

HOW TO

H O L O S I M

CURRENT GAME STATUS: OPERATIONAL

Season 1 - Chapter 1
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zATLAS
Resources
Ships
Permits

Quests Overview

Tutorial Quests

Welcome to the Holosim!
I Am Holosim
Getting Started
Learning The Basics
Leaving The Nest
Fuel Of The Forgotten Stars
Into The Deep
Fast And Furious
Slow And Steady
The Art Of War
Exploring The Void
The Star Atlas
Making Water
The Delivery Has Arrived
Tools Of The Trade
Galactic Tycoon
They Grow Up Fast
Ready To Roll
The Last Gift
Saving Progress

Storyline Quests

The Lady In Gold
A Bad Start
Making Up The Numbers
Doing The Right Thing
Need Backup
Making New Friends

Gathering Components
Provision Lines
We Are So Back
Stocking Supplies
Supporting Your Local Business
Mise en Place
Picking Your Career
New Tactics
No Good Deed Goes Unpunished
Resource Requisition
Reinforcing The Frontiers
Vibe Research
Protecting Your People
Forging a Reputation
Patch the Hulls, Ready the Hearts
Build Relationships
The Gift Bringer
Gel for the People
Rare Ores, Big Profits
I Am Sort of a Scientist Myself
Gold and Titanium Make Galia Go Round
Need More Data
Lasers in the Dark
Deploy Stabilization Fields
The Butcher Is Online
A Huge Feast
Cooperate to Thrive
A Recognized Power
The Logistics of a Newborn Power
The Industry of War
Hold Strong

Expertise Quests

Daily Quest

Mining and Transport - Automation

Crafting & Installing

Fleet Optimization

Combat

Known Issues - BUGS

FAQ

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

Leaderboard Rewards

Top 1,500 players on the Holosim leaderboard get USDC.

-  1st: 300 USDC + Armstrong IMP Tap + 5x Platinum 5 Crew Pack + .02 Solana
-  2nd: 200 USDC + Armstrong IMP Tip + 3x Platinum 5 Crew Pack + .02 Solana
-  3rd: 150 USDC + Calico Scud + 2x Platinum 5 Crew Pack + .02 Solana
-  4th-10th: 100 USDC each + Calico Maxhog + Gold 5 Crew Pack + .02 Solana
-  11th-50th: 50 USDC each + VZUS solos + Silver 5 Crew Pack + .02 Solana
-  51st-500th: 5 USDC each + Silver 1 Crew Pack + .02 Solana
-  501st-1500th: 1 USDC + .02 Solana

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

✓ Completionist Bundle

The first 1,000 people to complete the quest line will get a welcome bundle. Bundle includes a VZUS solos, a solflare VZUS solos ship skin and .02 SOL each.



Powered by
Solflare

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

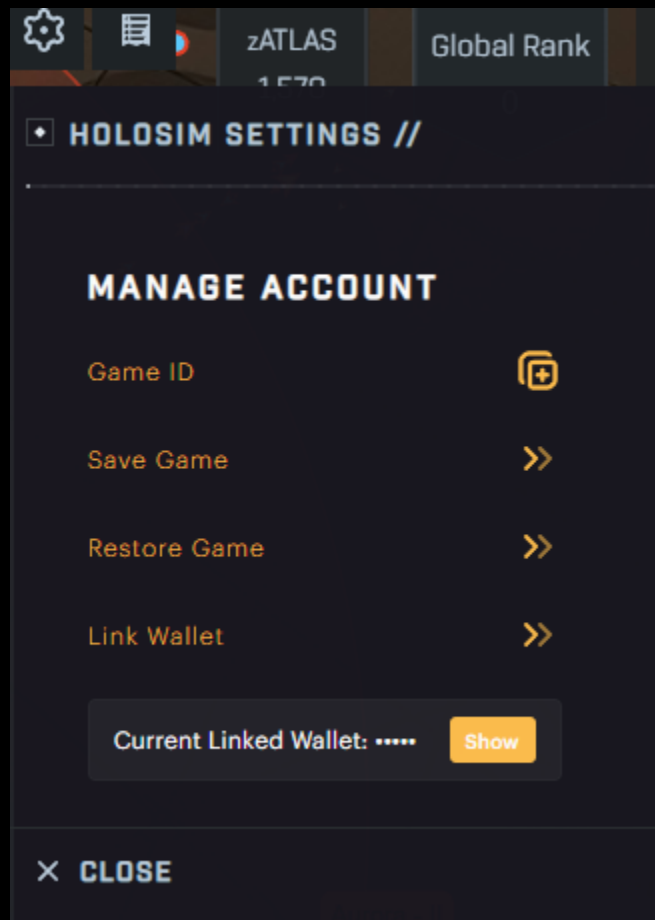
DETAILED INFORMATION BELOW

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

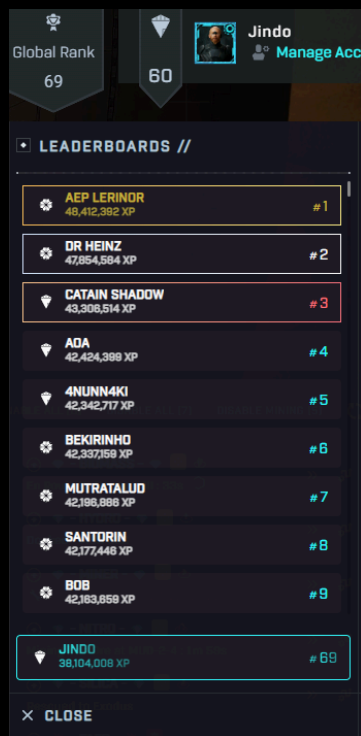
- **TOAST NOTIFICATIONS**
 - These notifications are off by default
 - They tend to clutter the screen once you have many fleets working
 - You can see all transactions happening with these on
 - Helpful when scanning for sdus as it will show % of finding
- **SECURITY ZONES**
 - The colored circle around 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



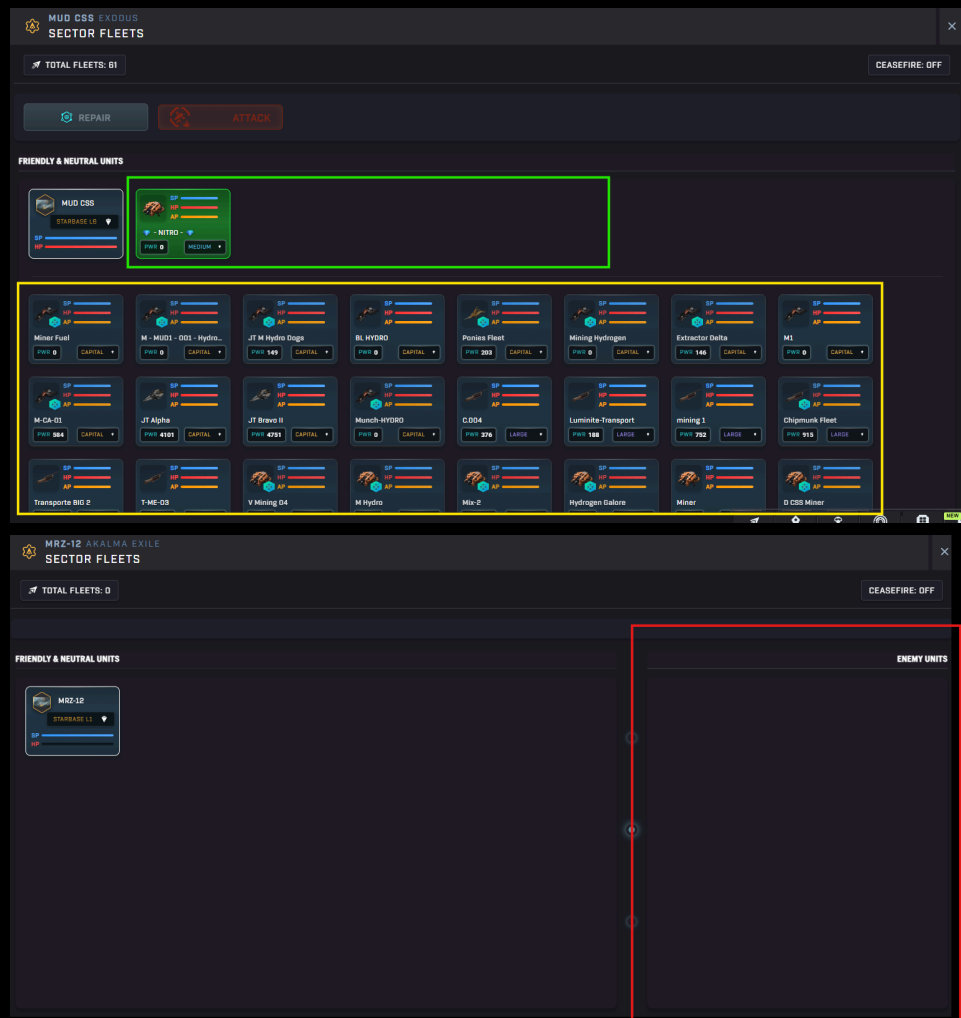
Star Base Menu

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”

MUD CSS EXODUS
STARBASE // HANGAR

REFUEL ALL REARM ALL UNLOAD ALL CARGO UNDOCK ALL

NAME / CALLSIGN	FUEL STATUS	AMMO BANK	CARGO HOLD
◆ - BIOMASS - ◆ SHIPS IN FLEET 2 CREW IN FLEET 24	211K/211K 100% remaining	15552/15552 100% remaining	3416/104K 3% capacity
◆ - HYDRO - ◆ SHIPS IN FLEET 2 CREW IN FLEET 6	20250/20250 100% remaining	3888/3888 100% remaining	0/12960 0% capacity
◆ - MINER - ◆ SHIPS IN FLEET 19 CREW IN FLEET 73	453K/453K 100% remaining	36936/36936 100% remaining	37/265K 0% capacity
★ - THE OTHER GUYS - ★ SHIPS IN FLEET 32 CREW IN FLEET 96	1365/324K 0% remaining	0/62208 0% remaining	82944/82944 100% capacity

Expand your empire
Need additional fleets to achieve your goals?
Launch the fleet formation control to get started.

FORM A NEW FLEET

- 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.

MUD CSS EXODUS
STARBASE // OPERATIONS

CRAFT WORKSHOP CURRENT JOBS BASE MANAGEMENT

Crafting Workshop Staffing AVAILABLE CREW: 37 TOTAL STARBASE CREW: 1,038

Standard Crafting Recipes Meta Crafting Recipes

SEARCH RECIPES... AVAILABLE CRAFT OPTIONS // ALL

Aerogel

Aerogel Contract

Ammunition

Arco Contract

Armstrong IMP (CAP)

Armstrong IMP Tap (M)

Armstrong IMP Tip (S)

Calico Compact Hero (M)

TIER 3 // AEROGEL

CONSUMABLE INGREDIENTS

Silica
In Starbase: 0
Required: 2

Nitrogen
In Starbase: 228,874
Required: 3

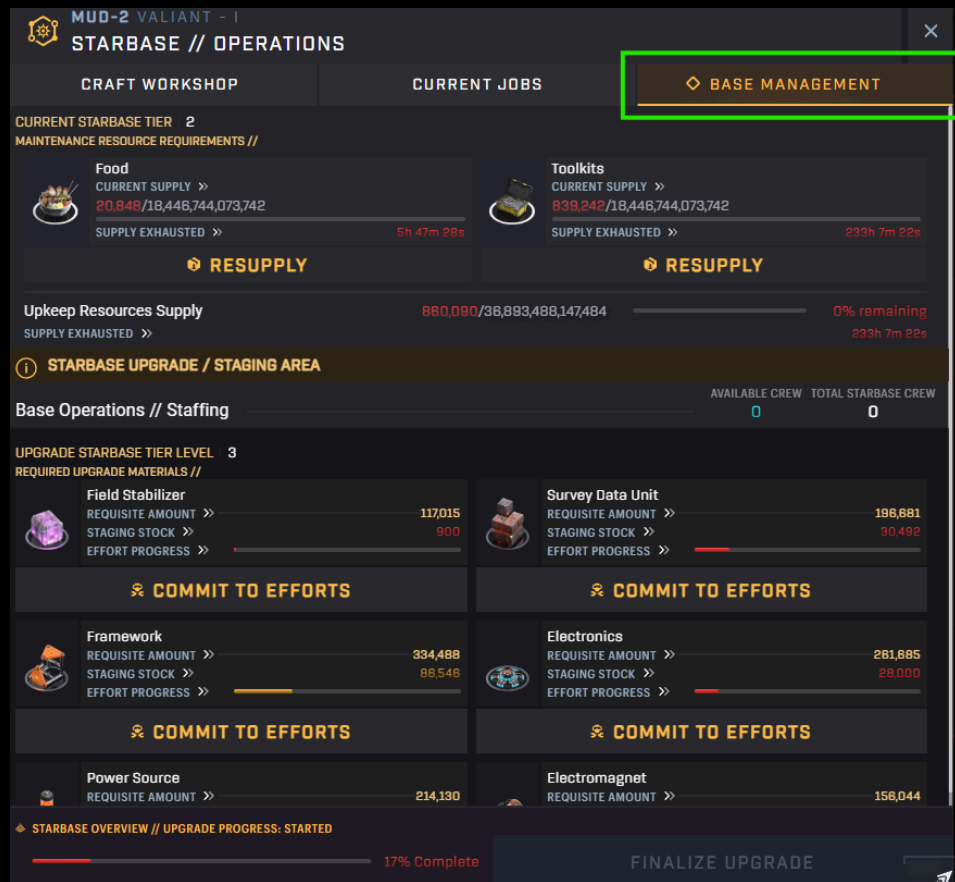
RESULT

Aerogel
In Starbase: 8
Output: 1

QUANTITY TO CRAFT ASSIGNED CREW (37 AVAILABLE) Crafting Fee: 0.000011

1 MAX 1 CANNOT CRAFT

- 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)

MUD CSS EXODUS
STARBASE // MY LOCAL INVENTORY

	PRIORITY CARGO ITEMS	STORED IN WALLET	IN STARBASE	AMOUNT TO TRANSFER
<input type="checkbox"/>	Ammunition	0	127,943	---
<input type="checkbox"/>	Food	0	171,441	---
<input type="checkbox"/>	Fuel	0	0	---
<input type="checkbox"/>	Toolkit	0	168,236	---
	CARGO ITEMS	STORED IN WALLET	IN STARBASE	AMOUNT TO TRANSFER
<input type="checkbox"/>	Hydrogen	0	17,828,306	---
<input type="checkbox"/>	Copper	0	3,393,264	---
<input type="checkbox"/>	Carbon	0	2,213,535	---
<input type="checkbox"/>	Biomass	0	1,584,845	---
<input type="checkbox"/>	Gold	0	923,781	---

IMPORT FROM WALLET
 EXPORT TO WALLET

WANT TO TRANSFER ASSETS TO ONE OF YOUR FLEETS?
 First, select the fleet you would like to transfer your assets to and proceed with asset transfer. Fleets are supplied assets from your Starbase inventory.

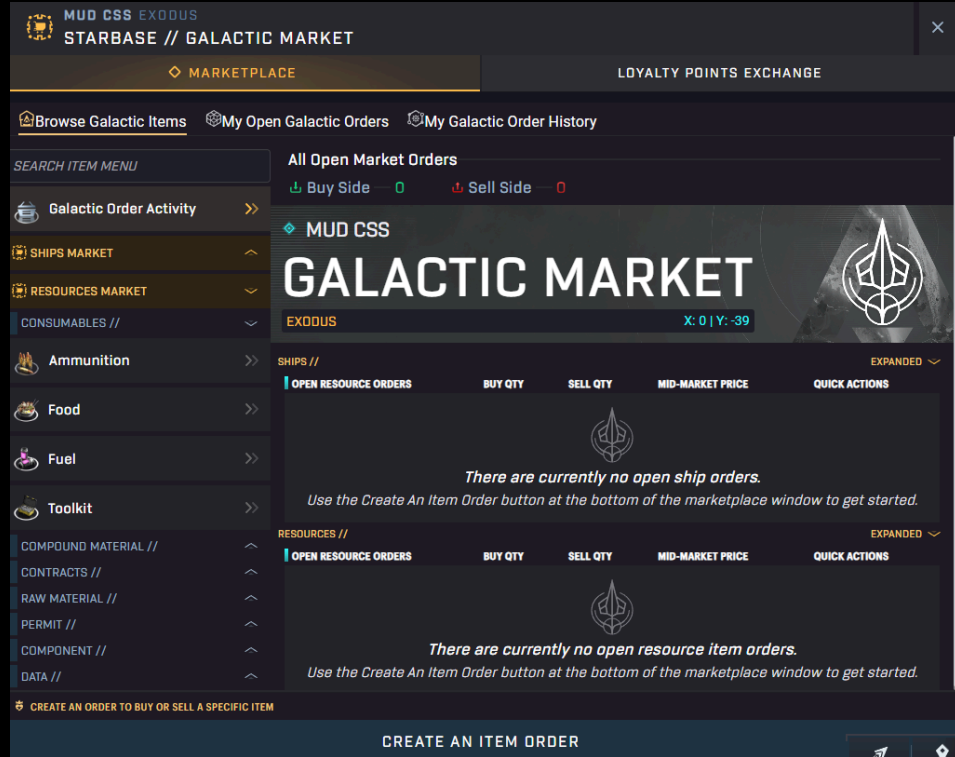
Crew

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

MUD CSS EXODUS			
STARBASE // CREW QUARTERS			
CREW // CURRENT UTILIZATION			
	TOTAL GALIA CREW	TOTAL ENGAGED	TOTAL IN STARBASE
CREW POPULATION OVERVIEW	1,806	1,001	1,038
CREW IDLE AT THIS STARBASE			37
<i>These crew are not currently engaged in an activity.</i>			
CREW ENGAGED AT THIS STARBASE			1,001
<i>These crew are busy and unavailable until their tasks complete.</i>			
ADDITIONAL CREW DETAILS			
CREW WORKING REMOTELY			177
<i>These crew have been assigned to a task at another Starbase.</i>			
CREW ASSIGNED TO OR TRAVELING ONBOARD FLEETS			591
<i>These crew are currently onboard a fleet as crew or passengers.</i>			
ADDITIONAL DETAILS			
<small>*Idle crew will be available to depart Galia via the Port of Entry. Crew currently engaged in tasks, travel, and working remotely must remain at their post.</small>			

Market

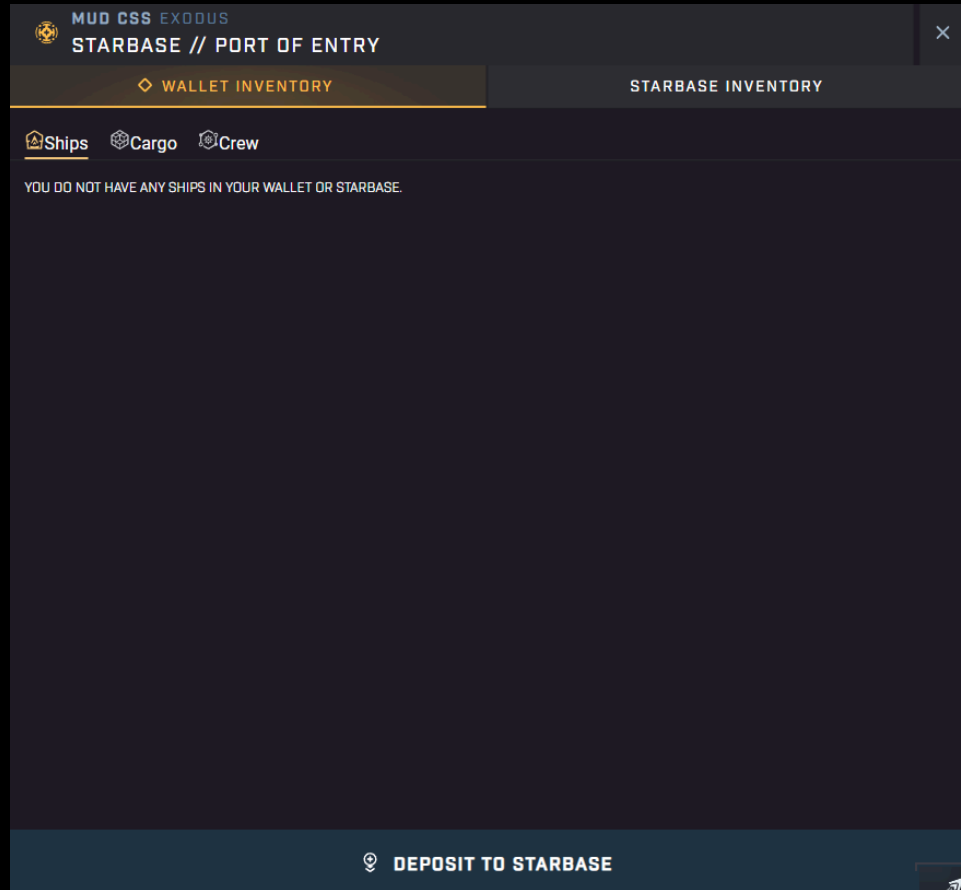
- The "MARKET" at the CSS will show the "Galactic Market" aka the Global market between all factions
- The markets at all other bases will show a local market only available to the faction
- You can place buy/sell orders at all markets.
- You can instantly purchase items from other players or npcs



- 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.

