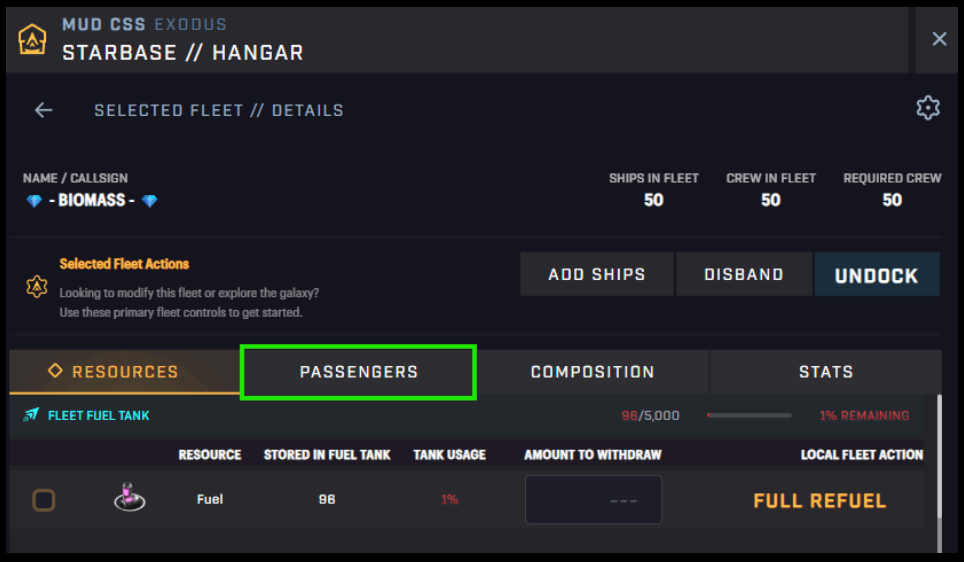
Need Backup

Quest Objective

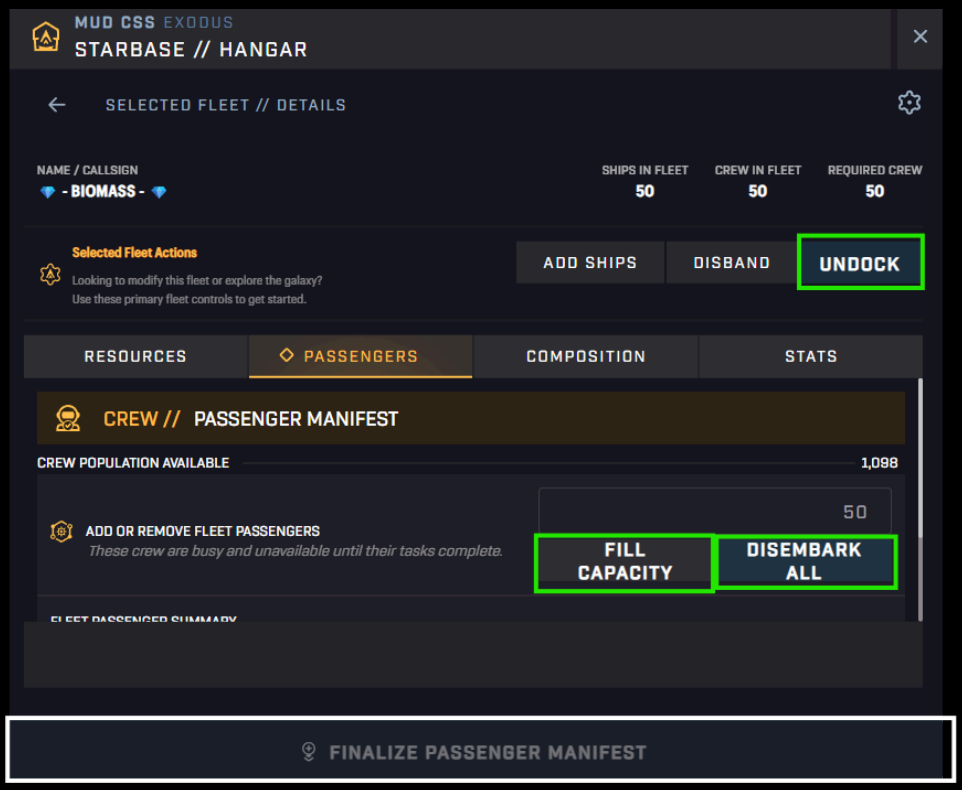
- Disembark two crew members

Completion Requirements

- DOCK one of your fleets at any base your faction controls
- Click the HANGAR from the Star Base Menu
- Click on your docked fleet
- Click the PASSENGER tab



- Click DISEMBARK ALL
- Click “Finalize Passenger Manifest”
- Click FILL CAPACITY
- Click “Finalize Passenger Manifest”
- Click the UNDOCK icon



Quest Rewards

- 75,000 XP
- 20 zAtlas
- 5 Crew

Workarounds

- This quest tells you to take these crew to a different base. That is unneeded. You can complete this quest at the CSS

Making New Friends

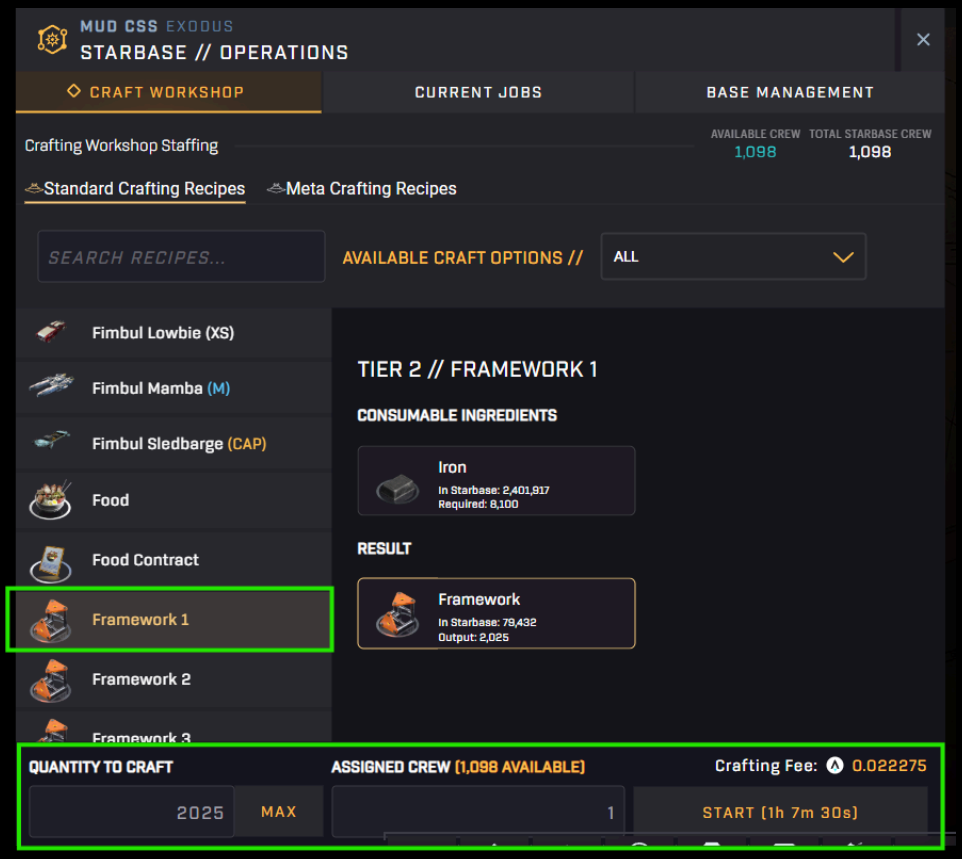
Quest Objective

- Craft Framework
    - 2025 - Frameworks

Completion Requirements

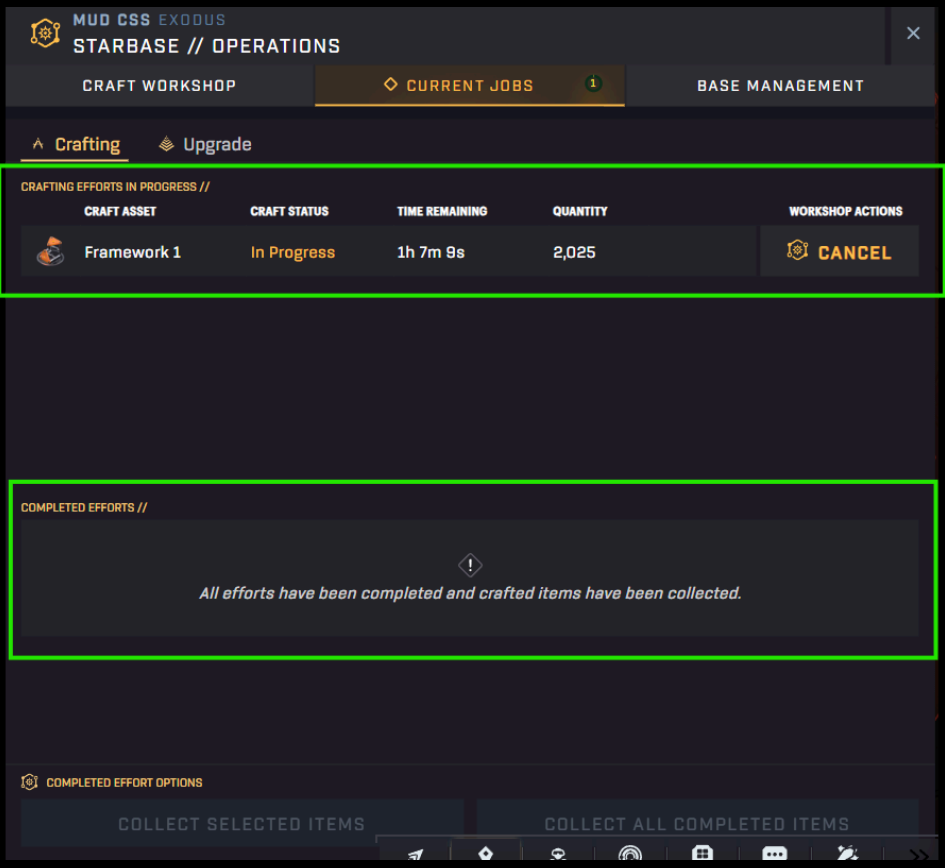
- You need the following raw goods
    - 8,100 - Iron Ore

      Craft Into IRON
- Once you have the 8,100 IRON you can craft the 2025 FRAMEWORK 1



Assigning more crew to the job will decrease crafting time

- Set the Quantity to 2025 - Assign the amount of crew you prefer
- Click “START”
- Click "Current Jobs”



- When the crafting process has completed it will show in “Completed Efforts”
- Claim your FRAMEWORKS

Quest Rewards

- 30,830 XP
- 20 zAtlas
- 5 Crew

Workarounds

- No workaround required

Gathering Components

Quest Objective

- Craft Electronics & Power Sources
  - 540 - Electronics
  - 600 - Power Sources

Completion Requirements

- Gather the raw materials needed
  - Copper Ore
  - Lumanite
  - Carbon
  - Hydrogen
- Craft the raw materials into components and compounds
  - Copper
  - Hydrocarbon into Polymer
  - Graphene
- 1800 LUMANITE + 1800 GRAPHENE = 600 POWER SOURCES
- 4,320 COPPER + 1620 POLYMER = 540 ELECTRONICS

Assigning more crew to the job will decrease crafting time

- Click the CRAFTING tab at the CSS
- Locate Electronics recipe
- Set the Quantity to 540 for ELECTRONICS - Assign crew
- Click “START”
- Locate Power Source recipe

- Set the Quantity to 600 for POWER SOURCES - Assign crew
- Click “START”
- Click "Current Jobs”
- When the crafting process has completed it will show in “Completed Efforts”
- Claim your ELECTRONICS & POWER SOURCES

