

GAME MANUAL

DISTANT WORLDS 2

SHADOWS RISING



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CodeForce

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INTRODUCTION TO DISTANT WORLDS 2: SHADOWS RISING

WELCOME TO DISTANT WORLDS 2!

Distant Worlds 2 is a vast real-time 4X space strategy game in which you, the player, must lead a space civilization, controlling its diplomacy, economy, military and technology. The victory and even survival of your civilization is completely in your hands!

Distant Worlds 2 is about the grandest of grand strategy on the most epic of scales: galaxies with up to 2,000 star systems and tens of thousands of planets, moons, asteroids, space creatures and many other civilizations!

As leader of your civilization, you must explore, colonize, fight, engage other civilizations in diplomacy, build, research and send agents on espionage, all with one goal in mind: to dominate the galaxy!

Your empire is divided in two sections: the state, which you control, and the private sector, which you do not. You have four basic tasks: explore the galaxy, colonize new planets, construct new ships, and defend your empire.

EXPANSIONS: RETURN OF THE SHAKTURI AND SHADOWS RISING

The first feature expansion to *Distant Worlds 2*, *Return of the Shakturi*, came with many improvements and a new detailed Endgame Crisis and storyline.

This second feature expansion, *Shadows Rising*, expands the gameplay to allow you to play as a space-based (non-planetary) Pirate empire or a Lone Pirate (the captain of a single ship) and also adds a new starting option: the "Age of Shadows", before



planetary civilizations became full Empires. These different options and stories are available to you as choices to mix and match when creating a new game along with many other ways to configure your game experience.

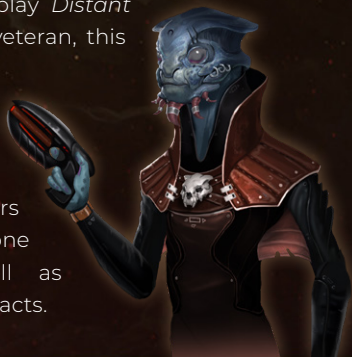
WHAT'S NEW IN DISTANT WORLDS 2: SHADOWS RISING

Distant Worlds 2: Shadows Rising changes some fundamental assumptions in the basic gameplay, allowing you to play *Distant Worlds 2* in new ways. We hope you enjoy exploring all the new features and options as much as we enjoyed creating them. See you in the discussion forums!

- ▶ Play as a "Pirate". What is a "Pirate"? In *Distant Worlds 2*, this means a space-based faction with no planetary population, comprised of descendants of survivors of the last great war. Some of them behave like your stereotypical Pirates in space, but others do not. Choose from Pirate, Mercenary, Smuggler or Raider playstyles. Almost everything is different from the normal planetary empire playstyle, with no private economy, full control over your ships, contracts and resource trading and altered diplomacy and research and victory conditions. You acquire the ability to gain influence and cause corruption, raid, build hidden bases and eventually control planetary civilizations. It is also possible to play well enough as a space-based faction to transition to a planetary empire with a unique new government type, or to remain space-based and become a Legendary Pirate Faction!
- ▶ Play as a Lone Pirate, controlling a single ship as you figure out how to survive and profit in a dangerous galaxy. If you succeed, you could build your own Spaceport and become a full Pirate faction, or you can stick with your lone ship and become a Legendary Pirate!



- ▶ New “Shadowports” which belong to no faction but act as contract, trade and ship building hubs for Pirate Factions and Lone Pirates as well as coordinators of Pirate activity against Empires and other threats.
- ▶ Play as a classic planetary civilization, but with expanded Pirates to compete with, more detailed Independent worlds which can evolve into Empires, a new Contract system for resources, defense and other missions through which you can interact with Pirate factions as well as new bonus missions from your own advisors.
- ▶ Play in the Age of Shadows era, when the Hive was more active and the planetary civilizations were at the mercy of space-based raiders and pirates. This new play option starts at a different point on the timeline for the Distant Worlds universe where the space-based factions could have seized the future and shaped the galaxy to their liking, rather than eventually being overwhelmed by the growth and expansion of planetary-based civilizations.
- ▶ All of these new play options are more challenging than the classic *Distant Worlds 2* starting era where Planetary Civilizations already started as fledgling empires, and with the original simpler Pirates. If you are a new player, this gives you many options on how to play *Distant Worlds 2* and if you are a veteran, this will make the galaxy more alive than ever and give you a variety of new ways to challenge yourself!
- ▶ New in-game Tutorial Tours for Pirate Faction and Lone Pirate gameplay as well as Resource Trading and Contracts.



BACKGROUND INFORMATION: PIRATES AND THE AGE OF SHADOWS

If you have not yet played through all the *Distant Worlds 2* storylines, this section will contain some spoilers, so be warned, but this also helps explain the setting of *Shadows Rising*.

Distant Worlds 2: Shadows Rising, is intended to take place before the base *Distant Worlds 2* game and the events told in that and the following storylines. The Age of Shadows is the time period after the cataclysm that befell the galaxy at the end of the first Great War against the Shakturi but before the previous planetary empires recovered enough to return to space and rediscover their history.

After the first Great War between the Freedom Alliance and the Shaktur Axis, the remaining fragments of civilization in the galaxy collapsed and those who remained found themselves engaged in a desperate struggle for survival that at times looked certain to fail. As they realized the terrible fate that had been unleashed on them, the few surviving Shakturi went on a final rampage that was halted only as the last of them perished to the virus. The Xaraktor virus itself and other bio-weapons unleashed in the final act of that terrible war were still actively spreading for many years after the Shakturi themselves were eradicated from the galaxy.

The planets themselves were the worst affected. After the galaxy-wide seismic cataclysm caused by the interaction of the Haakonish Gravitic Doomsday weapon with the Shakturi Wormholes and the Freedom Alliance experimental wormhole blocking technology, most planets were already devastated. Multiple waves of plagues then swept over them over decades and centuries. They also faced merciless slaughter at the hands of the Hive, who were composed of the remnants of the Gizureans. The Gizureans had become psychotic after Shakturi control of their damaged Queen was abruptly severed, leaving vast numbers in a feral state that roamed the galaxy consuming all in their path. The former Gizurean worlds



were abandoned as the Hive took to the stars in whatever ships could be found or captured. Along with the terrible casualties from all these calamities, most of what was previously known about technology, history, culture and space travel was lost.

Only in space did some knowledge survive. Here the few remnants of the fleets of the Freedom Alliance and the Shaktur Axis initially continued to fight each other as well as the Hive. They recognized that the devastated planets, where the plagues were still active, held no future for them. Attempts to recolonize or restore civilization during this time all failed. They realized that to survive, they needed to remain in space, to remain mobile and evade the Hive until the planets themselves were either free of plague or devoid of population.

Over generations, these nomadic survivors scavenged, built and re-built their ships and bases many times. They defeated what remained of the Shakturi, but their battle against the overwhelming Hive lasted for centuries and still continues. Many perished, but some survived and while they were unable to maintain the level of technology that had once been, they still knew how to travel faster than light, how to exist in space, to mine for the resources they needed and how to build fast and powerful ships that could protect them from the Hive and other menaces.