MUD CSS EXODUS
STARBASE // DETAILS

MINEABLE ASSETS IN THIS SECTOR

RESOURCE	TYPE	HARDNESS	SYSTEM RICHNESS	TOTAL MINED
Hydrogen		100	100	13,317,223,636

STARBASE INFORMATION AND DETAILS


Key	7NpA...d9t6
Name	MUD Central Space Station
Crafting Facility	4va8...9Hvd
Upgrade Facility	2e7r...wx9D
Sector Coordinates	X: 0 Y: -39
Faction	MUD
State	Active
Level	6
HP	20,380,800
SP	6,105,000
Upgrade State	NotStarted
Upkeep Ammo Balance	0
Upkeep Food Balance	31,788,484
Upkeep Toolkit Balance	0

PLAYER INFORMATION AND DETAILS

Main Menu Bar



My Fleets

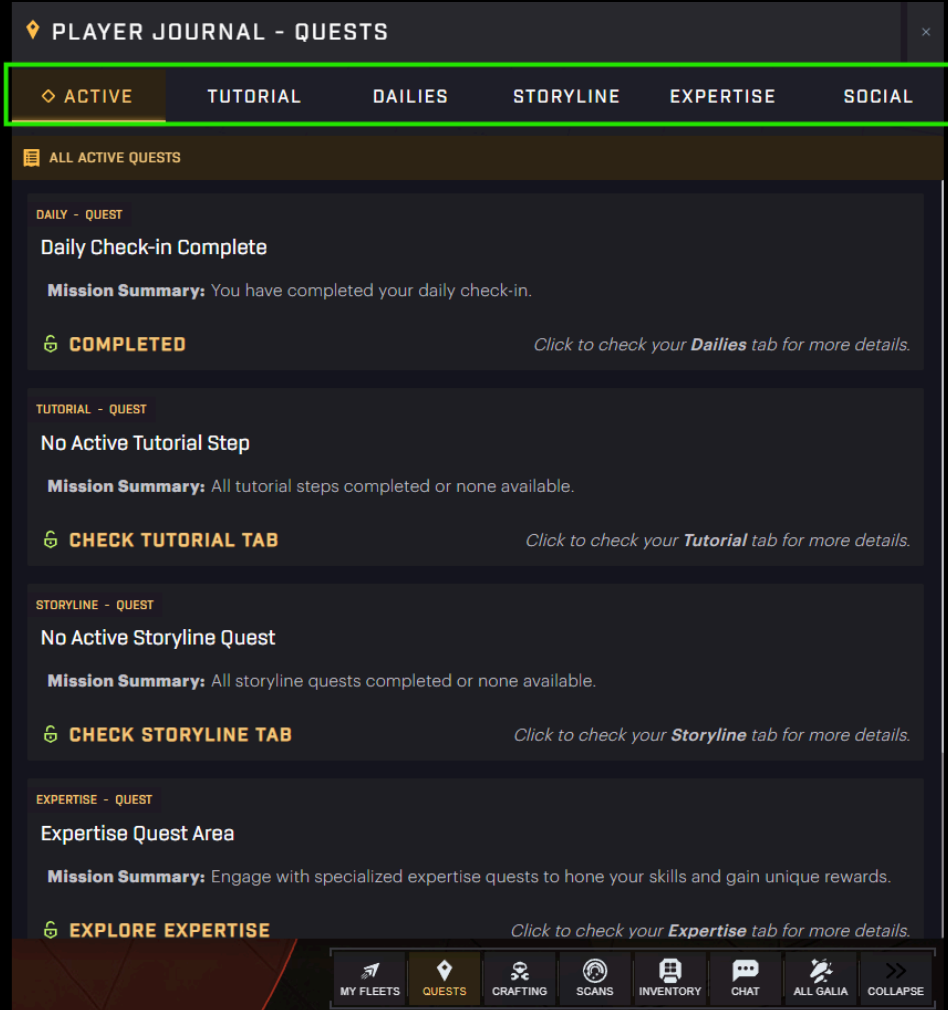
- The “MY FLEETS” tab will show all your formed fleets
- You can set automation for each fleet from this menu
 - 
- You can select a fleet from this menu for manual operations



- 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

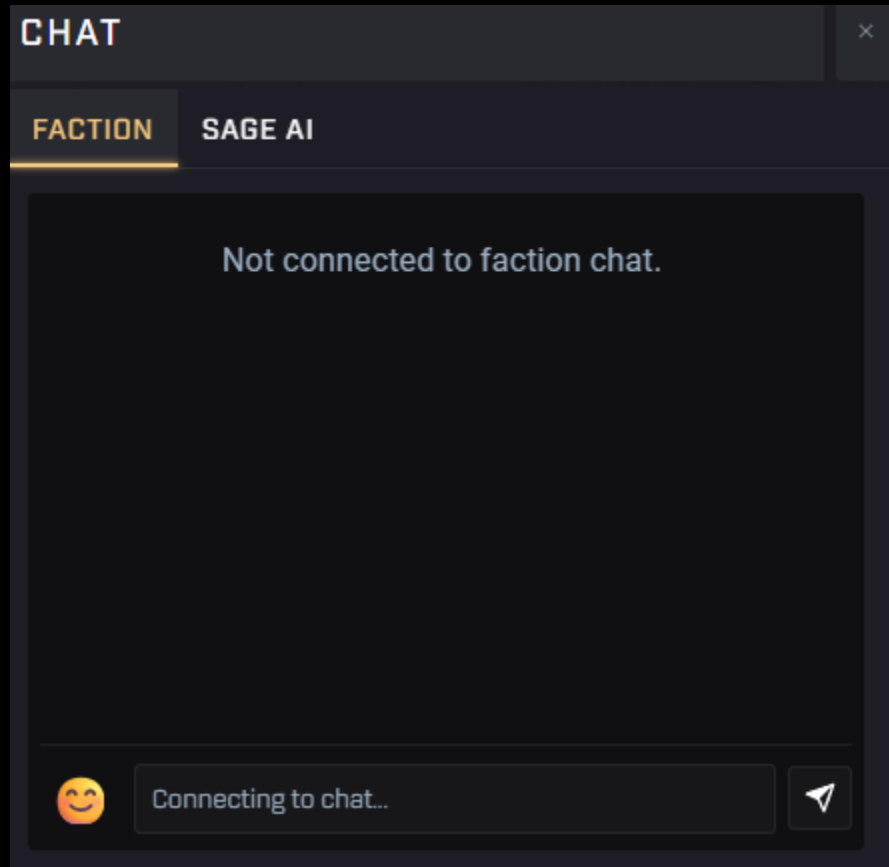
Inventory

- 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



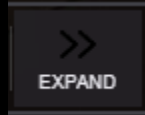
- The SAGE AI tab within the chat area will grant you access to SAGE AI
 - Ask SAGE AI any question you want
 - Helps with quest
 - Helps with fleet building - Composition
 - Any answer you cannot find in this guide, ask SAGE AI

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

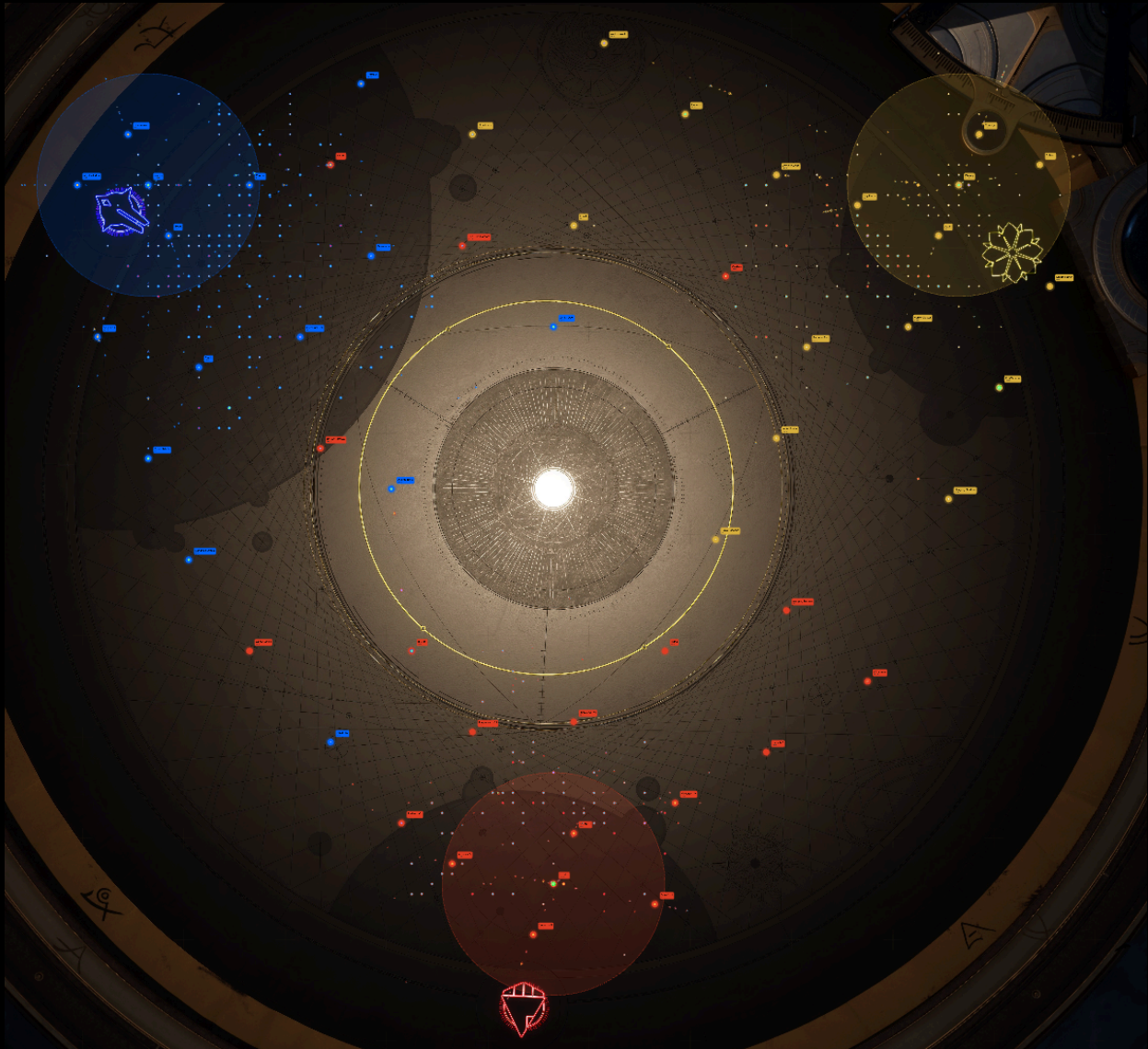
- The map is a grid system, each grid tile is called a sector
- You will often see people refer to specific coordinates such as 0,0
- This is in reference to a specific tile/sector.

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

STEP 3 / 3



Deposit Power Source: 400

Mission Summary:

Fimbul asks you to help them upgrade their Starbase. Go to the Starbase management tab on the Starbase crafting menu and: - Deposit 1,350 Framework. - Deposit 360 Electronics. - Deposit 400 Power Source.

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

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



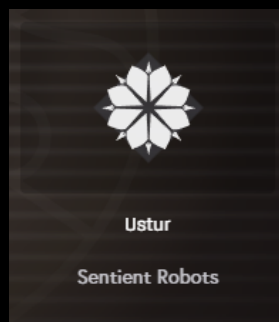
- **MUD** Central Space Station is **EXODUS**
- Bases used for contract redemption quest progress
 - **Bluvael** - MRZ-9 - Food/Plastics/Metals
 - **Ilidae** - MRZ-6 - Food/Plastics/Metals
 - **Izar 248** - MRZ-7 - Food/Plastics/Metals
 - **Redam - VII** - MRZ-1 - Aerogel
 - **Abyd - IX** - MRZ-3 - Aerogel
 - **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

MUD CSS EXODUS
STARBASE // MY LOCAL INVENTORY

	PRIORITY CARGO ITEMS	STORED IN WALLET	IN STARBASE	AMOUNT TO TRANSFER
<input type="checkbox"/>	 Ammunition	0	0	---
<input type="checkbox"/>	 Food	0	0	---
<input type="checkbox"/>	 Fuel	0	0	---
<input type="checkbox"/>	 Toolkit	0	0	---

	CARGO ITEMS	STORED IN WALLET	IN STARBASE	AMOUNT TO TRANSFER
<input type="checkbox"/>	 Aerogel	0	0	---
<input type="checkbox"/>	 Aerogel Contract	0	0	---
<input type="checkbox"/>	 Arco	0	0	---
<input type="checkbox"/>	 Arco Contract	0	0	---
<input type="checkbox"/>	 Biomass	0	0	---
<input type="checkbox"/>	 Biomass Contract	0	0	---

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

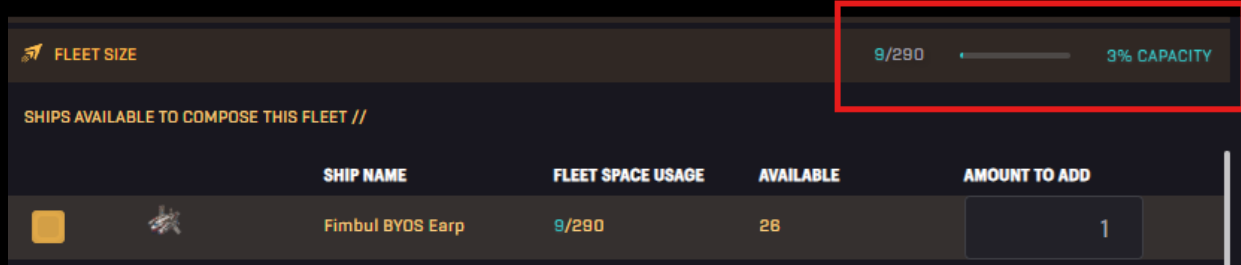
- Components
- Compounds
- Contracts
- Permits
- More information will be provided upon need throughout this guide


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



SHIP NAME		FLEET SPACE USAGE	AVAILABLE	AMOUNT TO ADD
	Fimbul BYDS Earp	9/290	28	1

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**

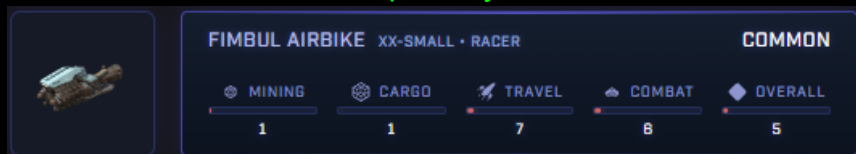


RACER

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

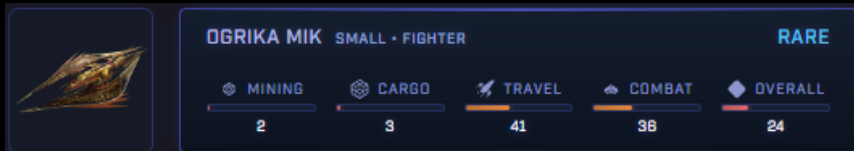
- **FIMBUL BYOS EARP - SMALL**

- 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

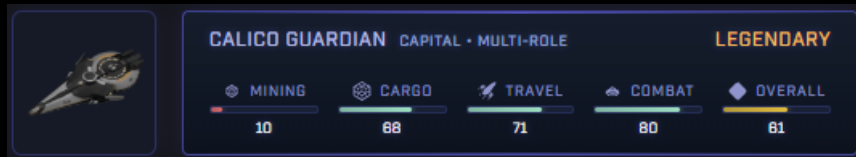
Extra Passenger slots, better warp range, decent cargo, and decent combat

▪ **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
- Kompakt 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.

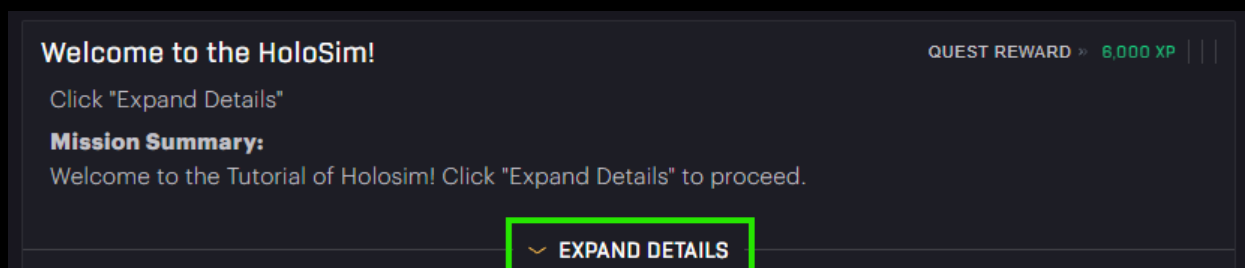
Welcome to the HoloSim!

Quest Objective

- Click "Expand Details"

Completion Requirements

- Click "Expand Details" within the quest information box - Shown Below



Welcome to the HoloSim! QUEST REWARD > 6,000 XP

Click "Expand Details"

Mission Summary:
Welcome to the Tutorial of HoloSim! Click "Expand Details" to proceed.

EXPAND DETAILS

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

I am Holosim QUEST REWARD 9,000 XP | 1 ⚙️ | 4 👤

Click "Expand Details"

Mission Summary:
Click "Expand Details" to initialize your accounts.

EXPAND DETAILS

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

I am Holosim QUEST REWARD 9,000 XP | 1 ⚙️ | 4 👤

Click "Expand Details"

Mission Summary:
Click "Expand Details" to initialize your accounts.