Quest Rewards

- 80,000 XP
- 20 zAtlas
- 5 Crew

Workarounds

- No workaround required

Provision Lines

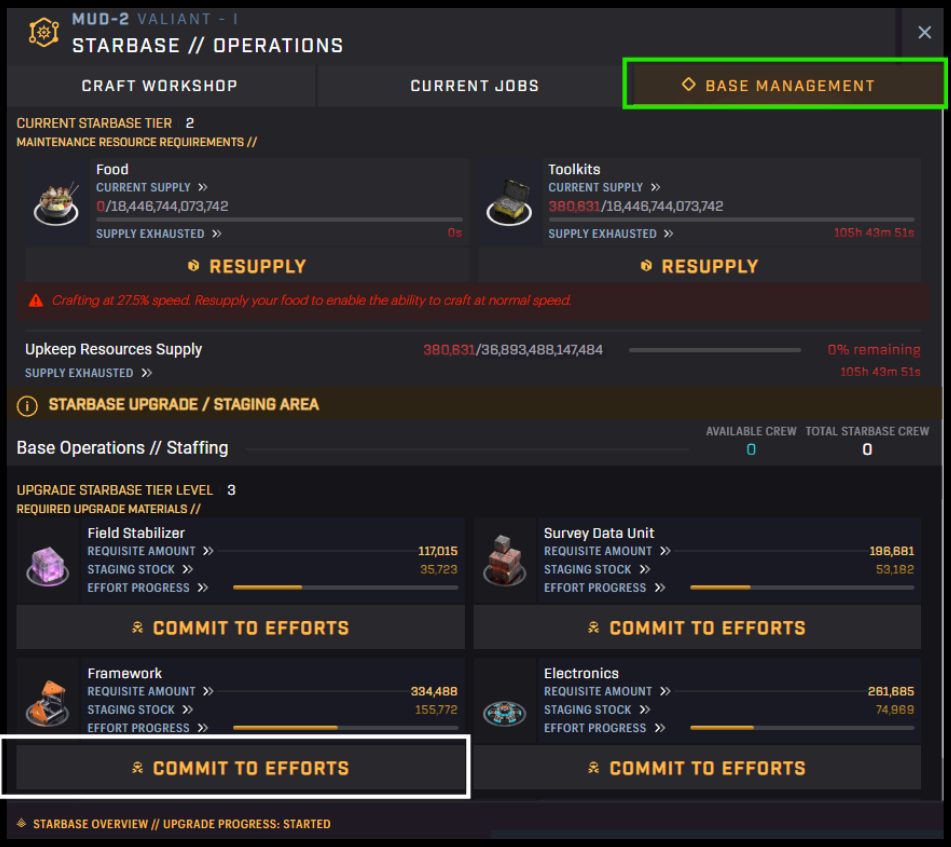
Quest Objective

- Deposit Frameworks/Electronics/Power Sources for base upgrade
  - 1350 - Frameworks
  - 360 - Electronics
  - 400 - Power Sources
- Remember, always follow the order the quest tooltip is showing

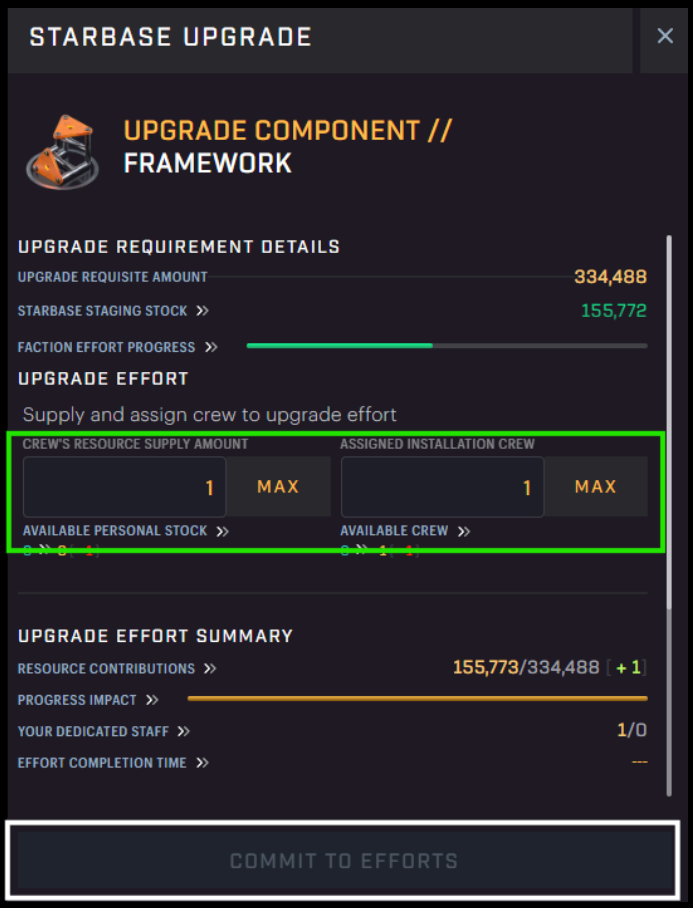
Completion Requirements

- Go to the INVENTORY at the CSS

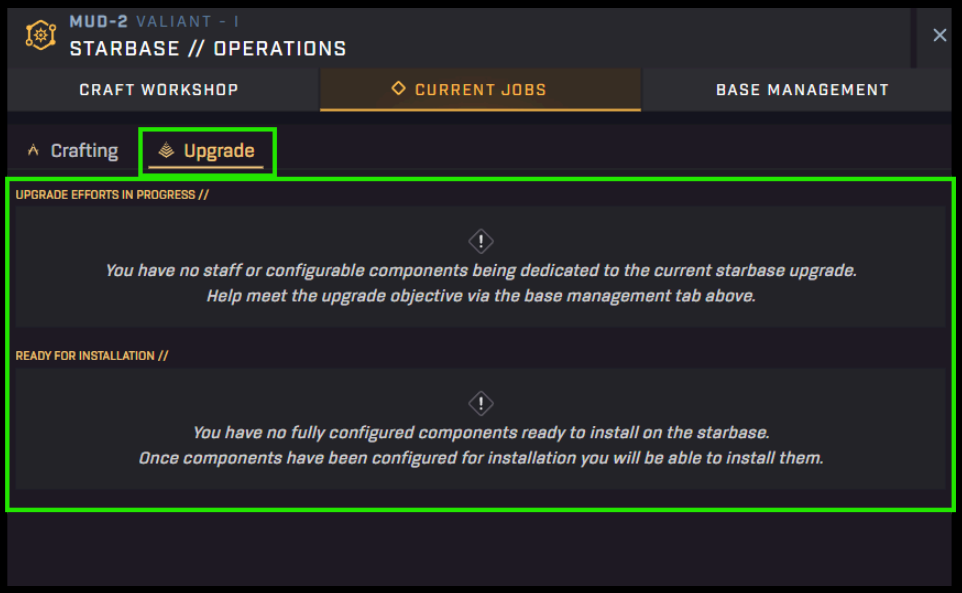
- Load the items and some toolkits to one of your fleets
- Undock that fleet
- Warp or Subwarp to one of the faction bases near the CSS
- Unload all cargo from the fleet and disembark crew
- Click on the CRAFTING tab in the Star Base Menu at this base
- Click the “Base Management” tab within the crafting menu



- Click “Commit To Efforts” under the Frameworks
- Add Frameworks and Assign Crew
- Click “Commit To Efforts”
- Once you have completed install, do the same with the other items
- This is very much the same as crafting, more crew decreases install time



- Click the “Current Jobs” tab within the CRAFTING menu
- Click on the “Upgrade” tab
- You will see your current and completed installs on this page
- When the install is ready to complete, it will show here



Quest Rewards

- 85,000 XP
- 20 zAtlas
- 5 Crew

Workarounds

- You do not need to complete the install for quest progression
- Simply start the install, get progress, then cancel and move to the next item
- This is not the intended method but does work

We Are So Back

Quest Objective

- Craft a Fimbul BYOS Earp

Completion Requirements

- Gather the raw materials needed
    - Copper Ore
    - Iron Ore
    - Lumanite
    - Carbon
    - Hydrogen
- Click the CRAFTING tab at the CSS
- Craft the raw materials into components and compounds
    - 1,875 - Frameworks
    - 1,313 - Electronics
    - 550 - Power Sources
- Locate Fimbul BYOS Earp recipe
- Set quantity 1 (or however many you want)
- Set assigned crew 1 (or 1 for each ship in the craft)
- Click “START”
- Click "Current Jobs”
- When the crafting process has completed it will show in “Completed Efforts”
- Claim your Fimbul BYOS Earp

Quest Rewards

- 26,1600 XP
- 20 zAtlas
- 5 crew

Workarounds

- Sometimes you have to craft more than 1 for progress to register

Stocking Supplies

Quest Objective

- Craft Fuel - Food - Ammunition
  - 200,000- Fuel
  - 50,000 - Food
  - 50,000 - Ammunition
- Remember, always follow the order the quest tooltip is showing

Completion Requirements

- Gather the raw materials needed
  - Hydrogen
  - Biomass
  - Copper
- Click the CRAFTING tab at the CSS
- Craft the raw materials into R4
  - Fuel
  - Food
  - Ammunition

Quest Rewards

- 90,000 XP
- 20 zAtlas
- 5 Crew

Workarounds

- No workaround required

Supporting Your Local Business

Quest Objective

- Place Buy Orders
  - 10,000 - Fuel
  - 10,000 - Food
  - 10,000 - Ammunition
- Remember, always follow the order the quest tooltip is showing

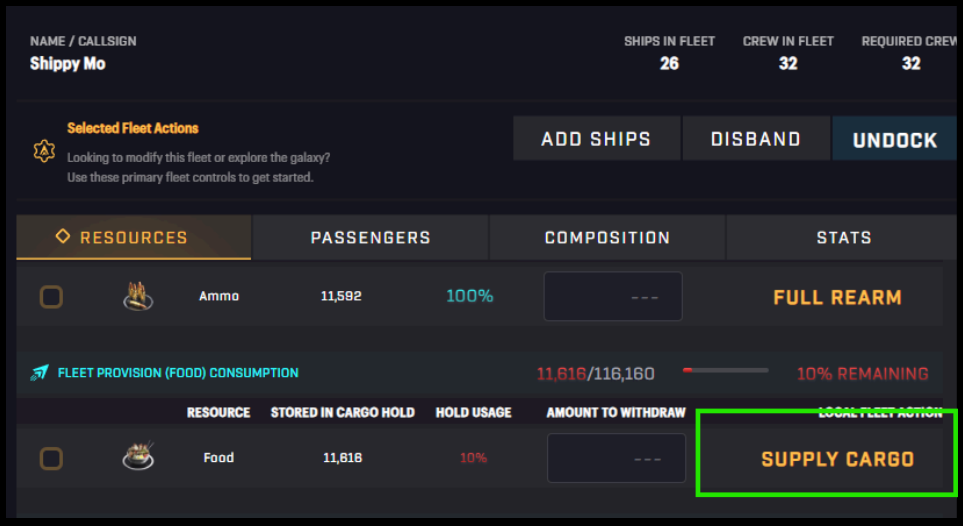
Completion Requirements

- Click the ARROWS next to your fleet in the MY FLEETS menu



- Scanning requires food, your fleet should already have food loaded
- If not, dock the fleet then open the HANGAR, click the fleet

- Click “SUPPLY CARGO”



- Enter 1000 and click “TRANSFER”



- Undock the fleet
- Click the ARROWS next to your fleet in the MY FLEETS menu
- Select the “SCAN” icon from the fleet operations bar



- For this quest you do not need a successful scan or more than 1 attempt
- SDU scanning will be explained more later in the questlines

