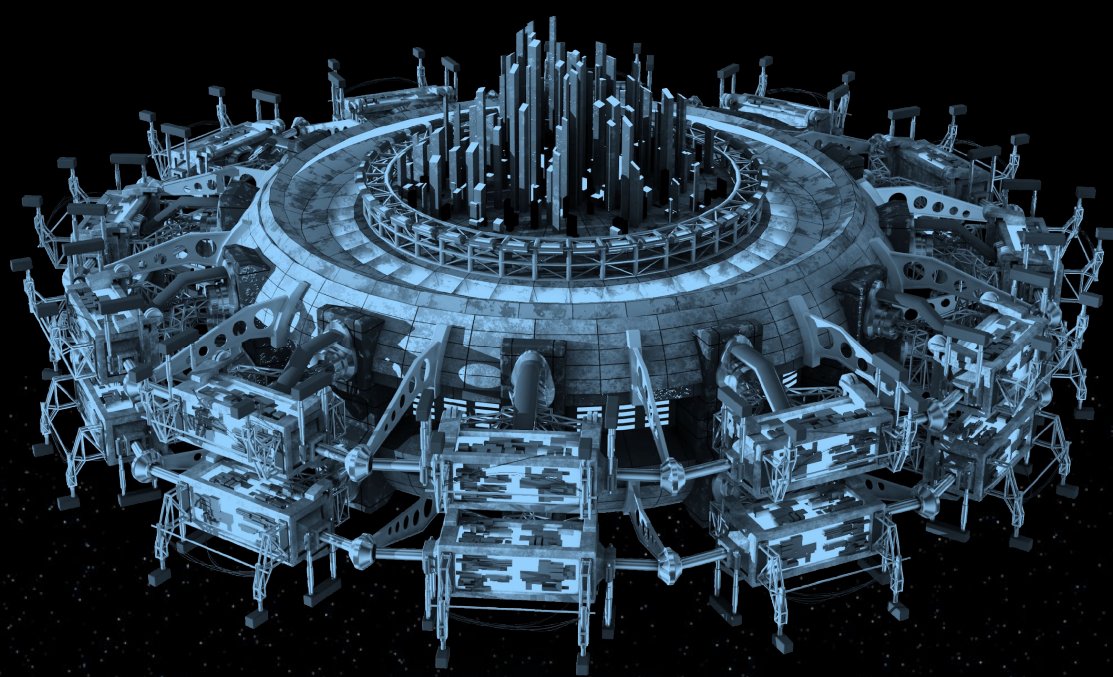


STELLAR HOOD



STELLAR HOOD

<https://stellarhood.com>

Community-Document
Version v1.1 (10/2022)

Project Background

Playing the Game

Stars & Planets

Starbases

- Wanderer

Modules

- Jump Drive Devices
- Particle Collectors
- Orbital Surface Miners

Star Map

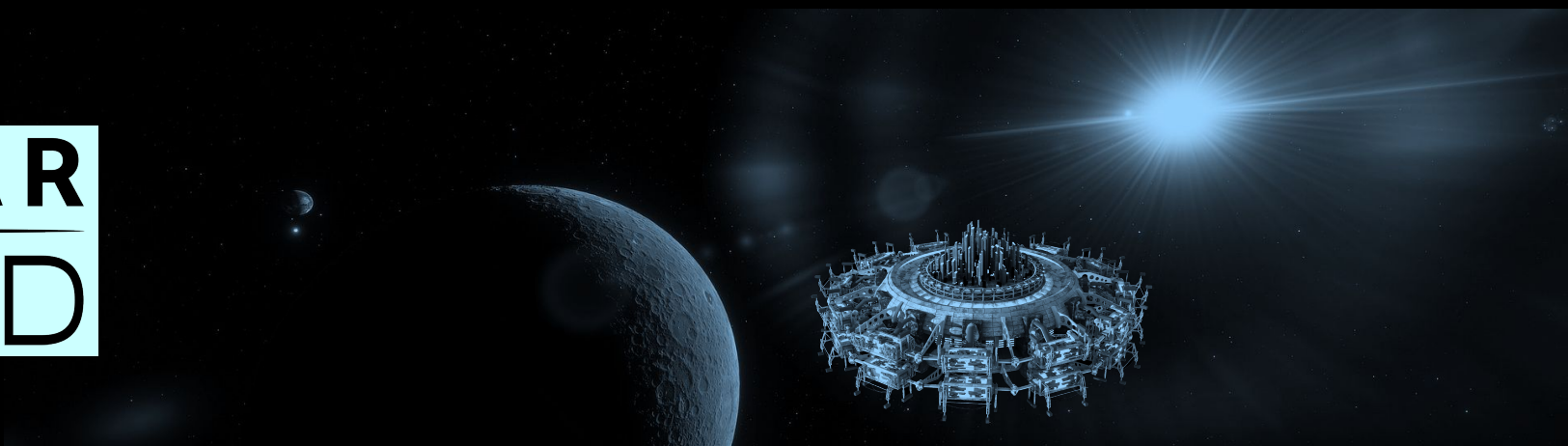
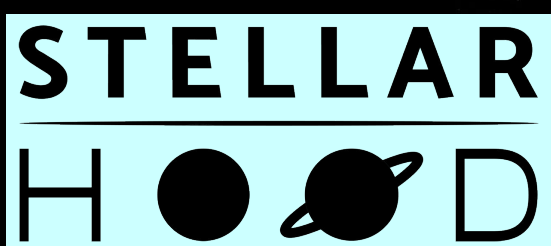
Hyperjumps

Resource Harvesting

Returning to Depot

Space-Station

Citizens



STELLAR HOOD

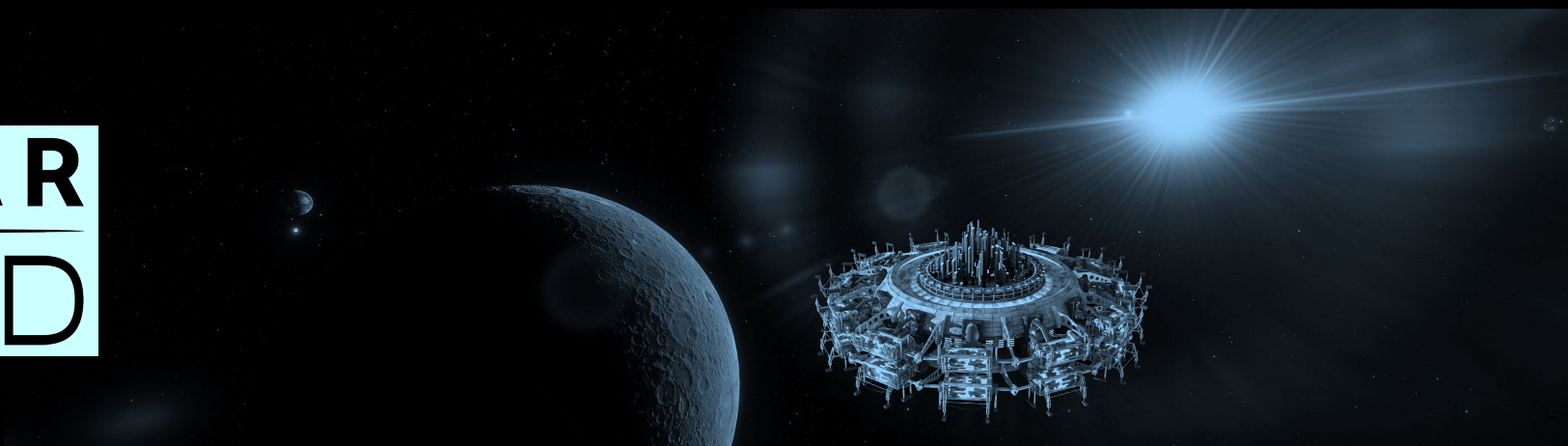
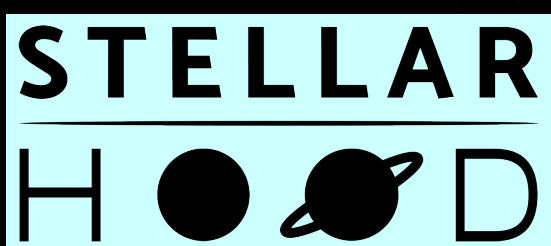
<https://stellarhood.com>

Project Background

The Stellar Hood project was founded in 2021 by TurboEgon, a PhD Physicist with real-world experience of space missions. Egon got into Cardano as a Stakepool operator, then with the Alonzo hard-fork he began looking into NFTs.

Egon has always been passionate about space exploration, so his goal for this project was to create an on-chain Milky Way galaxy. Every Stellar Hood card represents a real exoplanet or star with its real attributes (planet size, radius, temperature, spectral class).

Stellar Hood will be Egon's lifelong project, where he adds to and develops it towards whatever it can achieve. This includes continual game development and collaboration with other Cardano projects.



STELLAR HOOD

<https://stellarhood.com>

Playing the Game

Stars and Planets are available on secondary markets but you don't need them to play Stellar Hood. You can set up a Starbase to begin harvesting Cardania resource tokens. Your harvested resources can be offloaded at docking points and exchanged for fungible tokens that go directly into your wallet.

