



(EXOGEN)

**EXOGEN OPEN BETA
INSTRUCTION MANUAL**



Welcome in space

Basic purpose

The first and most important function of Exogen is locating suitable planets to establish your future colonies when playing **Beyond Humanity: Colonies** board game.

The more star systems you explore and planets you pioneer, the more possibilities you will have in setting up your **Beyond Humanity: Colonies** board game.

Apart from being used in connection with the board game, Exogen can be fun on its own and will provide you with the possibility to explore the universe we have prepared for you, communicate and interact with other users, gather in-game resources, and develop your corporation out-of-game.

Ongoing development

It is worth mentioning that some of the current features may evolve and some new ones may be introduced in the future. **Exogen** features will also be used in conjunction with upcoming games set in the **Beyond Humanity** universe.

Living & persistent world

In **Exogen**, you will find an evolving game board that changes and reacts to not only your actions but the actions of every player. As you dive deeper into unknown regions of space, new systems are waiting to be discovered. Some may have been charted by competing corporations, others may be awaiting first contact. As a hybrid game, **Beyond Humanity: Colonies** will link to your **Exogen** account to marry both games together, each providing further development for the other.

Do you share your resources with others? Taxing appropriately but allowing them access to your facilities? Or will you keep your orbital stations private, forcing others to make their own path? And with regards to identifying exoplanets for future colonization, will you spread out in every direction, or stab deeply in one heading? These questions and more will be your key considerations as you play **Exogen**. There is no “right way” to play, as business and adventure are both an evolving journey. You should be successful and entertained so long as you are weighing your options, considering your goals, and trying to be the best CEO of your corporation that you can.



Application

Side panels

- **Resource panel** on top-right corner.
- **Left panel**, tabs, starting from top to bottom:
 - **"My Corporation"** - Your player data
 - **"My Megacorp"** - This feature will be available in the future
 - **"My Library"** - Bookmarks of your favorite planets
 - **"My Missions"** - Your current ongoing exploration missions
- **Right panel**, tabs, starting from top to bottom:
 - **"Resources Market"** - A resource trade market, available after unlocking its technology
 - **"Statistics"** - Global info on universe evolution
 - **"Game Options"** - Various settings for **Exogen**
 -

Zoom controls, timer, and RAD-Z coordinates

On its face, Exogen is an interactive map with 3 zoom levels: **Cluster** (zoom out), **Region** (medium), and **System Level** (zoomed in) with different data overlays.

Zoom controls are on the bottom, center screen.

RAD-Z coordinates (location of the mouse pointer, or current system you're in) are the universal address of points in space and are displayed on the left of the ZOOM panel.

The current **in-game date** is on the right of the ZOOM panel.

IMPORTANT: *Time will pass even if you are not logged in.*

App requirements

- Windows 7 or newer, OS X
- Any Browser capable of WebGL support: Edge, Chrome, Firefox, Opera, Safari.
- Minimum 1280x720 pixel screen resolution

Known problems:

