

Red - First Leg - Scooping Up The Easy Stuff - Prepping For The Future

- Red 1 Start in System 125,100. Leave Starbase.
- Red 1 Log Planet 2 in System 125,100. (25k) Leave System.
- Red 1a- Head NE to wormhole, then NW to system 143,115.
- Red 2 Black Egg 1 System 143,115 P1 29N x 2E Log Planet (35k)
- Red 2a- Head South and slightly East to System 145,107.
- Red 3 Log Planet 4 in System 145,107 ("Heaven" 50k)
- Red 3a- Head NE to wormhole, then N to system 215,86.
- Red 4 Log Planet 3 in System 215,86 (35k)

- Red 4 Hypercube System 215,86 P3 12N x 104W
- Red 4 Ring Device System 215,86 P4 90N x 0
- Red 4x- You can get these in either order depending on which is closer when you enter the system.
- Red 4a- Head NE to System 217,88 (Mardan System)
- Red 5 Log Planet 4 of System 217,88 (Mardan 4 50k)
- Red 5a- Leave back to the wormhole and head to system 180,124
- Red 6 Rod Device System 180,124 P2 59N x 22E
- Red 6a- Upon collecting Rod Device, Send a Distress Call.

Note: Going to the "Terran" system first makes the cost of the distress call cheaper. It might be faster to get the Rod Device first and use a Distress Call from the Mardan System instead, provided the additional cost isn't prohibitive.

Blue - Second Leg - Getting The Fuel Conserver (Tesseract)

- Blue 0 Enter Operations. Clear Logs. You earned 185,000 credits from the 5 logged planets and lose 15k from the Distress Call, netting a cool 170k. More than enough to do what we need.
- Blue 0 Enter Ship Bay. Sell Class 1 Engines. Buy Class 5 Engines. Leave.
- Blue 0 Enter Material Bay. Buy Whining Orb and Flat Device. Spend Remainder on Fuel.
- Blue 0 Leave Starbase. Leave System.
- Blue 0 Head NW to Wormhole.
- Blue 0 Head S to wormhole at center of system cluster.
- Blue 0 Enter System 68,66.
- Blue 1 Shimmering Orb System 68,66 P1 12N x 32E
- Blue 1a- Head SW to system 55,32.
- Blue 2 Land Anywhere on Planet 2 of System 55,32.
- Blue 2 Use Black Egg to destroy the planet. Leave System.
- Blue 2a- Head NW to System 18,50.
- Blue 3 Tesseract System 18,50 P5 15N x 44W
- Blue 3a- Distress Call upon collecting Tesseract.

Note: Collecting the Tesseract is a dangerous split. You will get at least one Uhlek encounter on the way, and usually two at that. Be careful not to take to much damage.

Orange - Third Leg - Primary Collection

- Orange 0 Enter Operations. Clear Logs. Leave Starbase
- Orange 0 Leave System and head West to system 81,98.
- Orange 1 Ellipsoid 81,98 P1 44S x 137W
- Orange 1a- Leave System and head West to wormhole at 55,100.
- Orange 1a- Head NW to System 234,20.
- Orange 2 Black Egg 2 234,20 P2 35S x 89E

Orange 2a- Leave System heading N to wormhole at 234,44

Orange 2a- Head NE and N to System 238,189.

Orange 3 - Black Egg 3 - 238,189 - P3 - 52N x 16E

Orange 3a- Leave System heading S to wormhole at 234,157

Orange 3a- Head SE to System 112,200.

Orange 4 - Red Cylinder - 112,200 - P3 - 59N x 64W

Orange 4a- Leave System heading SE to System 132,165.

Orange 5 - Crystal Orb - 132,165 - P1 - 46N x 14E

Orange 5a- Leave System heading SW to System 118,146.

Orange 6 - Dodecahedron - 118,146 - P4 - 16S x 20W

Orange 6a- Leave System heading SW to wormhole at 101,140.

Orange 6b- Head N to wormhole.

Orange 6c- Head NE to wormhole.

Orange 6d- Head SW to System 20,198.

Orange 7 - Crystal Cone - 20,198 - P1 - 29S x 55W

Orange 7a- Leave System and head NE to wormhole.

Orange 7b- Head SW to wormhole.

Orange 7c- Head S to wormhole.

Orange 7d- Head W to System 56,144.

Orange 8 - Crystal Pearl - 56,144 - P1 - 29N x 13W

Orange 8a- Distress Call upon collecting Crystal Pearl.

Note: The Red Cylinder is also a dangerous split like the Tesseract Split in Blue. You will get at least one Uhlek encounter here.

Purple - Destroying The Dark Planet

Purple 0 - Enter Operations. Clear Logs. Leave Starbase.

Purple 0 - Head NE to wormhole.

Purple 0 - Nead NE to System 192,152.

Purple 1 - Destroy Dark Planet - 192,152 - P1 - 48N x 48E