To begin you'll need to have a Starbase and a few Modules in your wallet. You can buy those from [Stellar Hood NFT store](#).

To access the game menu system, you need to go to the website and 'Login with discord'. The game will then retain your settings and progress.

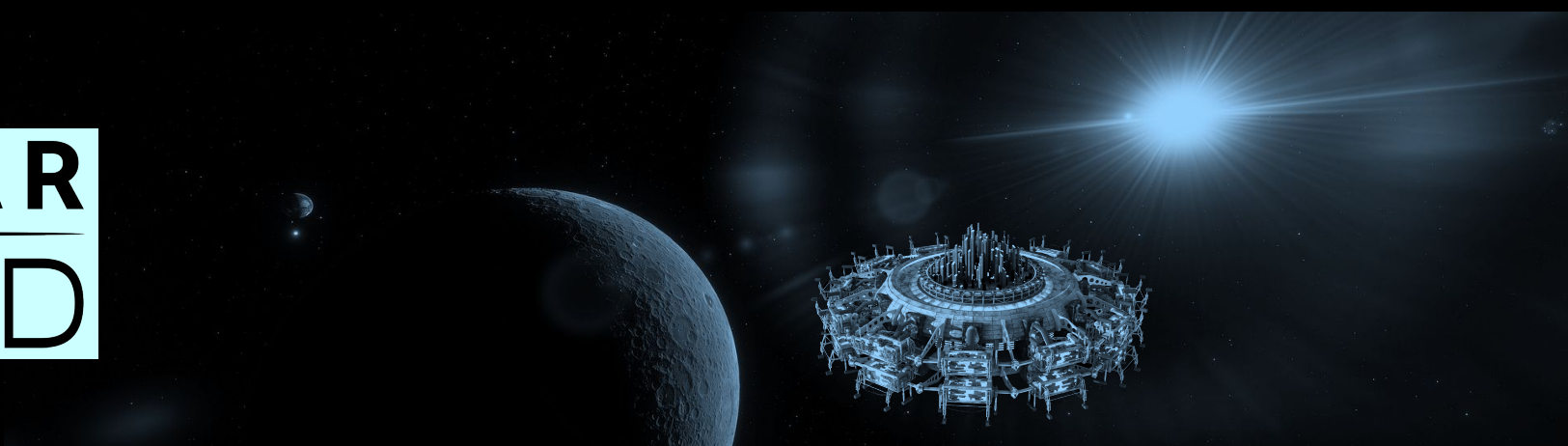
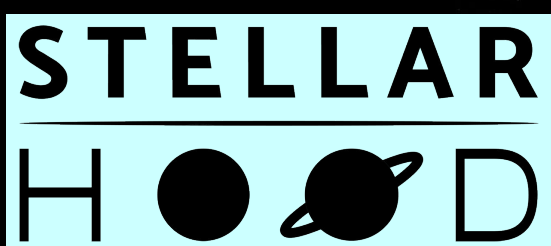
You can login from desktop or mobile browser (handy!).

Next, you need to connect one or more wallets with your Stellar Hood NFTs to populate your inventory. You can then manage your Stellar Hood NFT assets:

- Stars & Planets
- Starbases:
 - Wanderer
- Modules:
 - Jump Drives
 - Particle Collectors
 - Orbital Surface Miners

You can change your Association name (player profile) and check your Energy store from your inventory.

Energy is the main resource, used by Starbase jump drive fuel systems, it is vital for transportation.



STELLAR HOOD

<https://stellarhood.com>

Stars & Planets

As an owner, you will receive a commission when other players gather resources from your star or planet. Owners of full star systems can also set commission above the standard 25%.

You can use this tools to check Star and Planet availability:
<https://stellarhood.com/index.php?show=marketplaces>

You can also find stars and planet NFTs via CNFT Tools:
<https://cnft.tools/stellarhoodstars> - Stars
<https://cnft.tools/stellarhoodplanets> - Planets

Those who own entire star systems can also rename them!

1
Cardanauts Inner World
(τ Ceti)
Cardanaut Joe
+1 other

1
Gliese 411
Fulke
CNFTbone

1
Götterdämmerung
(Kapteyn)
Eustacia
@CARDANOADAPH Twitter

τ Ceti f (Planet)

Ownership

Uncommon

Habitable Zone

Category

Orbit

Orbital Period

Temperature

Discovered

Earth Masses

Earth Radii

636 days

181 K

2017

3.9

1.8

TIC | STELLAR HOOD | 2021

τ Ceti e (Planet)

Ownership

Rare

Habitable Zone

Category

Orbit

Orbital Period

Temperature

Discovered

Earth Masses

Earth Radii

0.55 AU

163 days

285 K

2017

3.9

1.8

TIC | STELLAR HOOD | 2021

τ Ceti (Star)

#12

Ownership

Uncommon

Distance: 11.7 ly

G

Spectral Type

Constellation

Planets

Age / Lifetime

Temperature

Solar Luminosities

Solar Masses

Solar Radii

Whale

4

5.8 / 10 Gyr

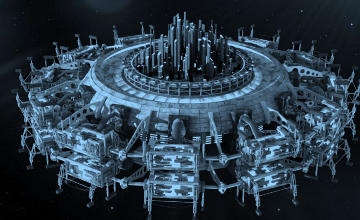
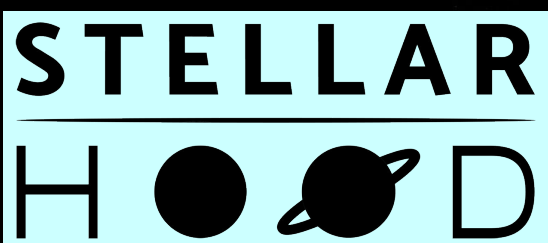
5344 K

0.46

0.78

0.79

TIC | STELLAR HOOD | 2021



STELLAR HOOD

<https://stellarhood.com>

Starbases

Starbases are giant harvesting spacecraft that allow players to gather resources, which is a key part of the game.

You need to setup your Starbase with modules that will power it and enable harvesting. You can buy these items at the SH store <https://stellarhood.com/index.php?show=nftstore>

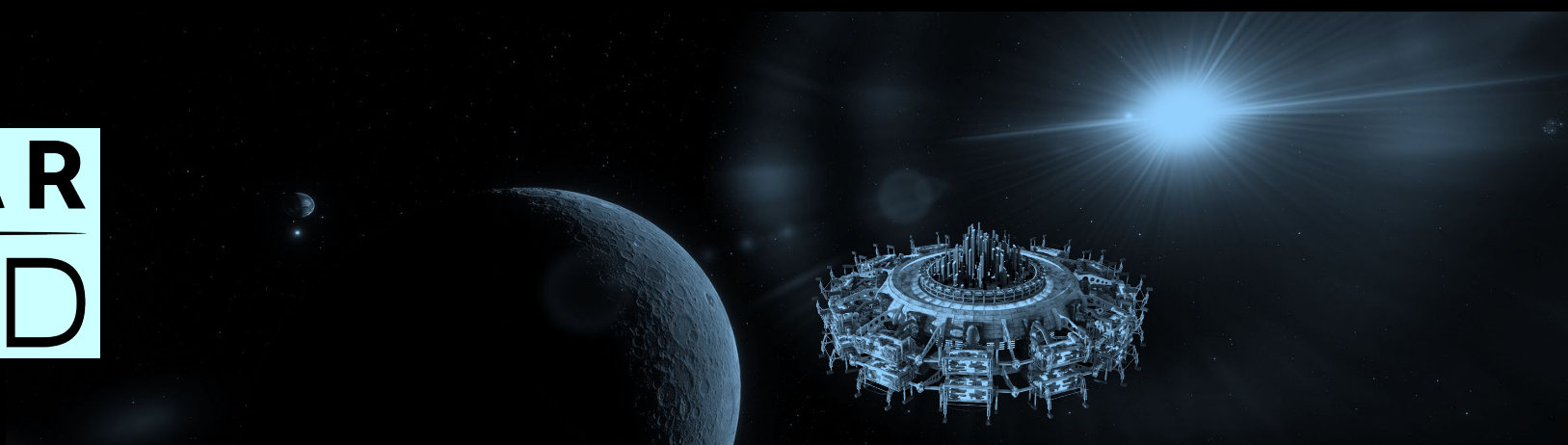
Then to configure your Starbase, select it from the inventory and add modules as required:

- Jump drives for Hyperjumps
- Particle collectors to harvest energy
- Orbital Surface Miners to harvest

There is more info on Modules, Hyperjumps, Harvesting and returning your Starbase to a depot later in the nest sections.



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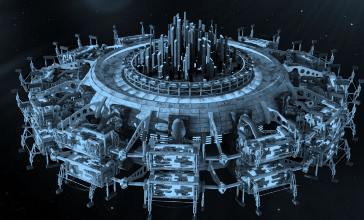
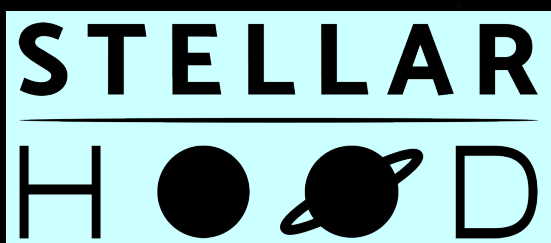
<https://stellarhood.com>

Wanderer

The Wanderer is the original Starbase. A large spacecraft with 3 crew and 6 module slots. A reasonable configuration would be 3 or 4 jump drives and 2 or 3 harvesting modules.

