

Ascendancy

The manual (offline and unofficial) v1.0

by B-sting.nl

b-sting@b-sting.nl

Disclaimer

The text in this document was created by B-sting and is a direct copy of the content of the website www.b-sting.nl/ascendancy . The contents of both the site and this document are partially based on the defunct site "The Way" by Jason Goldman (used with permission) and many minor contributions by the internet community. Thanks every one!

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If you like it, you can make a donation to give me thanks. Altering, commercial re-distribution or in any other way profiting from this publication is not allowed without explicit consent from the author. Unless you're The Logic Factory, since well, they created the game. Cheers guys.

This manual is based on the original DOS-version of the game. There is no specific edition for the iOS-version (yet). If you spot differences between the DOS-version and iOS version, drop me a line at b-sting@b-sting.nl and let me know.

This manual and the website www.b-sting.nl/ascendancy are created by a fan of the game and are in no way officially linked to The Logic Factory. Any images, game concept and brand names are either copyrighted or trademarked by The Logic Factory and are used here under a fair-use policy. In short; I love the game and love The Logic Factory for creating it. I don't intend to make money off of their creations.

Contact information:

www.b-sting.nl
b-sting@b-sting.nl

Editions:

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Table of contents

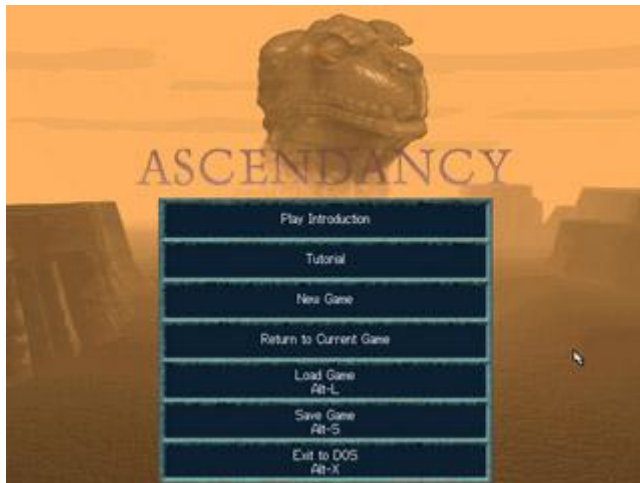
Disclaimer	2
Table of contents.....	3
1: About Ascendancy	4
1.1: Setting up the game	5
1.2: Starting up	6
2: Species	11
3: Planets.....	15
3.1: Planet types.....	15
3.2: Orbital constructions.....	16
3.3: Surface constructions.....	17
3.4 Buildings effect on Power Levels	19
4: Ships	22
4.1: Hulls	22
Arbryls	22
Baliflids	23
Capelons.....	24
Chamachies	25
Chronamyst	26
Dubtaks.....	27
Frutmaka	28
Govorom	29
Hanshaks.....	30
Kambucka.....	31
Marmosians.....	32
Mebes	33
Minions.....	34
Nimbuloids.....	35
Oculons	36
Orfa	37
Shevar	38
Snovemdomas.....	39
Swaparamans.....	40
Ungooma	41
4.2: Generators	42
4.3: Engines	43
4.4: Scanners	44
4.5: Shields.....	46
4.6: Weapons	47
4.7: Specials	48
4.8: Overview: Shields vs. Weapons.....	55
Ships Weapons and Orbital Weapons vs. Ship Shields.....	55
Ships Weapons vs. Orbital Shields	56
5: Research	57
5.1: Research List	57
5.2: Research Tree	61
6: Winning.....	65
6.1: Win/Lose Conditions	65
Winning/Losing Rankings	65
6.2: Strategy.....	68
B-sting's personal favourite strategy	68
7: Cheats	71
8: Downloads and links	73

1: About Ascendancy

Ascendancy is a science-fiction turn-based strategy computer game for DOS. It was released in 1995 by The Logic Factory. You can read more about the history and general idea of the game on [the Wikipedia page on Ascendancy](#), but here we will focus more on the game play.

In Ascendancy you pick a [species](#) to play with (each with its unique advantages) and from your home planet start exploring, colonising and conquering the universe while other alien species (played by the computer) do the same. To learn how to play, it's best to start with tutorial in the game itself. The text below is by no means intended as manual to learn how to play the game itself (use the in-game tutorial!), but purely to illustrate the game play:

1.1: Setting up the game



When you start a new game, you are asked to set the different difficulty parameters for the game:



These parameters are:

- the species you want to play with, each has specific advantages (see: [species](#))
- the star density: this is best set lowest when you are beginner and want to explore the game before really playing, densest takes longest and is the hardest
- the number of species: less is easy, more is harder
- the atmosphere: hostile, neutral or peaceful, peaceful obviously being easiest
- player colour: pick your favourite!

Let's start the game!

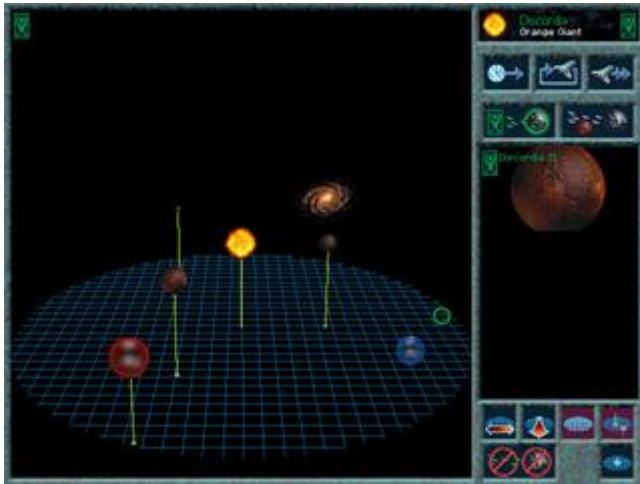
1.2: Starting up



You begin at the universe screen with all the planets and starlanes. It's in 3D and the buttons on the bottom right allow you to navigate it. At the beginning of the game this will be just your home world and the connecting starlanes, but as you explore more it might look something like this:



The dots are star systems (suns with planets orbiting it), the blue and red lines are starlanes connecting each system. Travelling through starlanes takes a few turns (in the game known as 'days'). Red starlanes take much longer to travel through, but usually there's no way to get to distant starsystems by only travelling through blue lanes. Clicking on star system shows you the sun and it's planets, the starlanes and any ships in the system in 3D (sort of).



You can click on any planet to see what's going on there.

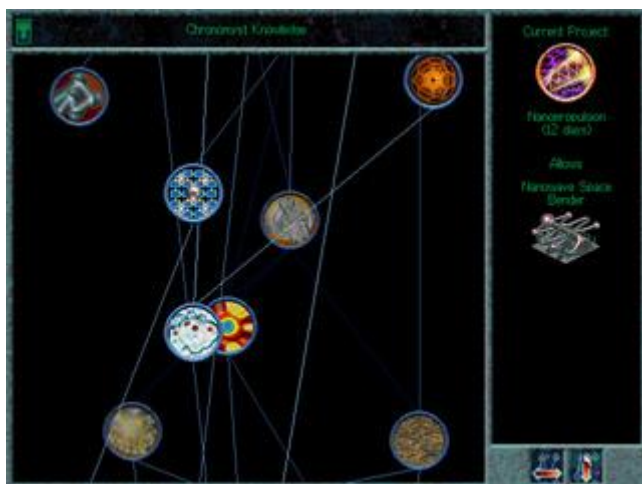


On planets that are yours, you can build stuff by clicking on the red, green, blue, white and black squares or in orbit left besides the planet (also see: [planets](#)).

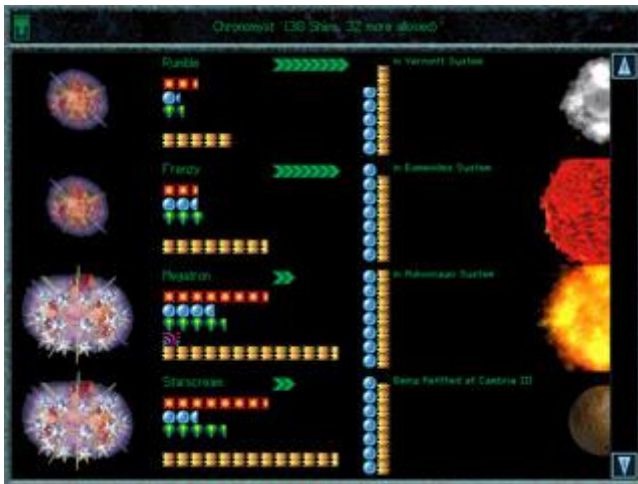
In the main screen you can click on the research to invent new stuff for your planets and ships.



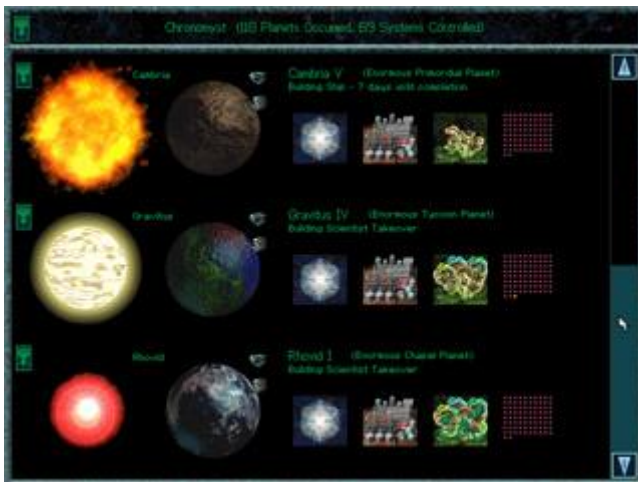
Stuff to be researched is shown as empty circles in a 3D-tree you can rotate and scroll much like the universe or planet screens. Research discovered are filled circles connected with lines to indicate what research is needed to get to the next (also see: [research](#)) as shown below:



Also in the universe screen, you can select an overview of your ships, where they are, what state they are in and what they are doing (also see: [ships](#)). From this screen you can also go directly to where the ship is:



Like the ship overview, you can also go to a planet screen from the main-screen that shows you how awesome your planets are (or not), what star they orbit and what they are doing



And then there's the competition / allies / the others you also have a screen for. From here you can talk with them, exchange knowledge, declare war, make peace and see who's dead. All this of course, only if you have already encountered the other species.

The image shows a game interface with a network of nodes on the left and a list of species on the right. The nodes are connected by lines and contain various images: a glowing star, a planet, a city, a dinosaur, a person, and a creature. The right side features a list of species with icons and names, and a section labeled 'Intelligence' with a grid of icons.

5 of 6 Species Known

- Extinct
- Extinct
- Oculora
- Extinct
- Extinct
- Extinct

Intelligence

2: Species

Ascendancy has a variety of species to play, each with their unique qualities and special talents. To see the different designs for each species ship, consult the [ships hull](#) page.



Minions

Supreme Planet Invaders

Special Ability: Planetary invasions always succeed



Snovendomas

Builders of Nigh-Indestructable Ships

Special Ability: All ships have double strength hulls



Orfa

Black Square Dwellers

Special Ability: Build on black planet squares



Kambuchka

Clairvoyants

Special Ability: See all home stars



Hanshaks

Telepathic Diplomats

Special Ability: Talk to all races at the start of the game



Fludentri

Instant Healers

Special Ability: Repair all ships damage
(takes 60 days)



Baliflids
Super Diplomats

Special Ability: Force all aliens to make peace with you
(takes 100 days)



Swaparamans
Energy Doublers

Special Ability: Double all ships power
(takes 62 days)



Frutmaka
Teleporters

Special Ability: Warp alien ships out of your colonies' stars
(takes 77 days)



Shevar
Energy Sappers

Special Ability: Wipe out the power in alien ships in any system you occupy
(takes 90 days)



Govorom
Planet Nurturers

Special Ability: Turn your least populated world into a rich (lots of blue,red,green) world
(takes 150 days)



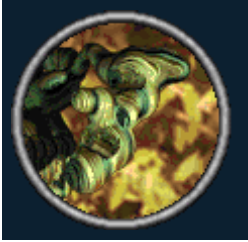
Ungooma
Travel Disruptors

Special Ability: Bump all ships backward down starlanes
(takes 70 days)



Dubtaks
Unsportsmanlike Scientists

Special Ability: Steal any technology owned by two or more races
(takes 63 days)



Capelons
Planet Camouflagers

Special Ability: Make all colonies invincible for one day
(takes 66 days)



Mebe
Rabid Reproducers

Special Ability: Increase the maximum population of all colonies
(takes 72 days)



Oculons
Super Astronomers

Special Ability: Can see all star lanes



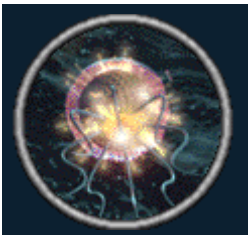
Arbryls
System Isolators

Special Ability: Block all star lanes entering your colonized systems
(takes 100 days)



Marmosians
Hostility Diverters

Special Ability: Make aliens dislike anyone at war with you
(takes 100 days)



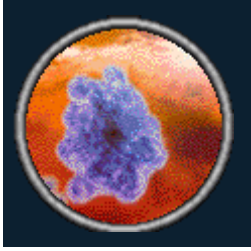
Chronamyst
Lane Travelers

Special Ability: Quick star lane travel - travel TWICE as fast as any other species through star lanes with the same amount of star lane drives



Chamachies
Determined Researchers

Special Ability: Achieve any discovery in one day
(takes 89 days)



Nimbuloids

Expert Builders

Special Ability: Finish all colonies projects in one day (takes 68 days).

Actually just gives a big boost (it doubles the industry on every planet for a day), some large projects like ships may not be completed.

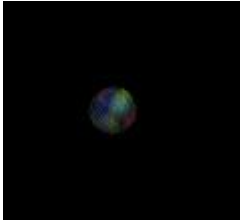
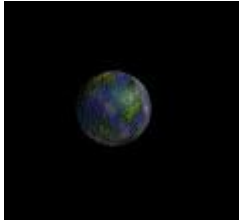
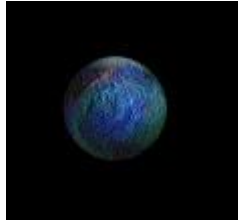
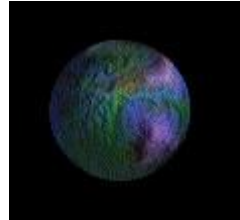
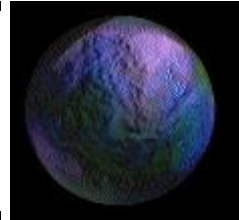
3: Planets

Planets are your strongholds and needed for construction, growth and research.

3.1: Planet types

Planets can be divided into size and surface classification.

