

Planet building on Tech Level -1-

Basics

How is defined planet?

Each planet has five statistics and I will comment them in this section

Environment: This is amount of non-intelligent life on the planet, Farms use it and it can be raised by Farms or lowered by OilPPs and Factories (but it is very slow process).

Mineral abundance: How many mineral deposits are under crust of this planet. Output of OilPPs and Factories are fully dependent on this. There is no way on TL1-4 to raise this.

Energy abundance: This is intensity of electromagnetic radiation from local sun. Useful for SolarPPs and certain intervals of EA are required to be able to upgrade your environment. There is no way on TL1-4 to raise this.

Space: Number of buildings you can build on the planet. This can be raised on TL3

Planet diameter: This defines maximum number of space. (It is not relevant on TL1)

How is defined building?

Each building need something to work properly and of course is doing something in return.

Requirements:

Workers: Every building need workers.

Energy: Electricity used by building.

Output:

Biomatter: Food.

Energy: Electricity used by other buildings (power sources don't need Energy to run)

Construction points: Every building/ship/project you build costs some amount of CPs so you need buildings, which make CPs to grow.

Research points: Every technology costs RPs and building producing RPs is something you need when you want to evolve.

Special effects: Defense, Scanning, Refueling etc.

Notes: Output of building (amount, not type) is mostly determined by planet characteristics.

See INFO window in technology menu (directly in game) to see dependencies. Example is Factory, which is 100% dependent on mineral abundance so when you have planet with 50 MA, your factories will produce only 50% of normal number of CPs. On the other hand on planet with 175 minerals your Factories will produce 175% of normal CPs.

System economy

In Outer Space planetary economy is system based, so Biomatter and Electricity is shared amongst all planets in one system. You should think which planet would be used as source of energy and which one will produce food. (read Tale of fifteen planets to see what I mean).

Empire economy

There is one thing, which affects every planet in your empire. This thing is Government power. When you start, you have 50000. When you have 20000 people in your empire, you have 60% of Gov. power unused that is distributed to your CP and RP production as bonus 30% to each one. As you see, it is quite good, and it is also motivation for you to make your planets with fewer people needed so do not build outposts if not necessary.

Tale of fifteen planets

This is example section of “proper” planet building. I don’t say it is best, but it has its results. (And it is quite straightforward, one approach for every planet on your empire). If you want more, you have to try yourself.

As the test subject will be used Quelin (well, without permission, but at least he is credited). Here is table of his planets (without names as I am lazy):

System	Planet	Bio	Min	Ener	Slots
I	1	5	39	82	3
II	1	3	91	85	6
III	1	20	111	107	6
	2	7	114	79	6
IV	1	5	87	85	4
V	1	0	93	105	6
	2	110	100	59	9
	3	14	86	29	5
VI	1	7	51	70	6
VII	1	22	5	104	3
	2	105	100	87	9
	3	6	58	70	6
VIII	1	9	126	75	6
IX	1	17	87	138	4
	2	17	77	83	7

As you see it is not so bad, but now we will take a look on individual systems and criticize it a little bit (with good advice of course). Old is what he build, New is what I would build.

System I

Old layout: Outpost, 2xResearch Laboratory

Old statistics: Population: 3375; CP: 10; RP: 24

Notes: Well there is nothing you can do to make it better, so this system is well build

System II

Old layout: Outpost, OilPP, Factory, 2xResearch Laboratory and Farm

Old statistics: Population 3800; CP: 21; RP: 24

Notes: I think there are two bad decisions. First one is Farm. It don’t produce anything, so why build it? Second one is making your planets “multifunctional”. You should set minimal amount of minerals for production planets and everything above this build purely as production planets and everything below as research. I will chose this as production (border is set to 90 minerals).

On this planet only building able to make food is outpost, so we will make two of them (one is not enough), and then four factories. With this setup last factory will work only at 50%, but it’s ok.

New layout: 2xOutpost, 4xFactory

New statistics: Population 7000; CP: 58; RP: 0

System III

Old layout:

Planet 1: Outpost, Factory, 3xResearch Laboratory, OilPP

Planet 2: Outpost, 2xFactory, 3xResearch Laboratory

Old statistics:

Planet 1: Population 3700; CP: 23, RP: 28

Planet 2: Population 3700; CP: 23, RP: 28

Notes: These are very nice and should be used as production planets. One more thing is that original design lacks electricity and food so one quarter of buildings was out of order.

