

STAR NOMAD



Welcome Pilots,

"Firstly, thank you for playing Star Nomad. Its a love letter to all the oldschool spacesims that gave me so much fun as a teen & cemented my passion for Sci-Fi. It was crafted during my early adventure into being a gamedev, with very limited talent... but I hope its able to bring back a sense of nostalgia as you play it."

- Anh Huy Phan (2014)



Star Nomad was designed to be played with a mouse or on touch-screen notebooks or PC tablets. To fly, click/touch anywhere in space. Your ship will head towards the designated location & inertia will carry it forward. To stop, click near or on your ship.

For more elite pilots, keyboard short-cuts are also available.

Modules: S = Shield Boost, E = EMP, X = C-Beam Cannon, A & D = Missiles

UI: Z = Zoom, P = Pause, C = Cargo, O/Tab = Star Map



During flight, to determine your relative position, use the Navigation Icons as a rough guide. Fly towards a Nav to arrive at the desired location.

Docking with a station is an automated process. Simply fly above a station, your ship will come to a stop. Access the station services by clicking on the dock icons (Ships, Trade, Modules).

During your travels, you will encounter merchant NPC distress calls on the comms HUD along with a SOS Nav Icon. If you wish to assist, fly towards the SOS Nav, but beware, pirates will not appreciate your intervention.

[Economy: Or How to Make a Living In The Wildlands]

There are many lucrative opportunities for law abiding citizens, from cargo hauling (buy low, sell high), to mining, to being a mercenary for hire. For less ethical pilots, drug (Contraband) smuggling is a high risk/reward option.

Some pilots with no morality may even consider plundering merchants for their spoils.

If you happen to destroy enemy ships, a credit reward is automatically sent to your account, for either the bounty or ransom.

To use station services, access the docking menu and use one-click or drag & drop to perform trading, buy & sell modules and re-arm missiles.



[Missions: Or How to Get Paid Extra for Pew Pew]

Once you've acquired some experience and equip the starter Nomad with some Mk1 Modules (Point Defense, Shield Matrix, Hawkeye Missiles), you can embark on a Mercenary career.

The Mercenary & Merchants Guild HQ is located in Al Dhanab & Gemini. The missions from Al Dhanab are easier, designed for an equipped Nomad or Stiletto. Gemini missions are more difficult but also more rewarding and you will need a Centurion with Mk2 modules or better.



Active missions have the objective info shown on the lower right. Note that jumping out of the active mission system will fail the current mission.

Missions may involve Fleet battles (many in Gemini HQ), in these scenarios, always remember your objective is to assist and keep the allied Fleet alive.

The best way to achieve this is to either draw some fire onto yourself when possible or position your ship to enable your Point Defense module to knock out enemy missiles.

[Mining: Or How to be a Space Dwarf with a Laser Pickaxe]

Grab the Laser Turret upgrade from the shipdock, then proceed to blast apart mine-able asteroids. Open your cargo and fly to the fragments to scoop up the bounty for sale at Refineries!



[Star Map: Or Where to the Nearest Pleasure Dome?]

To open the Star Map anytime during flight, press the icon on the lower right or use the keyboard short cut (Q or Tab). Your current system will blink. The relative positions of other connected systems correspond to the location of in-sys jump points.



The star colours represent the faction in control of that system:
White = Civilian, Yellow = Pirates, Red = Yamada & Blue = Confed.

Below the Star Map is the dynamic faction indicator. This shows your current standing among the four major factions (Civilian, Pirates, Confed, Yamada).

A green dot w/ a blue cross symbolizes friendly standing. A cross-hair means they consider you an enemy and will seek to destroy you on sight.

Your actions can alter this dynamic standing. Plundering merchants & pirates will consider you a friend. Destroying Confed ships will make Yamada forces your ally and vice versa.

***Thank you for the support, keep
an eye out for Star Nomad 2!***