The size classes are:





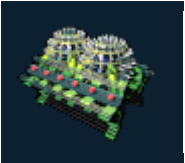




Tiny	Small	Medium	Large	Enormous
				
Room for 7 surface structures and 10 orbital structures	Room for 11 surface structures and 10 orbital structures	Room for 25 surface structures and 10 orbital structures	Room for 45 surface structures and 10 orbital structures	Room for 73 surface structures and 10 orbital structures

The surface classifications are:

Type	Black	White	Red	Green	Blue
Husk	100%	0%	0%	0%	0%
Primordial	50%	44%	2%	2%	2%
Congenial	20%	69%	3%	5%	3%
Eden	0%	74%	3%	20%	3%
Mineral	40%	46%	10%	2%	2%
Supermineral	20%	56%	20%	2%	2%
Chapel	40%	46%	2%	2%	10%
Cathedral	20%	54%	3%	3%	20%
Special	40%	30%	10%	10%	10%
Tycoon	20%	35%	15%	15%	15%
Cornucopia	0%	0%	33%	33%	33%

3.2: Orbital constructions


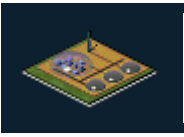









Each planet can hold a maximum of 10 orbital structures.
This includes ships under construction or being refitted.

Structure		Description	Type	Industry Cost	Notes
Shipyard		Lets you construct ships.	Factory	240	-
Ship		It's a ship.	Ship	20	-
Orbital Docks		Allows repairing and refitting of ships.	Factory	170	-
Orbital Cloaker		Hides orbital structures from enemy ships.	Shield	40	-
Orbital Shield		Protects your planet.	Shield	60	-
Orbital Mega Shield		Protects your planet more effectively than a standard shield.	Shield	120	-
Orbital Missile Base		Give the planet a little short range punch.	Weapon	60	-
Short Range Orbital Whopper		A stronger short range punch.	Weapon	90	-
Long Range Orbital Whopper		Very strong, long range attack. Few ships can stand up to a series of hits from this one.	Weapon	180	-


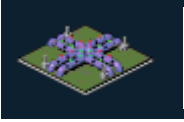
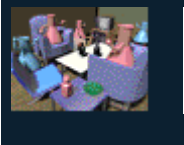
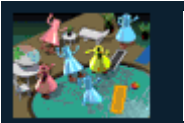

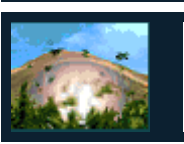
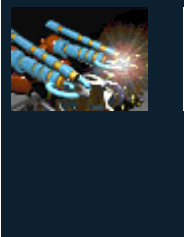
For a comparison of how orbital weapons and shields compete with ships weapons, see [Shields vs. Weapons](#)

3.3: Surface constructions

The following number of structures can be placed on the planet surface.

Structure		Description	Industry Cost	Notes
Factory		Increases production speed	30	See Buildings effect on Power Levels
Agriplot		Increases prosperity speed	30	See Buildings effect on Power Levels
Laboratory		Increases research speed	50	See Buildings effect on Power Levels
Habitat		Increases maximum population	160	See Buildings effect on Power Levels
Metroplex		Increases prosperity, production and research speed	200	See Buildings effect on Power Levels
Industrial Megafacility		Increases production speed	110	See Buildings effect on Power Levels
Artificial Hydroponifer		Increases prosperity speed	100	See Buildings effect on Power Levels
Research Campus		Increases research speed	160	See Buildings effect on Power Levels
Logic Factory		Increases research and prosperity speed	80	See Buildings effect on Power Levels
Engineering Retreat		Increases research speed	80	See Buildings effect on Power Levels
				

Structure		Description	Industry Cost	Notes
Surface Cloaker		Hides all surface structures from other races	40	-
Hyperpower Plant		Increases production speed	200	See Buildings effect on Power Levels
Fertilization Plant		Increases prosperity speed	200	See Buildings effect on Power Levels
Internet		Increases research speed	250	See Buildings effect on Power Levels
Cloning Plant		Increases production speed	250	See Buildings effect on Power Levels
Observation Installation		Lets you scan the contents of alien space ships.	40	-
Tractor Beam		You can pull ships closer to your planet to use short range weapons or bring a damaged and lame ship back home before it is destroyed.	50	-
Surface Shield		Destroy invaders on a one to one ratio.	100	Destroyed when invaded
Surface Mega Shield		Same as Surface Shield but 2 x stronger	180	Destroyed when invaded
Outpost		Increases maximum population	120	See Buildings effect on Power Levels
Teraforming		Turns black square into a white square	50	-
				

Structure		Description	Industry Cost	Notes
Xeno Archeological Dig		Discovers advanced alien technology from an archeological site.	50	Must be built on alien ruins
Transport Tubes		Let you reach accross black squares to get to usable ones.	10	-
Alien Hospitality		Turns your industry off and puts all this into your alien diplomacy rating.	Only works when you are at peace with aliens.	-
Endless Party		Increases prosperity speed	-	Doesn't end, unless you change it
Scientist Takeover		Increases research speed	-	Doesn't end, unless you change it
Lush Growth Bomb		Increases Maximum Population of a planet by 10	200	-
Automation		Automates planetary structures so that they no longer require people.	-	Use this to pack a planet with industry and research (and get rid of habitats and outposts)

For a comparison of how surface shields compete with ships weapons, see [Shields vs. Weapons](#)

For a comparison how fast a planet can research/build/grow see [Buildings effect on Power Levels](#).

3.4 Buildings effect on Power Levels

Buildings influence how fast you can build, research and grow and how large your maximum population is.

For structures that can be built on black the effect is the same as a building on white.

Structure	Surface	Research	Industry	Prosperity	Max Population	Notes
Factory	White	0	+1	0	0	-
Factory	Red	0	+2	0	0	-

Structure	Surface	Research	Industry	Prosperity	Max Population	Notes
Factory	Green	0	+1	0	0	-
Factory	Blue	0	+1	0	0	-
Ind. Megafacility	White	0	+2	0	0	-
Ind. Megafacility	Red	0	+3	0	0	-
Ind. Megafacility	Green	0	+2	0	0	-
Ind. Megafacility	Blue	0	+2	0	0	-
Hyperpower Plant	Any	0	+4 per 10	0	0	Increases industry by roughly 40%, only one HP per planet
Labratory	White	+1	0	0	0	-
Labratory	Red	+1	0	0	0	-
Labratory	Green	+1	0	0	0	-
Labratory	Blue	+2	0	0	0	-
Research Camp.	White	+3	0	0	0	-
Research Camp.	Red	+3	0	0	0	-
Research Camp.	Green	+3	0	0	0	-
Research Camp.	Blue	+4	0	0	0	-
Internet	Any	+5 per 10	0	0	0	research increases by 50%, only one Internet per planet
Scientist Takeover	Any	1.5x?	0	0	0	Unknown exactly *)
Eng. Retreat	White	+1	+1	0	0	-
Eng. Retreat	Red	+1?	+2?	0	0	Not verified
Eng. Retreat	Green	+1?	+1?	0	0	Not verified
Eng. Retreat	Blue	+2?	+1?	0	0	Not verified
Agriplot	White	0	0	+1?	0	-
Agriplot	Red	0	0	+1?	0	-
Agriplot	Green	0	0	+2?	0	-
Agriplot	Blue	0	0	+1?	0	-
Hydroponifer	White	0	0	+2?	0	-
Hydroponifer	Red	0	0	+2?	0	-
Hydroponifer	Green	0	0	+3?	0	-
Hydroponifer	Blue	0	0	+2?	0	-

Structure	Surface	Research	Industry	Prosperity	Max Population	Notes
Fertilization Plant	Any	0	0	+4 per 10?	0	Prosperity increases by 40%, only one Fertilization Plant per planet
Metroplex	White	+1	+1	+1	+2	-
Metroplex	Red	+2	+1	0	+2	-
Metroplex	Green	+1	0	+1	+2	-
Metroplex	Blue	+3	+1	-1	+2	-
Outpost	Any	0	0	0	+1	-
Habitat	Any	0	0	0	+3	-
Lush Growth Bomb	Any	0	0	0	+10	-

Note that the values for prosperity don't add up somehow. It's not sure how this exactly works.

*) I tried figuring out exactly how a Scientist Takeover influences research growth, but there's no good way to tell.

4: Ships

Ships help you expand your empire by colonisation, invasion, spying and battle.

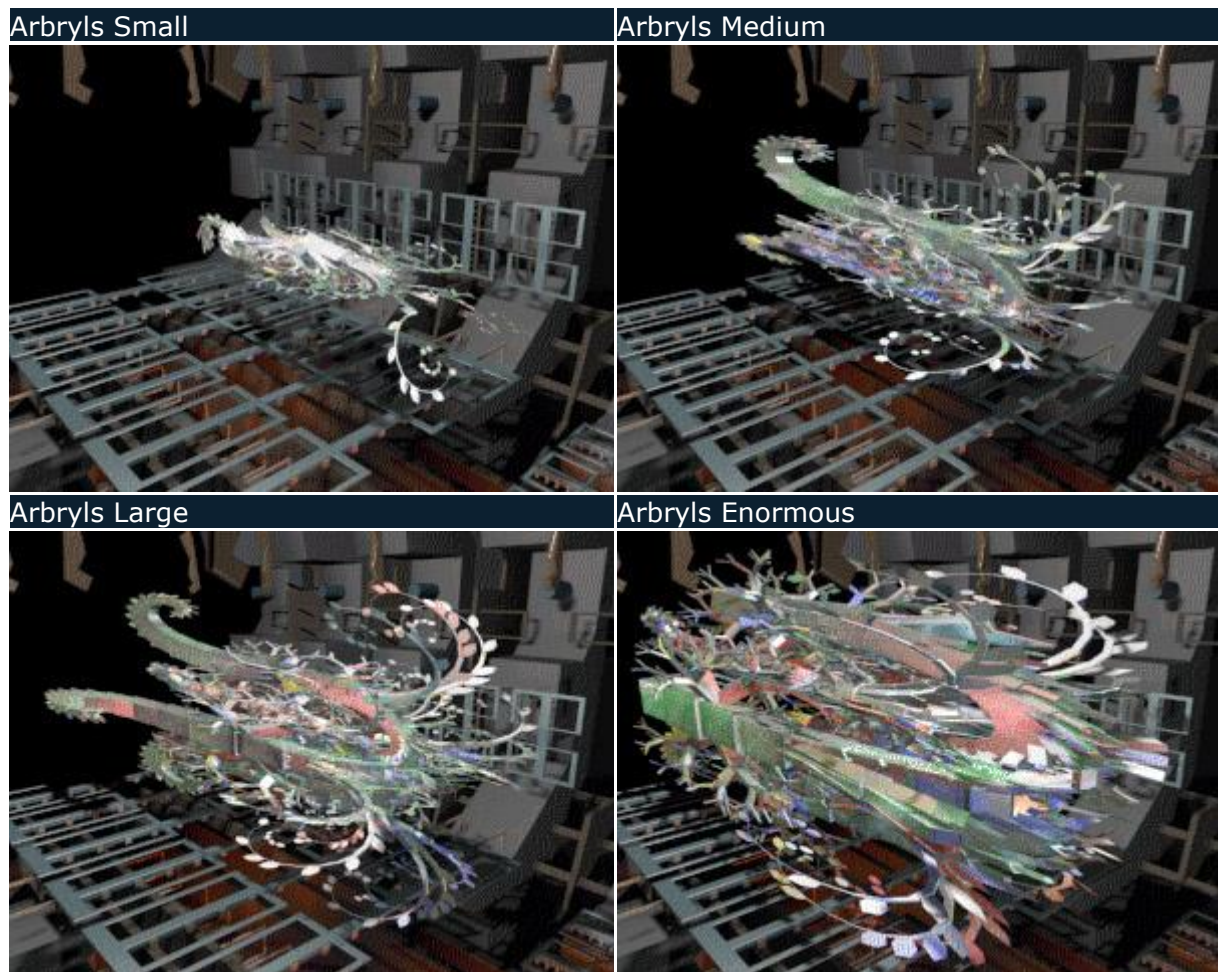
4.1: Hulls

There's a few size classes as far as hulls go. Note that all species have different looking ship hulls, but all have the same qualities in each size class.

Hull size	Number of items:
Small	5
Medium	10
Large	15
Enormous	25

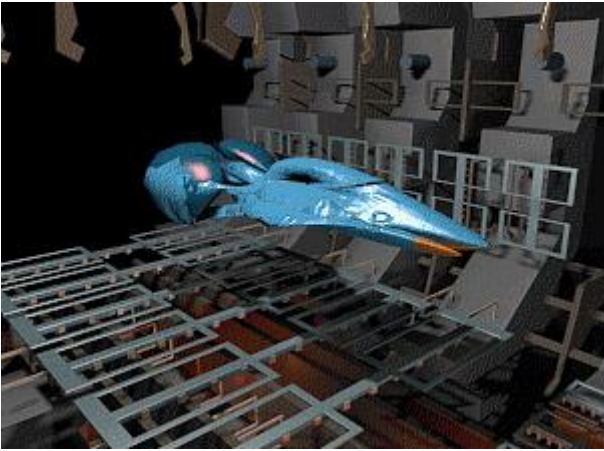
Below the designs of each class of ship for every species:

Arbryls

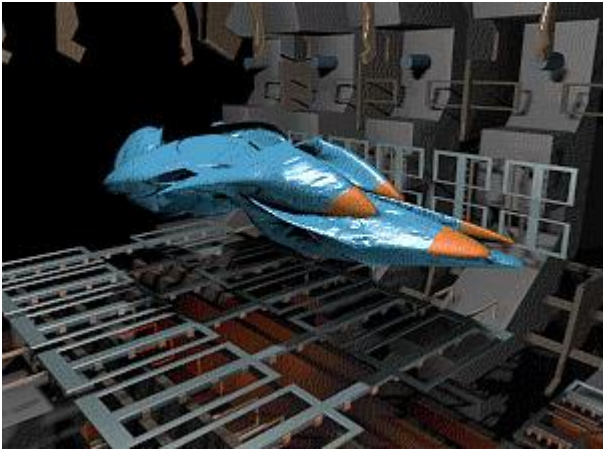


Baliflids

Baliflids Small



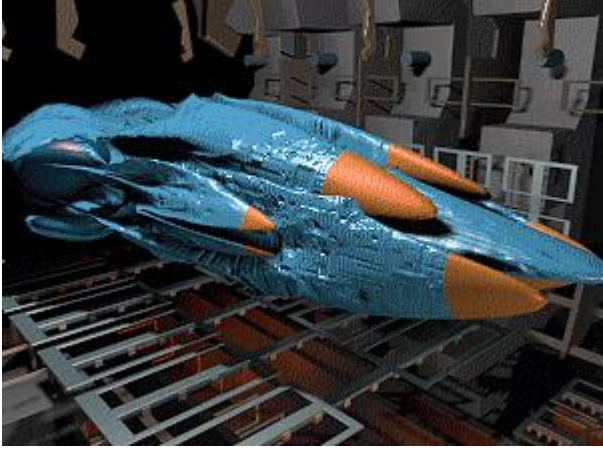
Baliflids Medium



Baliflids Large



Baliflids Enormous



Capelons

Capelons Small



Capelons Medium



Capelons Large

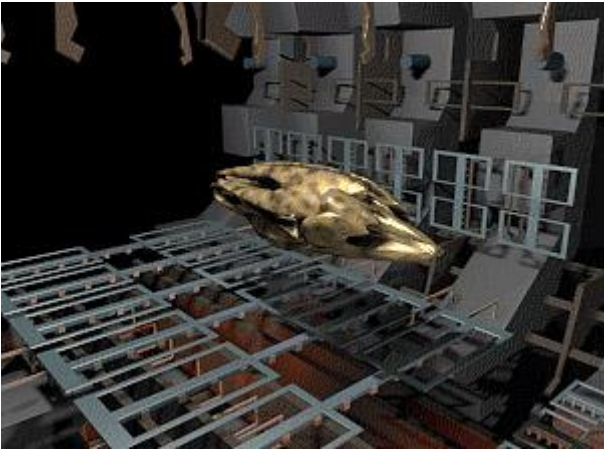


Capelons Enormous



Chamachies

Chamachies Small



Chamachies Medium



Chamachies Large

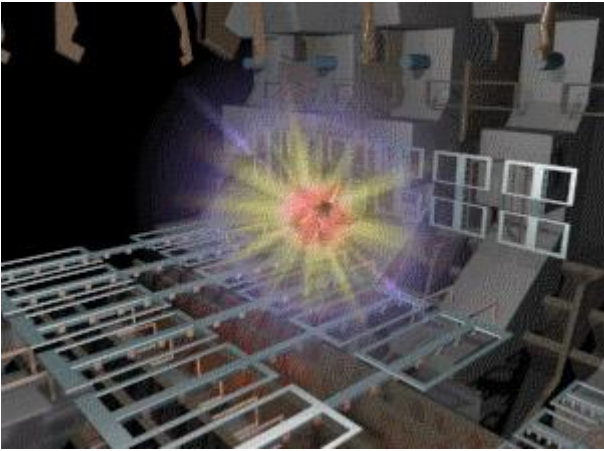


Chamachies Enormous

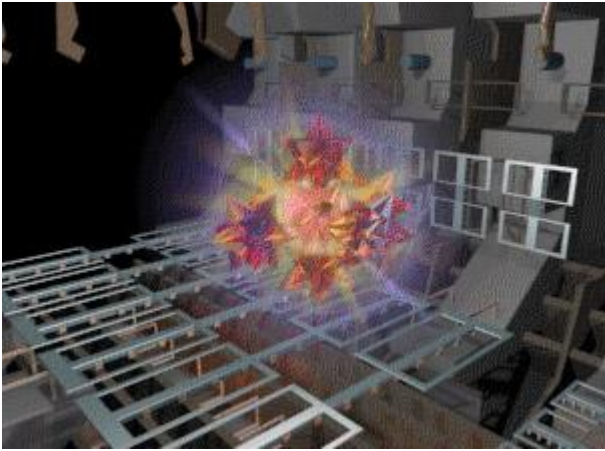


Chronamyst

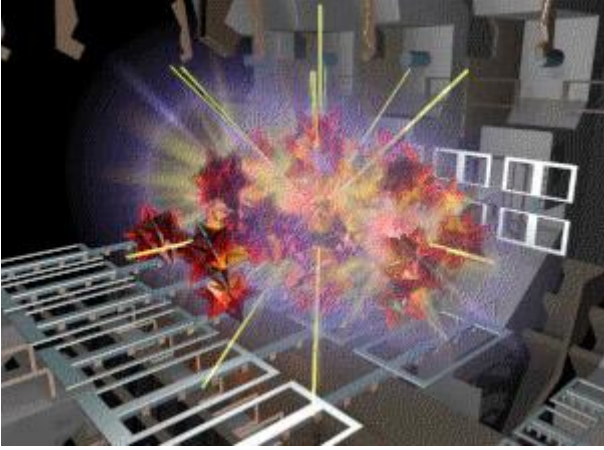
Chronamyst Small



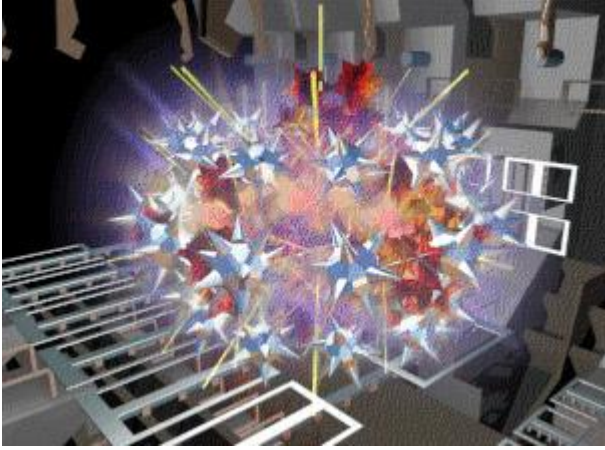
Chronamyst Medium



Chronamyst Large



Chronamyst Enormous

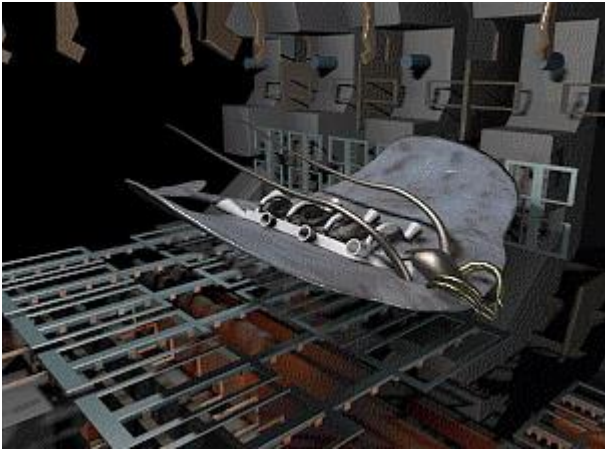


Dubtaks

Dubtaks Small



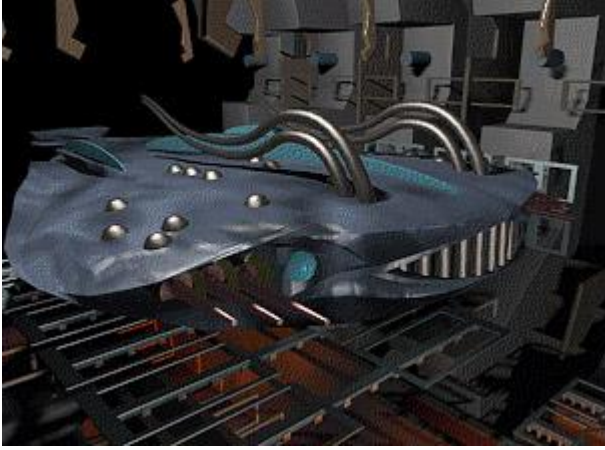
Dubtaks Medium



Dubtaks Large

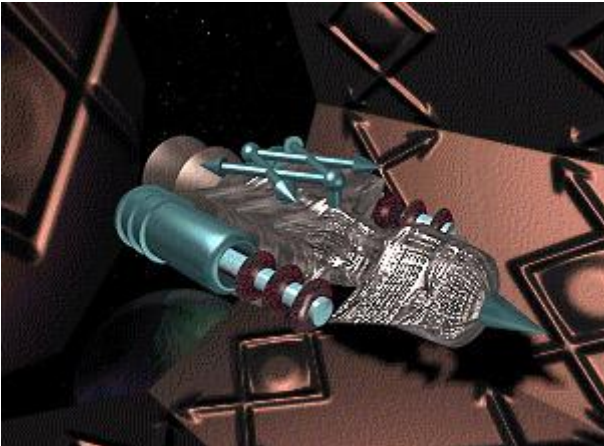


Dubtaks Enormous

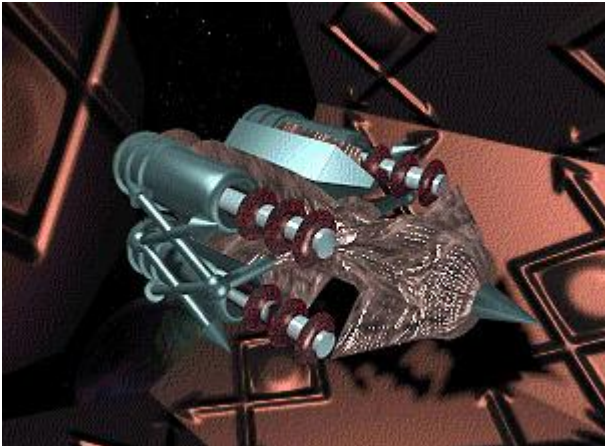


Frutmaka

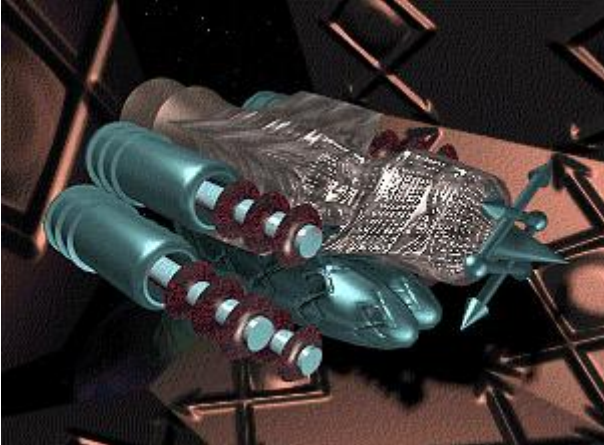
Frutmaka Small



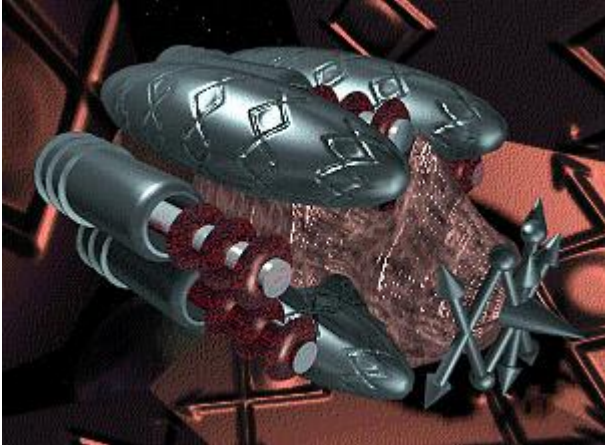
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Frutmaka Large

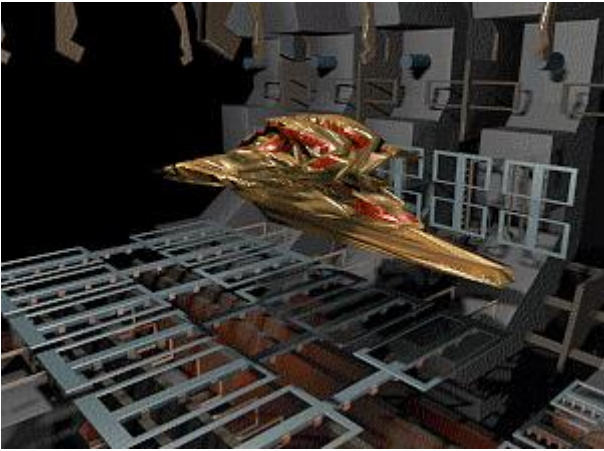


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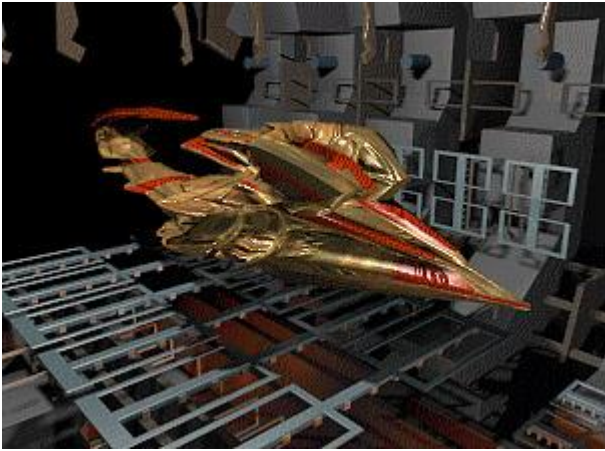


Govorom

Govorom Small



Govorom Medium



Govorom Large

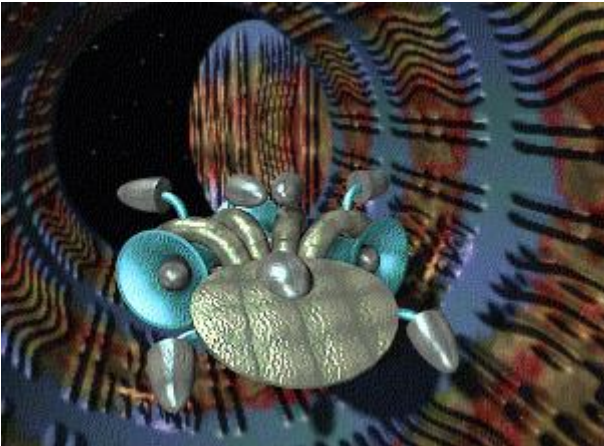


Govorom Enormous

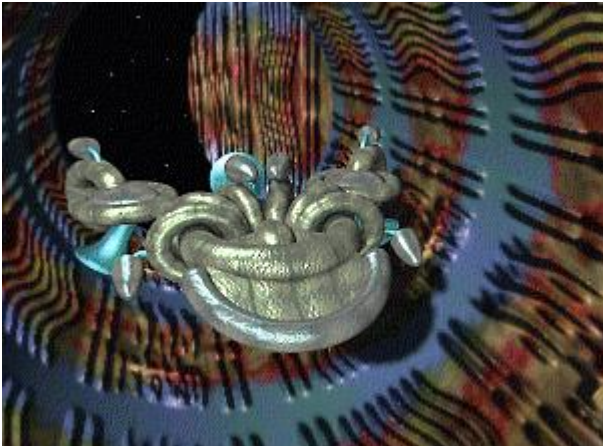


Hanshaks

Hanshaks Small



Hanshaks Medium



Hanshaks Large

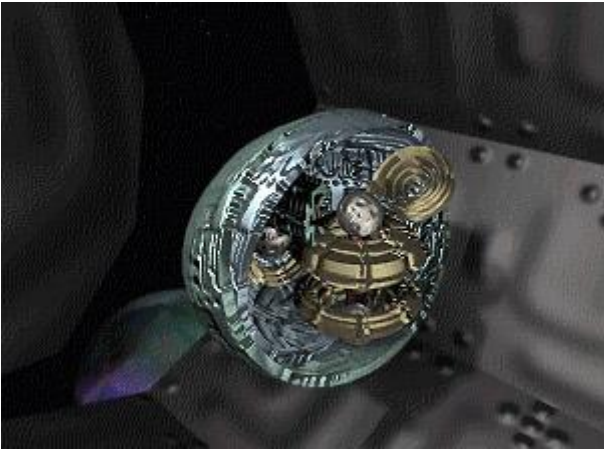


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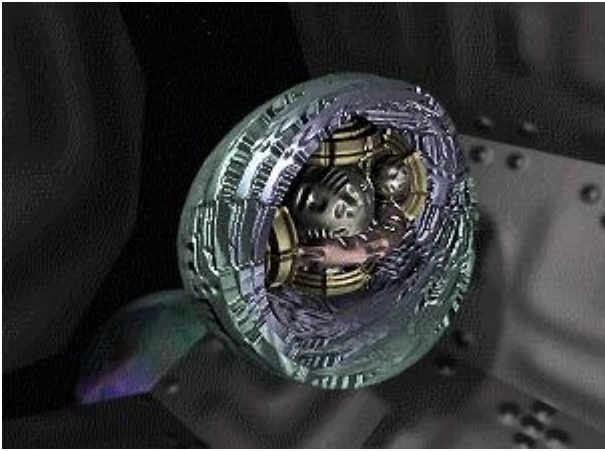