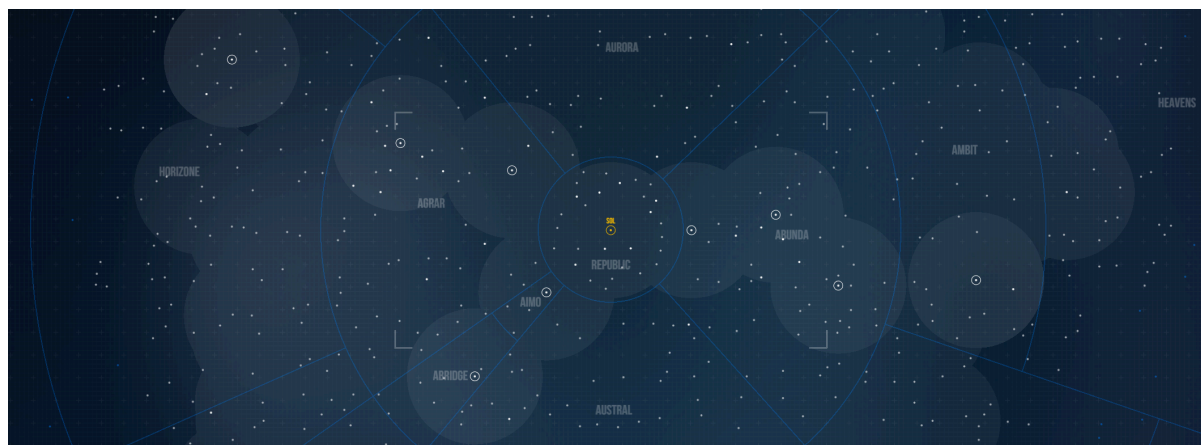
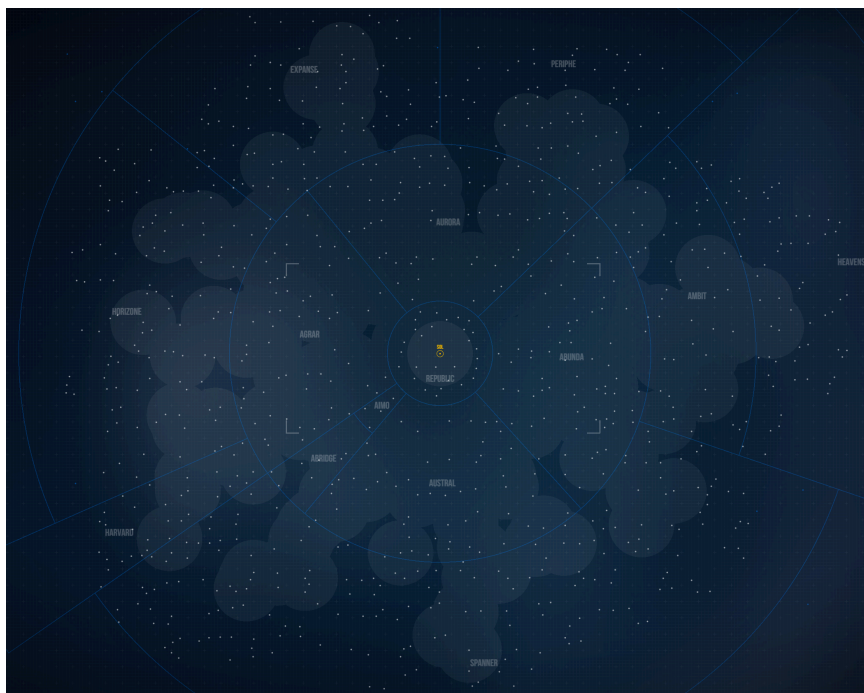
- Chrome browser, stars won't show up because of Hardware Acceleration (Settings > Advanced) set to "OFF";
- Linux OS, because of lack of WebGL support in some cases;
- **Currently, Exogen isn't prepared yet for mobile devices such as tablets and smartphones.**

Map

Map - Cluster level

Cluster level map shows big areas of the galaxy to ease navigation and allow overall exploration planning. It shows large regions of the known galaxy.

Players can check their Stations positions and mission range.



Map - Region level

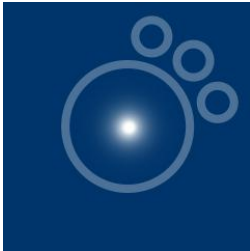
This is the main level used in the game, where star systems, mission range, and mission routes are visible.



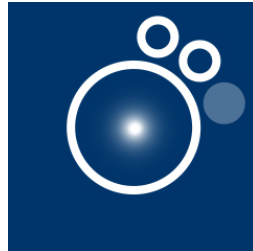
Region level map with working fuel station showing a new temporary range for space exploration

Systems, stars, and bodies are marked depending on their status: **unexplored**, **explored**, **colonized**, etc (colonized systems are not be marked yet - there is only one: your homeworld)

Systems on map:



Unexplored System

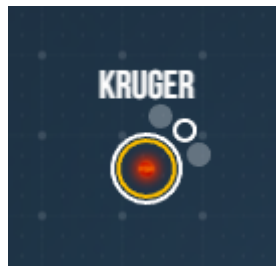


Explored (Probed) System

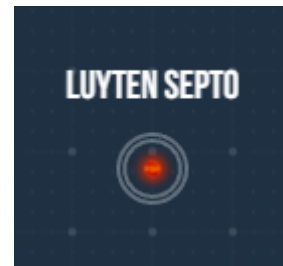


System Explored with
one planet explored by pioneers

Small Orbital Stations:



System with player's own
Small Orbital Station
(yellow internal circle)



System with other player's
Small Orbital Station
(gray internal circle)

Planets:



Unexplored planet
in unexplored system



Planet available for exploration
in explored system



Planet explored by Pioneers

Map - system level

This map level shows details of the systems: stars and planets.

When a system is unexplored, only the stars will be described and all other bodies will be “glitched”. Once the system is explored by a Probe, you will be able to see the planet types and open the panels of each object to see its basic description.



