

Jump Drives

Jump drives are one of the many new features that Discovery 4.86 contains.

In this small document you will find some information on jump drives and their operation. Not all information is listed and information is subject to change after initial release, so be careful that you don't miss out on updated information on the forums.

1. General Information

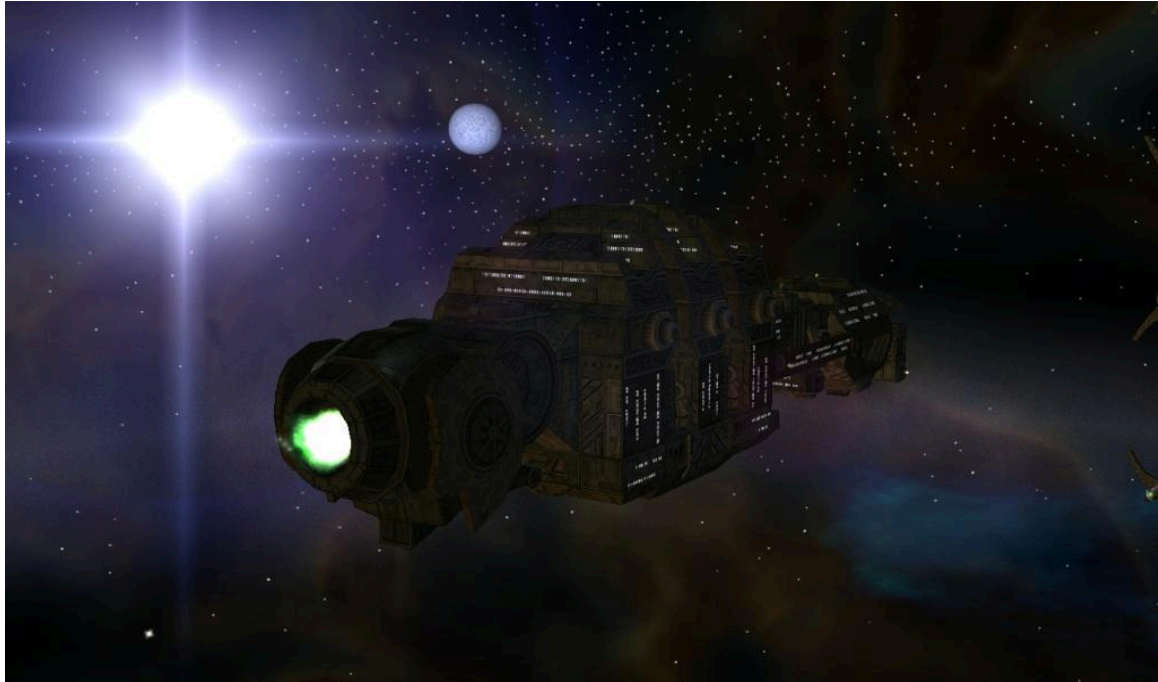
Ships use fuel. Usually this is through H-Fuel and is not a required aspect of ingame Discovery gameplay.

Jump drives however, do require fuel ingame. Depending on the drive you choose, the amount required will vary.

Jump drives are not entirely accurate by themselves. If you were to charge your drive and then jump, you will jump 'blind'. This effectively will result in your ship jumping to a random point within a random destination system. Considering that you may end up inside a sun, planet or over 500k away from the centre of a system, it is not advised.

To avoid such a scenario, there are Surveying devices. These handy pieces of equipment will allow a vessel to survey, or mark, a certain point in a system. Ships can then jump to this point, inputting the appropriate coordinates before jumping.

2. Drives and Surveying



There are 4 jump drives, scaled by size. Series 1 will jump small vessels, Series 2 will jump medium vessels and Series 3 will jump large vessels. Series 4 has a significant difference from the other drives, which will be up to you to discover.

Each drive uses different amount of fuel. The Series 3 jumped a Rheinland Battleship while using 400 MOX. The fuel amount, or type, is not dependent on the distance that is being jumped.

Surveying operates much the same as jumping, with multiple survey modules. The difference in these modules is something that players can discover. Surveying requires something other than fuel, power and time. Large powercores are required to survey properly and surveying can take anything from 1 minute to 20 minutes, depending on the module used.

3. Jumping

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To jump a ship, you will need your fuel and to be in space. The images below will demonstrate the process.