We will need three outpost (as every outpost is able to feed 1500 people – 3 buildings). This will provide electricity for 5 factories, but we have 9 slots (3 are full of outposts). So one slot will be OilPP. I think best way is to make one pure production planet and one support so all three outposts and OilPP will be on planet 1 with two factories, and planet 2 will be full of factories.

New layout:

Planet 1: 3xOutpost, OilPP, 2xFactory

Planet 2: 6x Factory
New statistics:
Planet 1: Population 8500; CP: 56
Planet 2: Population 4000; CP: 90

System IV

Old layout: Outpost, Factory, 2xResearch Laboratory
Old statistics: Population 3700; CP: 20, RP: 24
Notes: I don't like multifunctional planets so my only change would be to build one more ResLab instead of Factory.
New layout: Outpost, 3xResearch Laboratory
New statistics: Population 3700; CP: 10, RP: 36

System V

Old layout:
Planet 1: Outpost, 2xFactory, 3xResearch Laboratory
Planet 2: NuclearPP, 2xAncient Factory, Space Docks, Gov. Center, Factory and Research Lab
Planet 3: Outpost, 2xFactory, 2xResearch Laboratory
Old statistics:
Planet 1: Population 5062; CP: 32, RP: 36
Planet 2: Population 10687; CP: 62, RP: 12
Planet 3: Population 4500; CP: 31, RP: 24
Notes: Outposts on planets 1 and 3 are not necessary, we will raze them and we will also rebuild planets according to their mineral status. Food will be supplied by farms, and electricity by NuclPP and OilPP on planet 2. Gov Center will be moved to planet 3, as there are least valuable slots of whole system.
New layout:
Planet 1: 6xFactory
Planet 2: NuclearPP, 2xAncient Factory, Space Docks, 2xOilPP, 2xFarm, Factory
Planet 3: Government Center, 4xResearch Laboratory
New statistics:
Planet 1: Population 3500; CP: 67
Planet 2: Population 9000; CP: 62
Planet 3: Population 5000; RP: 48

System VI

Old layout: Outpost, Factory, OilPP, 3xResearch Laboratory
Old statistics: Population 3700; CP: 16, RP: 36
Notes: Factory is producing 6 CP on planet with 51 minerals. That is not good. I would suggest making this system completely research by building two Outposts and four ResLabs.
New layout: 2xOutpost, 4xResearch Laboratory
New statistics: Population 6000; CP: 20, RP: 48

System VII

Old layout:
Planet 1: Outpost, 2xFactory
Planet 2: NuclearPP, Ancient Factory, 2xFarm, 3xFactory, Research Laboratory, Comm/Scan
Planet 3: Outpost, Farm, 4xFactories
Old statistics:
Planet 1: Population 3375; CP: 10
Planet 2: Population 6750; CP: 61, RP: 12
Planet 3: Population 5062; CP: 34
Notes: Biggest problems here are factories on low mineral planets (factories on planet 1 do nothing and these on planet3 are only half-effective). So we will rebuild this system as research center fed by central planet. Comm/Scan will be moved to the first planet.
New layout:
Planet 1: Comm/Scan, 2xResearch Laboratory
Planet 2: NuclearPP, Ancient Factory, 2xFarm, 4xFactory
Planet 3: 6xResearch Laboratory

New statistics:*Planet 1:* Population 2000; RP: 24*Planet 2:* Population 7500; CP: 73*Planet 3:* Population 3500; RP: 72**System VIII****Old layout:** 2xOutpost (Not finished)**Old statistics:** Population 5500; CP: 20 (Not finished)**Notes:** With so many mineral deposits it is clearly production planet, so two outposts and four factories are IMO best choice.**New layout:** 2xOutpost, 4xFactory**New statistics:** Population 7000; CP: 80**System IX****Old layout:***Planet 1:* Outpost, 3xResearch Laboratory*Planet 2:* Outpost, Factory, Farm, 4xResearch Laboratory**Old statistics:***Planet 1:* Population 3937; CP: 10, RP: 36*Planet 2:* Population 5625; CP: 18, RP: 48**Notes:** This is quite good. I would suggest only one change, razing factory and build another ResLab.**New layout:***Planet 1:* Outpost, 3xResearch Laboratory*Planet 2:* Outpost, Farm, 5xResearch Laboratory**New statistics:***Planet 1:* Population 3937; CP: 10, RP: 36*Planet 2:* Population 5625; CP: 10, RP: 48**Summary**

These are old and new raw Population, CP and RP count without system VIII

Old statistics:*Population:* 66873*Construction:* 374*Research:* 322**New statistics:***Population:* 72637*Construction:* 466*Research:* 336

As you see, with small increase of population we made quite big increase of Constr. Points and not so big increase of Research points.