

The Interplanetary Alliance

The Alliance has several bases scattered throughout the territory, including [space stations](#) (pictured in the large Game Screen picture) and [planetary bases](#). Here, you can repair your ship, restock energy and torpedo supplies, treat crew members, or exchange personnel. Alliance bases are helpful in that they can perform their functions faster than your single crew member (Engineer or Doctor) - two to four times faster. Space stations are the most efficient, while planetary bases are half as efficient as space stations. The Alliance did all it could to make the interface easy and understandable, so this discussion will not delve into your options at a base.

In addition, should Alliance Headquarters need to contact you with important information, they will do so via [subspace message](#). Your Helmsman will inform you when a message is received, and will display the message for you on screen upon request. The command for this is in the Helmsman's menu. Note the importance of having a Helmsman; without one, important messages would not be able to be viewed.

In the version of the game you have now, there is currently only one mission; Headquarters will inform you of this after the game begins.