Wanderer

- Class / Wanderer
- Module Slots / 6
- Passenger Spaces / 3
- Resource Storage Capacity / 5000



STELLAR HOOD

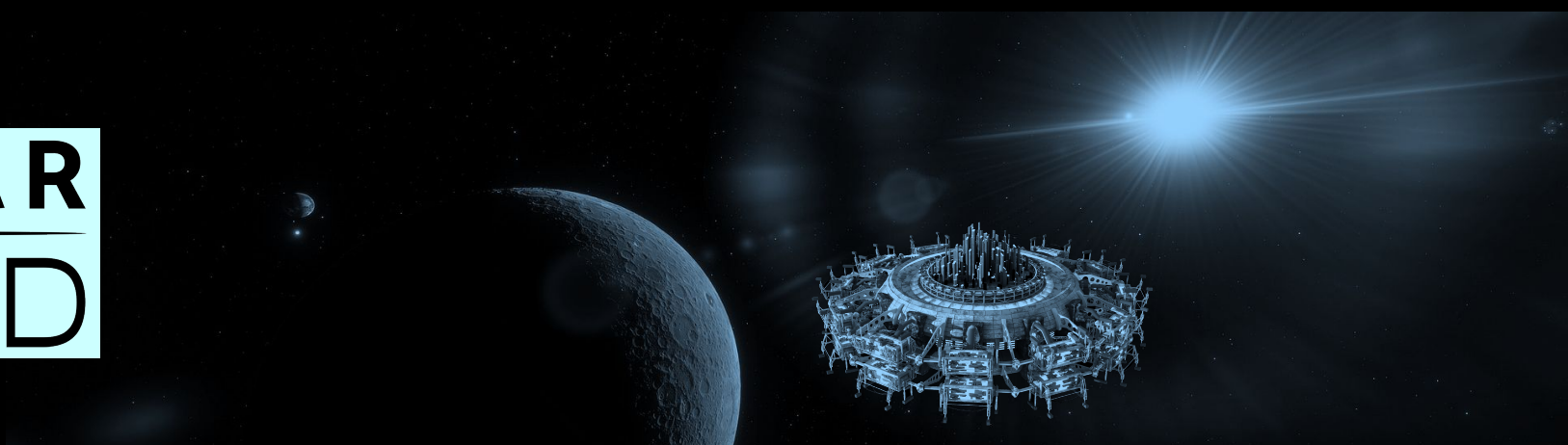
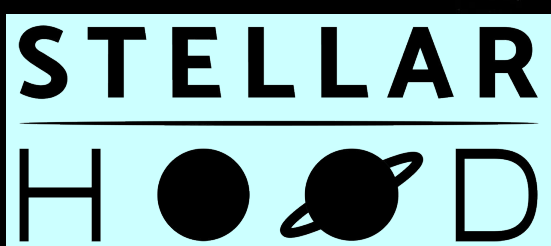
<https://stellarhood.com>

Jump Drive Device

Jump drives are used to propel Starbases, a Starbase cannot travel without one. These modules require Energy to function. Ensure you have enough for your entire journey!

Stellar Hood Starbase Module – Jump Drive Device

- Adds / Hyperjump Distance Modifier +1
- Type / Jump Drive Device
- Unlocks / Hyperjump Ability



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<https://stellarhood.com>

Particle Collector

The particle collector extracts atmospheres and exospheres of planets and suns. This includes energy, toxic waste, antigravity particles and cardanium.

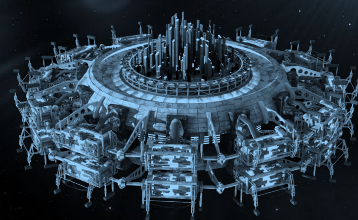
!! You need to harvest ENERGY to fuel your Hyperjumps. But note that energy is shared across your Starbase fleet. You don't need to have a Particle Collector on every Starbase !!

Stellar Hood Starbase Module - Particle Collector

- Adds / Particle Collector Yield +100
- Type / Particle Collector
- Unlocks / Resource Harvester Console



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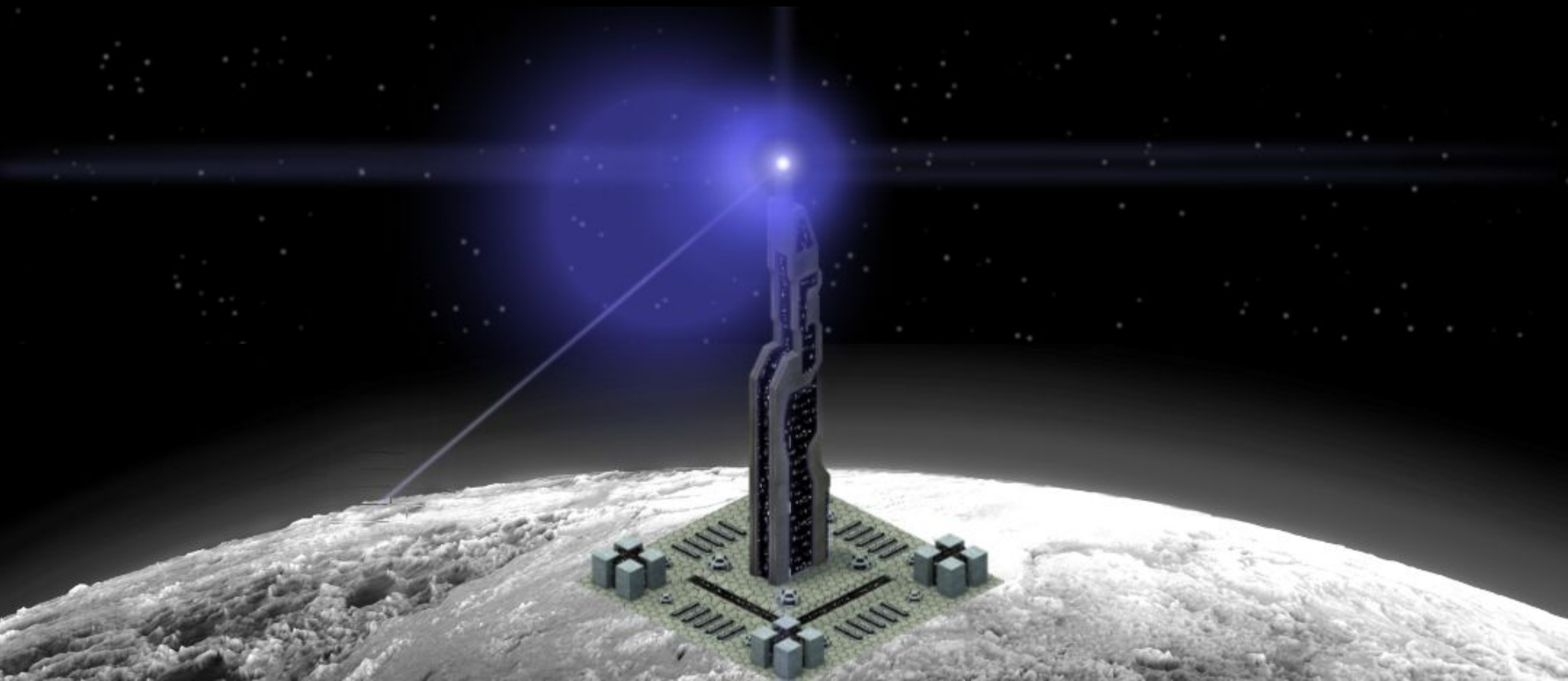
<https://stellarhood.com>

Orbital Surface Miner

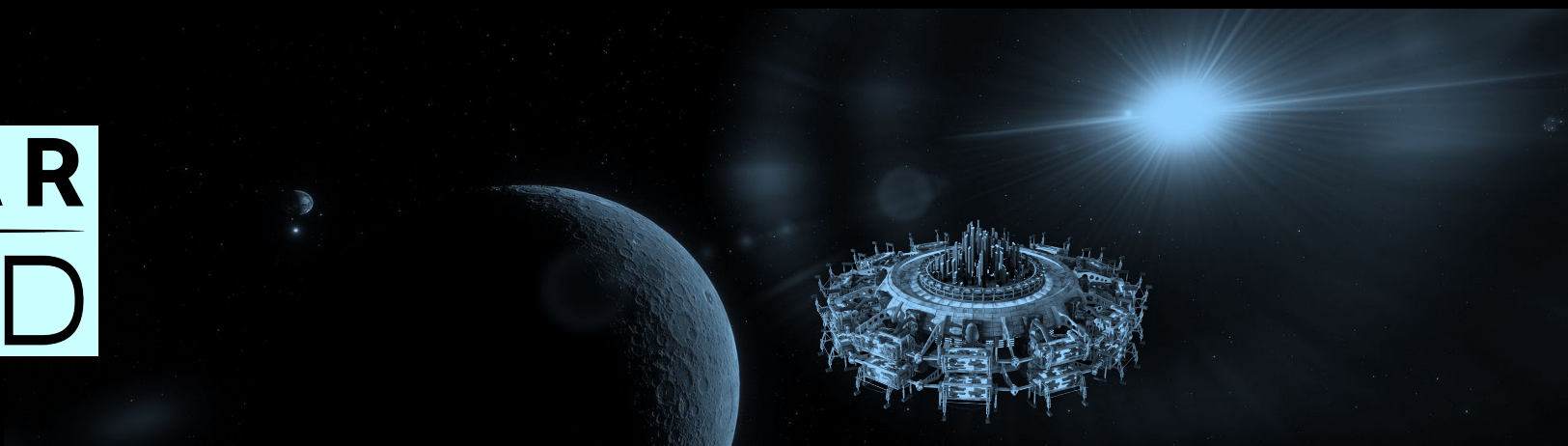
The Orbital Surface Miner is a huge turret mounted laser that extracts minerals from the surrounding subsurface of a planet. This includes valuable resources like radium, copper, iron, etc.