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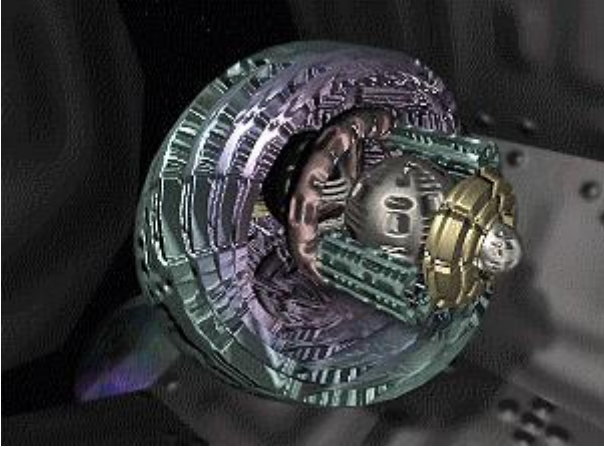
Kambuchka Small



Kambuchka Medium



Kambuchka Large

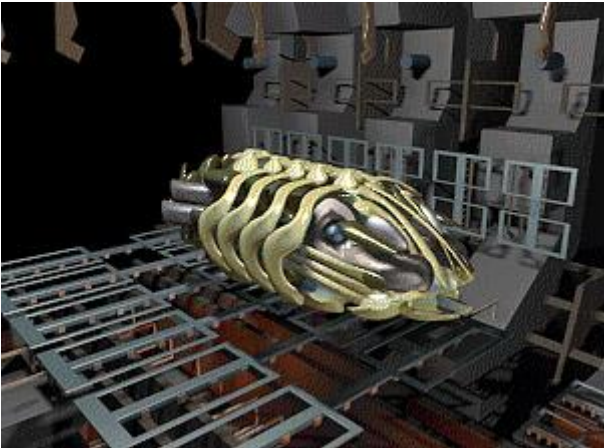


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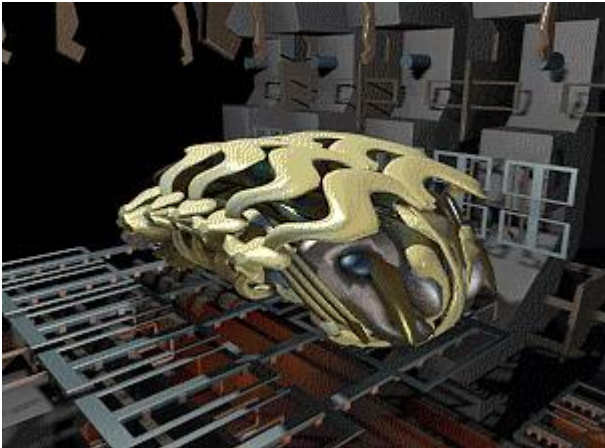


Marmosians

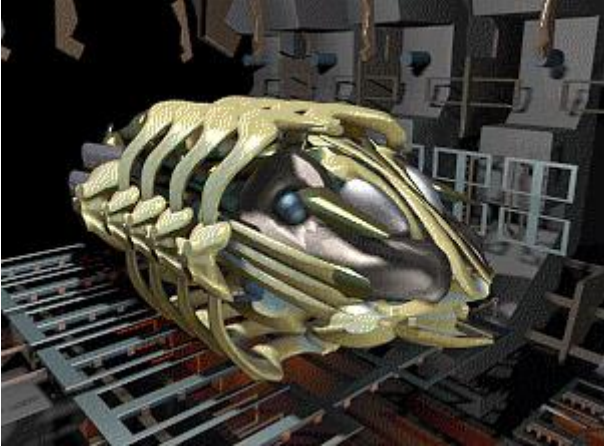
Marmosians Small



Marmosians Medium



Marmosians Large

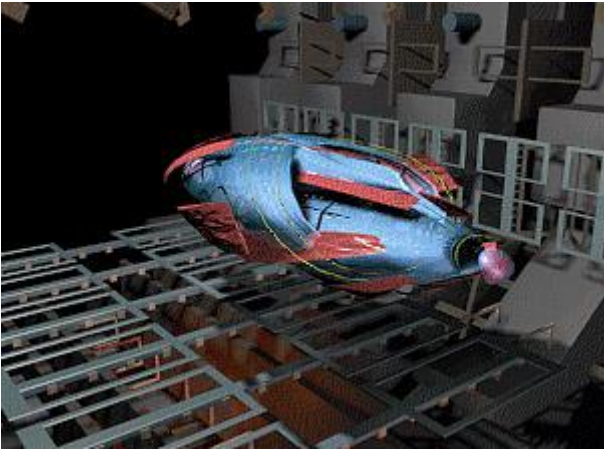


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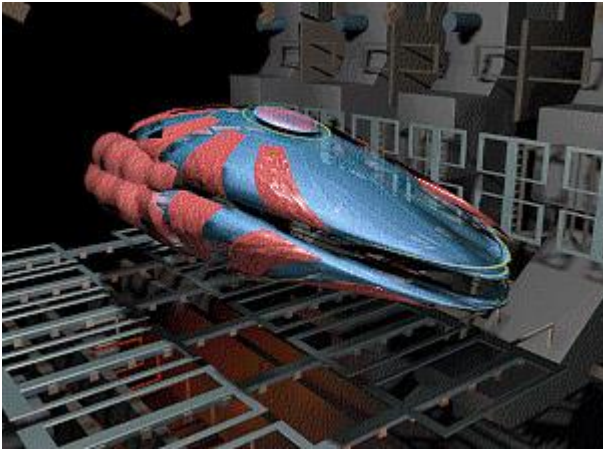


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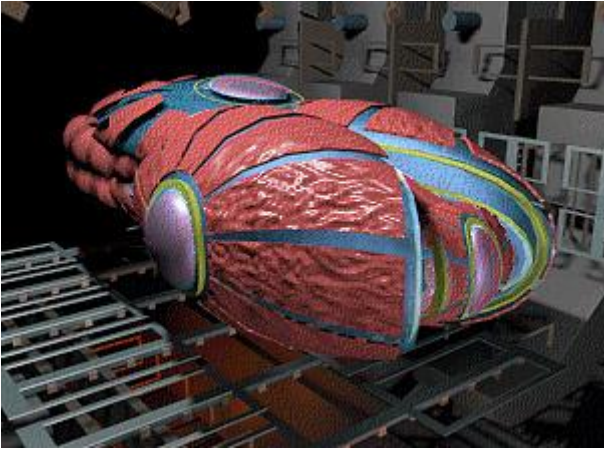
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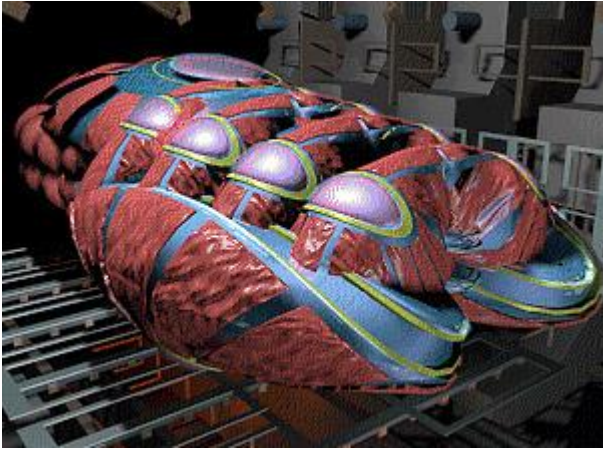
Mebes Medium



Mebes Large

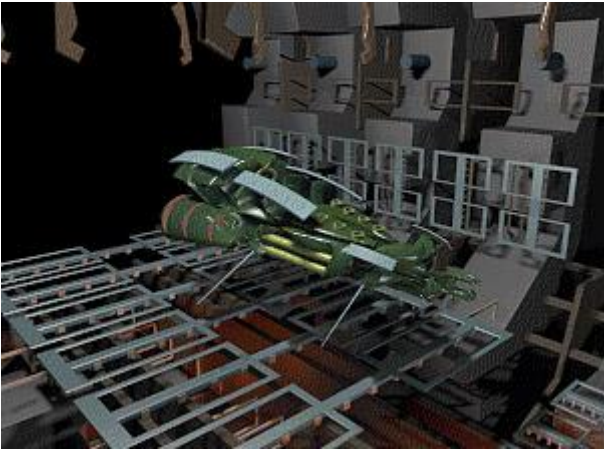


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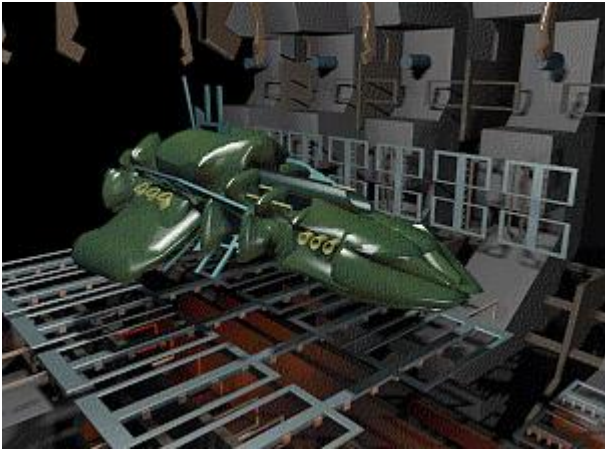


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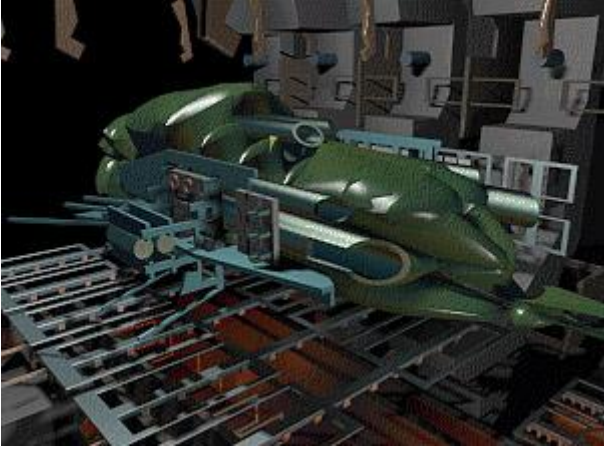
Minions Small



Minions Medium



Minions Large

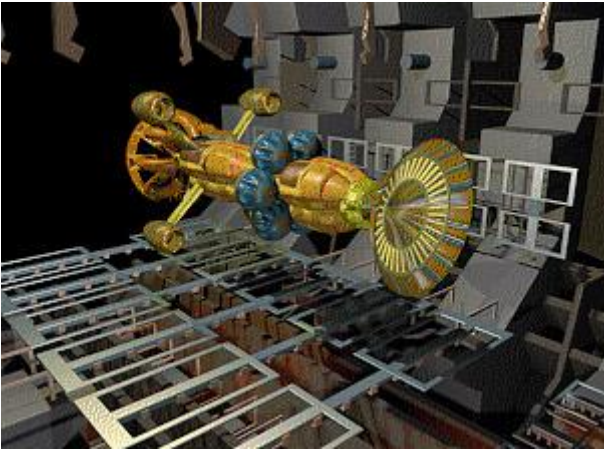


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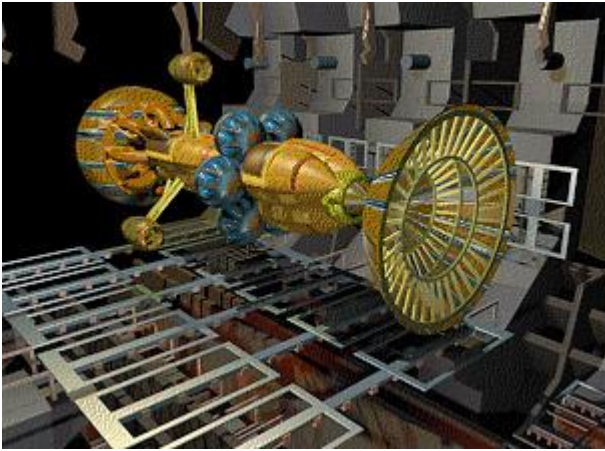