In an explored system, the planets are described in a few ways:

- **Uninhabitable bodies** - dark names
- **Exoplanets** available to send pioneers to (or to build a colony in BHC) - white names
- **Exoplanets explored by pioneers** - small yellow icon above the name

Blue icon under planet: the planetary resource to be gained if you colonize it (in the BHC board game).

Yellow name and “house” icon under the planet - **your colony** (currently there is only one: your homeworld).

White name and “house” icon under planet - **another corporation(s) colony(ies)**

IMPORTANT: Please remember, the Pioneer mission does not colonize exoplanets. You need to play the Beyond Humanity: Colonies board game and have a successful colony result to colonize a planet.

Anomalies

There are many anomalies in space - these are special types of celestial bodies, very rare and unique. Some are unusual stars, some may be objects hidden in systems, such as water worlds and earth-like worlds. Anomalies give the opportunity to perform research that can provide much higher commissions.

There are many types of anomalies, most are unique and are not to be publicly marked in the game. When discovered, it is up to the player on whether to make this information public or not.



Range

The range is an area available for the player to send their missions. It is indicated by a semi-transparent white area on a region level map. The range is calculated from each of the player's colonies, range-extending facilities, and other players' shared Small Orbital Stations. Please note that Fuel Stations provide a temporary range extension, which cannot be shared, and the Small Orbital Stations provide a permanent extension to your range, and only the SOS range can be shared.

Until you are able to begin playing the **Beyond Humanity: Colonies** board game, players have only one colony, situated on Terra in the Sol system. Therefore, in the beginning, all missions have only one starting point: the Sol. After establishing colonies in the **Beyond Humanity: Colonies** board game, mission routes will be calculated from the colony nearest to the destination.

As mentioned above, the player's range is visible on the Region Level as a semi-transparent white area. The brighter white areas indicate the player's original range, based on their own colonies and their range-extending features (such as Fuel Stations and Small Orbital Stations). Dimmed white areas indicate additionally available range provided by other players that decided to share their Small Orbital Stations.

The **standard range** for a corporation is **10 JU** (Jump Units) and can be extended by placing Fuel Stations or Small Orbital Stations (new sources of range area). Additionally, with certain technologies from the Corporation Technology Tree (longer range available) your range can be increased.

Note: until the introduction of 'Plexuses', the system of calculating the mission routes point-to-point, ranges are simplified as just a straight line from Sol to the destination. When this feature is added, the details will be explained.

Missions on the map

[all mission types are explained in the next chapter]

Every time a mission is sent to a body, it is shown on the map.

Region-level:

For every ongoing mission, there is a line marking every mission route, from the origin point (currently only Sol) to the destination. The line color will change showing the progress of the mission.

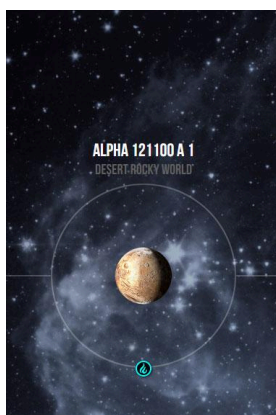


After arrival, if the mission requires time to perform its duty (such as “probing”), the progress is shown on the circle around the star or planet (the circle is gradually changing color from white to yellow).

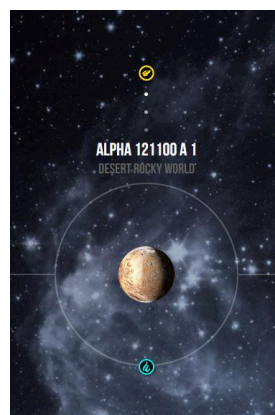
System-level

The mission icon will be shown atop the body it has been sent to. [see all the icons below]

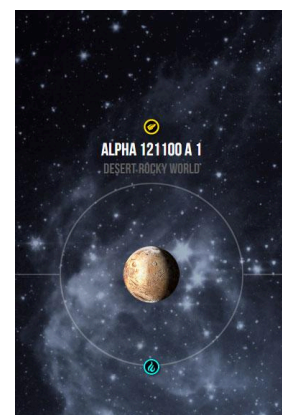
Example: Sending Pioneers - exoplanet statuses



Planet unexplored



Pioneers en route



Planet explored

Icons & map legend



Planet colonized by player



Planet colonized by other players



Probe



Pioneers



Science Vessel



Fuel station



Small Orbital Station



Small Orbital station (other players)



Xenon



Water



Ore



Plasteel



Licenses



Map scale showing distance in JU (Jump Units)

Missions

Missions are the core interactions that players have with **Exogen**. They are the main tool used to explore the **Beyond Humanity universe**. Players during their game will send probes to scan new systems, pioneers to gain details on the planets, and will send Fuel Stations and Small Orbital Stations to extend their range of influence.