Stellar Hood Starbase Module - Orbital Surface Miner

- Adds / Orbital Surface Miner Yield +100
- Type / Orbital Surface Miner
- Unlocks / Resource Harvester Console



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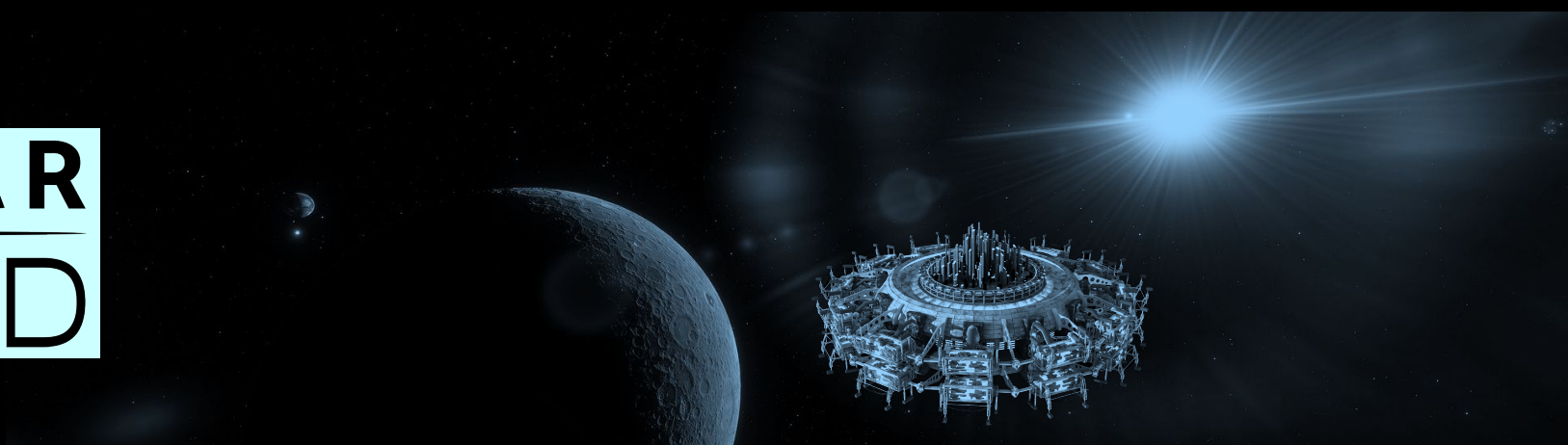
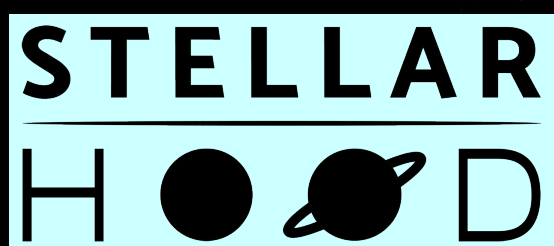
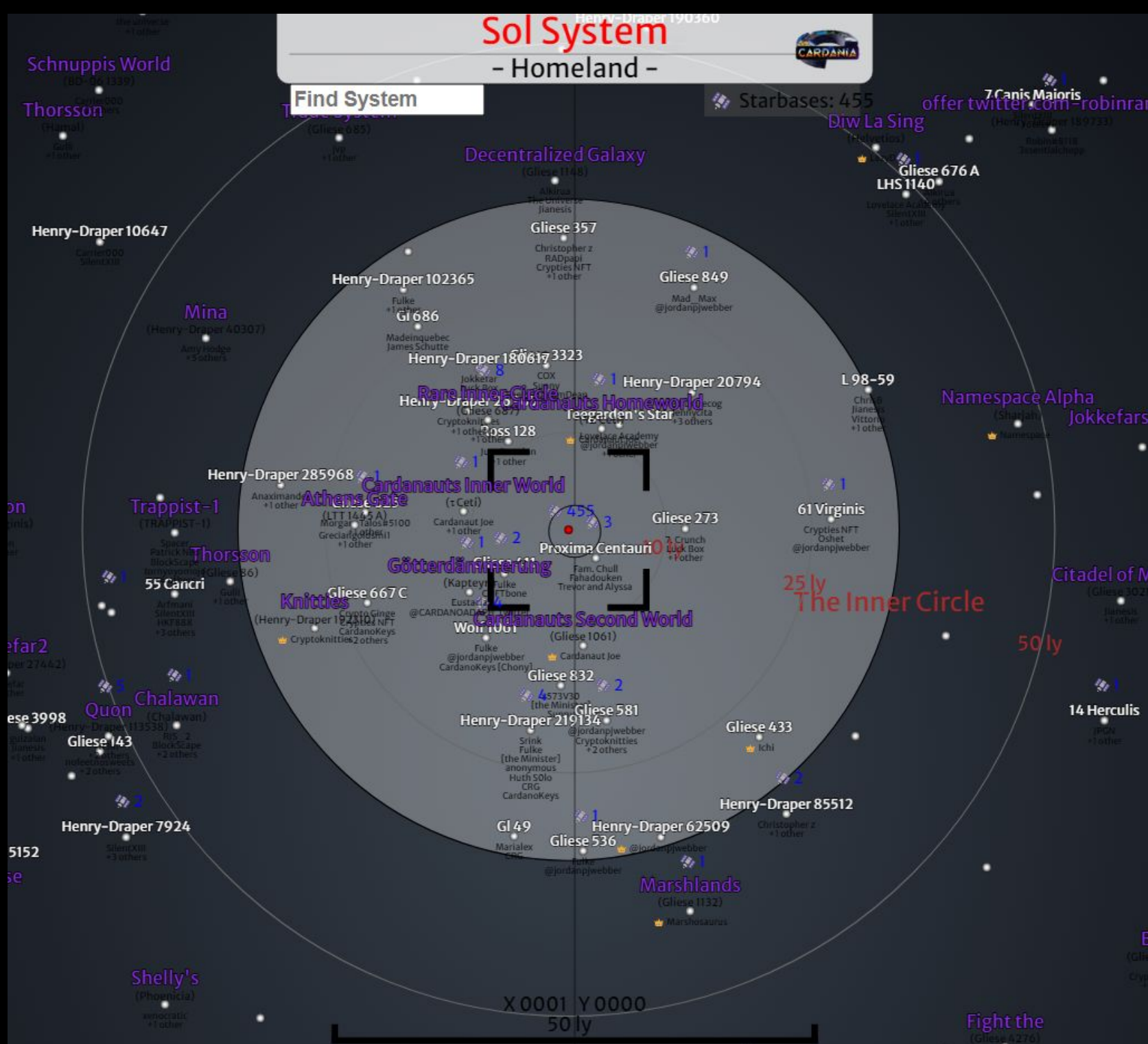
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<https://stellarhood.com>

Star Map

The Star Map is your navigation tool. It has some filters to help you plot your next hyperjump to a distant star system, or a Depot. Your home Depot is orbiting Earth at “THJ Drive Yards”

You can move the map around or search for a system that has the resources you need. But check the commission, some systems are held by merchants who will demand a bigger cut of your harvest.



STELLAR HOOD

<https://stellarhood.com>

Hyperjumps

To move your Starbase from one star system to another you will need to add jump drives to your Starbase. Jump drives offer a unique mathematical propulsion system called Hyperjumps.

Starbase navigators will need to calculate the correct distance (in lightyears) to their target solar system before engaging the Hyperjump. Otherwise, they will either fall short, or overshoot!

Using the base number 7 the navigator can add, divide and use parenthesis (brackets) to find their target distance. For example, a hyperjump of 14 lightyears can be calculated with the equation $7+7 = 14$

Each 'modifier' (an addition or division) requires a Jump Drive.