Nimbuloids

Nimbuloids Small



Nimbuloids Medium



Nimbuloids Large

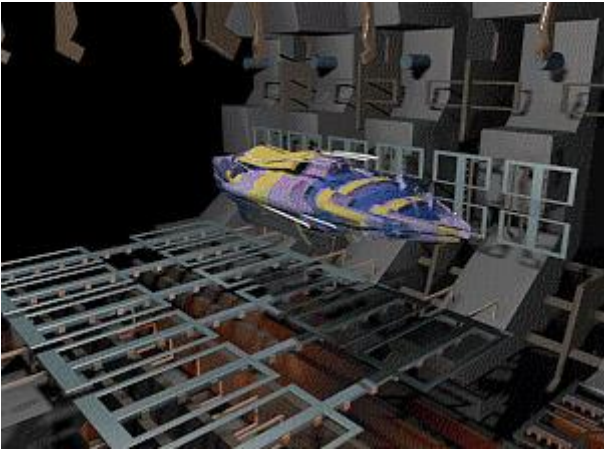


Nimbuloids Enormous

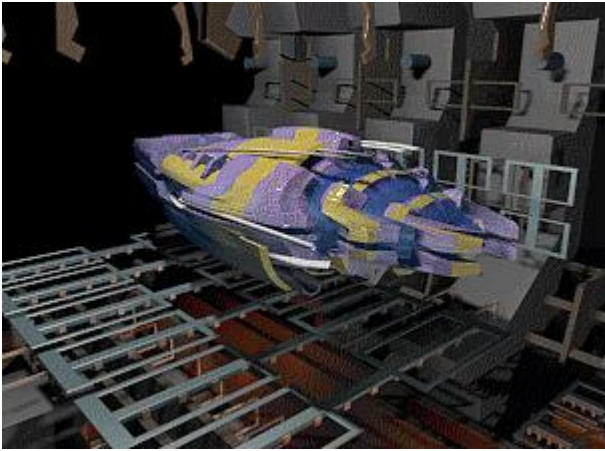


Oculons

Oculons Small



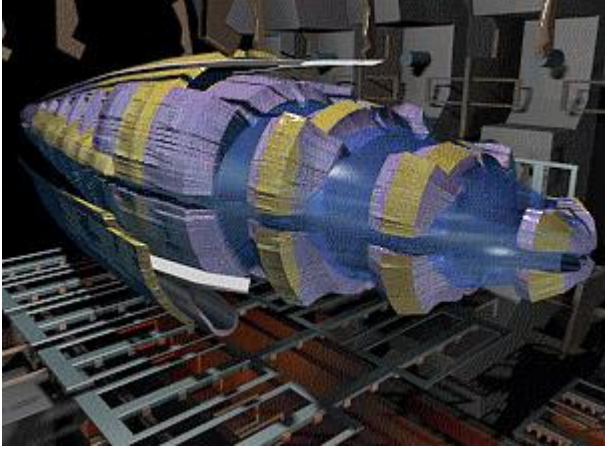
Oculons Medium



Oculons Large



Oculons Enormous

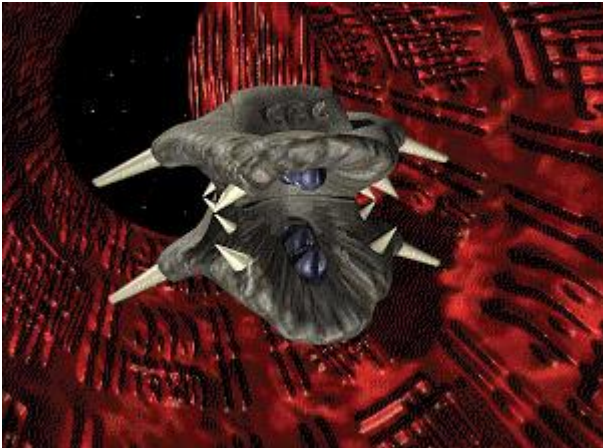


Orfa

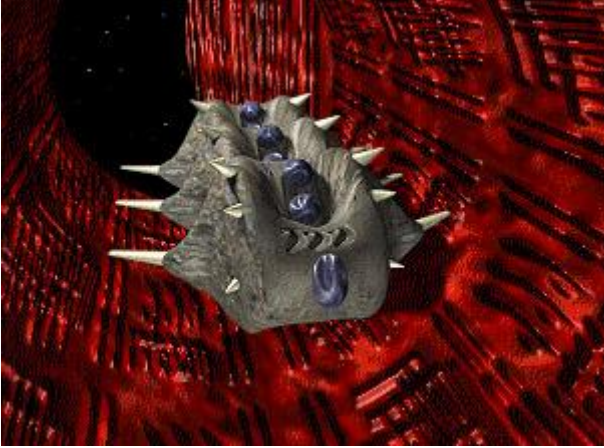
Orfa Small



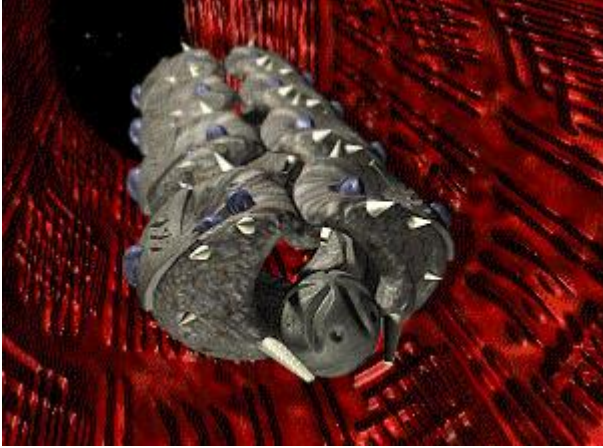
Orfa Medium



Orfa Large



Orfa Enormous



Shevar

Shevar Small



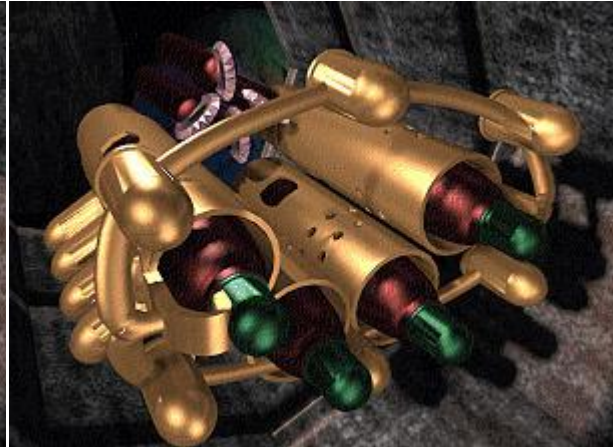
Shevar Medium



Shevar Large



Shevar Enormous



Snovemdomas

Snovemdomas Small



Snovemdomas Medium



Snovemdomas Large

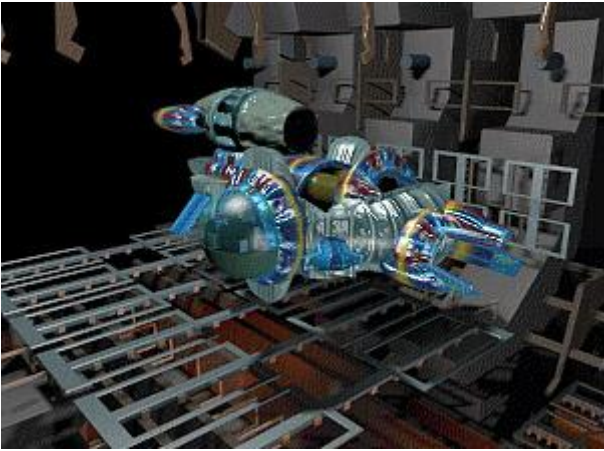


Snovemdomas Enormous

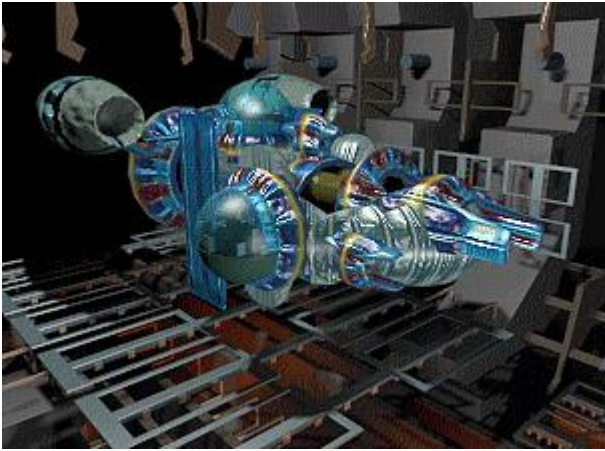


Swaparamans

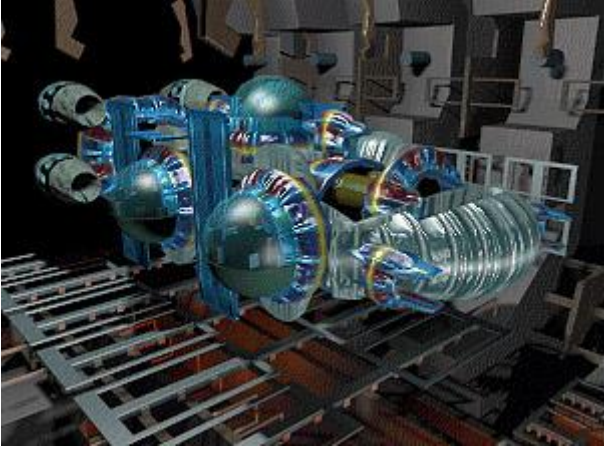
Swaparamans Small



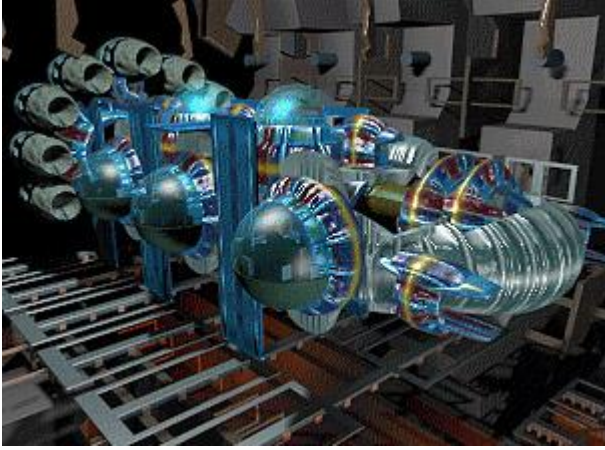
Swaparamans Medium



Swaparamans Large

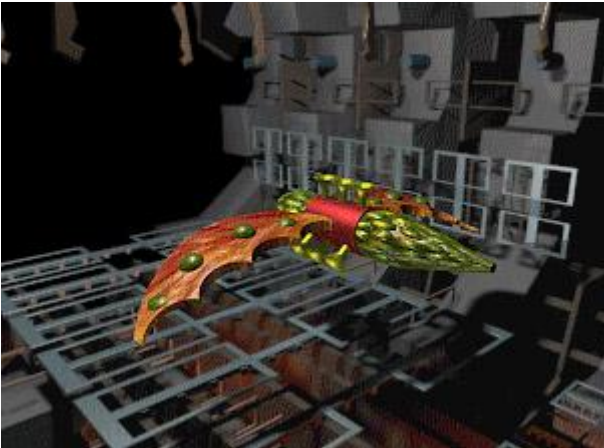


Swaparamans Enormous

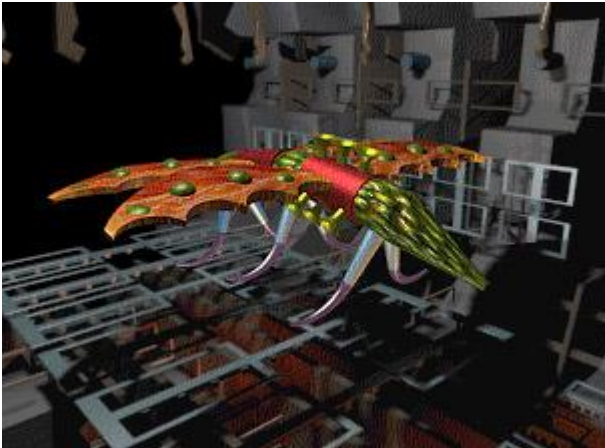


Ungooma

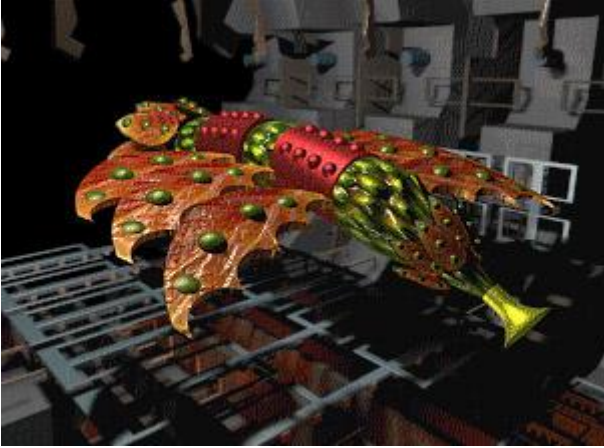
Ungooma Small



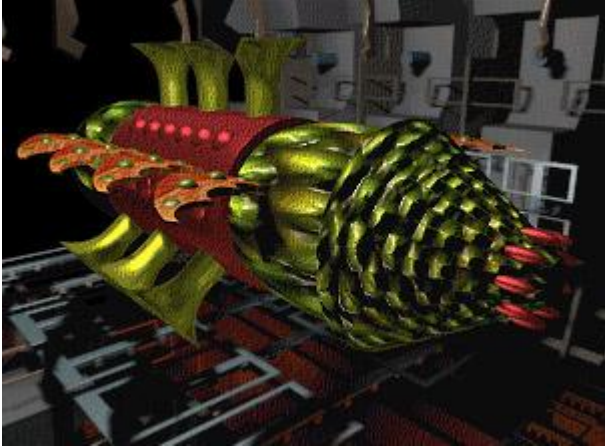
Ungooma Medium



Ungooma Large



Ungooma Enormous








4.2: Generators

Generators are needed to power your shields, weapons, engines and some specials. You need at least one on each ship.

In the chart below *Power Created* tells you how much power is created during each day.

Strength is given for all ship equipment except for Hulls and Specials. This number relates to the amount of increase in the power bars on the ship building and ship display screens.

Industry Cost tells you how many days an item will cost to build based upon your industry strength. If you have an industry strength of 50, it will take 2 days to build an item with an industry cost of 100.

Power Generators	Picture	Description	Power Created	Strength	Industry Cost
Proton Shaver		Extracts protons from atomic nuclei.	2	.5	20
Subatomic Scoop		Sucks subatomic particles from space.	4	1	35
Quark Express		Squeeze's energy from sub-subatomic particles.	6	1.5	60
Van Creeg Hypersplicer		Merges mixed frequency hyperwaves and collects the bleed-off energy.	8	2	80
Nanotwirler		Controls a stream of Nonoenergons and channels off thier energy.	10	2.5	100






4.3: Engines

Engines allow your ship to move within a star system. You need at least one on each ship.

Power Use tells you how much power is consumed during each use of an item.

Strength is given for all ship equipment except for Hulls and Specials. This number relates to the amount of increase in the power bars on the ship building and ship display screens.

Industry Cost tells you how many days an item will cost to build based upon your industry strength. If you have an industry strength of 50, it will take 2 days to build an item with an industry cost of 100.

Engines	Picture	Description	Power Use	Strength	Industry Cost	Notes
Tonklin Motor		Based on quirk of momentum theory.	1	.5	10	-
Ion Banger		Sucks ions from space and smashes them together to create a propulsive force.	1	1	30	-
Graviton Projector		Sprays a gravity field in front of the ship, pulling it forward.	3	1.5	40	-
Inertia Negator		Generates an anti-mass field, allowing the ship to float lightly through space.	0	1.5	20	As strong as the Graviton Projector, but consumes much less power.
Nanowave Space Bender		Warpes space, allowing the ship to slide rapidly in any direction.	5	2.5	80	-






4.4: Scanners

Scanners allow your ship to see the contents of aliens vessels.

Strength is given for all ship equipment except for Hulls and Specials. This number relates to the amount of increase in the power bars on the ship building and ship display screens.

Range is in "cubes" - the smaller squares on the grid (you must zoom in close to see the small squares) - otherwise the display only shows larger squares that count as 5 "cubes". I know it's difficult to judge distance in the game in 3D, but you can use this general guide - a plasmatron (range 100) can shoot almost clear across the system - while a Mass barage gun (range 25) can only hit a ship a few ship lengths away.

Industry Cost tells you how many days an item will cost to build based upon your industry strength. If you have an industry strength of 50, it will take 2 days to build an item with an industry cost of 100.

Scanners	Picture	Description	Strength	Range	Industry Cost
Tonklin Frequency Analyzer		Scans energy leakages to determine ship status.	.25	25	20
Subspace Phase Array		Detects subtle variations in the space flow around a ship.	.25	50	40
Aural Cloud Constructor		Emits an aural cloud, and observes the vibrations to detect ship status.	.5	75	60
Hyperwave Tympanum		Detects minute variations in the Hyperwave Ether.	.75	100	80
Murgatroyd's Knower		Uses a combination of advanced technologies.	1	200	100

Nanowave
Decoupling Net



Harvests coupled nanowaves
and analyzes them.

1.25 1000 200







4.5: Shields

Shields protect your ship from damage from weapons fire.

Power Use tells you how much power is consumed during each use of an item.

Strength is given for all ship equipment except for Hulls and Specials. This number relates to the amount of increase in the power bars on the ship building and ship display screens.

Industry Cost tells you how many days an item will cost to build based upon your industry strength. If you have an industry strength of 50, it will take 2 days to build an item with an industry cost of 100.