EXPAND DETAILS

Workarounds

- No workaround required

Getting Started

Quest Objective

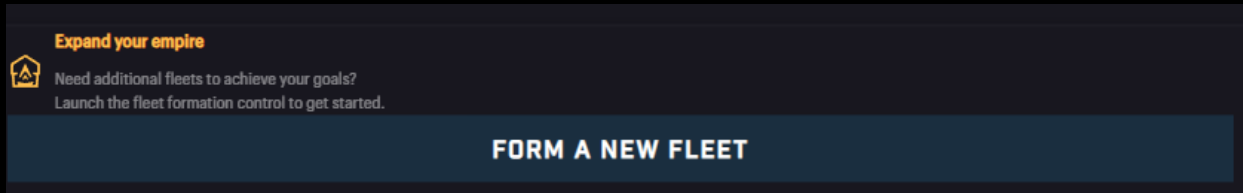
- Form a fleet

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”

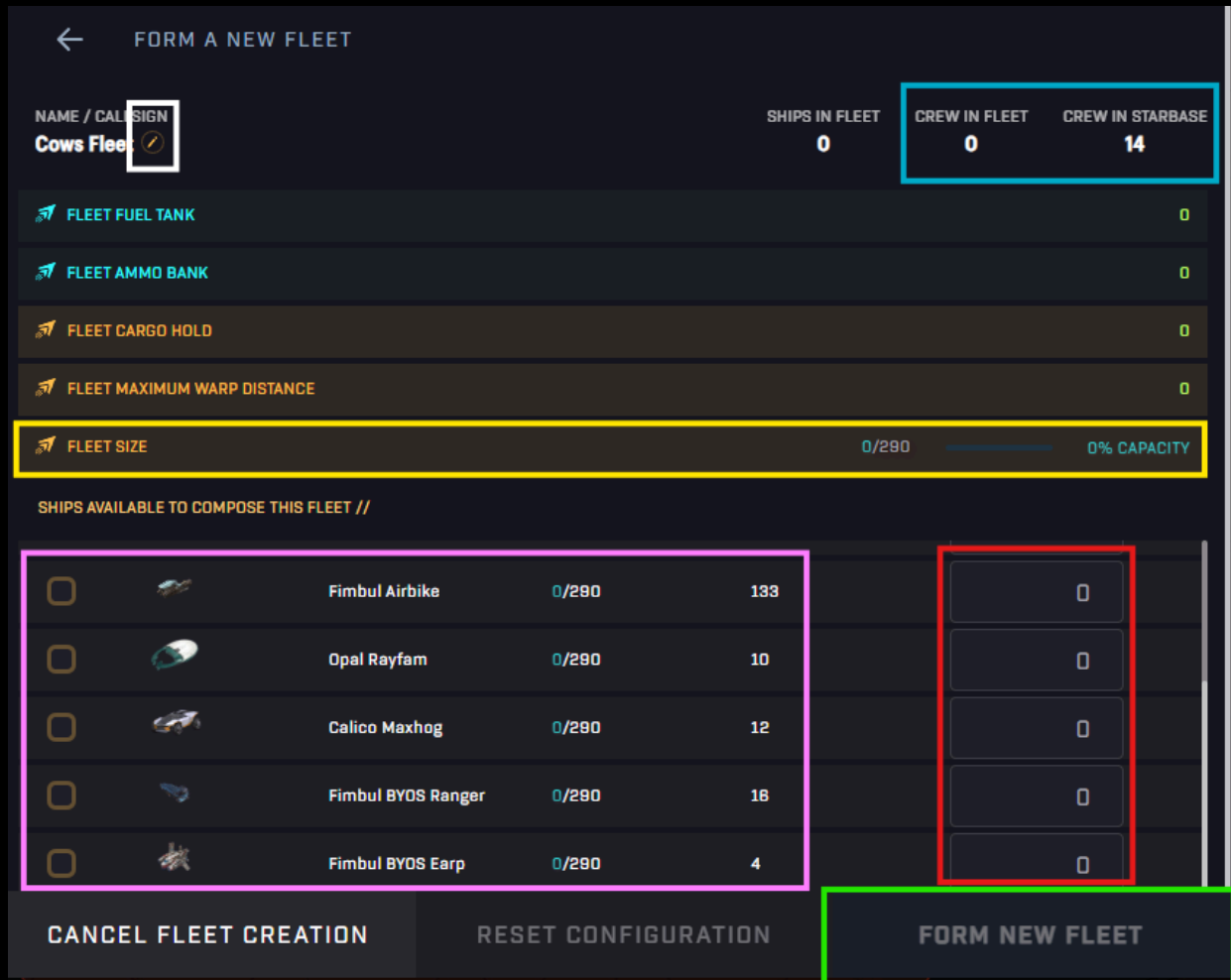


- Click “Form A New Fleet” at the bottom of the Hangar pop up



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.

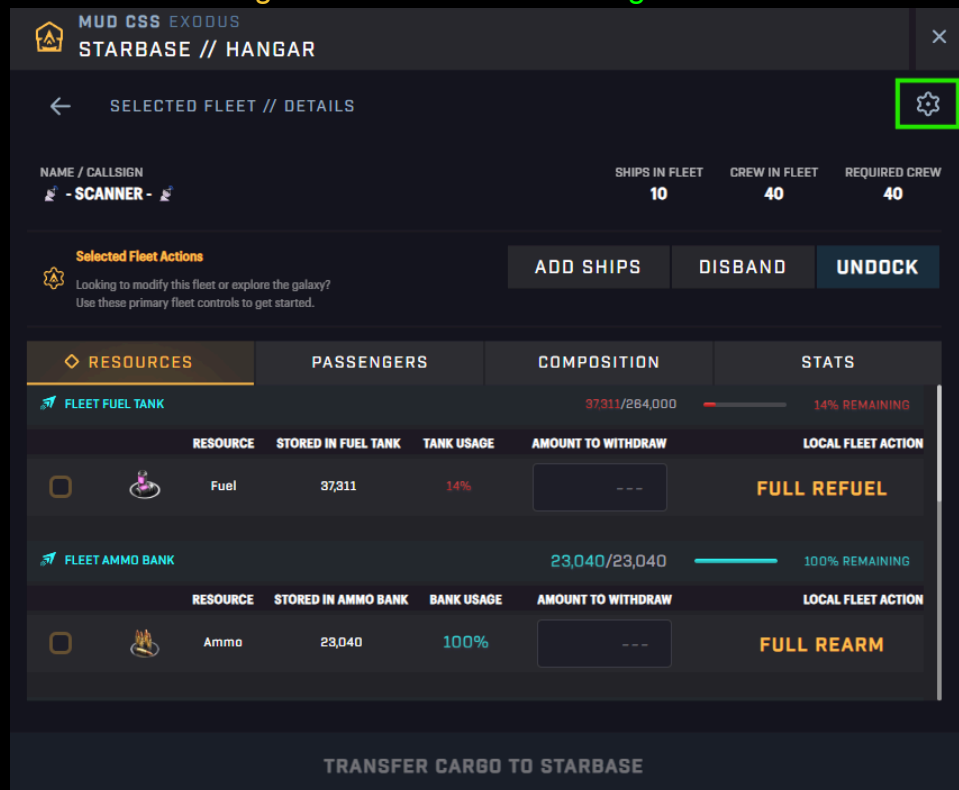
Learning The Basics

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

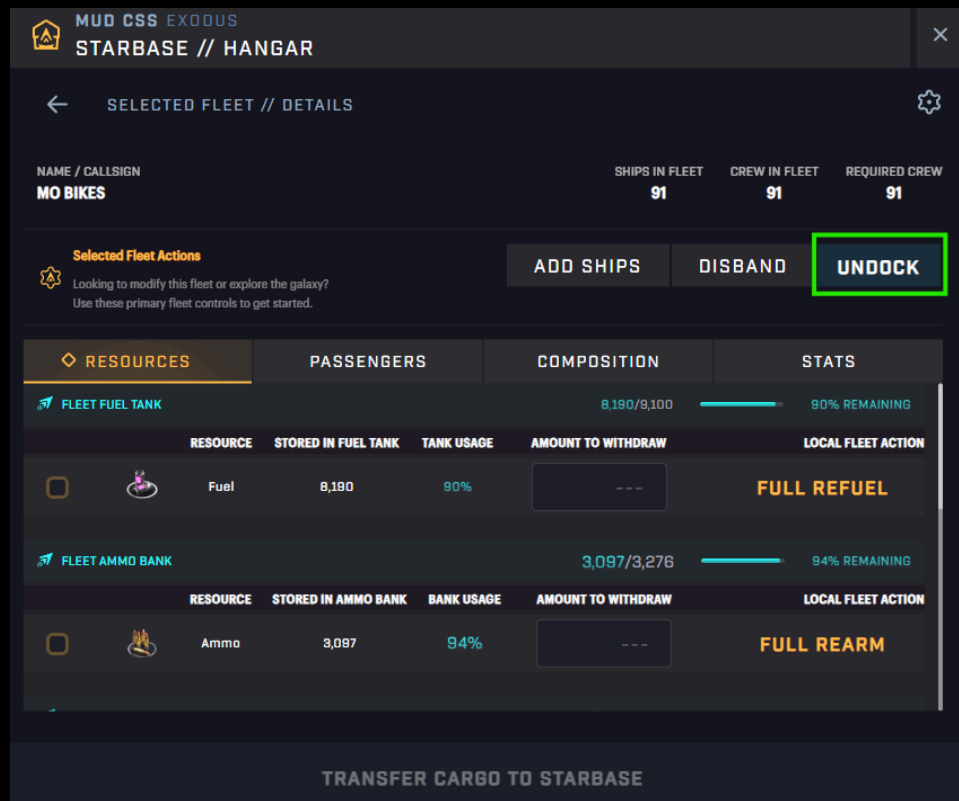
Leaving The Nest

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

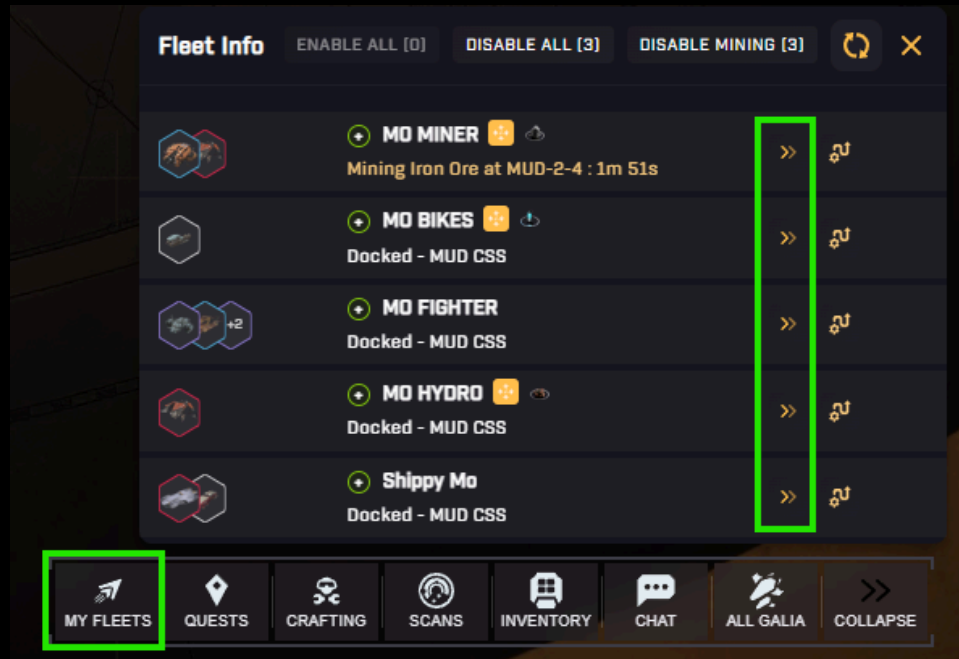
Fuel Of The Forgotten Stars

Quest Objective

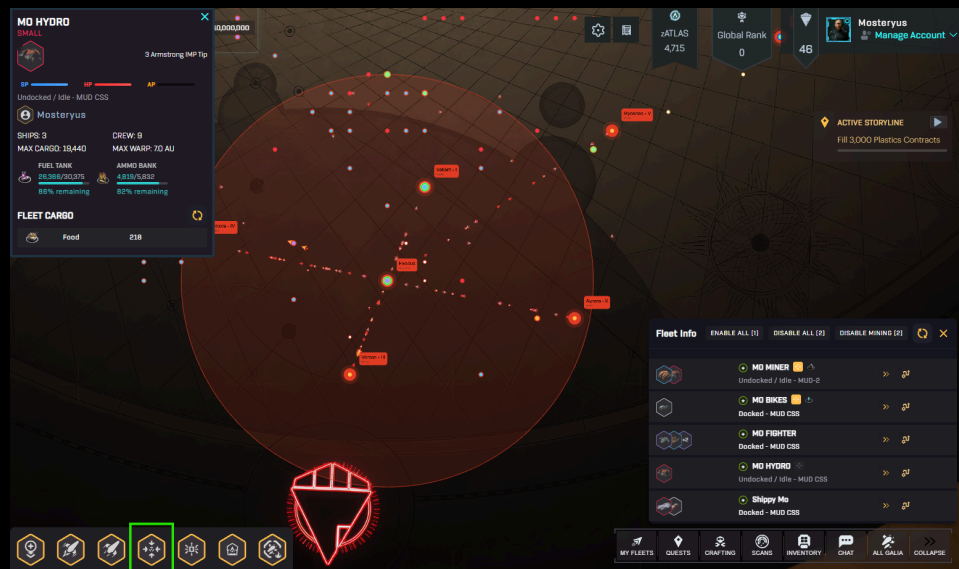
- Mine 200 Hydrogen
- Dock your fleet

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 #

FLEET MANAGEMENT // MINING

FLEET DETAILS
 NAME / CALLSIGN
MO HYDRO

SHIPS IN FLEET CREW IN FLEET
3 9

FLEET STATS AND INFORMATION
 ACTIVITY STATUS
Fleet Ready for Command / Idle

FUEL STATUS AMMO BANK STATUS CARGO HOLD STATUS
 26,366/30,375 4,819/5,832 219/19,440
 88% remaining 82% remaining 1% capacity

MINING OPS **CARGO**

RESOURCES AVAILABLE IN THIS SECTOR

	MINING RATE	AMMO TO FULL	FOOD TO FULL	MAX DURATION
Hydrogen	135.000	612	1,224	26s

INITIATE MINING

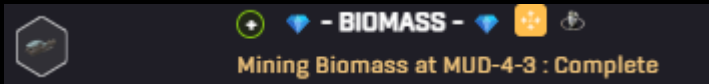
Mining Rate: Rate based on the resource's hardness level and richness of the sector.
 Ammo To Full: Estimated amount of Ammo consumed right when cargo capacity is reached.
 Food To Full: Estimated amount of Food consumed right when cargo capacity is reached.

Mining asteroids can be performed to obtain resources. The amount of resources obtained is related to the time spent mining and the mining rate of the fleet. Mining consumes food and ammo.

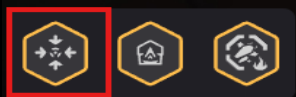
The general resource mining rate value for this fleet is 135.000 units per second.

Fuel cost to start mining **1215**
 Ammo consumption rate **4.050 ammo/s**
 Food consumption rate **8.100 food/s**
 Available cargo space **19,222**

- 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”

FLEET DETAILS

NAME / CALLSIGN
 ◆ - MINER 2 - ◆

SHIPS IN FLEET CREW IN FLEET
 17 71

FLEET STATS AND INFORMATION

ACTIVITY STATUS
 Mining

FUEL STATUS AMMO BANK STATUS CARGO HOLD STATUS
 423,129 / 448,325 34,080 / 39,880 96,032 / 253,200
 94% remaining 87% remaining 37% capacity

◇ MINING OPS CARGO

STOP MINING

⚠ This fleet is currently mining 🔄

Mining asteroids can be performed to obtain resources. The amount of resources obtained is related to the time spent mining and the mining rate of the fleet. Mining consumes food and ammo.

The general resource mining rate value for this fleet is 1575.000 units per second.

Fuel cost to start mining	15825
Ammo consumption rate	52.750 ammo/s
Food consumption rate	105.500 food/s
Available cargo space	219,229
Mining location	MRZ-2-2
Currently mining	Silica
Time elapsed	1m 31s
Resource mining rate per second	787.500
Amount mined	71,862

- 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.

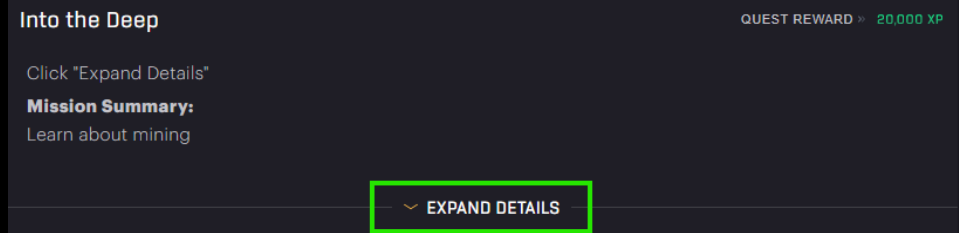
Into The Deep

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

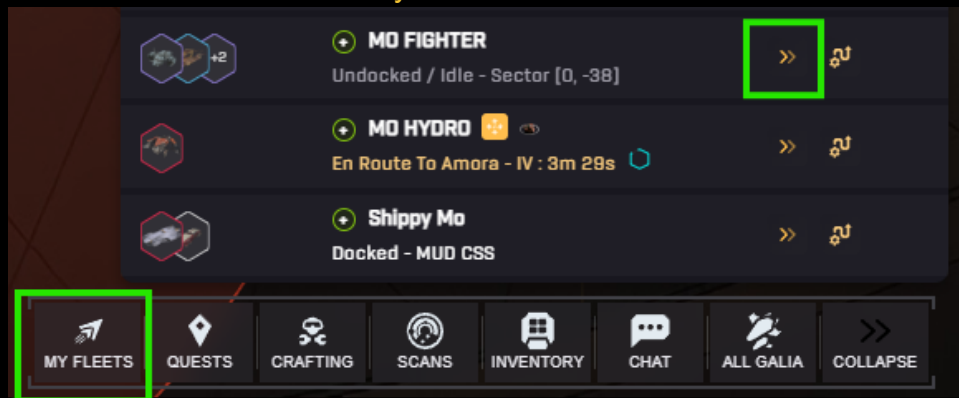
Fast And Furious

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

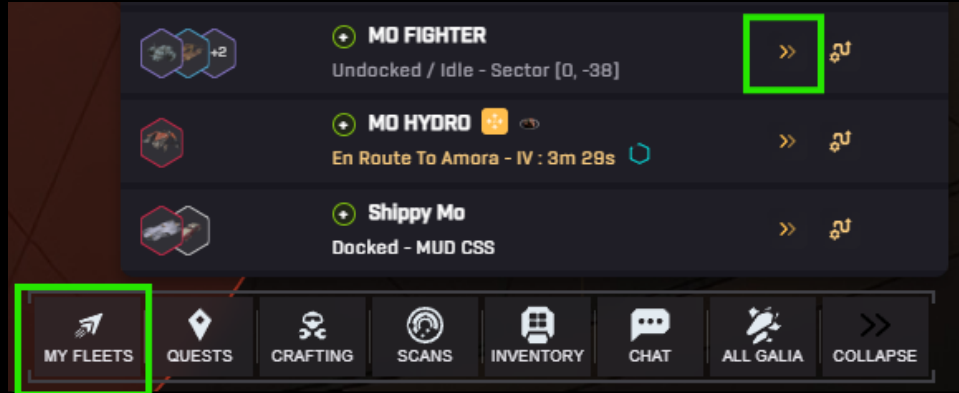
Slow And Steady

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

The Art of War QUEST REWARD > 25,000 XP

Click "Expand Details"