Quest Rewards

- 27,000 XP
- 5 zAtlas

Workarounds

- No workaround required

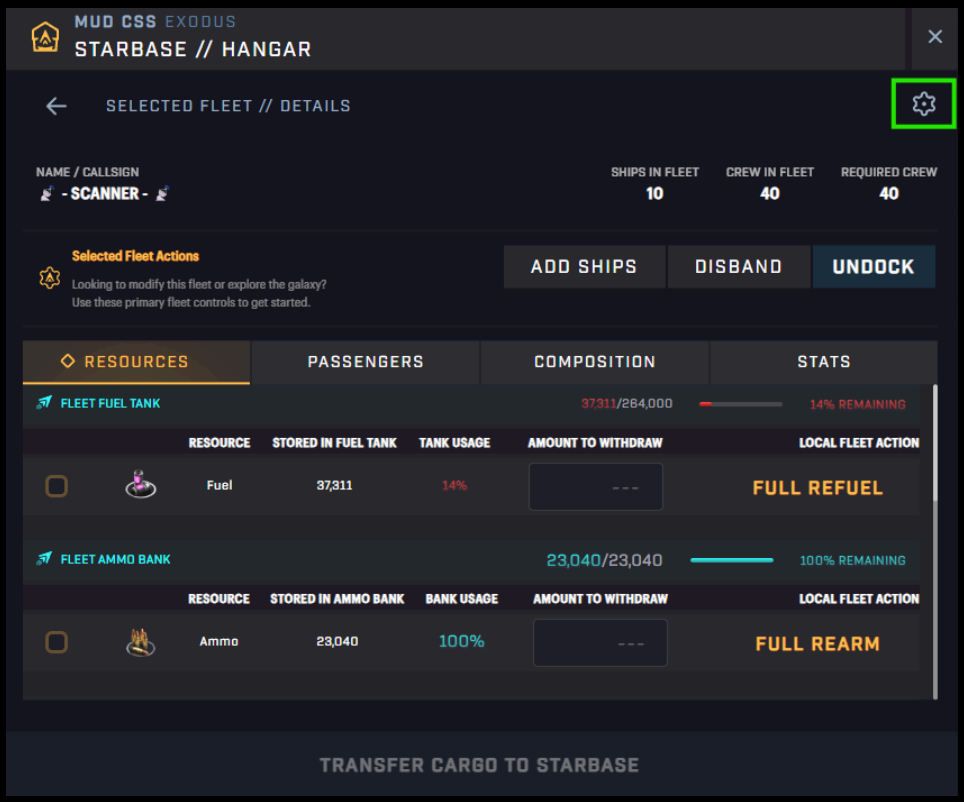
Mise en Place

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 30,000 XP

Workarounds

- No workaround required

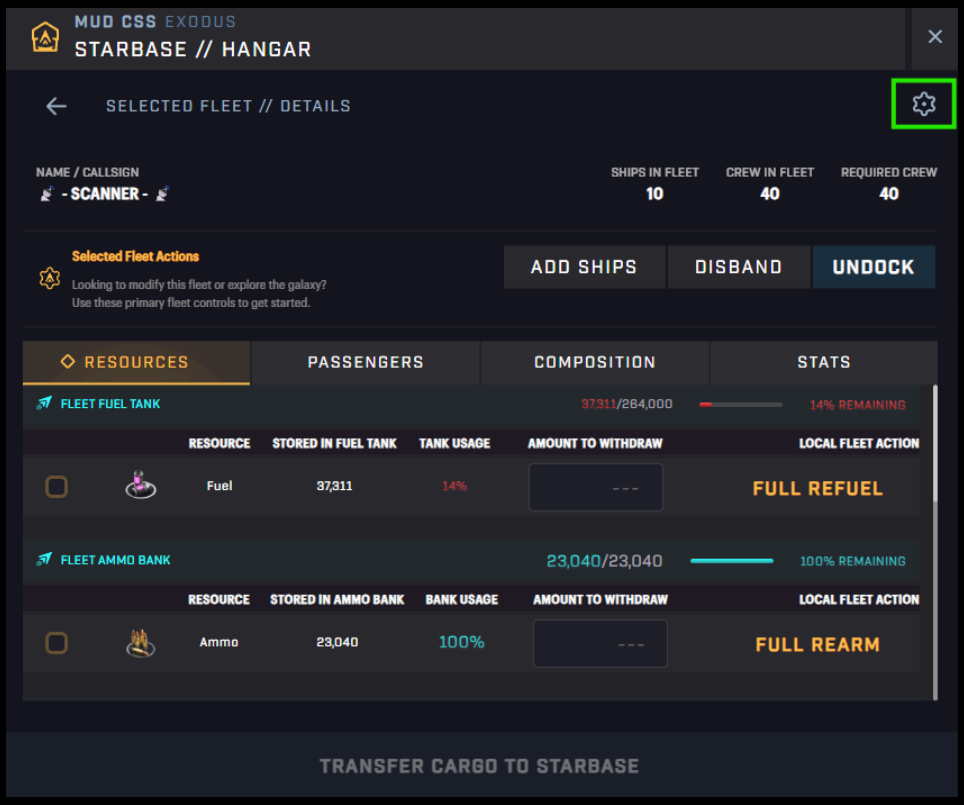
Picking Your Career

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 36,390 XP
- 5 zAtlas

Workarounds

- No workaround required

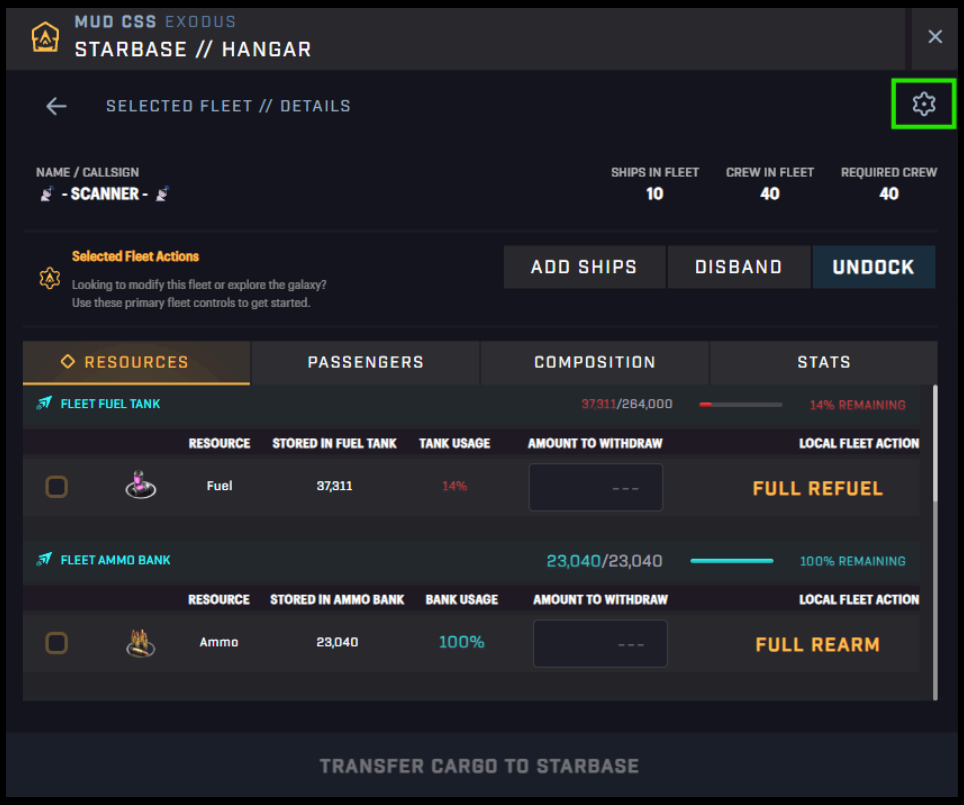
New Tactics

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 35,000 XP

Workarounds

- No workaround required

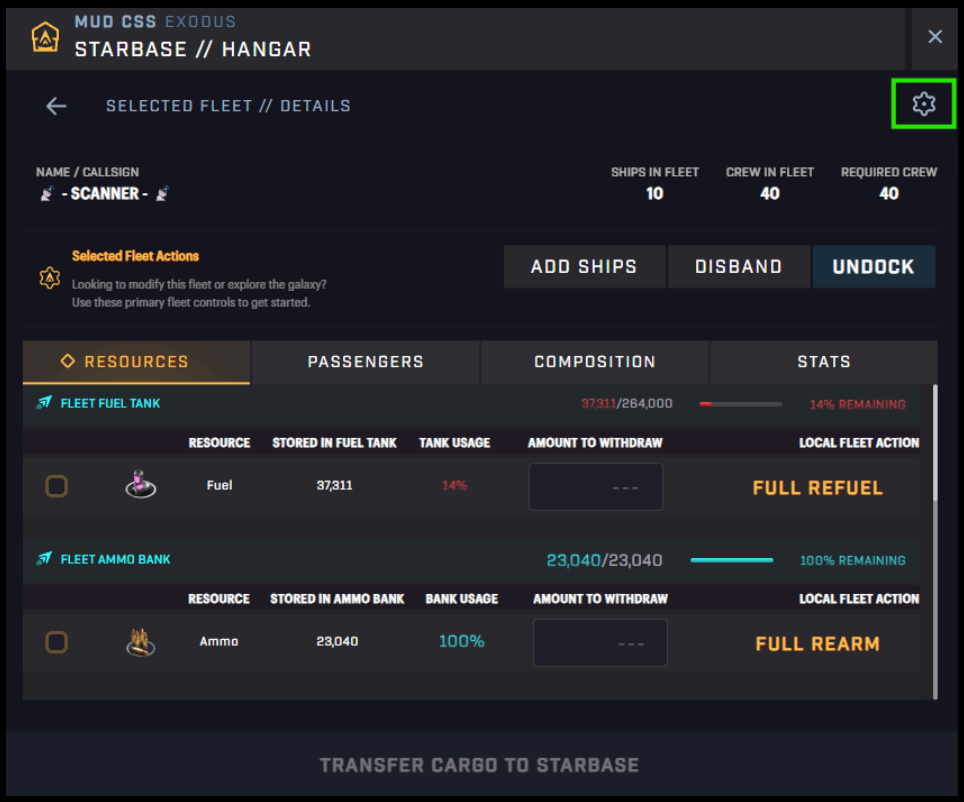
No Good Deed Goes Unpunished

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 35,000 XP
- 5 zAtlas
- 5 Crew