Shields	Picture	Description	Power Use	Strength	Industry Cost
Ion Wrap		Low grade particle defence	-	.25	10
Concussion Shield		Kinetic defence, surrounds the ship with a flexible energy barrier.	-	.5	30
Wave Scatterer		Diffraction energy waves as they contact the ships hull.	none	.25	50
Deactotron		High tech active defence which detects attacks and uses appropriate countermeasures.	-	.75	50
Hyperwave Nullifier		Causes incoming projectiles to slide around the hull, and miss the ship completely.	-	1	100
Nanoshell		Dense barrier of nanoenergons, few weapons can penetrate it.	-	1.25	200




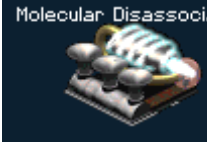
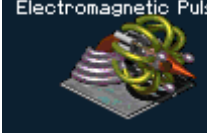
4.6: Weapons






Weapons can destroy ships and orbital structures.

Strength is given for all ship equipment except for Hulls and Specials. This number relates to the amount of increase in the power bars on the ship building and ship display screens.

Range is in "cubes" - the smaller squares on the grid (you must zoom in close to see the small squares) - otherwise the display only shows larger squares that count as 5 "cubes". I know it's difficult to judge distance in the game in 3D, but you can use this general guide - a plasmatron (range 100) can shoot almost clear across the system - while a Mass barrage gun (range 25) can only hit a ship a few ship lengths away.

Industry Cost tells you how many days an item will cost to build based upon your industry strength. If you have an industry strength of 50, it will take 2 days to build an item with an industry cost of 100.

Weapon	Picture	Description	Power Use	Number of Uses	Strength	Range	Industry Cost	Notes
Mass Barrage Gun		Launches a spray of metal spheres.	1	1	.25	25	10	Easy to deflect, slow to reload.
Fourier Missiles		Use image recognition to identify vulnerable areas of a ship.	1	1	.5	40	20	Slow to reload.
Quantum Singularity Launcher		Fires tiny black holes.	2	1	1	25	30	Punches right through an Ion Wrap Shield, slow to reload.
Molecular Disassociator		Weakens molecular bonds in it's target.	2	1	1	50	40	Slow to reload.
Electromagnetic Pulser		Disrupts delicate equipment with electro-magnetic pulses.	1	5	.25	50	50	Quick to reload.

Plasmatron		Fires bolts of super heated plasma.	2	1	1	100	50	-
Ueberlaser		High power pulse laser.	3	2	1.5	50	70	-
Fergnatz Lens		Collects and focuses cosmic energies.	0	2	1	35	50	-
Hypersphere Driver		Creates unstable bubbles in space-time, which collapses upon hitting the target, pinching off the matter into another dimension.	6	2	2.5	75	100	-
Nanomanipulator		Fires bursts of focused nano-energon flux, which creates unstable alternate reality waves in the target.	6	3	3.25	50	100	Quick to reload.



4.7: Specials


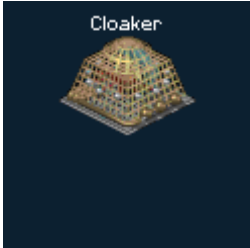






Specials can do anything from help you take over worlds, get you to other star systems to crippling other ships.

Strength is given for all ship equipment except for Hulls and Specials. This number relates to the amount of increase in the power bars on the ship building and ship display screens.




Range is in "cubes" - the smaller squares on the grid (you must zoom in close to see the small squares) - otherwise the display only shows larger squares that count as 5 "cubes". I know it's difficult to judge distance in the game in 3D, but you can use this general guide - a plasmatron (range 100) can shoot almost clear across the system - while a Mass barage gun (range 25) can only hit a ship a few ship lengths away.









Industry Cost tells you how many days an item will cost to build based upon your industry strength. If you have an industry strength of 50, it will take 2 days to build an item with an industry cost of 100.

Special	Picture	Description	Power Use	Range	Industry Cost	Notes
Lane Blocker		Fired into a starlane, it blocks all travel.	3	40	30	May be easily destroyed with a few shots of any weapon.
Molecular Tie Down		Shuts down the target's engines for one day.	7	25	20	-
Intellect Scrambler		Turns an experienced crew into bumbling rookies.	7	25	20	-
Brunswik Dissipator		Drains the target's generators for one day.	15	25	100	-
Recaller		Instantly brings your ship to it's home system.	7	-	40	Works only on the ship it is installed on.
Disarmer		Destroys one weapon on the target ship.	5	40	30	-
Smart Bomb		Does ueberlaser strength damage to all enemy ships in the system.	7	-	30	May only be used once.
Gravity Distorter		Pushes all ships away from your ship.	4	-	20	No target may be selected, effects all ships.
Fleet Dispenser		Pushes all ships away from the target ship.	5	100	30	-

Special	Picture	Description	Power Use	Range	Industry Cost	Notes
X-Ray Megaglasses		Views the contents of any scannable ship.	0	50	100	Must be used in conjunction with a scanner.
Cloaker		Prevents other ships from seeing your ships contents.	0	-	30	This lets you bring heavily armed ships into alien systems without causing a war.
Star Lane Drive		Allows travelling through star lanes.	0	-	25	More drives = faster travel.
Star Lane Hyperdrive		Allows travelling through star lanes, and fast travel through red star lanes.	0	-	50	No star lane drive is needed if the star lane hyperdrive is used. More drives = faster travel.
Positron Bouncer		Pushes the target ship away.	2	60	10	Only effects the target ship.
Gravimetric Catapult		Moves you to the opposite side of the sun.	3	-	15	-
Myrmidonic Carbonizer		Fires a burst of energy which grows, then dissipates. Deals 5 damage.	4	40	70	At the ideal range it is the most powerful weapon known. I believe that 40 is the ideal range.
Containment Device		Destroys all colonizers and invasion modules on an enemy ship.	5	40	15	Info thanks to Micky

Special	Picture	Description	Power Use	Range	Industry Cost	Notes
Shield Blaster	 Shield Blaster	Shuts down the target's shields for one day.	7	25	30	-
Backfirer	 Backfirer	Causes all weapons aboard the target ship unleash destructive force upon itself.	10	25	60	The more weapons the target has, the more damage it will take.
Lane Destabilizer	 Lane Destabilizer	Fired at a star lane, it causes all ships in the star lane to reach the end quickly.	7	25	40	Can only be used once.
Tractor Beam	 Tractor Beam	Pulls one ship toward your ship.	3	100	30	-
Cannibalizer	 Cannibalizer	Turns your hull into energy for powering weapons, etc.	0	-	20	Destructive to your ship.
Moving Part Exploiter	 Moving Part Exploiter	Causes the target's equipment to break down explosively.	10	25	60	The more advanced the target's equipment is, the more destruction is caused.
Hyperswapper	 Hyperswapper	Causes your ship and your target to switch positions.	3	100	20	-
Gravimetric Condensor	 Gravimetric Condensor	Causes all ships in the system to be pulled towards the sun.	5	-	30	-
Accutron	 Accutron	Increases the range of all weapons for one day.	7	-	60	Works only on the ship it is installed upon.

Special	Picture	Description	Power Use	Range	Industry Cost	Notes
Remote Repair Facility	 <p>Remote Repair Facility</p>	Repairs ship damage without needing to enter an orbital dock.	10	-	70	Works only on the ship it is installed upon.
Sacrificial Orb	 <p>Sacrificial Orb</p>	Repairs damage to the target ship by transferring the damage to your ship.	3	50	20	Can be used very effectively when coupled with the remote repair facility.
Lane Magnetron	 <p>Lane Magnetron</p>	Allows instant travel through a star lane.	10	25	50	May be used only once.
Disintegrator	 <p>Disintegrator</p>	Destroys the target ship.	25	25	150	May be used only once.
Lane Endoscope	 <p>Lane Endoscope</p>	Allows scanning of ships and planets at the other end of star lanes.	10	25	20	-
Toroidal Blaster	 <p>Toroidal Blaster</p>	Gives a huge boost in engine performance, but usually damages some of them.	0	-	20	-
Gizmogrifier	 <p>Gizmogrifier</p>	Destroys the first major device it locks onto.	4	40	30	-
Replenisher	 <p>Replenisher</p>	Recharges all weapons.	8	-	60	A must for your heavy battleships.
Specialty Blaster	 <p>Specialty Blaster</p>	Destroys a specific device.	5	40	30	-

Special	Picture	Description	Power Use	Range	Industry Cost	Notes
Gyro-Inductor	 A blue and gold spherical device with a central red core and a ring of gold segments.	Produces power automatically when leaving orbit.	0	-	20	-
Plasma Coupler	 A red and blue spherical device with a central red core and a ring of blue segments.	Allows a ship to beam some of it's power to another ship.	4	50	20	-
Invulnerablizer	 A red and orange spherical device with a central red core and a ring of orange segments.	One day worth of indestructibility.	20	-	60	May only be used once.
Phase Bomb	 A blue and red spherical device with a central red core and a ring of blue segments.	Destroys structures on a planet's surface	4	25	40	May only be used once.
Colonizer	 A green and orange spherical device with a central green core and a ring of orange segments.	Creates a colony on an unoccupied planet.	5	-	35	Must be deployed from orbit. May only be used once.
Self Destructotron	 A gold and white spherical device with a central white core and a ring of gold segments.	Destroys your ship in a huge explosion that damages all ships nearby.	0	-	50	Obviously, this may only be used once.
Invasion Module	 A green and yellow spherical device with a central green core and a ring of yellow segments.	If all surface shields are destroyed and any invasion modules are left, the invasion is successful.	10	-	70	Must be deployed from orbit. May only be used once. As many modules as needed are launched, destroying surface shields on a one to one ratio.
Mass Condensor	 A blue and red spherical device with a central red core and a ring of blue segments.	Pulls all ships in area towards the target ship.	8	100	50	Your ship is also pulled toward the target ship.

Special

Picture

Description

Power Use

Range

Industry Cost

Notes

Hyperfuel



Replenishes power levels.

0

-

20

May only be used once.

4.8: Overview: Shields vs. Weapons

Ships Weapons and Orbital Weapons vs. Ship Shields

This section outlines the number of a specific shield classification it requires to absorb the effects of each weapon. I have included orbital weapons, such as Orbital Missile Bases and Long Range Orbital Whoppers, as well as the Myrmidonic Carbonizer.

	Ion Wrap	Concussion Shield	Wave Scatter	Deactotron	Hyperwave Nullifier	Nanoshell
Mass Barrage Gun	1	1	1	1	1	1
Fourier Missiles	2	1	2	1	1	1
Quantum Singularity Launcher	4	2	4	2	1	1
Molecular Disassociator	4	2	4	2	1	1
Electromagnetic Pulser	1	1	1	1	1	1
Plasmatron	4	2	4	2	1	1
Ueberlaser	6	3	6	2	2	2
Fergnatz Lens	4	2	4	2	1	1
Hypersphere Driver	10	5	10	4	3	2
Nanomanipulator	13	7	13	5	4	3
Orbital Missile Base	7	4	7	3	2	2
Short Range Whopper	7	4	7	3	2	2
Long Range Whopper	8	4	8	3	2	2
Myrmidonic Carbonizer	>18	10	10	7	5	4

NOTE: Even with 18 Ion Wrap shield stuffed into an enormous ship hull, it was not enough to stop the Myrmidonic Carbonizer.

Ships Weapons vs. Orbital Shields

This section outlines the number of shots from your ship required to take out an orbital shield or orbital mega shield.

Basically a Orbital Shield has strength 3,75 and an Orbital Mega Shield has strength 8,75

	Orbital Shield	Orbital Mega Shield
Mass Barrage Gun	15	35
Fourier Missiles	8	18
Quantum Singularity Launcher	4	9
Molecular Disassociator	4	9
Electromagnetic Pulser	15 (with 5 shots per weapon)	35 (with 5 shots per weapon)
Plasmatron	4	9
Ueberlaser	3 (with 2 shots per weapon)	6 (with 2 shots per weapon)
Fergnatz Lens	4 (with 2 shots per weapon)	9 (with 2 shots per weapon)
Hypersphere Driver	2 (with 2 shots per weapon)	4 (with 2 shots per weapon)
Nanomanipulator	2 (with 3 shots per weapon)	3 (with 3 shots per weapon)

5: Research

There are 66 different technologies to discover which provide you with new items you can build on your ships and planets.

5.1: Research List

The number of days of research are calculated from the beginning of the game and serve as a comparison. As you get more research power, research can be discovered faster.

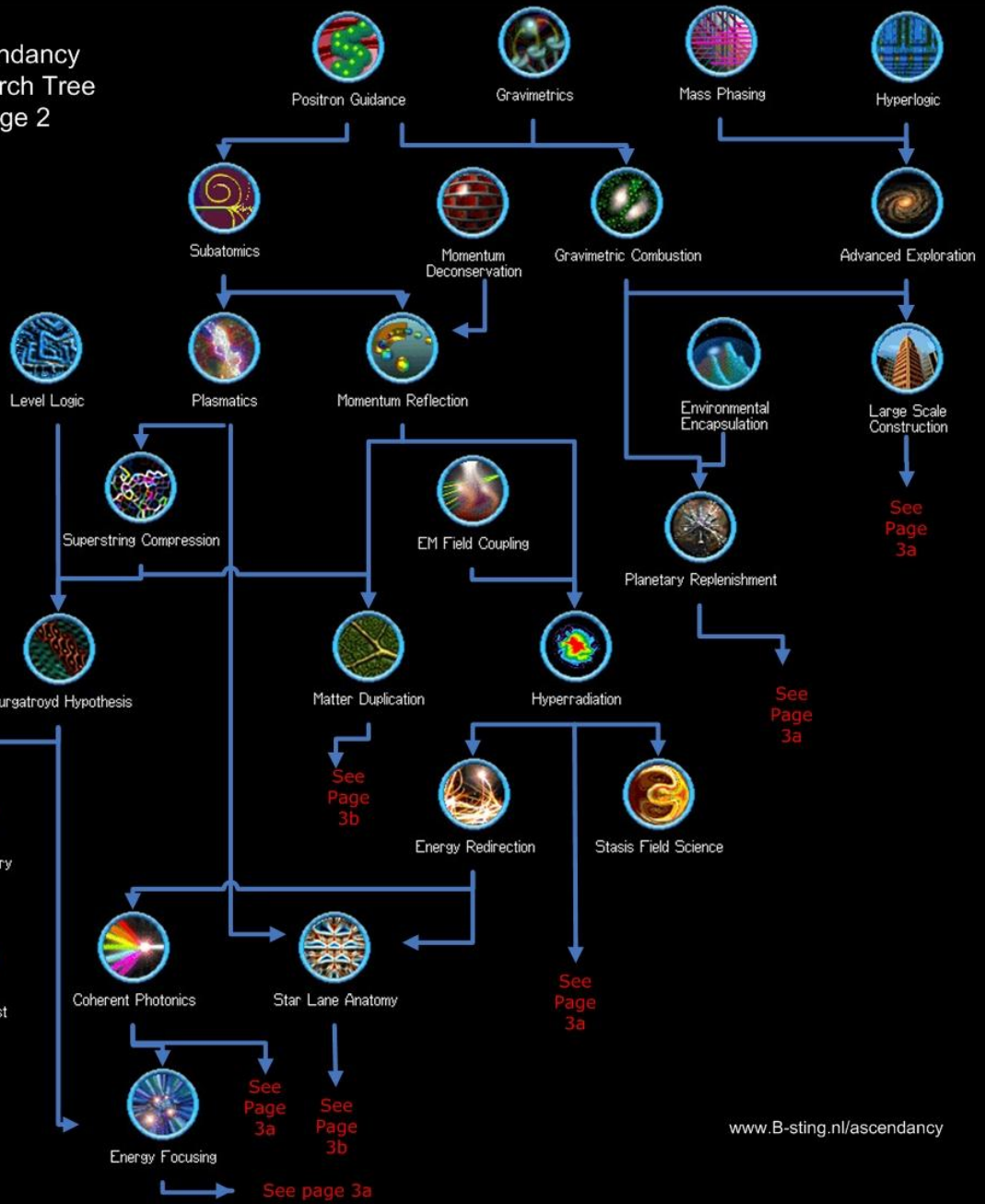
Invention	Requires	Days	Available Items	Needed for
Orbital Structures	none	50	Shipyards, Orbital Shield	Interplanetary Exploration
Interplanetary Exploration	Orbital Structures	50	Ships - Small and Medium, Proton Shaver	Spacetime Surfing
Tonklin Diary	none	50	Tonklin Motor, Tonklin Frequency Analyzer	Spectral Analysis, Superconductivity, Spacetime Surfing
Xenobiology	none	90	Xeno Archiological Dig	Environmental Encapsulation
Environmental Encapsulation	Xenobiology	50	Colony Base, Ion Wrap, Colonizer	Advanced Chemistry, Planetary Replenishment
Spectral Analysis	Tonklin Diary	120	Fourier Missiles	Advanced Interferometry, Molecular Explosives
Superconductivity	Tonklin Diary, Xenobiology	100	Surface Shield, Mass Barrage Gun	none
Spacetime Surfing	Tonklin Diary, Interplanetary Exploration	90	Star Lane Drive	Power Conversion, Gravity Control, Momentum Deconservation
Advanced Chemistry	Environmental Encapsulation	100	Artificial Hydroponifer, Ion Banger	none
Advanced Interferometry	Spectral Analysis	90	Subspace Phase Array, Invasion Module	Cloaking, Hyperlogic
Cloaking	Advanced Interferometry	1800	Surface Cloaker, Orbital Cloaker, Cloaker (ship)	none
Power Conversion	Spacetime Surfing	100	Orbital Missile Base, Subatomic Scoop	Molecular Explosives, Strong Force Weakening
Gravity Control	Spacetime Surfing	560	Quantum Singularity Launcher	Light Bending, Gravimetrics
Hyperlogic	Advanced Interferometry, Advanced Chemistry	1120	Research Campus, Intellect Scrambler, X-Ray Megaglasses	Level Logic, Advanced Exploration, Diplomatics
Momentum Deconservation	Spacetime Surfing	280	Concussion Shield	Momentum Reflection
Diplomatics	Hyperlogic	2000	Observation Installation, Alien Hospitality	Advanced Fun Techniques