Each mission travel time will depend on the distance to cover in real-time, though in-game it will be **60 times faster** (1-minute real-time = 1-hour in-game time, so 1 day real-time = approx 2 months in-game).

Mission-related costs are based on the resources required and are only used in the Exogen metagame.

Probe scans, Pioneer landings, and Science vessel missions will allow you to earn additional one-time funds (*licenses*) that you can use for future missions or for a new upgrade for your corporation. The payment rates are depending on the bodies scanned/explored (significant increase in case of unusual and rare objects). [see 'Commissions' chapter for details]



Probes

Sending a Probe is the first interaction with a new system and will allow you to scan its contents. After successfully probing a system, you will see a list of its planets (and moons) and their basic parameters, and the parameters of the stars. Without first sending a probe and completing a scan, no other actions are available (such Pioneers, Fuel Stations, Small Orbital Stations etc).

To send a probe to an unknown system:

- Click on the system of your choice on the region map (it must be within your range)
- After the system map loads, click on the star to open its panel
- Click on the button "send probe"
- Confirm your choice (if you have sufficient resources)

Information on probe mission will be visible in the **"My missions"** tab on the left panel. Like most missions, a Probe needs time to reach its destination. It also requires additional time to scan the target system or star. Both will be shown in the mission panel as corresponding timers.

Once a journey and a scan of the star or system is complete, you will be able to see the details of the star(s) and basic info on its planets. This will cover data like: moons, the terrain types, which exoplanets are habitable, what resources they may provide (both relevant resources for **Beyond Humanity: Colonies** and **Exogen**), who first pioneered any planet, and so on.



Pioneers

Players can send Pioneers to the designated exoplanets in a probed system to provide detailed data on surface conditions.

The data gathered by the pioneers will be used when choosing exoplanets to build your colonies in the **Beyond Humanity: Colonies board game**. The **"My Library"** tab is important because it will be shared with the board game's companion app. Thanks to Pioneer exploration, you will know the effect of planetary conditions on your future colony. This will allow you to be able to choose a planet that suits your capabilities and needs, and also choose and prepare auxiliary fleets (element of board game setup). Therefore, pioneer missions are going to be crucial when planning colonization, especially on hard difficulty.

To send Pioneers to planets in explored (probed) systems:

- Click on an explored system of your choice on the region map
- After the system map loads, click on the planet to open its panel
- Click on the button "send Pioneers" to send Pioneers
- Confirm your choice (if you have sufficient resources)

Information on the Pioneer's mission will be visible in the **"My missions"** tab on the left panel.

Like a Probe, also Pioneers will have two timers. One for a journey and one for gathering data after arrival. Once your Pioneer team has finished exploring, you will be able to see all the details of the exoplanet. These details are extremely important to cleverly approaching Beyond Humanity: Colonies. This will cover critical data such as atmospheric information, liquid reports, and environmental parameters, like Extreme Weather, Plasma Bursts, Earthquakes, etc.



Fuel Stations

Fuel stations are missions used to extend a player's range, but only for a limited time. Once established in a system, they create temporary bases to refuel and extend the range of other missions.

An established Fuel Station will last for 72 hours (realtime) after it arrives.

To send Fuel Station to an explored system:

- Click on an explored (probed) system on the region map
- After the system map loads, click on the star to open its panel
- Click on the button "send Fuel Station"
- Confirm your choice (if you have sufficient resources)



Small Orbital Stations

Small Orbital Stations are just bigger and more advanced Fuel Stations. The procedure to establish one is the same. Of course, they cost much more, but the main difference is that they are not temporary, so they will stay where you put them.

That option is in the right panel - settings tab.

To send Small Orbital Station to an explored system:

- Click on an explored (probed) system on the region map
- After the system map loads, click on the star to open its panel
- Click on the button "send Small Orbital Station"
- Confirm your choice (if you have sufficient resources)

Like other missions, Small Orbital Station missions have two timers - one for the journey, and the second one after arrival - for preparation to operate.

Small Orbital Stations sharing

IMPORTANT: Currently, the commissions/fees for use of the Small Orbital Stations are not active. It is still under construction.