Workarounds

- No workaround required

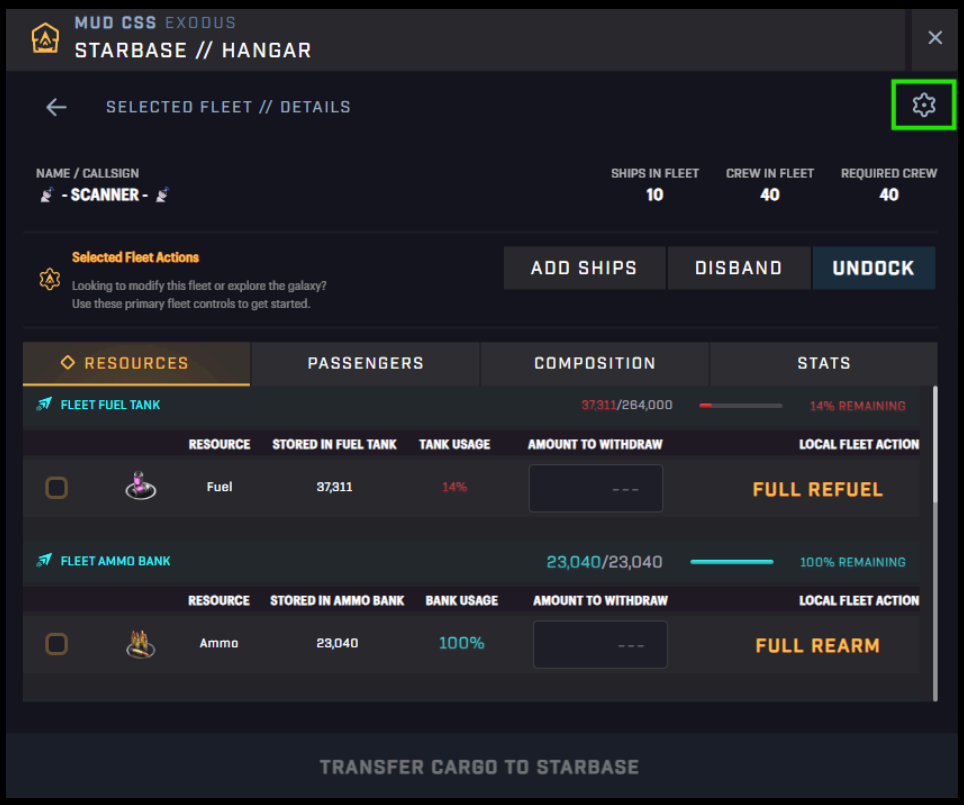
Resource Requisition

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 35,000 XP

Workarounds

- No workaround required

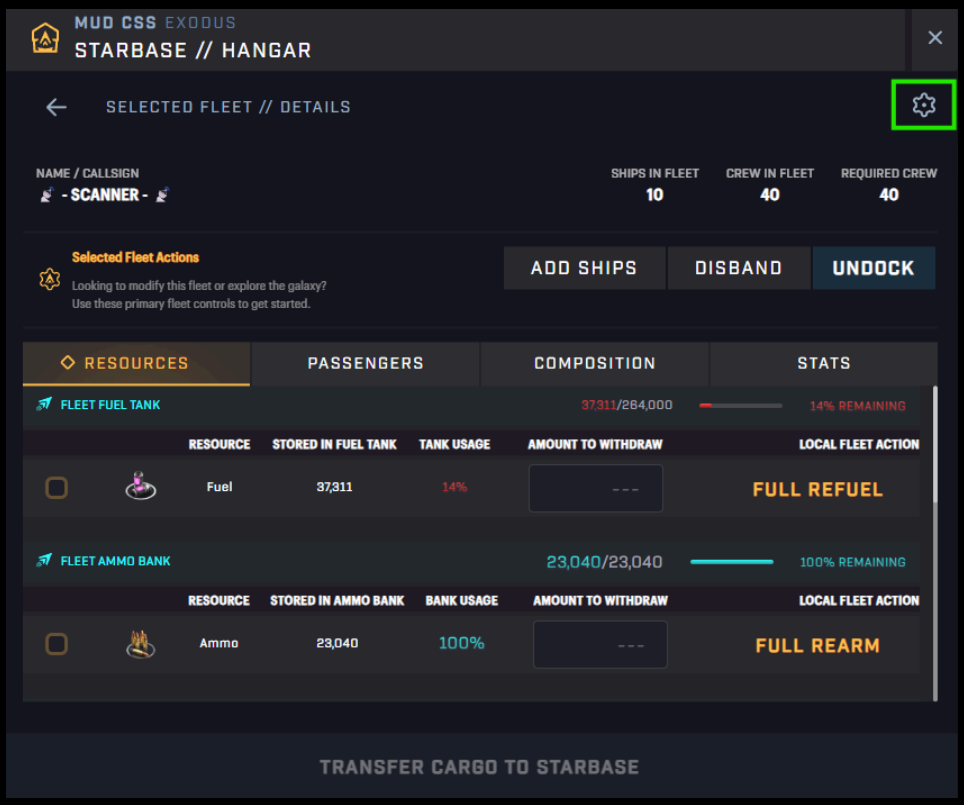
Reinforcing The Frontiers

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 21,730 XP

Workarounds

- No workaround required

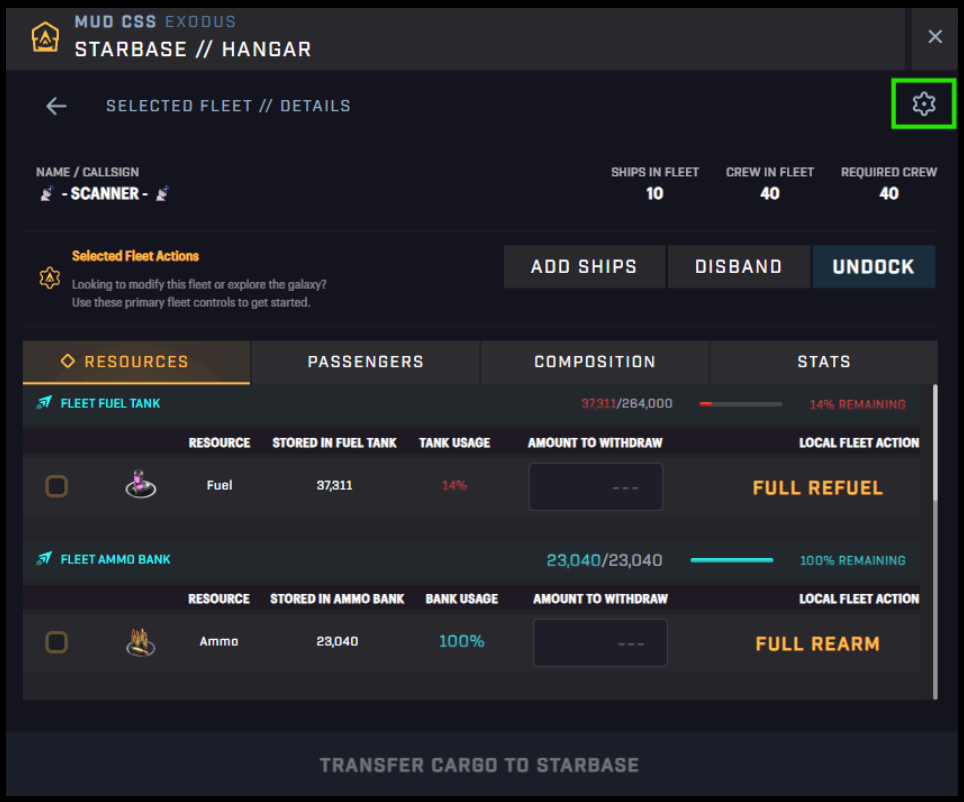
Vibe Research

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 17,820 XP

Workarounds

- No workaround required

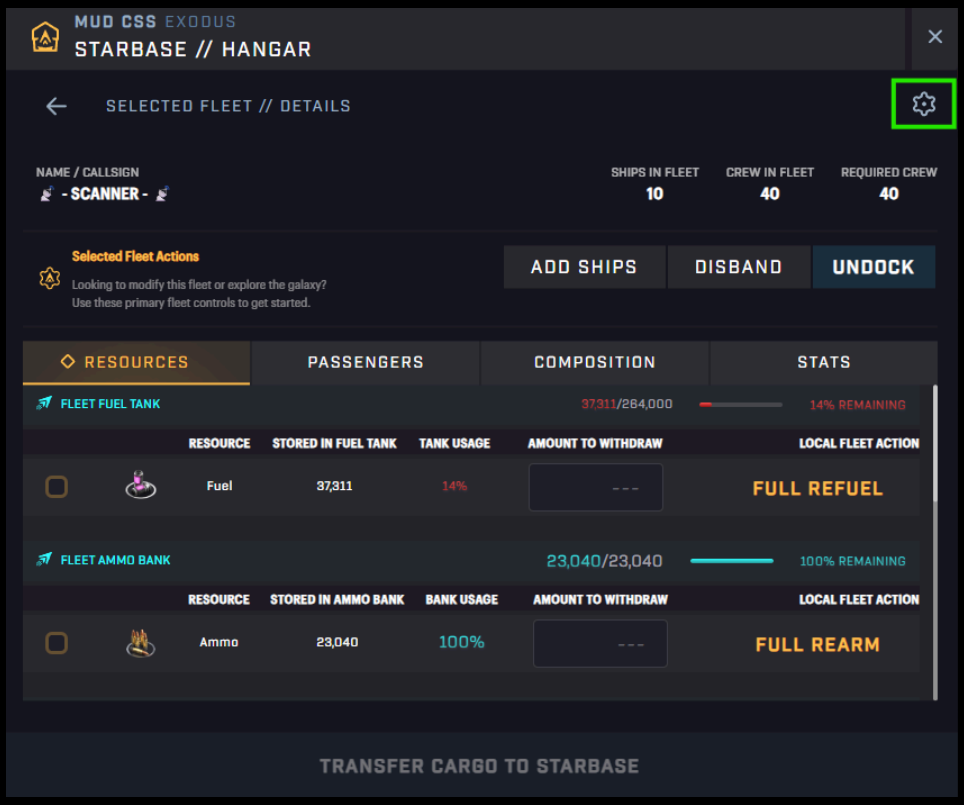
Protecting Your People

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 20 zAtlas

Workarounds

- No workaround required

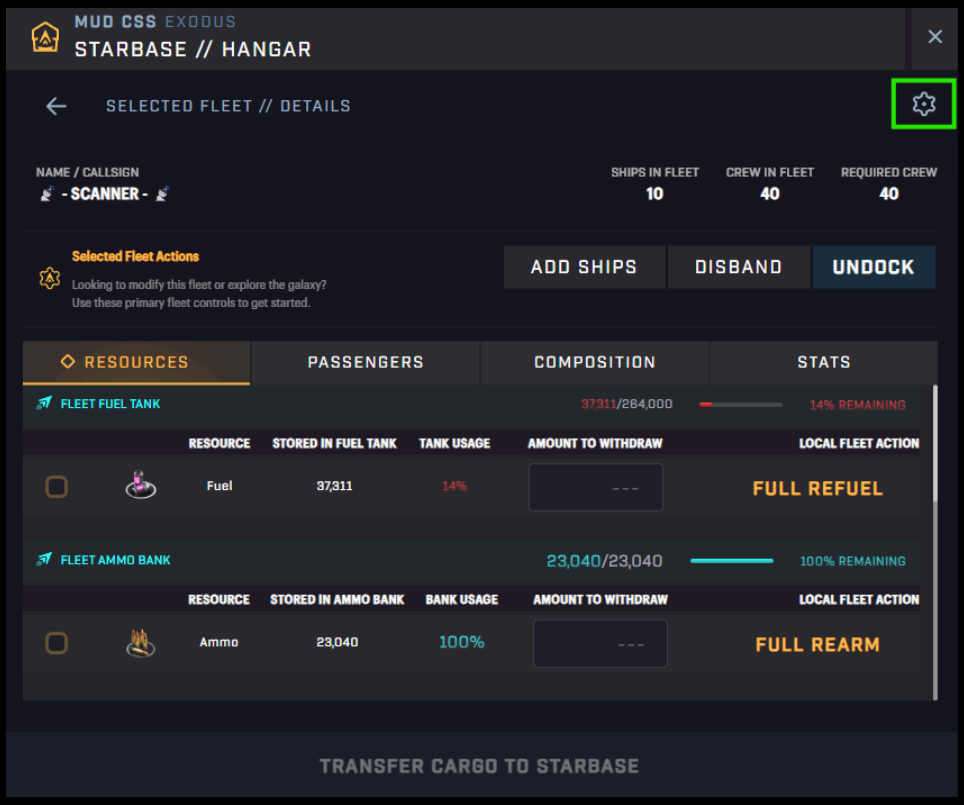
Forging a Reputation

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

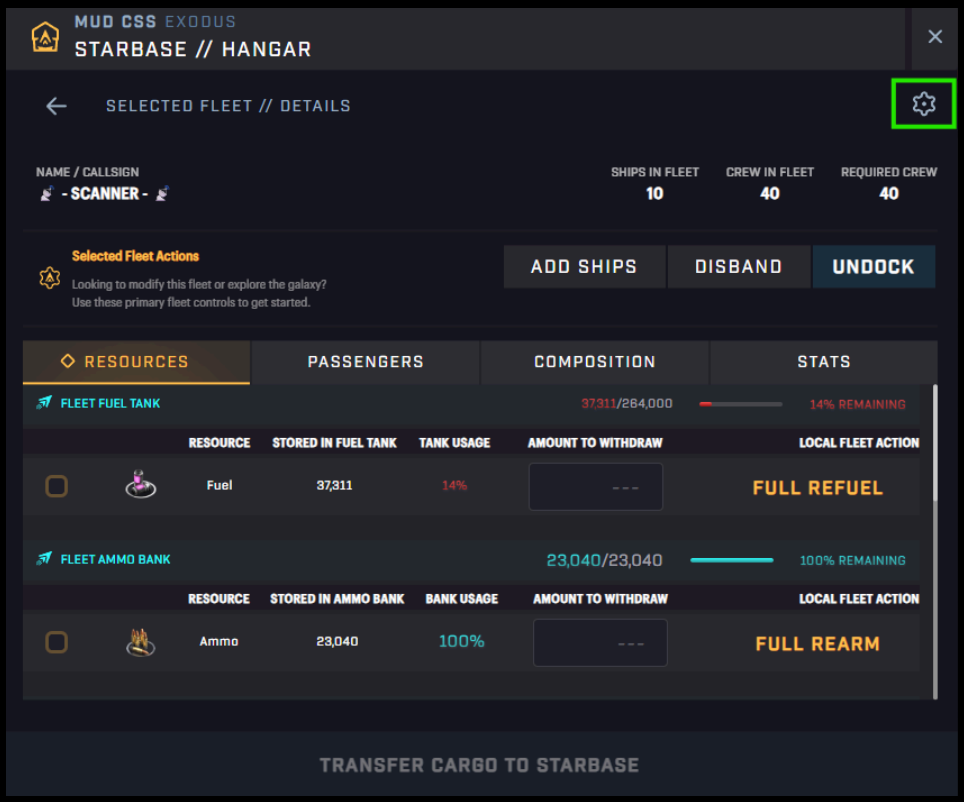
Patch the Hulls, Ready the Hearts

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

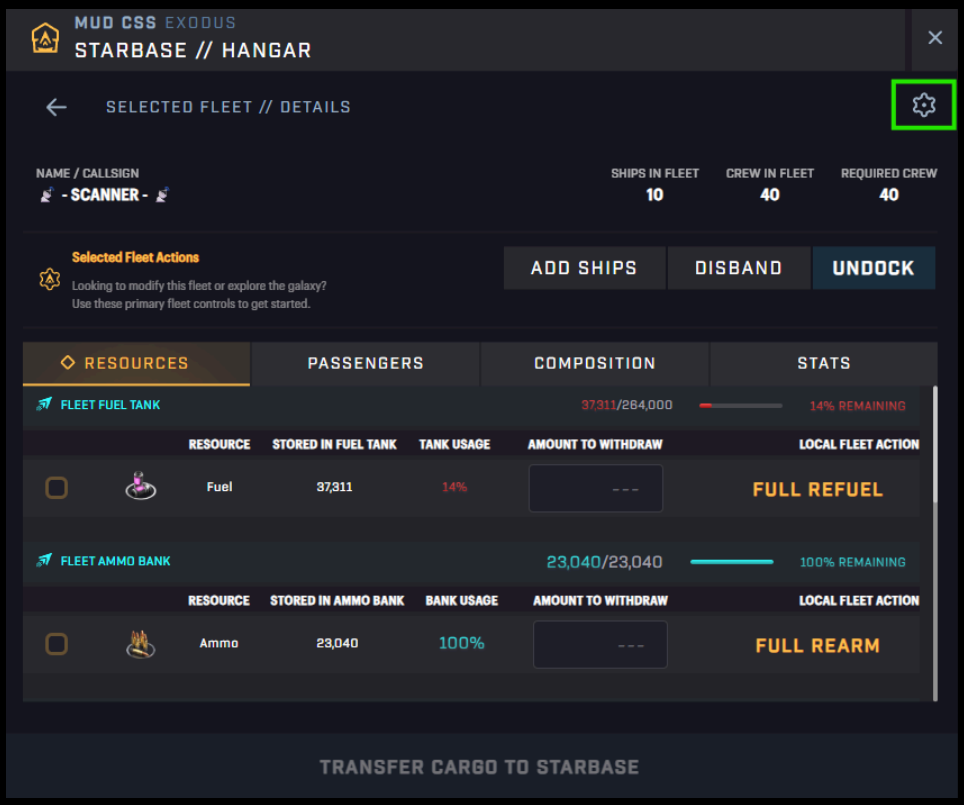
Build Relationships

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

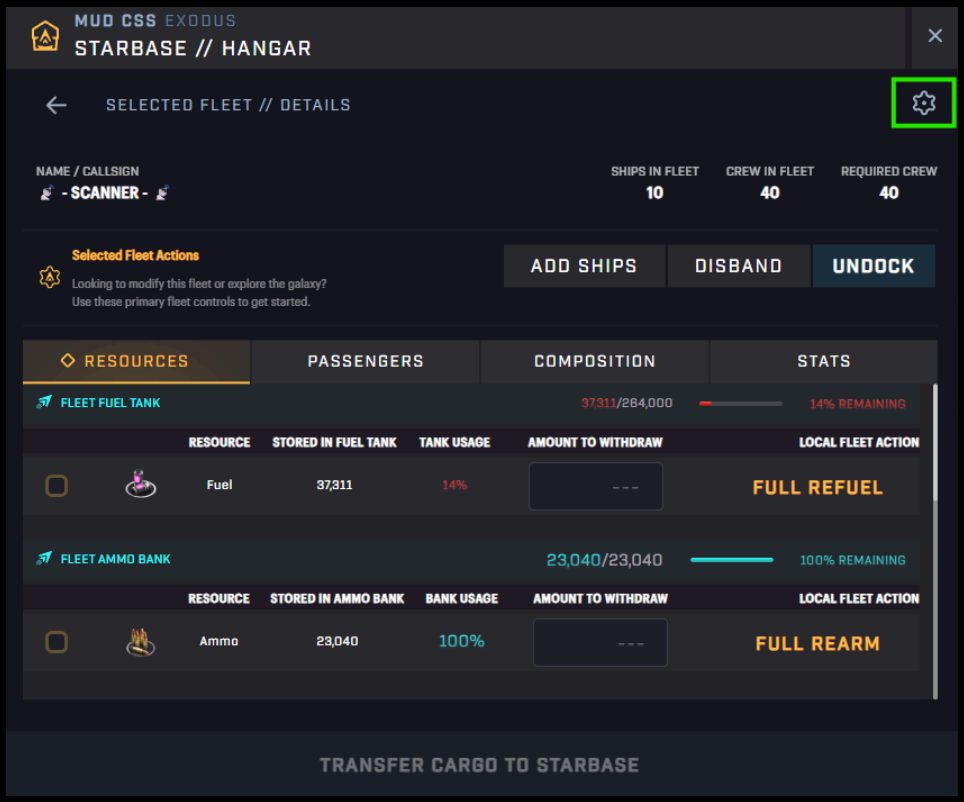
The Gift Bringer

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

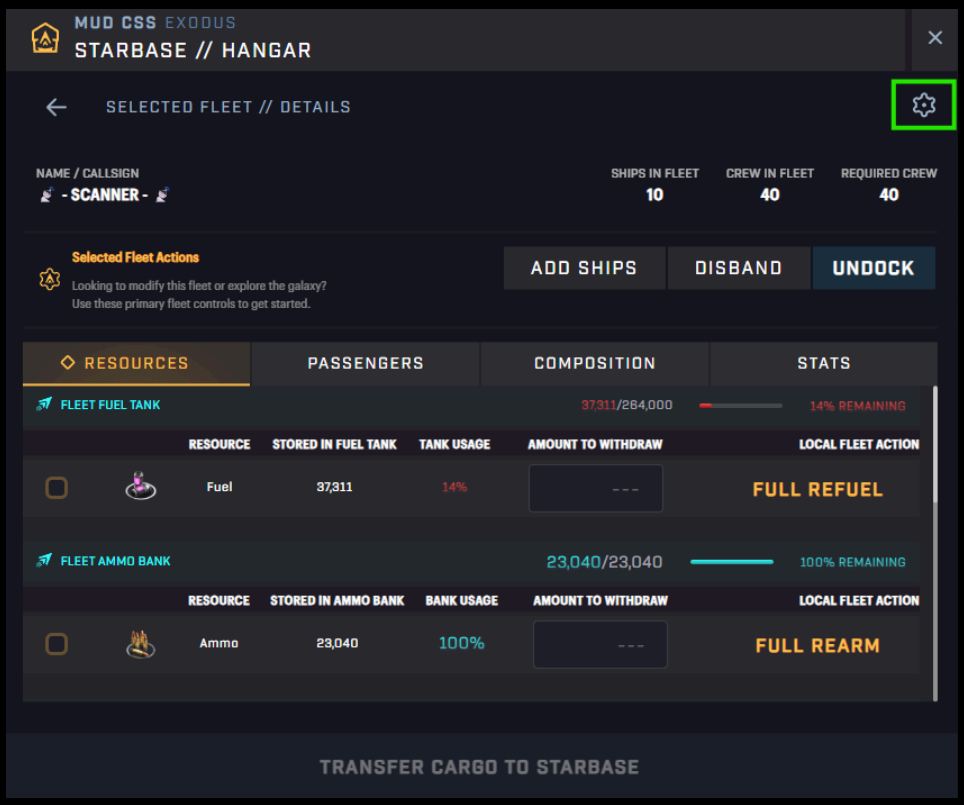
Gel for the People

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

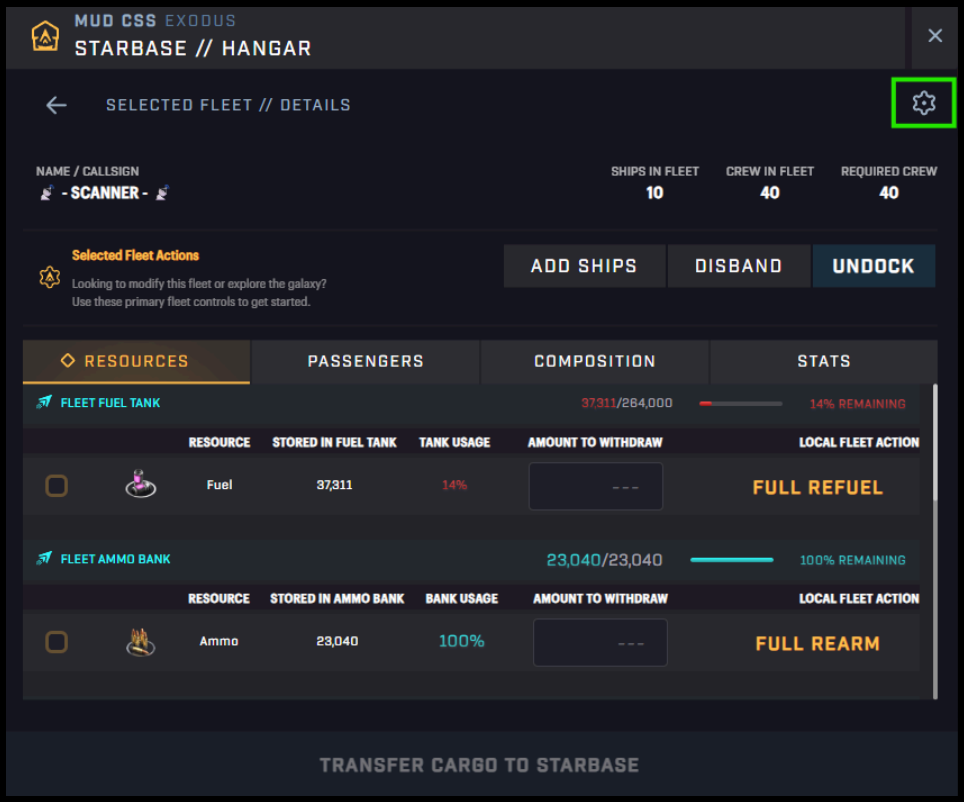
Rare Ores, Big Profits

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

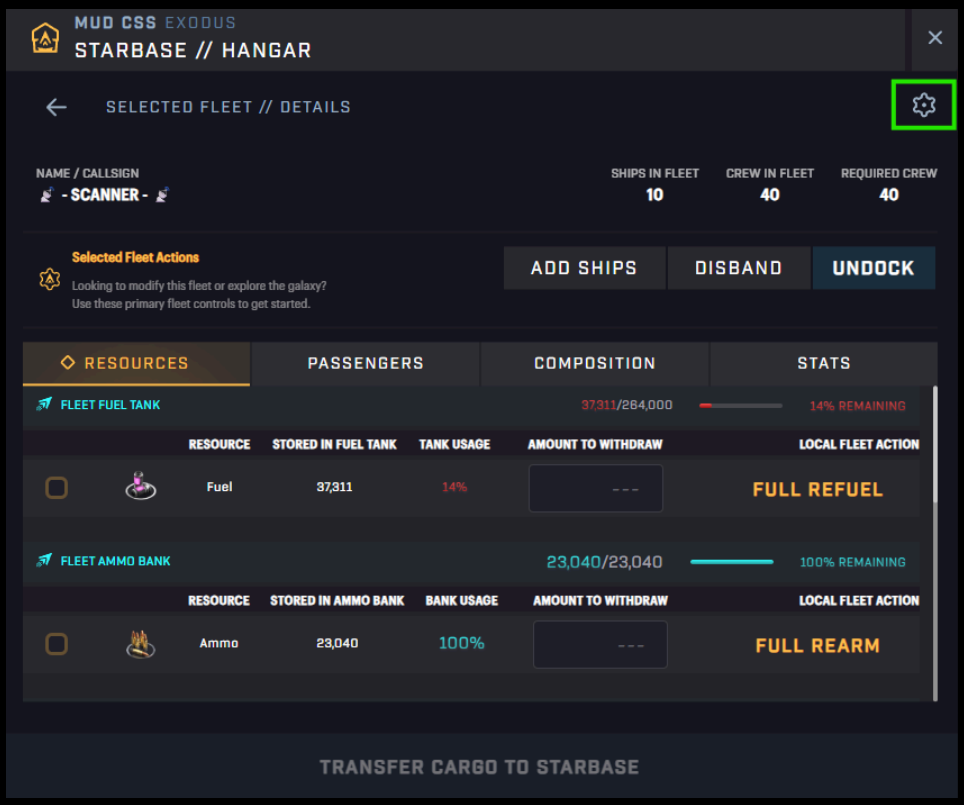
I Am Sort of a Scientist Myself

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

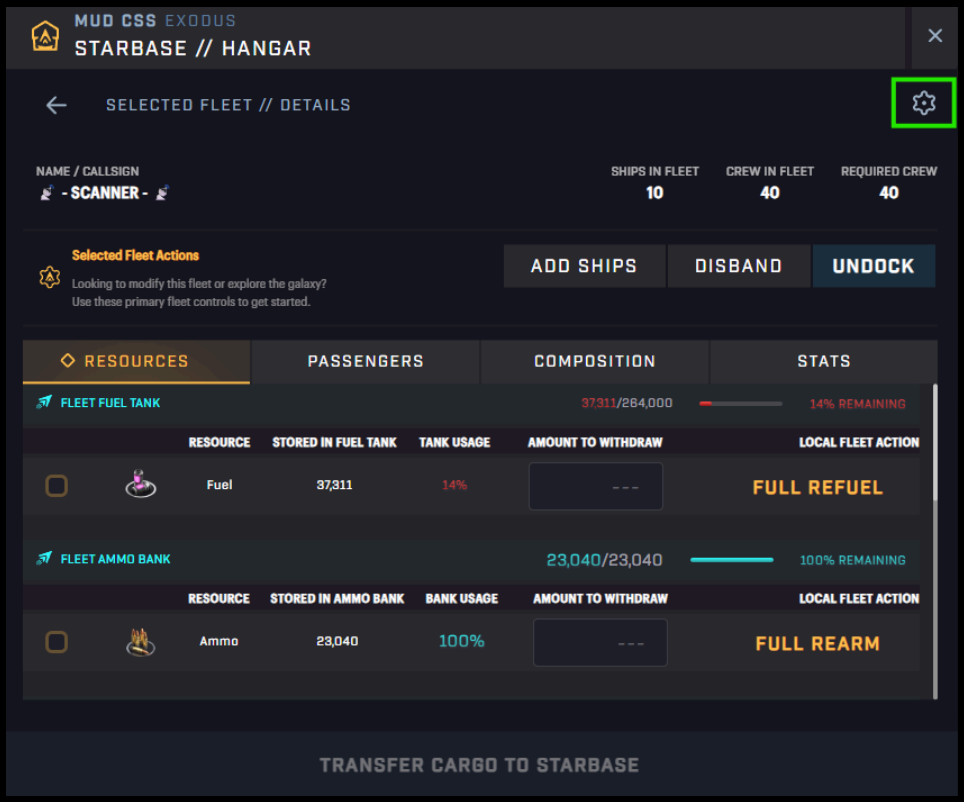
Gold and Titanium Make Galia Go Round

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

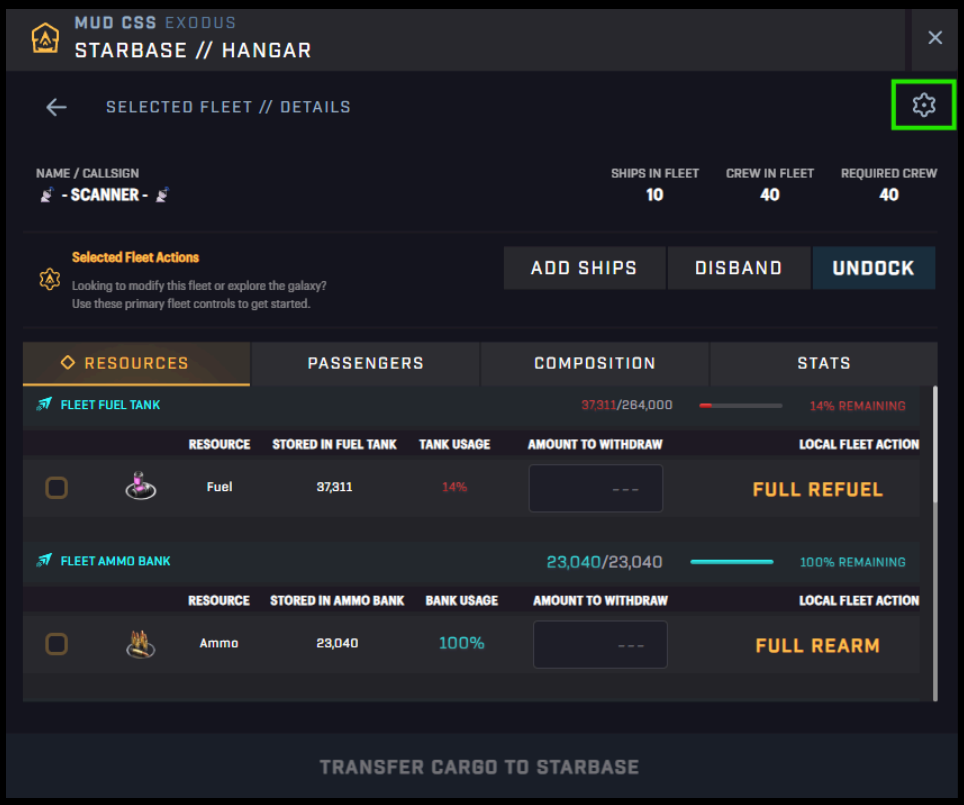