Invention	Requires	Days	Available Items	Needed for
Molecular Explosives	Spectral Analysis, Power Conversion	720	Phase Bomb, Mass Condensor	Positron Guidance
Strong Force Weakening	Power Conversion	980	Molecular Disassociator	none
Level Logic	Hyperlogic	3300	Scientist Takeover	Thought Analysis, Muratroyd Hypothesis
Light Bending	Gravity Control	2560	Wave Scatterer, Replenisher	EM Field Coupling
Gravimetrics	Gravity Control	1320	Orbital Docks, Molecular Tie Down	Mass Phasing, Gravimetric Combustion
EM Field Coupling	Light Bending	4200	Electromagnetic Pulsar, Aural Cloud Constructor	Hyperradiation
Mass Phasing	Gravimetrics	2200	Gravimetric Catapult	Advanced Exploration
Thought Analysis	Level Logic	7700	Engineering Retreat	Teleinfiltration, Snooping
Advanced Fun Techniques	Diplomatics	5580	Logic Factory, Endless Party	none
Positron Guidance	Molecular Explosives	2400	Industrial Megafacility, Positron Bouncer	Subatomics, Gravimetric Combustion
Subatomics	Positron Guidance	3300	Hyperpower Plant, Quark Express	Plasmatics, Momentum Reflection
Advanced Exploration	Mass Phasing, Hyperlogic	4140	Star Lane Hyperdrive, Large Ship Hull	Large Scale Construction
Gravimetric Combustion	Gravimetrics, Positron Guidance	2600	Graviton Projector, Toroidal Blaster	Planetary Replenishment, Large Scale Construction
Plasmatics	Subatomics	5700	Plasmatron, Plasma Coupler	Superstring Compression, Starlane Anatomy
Planetary Replenishment	Gravimetric Combustion, Environmental Encapsulation	2560	Habitat, Terraforming	Ecosphere Phase Control
Momentum Reflection	Subatomics, Momentum Deconservation	4420	Gravity Distorter	Hyperradiation, Matter Duplication
Large Scale Construction	Gravimetric Combustion, Advanced Exploration	4200	Metroplex, Gigantic Ship Hull	Advanced Planetary Armaments
Hyperradiation	Momentum Reflection, EM Field Coupling	5040	Hyperwave Tympanum, Van Creeg Hypersplicer	Energy Redirection, Stasis Field Science, Hyperwave Technology
Superstring Compression	Plasmatics	3640	Hyperfuel	Muratroyd Hypothesis, Matter Duplication
Muratroyd Hypothesis	Superstring Compression, Level Logic	5940	Short Range Orbital Whopper, Murgatroyd's Knower, Gyro-Inductor	Scientific Sorcery, Energy Focusing

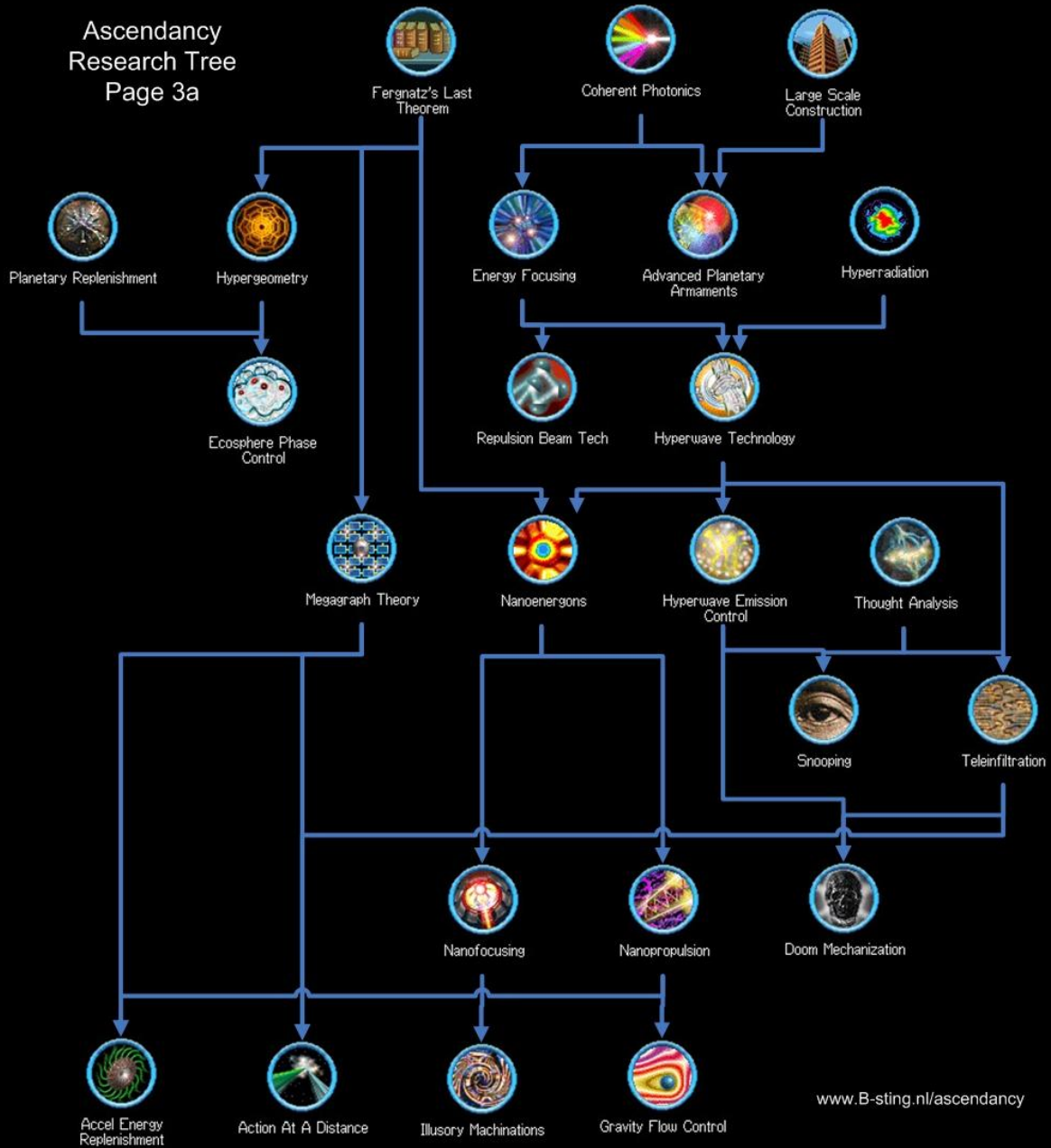
Invention	Requires	Days	Available Items	Needed for
Energy Redirection	Hyperradiation	4400	Deactotron, Recaller, Sacrificial Orb	Starlane Anatomy, Coherent Photonics
Stasis Field Science	Hyperradiation	3600	Tractor Beam, Brunswik Dissipator, Tractor Beam	none
Matter Duplication	Superstring Compression, Momentum Reflection	5040	Cloning Plant, Disarmer	Microbotics, Inertia Control
Scientific Sorcery	Mergatroyd Hypothesis	5400	Smart Bomb, Containment Device	Fergnatz's Last Theorem
Starlane Anatomy	Energy Redirection, Plasmatics	3450	Lane Blocker, Lane Destabilizer	Inertia Control, Hyperdrive Technology
Coherent Photonics	Energy Redirection	7000	Ueberlaser, Cannibalizer	Energy Focusing, Advanced Planetary Armaments
Microbotics	Matter Duplication	9020	Automation	Self Modifying Structures
Energy Focusing	Coherent Photonics, Muratroyd Hypothesis	5220	Myrmidonic Carbonizer, Accutron	Repulsion Beam Technology, Hyperwave Technology
Inertial Control	Starlane Anatomy, Matter Duplication	10080	Inertia Negator	Nanodeflection
Advanced Planetary Armaments	Coherent Photonics, Large Scale Construction	12240	Surface Mega Shield, Long Range Orbital Whopper	none
Fergnatz's Last Theorem	Scientific Sorcery	10880	Fergnatz Lens, Gizmogripher	Megagraph Theory, Nanoenergons
Hypergeometry	Fergnatz's Last Theorem	12920	Hypersphere Driver, Hyperswapper	Ecosphere Phase Control
Repulsion Beam Tech	Energy Focusing	7040	Fleet Disperser	none
Hyperwave Technology	Energy Focusing, Hyperradiation	7260	Orbital Mega Shield, Hyperwave Nullifier	Nanoenergons, Teleinfiltration, Hyperwave Emission Control
Megagraph Theory	Fergnatz's Last Theorem	11760	Internet	Action at a Distance, Accel Energy Replenishment
Nanoenergons	Fergnatz's Last Theorem, Hyperwave Technology	12580	Nanowave Decoupling Net, Nanotwirler	Nanofocussing, Nanopropulsion
Ecosphere Phase Control	Hypergeometry, Planetary Replenishment	9240	Fertilization Plant	none
Teleinfiltration	Hyperwave Technology, Thought Analysis	8580	Shield Blaster, Specialty Blaster	Action at a Distance, Doom Mechanisation
Hyperwave Emission Control	Hyperwave Technology	9460	Backfirer	Doom Mechanisation, Snooping

Invention	Requires	Days	Available Items	Needed for
Hyperdrive Technology	Starlane Anatomy, Teleinfiltration	8800	Lane Magnetron	Nanopropulsion
Action At A Distance	Teleinfiltration, Megagraph Theory	12960	Moving Parts Explorer	none
Doom Mechanization	Teleinfiltration, Hyperwave Emission Control	37600	Disintegrator, Self Destructotron	none
Nanofocusing	Nanoenergons	22080	Nanomanipulator	Self Modifying Structures, Nanodeflection, Illusory Machinisations
Snooping	Thought Analysis, Hyperwave Emmission Control	11520	Lane Endoscope	none
Self Modifying Structures	Nanofocusing, Microbotics	12000	Remote Repair Facility	none
Nanopropulsion	Nanoenergons, Hyperdrive Technology	17600	Nanowave Space Bender	Accel Energy Replenishment, Gravity Flow Control
Nanodeflection	Nanofocusing, Inertia Control	21600	Nanoshell	none
Accel Energy Replenishment	Megagraph Theory, Nanopropulsion	12480	Lush Growth Bomb	Illusory Machinisations
Gravity Flow Control	Nanopropulsion	12720	Gravimetric Condensor	none
Illusory Machinations	Accel Energy Replenishment, Nanofocusing	33000	Invulnerablizer	none

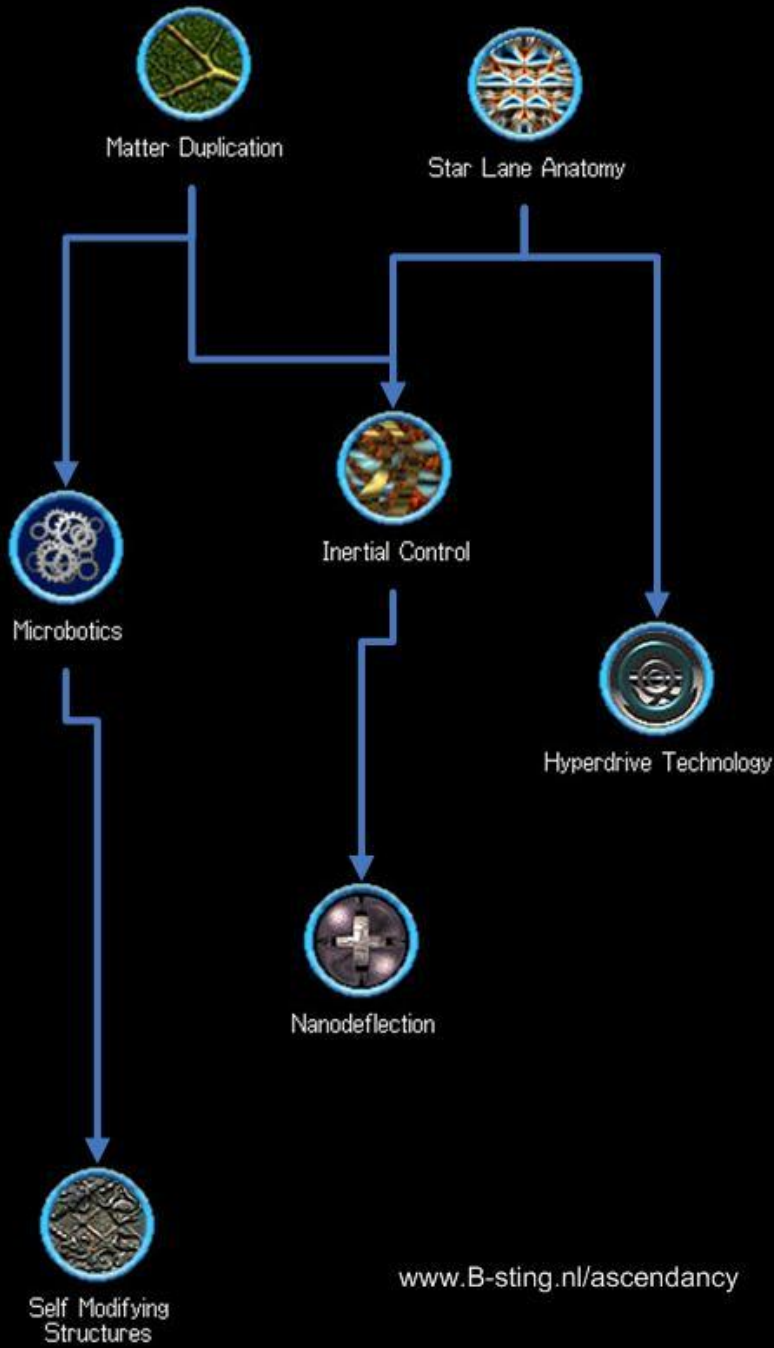
Ascendancy
Research Tree
Page 2



Ascendancy
Research Tree
Page 3a



Ascendancy
Research Tree
Page 3b



6: Winning

Everything you need to know to come out victorious.