Mission Summary:
Learn about combat

EXPAND DETAILS

Quest Rewards

- 25,000 XP

Workarounds

- No workaround required
-

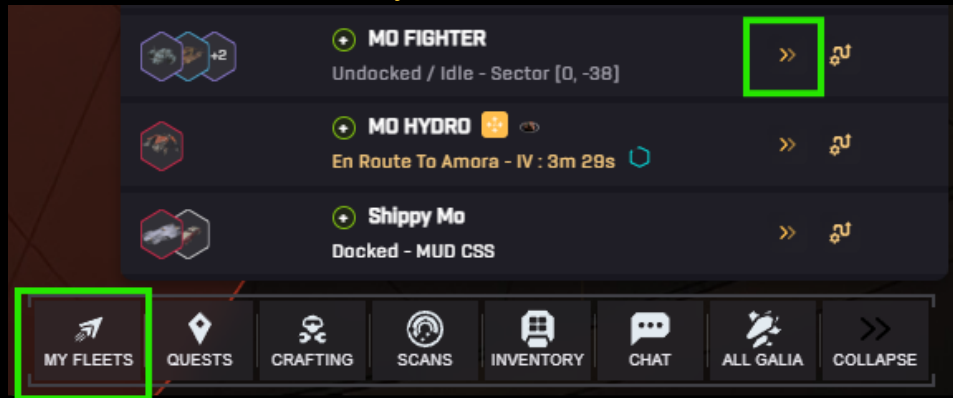
Exploring The Void

Quest Objective

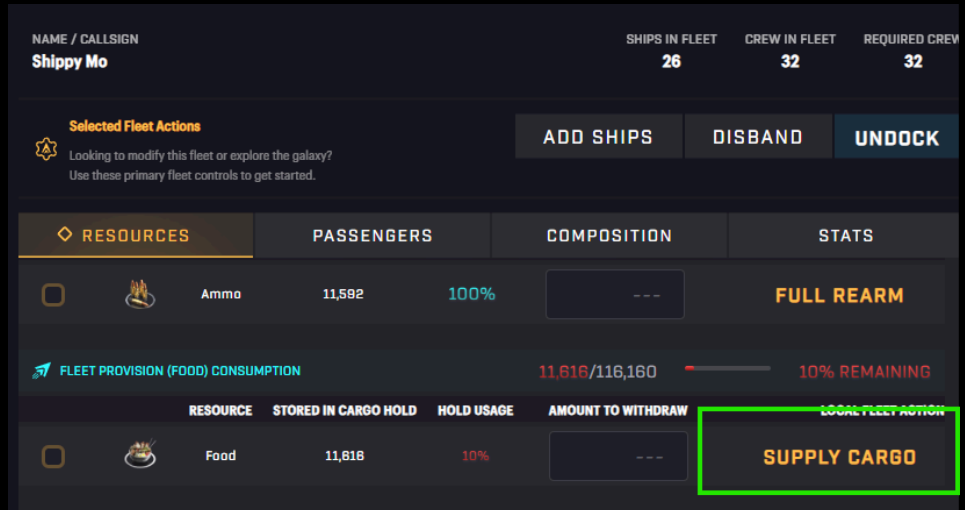
- Scan with your fleet

Completion Requirements

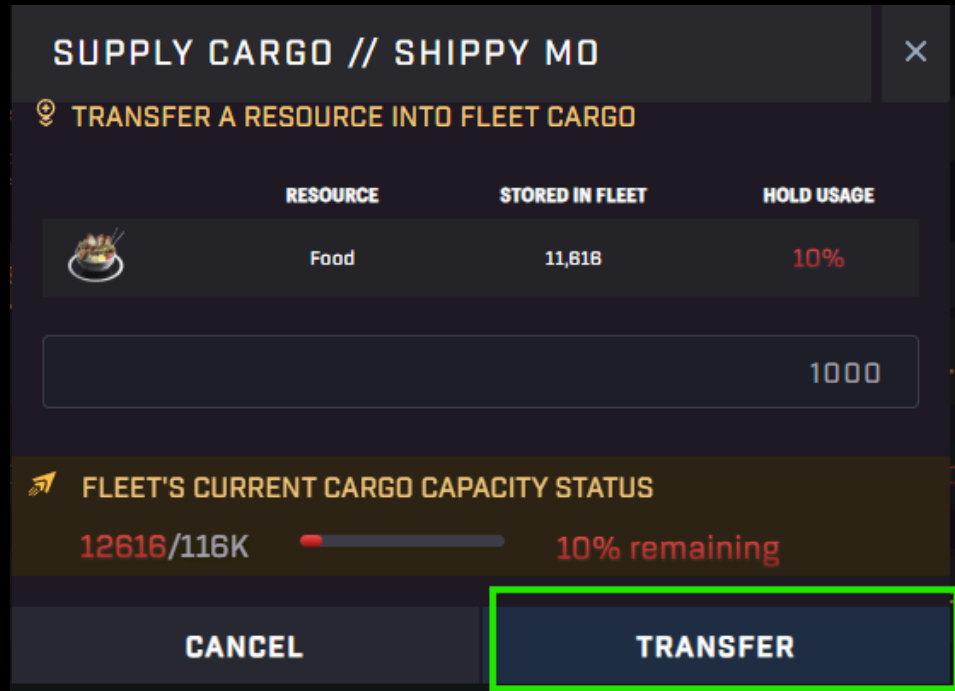
- Click the **ARROWS** next to your fleet in the **MY FLEETS** menu



- 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
-

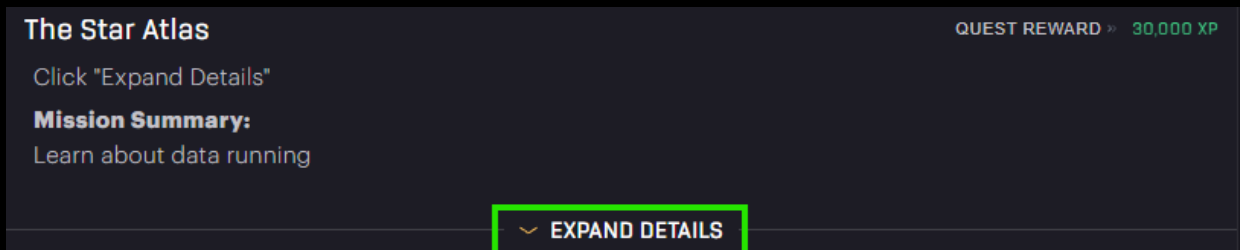
The Star Atlas

Quest Objective

- Click **“Expand Details”**

Completion Requirements

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



The Star Atlas QUEST REWARD > 30,000 XP

Click "Expand Details"

Mission Summary:
Learn about data running

EXPAND DETAILS

Quest Rewards

- 30,000 XP

Workarounds

- No workaround required

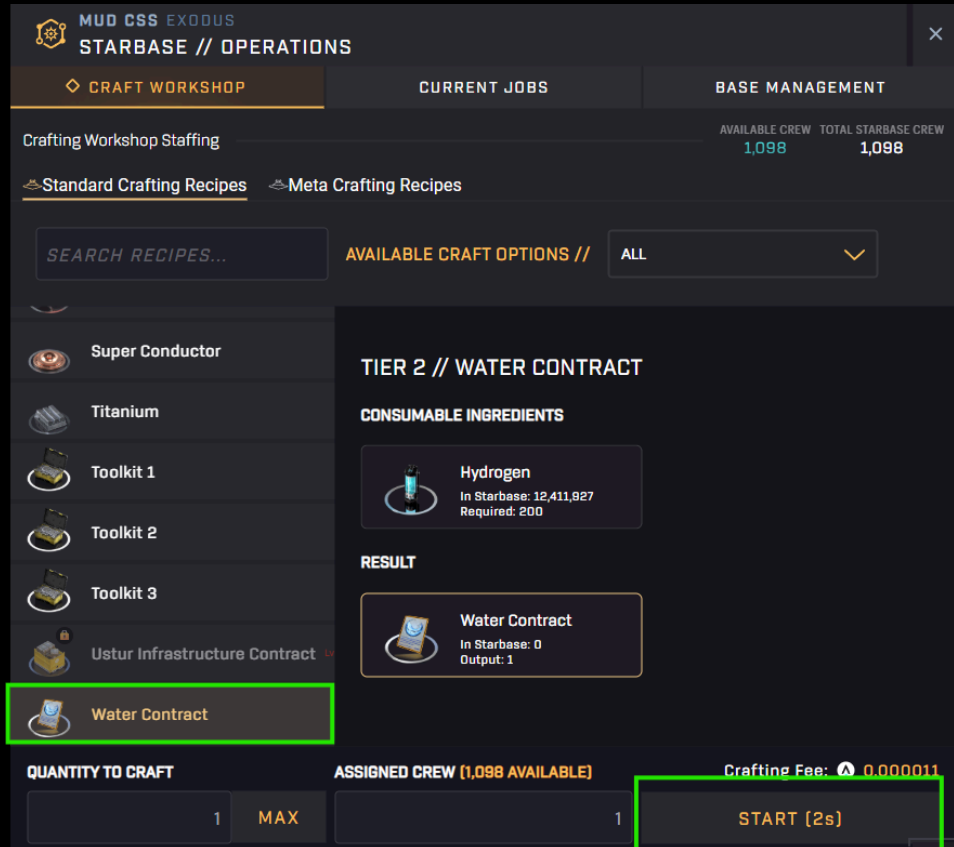
Making Water

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

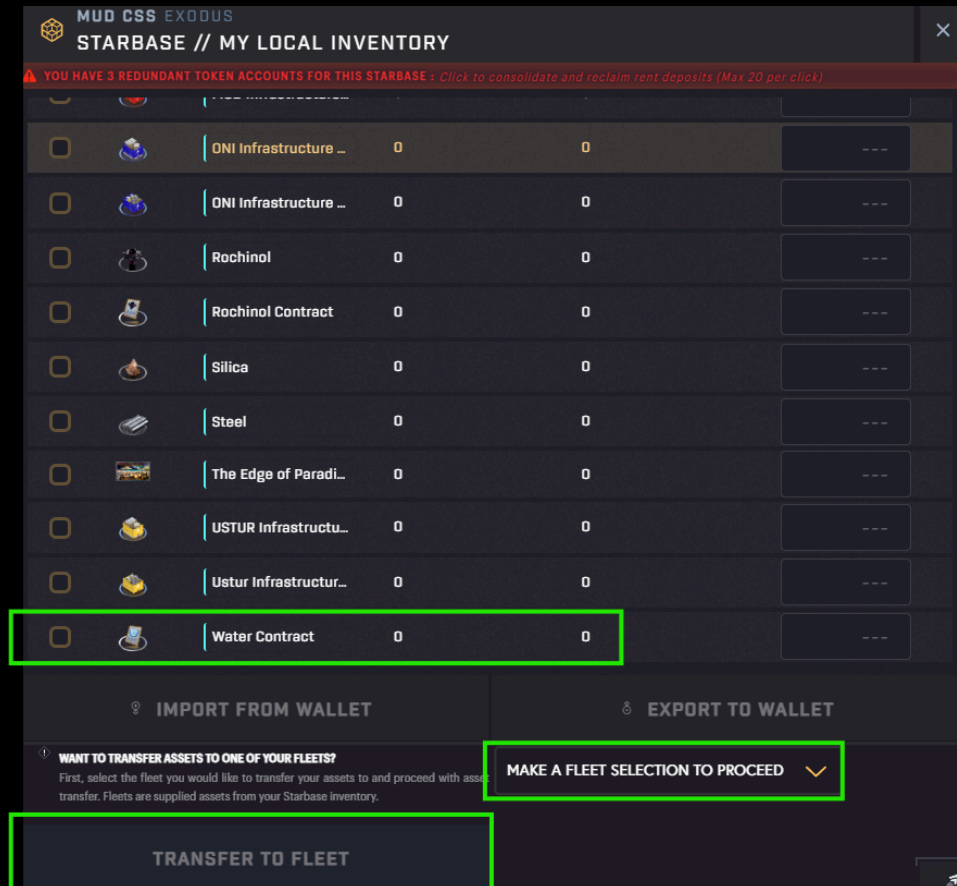
Quest Objective

- 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.

MARKETPLACE LOYALTY POINTS EXCHANGE

Browse Galactic Items My Open Galactic Orders My Galactic Order History

Metals Contract >>

ONI Infrastructure Contract >>

ONI Infrastructure Contract - Vaor's Order >>

Plastics Contract >>

Precious Metals Contract >>

Rochinol Contract >>

USTUR Infrastructure Contract >>

Ustur Infrastructure Contract - Opos' Request >>

Water Contract >>

RAW MATERIAL //

PERMIT //

COMPONENT //

DATA //

RESOURCE /

CONTRACTS // WATER CONTRACT COMMON

TOTAL AVAILABLE 1,556 IN MY INVENTORY 0 CERTIFICATES 0

TOTAL REQUESTED 112,644,762

MID-MARKET PRICE ---

See Full Details ↗

I am looking to sell an item

BUYERS

BUYER	QUANTITY	OFFER PRICE	LISTED	QUICK ACTION
Mudeki 5FK3...IndB	100,000	0.00700000	7 hours ago	SELL
xbox KSVd...spzE	997	0.00600000	3 days ago	
Armstrong 6a6S...GZBL	88,195	0.00500000	1 month ago	
Nakhar DCHn...2GCK	9,873	0.00188121	1 month ago	
123 G79a...7MBW	1,218	0.00160120	1 month ago	
NN ELLp...SmnR	1	0.00001100	8 days ago	

CREATE AN ORDER TO BUY OR SELL A SPECIFIC ITEM

- Enter quantity and **SELL ITEM**

MARKETPLACE // CUSTOMER



SELLER //

BatEar

G1jpY75zTbvjYQoEBbPw5mJVnAB8HkA3qE7TJp98xCp5

ⓘ Prefer to create a market wide order?

SELL OPTIONS

How many would you like to sell?

SELL QUANTITY

0 / 1,216

BUYER REQUESTS >> 1,216 YOUR INVENTORY >> 2,620

PRICE PER ITEM

BUYER OFFER PRICE

0.02500000 / per unit

▼ 100.00% below best price

MARKET FEES

TOTAL TRANSACTION FEES

4.20% Earn lower fees

TOTAL REVENUE

CANCEL

SELL ITEMS

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

Galactic Tycoon QUEST REWARD > 35,000 XP

Click "Expand Details"

Mission Summary:
Learn about the marketplace

[EXPAND DETAILS](#)

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

They Grow Up So Fast

QUEST REWARD » 21,730 XP

Click "Expand Details"

Mission Summary:

Learn the details about this Scenario Objective and click "Expand Details" to proceed.

EXPAND DETAILS

Quest Rewards

- 21,730 XP

Workarounds

- No workaround required

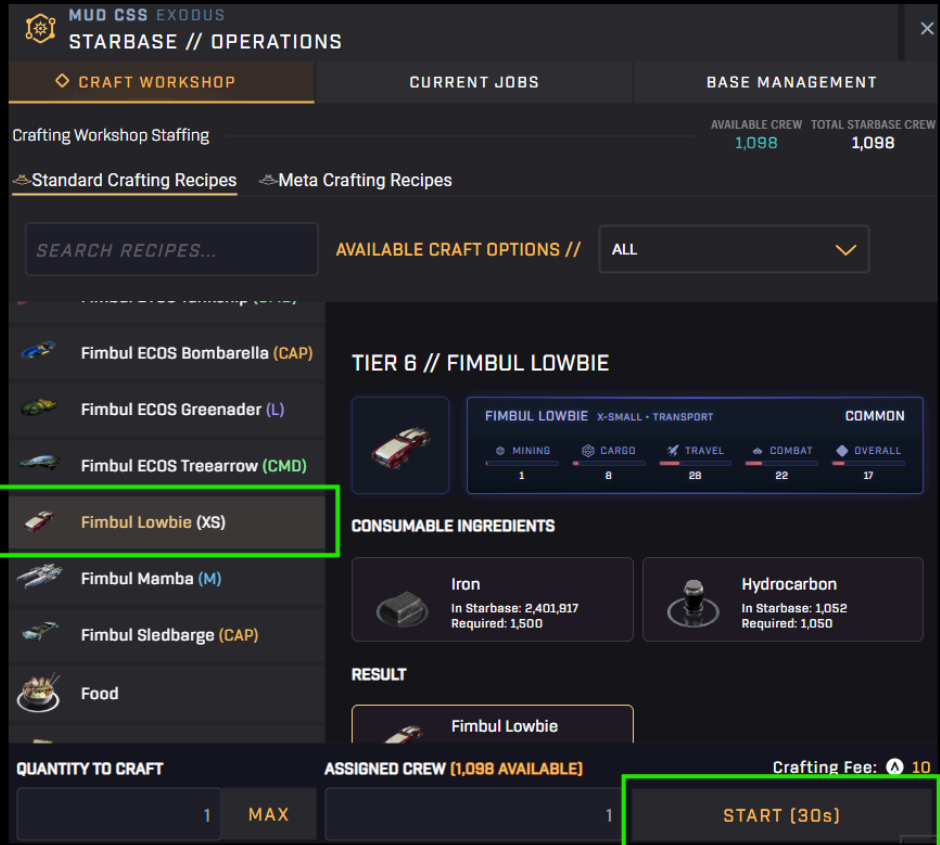
Ready To Roll

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

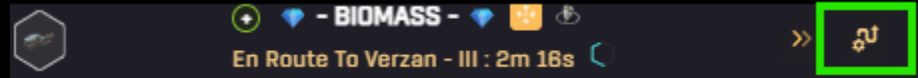
Quest Objective

- Assign a fleet for **AUTOMATION**

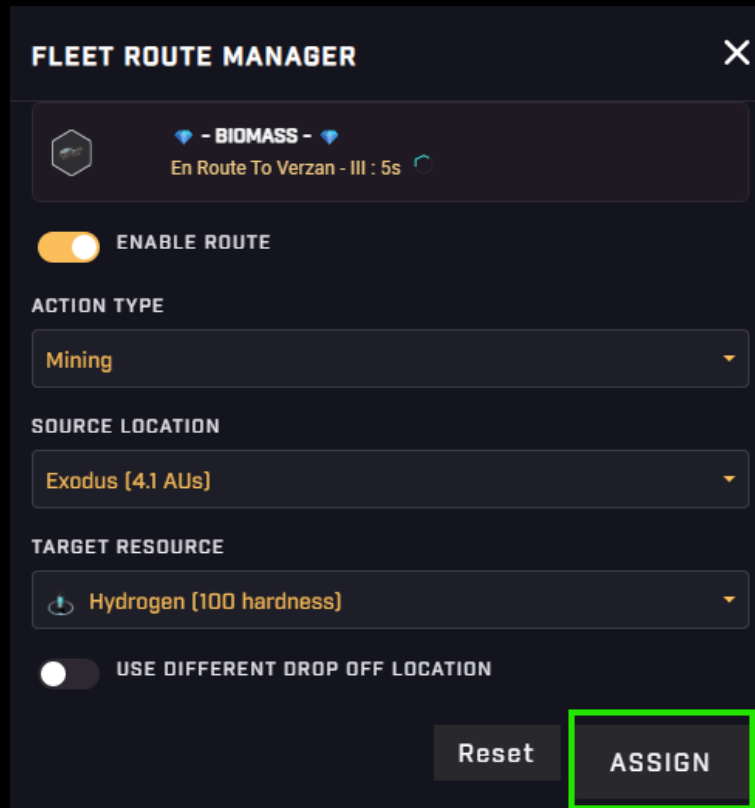
Completion Requirements

- 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



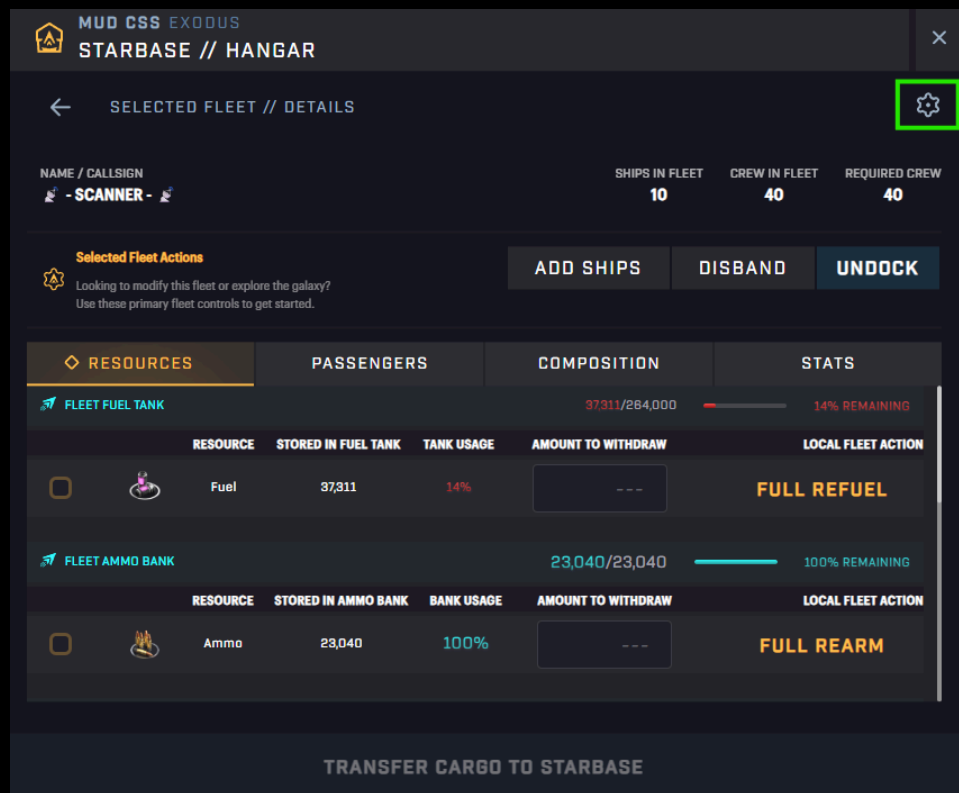
Saving Progress

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

The Lady In Gold QUEST REWARD » 50,000 XP | 20 zATLAS | 5 Crew

Click "Expand Details"

Mission Summary:
Start your adventures in Holosim.