Need More Data

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

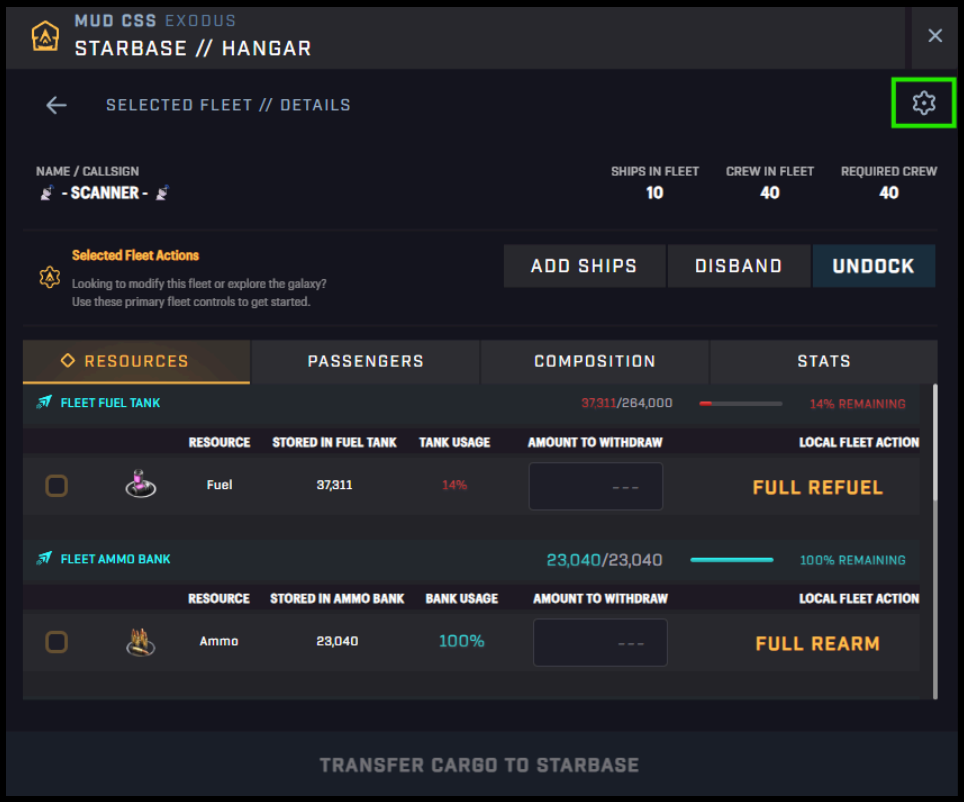
Lasers in the Dark

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

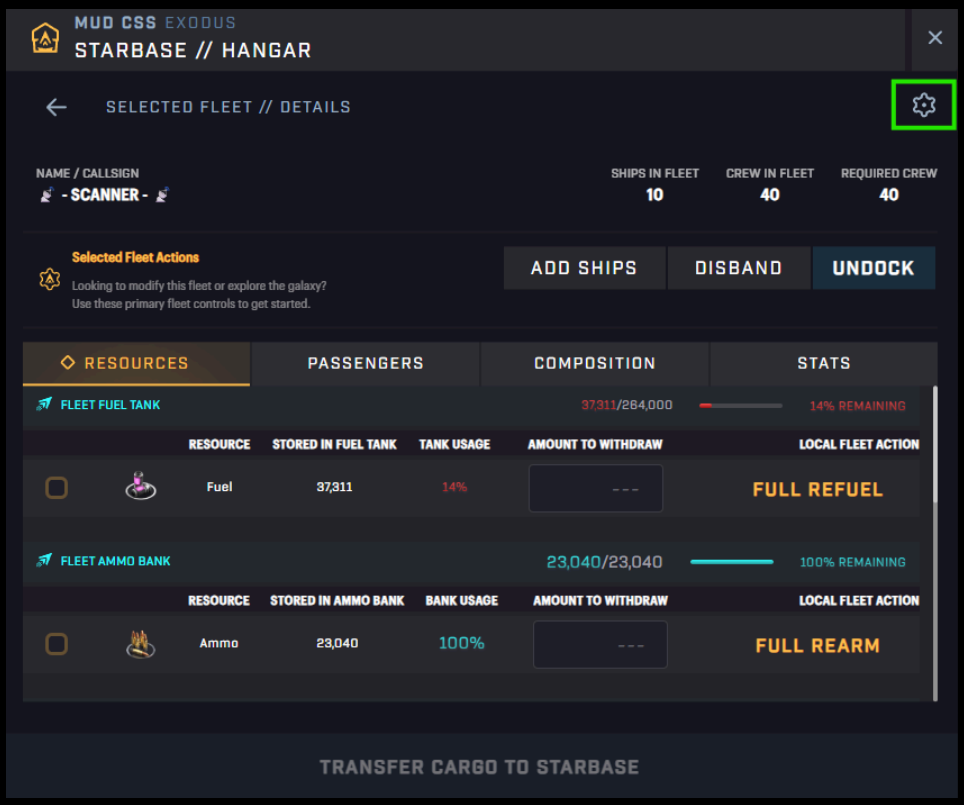
Deploy Stabilization Fields

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

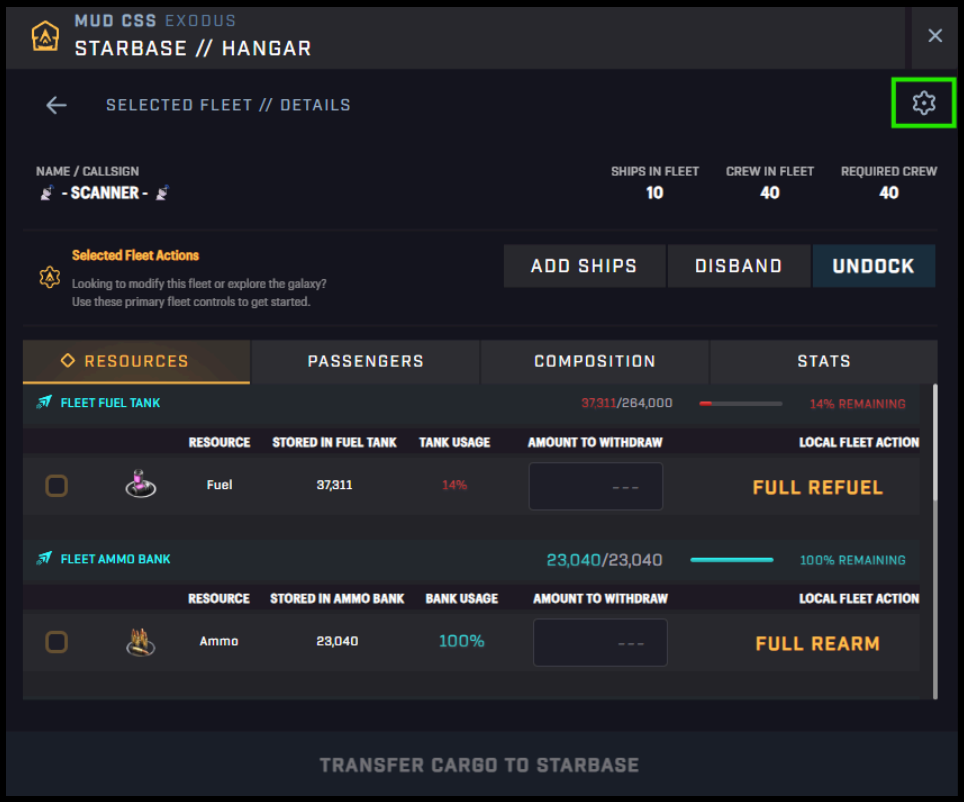
The Butcher Is Online

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

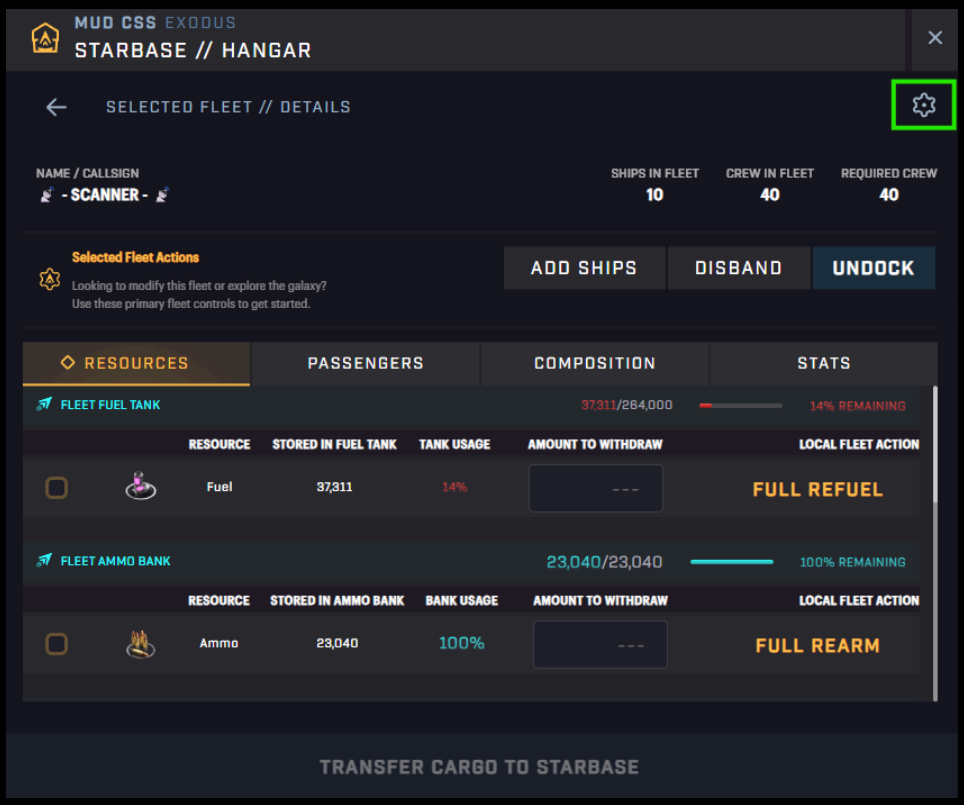
A Huge Feast

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

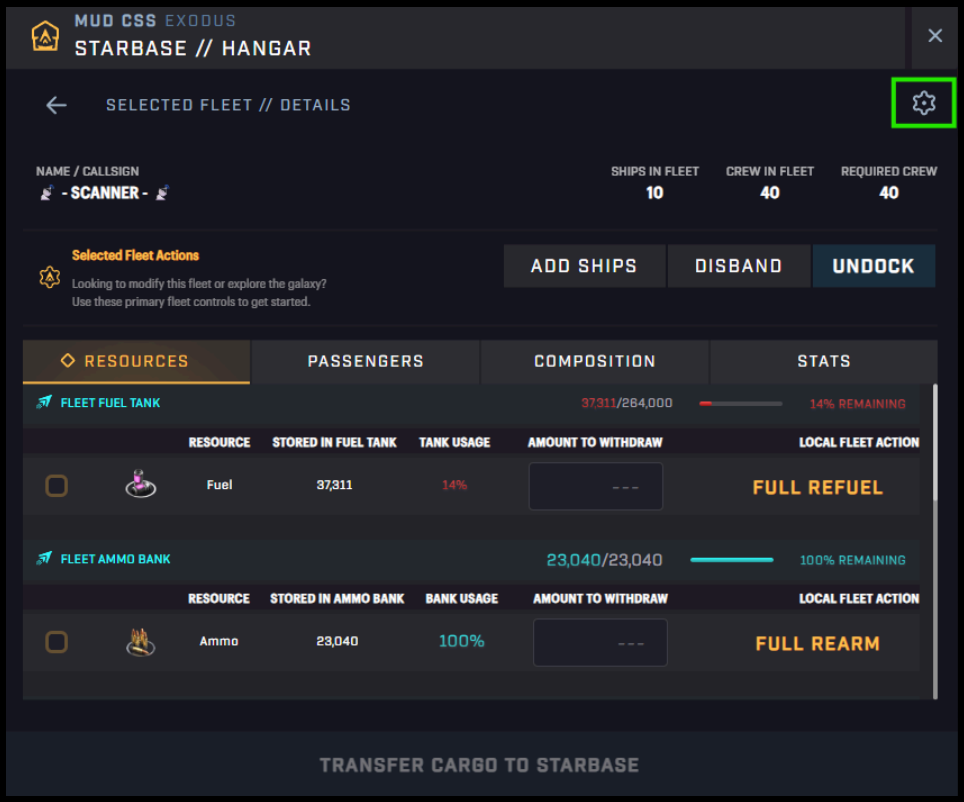
Cooperate to Thrive

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

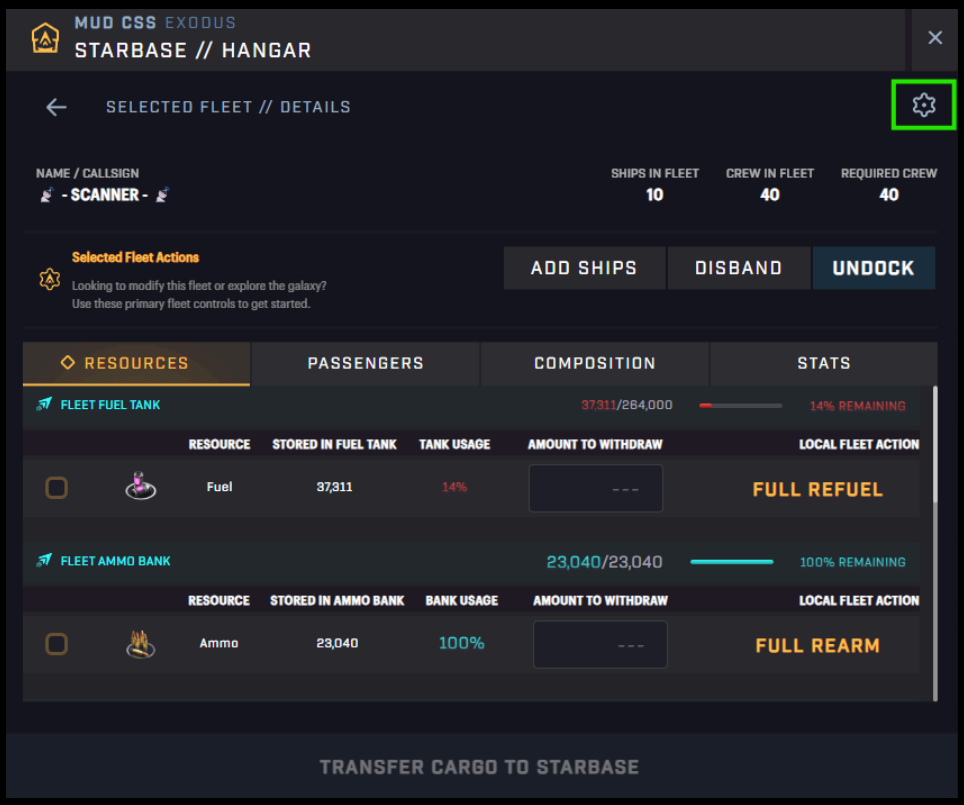
A Recognized Power

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

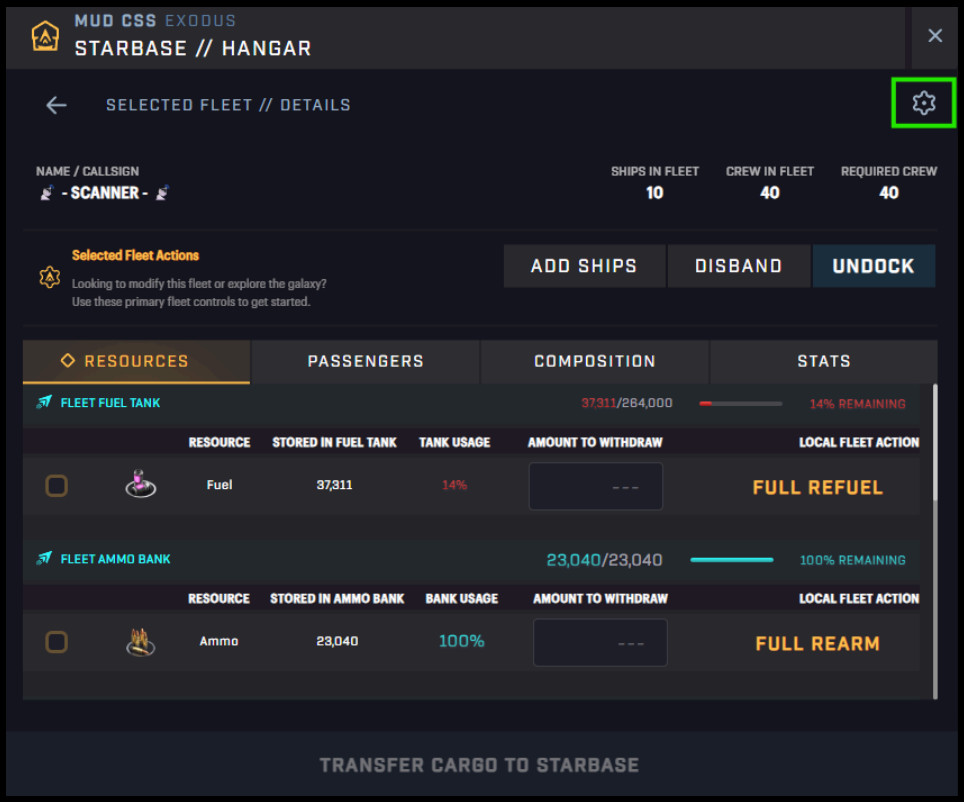
The Logistics of a Newborn Power

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

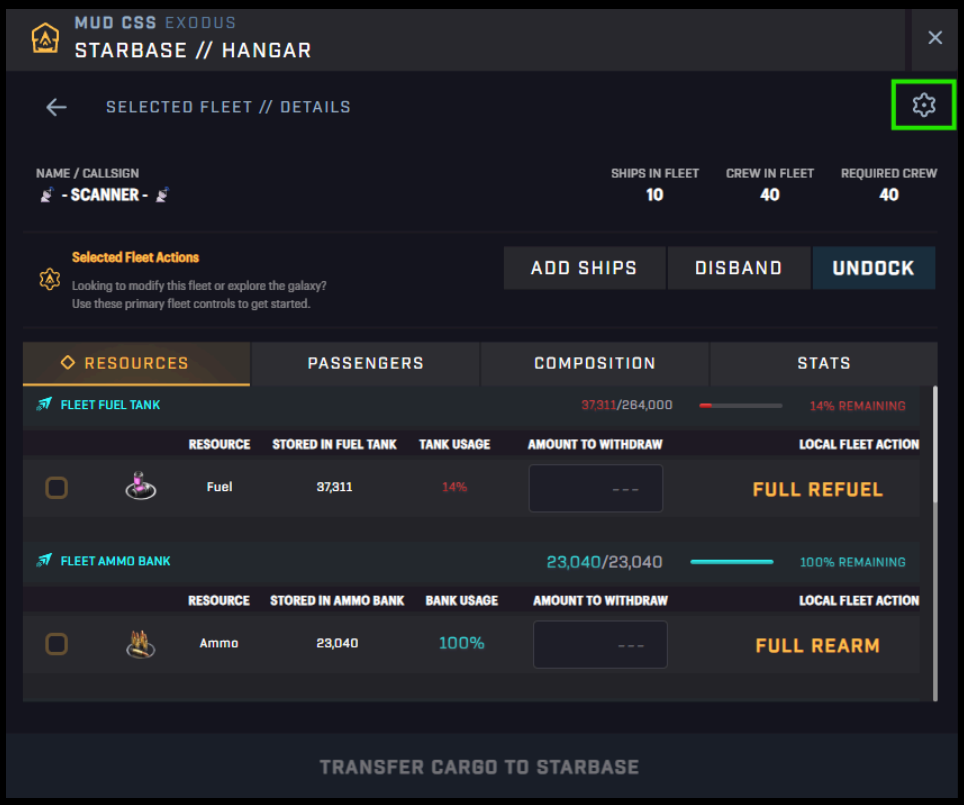
The Industry of War

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

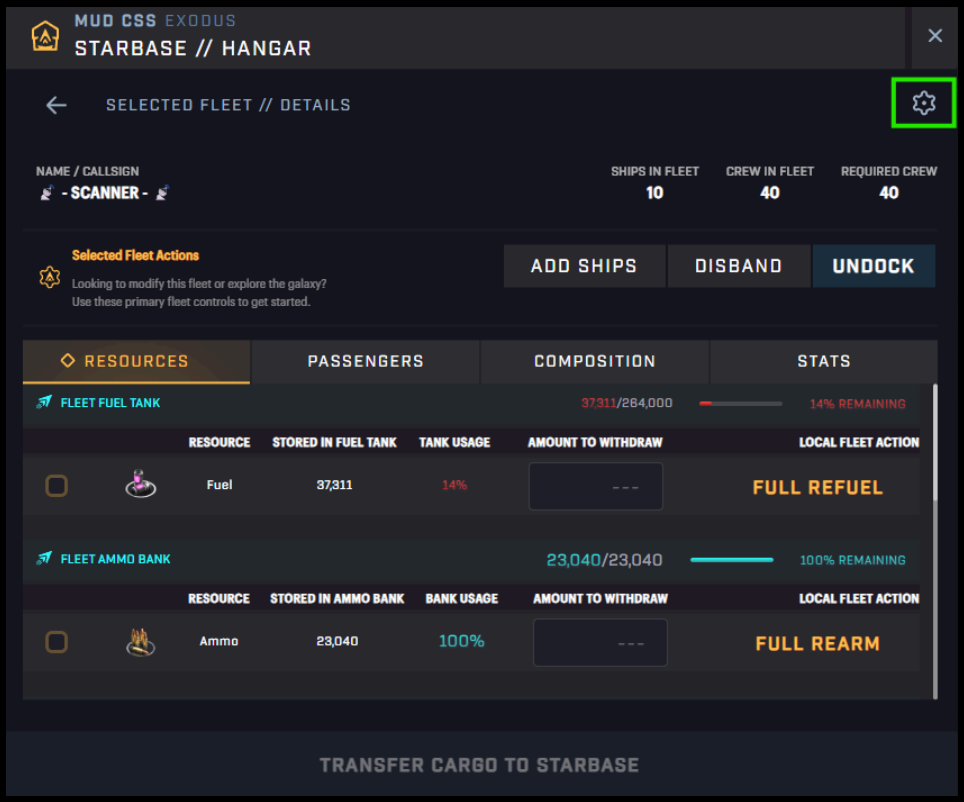
Hold Strong

Quest Objective

- Click “Fleet Settings”

Completion Requirements

- Open the “Hangar” at the CSS and find your new fleet
- Click on your fleet
- Click the small cog - This is the “Fleet Settings”



You can set settings how you want. The quest is completed when you click the cog

Quest Rewards

- 7,820 XP
- 7 Crew

Workarounds

- No workaround required

Expertise Quests

Daily Quest

Mining and Transport - Automation

Crafting & Installing

Fleet Optimization

Combat

Known Issues - BUGS

This section of the guide will be updated as much as possible to stay current with the known issues that are common in the game. If you find a bug or issue that is not located in this list, please report it in the main Star Atlas discord #holosim channel.