6.1: Win/Lose Conditions

Ways to win:

1. Capture all homeworlds.
2. Control 2/3 of star systems
3. Kill all the other races
4. Everyone allied

You can see how much of the star systems you control by toggling the starlane control button in the space map overview page. Starlanes under your control will light up in your species colour. Control is measured from your home system outward. Non-allied Alien ships in those lanes and non-allied Alien controlled systems will block the starlane control, even if you control other systems beyond those ships and systems.

Ways to lose:

1. Get exterminated

Winning/Losing Rankings

There are a set of 10 ranks for each way there is to win and lose. So you can lose and be anywhere from a "really bad" loser to a "really awesome" loser. The score is determined by a number of factors, including number of ships, number of colonies, number of inventions and so on.

When this document was created, not all scores were yet discovered.

Winning: Capturing All Home Worlds

All ranks are from lowest to highest.

Ranking	Range
Home Wrecker	0% to 20%
Megalomaniac	21% to 29%
Master Invader	30% to ??
Hypercosmic Saboteur	-
Lord of Subversion	-
Interstellar Coup Master	-
Insurrection Champion	-
Galactic Infiltrator	-
Supreme Invader	-
Ascendant Invader	-

Winning: Controlling Two-thirds Of The Galaxy

All ranks are from lowest to highest.

Ranking	Range
Ambitious Beginner	0% to 20%
Imperialist	21% to 29%
Interstellar Warrior	30% to ??
Interstellar Subjugator	-
Galactic Powermonger	-
Hyper-Conqueror	-
Cosmic Dictator	-
Imperial Overlord	-
Galactic Emperor	-
Ascendant Emperor	-

Winning: Annihilating All Other Species

All ranks are from lowest to highest.

Ranking	Range
Unrighteous Neighbor	0% to 20%
Xenophobe	21% to 29%
Galactic Villain	30% to ??
Interstellar Death-Dealer	-
Supreme Killing Machine	-
Techno-Annihilator	-
Cosmic Devastator	-
Lord High Executioner	-
Overlord of Cosmic Night	-
Ascendant Destroyer	-

Winning: Alliance Of All Species

All ranks are from lowest to highest.

Ranking	Range
Hyper-Explorer	0% to 20%
Mover and Shaker	21% to 29%
Master of Diplomacy	30% to ??
Interstellar Victor	-
Galactic Unifier	-
Cosmic Harmonizer	-
Lord of Tranquility	-
High King of Serenity	-
Ascendant Overlord	-
Supreme Master of Ascendancy	-

Losing: You Become Extinct

All ranks are from lowest to highest.

Ranking	Range
Interstellar Pushover	-
Space History	-
Galactic Exile	-
Cosmic Martyr	-
Cosmic Ultra-Martyr	-
Lord of Self-Sacrifice	-
Existential Transcender	-
Master of the Void	-
Ultimate Scoremaster	-
Ascendant Hyper-Cheater	-

6.2: Strategy

B-sting's personal favourite strategy

Ascendancy is not a hard game to beat. Even with the Antagoniser module, most will still find it too easy, but at least entertaining. Still for those who want to improve their game, here's my personal tips.

Species: There's a lot of species with useless special abilities if you're planning on conquering and/or expanding fast. Like the Shevar (drains all power in alien ships in their systems ... once every 90 days) or the Dubtaks (if you're the most advanced species, there will be no research to steal). Instead I prefer species like the **Minions** (more invasion for less invader modules), the **Chronamyst** (gets to new/hostile colonies much faster) or the **Chamachies** (more quickly get all the research you need to make an invincible fleet).

Star system expansion: Do everything you can to develop all the research you need to build medium ships, stock them with colonisers and capture as many systems as you can before you run into other alien colonies. Don't bother with small planets, unless there's an archaeological dig site on them. Go for the hugest, richest planets possible in each system (unless they only have black squares). Build your coloniser on a black square, preferably next to a red and green square. In the future, these huge planets will be your refitting and ship construction planets. You really want those archaeological dig-sites too. Build your coloniser close to them and at most build one factory and then go straight to the Xeno-dig. You might end up with a Nanomanipulator weapon straight from the beginning of the game.

Planet expansion: Keep the peace for as long as you can and improve your colonies as fast as you can. Find a healthy balance between lots of production and lots of research. As soon as you have them, build nothing but Industrial Megafacilities, Metroplexes and Research Campuses on your planets. Build one Hyperpower Plant, Internet and Fertilization Plant on each planet. Use Outposts only when needed, upgrade to habitats asap and switch to Metroplexes in the end. You might even demolish a few Outposts and Habitats when you have enough Metroplexes and need the space for other useful stuff. Make sure your outer colonies have at least some orbital shields and weapons in case of an attack. Most species are stupid enough to declare war at their least tactical moment (when they are still far away from you or have their weakest ships next to a fully armed planet of yours). Make sure your strongest planets have shipyards and orbital docks.

Ships: In the beginning of the game I build a few medium ships for colonising, later in the game I usually make them into small patrol ships. I

never understood what one would need small ships for. I might build a few large ships, but ideally my whole fleet is only enormous vessels. My usual config of an enormous ships is:

- 3 weapons
- 2-3 shields (if they're strong enough, 2 suffice)
- 1 recaller (if available, usually home planets are furthest developed to refit ships)
- 4-6 Starlane Hyperdrives (or regular if not yet available)
- 1 engine (really who cares how fast you can travel within a system?)
- 5 energy generators
- 1-2 Lane Magnetrons or Lane Destabilizers (if available)
- 3-9 Invaders and/or Colonizers

I bring along one lane magnetron for every red lane I plan to encounter (one way only, since I have a recaller). Alternately, if you're flying in a pack of ships, fit two ships with each one lane destabilizer. Send in all your ships in a red lane but one, make the remaining one destabilize it, then jump into the red lane as well. On the next turn, you can use the pack to destabilize the lane again so the last ship is through as well.

I never understood scanners by the way. If I'm gonna destroy an enemy vessel, I'd rather bring an extra weapon instead of stuff to know what its armament is.

What other people have suggested in the past

- Load a ship with four Plasmatrions and a Replenisher. This is a deadly long range combination that may be achieved fairly early in the game.
- Use the Mass Condensor or Gravimetric Condensor to get all the target ships close to you at once. Then use the Invulnerablizer to protect yourself. Finally, proceed to use Disintegrators to wipe the lot of them out of existence. Make sure you have a LOT of power available.
- The same effect as above may be achieved when attacking a single ship by using the Tractor Beam to pull him in and the Disintegrator to dispatch him.
- Construct tiny hulled bomb ships with a Gravimetric Condensor, a Nanotwirler, a Nanowave Space Bender, a Star Lane Hyperdrive, and a Destructotron. Use the Gravimetric Condensor to get all the target ships close to you at once. Then use the Destructotron. Make sure your bomb ship is the only friendly ship in the system.
- Here are two additional ship designs that are very nasty:
 - A ship with Plasmatrions and Positronic bouncers. Fire the plasmatrions, and when the enemy ship comes to within its own weapons range of you, bounce it away.

- Once you have all the gadgets, put together a ship with a few powerful shields (ideally the nanoshell), a tractor beam, a brunswick dissapator, and whatever weapons you like. Put up your shields, tractor the enemy ship in close, drop your shields, fire the brunswick dissapator. You can now engage the powerless enemy ship at point blank range with whatever awesome arsenal you have seen fit to put aboard. I've never lost a ship using this tactic, although it requires a bit of revision when you are facing 3 or more ships at close range. Don't forget a remote repair facility, just in case.
- Build 2 or 3 awesome attack vessels with plenty of replenishers and weapons and not much else (no scanners and few generators) Essentially floating weapons platforms. Then build a support ship one with scanner, megagoggles (or whatever) tons of generators, a remote repair facility, a sacrificial orb, and the plasma coupler. You can then use this ship to repair and re-energize the weapons platforms instead of each of them having to have their own repair facility and hyper fuel. For extra emergencies, your tanker can be equipped with a canabalizer.
- I have had difficulty with losing ships stationed as guards at other species home worlds that I've conquered. When they use a Recaller they appear at their former home world without any warning from the game. I've paid close attention, and moved along one day at a time. The instant that I see an enemy ship appear, I go right to that system. Most of the time I've already lost a ship. Sometimes the defending ship is almost dead. If I don't leave a guard, the planets defences are gone by the time I get there. So I must cover the planet with mega shields. They still manage to erode them away. Their best solution I've found is to position the guard at an extreme altitude. Then the new ship goes straight up to get your guard, but it takes him a couple days to get there.
- The easiest way to defend a system from invasion is to position three ships very close to the Star Lane entrance into the system (this is especially effective if there's only one direction from which the invading ships can approach). Each ship should have 1 Brunswick Dissapator, 3 weapons at least as powerful as a Fergnatz Lens (this is usually pretty easy if you've gotten a Xeno Dig or three under your belt), and at least 2 "bubbles" worth of shields. Just park outside the Star Lane and it's almost a guarantee that you can toast any ship that comes into the system, regardless of how big or how many (within reason, of course...)
- Use the positron bouncer to knock a ship away, then let him come back to you. By the time he gets there he's down on power and you can destroy him easily. Works best early in the game.

7: Cheats

Fed up playing according to the rules? Here's the cheats. Please remember that these are cheats and MAY occasionally crash your game. Just wince, and reboot your computer and play again!

To enable cheats you must create a file called NOUGAT.LF in your Ascendancy directory. It doesn't matter what's in the file, just that it exists. DO NOT use Win95 notepad to create this file (choose START, RUN, EDIT C:\ASCEND\NOUGAT.LF - to use the dos editor instead). Simply enabling the cheats gives you some special information when you place the cursor over a ship. It tells you POWER, MOVES, and INTEGRITY.

- **Play as other species:** on the main starmap screen hit 1 through 7 to select species. The numbers one through seven correspond to the order of the races in the game, with the race you started the game with as #1. Please note that sometimes the artwork does not match (such as the wrong ship artwork on the shipbuilding screens), don't panic - it's OK.
- **See everything:** on the main starmap screen hit 8 will allow you to see everything everyone else can see
- **Steal technology:** on the main starmap screen hit ALT E. It will cause you to steal knowledge from other races each turn. Hit it again to turn it off.
- **Maximum population:** on the planet screen hit O. It will fill you up to maximum population.
- **Finish project:** on the planet screen hit I. It will complete your current project. (You may need to hit it more than once for very big projects like ships.)
- **Complete current research:** on the research screen hitting C. It will complete the current research project. (After hitting C sweep your mouse over one of the circles in the research tree to update the screen.)
- **Learn EVERYTHING:** on the research screen hit D. It will cause you to learn EVERYTHING! (After hitting D sweep your mouse over one of the circles in the research tree to update the screen.)
- **Create colony:** on the planet screen hit T. It will create a colony, used in conjunction with R (see next cheat) you can take over unoccupied worlds.
- **Take over planet:** on the planet screen hit R. It will make the planet yours! This allows you to take over occupied worlds.
- **Your coordinates:** hit Alt-D will provide you with coordinates (x,y).
- **Useless internal data:** hit Alt-W will bring up a display window for various internal data. Anyone making sense of these, please let me know.

Note: The cheats below can cause the game to think you have won. In order to prevent this, you must build something (or perform any task) before going to the next day.

- **All stars explored:** on the main starmap screen hit S. It will show all stars as explored, so that you may view their planets.
- **All starlanes exposed:** on the main starmap screen hit L. It will reveal all star lanes.
- **State of the Galaxy:** on the main starmap screen hit C. It will display information about the state of the galaxy (useful).

Other handy things:

- **Screenshot:** ALT G takes a gif screen shot and saves it in your ascend directory. Please note that the mouse will move, but nothing will work until the picture is created. Also note that if you restart your game, the next screenshots you make will overwrite the previous ones. Save them elsewhere before you take more screenshots!
- **Let the game play itself:** create a file called FLASH.POP in your Ascendancy directory - then start a game and hit the continuous advance button. The game will play itself until it finishes or crashes (very likely to eventually crash but only after four hours or more. It should run fine for normal lengths of time.)
- **The Xeno Dig bug:** Invade a planet that has at least 10 outposts constructed on it. (Since the AI likes to build those outposts, this shouldn't be a problem.) Immediately build a Lush Growth Bomb. (If you don't have this tech yet, this won't work.) After the Lush Growth Bomb is completed, delete 10 outposts. After you do this, you will receive credit for a Xeno Dig (and thus a new bit of research) on your next turn.

8: Downloads and links

Stuff you may want to have:

The full Ascendancy game can no longer be downloaded for free legally.

The Ascendancy demo used to be up at The Logic Factory, but no more.

[antag.zip](#) : The official Ascendancy Antagonizer AI module as released by The Logic Factory (because playing the game without it is too easy). Unzip this file to your Ascendancy install directory (for instance c:\Ascend\) and start Ascendancy with the antag.exe file instead of the regular ascend.exe . Your enemies will now be more hostile and provide a bit more of a challenge.

[ascendancy_manual.zip](#) : Scans of the official Ascendancy manual that came with the original release of the game. It basically explains a lot of the things that are in the tutorial in the game.

[the boxart](#) : Scans of the original boxart of the game at Abandonia.

[nougat.lf](#) : uploading this file to the directory you have Ascendancy installed (for instance c:\Ascend\) let's you activate the cheat codes. For more info see the [Cheats](#) page.

[flash.pop](#) : uploading this file to the directory you have Ascendancy installed (for instance c:\Ascend\) let's you have the game play itself without you intervening. For more info see the [Cheats](#) page.

To get any DOS-game (including Ascendancy) to run properly on for instance Windows XP, you'll **need** a DOS emulator. An emulator can run a DOS environment under Windows, but with the use of your modern soundcard and joystick (contrary to the command prompt provided by WinXP for instance). There are two good choices:

- [VDMSound](#)
- [DOSbox](#)

There is debate among users which is better. Personally I prefer VDMSound.

[The Logic Factory](#) : official site of the creators of the game.