Over time they also lost their common identity and separated into smaller factions, each with different goals. Some, following blindly in the footsteps of their Freedom Alliance ancestors, foresaw a future where they would be able to once again establish a more orderly galaxy, with colonized planets, trade and an organized military. Others, either because of the trials they had been through or because of their origins with the Shaktur Axis, were more concerned with raiding, pillaging and destroying what was left, until they would sit alone as the final survivors of a dying galaxy. These then, are the "Pirates" of the Age of Shadows.





On the planets, over many generations, the viruses evolved and finally became less severe, allowing civilization a chance to re-establish itself. After many terrible battles, the Hive became less numerous, largely because of the actions of the survivors in space, but also due to a shortage of food to consume which led to periods where the Hive was entirely dormant before waking and raiding again. This was just enough respite for the planetary survivors to multiply and with the help of their remaining legends and the ruins of their ancestors, rebuild a basic level of technology and begin to repopulate their worlds.

The space-based survivors were busy enough surviving and fighting each other that at first the recovery that was taking place on the few remaining inhabited worlds went unnoticed, but eventually the exploration ships of the pirates discovered that the worlds they previously thought to be tombs now had the beginnings of new civilizations, already with population in numbers that far exceeded the survivors in space, but with technology that was much more primitive. The response of the pirates to these newly discovered planets varied, and in some cases they simply ignored them while they dealt with their own problems. For the most part though, they made contact, in some



cases peaceful to trade for resources and food, in others hostile to pillage and take what they would in goods and slaves or to maintain their own dominance of the space lanes.

This is where the Age of Shadows in the game begins. There are independent worlds with just enough technology to return to space, but only with a few ships and, initially, only within their own systems. The pirates have better technology and knowledge of the galaxy. The Hive is still a real threat. Several futures are possible. The first is one where the planetary civilizations are allowed to grow and expand into space and regain a measure of their former glory, following along towards the original *Distant Worlds 2* story. The second is where the pirate factions are able to manage the rise of the planetary civilizations, control them, exploit them and eventually conquer them to establish an entirely different kind of galactic order, depending on which type of “Pirate” emerges triumphant. A third might be that what remains is destroyed and consumed by the Hive, if it is allowed to grow out of control.

The Age of Shadows, in short, is a struggle for survival and an ongoing battle to determine the future of the galaxy. Will it be a strong, united and advanced galaxy that the Shakturi find on their eventual return, or simply smouldering ashes?



HOW TO WIN

For Distant Worlds: *Shadows Rising*, we added two new in-game tutorials/tours on how to Play as a Pirate Faction and how to play as a Lone Pirate as well as a tour of the resource trading interface. We strongly recommend that you go through these in-game tutorials!

With the *Shadows Rising* expansion, the new Pirate space-based factions have their own unique victory conditions, based on whether you choose to be Pirate, Raider, Mercenary or Smuggler. These affect pirate gameplay similarly to how race-specific victory conditions affect planetary empires.

When you play as a Pirate Faction, you are competing against other Pirate Factions, each with their victory conditions. You do not initially compete against Planetary empires and if you choose an Age of Shadows start, there will initially be no Planetary Empires, only Independent worlds. You need to find ways to earn money and increase influence to build the strength of your faction. There are many ways to do this, which we will cover below, but you ultimately have one key choice to make: do you seek to eventually build up to become a Planetary Empire yourself, or do you want to remain a space-based Pirate Faction seeking Legendary status?

Important Note: If you choose to have your Pirate Faction become a planetary empire, then your victory conditions will change to compete against other planetary empires.

When you play as a Lone Pirate, you are initially only competing against the other Lone Pirates, but you can similarly choose to remain a Lone Pirate or move to become a full Pirate Faction. That shift will again change your victory conditions, so choose wisely!



GALAXY SETUP

START NEW GAME

When you create a new galaxy with *Shadows Rising* installed, you will see some new options. The first difference is a choice of Play Mode.

If this is your first game, we recommend playing as a Standard Empire in the normal era, which is the easiest place to start. You will see new options for a Pirate Faction and a Lone Pirate, as well as the Refugee fleet option which was added with Return of the Shakturi. These are all more challenging options, with the two Pirate options being the hardest. For Pirates, the Age of Shadows is easier than the normal era.

"Pirates" is a generic term in Distant Worlds which is used to designate an entirely space-based faction, with a focus on survival and a tougher path for growth than a planetary empire. Pirates are not necessarily evil, chaotic and destructive, though they can be played that way. Pirate factions usually start with one space port orbiting a fuel-providing gas giant, several military ships, a few civilian ships, and one construction ship. A pirate faction is eliminated when it loses all space ports and influenced colonies with pirate facilities. Any surviving ships will join another pirate faction or planetary empire. Construction ships are a very valuable resource for pirates and you should always try to have at least one of these.

As a Pirate you start with hyperdrive technology, allowing rapid travel between the stars. You also have Assault Pods, allowing you to capture or raid for anything you may need.





If you choose to play as a **Pirate Faction** or a **Lone Pirate**, you will be able to choose your starting Tech Level, your Name and your starting location. Higher starting Tech makes everything easier.



Then, you'll be able to pick a **Pirate Playstyle**. The "Pirate" playstyle is the most balanced, with no strong disadvantages and no specializations. The "Smuggler" playstyle is focused on mining, influence, trade and contracts. The "Raider" playstyle is more focused on boarding and/or raiding bases and planets. The "Mercenary" playstyle focuses on using your fleet to attack and defend targets for pay.

These playstyle choices for pirates are like Governments for planetary empires. Each playstyle also will unlock a unique type of Pirate Government if the Pirate Faction becomes a Planetary Empire.

Finally, you will have to choose whether your start Includes Standard Empires (this is the normal era) or takes place in the **Age of Shadows**. If you are learning how to play as a Pirate, the Age of Shadows will be the easier start since you won't have to immediately contend with planetary empires, but it does have other dangers.

START A NEW GAME - OTHER EMPIRES

INDEPENDENT COLONIES CAN BECOME EMPIRES

OFF

ON

PIRATE STARTING SITUATION

INCLUDE STANDARD EMPIRES

AGE OF SHADOWS

AUTO-GENERATE STARTING EMPIRES

OFF

ON

STARTING EMPIRES

OFF

ON

Age of Shadows

The galaxy has **no standard planetary empires**. Instead there are only other pirate factions and some independent colonies.

Add New

As a pirate you must compete against other pirate factions as you vie for victory.

You also work to prevent independent colonies from growing and becoming expanding planetary empires.

Proximity

Government

Home System

Relation Level

PREVIOUS

Pirate Playstyle

NEXT

Victory Conditions

If you choose the Age of Shadows, you will not be able to add any Planetary Empires to the galaxy, though Independent worlds may become Planetary Empires over time.

The victory conditions are generally defined for Planetary Empires. Pirate Factions and Lone Pirates have separate special victory conditions, which can change if for example a Lone Pirate becomes a Pirate Faction or a Planetary Empire.

There are also new Pirate story events, which will be placed in the galaxy as long as you have not turned off the Race-Specific Story Events in the Victory Conditions screen.