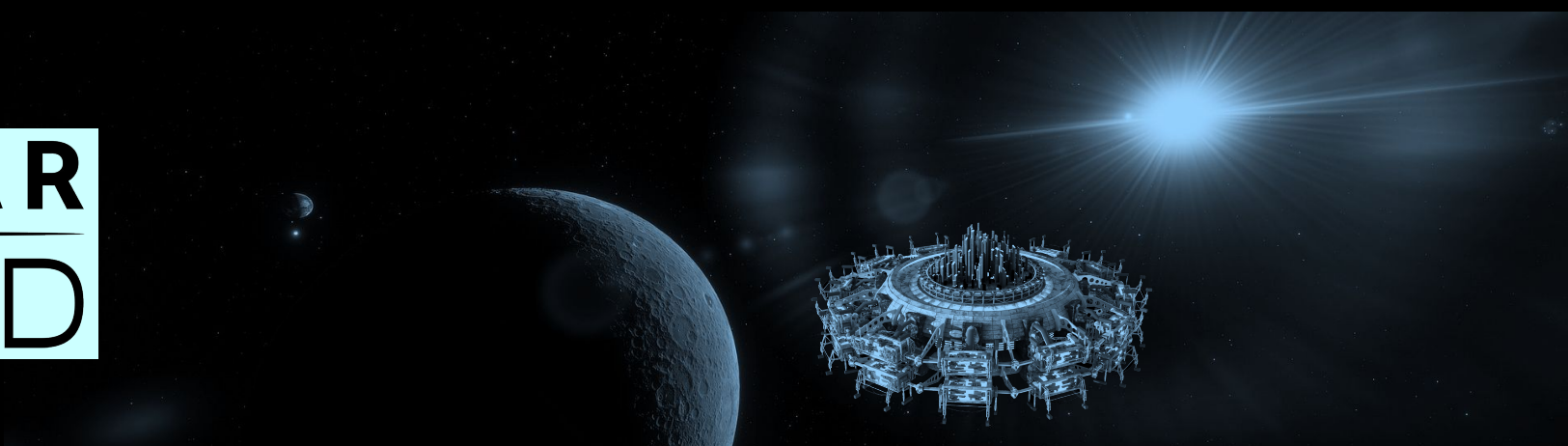
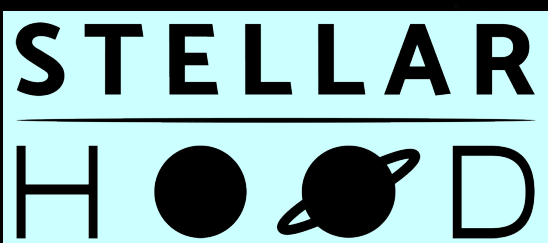
In the example above you need 1 jump drive. Simple right?...

Wrong!!.. It gets really complicated to calculate exact distances. But fear not...Guizalan from the Stellar Hood community created the reference table on the next page. You can thank him in the discord!

You can also use this handy tool from Eustacia: The "Stellar Waze" works out if the optimal route between two systems and how many jump drives you will need to complete the journey! Your first jump is from the "Sol" system.

<https://eustacia.me/stellar/waze/>

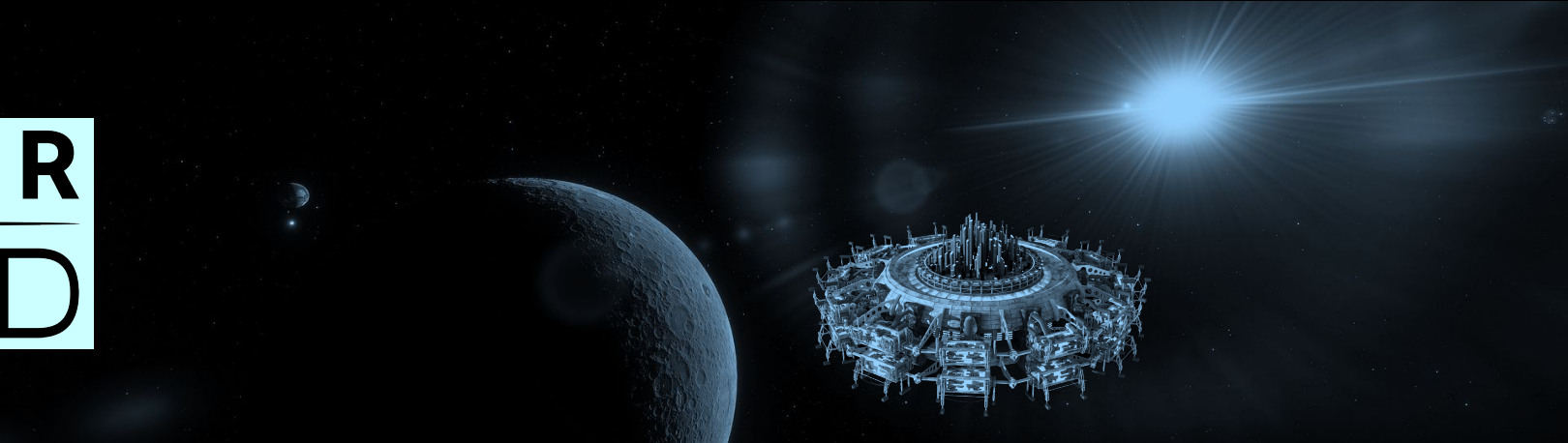
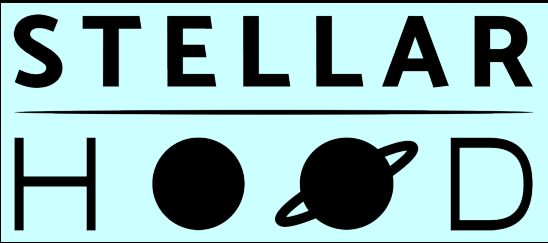
stellar waze	
Sol	Henry-Draper 136352
3 Drives	
Find Route	
Directions	
ORIGIN Sol	
DESTINATION Henry-Draper 136352	EQUATION 7/(7/7/7)
TOTAL DISTANCE / ENERGY 48.33	



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<https://stellarhood.com>

Hyperjump Equation		Range (ly)		
	Result (ly)	Min	Max	Drives
$7/(7+7)$	0.5	0.45	0.55	2
$7/7$	1	0.9	1.1	2
$(7+7)/7$	2	1.8	2.2	2
$(7+7+7)/7$	3	2.7	3.3	3
$(7+7+7+7)/7$	4	3.6	4.4	4
$(7+7+7+7+7)/7$	5	4.5	5.5	5
$(7+7+7+7+7+7)/7$	6	5.4	6.6	6
7	7	6.3	7.7	0
$7+7/7$	8	7.2	8.8	2
$7+(7+7)/7$	9	8.1	9.9	3
$7+(7+7+7)/7$	10	9	11	4
$7+(7+7+7+7)/7$	11	9.9	12.1	5
$7+(7+7+7+7+7)/7$	12	10.8	13.2	6
$7+7$	14	12.6	15.4	1
$7+7+7/7$	15	13.5	16.5	4
$7+7+(7+7+7)/7$	17	15.3	18.7	5
$7+7+7$	21	18.9	23.1	2
$7+7+7+(7+7)/7$	23	20.7	25.3	5
$7+7+7+7$	28	25.2	30.8	3
$7+7+7+7+7/7$	29	26.1	31.9	5
$7+7+7+7+7$	35	31.5	38.5	4
$7+7+7+7+7+7$	42	37.8	46.2	5
$7/(7/7/7)$	49	44.1	53.9	3
$7+7/(7/7/7)$	56	50.4	61.6	4
$7+7+7/(7/7/7)$	63	56.7	69.3	5
$7+7+7+7/(7/7/7)$	70	63	77	6
$7+7+7+7+7+7/(7/7/7)$	84	75.6	92.4	8
$(7+7)/(7/7/7)$	98	88.2	107.8	4
$(7+7)/(7/7/7)+7+7$	112	100.8	123.2	6
$(7+7+7)/(7/7/7)$	147	132.3	161.7	5
$7+7/((7+7)/7/7/7)$	178.5	160.65	196.35	6
$(7+7+7+7)/(7/7/7)$	196	176.4	215.6	6
$7/(7/7/7/7)$	343	308.7	377.3	4
$7+7+7/(7/7/7/7)$	357	321.3	392.7	6
$(7+7)/(7/7/7/7)$	686	617.4	754.6	5
$(7+7+7)/(7/7/7/7)$	1029	926.1	1131.9	6
$7/(7/7/7/7/7)$	2401	2160.9	2641.1	5
$7+7/(7/7/7/7/7)$	2408	2167.2	2648.8	6
$(7+7)/(7/7/7/7/7)$	4802	4321.8	5282.2	6
$7/(7/7/7/7/7/7)$	16807	15126.3	18487.7	6



STELLAR HOOD

<https://stellarhood.com>

Hyperjump Engage!

OK so now you have the Starbase ready, the navigator needs to plan the mission.

Use the JumpDrive console on your Starbase to select a target within range of your jump drive configuration.