EXPAND DETAILS

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

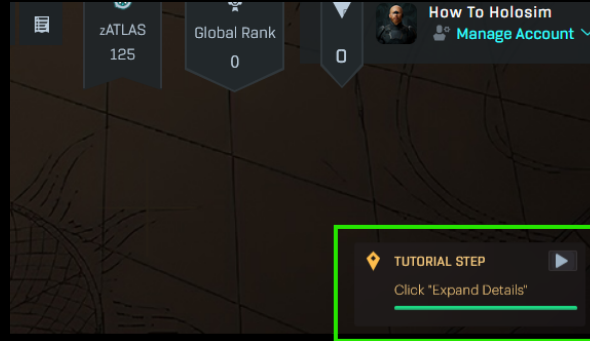
Quest Objective

- 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

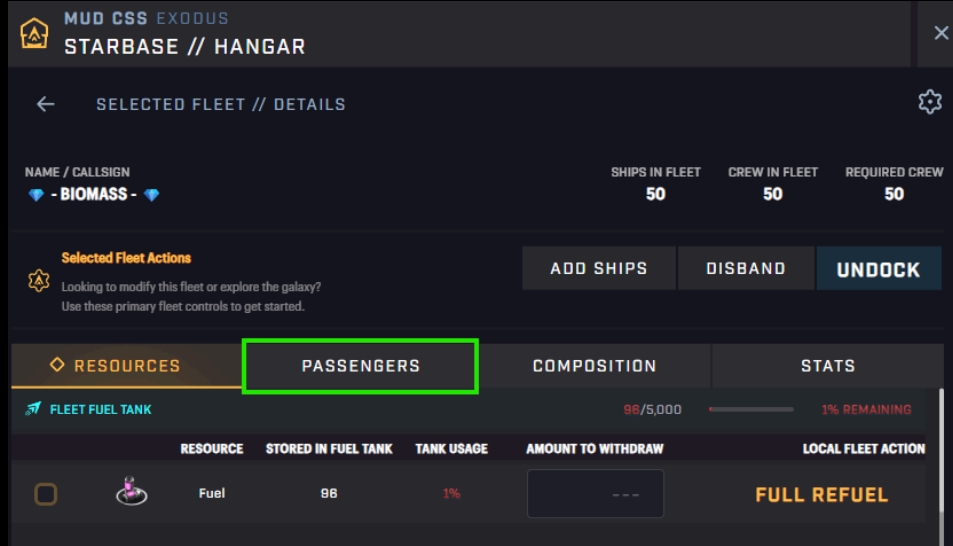
Need Backup

Quest Objective

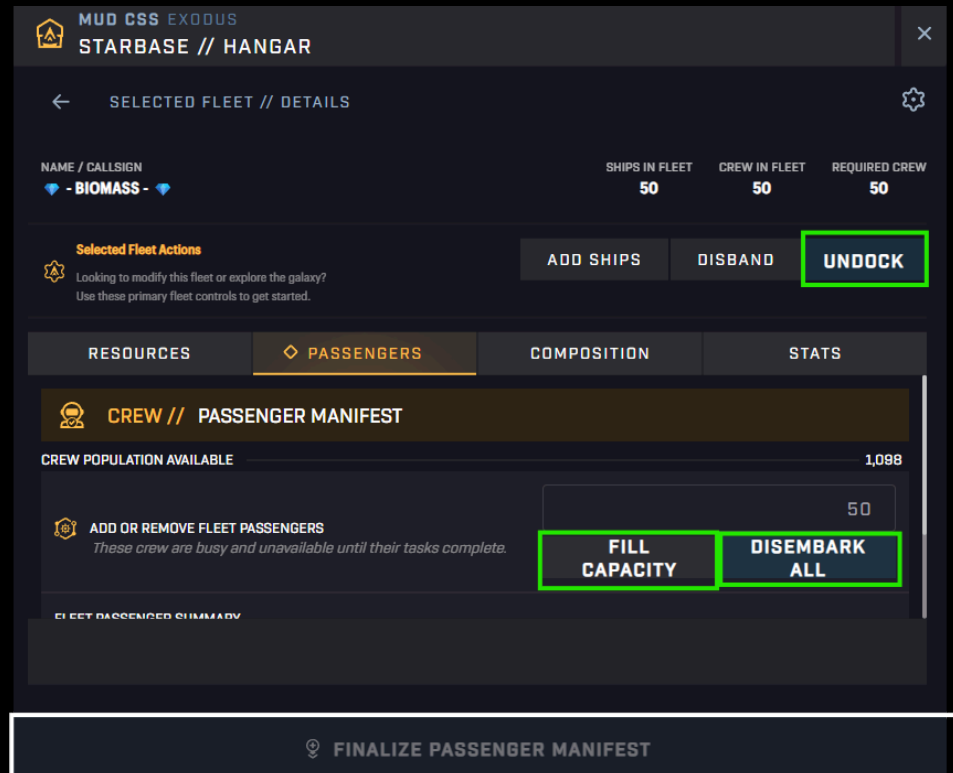
- [Disembark](#) two crew members

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

MUD CSS EXODUS
STARBASE // OPERATIONS

CRAFT WORKSHOP CURRENT JOBS BASE MANAGEMENT

Crafting Workshop Staffing AVAILABLE CREW: 1,098 TOTAL STARBASE CREW: 1,098

Standard Crafting Recipes Meta Crafting Recipes

SEARCH RECIPES... AVAILABLE CRAFT OPTIONS // ALL

- Fimbul Lowbie (XS)
- Fimbul Mamba (M)
- Fimbul Sledbarge (CAP)
- Food
- Food Contract
- Framework 1**
- Framework 2
- Framework 3

TIER 2 // FRAMEWORK 1

CONSUMABLE INGREDIENTS

- Iron
In Starbase: 2,401,917
Required: 8,100

RESULT

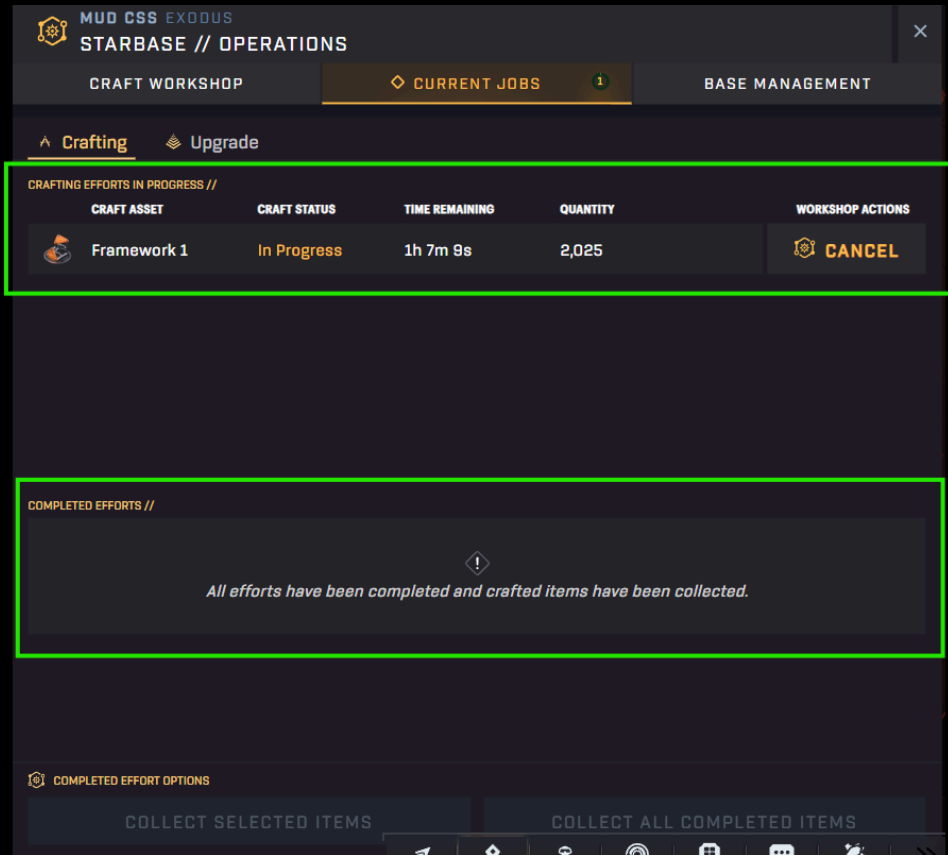
- Framework
In Starbase: 79,432
Output: 2,025

QUANTITY TO CRAFT ASSIGNED CREW (1,098 AVAILABLE) Crafting Fee: 0.022275

2025 MAX 1 START [1h 7m 30s]

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

MUD-2 VALIANT - I
STARBASE // OPERATIONS

CRAFT WORKSHOP CURRENT JOBS **BASE MANAGEMENT**

CURRENT STARBASE TIER 2
MAINTENANCE RESOURCE REQUIREMENTS //

Food CURRENT SUPPLY >> 0/18,446,744,073,742 SUPPLY EXHAUSTED >> 0s RESUPPLY	Toolkits CURRENT SUPPLY >> 380,631/18,446,744,073,742 SUPPLY EXHAUSTED >> 105h 43m 51s RESUPPLY
--	--

⚠ Crafting at 27.5% speed. Resupply your food to enable the ability to craft at normal speed.

Upkeep Resources Supply 380,631/36,893,488,147,484 0% remaining
SUPPLY EXHAUSTED >> 105h 43m 51s

① **STARBASE UPGRADE / STAGING AREA**

Base Operations // Staffing AVAILABLE CREW 0 TOTAL STARBASE CREW 0

UPGRADE STARBASE TIER LEVEL 3
REQUIRED UPGRADE MATERIALS //

Field Stabilizer REQUISITE AMOUNT >> 117,015 STAGING STOCK >> 35,723 EFFORT PROGRESS >> COMMIT TO EFFORTS	Survey Data Unit REQUISITE AMOUNT >> 198,681 STAGING STOCK >> 53,182 EFFORT PROGRESS >> COMMIT TO EFFORTS
Framework REQUISITE AMOUNT >> 834,488 STAGING STOCK >> 155,772 EFFORT PROGRESS >> COMMIT TO EFFORTS	Electronics REQUISITE AMOUNT >> 281,685 STAGING STOCK >> 74,989 EFFORT PROGRESS >> COMMIT TO EFFORTS

◆ STARBASE OVERVIEW // UPGRADE PROGRESS: STARTED

- 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

✕

STARBASE UPGRADE

UPGRADE COMPONENT // FRAMEWORK

UPGRADE REQUIREMENT DETAILS

UPGRADE REQUISITE AMOUNT 334,488

STARBASE STAGING STOCK >> 155,772

FACTION EFFORT PROGRESS >>

UPGRADE EFFORT

Supply and assign crew to upgrade effort

<p style="font-size: 8px; margin: 0;">CREW'S RESOURCE SUPPLY AMOUNT</p> <div style="display: flex; justify-content: space-between; align-items: center; border: 1px solid #27ae60; padding: 5px;"> 1 MAX </div>	<p style="font-size: 8px; margin: 0;">ASSIGNED INSTALLATION CREW</p> <div style="display: flex; justify-content: space-between; align-items: center; border: 1px solid #27ae60; padding: 5px;"> 1 MAX </div>
<p style="font-size: 8px; margin: 0;">AVAILABLE PERSONAL STOCK >></p> <p style="font-size: 10px; margin: 0;">0 / 0 / 1</p>	<p style="font-size: 8px; margin: 0;">AVAILABLE CREW >></p> <p style="font-size: 10px; margin: 0;">0 / 1 / 1</p>

UPGRADE EFFORT SUMMARY

RESOURCE CONTRIBUTIONS >> 155,773/334,488 +1

PROGRESS IMPACT >>

YOUR DEDICATED STAFF >> 1/0

EFFORT COMPLETION TIME >> --

COMMIT TO EFFORTS

- 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

✕

MUD-2 VALIANT - I STARBASE // OPERATIONS

CRAFT WORKSHOP
◇ CURRENT JOBS
BASE MANAGEMENT

▲ Crafting

◆ Upgrade

UPGRADE EFFORTS IN PROGRESS //

!

*You have no staff or configurable components being dedicated to the current starbase upgrade.
 Help meet the upgrade objective via the base management tab above.*

READY FOR INSTALLATION //

!

*You have no fully configured components ready to install on the starbase.
 Once components have been configured for installation you will be able to install them.*

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

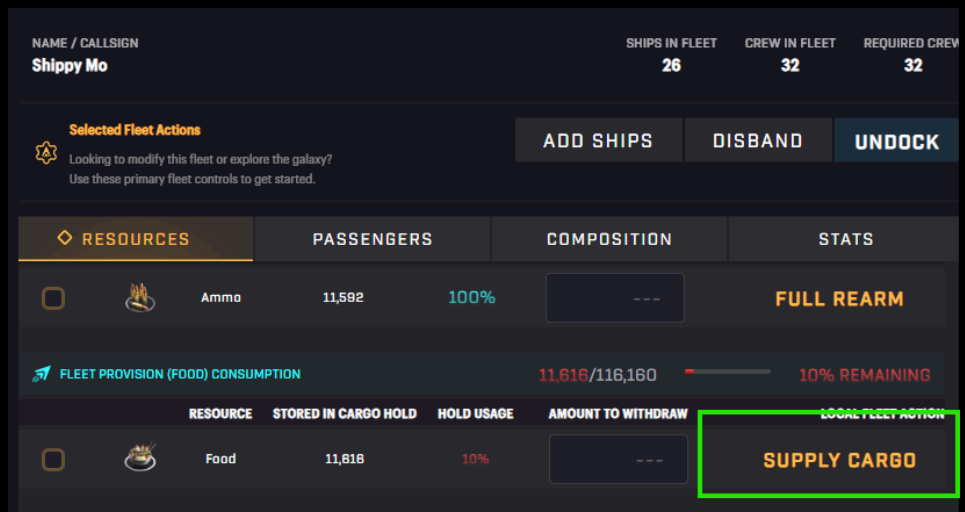
- 10,000 - Fuel
- 10,000 - Food
- 10,000 - Ammunition
- Remember, always follow the order the quest tooltip is showing