PIRATE FACTION PLAYSTYLES

There are four different pirate playstyles to choose from. Unlike Governments, you cannot change your playstyle within the game and it also affects your pirate victory conditions if you have those enabled. Finally, your chosen playstyle will also unlock a unique Planetary Government if your Pirate Faction evolves into a Planetary Empire.

Pirate	No strong specialization. Victory conditions include building Pirate facilities, completing Contracts, conducting successful Raids and capturing Ships and Bases.
Raider	If your goal is chaos and destruction, this is the playstyle for you. Victory conditions focus on Raids, Capturing and Destroying ships and completing Contracts.
Mercenary	Focused on the combat side of running a space-based empire. Victory conditions include completing Defend and Destroy Contracts and Capturing ships, bases and characters.
Smuggler	More about trade than the other pirate playstyles. Victory conditions include mining, resource trading and building Pirate facilities.





SHADOWS RISING GAMEPLAY

PIRATE ECONOMY

When playing as a Pirate Faction, you will notice that your Economy as summarized in the first tab on the top left looks a bit different. Pirates do not make money the same way normal planetary empires do. Overall their income is much less stable and relies on a much more active playstyle to maintain and grow.

You have income from "Colony Crime" which represents economic activity passing through your hands at a planet due to your **Influence** (see below). You also have income from Protection Agreements. Those are your reliable income sources.



You can also gain a great deal of income through completing various **Contracts**, by Raiding, or by Resource Trading and Smuggling. There is also the option to board and Capture ships or bases to supplement your fleet or faction.

Pirates tend to be excellent at maintaining ships and bases in space for much less cost than planetary empires, but their economies are significantly smaller with vastly less population, so money is generally tight. You need to find a way using the many tools provided to a Pirate to make enough money to expand.

Protection Agreements are the easiest way to make money. These can be offered to any empire through the Diplomacy Screen. If they are intimidated enough, they will accept and pay you regularly to leave them alone.

Influenced Colonies represent income your faction gains through increasing its influence on a colony. This can be an independent colony or one belonging to another empire. Larger colonies in terms of population are much harder to control than smaller colonies.

As pirate influence on a planet increases, the planet's corruption also increases and a portion of the planet's economy is redirected to the pirate faction. This can be up to 40% of that lost corruption revenue (when colony influence reaches 100%). Depending on the pirate playstyle, this can represent anything from an actual tribute payment to running the planetary black market.

Contracts may give rewards for attacking or defending targets, finding items or transporting resources. If you complete such a contract successfully, you earn the monetary reward.

When pirates complete a contract for an independent colony, their influence will also grow over that colony. Completing a contract for other factions will improve your relations with them. However, if you fail to complete the contract, you may instead harm relations with the offering faction.

Privateering can give you another source of income, provided someone is willing to pay your price. Privateering means you will be paid to destroy the ships and stations of a particular faction on behalf of the contracting faction. As you destroy a ship or base, you get paid immediately.

A Privateering Report is viewable from the Diplomacy screen under the Status section. It shows the number of ships and bases destroyed and income earned for the current year and previous years.



Garn Guilds
Mercantile Guild

Speak with them

Reputation: Satisfactory (0)
 War Weariness: None (0)

STRATEGY

Raid

STATUS

Hostile

-69	FURIOUS WITH US	-0.3
+2	Your knowledge of our language has improved our mutual understanding.	0
-4.5	We are troubled by your strange alien ways	0
-26	We are troubled by your poor reputation	-0.3
-40	We are envious of your huge strength and power	0

PRIVATEERING

We are targeting ships and bases of **Theta Uluros Territory** for them

EMPIRE INFO

2
 10614M
 68K
 7
 0

1 contracts available

RELATIONSHIP WITH OTHERS

Venomous Claw Guild Neutral (-1)
Neutral
Menacing Gangsters Displeased (-13)
(No Treaties)

PRIVATEERING REPORT

Targeting Theta Uluros Territory

THIS YEAR	
1 x Resort Base	112 credits
1 x Mining Station	112 credits
TOTAL = 2	224 credits

TOTAL	
1 x Resort Base	112 credits
1 x Mining Station	112 credits
TOTAL = 2	224 credits

Planetary empires can ask pirate factions to perform Privateering against another faction from the Diplomacy screen. Pirates can likewise offer to perform Privateering for a planetary empire from the Diplomacy screen.

A privateering agreement can be cancelled at any time by either party. Planetary empires might choose to do this when they can no longer afford to pay for Privateering, or when their relations improve with the target faction.

Initiating a privateering agreement will add a bonus to relations. Cancelling a privateering agreement will slightly harm relations.

Looting Destroyed Ships and Scrapping Captured Ships is income gained from the simple act of using your own ships to cause mayhem. This section also applies to bases. It is entirely possible to raid a base for valuable loot and then earn more income by destroying it and salvaging the remains afterwards.

Smuggling and Mining are the most peaceful sources of income for Pirates. These can generate their own income through advantageous trading, but rewards are also earned through completing Resource Delivery Contracts. Mining is earned through the sale of resources to other factions. Having a good network of mining stations, especially for rare and in-demand resources, is a great way to earn extra income. You should also have enough freighters to take on resource contracts when they are not busy with your own resource needs.

Selling Information or Technology is done through the Diplomacy screen and can be lucrative, especially when the planetary empires start off with much less knowledge and technology than the Pirate factions. Beware though, any knowledge or technology you sell may end up being used against you!

Resorts are a source of income for Pirates just as they are for Empires. Build them near systems with large planetary populations and on locations with large scenery bonuses for the best results.

Raids can result in direct credit income, which is reported here. Loot from raids can also be in the form of resources or research, which would be reported separately.



PIRATE INFLUENCE AND CORRUPTION

With *Shadows Rising*, one of the key strategies for a pirate faction is colony control.

On any planet, influence decays over time and can only be regained by having a presence at the planet, typically by having ships nearby or by raiding the planet. If multiple pirate factions have ships near a planet, the faction with the strongest presence will gain influence, so an occasional smuggling ship will not trump the influence of an orbiting pirate fleet.

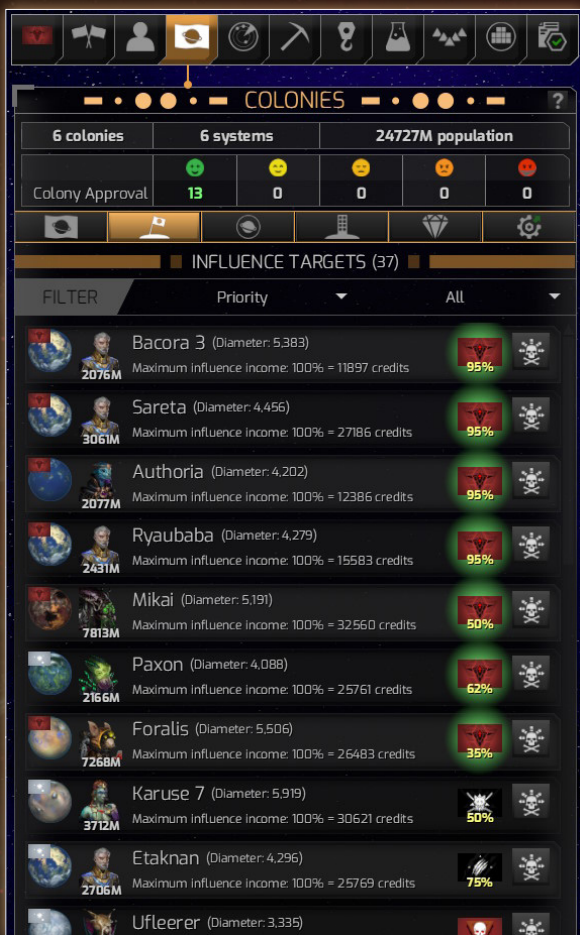
The larger the population of a planet, the more difficult it is to fully control. Some large planets may not be possible to fully control, so Pirate factions tend to focus on small and medium population planets where they can have more influence. Large population planets are worth some effort though as they typically have much larger planetary incomes as well and thus reward a pirate faction with influence with more siphoned revenue than a smaller planet would.