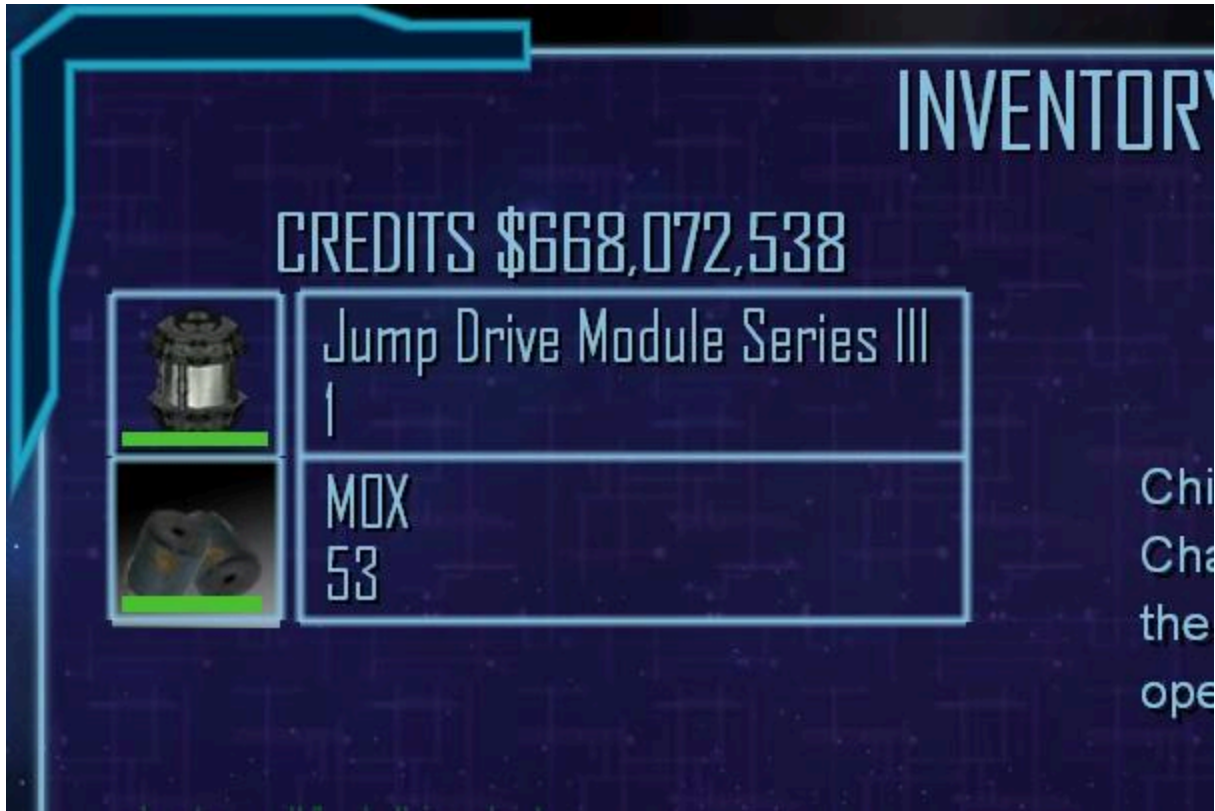
In text:

/charge - This commences the charge of the jumpdrive. Fuel will begin to be eaten.

/jump - This will jump the ship once the game tells you the charge is complete.

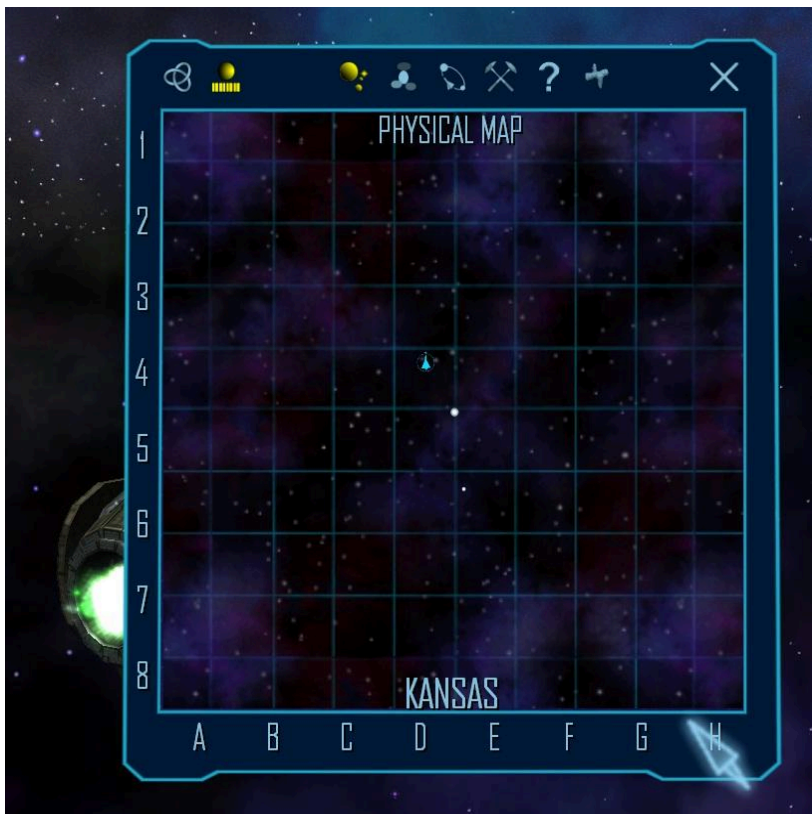
Not shown above but important:

/setcoords - This will set the destination for the jump. The co-ordinates are given via surveying and then you type them in after /setcoords



The above jump, followed by another, resulted in the battleship's 800 units of MOX turning into 53, as the image above shows.

Be mindful of fuel and of getting home.



4. Surveying

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Buy a surveyer.

Go to point in space.

Look at the forums for the command.

Wait 1 - 20 minutes for confirmation and co-ordinates.