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

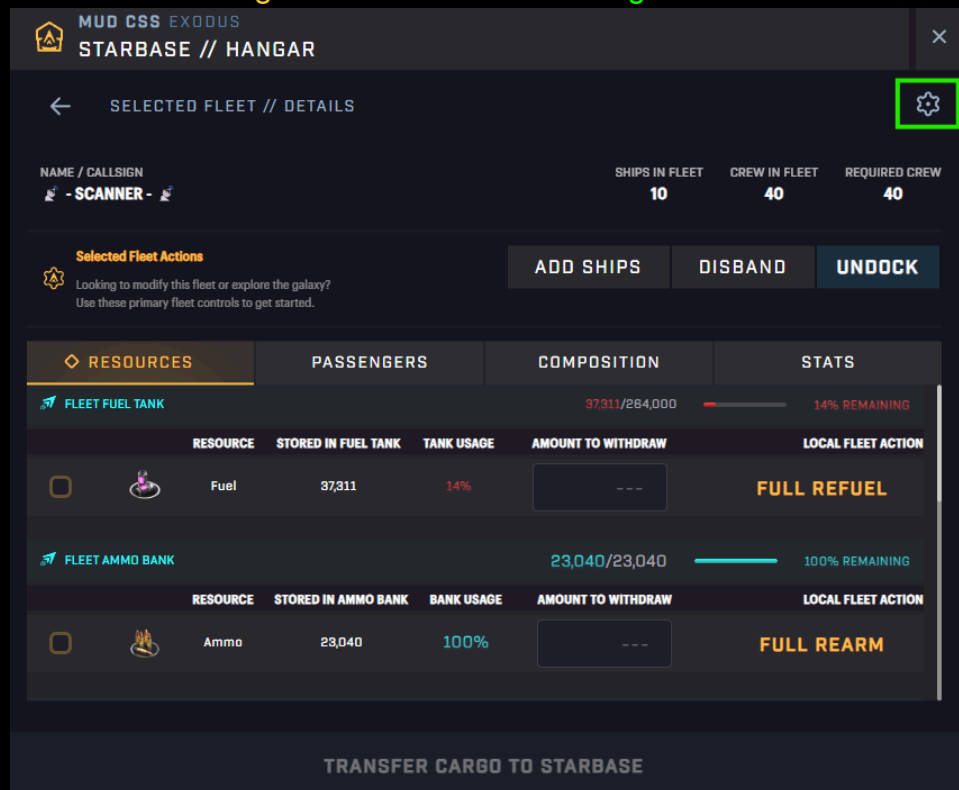
Mise en Place

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

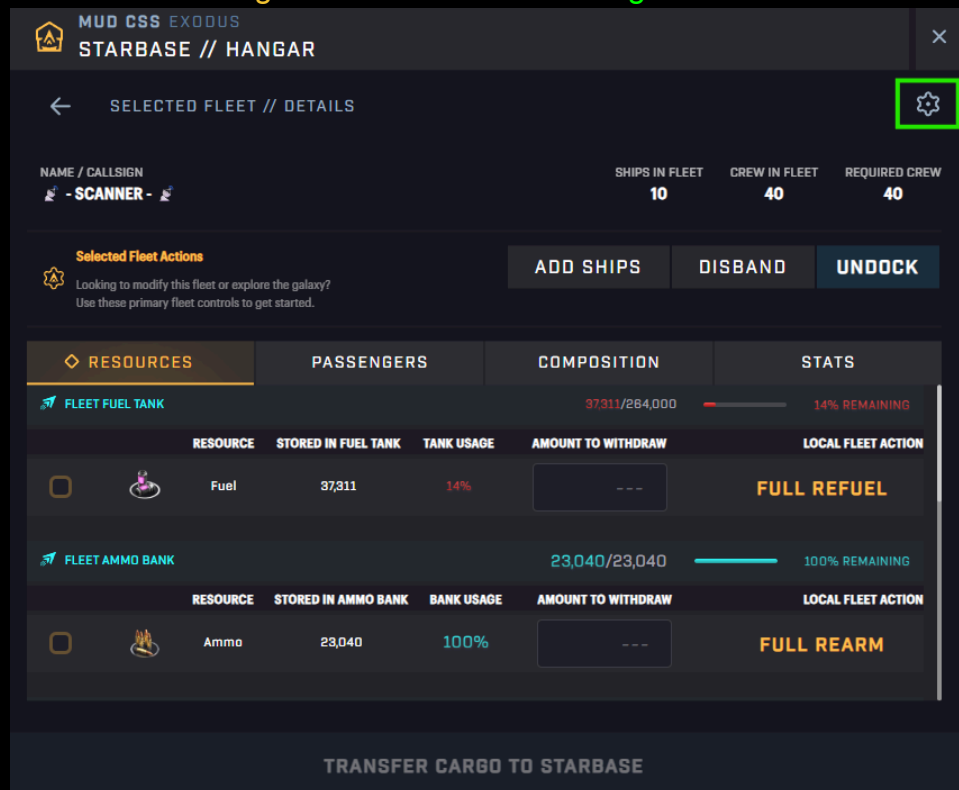
Picking Your Career

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

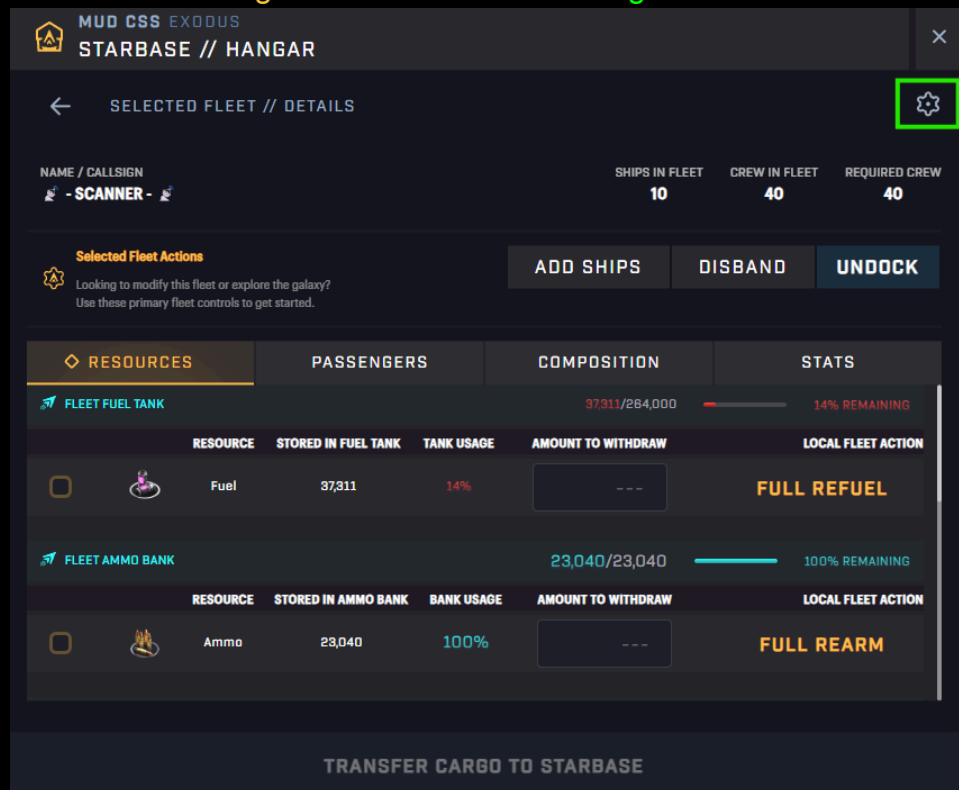
New Tactics

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

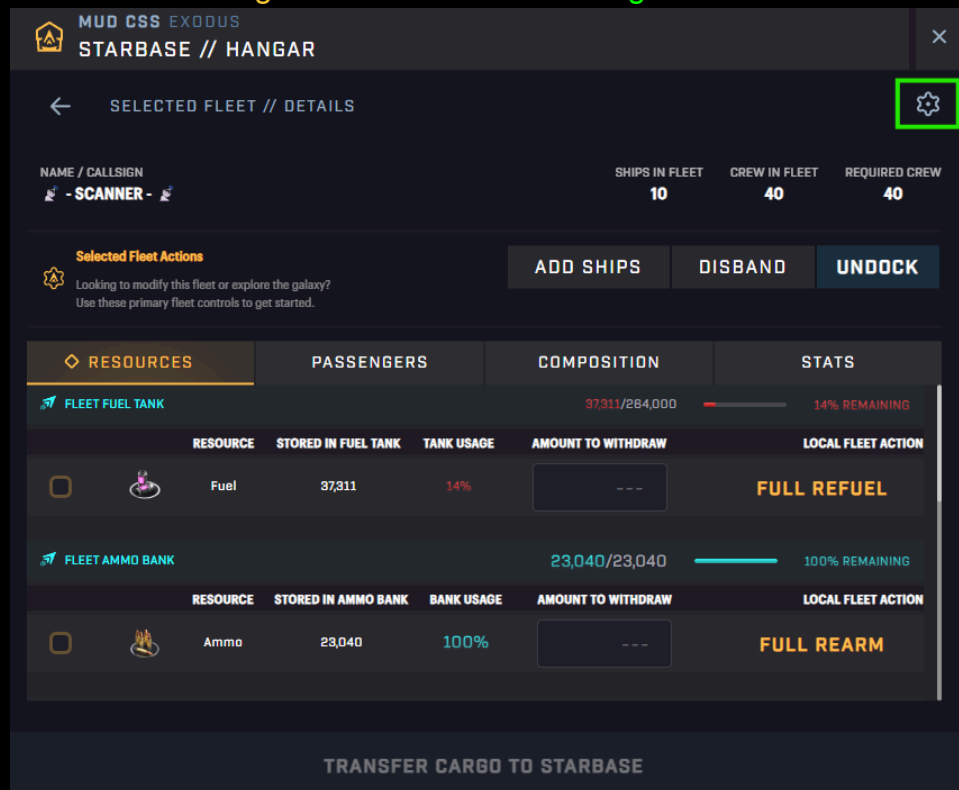
No Good Deed Goes Unpunished

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"

MUD CSS EXODUS
STARBASE // HANGAR

← SELECTED FLEET // DETAILS

NAME / CALLSIGN: - SCANNER - SHIPS IN FLEET: 10 CREW IN FLEET: 40 REQUIRED CREW: 40

Selected Fleet Actions
Looking to modify this fleet or explore the galaxy?
Use these primary fleet controls to get started.

ADD SHIPS DISBAND UNDOCK

RESOURCES	PASSENGERS	COMPOSITION	STATS	
FLEET FUEL TANK 97,311/264,000 14% REMAINING				
RESOURCE	STORED IN FUEL TANK	TANK USAGE	AMOUNT TO WITHDRAW	LOCAL FLEET ACTION
Fuel	37,311	14%	---	FULL REFUEL
FLEET AMMO BANK 23,040/23,040 100% REMAINING				
RESOURCE	STORED IN AMMO BANK	BANK USAGE	AMOUNT TO WITHDRAW	LOCAL FLEET ACTION
Ammo	23,040	100%	---	FULL REARM