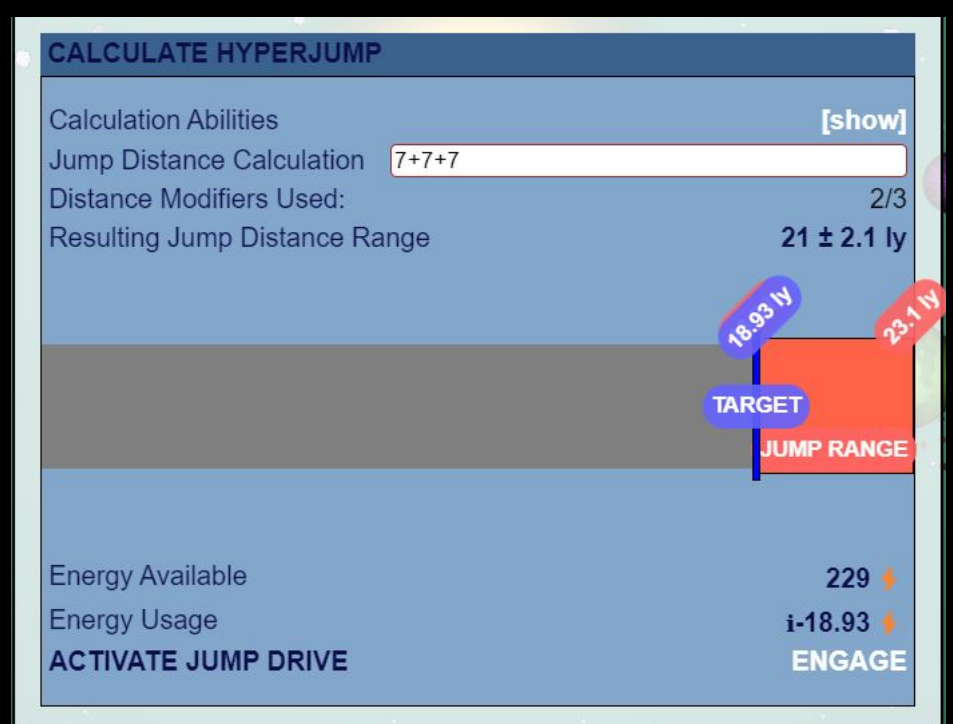
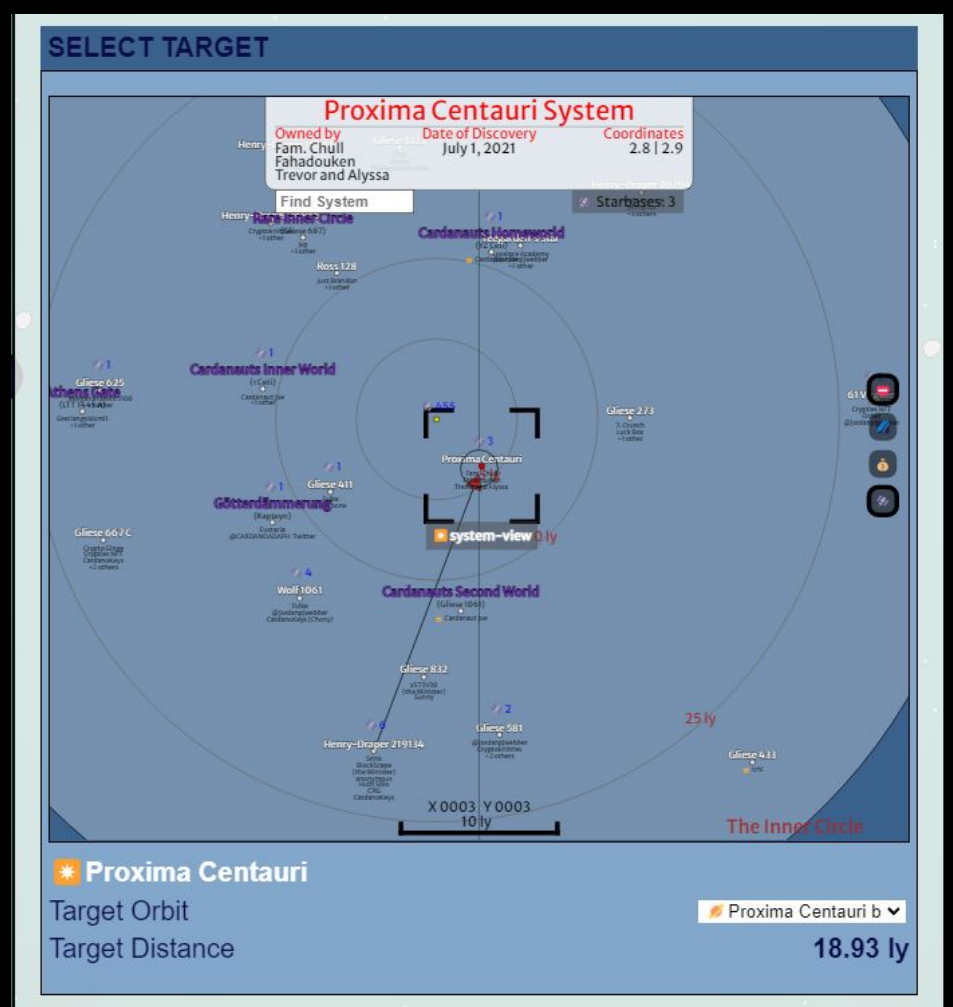
Check the system info to see what resources and commissions are on offer. Select your target star or planet and note the distance.

Your jump drive calculations will result in a jump range 10% +/- of the target distance.

Hit calculate to check you have the right calculation and enough jump drives.

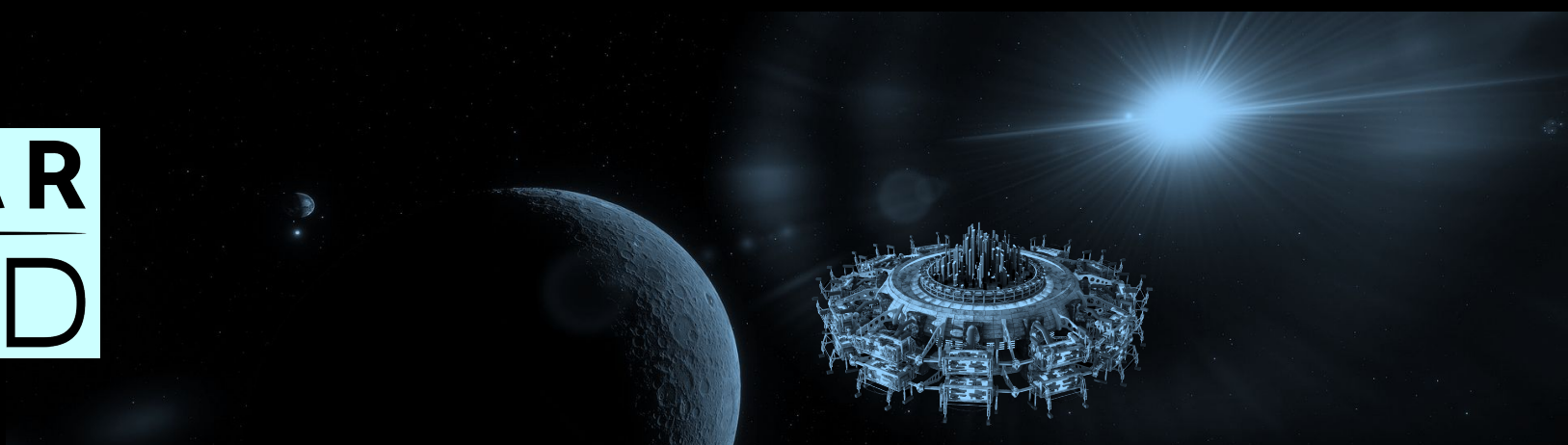
Now hit ENGAGE to active the jump drive!
If you have enough energy, the Hyperjump will execute.

Note - Your harvested energy is shared between all your Starbases!



