

Polaris Sector
Read me File – 30 August 2016
Version 1.05b

Welcome to ***Polaris Sector***.

Thank you for playing Polaris Sector™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Slitherine web site at www.slitherine.com.

Below you will find the latest and greatest information on Polaris Sector™. Information in this document supersedes that in the official game manual.

Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system. The vast majority of reported problems are resolved by upgrading all drivers to the latest versions.

If you are still experiencing problems with the game, please post in the Polaris Sector™ Support Forum at www.slitherine.com. Please provide as much detail on your issue as you can.

To obtain optimum game performance, close all other applications before beginning a game.

Change History:

1.05b – August 30th, 2016

- **Fixed issue with Config resetting**

1.05a – August 16th, 2016

- **Interdictor module is now much quicker to research**
- **Fixed a bug with experience points lost for small ships in hangars**
- **Search for objects on a global map (fleets, ships, stars, planets, heroes)**
- **Keyboard shortcuts for fleets and stars on a global map**
- **Upkeep info added to the ship info screen**
- **Possibility to name fleets**
- **Configuration option to always allow initial ship placement in combat, even when attacking**
- **Fixed a bug with different scanner/jammer types not showing in the design info**
- **Fixed a bug with "radioactive world" race lacking hydroponics**
- **Allowed a bit closer zoom-in for the galaxy map**
- **Shortcuts for the ³Move to a new fleet² action and ³Merge Fleets² action Ctrl+N and N.**
- **AI allowed to attack player using his partners refueling**
- **Ability to position ships before combat by drag-and-drop**

- **Switches to destroy discovered enemy/neutral/ally spies automatically in the disinformation options window**

1.04c – June 28th, 2016

- **Vast modding API improvement**
- **Heroes backend is now fully functional**
- **New types of space object types in addition to planets (asteroid belts, for example) that can be colonized and developed**
- **Destruction of planets**
- **Weapon type that can fire capital ships only (ex. SW Death Star weapon)**
- **Customizable look for missiles**
- **Satellites and stations can now have fuel cells and refuelling stations to act as a refuel and repair bases far from colonized planets**
- **Separated fuel reserve from travel range, meaning that a ship or station without engines (and thus no travel range) can still have a fuel reserve**
- **Added the possibility for tankers to reserve some fuel for themselves**
- **Possibility to use several mods simultaneously**
- **AI tweaks both in combat and on strategic map**
- **Fixed the exploit that allowed to destroy factories after building orbital factories**
- **Fixed the Military Training Center**
- **Fixed CellsEditor starting incorrectly the new ship body without cells**
- **Removed orbital production requirement from Fuel Cells for Satellites**
- **Changed "Use Right Click to give orders in battle" to a default setting.**
- **Added possibility to cancel upgrade of a ship at any time**
- **Improved algorithm for troops transports taking ground units from planets for automatic invasion – it ensures planet will not have unrest started because of this**
- **Fixed some bugs in happiness calculation, especially for exhaustive work**
- **Fixed auto-colonization not working in several cases**
- **Fixed tribute for pirates after invasion of a pirates planet**
- **Fixed a bug with right-clicking not always working when changing route of a moving fleet**
- **Fixed the problem with AI fleets attacking from extreme range due to "AI fuel cheat"**
- **Fixed calculations of autoresolve for some battles that involve satellites**
- **Changed Science Domination conditions**
- **Science development index is now shown in percentage, not in the raw points**

v1.03c – April 12th, 2016

- Auto-save before every battle can now be switched off via options.
- Various bug fixes
- Added a modkit (Open source part (rtq) and compiler)

v1.03b – April 5th, 2016

Stability

- Fixed – Crash on exiting Settings Configurator
- Fixed – Misc other crash bugs
- Fixed – Boot error when using the “-design” option
- Fixed – Remove the possibility to use special symbols in names (was causing save issues)
- Fixed – Crash at end of Tutorials when playing in Spanish

AI

- Change – Updated AI rules to force it to stand and fight after a second retreat in a row
- Change – Increased AI focus on science production on Hard difficulty
- Change – Planetary governor mode “Mineral” renamed to “Mineral+”
- Added – New Planetary governor “Mineral” that will only build mineral facilities, nothing else. Use this when you want to add mineral mines but not reduce food or research output
- Fixed – Colonizers can now take population from a planet with population control

UI

- Added – Option to permanently remove ship designs (Hold down shift and click the delete button)
- Fixed – Scrolling in the economics screen could scroll down the events log
- Speculative Fix – Reduced UI messages about planetary bombardment
- Change – If combat cannot be simulated in a reasonable time then game uses calculations rather than simulation. If this happens then no statistics are shown on post-battle screen.
- Change – Can order 150 fighters at once from planetary build queue
- Added – More tooltip info on the impact of extended working hours on exhausted workers
- Fixed – Can now have the same name ship design across multiple races

Gameplay

- Fixed – Transporting population to world with Shipyards but not factories will no longer destroy the shipyards nor any excess Colonial Modules
- Fixed – Muon Fusion Reactor changed to 6x6

- **Change – lessened the rate of impact of extended working hours on your workers**
- **Fixed – Removed ability to destroy orbital structures or launch invasions before combat resolved**

Modding

- **Fixed – Can now use SCENARIO folders inside Mod folders**
- **Added – Ability to add Heroes**

v1.02 - March 22, 2016

- **Release**

Beta Changes

- Shows player empire history when the game ends
- Shows mineral stockpile and balance while ordering ships, buildings, etc
- Shows potential production, science and food in the list of planets
- Shows unexplored reachable stars by default
- Fixes a freeze while asking for peace
- Fixes metal shortage in the late game
- Fixes alien hulls disappearing from Designer after merging and then Save/Loading
- Fixes container disappearing after upgrading a ship
- Fixes displaying of production time influenced by overtime after-effect
- Fixes configurator crashing on exit
- Fixes mouse cursor sticking in the upper left part when running on a system with high DPI and scaling
- Fixed a number of mistypes.
- Changed algorithm of showing colonizable planets
- Changed algorithm of missile interception by laser weapon (fighters made more efficient)
- Changed colors of production/science/food/minerals arcs to be closer to commonly used
- Showing fleets before tactical combat with the possibility to decide if to auto-resolve or to go full combat
- More messages during exploration phase like "the first earthlike planet found", etc
- Some better explanation of the ground combat
- Race icons for star ownership
- Search button for the science screen
- Small ships re-balanced
- Stealth module now appears later in game
- Now you need container space in a ship to explore space anomaly, etc
- New descriptions for star types, anomalies, debris, etc.
- Highlighting of systems with colonizable planets that were not browsed by player
- Massive bombing icon
- Colonizer ships are not available for free now in the beginning
- When merging with other race, their ship hulls are now available
- A lot of smaller convenience changes and bug fixes.
- Added support for Spanish Language