From the base *Distant Worlds 2* game, Corruption refers to the portion of the economy of any planet which is out of the reach of the State. This is typically something that you see when you are running a planetary empire and it can be reduced by building better administrative facilities, by good Leaders and by keeping your worlds safe from attack. This is now connected to Pirate Influence, as we will explain below.

When playing as a Pirate Faction, you will see two new tabs under the Colonies menu in the top left. Instead of the normal empire view of Colonies and New Colonies, Pirates see Influenced Colonies and Influence Targets. The former shows you planets where your faction has Influence. The second shows planets you know of that you could influence.

Influence can be gained gradually through the presence of your Pirate ships in local space near a planet, for example on Guard





orders. Any pirate ship from your faction, whether an explorer, an armed frigate or a peaceful smuggler, will increase your influence on a planet. Intimidation is the fastest way to increase influence,

so military power in orbit works more quickly than smuggling missions, and a successful raid can result in a very significant influence increase. It can also be gained as a bonus for completing a Contract issued by the planet.

It is possible for more than one Pirate faction to have Influence at the same planet. Therefore, you should protect planets where you have Influence to prevent other Pirate factions gaining too much influence there as well.

The more Pirate Influence there is at a planet, the greater the control Pirates have over the planet's economy and the greater the Corruption at the planet from the perspective of the colony itself. Pirate Influence effectively siphons off a portion of the economic activity of a planet as it increasingly passes through Pirate hands. You can consider this a black market, smuggling, protection payments, whatever you like but the net result is that as a Pirate you want high Influence on multiple planets with great economic potential to help your own economy.

Planetary Empire's efforts to reduce Corruption and to make sure local space is clear of Pirate ships can reduce Pirate control, but only if the Pirates have not already built some hidden bases on the planet.

PIRATE FACILITIES AND INFLUENCE



Hidden Pirate Base: At 50% Influence, the option to build a Hidden Pirate Base becomes available. This is the first structure a pirate faction can build on a planet. As long as you own a Hidden Pirate Base on a planet the Influence of your Pirate Faction there can never decrease below 50%. It also automatically increases your Influence

by 2% a year, up to a cap of 60%. It also gives your Pirate Faction an All Research 5% bonus and a small garrison to defend it.

While under construction, it is very vulnerable to destruction by enemy raids.

Once complete, it is less vulnerable but still has a chance to be destroyed by a successful enemy raid and can be directly attacked by the colony owner as well, which initiates a ground battle against the base defenders.

When the owner of the colony notices the pirate facility (based on their exploration level of the colony) they can initiate a ground battle to destroy it by selecting the facility and clicking the "Eliminate Pirate Influence" button within the facilities tab on the Colony screen.

At the start of a new game as a Pirate Faction, you will typically start with one Hidden Pirate Base already built on one planet in the vicinity of your faction's home spaceport.



Hidden Pirate Fortress: If you have built a Hidden Pirate Base at a planet and manage to increase your Influence there up to 75%, you can Upgrade that facility to a Hidden Pirate Fortress, which is in all ways a better version of the Hidden Pirate Base.



Hidden Pirate Base ↓	Requires 50% Influence and 10k Credits. Automatically builds up to 60% Influence. Influence floor of 50%. 5% All Research Bonus. Weak garrison. Upgrades to Hidden Pirate Fortress.
Hidden Pirate Fortress ↓	Requires Hidden Pirate Base, 75% Influence and 25k Credits. Automatically builds up to 85% Influence. Influence floor of 75%. 10% All Research Bonus and 10% Influence Income bonus at its planet. Moderate Garrison. One Hidden Pirate Fortress may upgrade to Criminal Network.
Criminal Network (I)	Requires Hidden Pirate Fortress, 95% Influence and 100k Credits. Automatically builds up to 100% Influence. Influence floor of 95%. Adds 15% All Research and 20% to Influence Income at its planet. Strong Garrison. Allows a Pirate Faction to become a Planetary Empire.

BECOMING A PLANETARY EMPIRE



Criminal Network: This is the ultimate goal of most Pirate Lords. On a planet which already has a Hidden Pirate Fortress and has Influence up to 95%, with 100k credits you will have the opportunity to upgrade to a Criminal Network. You can only have one Criminal Network.

It gives you effectively permanent 100% influence and a massive bonus to Income from Influence and to your Research. It also gives you a new level of effective control over the planet where it is built, though you remain a faction of Space Pirates.

If you succeed in building a Criminal Network, the path is also now open to change your Pirate Faction into a Planetary Empire should you wish to do so. If you decide to become a Planetary Empire, you will now be able to build colony ships and gain a unique Government type based on your Pirate Playstyle to become a



KUBENDE PIRATES

Cash	22,265	Colony Approval	+16
Cashflow	-4,970	War Weariness	0
Bonus Income	+513	Population	214M

Government: Pirates

Comparing with Fringe Confederacy

	Pirates	Fringe Confederacy
Espionage	+5%	+10%
Scan Evasion	+15%	+15%
Boarding Assault Strength	+10%	+10%
Ship Speed	+5%	+5%
All Research	+10%	+10%
Expenses: Ship & Base Maintenance	-80%	-30%

SPECIAL ABILITIES

	Can manually control Mining Ships	Can manually control Mining Ships Can manually control Freighters
--	-----------------------------------	--

LEADERSHIP

Typical Leader Term	40 years	20 years
Typical Leader Change Method	Replacement	Coup d'état
Leader Change Effect	0 (No effect)	-2 (Disruptive)
Leader Replaced From	Appointment of new character	Appointment of new character

Have Revolution and switch government to Fringe Confederacy

Warning: Permanently Leaving Pirate Gameplay

When pirate factions switch government, this will **permanently transition them to a standard empire**, causing them to renounce their pirate ways and leave behind the pirate gameplay features and playstyle.

Alternatively they can avoid switching government and instead remain as pirates.

Pirate Empire. Your victory conditions will now change and you will be competing with other planetary empires rather than the space-based Pirate factions.

The Criminal Network is the path away from a nomadic space existence and towards ultimate galactic power.

Once you have built a Criminal Network, to switch from a Pirate Faction to a Planetary Empire go to the Government screen (Your Empire > Government) and select your unique transitional form of government from the dropdown list, then click the 'Change Government' button at the bottom. Transitional governments for each pirate play style are shown below:

- ▶ Pirate > Fringe Confederacy
- ▶ Smuggler > Trade Guild
- ▶ Raider > Banditocracy
- ▶ Mercenary > Frontier Authority

After changing to your transitional government, you can then later change to any other form of government available to your faction from the same screen.