*Don't forget to plan your return journey...
You don't want to get stranded!*

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<https://stellarhood.com>

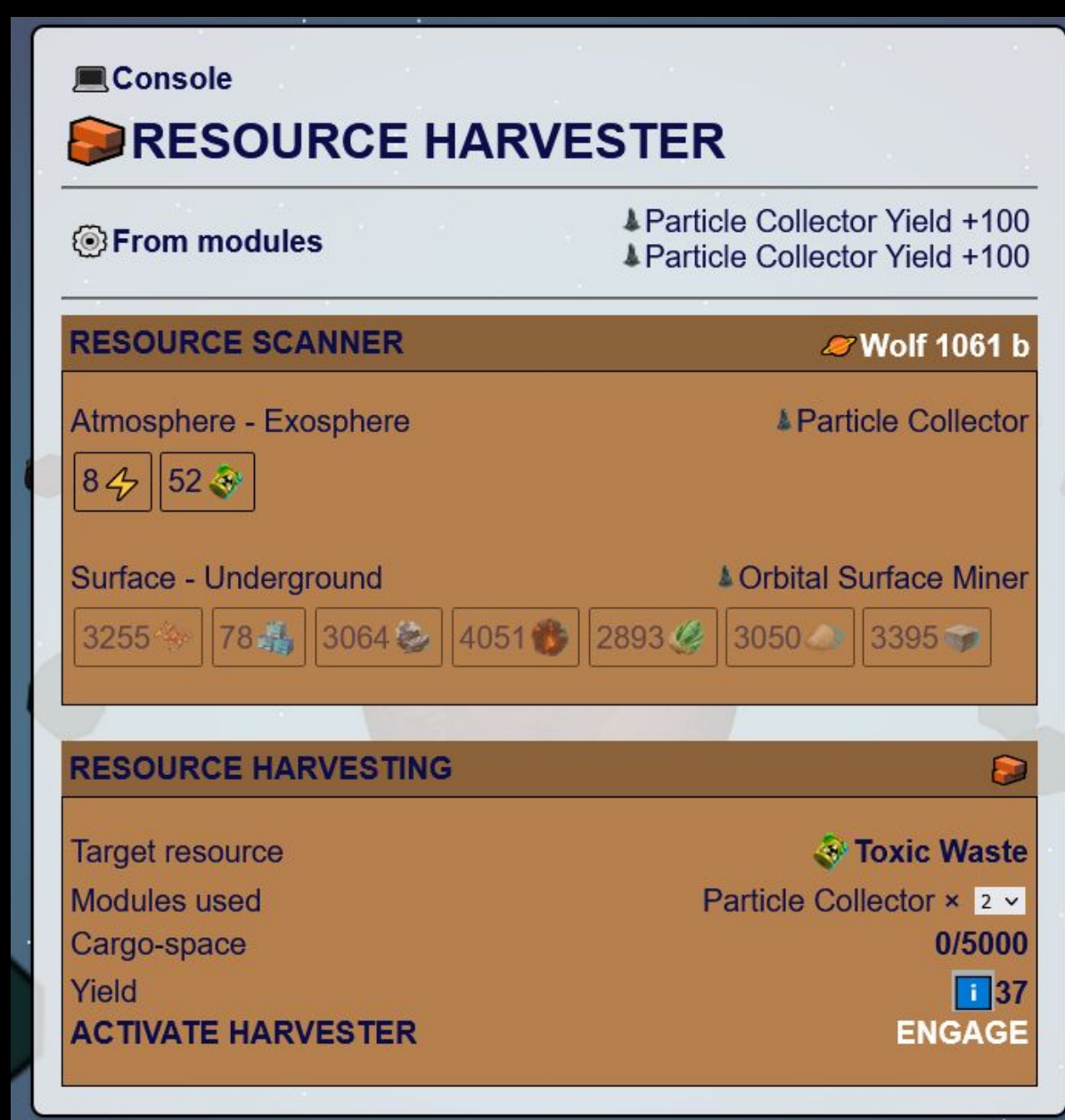
Resource Harvesting

Once you arrive at your chosen target, you can begin to harvest:

1. Select target resource (e.g. “toxic waste”)
2. Choose how many modules you want to use
3. Click on “calculate” to check your yield
4. Click ENGAGE on “Activate Harvester”

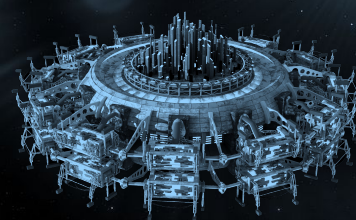
Harvesting Notes

There is a **23 HOUR COOLDOWN** on harvesting
Additional modules multiply the harvest yield
Energy is beamed directly to your depot



What happens to the resource commission?

The owners commission fees are deducted from your yield. The commission yield is transported automatically to the owner’s NEZO Skyforge. Awesome! But please note that an export levy is applied to cover the intergalactic TX fees!



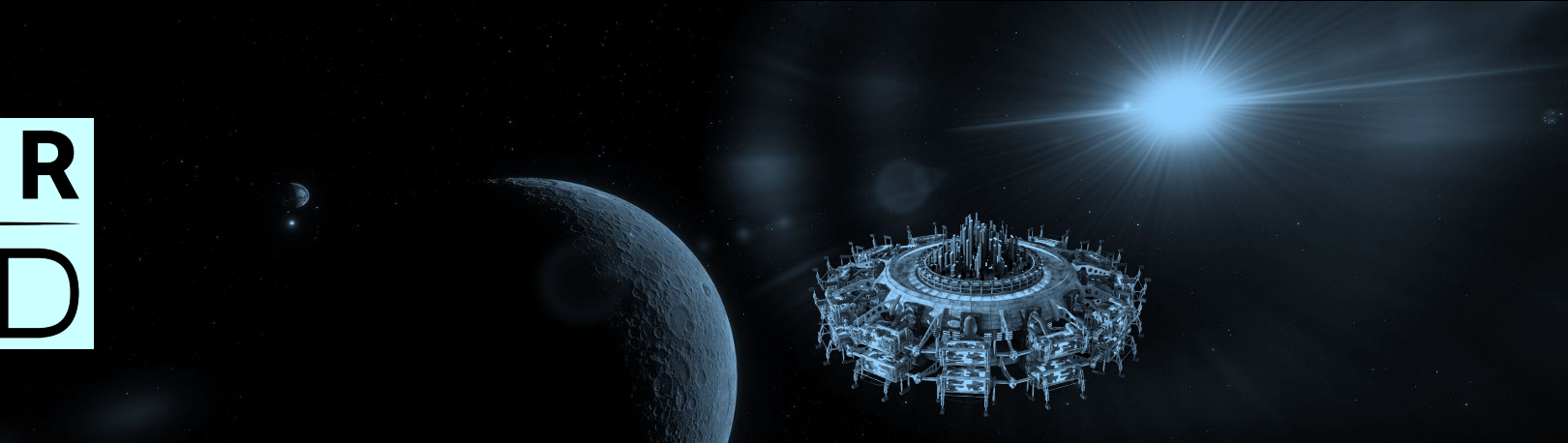
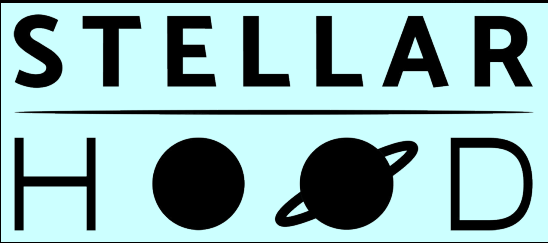
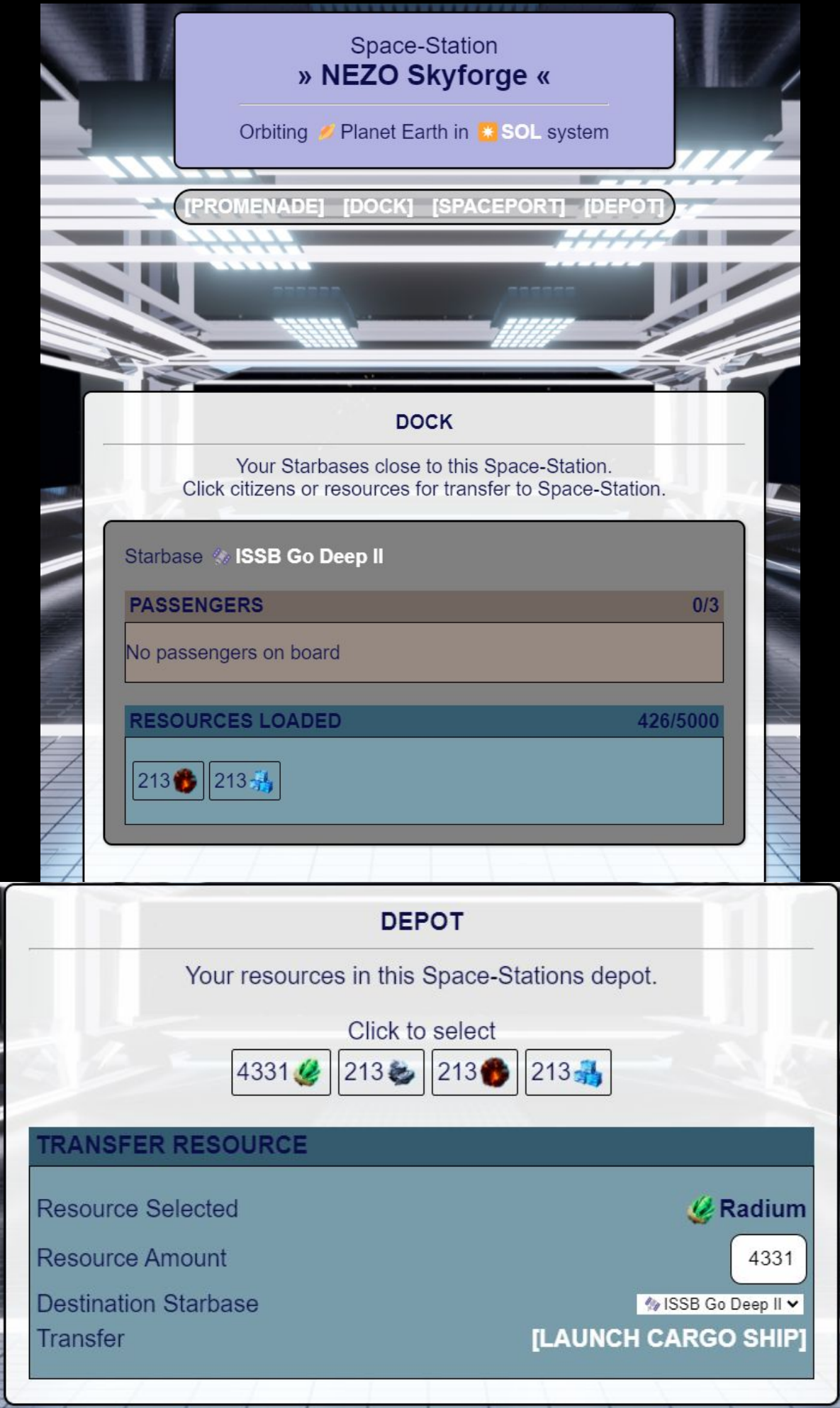
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Returning to a Depot