Fleets Stuck at “Prisoner of War”

If your fleet is showing prisoner of war at the CSS, this is a UI issue. It will clear itself after time. There is nothing you need to do or can do to make it resolve faster

Inventory Sometimes Appears Empty

One of the most common current issues. Also one of the most troublesome. If your automations/fleet forming/crafting is not working properly, it’s most likely due to the inventory showing 0s. You can click into

crafting then back to inventory and sometimes get the numbers to populate.

Ships Disappear After Crafting

Follow the steps in “FAQ” for “I crafted ships but cannot find them. Where are they?” - This is a very common issue.

Set Route Not Working - In Game Automation

Route Transports Overload and Don’t Return Items

LP System: Unable to claim rewards

Mission Progress Not Updating Reliably

Level Mismatch for Quests

Crafting: Incomplete Deposit Issue

hNPC Purchase Orders For Contracts Not Working Properly

FAQ

I crafted ships but cannot find them. Where are they?

Check your CSS "Inventory". If you see the ships in your inventory do the following:

- Click the "Inventory" icon at the CSS. Locate the ships, select them, then "Export to wallet"

- Close the "Inventory" and click on "Port" at the css

- Click the "Wallet Inventory" tab then the "Ships" tab

- Select the ships and click "Deposit to Starbase" then close the “Port”

- Click on the "Hangar" at the CSS and form your fleet

How do I save? How do I restore my game on a new PC or browser?

You do not need to save your game more than one time. Once you have the password, it’s good forever.