TRANSFER CARGO TO STARBASE

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

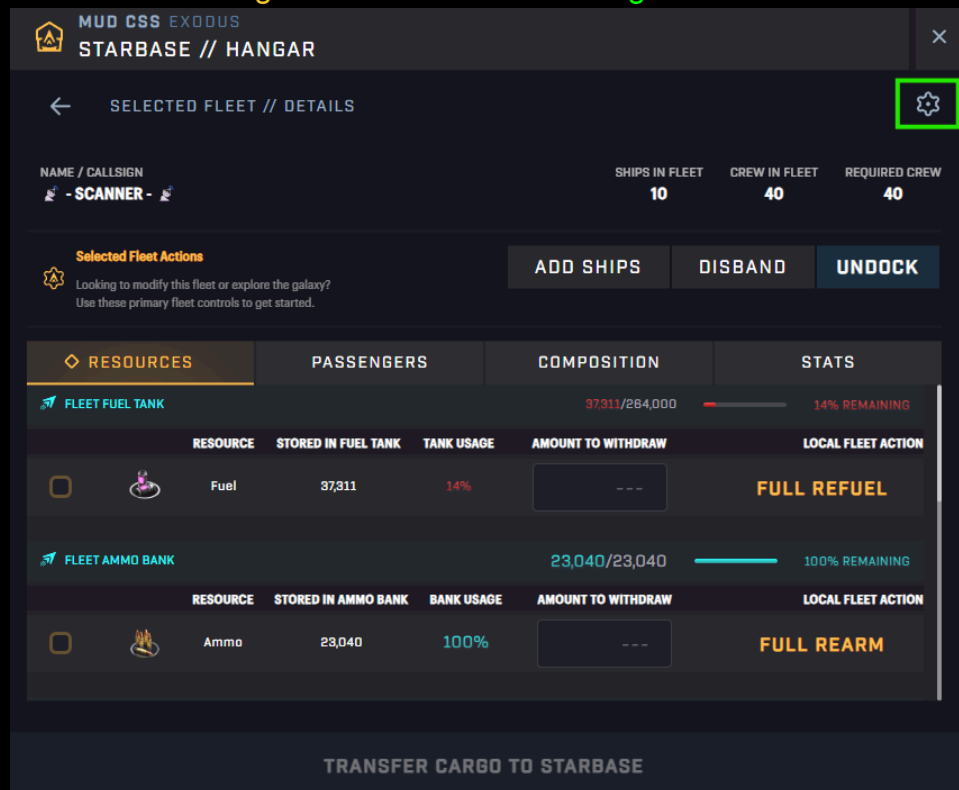
Reinforcing The Frontiers

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

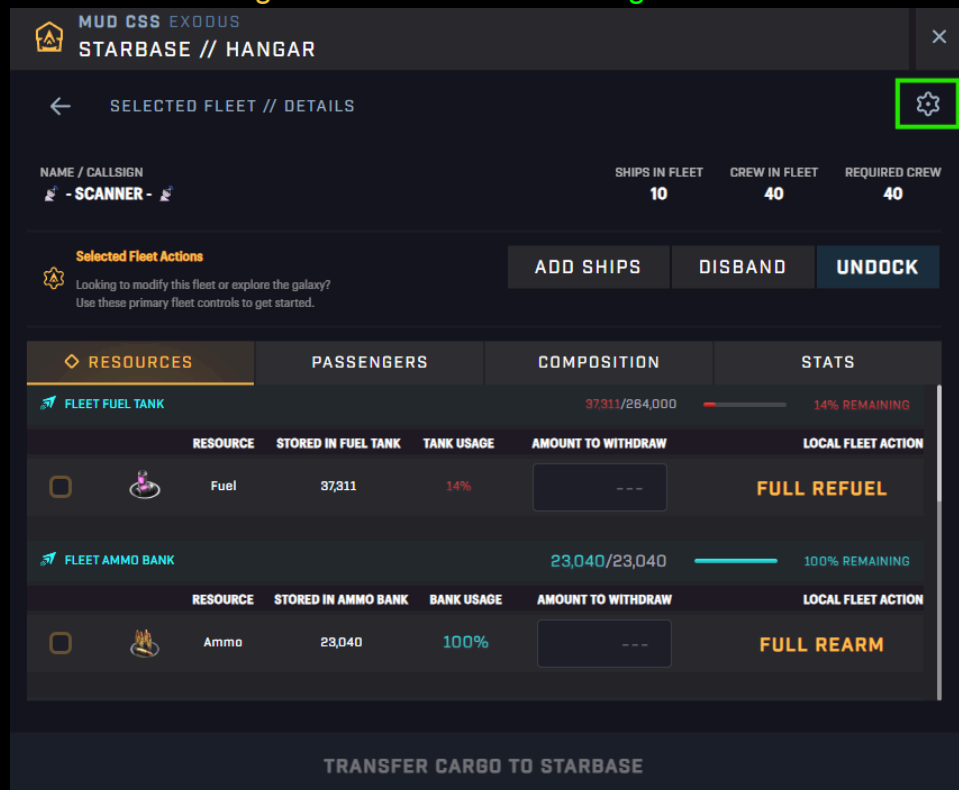
Vibe Research

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

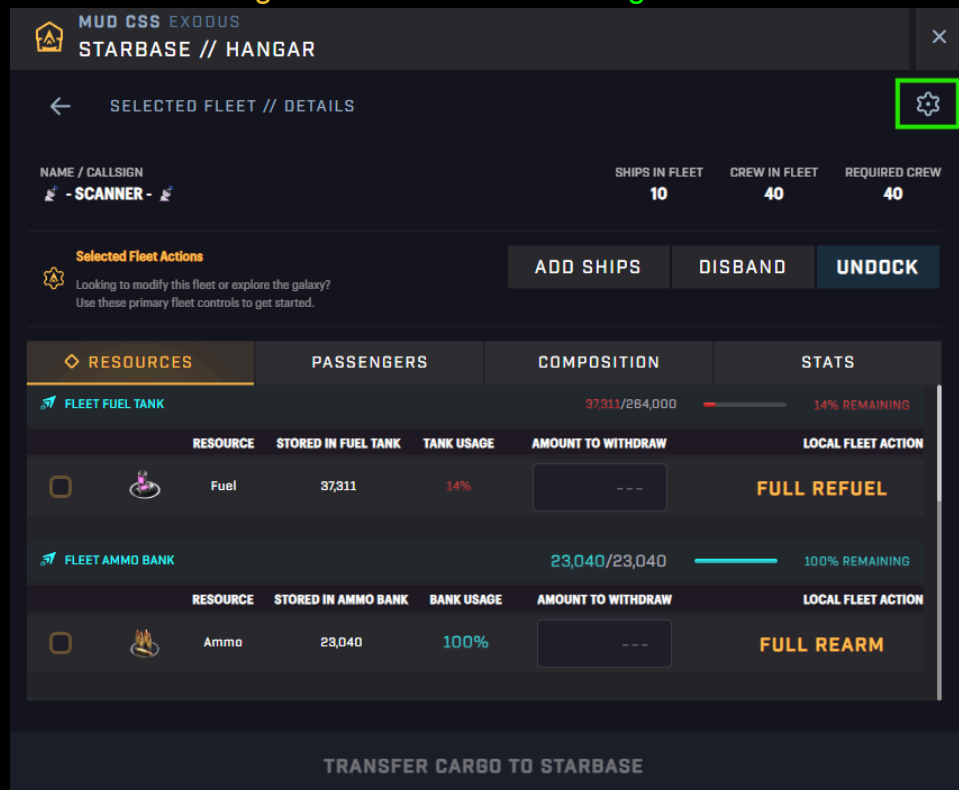
Protecting Your People

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

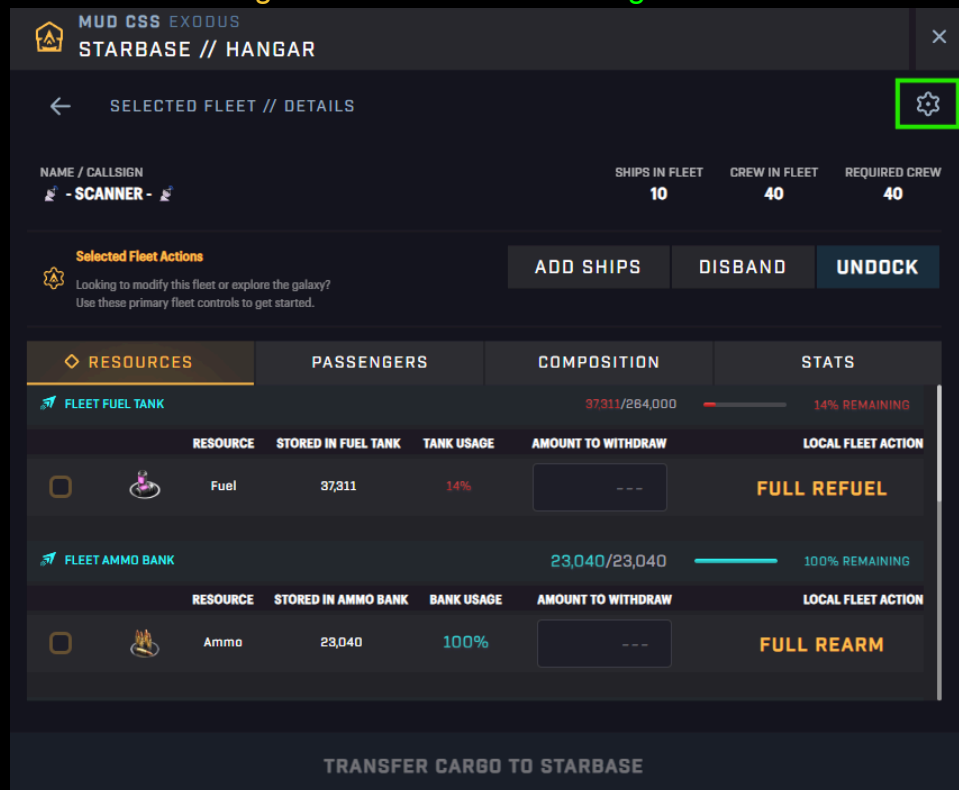
Forging a Reputation

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

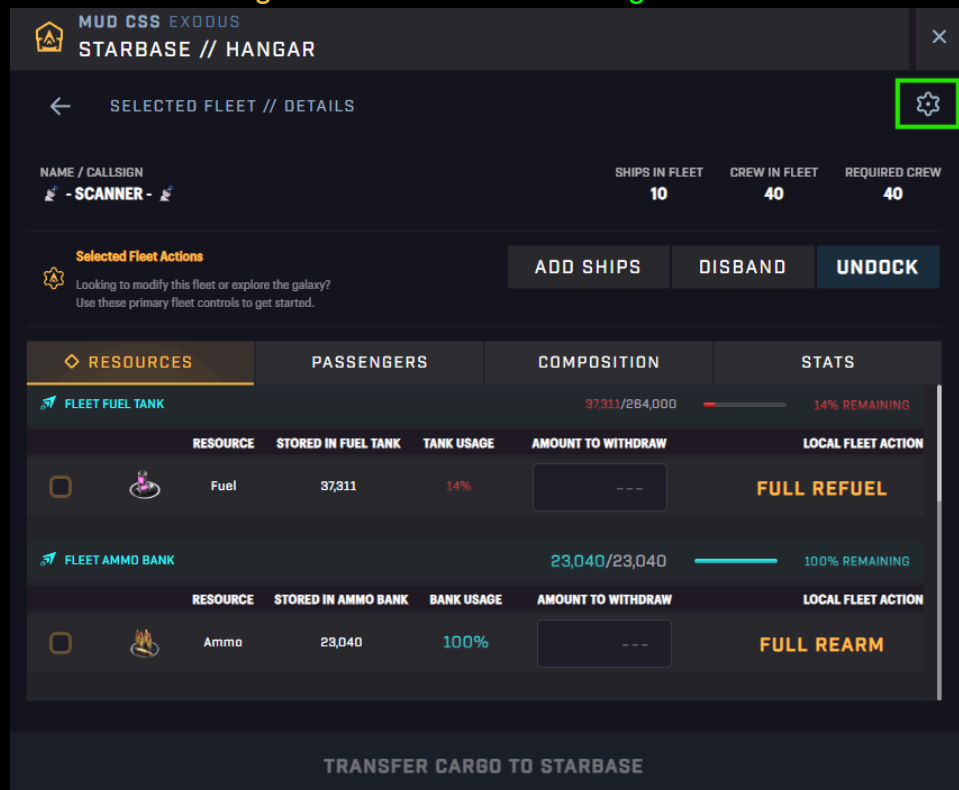
Patch the Hulls, Ready the Hearts

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

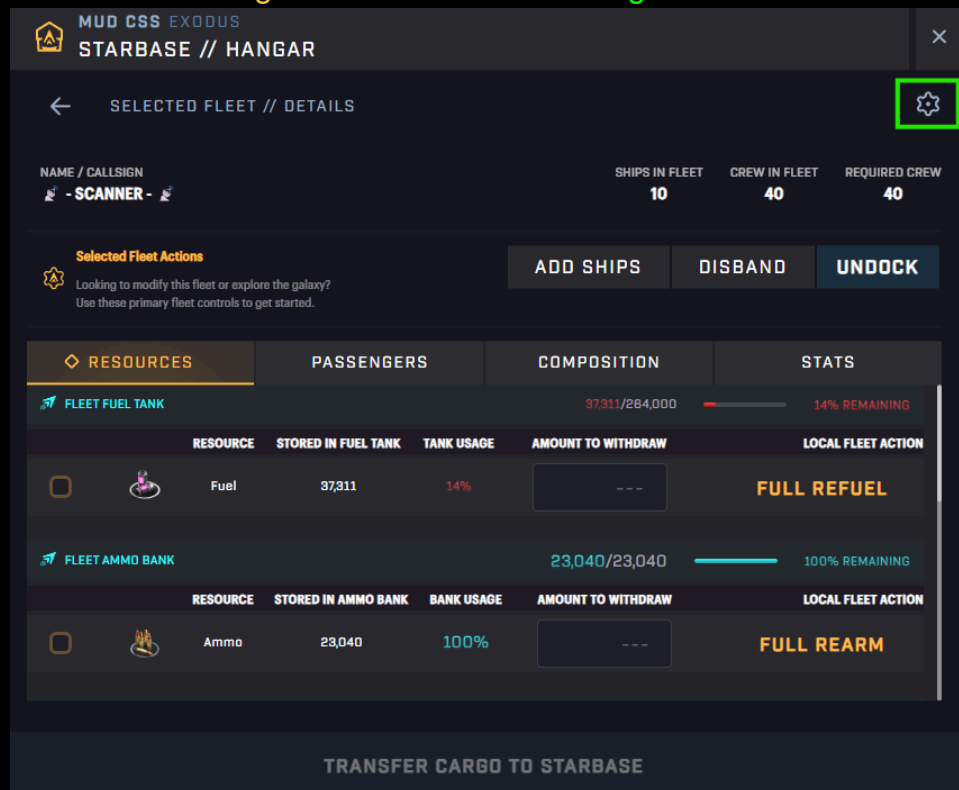
Build Relationships

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

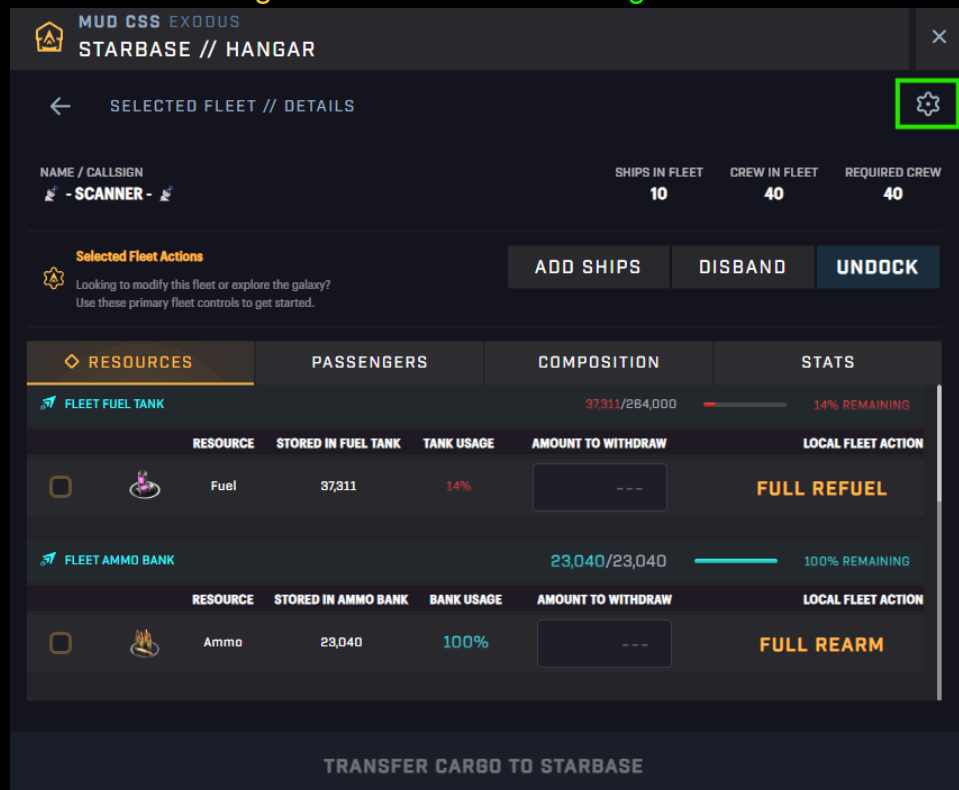
The Gift Bringer

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

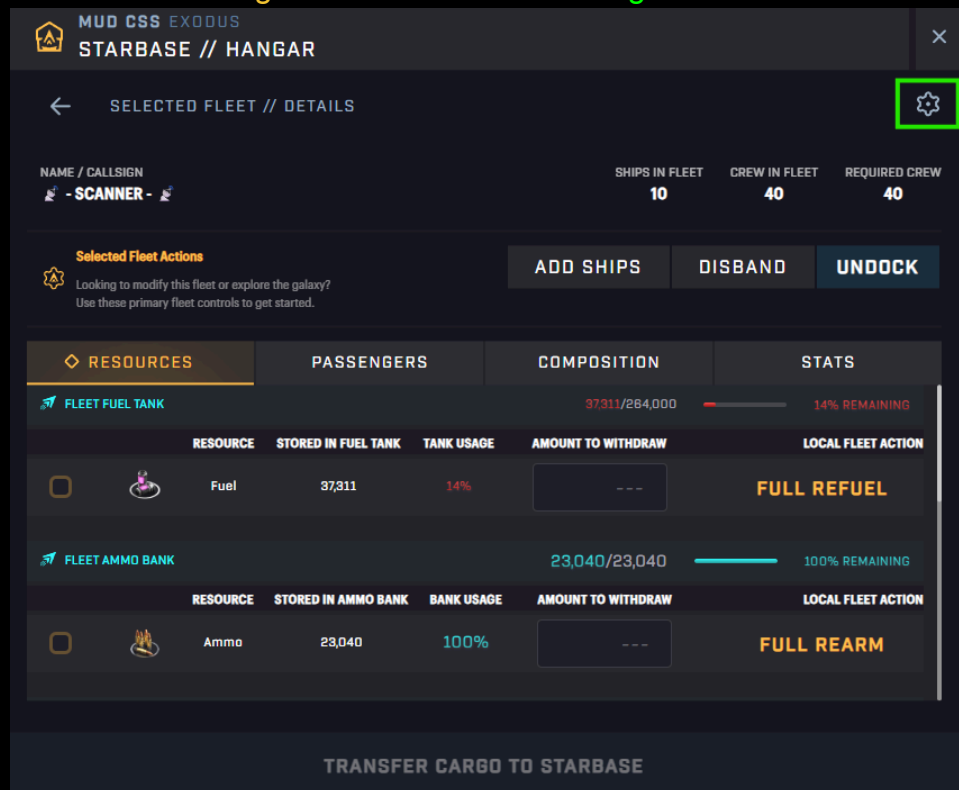
Gel for the People

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

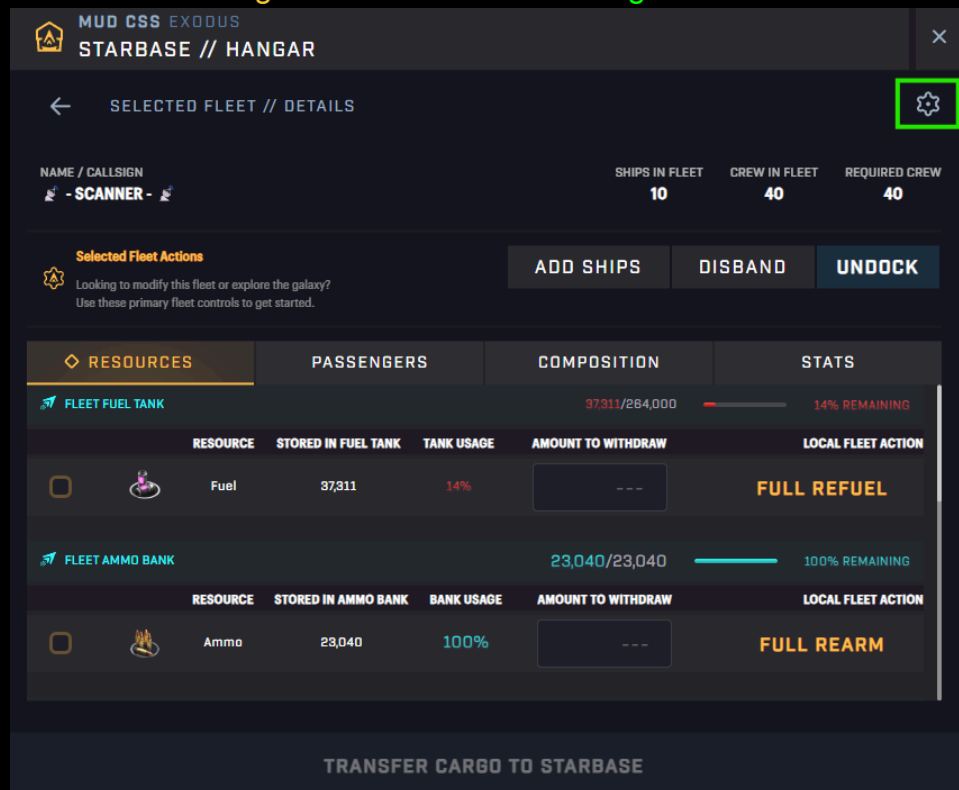
Rare Ores, Big Profits

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

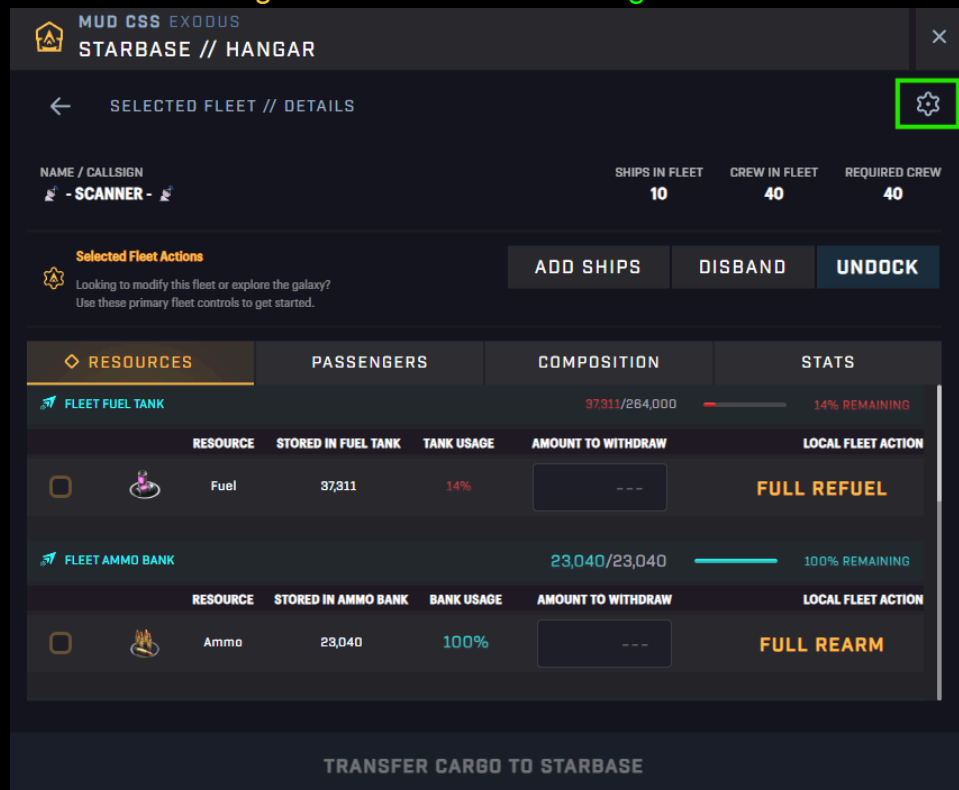
I Am Sort of a Scientist Myself

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

