

## NEMEXIA 2.0: SPACE MISSIONS, PART I

# NEMEXIA EVOLUTION

The Missions are very important part of developing your account in the right direction. The good interaction between players and their planets depends on wisely chosen missions.



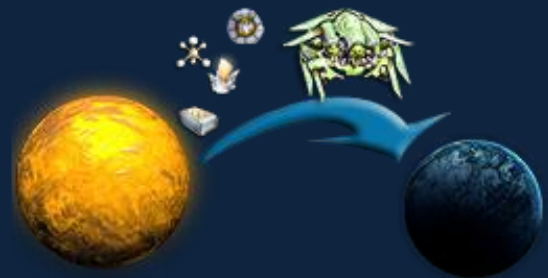
### COLONIZE

When you develop your initial planet, then it's time to expand your space empire. This can happen by colonizing new planets. The good thing about the new planets is that you can reorganize your economy again, so you can specialize in something specific. You can either adapt your new planet to produce larger resource income or build more ships faster and cheaper. Also the 2<sup>nd</sup> planet guarantees that you will have an escape plan if there are constant flights against your first planet.

### TRANSPORT

Extremely important mission if you own more than one planet. In this case you can easily transport your resources between your planets by distributing them as you are pleased and develop your other planets faster.

Every ship can be sent on this mission, but most of the ships have small capacity. That's why there are special Transport ships that can be used to carry a much larger amount of resources.



### STATION

When you transport the necessary resources to your desired planet, you can also transfer part of your ships in order to use them there later. This can happen with the special mission called Station. All of the ships chosen for Station mission change their base destination and you can control them from another planet. Also,

on this mission you can carry up resources too. So along with your ships, you can transport some more resources in order to develop your planet.

Another purpose of the Station mission could be to save your fleet if the first planet is under attack and you do not want to engage in battle. When your ships are on a mission, they cannot be destroyed from another player directly.

## ASTROPLOATATION

One of the most important and hard to obtain resource is the Gas. Yet you can easily harvest it from the floating nearby your planet space objects called Asteroids. Every Asteroid has a certain amount of Gas which can boost your next several flights or help the economy of your planets.



Harvesting Asteroids could be a little tricky though. To have a successful Astroploatation, you must keep in mind the Asteroid's speed and current location and time needed for your fleet to arrive thus sending the flight to such coordinates that it would intersect the Asteroid. This means that if you send a recycling fleet to the current location of the Asteroid, it might have moved by the time the fleet arrives.

Keep in mind that they could also carry Scrap if they have passed through coordinates where there has been a Battle.



## SPACE TRIP

Safe and cheap to perform, the Space Trip is the easiest way to keep your fleet safe from attacks for a couple of hours, while you're not able to look after it. This type of flight doesn't need coordinates as a destination, so you basically send your units to fly around your planet until you came back and give them new orders.

To make the things better you can even load the ships with precious resources, so in case your enemies decide to "visit" your planet with aggressive intentions, they will have to return empty handed and disappointed from the results.

The other way to use this mission is to avoid incoming attacks. So if you decide not to fight in the next battle you can just clear your planet and use your ships for something profitable next time, because they will remain alive.