- Go into “Settings” - The cog wheel in the top right of your screen

- Click "Save Game" - Make sure you click the words save game or the arrows next to it, it's very specific

YOU WILL NOT SEE A MESSAGE UNLESS YOU HAVE TOAST NOTIFICATIONS TURNED ON.

- Open Notepad(any text editor) and paste - This will be a long array of integers inside bracket like [0,1,2....3,4]

- **This is your game password(DO NOT SHARE OR LOSE!!)**

To “Restore” your game on a new PC or browser follow these steps

- Open up new browser or browser on new PC and go to the holosim.staratlas.com

- Skip video

- Scroll down and click "Already have account"

- Paste your password and click the check mark to the right

- Refresh the browser

How do I transport crew from one base to another?

Not all ships have passenger slots. Fleets must have passenger slots to move troops. "Transport" class ships

- Dock the fleet you'd like to use to transport troops at the base with extra crew you will move

- Click on the base from the map. From the "Star Base Menu" click "Hangar"

- Click on the fleet you just docked

- Click on the "Passenger" tab

- Click "Fill capacity" - This will load as many crew as the fleet can hold. Adjust numbers to your needs

- Click "Finalize Transaction"

- Undock your fleet and fly to base you'd like the crew working at

- Dock the fleet upon arrival then click the base you just landed at from the map

- Click on the "Hangar" from the "Star Base Menu". Click on the fleet you just docked

- Click on the "Passenger" tab and "Disembark"

- Ensure that you leave the "Required Crew" amount in the fleet if you wish to continue operations

How do I deposit components for the base upgrading quest?