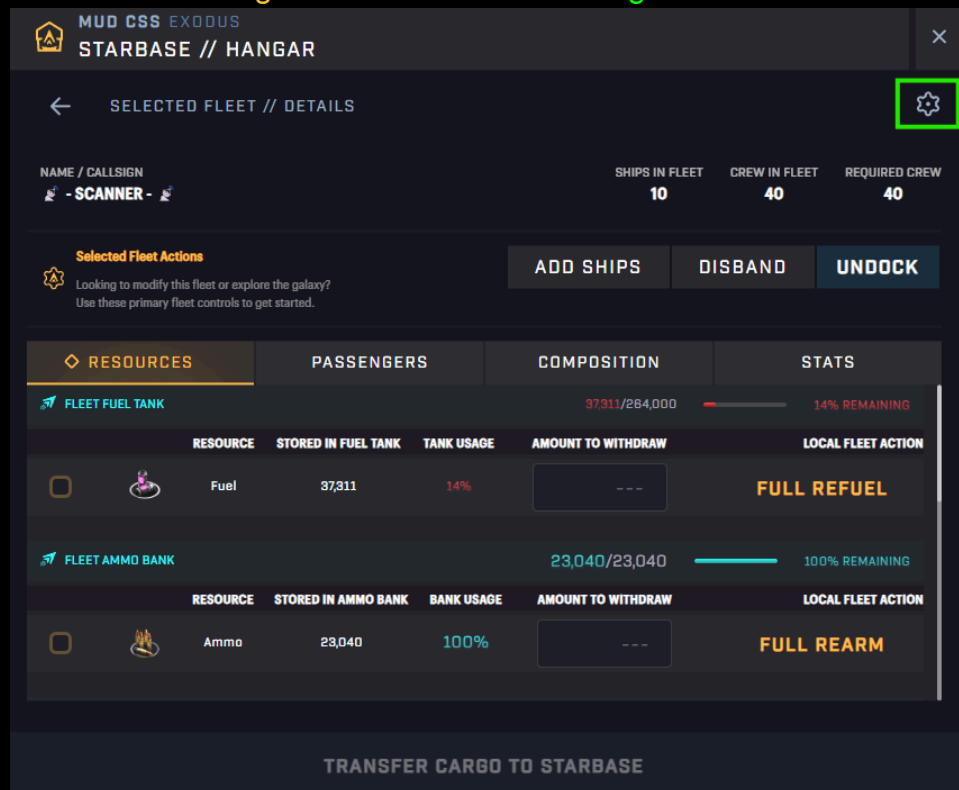
Gold and Titanium Make Galia Go Round

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

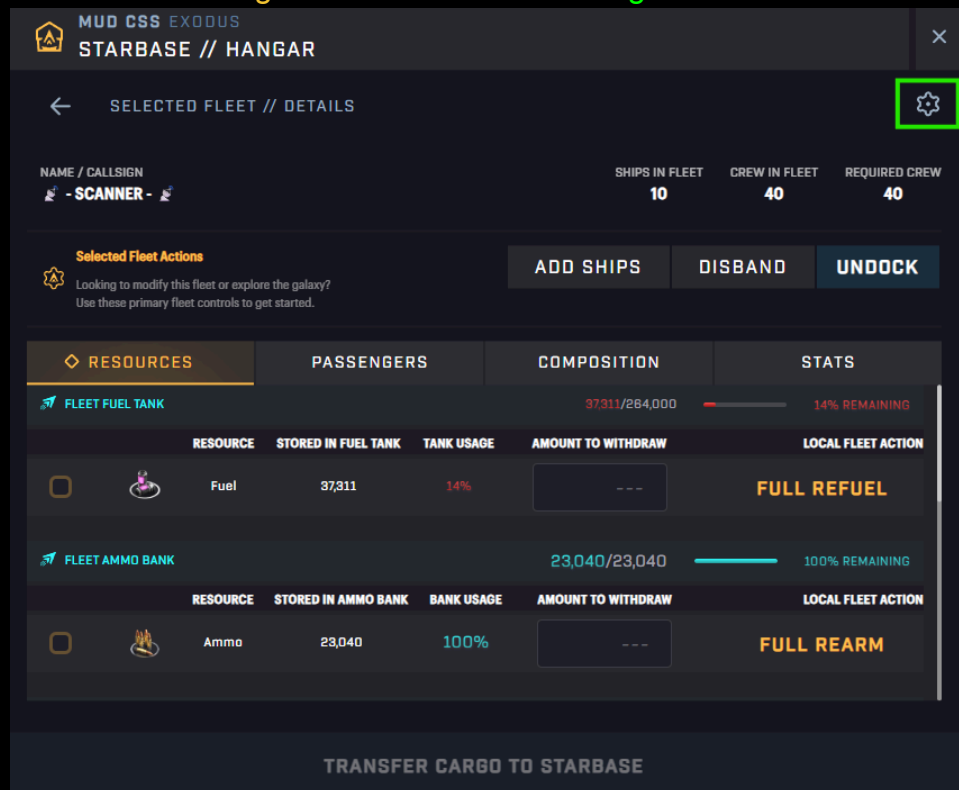
Need More Data

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

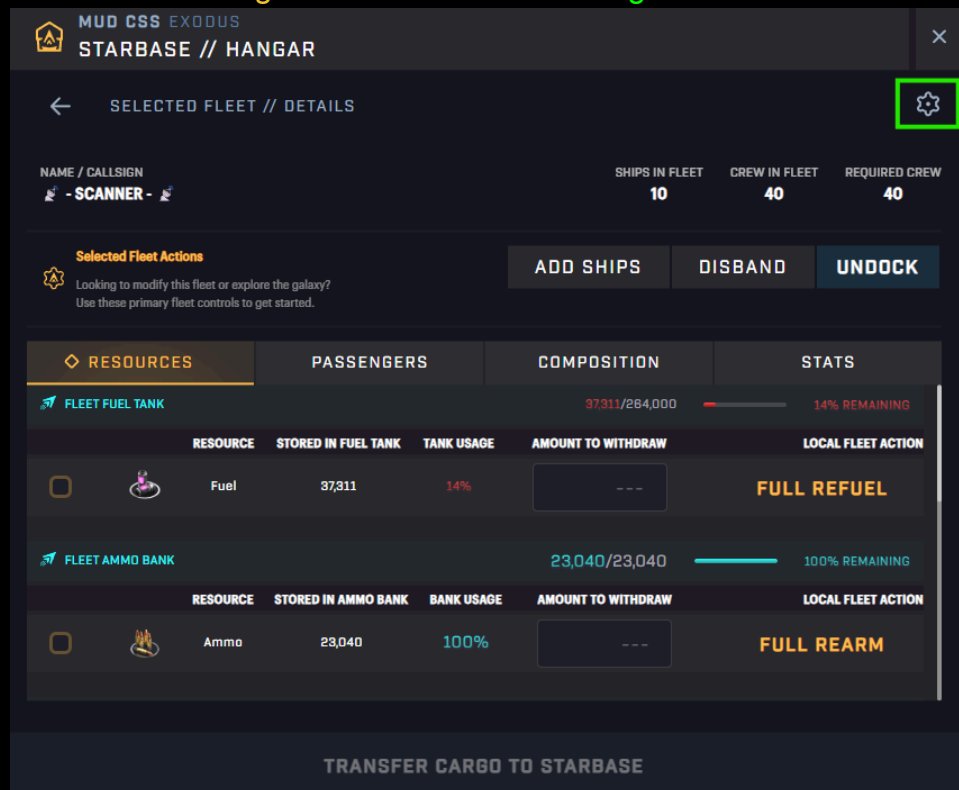
Lasers in the Dark

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

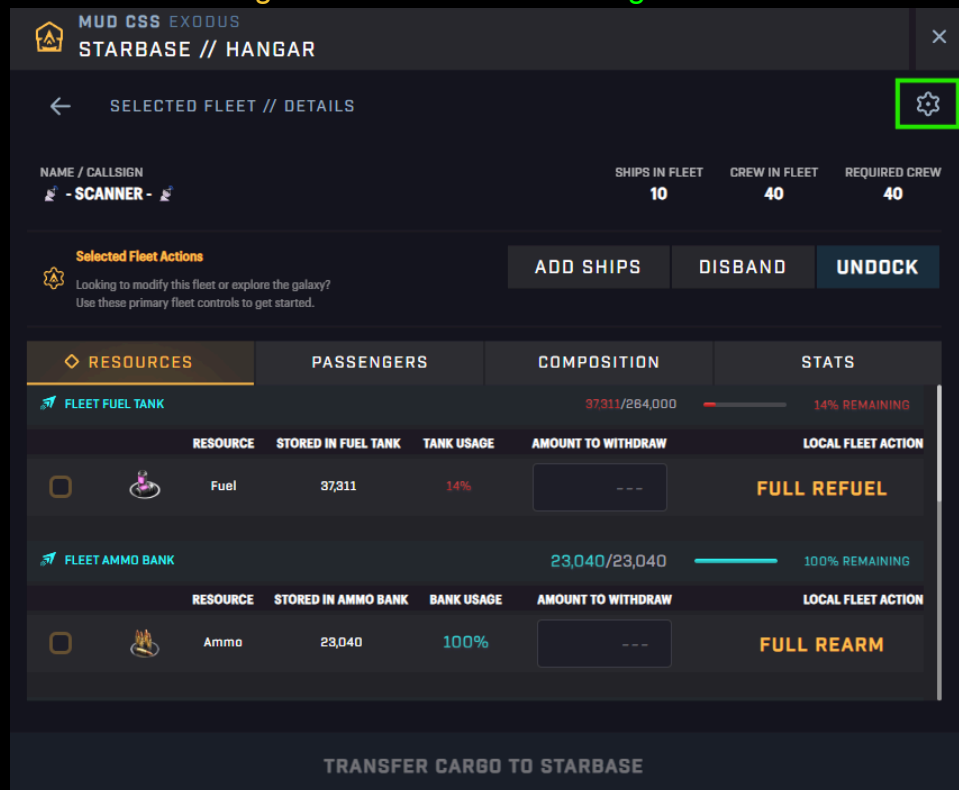
Deploy Stabilization Fields

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

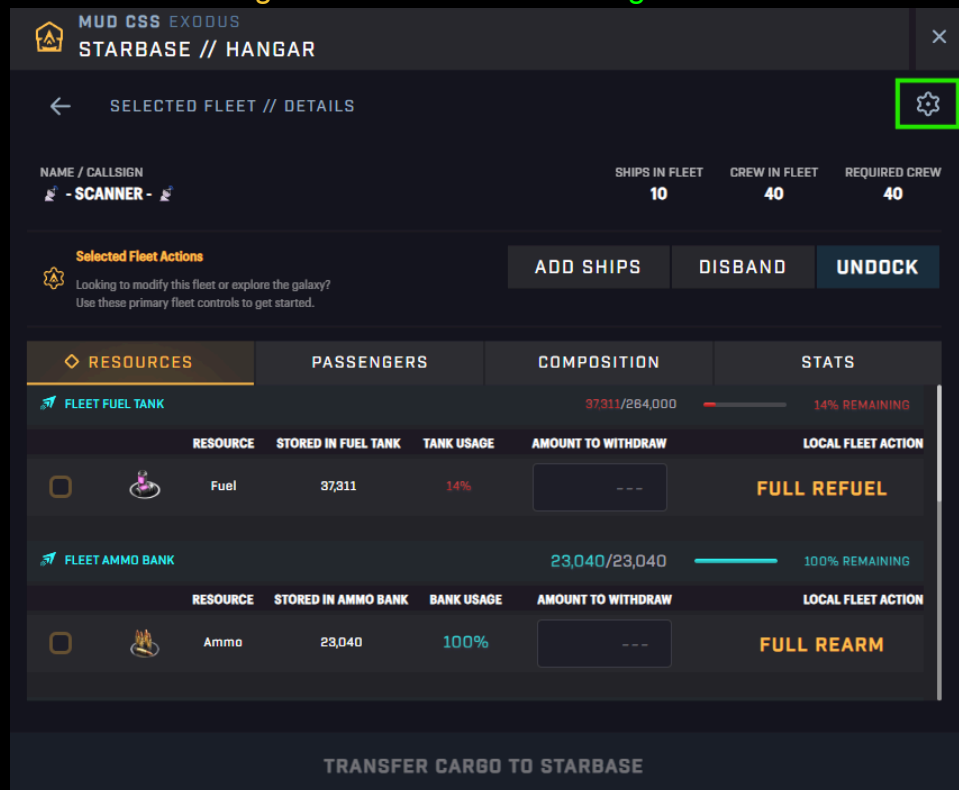
The Butcher Is Online

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

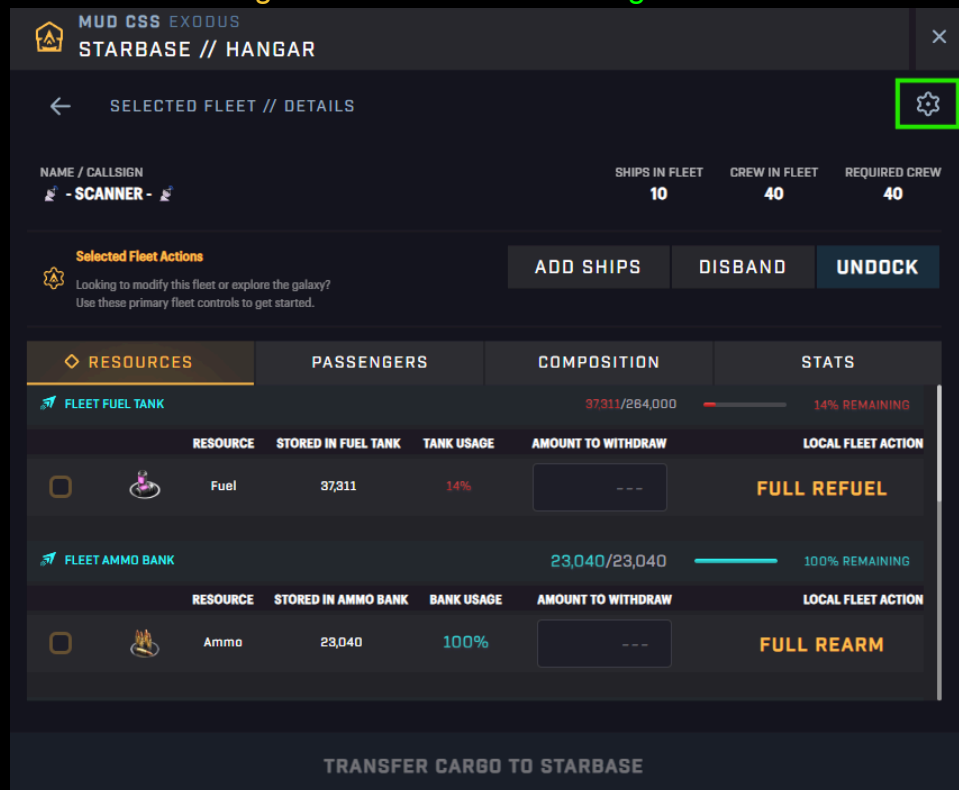
A Huge Feast

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

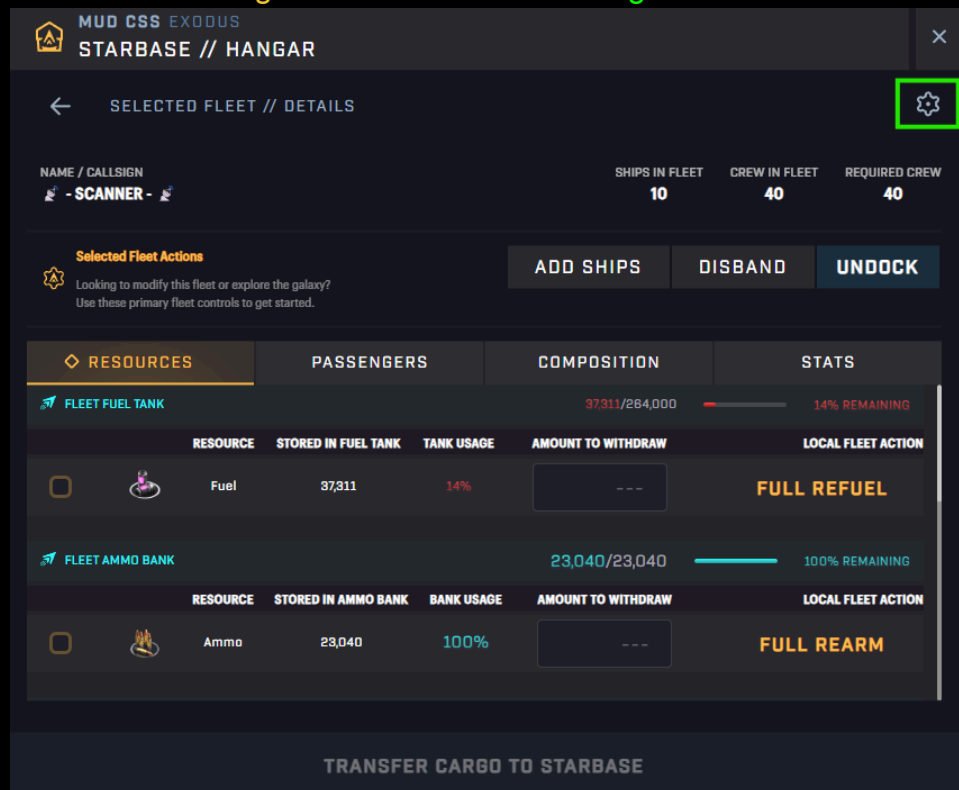
Cooperate to Thrive

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

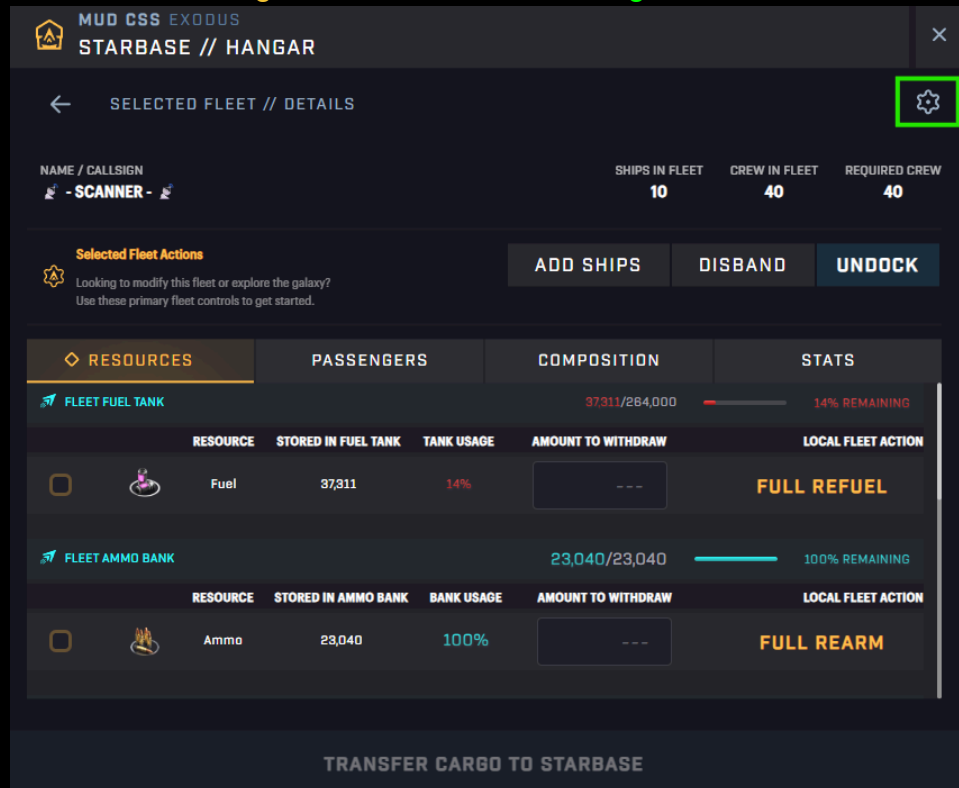
A Recognized Power

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

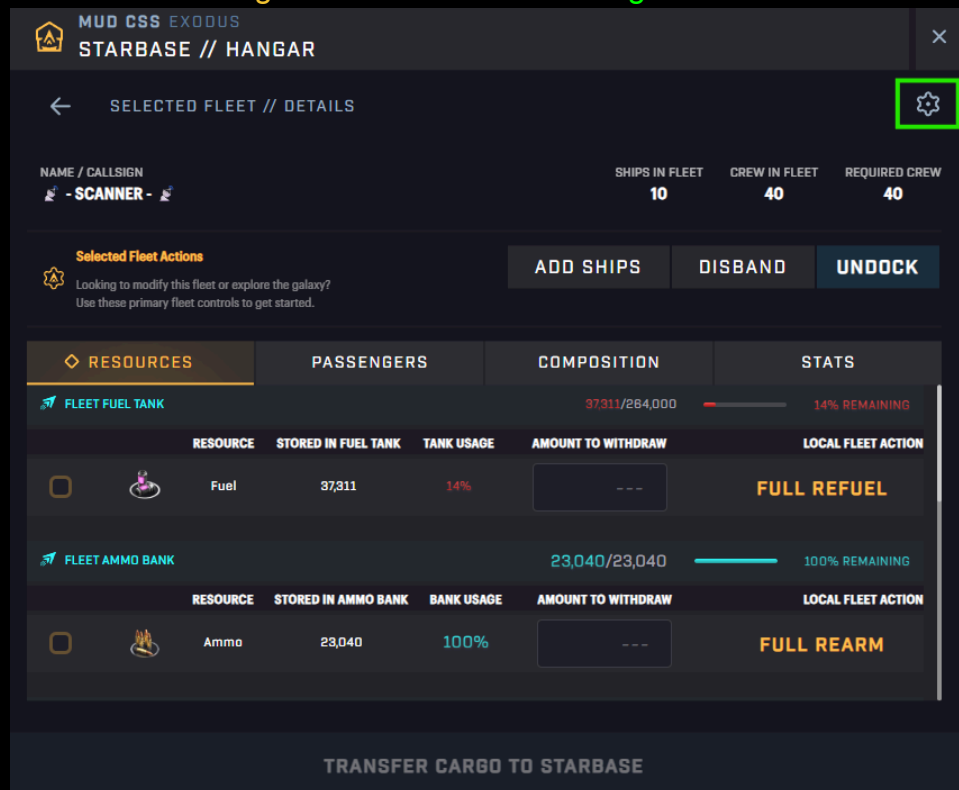
The Logistics of a Newborn Power

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

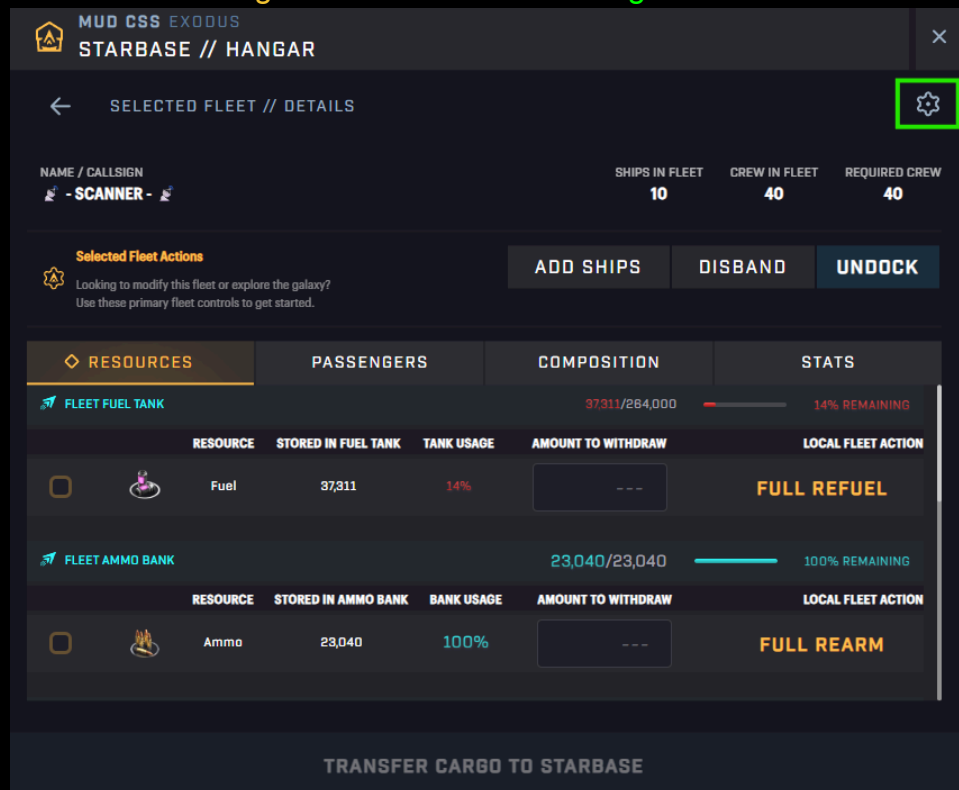
The Industry of War

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

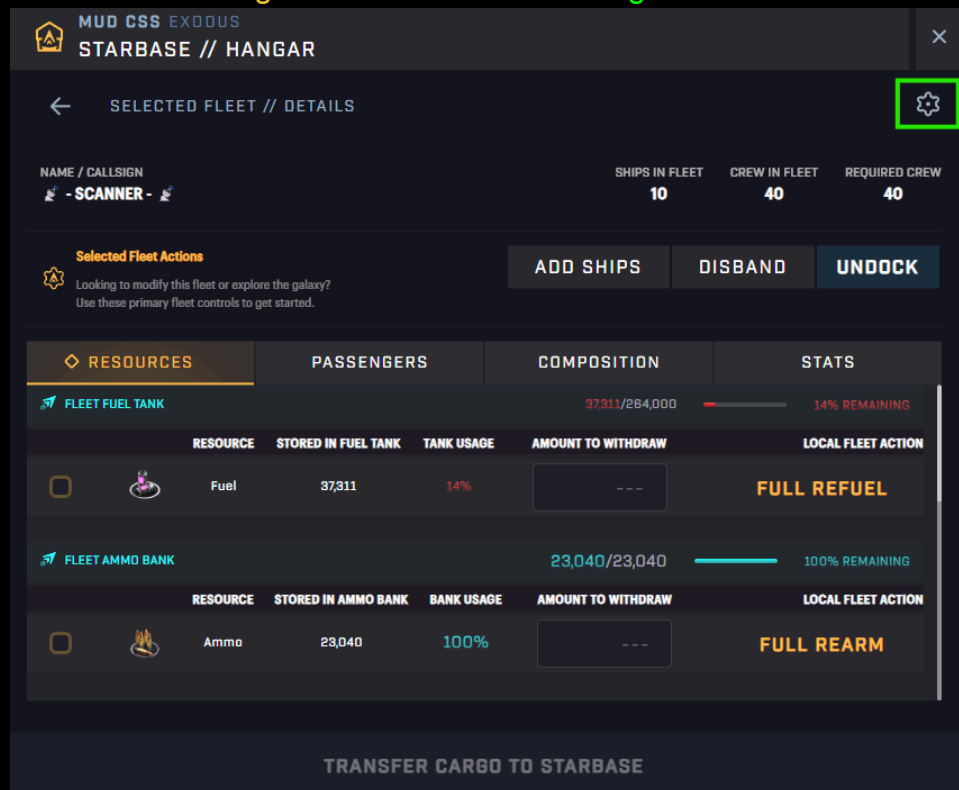
Hold Strong

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