Your Small Orbital Stations can also be used by other players to provide you with an income. When you share access to your SOSs, other players will pay you every time they would use your SOS to carry a mission. You can also hide your stations from the public by switching this option off in your settings.



Science Vessels

Science Vessels are highly specialized missions, designated solely for anomalies research.

To send Science Vessel to an anomaly:

- Click on an explored system that is or contains an anomaly on the region map
- After the system map loads, click on the anomaly to open its panel
- Click on the button "send Science Vessel"
- Confirm your choice (if you have sufficient resources)

Science Vessel's mission: after arrival to the destination system, it will take 72 hours for anomaly research. When it is completed, it will provide you a very high commission (50L).



Mining Operations

Mining Operations are designated to gather resources on various space bodies, such as exoplanets, moons etc (planetary rings and comets - work in progress). It can be performed only on planets and moons that have resources - marked by little blue icons under them.

To send mining ops to the exoplanet, it has to be explored (pioneered) first.

Each player is able to send one Mining Operation at time per one colony they own.

An established Mining Operation will be operating for 168 hours (realtime) after it arrives. In this time it will gather the local resource, providing with +0,2 of the resource per hour.

To send Mining operation to a chosen body:

- Click on an explored (probed) system on the region map
- After the system map loads, click on a moon or pioneered planet to open its panel
- Click on the button "send Mining Operation"
- Confirm your choice (if you have sufficient resources)



Lunar Bases

Lunar Bases are nothing like Small Orbital Stations or Fuel Stations, they are a game-changer. They change the entire approach of players' space exploration by becoming a new possible point of origin for any missions.

Establishing a Lunar Base affects the range of players' missions, because those act as a forward operations base, giving a new starting point for the missions.

The procedure to establish a Lunar Base is similar to other missions. Please bear in mind that the cost of a Lunar Base is significant, due to their impact on the players' situation.

To establish Lunar Base on the moon in an explored system:

- Click on an explored (probed) system on the region map
- After the system map loads, click on the chosen moon to open its panel
- Click on the button "send Lunar Base"
- Confirm your choice (if you have sufficient resources)

Lunar Bases cannot be shared with other players.

Lunar Bases are permanent.

In the lore of the Beyond Humanity universe, the Lunar Bases are not considered a colony due to not having permanent inhabitants, but only a rotating crew (working in a short term shift system) and their role as a support facility, not a settlement.

Missions statistics compilation

Mission cost






Mission type	Xenon	Water	Ore	Plasteel	License
Probe	-	-	-	3.0	-
Pioneer	0.1 per 1 JU	2.0	-	3.0	-
Fuel Station	0.2 per 1 JU + 1.0	3.0	3.0	3.0	-
Small Orbital Station	0.3 per 1 JU + 3.0	3.0	3.0	1.0	10.0
Science Vessel	0.2 per 1 JU + 1.0	3.0	1.0	10.0	10.0
Mining Operation	0.3 per 1 JU + 1.0	5.0	5.0	5.0	5.0
Lunar Base	1.0 per 1 JU	25.0	75.0	25.0	25.0

Mission time

Mission type	"On The Way"	Deploying	Operation	lifetime
Probe	1 h per 1 JU	-	probing: 0.5 h per body	Single-use
Pioneer	1 h per 1 JU	-	pioneering: 6 h	Single-use
Fuel Station	1 h per 1 JU	-	operating: 72 h	Single-use
Small Orbital Station	1 h per 1 JU	6 h	Permanent	Permanent
Science Vessel	1 h per 1 JU	-	research: 72 h	Single-use
Mining Operation	1 h per 1 JU	-	mining: 168 h	Single-use
Lunar Base	1 h per 1 JU	72 h	Permanent	Permanent

Economy

Resources

Resource	Short	Icon	Description
Xenon	X		Ion engine fuel.
Water	W		Conventional fuel and the main component in life support systems.
Ore	O		Common chemical elements in raw form.
Plasteel	P		Construction material based on a composite of steel and fiberglass.
License	L		Corporate currency.

Passive income

You will earn resources mainly from your passive income, but also by completing missions (action-based income). Your passive income is based on the number of successful colonies established in **Beyond Humanity: Colonies**. Each Colony provides +0.1 of each resource per one hour. In addition, if an exoplanet has a certain Resource available, it will provide an additional +0.1 of that resource.

Example: Terra has the Water resource available, so to start, your passive income will be +0.1 Xenon, **+0.2 Water**, +0.1 Ore, +0.1 Plasteel, +0.1 Licence per hour.

