
Polaris Sector Activation Key



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About This Game

The ancients who named this sector 'Polaris' sure had a unique sense of humor. Polaris - the bright star, the star of hope and faith. Well the Polaris sector has precious little of either; just a wilderness of gas, stars, and supernovas soaked in treachery, oppression, and the lust for power.

Can anyone build an empire in a place like this? Other factions are naturally suspicious of newcomers and may wage war at the first sign of unidentified craft. Here, a natural death is an uncommon luxury. You look weak? Pirates and scavengers will plunder your planets. You show military strength to discourage potential enemies? Your rivals will combine their forces to eliminate the threat.

Total domination requires many diverse stratagems. Shaking the hand of a powerful emperor, designing new warships in secret, investing everything in fundamental sciences to gain technology before your competitors - all may be the road to success. But will you have the time to implement your strategy? Will you be visionary enough to build weapons and technologies that will make the difference in battles fought decades from now? Find the right balance between fundamental and applied sciences to stay ahead of the opposition. Find the right balance between classic designs and crazy prototypes and your ships will be feared across the galaxy. Your engineers and scientists provide you a high level of flexibility, but it's your decisions that will shape the empire's fate.

Many a mercenary or adventurer has come here seeking wealth and power, and all their stories are now just whispers in the

void. Polaris is a black hole for living species, and empires rise and fall in the blink of an eye. Maybe the leader that will bring stability to this zone hasn't been born yet, if they will ever exist...

*And on the pedestal these words appear:
'My name is Ozymandias, king of kings:
Look on my works, ye Mighty, and despair!'
Nothing beside remains. Round the decay
Of that colossal wreck, boundless and bare
The lone and level sands stretch far away.
- Shelley*

Features**An epic and dangerous playground:** randomly generate a galaxy able to host up to 900 stars.

Full customization: external threats, pirates, number of races... you can set up the world that fits your own tastes!

Full control over ship design: want to make a corvette into a drone carrier? Go ahead. Want to make a freighter into a scout? No problem. Your creativity is the only limit!

Explore: send scout vessels to find new mines to exploit, new planets to colonize, and to establish contact with other empires.

Innovative research system: technologies and equipment will get unlocked depending on your investments in fundamental and applied research.

Diplomacy: Dialogue with other factions to gain their favor, trade goods, and make military agreements to fight common enemies.

Command your troops: when a battle starts you can join the battlefield and maneuver your ships in a tactical mode.

Alternatively use the auto-resolve mode when you have more urgent tasks to attend to in your empire.

Unique espionage system: seed false intelligence to enemy spies and lure them into a trap!

Title: Polaris Sector
Genre: Simulation, Strategy
Developer:
SoftWarWare
Publisher:
Slitherine Ltd.
Release Date: 22 Mar, 2016

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English,Russian



x 1.0

50%

Fundamental science

Biology

25%

Chemistry

25%

Mathematics

25%

Physics

25%

Progress in science: 100.00%

Science points generated:

(Science) 289 (Research) 170

AGE with Heavy Gravitonium

Active Lagon Armor

Active Missile Traps

Active Reidium Armor

Active Warp-armor

Afterburner chamber

Anti-gravity Engine (AGE)

Anti-meson Gun

Anti-meson Gun

Anti-proton Gun

Active Missile Traps

These traps emit a signal that deceives the guidance systems of incoming enemy missiles, misleading them into assuming that the traps themselves are small ships. The enemy missiles begin to close in on the traps and are destroyed upon collision.

Technical data

- Field Theory
- Force Fields
- Island of Stability
- Nano-technology
- Plasma
- Plasma Alloying
- Sub-atomic Particles
- Subspace
- Super Conductors
- Thermonuclear Synthesis
- Xenobiology
- Xenopsychology

Antigravitation

Leads to:

- AGE with Concentrated Gravitonium
- AGE with Heavy Gravitonium
- Active Warp-armor
- Anti-gravity Engine (AGE)
- Celestial Station
- Enhanced GEG
- Gravitation Gun
- Gravitation Micro-gun

Researched: 29786 pt.
Research stopped



Colonized planets: 8
Population: 835,461

Enemies



Attitude: **Negative**
Closed borders

I'm listening.

We've heard of the power of the Erian Kingdom and gladly offer our economic cooperation.

Let the Erian King hear us! We urge you to take the first step toward unifying our military power in the face of common enemies! [open borders for research ships]

We are lodging a formal protest with the King of the Erians and demanding the removal of the Erian fleet from our borders!

We suggest combining our efforts with those of the Erian people. Our scientists can enrich each other's knowledge, studying the world and benefitting everyone.

We ask for support from the King of the Erians! Ours is not the only security threatened by the hostility of certain races!

We appeal to the Erian people! An aggressor has appeared in the universe, and their actions threaten you as well. We suggest uniting to fight our common enemy!

We give the King of the Erians this star system as a token of our good will and great deference.

Let this gift reinforce our friendship.

We expect the understanding of the Erians and demand transfer of the system within our sphere of interests.

We think 50% of the minerals extracted by the Erians this year would be sufficient payment for our friendship.

Our military expenditures are growing, and we hope for the wise Erian King to transfer 5% of the minerals extracted by the Erians to us.

[End the conversation]

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