

SPACE ECO — Full Player Manual

Space Eco is a multiplayer space sandbox game focused on mining, trading, exploration, combat, faction warfare, station ownership, crafting, and civilization building. This manual was created by analyzing the attached Space Eco game files, including gameplay systems, controls, UI panels, multiplayer systems, ships, oxygen mechanics, factions, and progression features.

1. Getting Started

- Enter your pilot name and launch into the galaxy.
 - Creating a Get First Page account grants a 100,000 credit bonus and enables cloud saving.
 - Guest accounts can still play, but progress persistence is limited.
 - The game supports up to 200 players per server.
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2. Core Gameplay Loop

1. Explore space and planets.
 2. Mine resources and salvage drops.
 3. Sell materials at stations for credits.
 4. Upgrade your ship, inventory, and weapons.
 5. Build stations and civilization zones.
 6. Join parties and factions.
 7. Defend your territory against pirates and rival players.
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3. Controls

Main Controls

- W / Arrow Up — Thrust
- A / D or Arrow Keys — Rotate ship
- Space — Brake
- Mouse Click — Fire weapon / Mine resources
- Right Click (Planet) — Build structures
- T — Chat
- I — Inventory
- C — Character panel
- Z — Ship status panel
- H — Ship shop
- B — Build station panel
- M — Credit shop
- F — Social panel
- J — Invite nearby player to party
- U — Invite nearby player to faction
- R — Trade with nearby player
- Q — Switch planetary tool
- V — Quest log
- Y — Badge log
- K — Leaderboard
- N — Server list
- L — Take off / Exit planet or ruin
- X — Use oxygen system controls

- G — Refill ship energy using gas canisters
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4. Space Flight

Ships operate in real-time multiplayer space combat. Players can: • Travel across the galaxy • Dock at stations • Engage pirates • Trade with NPC stations • Salvage floating loot • Build and defend infrastructure Your ship has: • Hull HP • Shields • Energy • Oxygen systems • Cargo inventory

5. Planet Gameplay

Players can land on planets and explore on foot. Planet gameplay includes: • Mining resources • Building structures • Fighting NPC enemies • Managing oxygen • Discovering ruins and derelicts If oxygen reaches zero: • Oxygen tanks are consumed automatically when available • Without tanks, the player takes oxygen damage • A warning overlay appears telling players to return to their ship quickly

6. Resources and Economy

Common resources include: • Copper • Iron • Gold • Crystal • Fuel • Hull Plates • Engine Cores • Cargo Pods • Weapon Arrays • Shield Matrices • Obelisk Cores Resources can be: • Mined • Looted • Crafted • Traded • Sold at stations • Used for construction

7. Inventory System

Players begin with a limited inventory. Features include: • Expandable inventory slots • Item stacking • Weapon equipment • Ship attachment modules • Oxygen tanks • Gas canisters Inventory slots can be purchased with credits. Maximum inventory size: 96 slots.

8. Ships

Available ship classes include: • Scout — Starter balanced ship • Hauler — Massive cargo capacity • Fighter — High combat damage • Interceptor — Extremely fast • Dreadnought — Heavy siege ship • Phantom — Stealth raider Craft-only ships: • Miner Mantis • Guardian • Solar Sprinter • Obelisk Carrier Each ship has unique: • HP • Shield strength • Cargo capacity • Damage multipliers • Thrust speed • Shield regeneration

9. Combat

Combat occurs in both space and planetary environments. Combat systems include: • Shields • Hull damage • Weapon upgrades • Attachments • NPC pirates • Civilization defenders • Defense turrets • Mercenary escorts • Ally trade ships Destroyed players respawn after a short delay.

10. Trading

Players can trade directly with nearby players. Trade features: • Credit exchange • Item exchange • Trade confirmation system • Trade request notifications • Multiplayer trade panels Trading requires proximity between players.

11. Stations

Players can purchase and operate stations. Station tiers: • Personal Outpost • Trade Base • War Fortress Stations can: • Store resources • Hire trade ships • Defend territory • Generate income • Participate in raids Stations contain: • HP • Shields • Regeneration • Respawn systems

12. Civilization Zones

Civilization Zones are major territorial ownership systems. Players can: • Purchase zones • Tax activity • Build additional stations • Deploy defenders • Protect territory Zone systems include: • Ownership tracking • Tax generation • Built station expansion • NPC civilization defenders • Territorial warfare

13. Mercenaries and Defense

Mercenary systems allow players to hire AI support ships. Mercenaries vary by: • Rarity • Role • HP • Shield power • Speed • Damage Defense structures include: • Storage Facilities • Defense Turrets

14. Parties

Parties allow cooperative multiplayer. Party features: • Shared coordination • Friendly-fire protection • Member tracking • Shared exploration Players must be nearby to invite each other.

15. Factions

Factions are long-term multiplayer guild systems. Faction features: • Faction levels • Shared quests • Member management • XP progression • Rewards • Credits • Icons and colors • Faction invitations Faction quests reward: • Player XP • Faction XP • Credits

16. Events and Pirates

The galaxy dynamically spawns: • Pirate ambushes • Raider attacks • Random exploration events • NPC threats Raid strength scales based on nearby activity, stations, and player level.

17. Character Progression

Players gain: • XP • Levels • Credits • Weapon upgrades • Badges • Reputation Progression improves combat and unlocks advanced gameplay systems.

18. Tips for New Players

- Start by mining and trading resources.
 - Upgrade inventory slots early.
 - Always carry oxygen tanks.
 - Join a faction for protection and rewards.
 - Build stations near profitable trade routes.
 - Upgrade shields before entering combat-heavy areas.
 - Use parties for safer exploration.
 - Save progress with a linked account.
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19. Advanced Strategy

- Civilization zones generate passive income.
 - Trade Bases are excellent for economic expansion.
 - Fortresses are best for PvP territory defense.
 - Mercenaries help defend large operations.
 - Dreadnoughts dominate direct assaults.
 - Interceptors excel at scouting and raiding.
 - Build layered defenses using turrets and trade escorts.
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20. Final Notes

Space Eco combines MMO systems, sandbox building, PvP combat, trading, and exploration into a persistent multiplayer galaxy experience. The game emphasizes: • Emergent multiplayer gameplay • Territorial control • Economic progression • Cooperative teamwork • Large-scale space conflict

Appendix — Important Gameplay Systems Found In The Files

The analyzed game files revealed additional systems including: • Persistent cloud save syncing • Oxygen depletion warnings • Dynamic event radar • Ship HUD overlays • Credit package systems • Server browser support • Multiplayer synchronization • Territory taxation • Automated trade ship combat • NPC civilization defense fleets • Inventory syncing safeguards • Crafting recipes for advanced ships