Successfully finished colonization (one full game in a Campaign mode: solo, semi-coop, or coop) in **Beyond Humanity: Colonies** can be uploaded to the **Exogen**: it will be shown in the Exogen immediately after connecting the BHC app with the internet and uploading the game final result.

IMPORTANT: *There will be new methods for passive resource generation introduced in the near future.*

Commissions

If any Probe or Pioneer mission is completed and you are the first corporation to explore a system or exoplanet, **your commission will be doubled** and the star system and planets will be tagged with your corporation name forever. So it literally pays to be first.



Probe commissions

Body type	Commission (L)
Class W: Wolf-Rayet Star	10.0
Class O Star	2.0
Class B Star Class A Star Class F Star Class G Star Class K Star Class M Star Class L Star Class D Star Class T Star Class Y Star Desert Dunes World Desert Rocky World Desert Metal-rich World Desert Volcanic World Desert Craters World Dunes Rocky World Dunes Metal-rich World Dunes Volcanic World Dunes Craters World Rocky Metal-rich World Rocky Volcanic World Rocky Craters World Metal-rich Volcanic World Metal-rich Craters World Volcanic Craters World Desert World Dunes World Rocky World Metal-rich World Volcanic World Craters World Uninhabitable Rocky Planet Uninhabitable Lava World Cold Gas Giant Hot Jupiter Gas Dwarf Ice Giant Ocean World Uninhabitable Rocky Moon	0.1
Other rare bodies	varies

Example: Procyon system



After sending the Probe to the Procyon system, the Probe will scan the system consisting of 7 bodies (2 stars, 4 planets and 1 moon). It will take 3.5 hour after arrival.

Then, the basic Commission for Probing will be 0.7L: 0.1L (class F star) + 0.1L (class D star) + 0.1L (Uninhabitable Lava World) + 0.1L (Uninhabitable Rocky Moon) + 0.1L (Desert Metal-rich World) + 0.1L (Volcanic World) + 0.1L (Cold Gas Giant).

If the player corporation has unlocked the Astrocartography Datacenter tech, the commission will be raised +0.1 for each body, so it will be: 1.4 L for the whole system.

If the player is the first one to probe this system, the commission would be doubled (after adding the bonus 0,1L if the tech upgrade has been unlocked).

Pioneer commissions

Body type	Commission (L)
Desert Dunes World	2.0
Desert Rocky World	
Desert Metal-rich World	
Desert Volcanic World	
Desert Craters World	
Dunes Rocky World	
Dunes Metal-rich World	
Dunes Volcanic World	
Dunes Craters World	
Rocky Metal-rich World	
Rocky Volcanic World	
Rocky Craters World	
Metal-rich Volcanic World	
Metal-rich Craters World	
Volcanic Craters World	



Desert World Dunes World Rocky World Metal-rich World Volcanic World Craters World	1.0
Other rare exoplanets	unknown

Pioneering is always carried on one exoplanet at time - The commission depends on planet type, corporation tech upgrade and whether the exoplanet has been pioneered before or not.

Example: pioneering of a single planet in Van Maanen Star system (20091-00141).

This is a Desert World, so the basic Commission is 1.0 L.

- If a player's corporation has unlocked the Printable Pocket Labs tech, the commission will be 2.0 L.
- If it is the first pioneering of this planet, the basic Commission would be 2.0 L without the tech upgrade, and after upgrade: 4.0 L.

Terran Republic Exchange Market

The **Terran Republic Exchange Market** is a special tool - right panel, first tab (TREM). It gives you an option to trade resources.

It can be unlocked via tech tree upgrades (**Corporate Headquarters**) and further reduction of commission in TREM is possible with additional tech tree upgrade.

Upgrades

Players can obtain an unlimited number of different upgrades for their corporation.

The access to upgrades is located in the left panel, on the first tab, and it is labeled "Manage my technologies".

Reserve

After one week of player inactivity (no **Exogen** login) a players corporation will switch into **Reserve Mode**. After switching into **Reserve Mode**, players won't get any resources that are passively generated. The first login after switching into **Reserve Mode** restarts the timer and passive resource generation will be active for at least one week.

There is a special type of technology upgrade called "**Robotic Storage Compartments**", available in the corporation technology tree, and it changes the time before switching into **Reserve Mode** from **1 week to 4 weeks**.



Corporation development

Naming and logo creation

At the start of your log into **Exogen** for the first time, you will have the opportunity to create your own corporate logo and choose your corporate name for free. You can change your corporate logo and name at any point in the future, but it will cost (**10 L**).