BECOMING A LEGENDARY PIRATE FACTION

If you build a Criminal Network, but refuse the option to become a Planetary Empire, you will be playing against the other Pirate Factions to achieve Legendary Pirate status.

If you reach the victory condition threshold required for Legendary status, you will gain certain bonuses for your playstyle as well as relationship and contract reward bonuses going forward.

Legendary Pirate Faction status gives you a variety of powerful bonuses and better relationships with Shadowports and other Pirate Factions.





To become a Legendary Pirate you must upgrade a Criminal Network facility at one of your influenced colonies to the Anarchopolis pirate wonder. This unlocks the Free Anarchy government style.

Free Anarchy pirate government is the pinnacle of pirate governance. It combines all of the advantages of the different styles of piracy (Pirates, Smugglers, Raiders, Mercenaries) into a single form of government.



CONTRACTS

CONTRACTS

Available Contracts

88

Accepted Contracts

3

AVAILABLE CONTRACTS (73)

FILTER

Default

All

Steal Crystal of Inspiration

Xu 2

18000 credits

Capture "The Epic of the Betrayal"

Ufleeerer

19500 credits

Deliver 456 Dantha Fur to Eulus 1

Eulus 1

4149 credits

Deliver 402 Megallos Nut to Iffesedixoo

Iffesedixoo

3135 credits

Capture Ancient Guardian Development Drone

Jaimos 4

24000 credits

Destroy Gravillex (Main Sequence)

Rhuigu

909 credits

Destroy Vordikar

Sitenoo

9804 credits

Destroy Gravillex (Main Sequence)

Lulnar 1

360 credits

Rescue Scientist Jindak Uktab of the Garn Guilds

Garn Guilds

81805 credits

Rescue Admiral Raqi Edari of the Rotean Coalition

Rotean Coalition

113311 credits

Assassinate Spy Ikkutus Danshik

Ackdarian Ascendancy

34238 credits

Destroy Trandusha 3 Mining Station

Memban Realm

5945 credits

New in *Distant Worlds 2: Shadows Rising* are Contracts which can be undertaken for a reward. Contracts are paid missions and while these are heavily used by Shadowports, Independent Worlds, Pirate Factions and Lone Pirates, there are also some that apply to and are granted by Planetary Empires.

Planetary Empires can also use the Contract system to try to get Pirates to work for them, as long as they can afford to pay them for their services.

A new button is available in the top left control center for Contracts. It opens a new interface which shows you both Available Contracts and Accepted Contracts (those which you have accepted). Each list has several options for sorting and filtering.

You can choose to accept any Contract and ignore the ones you are not interested in. Contracts you may have trouble fulfilling will generally have their button highlighted in red with a tooltip warning telling you what you are lacking.

Every Contract has a time limit. Some Contracts may be bid on by multiple factions, so when you bid you will see a countdown to give other factions a chance to bid before the Contract is awarded. Resource smuggling contracts, once accepted, become a priority goal for any freighters in your pirate faction. Similarly, Steal contracts will become a priority for your intelligence agents and Destroy or Defend contracts will become a priority for any automated military ships or fleets.

When you accept a contract, a small icon will also appear in the header bar at the top of your screen. Hovering over the icon will show the contract details and when it expires. Note, you can only have 5 contracts active at any given time.



INITIATING CONTRACTS

Contracts for Pirates come in several types – Destroy, Clear, Defend, Deliver Resources, Steal.



A **Destroy, Clear** or **Defend Contract** can be requested by any faction, including a Pirate faction. Choose a target and use the “Create a New Contract” button on the bottom of the selection window to post a mission which Pirate factions can bid on. All contracts have an expiration date. If the target has not been successfully Destroyed, the area not successfully Cleared of threats or successfully Defended by the time the mission expires, the mission reward is forfeit.



A **Resource Delivery Contract** can be requested for any colony or base. Choose the target location and click on the “Create a New Contract” button on the bottom of the selection window to post the mission. You then choose a resource that you want delivered here, the amount you want, and the contract price that you are willing to pay.

When pirates complete a contract for an independent colony, their influence will also grow over that colony. Completing a contract for other factions will improve your relations with them. However if you fail to complete the contract, you may instead harm relations with the offering faction

PIRATE RESOURCE TRADING

RESOURCES					
Supply	Adequate	Low	Critical		
Fuel (Caslon)	1	0	0		
Construction	10	0	6		
Luxury	44	0	8		

Distance from Selected item or Fatal					
	Amt	Buy	Sell	Dist	
Bandits Station	1299	0.00	0.00	0M	
Belbrenge Network	0	6.00	4.00 (-2.18)	220M	
Ilparaites	79	0.00	0.00	259M	
Tiassale	48	3.79	3.59 (-52)	260M	
Sencar 1	2	3.99	3.98 (-98)	278M	
Brigands Retreat	1128	3.05	2.32	291M	
Kygnos 4	2723	2.40	1.44	335M	
Ilukas 3	0	4.22	4.11 (-1.055)	399M	
Ancient Slave Colony	138	3.51	3.08	425M	
Henihounco	0	4.48	4.23 (-218)	428M	
Pleseil	0	4.24	4.12 (-195)	487M	
Eshaihu Mining Static	13039	3.10	2.40	556M	
Creloosufe	0	4.01	4.01 (-101)	556M	
Authoria	90	3.64	3.32 (-9)	594M	
Secret Den	670	3.10	2.40	620M	

In the Resources section of the top left control center in your user interface, you will see a new tab called **"Trading Points"**. This gives you access to a level of Resource Trading that has previously been unavailable.

You can filter and sort by distance, price, amount available, resource type and other options to narrow down your list. Your goal is always to "Buy Low, Sell High".

For each location that matches your criteria, you can either assign a selected ship to move to that location, dock and trade or open the full menu of resource amounts and trading costs (buy/sell price). This is especially important for Lone Pirates, as automated ships in Pirate Factions will seek out the best deals if left to their own devices, but even in Pirate Factions some manual intervention here can earn you profits.

PIRATE SMUGGLING

Whether as a Pirate Faction or a Lone Pirate, you can choose whether to trade resources normally (legally) as Planetary Empires do, or to take on some risk and choose to Smuggle them.

Smuggling allows you to buy resources from the Black Market at a colony. Colonies with pirate influence generate contraband resources that are available to buy at a much lower cost than resources in the legal market.

However smuggling contraband resources is risky – if you are detected then you will be attacked as a smuggler.

Other factions can detect smugglers by having good Trace Scanners on their ships. Pirates can prevent detection of smuggled resources by having good Scanner Jamming on their ships, and by keeping their distance from potential scanners (Trace Scanner detection power declines with range).