Your cargo hold is now bursting with harvested resources...
It's time to plot a course for the nearest Depot so you can dock and offload your bounty. The target locations for Depots are:

- SOL system - “NEZO Skyforge”
- Moos system - “Cardania A Skyforge”
- *More Depots coming!!*

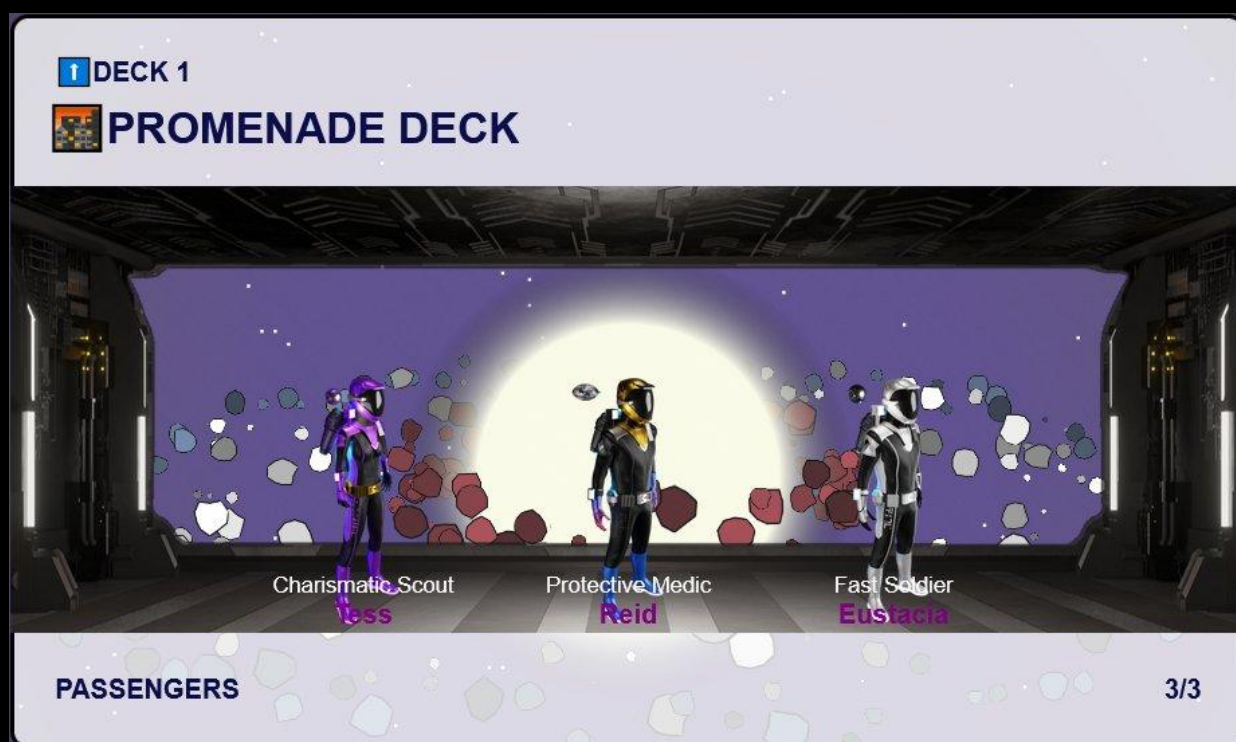
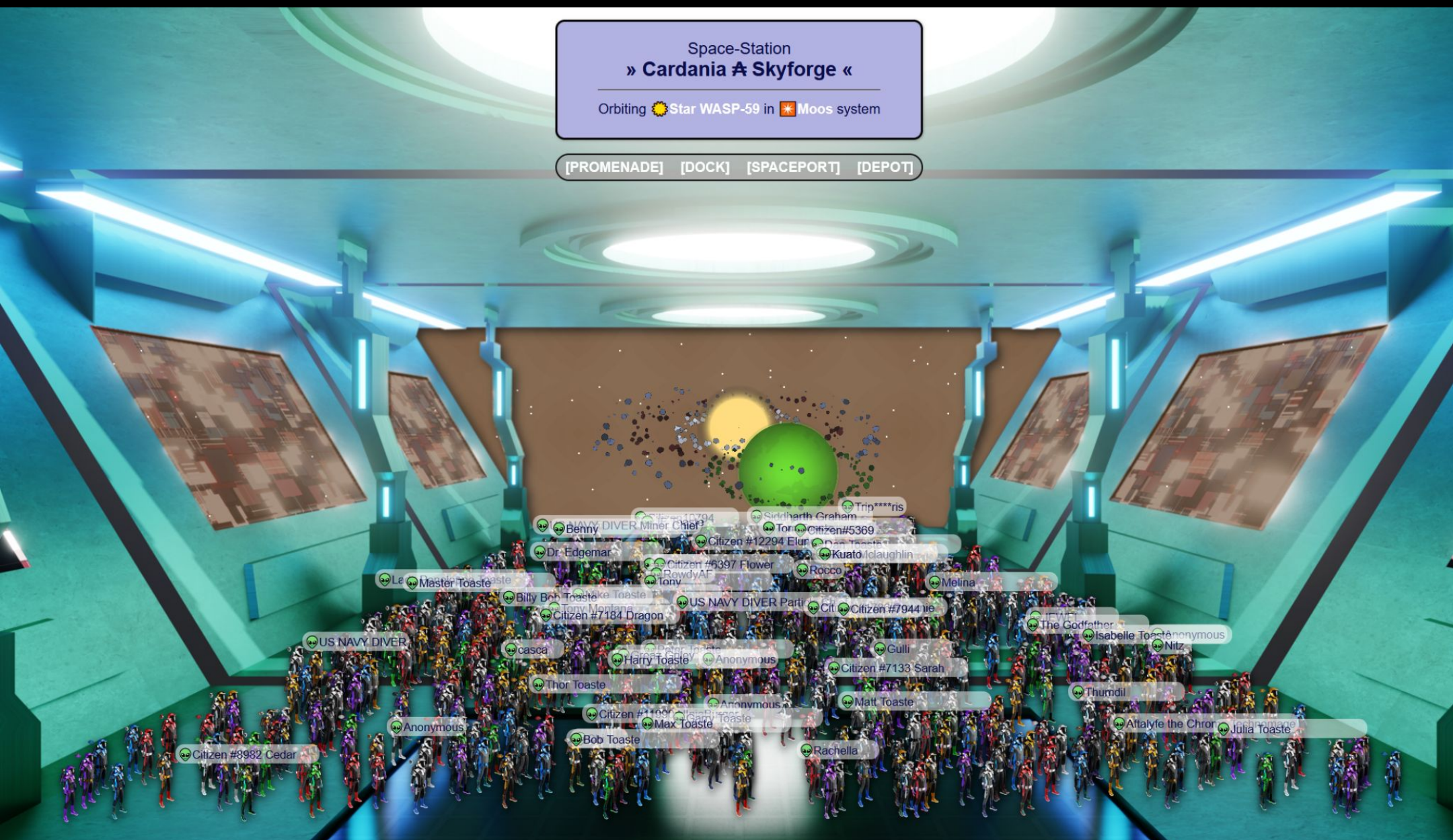


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Space-Stations

You got your resources into a depot. But look, there is more to explore on the space-stations! If you have Cardania Citizen NFTs (<https://cnft.tools/cardaniacitizens>) in your wallet, you can pick up your citizen at the “Cardania ⚡ Skyforge” Space-Station in the Moos system and let them on-board your starbase!



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Citizens

When on board a starbase, citizen will boost ship functionalities as described:



FLEET

- **Nanomancer:**
 - [any]: Association name hidden
 - Intelligent: Starbase name and Association name hidden
 - Faithful: Starbase is completely cloaked
 - NOTE: Effects on entire fleet in system
- **Psychics:**
 - [any]: Neutralizes level 1 Nanomancer
 - Protective: Neutralizes level 1 and 2 Nanomancer
 - Resilient: Neutralizes level 1, 2 and 3 Nanomancer
 - NOTE: stackable (e.g. 1 Psychic can not neutralize 2 Nanomancers in system)
 - NOTE: Neutralizes own Nanomancers too

JUMP DRIVE DEVICE

- **Pilots:**
Jump-Range Tolerance
(any: +2%, Fast: +5%, Flexible: +10%)
- **Engineers:**
Jump-Cost Discount (any: -5%, Wise: -10%, Intelligent: -20%)

SPACE-EGG CANNON

- **Scouts:**
 - [any]: -25% minting cost
 - Flexible: Distance Bonus +2
 - Inspiring: Tier Bonus +1
 - NOTE: Flexible and Inspiring includes -25% discount perk

NOTE: All effects are stackable

Outlook: Citizens will be used to colonize habitable planets in the next expansions!