Statistics

Currently, statistics are basically showing the global efforts of all players in space exploration and colonization.

Position	What does it mean
Created Corporations	How many corporations have been created
Active Corporations	Corporations which are not in Reserve Mode
Longest Distance From Sol	Corporation with the Mission furthest from Sol
Most Visited Systems	Corporation with the most Probe missions finished
Most Visited Planets	Corporation with the most Pioneer missions finished
MOst S.O.S. sent	Corporation with the most S.O.Stations installed
Most Resource Spent	Corporation with the highest amount of resources already spent

Creating MegaCorp

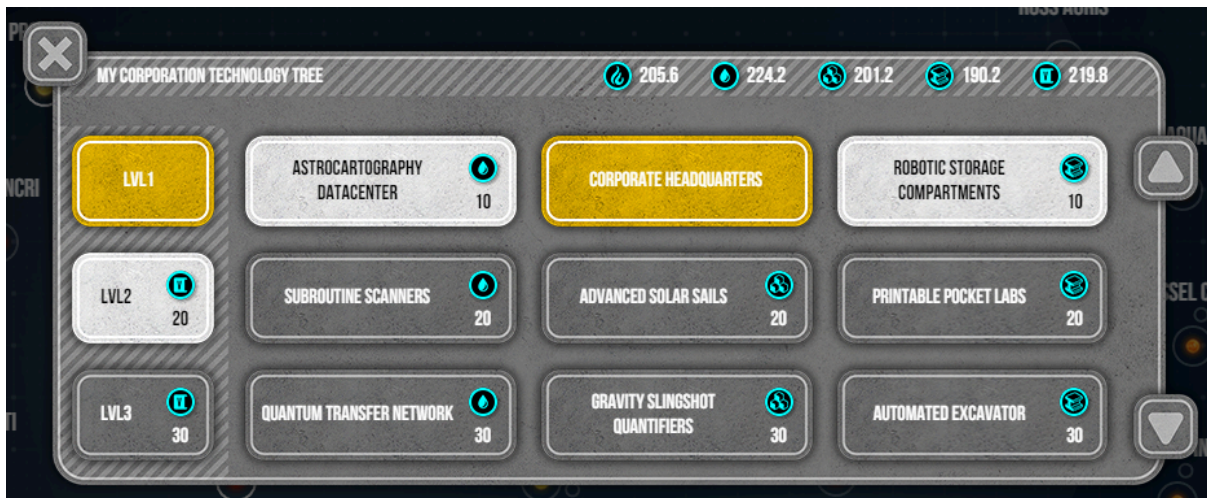
To be added in the future

Running MegaCorp operations

To be added in the future

Technology Tree

With the Tech tree, corporations can be upgraded with enhanced resource generation, cost efficiency, and more. In the left panel, on the first tab (My Corporation), players will find “My Corporation technology tree”. In this popup menu, players will see the various unlockable levels of upgrades. To purchase an upgrade, a player must first pay to unlock the appropriate skill level. Any upgrades players purchase will be with them forever.



Yellow color - Upgrade purchased.

White color - This upgrade is available to be obtained (it does not mean that the player has sufficient resources to do so).

Grey color - this option is unavailable as the previous level hasn't been yet unlocked (in case of levels) or the corresponding level in a row hasn't been unlocked (in case of technology upgrades).

My Corporation Technology Tree gives players a few different options:

- Click on any level: unlocking different levels of technologies, which can be acquired in order for a fee;
- Click on any technology: view detailed information about that technology, and if selected technology upgrade is available because player paid to unlock that level upgrade - they will have the possibility to pay a fee to obtain this technology upgrade;
- The slider on the right side allows to scroll the list;
- Close button (“X”) in the top left corner: this action closes the Corporation Technology Tree popup.

IMPORTANT: *The Technology Tree will be extended (new upgrades and levels) over time for all players.*



Community Missions

Description

Community Missions (CM for short) are special unique activities for the entire backer community. Community Missions are one-time-only events, heavily based on the lore storyline.

Community Missions are large challenges for the Exogen players community, so each and every player can take part in the mission and be rewarded upon completion if the CM was successful.

Every CM is announced in advance in the lore screens of Exogen and on the social media news. Missions can have a mission run time that will give players an indication of how long they have left to take an action(s) to successfully complete the mission. There is also deadline criteria that must be met through player action.