TRADE RESOURCES AT ILPAROITES											x
Remaining Cargo Space: 225											Money: 205,916 credits
Sort: Name			Price	BUY			Price	SELL			Limit
	Cargo	Cargo		10	100	All		10	100	All	
Aculon	0	75	0.00	10	100	All	0.00	10	100	All	2,347
Argon	0	95	0.00	10	100	All	0.00	10	100	All	193
Carbonite	0	86	0.00	10	100	All	0.00	10	100	All	1,112
Caslon	0	1220	0.00	10	100	All	0.00	10	100	All	2,380
Cuprica	0	99	0.00	10	100	All	0.00	10	100	All	101
Decarion Ale	0	624	0.00	10	100	All	0.00	10	100	All	0
Dyrillium Quartz	0	87	0.00	10	100	All	0.00	10	100	All	220
Emeros Crystal	0	79	0.00	10	100	All	0.00	10	100	All	582
Hexodorium	0	1679	0.00	10	100	All	0.00	10	100	All	0
Kaasian Crystal	0	81	0.00	10	100	All	0.00	10	100	All	427
Krypton	0	89	0.00	10	100	All	0.00	10	100	All	247
Mebnar	0	68	0.00	10	100	All	0.00	10	100	All	2,028
Nekros Stone	0	92	0.00	10	100	All	0.00	10	100	All	605
Osalia	0	84	0.00	10	100	All	0.00	10	100	All	116
Polymer	0	171	0.00	10	100	All	0.00	10	100	All	3,983
Silicon	0	92	0.00	10	100	All	0.00	10	100	All	450
Steel	0	175	0.00	10	100	All	0.00	10	100	All	4,917
Tyderios	0	83	0.00	10	100	All	0.00	10	100	All	117
BLACK MARKET											
Hexodorium	0	284	0.00	10	100	All	0.00	10	100	All	0
Caslon	0	286	0.00	10	100	All	0.00	10	100	All	0
Aculon	0	8	0.00	10	100	All	0.00	10	100	All	0
Tyderios	0	9	0.00	10	100	All	0.00	10	100	All	0
Polymer	0	19	0.00	10	100	All	0.00	10	100	All	0

Thus, Smuggling offers the possibility for greater rewards but also adds some risk of losing your ships.

You can use the 'Smuggling Level' empire policy setting to control how much smuggling automated ships undertake. By default, Pirate ships will choose smuggling unless directed otherwise.

PIRATE POLICIES

Please note that in the Policies list, there are some added policies to help you adjust your faction's behaviour when it comes to Pirate Influence, Contracts and ship behaviours.

For example:

- ▶ Contract Offering and Contract Acceptance automation settings in the Diplomacy section.
- ▶ Equipment movement automation in the Colonies and Tax Rates section.
- ▶ Freelance Resource Trading Level and Smuggling Level in the Other section.

It's always a good idea to double-check to make sure your Policy settings support your playstyle rather than working against it.

SHADOWPORTS

As a Pirate Faction or a Lone Pirate, you will start each new game with contact with at least one Shadowport.

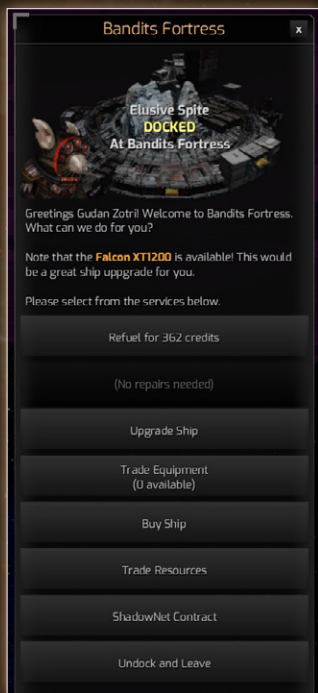


Shadowports are massive spaceports that are also “neutral ground” based on the Pirate honor code and provide a place for all Pirates to trade or purchase technology, ships, resources, intelligence and they also issue contracts. Shadowports often have a monopoly over a certain region of space and have grown powerful over time. Most of the contracts they provide will tend to be oriented towards making sure the Independent Worlds and Planetary Empires have a difficult time as they don't want to see their own leverage diminished.

Attacking a Shadowport or destroying one will earn you a major reputation and relationship penalty not just with other

Shadowports but also with most Pirate factions. Shadowports are essential to the future of Pirates around the galaxy and while fighting among Pirates is expected, Shadowports are not considered acceptable targets.

You can increase your relationship with a Shadowport as usual by giving them gifts or very favorable deals. You can also increase your relationship by completing their Contracts. The better your relationship, the more the Shadowport will have to offer. Shadowports inherently dislike planetary empires and prefer not to trade with them, being wary of their power. However, if a planetary empire gets in their good graces, they may unlock some limited trade options and

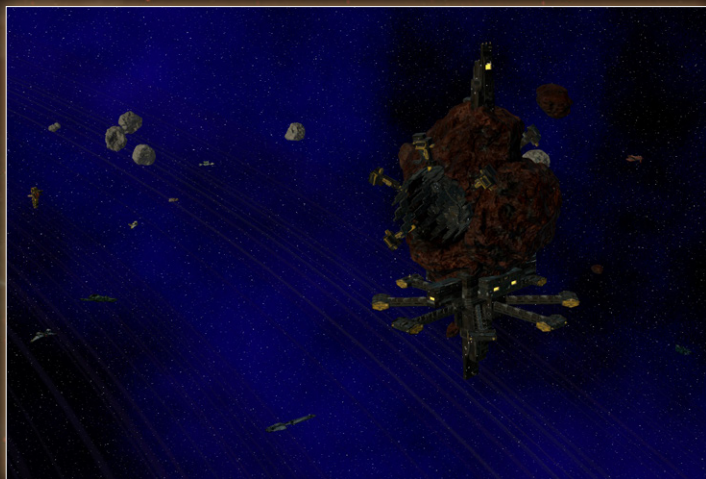


may even dissuade Shadowports from directing hostile pirates towards them with contracts. Shadowports are also a guaranteed source of rare Ship Equipment Upgrades, which are crucial for Lone Pirates but can also be sought by others.

You can interact with Shadowports by trading with them through the Diplomacy screen.

Another important way is to travel to the Shadowport, dock one of your ships there and use the options in the Dock panel, like trading resources, buying and upgrading ships, trading equipment and accepting special contracts.

JUNK DEALERS



There are also some smaller independent spaceports that occasionally appear. These 'Junk Yards' offer similar trading options to other shadowports, but specialize in selling ship wrecks that they have salvaged.



Ships for sale at WRECKERS OUTPOST

BUY SHIPS AT WRECKERS OUTPOST

Angry Doom
Frigate
104,409 credits

GENERAL INFO

Hull Size	155
Maximum Size	490
Reactive Rating	4.0
Ion Defense	2.0
Countermeasures	+5%
Targeting	+0%

BONUSES

Ship Speed	+20%
Ship Maneuvering	+20%

COMPONENT BAYS

Bay Type	Standard	Large
Weapon	0	3
Engine	0	4
Defense	0	4
Hangar	0	0
Sensor	2	0
General	0	12

RESOURCES

99 Steel, 99 Polymer, 99 Alucor

This is an abandoned wreck that has been salvaged by Wreckers Outpost.

Angry Doom is damaged and must be repaired to become fully functional again. It already contains all of its components, so no additional design is needed.

Buying these wrecks from Junk Yards can be a very affordable way to obtain capable ships.