Transport toolkits, some crew(the more crew, the faster the install completes), and your items to a base that's not the CSS.

- Click on the base you wish to upgrade from the map
- Click the "Crafting" icon from the "Star Base Menu"
- Click the "Base Management" tab

- Click "Resupply" under toolkits and add your tools (You have to have a tool supply or upgrades will not progress)

- Add Quantity of Crew you want to dedicate then click "Commit to efforts" under the item you want to install

- Collected your completed installs by following this path: "Base Management" > "Current Jobs" > "Upgrade"

How does combat work? My attacks seem to do nothing?

Simple How To Combat Explanation:

- Move your attack fleet to the same sector as the enemy you want to attack

- When you arrive, open the "Command" menu from the left side panel

- Select your fleet in this command view

- click "Attack" in the buttons at the top of the menu

- Click on the target ship you want to attack.

- Damage done to both you and the fleet you attacked, a counter attack from your enemy is automatic

- Cooldown timer for ap regen shows on the "attack" button at the top of the menu

- when this cooldown timer expires you can fire again

- Rinse and Repeat

- SP regen is Automatic. (This is the blue bar on your fleet info card, your shield)

- HP can only be repaired at a star base with toolkits on site or a fleet with toolkits in the cargo hold.

(This is the red bar on your fleet info card, your health points)

When/Where can I be attacked? When am I safe?

Attackable:

- While Mining

- While Idle

- While Sub-warping

Not Attackable:

- Docked in ANY star base

- In the safe zone circle

- While Warping

Disclaimer