Each CM is based on a new topic/story point and focused on various activities that players will need to perform. Each CM is different so the challenges and players' actions may vary.

The general idea is that players will work together, performing unique activities, and fulfill a specific goal.

During the CM, there are announcements about both the lore and the mechanics of the challenge. Sometimes (when needed), a progress bar will appear on the screen showing how the community is progressing on the mission.

The end of a CM is based either on: a time limit, achieving the goal, or both time limits and goals. It can finish successfully or negatively, based on the outcome of the player's actions.

Taking part in the CM

When a Community Mission is active, it is included in the GUI: there is a special activity button labeled “Community Goal”, located just under the resources bar, but partially hidden when the right-side panel is open.

When you click on the Community Goal button, a CM dedicated window will appear and you are able to take part in CM activities.

The pop-up window can be switched between two displays containing either the basic information about the ongoing challenge or the details of the mission.



CM result

When a Community Mission is completed successfully, rewards are often provided for the players that took part in contributing to the mission. Some CMs will have a global reward for everyone, and others will have a tiered reward. In most cases, the rewards level are based on a contribution level (Leaders: top 5, Partners: top 30%, Contributors: everyone else)

The CM results, being positive or negative, will usually affect the lore storyline - it is one of the few ways that the players will directly influence the history of the Beyond Humanity universe. After the CM, its effects will be included in the storyline and presented on the lore webpage.



Beyond Humanity: Colonies compatibility

How Exogen affects Colonies

Planets that are explored in **Exogen** will be the ones available to you in **Beyond Humanity: Colonies** to settle on and try to colonize. You are not required to participate in or play **Exogen** in order to play **Beyond Humanity: Colonies**. However, if you chose to pair the tabletop game with the online game, there is a greater opportunity for even more fun and excitement.

All exoplanets added to “**my library**” will become available in **Beyond Humanity: Colonies** if those will be in mission range. If an exoplanet has been explored via a Pioneer mission, the player will have an opportunity to prepare his colonization mission according to the environment and parameters of this particular planet.

So, in general, all **Exogen** efforts to enlarge a player’s range and explore planets will bring more choices in **Beyond Humanity: Colonies board game**.

How Colonies affects Exogen

As you establish successful colonies during games of **Beyond Humanity: Colonies**, your **Exogen** planets will be colonized as well. If the planet colonized has a resource value in **Exogen**, then your passive income for that resource will be increased.

Colony name proposals in our database are waiting for the first colonies (successfully completed **Beyond Humanity: Colonies** games in campaign mode). After the game, the player will have a name to choose from a "cloud" of names. This cloud will be generated from a database, based on neighbors and player’s language version (so if the player has a Spanish version, he will see more names proposed by players which have Spanish versions). After choosing the desired name it is removed from the database (no duplicates) so the player's colony is unique. If players colony is first on an exoplanet (a capital colony) - this exoplanet will change its name as well. If this is the first colony in a system - the system will change its name as well.

During **Beyond Humanity: Colonies** Community Goals, both **Exogen** and the **board game** will affect each other in a very unique way, but we are going to surprise you with those new features in the future.

Thanks to those solutions we will see a living world that is going to evolve accordingly to players' actions as well as with progress on a virtual game timeline.



Exogen Community Missions

General idea

These are special one-time events which take place in **Exogen**, for all players. It is a time-limited activity with a one of a kind background story - so there won't be another similar mission ever. Usually, corporations will be trying to achieve a goal by working together. Ultimately, all participants will receive a special prize if the **Community Mission** will be successful.

Current track record

No previous **Community Missions**.

Future development

Currently **Three Headed Monster** is mainly focused on bug fixes and the rest of the functionality planned for **Exogen Beta**. But time will continue and more systems will be found and new features will show up. Some of the ideas we are currently working on are:

- **Plexuses**, lines connecting systems that help represent crowded routes used by all players missions
- **Galactic level** (above cluster level) just for kicks, as it will show how big our galaxy is
- **New mission types**, such as mining operations, lunar bases, long-range scanners
- **Regions implementation**, including lore background
- **Community missions**, time-limited events for all players
- Lots of **optimization** and **graphics adjustments**
- Detailed **logging system** with a timeline of events available in-game
- Possibility to **create a picture** representing basic stats of player corporation and with corporation name and logo
- More **logo types**
- **Temporary anomalies**: special types of bodies, very rare and unique, which have time to live in a system - such as comets
- A **second marketplace** run by the **Colonial Federation** with unregulated resource market based on real supply v. demand and range