Wreckers Outpost will sell it to you fully repaired and ready to go. Just click the Buy button.

Fast Light Carrier	2,362,686 credit
Fast Battlecruiser	2,362,686 credit
Fast Carrier v2	3,132,944 credit
Fast Battleship v2	3,132,944 credit
Fast Carrier v3	4,024,842 credit
Fast Battleship v3	4,024,842 credit
Fast Dreadnought v4	7,136,190 credit
Fast Mothership v4	7,136,190 credit
Brazen Guide	76,065 credits
Iron Phantom	4,670,832 credit
Grim Dominator	244,720 credits
Prime Emancipator	197,486 credits
Angry Doom	104,409 credits
Graceful Errand	95,562 credits
Reckless Tyrant	57,927 credits
Stout Pathway	49,948 credits

Select Empty Ship Hull >

Buy Angry Doom (104,409 credits) >

These wrecks can be a good option to get a capable ship at an affordable price.

They are willing to trade with everyone and are more numerous than the Shadowports.

INDEPENDENT WORLDS

Independent worlds now often begin with special bonuses, unique artifacts and some ground defenses in the form of troops and/or facilities. They will not generally reconstitute these defenses if they have been destroyed and they are not able to build military starships. You can get on the good side of Independent Worlds by guarding them, trading with them or completing their Contracts.

You can of course also Raid them for resources and credits, Steal their artifacts through intelligence missions and Bombard their defenses to make your raids easier and reduce their populations too. It's up to you which course you choose.

On the one hand, Independent Worlds with larger populations and more development thanks to more access to resources will earn you much more reliable income if you have Influence and Pirate Facilities there. On the other hand, if allowed to grow too strong and unhindered for too long, Independent Worlds can develop into new Planetary Empire homeworlds and Planetary Empires can cause no end of trouble for Pirates as they expand and spread order through the galaxy.

PIRATE FACTIONS

Pirate Factions can have two main diplomatic states with you, barring any treaties. The first is Hostile, in which case they will generally attack you on sight and be reluctant to trade. The second is Neutral, in which case they will usually not attack and will be willing to do some trading. If you increase your relationship, you can generally shift a Pirate Faction to Neutral if it started Hostile. As a planetary empire, you can also get them to agree to a Protection Agreement, or even better a Non-Aggression Treaty. If you have a treaty with them, they will not attack you as long as you don't initiate hostilities.

Some Pirate playstyles, such as Smugglers, are more conducive to Neutrality and treaties, while others such as Raiders are much less concerned about the niceties.

In general, you will not be able to trade for technology or anything of significant value with Pirates unless you have first convinced (bribed) them to view you positively.

For Pirates, their home Spaceport is akin to a planetary empire's Homeworld. If you start destroying Pirate factions entirely, including their home Spaceports, your relationship with other Pirates will decrease as they begin to see you as a threat to space-based factions in general.



PIRATE INTELLIGENCE

Pirate spies tend to be fairly good, as does Pirate counterespionage. As a Pirate, there are also some new Intelligence missions you can undertake, such as Steal Artifact. Don't overlook the ability of your spies to swing a conflict to your favor. Destroying the right base at the right time or stealing the right technology can make a real difference.

If you manage to imprison some enemy characters as well, keep in mind that you have several options as to what you can do with them, including seeking a Ransom to return them to their original faction.

PIRATE EXPLORATION SHIPS, MINING SHIPS, FREIGHTERS

Unlike planetary empires, Pirates cannot easily build large fleets. Even with their maintenance discount, resources and credits are generally tight.

Therefore, it can be tempting to ignore the less glamorous ships like Exploration ships, Mining ships or Freighters. These remain a key part of your economy though and you should seek to increase their numbers. More exploration ships, especially given your early technological edge, will allow you find those valuable locations and rare salvageable ships from the ancient galaxy before anyone else does. Mining ships will help fill any gaps in your needed resources if you can't afford all the mining stations you may need. Freighters will allow you to not only move your resources to where you need them, but are crucial to be able to fulfil valuable resource Contracts.

Keep in mind that unlike planetary empires, you can fully control all of your ships if you wish, so while you may usually want to leave these ships automated, don't hesitate to take control when necessary and advantageous for your Pirate faction.



PIRATE SPACEPORTS

As a Pirate Faction, you will begin with one Medium Spaceport, which is your home base. As you expand, you will be able to support building additional Spaceports.



Unlike planetary empires, Pirate factions may build Spaceports at any location. It's up to you to decide if you prefer to have your Spaceports hidden away, defending major mining installations or influenced worlds or key systems.

The more spaceports you build, the more the maintenance costs will increase. You will find that if you attempt to build too many, it will become too costly for your faction to maintain them.



PIRATE EQUIPMENT AND UPGRADES

Through trade with Shadowports and possibly through your own salvage of destroyed ships, you may gain access to Equipment and Upgrades for your ships. Each of these items can be loaded onto a single ship and will grant that ship the listed bonuses.

There are different levels of Equipment and Upgrades, from the most basic with the smallest bonuses to the best with the greatest effects.

A particular ship can equip multiple such Upgrades if it can gain access to them.

You can see your current available Equipment and Upgrades in the Colonies menu, just to the right of your Artifacts list.



BOARDING COMBAT, RAIDS AND CAPTURE

Pirates start out with the ability to design and build ships with assault pods which can board and capture other ships or stations and raid planets as well. Each ship has a defense strength against boarding that is determined by a combination of its size and crew systems. Even if a ship or base does not have assault pods, it can still defend itself.

Troop Transports with troops on board will have the highest boarding defense.

A ship that has assault pods also has an assault strength. In order to capture an enemy ship, you need to order your ships to Capture a target ship or station instead of the default Attack by using the right click menu. Assault Pods can only board a ship when its shields (if any) have been significantly depleted. Capturing ships will focus on reducing the enemy shields, and will then move in closer to launch their assault pods.

Assault pods can be shot down by Point Defense weapons, similar to fighters.

Boarding parties will attempt to capture the enemy ship. Once the boarding action starts, you can see a Boarding Report screen summarizing the battle by selecting the ship and hovering over the Raid icon in the Selection Panel.



Even if a ship is not captured, the boarding action may result in damage to the ship. Ships that are captured may still be damaged as a result of the boarding combat.

You can define the various options of when to capture and what to do with captured ships through your Policies tab.

Raids can be assigned to any ship with assault pods. Raids can be targeted on planets, stations or bases. The goal of a raid is not to conquer or destroy, but to loot. The type of target influences the type of loot gained. Planets are the most dangerous targets

but also the most likely to give the largest rewards, though more specialized locations such as mining stations and research stations, which are much easier to raid, will give more focused rewards.

Raids can damage their target. For planetary raids, the economy of the planet is damaged for some time after a raid and the happiness of the planetary population is also reduced and corruption is increased. While a raid also increases your Influence over a planet more quickly than any other mechanism, if you continue raiding a planet, you will decrease your Influence income because of the damage to happiness and development caused by the raid, so you must weigh short term gain against long term gain when deciding how often to raid or whether to simply siphon income from a planet more gradually.

Targets that have recently been raided are less likely to have much in the way of loot for repeated raids.

PIRATE PLANETARY RAIDERS

Distinct from Boarding Combat, Pirate ships that Raid planets will generate a unique temporary troop type from the boarding strength of Pirate ships involved in the raid. Unlike the other troop types, Pirate Raider troops do not represent large units. They are more similar to Special Forces, but they do not have the numbers necessary to conquer a planet.

During a planetary raid, the resolution is similar in appearance to other ground combat, but if the raiders succeed (and they do not need to defeat the defending forces to get something out of the raid) they depart with their loot. As long as a pirate ship has active assault pods, it is able to generate Raiders and launch raids.

Note that Pirate Raids will not generally cause severe damage to the defending troops or facilities. Their main goal is to get the loot and get back to orbit.



Planetary defenses will generally help against all raids, including Pirate Raids. They will decrease the likelihood of a successful raid by shooting down the landing pods or defeating the raiders in ground combat.

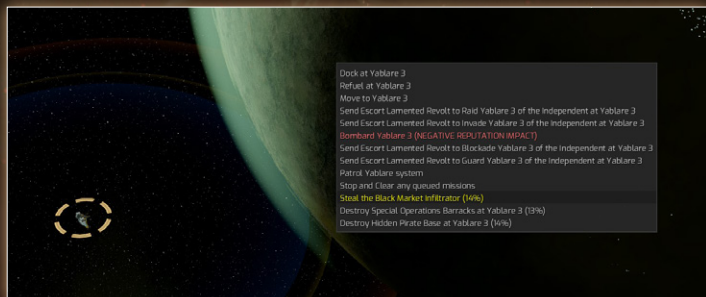
SPECIAL MISSIONS

Pirate characters can also carry out special missions at foreign colonies and bases. These special missions include the following:

- ▶ Assassinating a character
- ▶ Capturing a character
- ▶ Rescuing an imprisoned character
- ▶ Stealing an artifact
- ▶ Destroying a facility

To carry out these missions, the character requires the relevant skill, like Espionage or Sabotage. You can even include a team of multiple characters and their skills will stack in a diminishing manner.

To initiate the special mission you must select a ship with the character or team onboard. The ship must be nearby the target colony or base. Then right-click on the target for a pop-up list of options. If there are any special missions available they will appear at the bottom of the list. Click the desired special mission to initiate it.



The characters onboard the ship will then travel to the target and carry out the mission. The mission progress will be shown in a small panel to the right of the Selection Panel.



If the mission succeeds then the target objective is achieved, and any items are added to the ship (characters, artifacts, etc). If the mission fails then the characters will simply return to the ship. However there is always a risk of a complete mission failure where the characters are captured.

Special missions often parallel intelligence missions, but they are easier to achieve, especially when combining a team of characters.

PLAYING AS A LONE PIRATE

The Lone Pirate playstyle means that you have just one ship under your command and just your Pirate Leader as the Captain of that particular ship.

- ▶ Pursue any path you choose:
- ▶ Simple trading of in-demand resources across the galaxy

- Action-packed raiding and combat to loot and pillage
- Stealthily perform contracts on behalf of others, hunting bounties, destroying targets or finding items

...or pursue any combination of the above areas as you forge your own path.

You are a free agent, unencumbered by obligations, responsible only for yourself.

You can still choose your playstyle which will determine the kind of ship you start with. You will be able to do all the missions and contracts such a ship might be able to do. Since your focus is much more narrow, your economy will also be much more fragile, based entirely on what you and your ship can accomplish from week to week.

Choosing a Smuggler playstyle with its freighter starting ship makes for a relatively more peaceful playstyle, since you will be primarily looking for advantageous resource trading opportunities, though smuggling and the usual hazards of space may lead you into some danger.

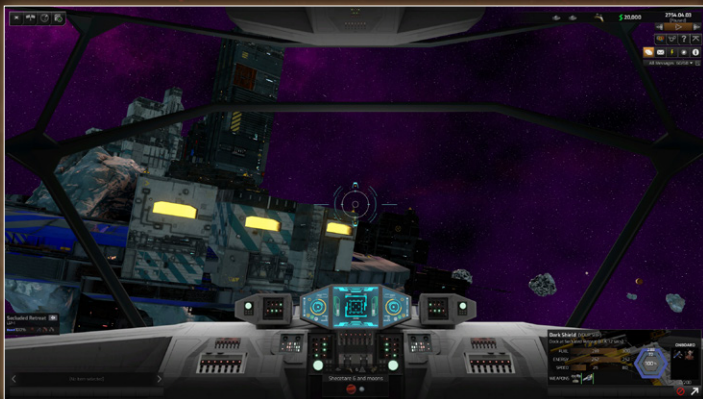
Choosing other playstyles with their military starting ship will lead you towards the raiding or mercenary life and will be more dangerous. As long as you still have credits left, even if you lose your ship you will have a chance of having your escape pod found and being given a new ship at the nearest Shadowport.

As you increase your resources, you will be able to upgrade and improve your ship through your relations with Shadowports and Pirate Factions.



COCKPIT MODE

A new feature in *Shadows Rising* is the option for pirates to operate their ships from the cockpit or bridge view. This view puts you 'in the driver's seat,' allowing you to control your ship directly using either a game pad or the keyboard.



The rest of the DW2 user interface remains available in this view, allowing you to trade resources, plan routes and examine available contracts all from your cockpit.

Cockpit mode offers an interesting difference in how you play the game, and is especially well-matched with Lone Pirate gameplay.

To enter cockpit mode for a ship, first select the ship and then click the 'Enter Cockpit Mode' button under the Selection Panel. When playing as a Lone Pirate you can also cycle your view with the button in the bottom-right corner of the screen: Enter Cockpit > Exit Cockpit > View Galaxy.

MOVING FROM A LONE PIRATE TO A PIRATE FACTION

In time you may decide that being a Lone Pirate is not your goal. If you accumulate a vast amount of credits, you can pay a Shadowport for a one time construction contract. A Construction ship from a nearby Shadowport will build a new Spaceport for you at a Caslon Gas Giant of your choice. Your play experience will then change from Lone Pirate to Pirate Faction once that Spaceport is completed.

Henceforth, you will be competing with other Pirate Factions in terms of your Victory Conditions rather than against other Lone Pirates.

BECOMING A LEGENDARY LONE PIRATE

If you are successful enough as a Lone Pirate, you may earn the hostility of other envious pirate factions who see you as a threat. This can lead to them sending a Bounty Hunter after you to destroy you.

If you defeat the Bounty Hunter you will learn the status of Legendary Lone Pirate. This auto-switches you to the Legendary Lone Pirate government style, which combines all of the advantages of the different styles of lone piracy (Pirates, Smugglers, Raiders, Mercenaries) into a single form of government.

As a Legendary Lone Pirate you will then have access to Cruiser and Large Freighter ship hulls at Shadowports, allowing you to upgrade your ship even further.

CONCLUSION

Thank you for your support of *Distant Worlds 2*. We hope that you have fun exploring all the new gameplay options in *Shadows Rising*.

Whether playing as a pirate faction, a lone pirate or a planetary empire, we are sure that you will find many new and interesting ways to enjoy *Distant Worlds*.



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