

YourCORP Foundation

Build Your Very Own Corporation



Name YourCORP Foundation

Mod version 1.16

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Latest Compatible Game version 1.8b2

First Release Date 14/04/2017

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Official Thread

This Thread is contain some announcement of mod update for YourCORP

YourCORP Mod in Forums

How to Download?

Currently Xelerus is dead link, you need to go forums to obtain the mods. The mods will be available in Multiverse as soon as possible.

How to Install Mod to Game?

- 1) After download the mod, you must place it in Extensions folder in Transcendence folder!
 - a. If you haven't any, create folder named Extensions!
 - b. The mod is have his own folder, that will not make your Extensions folder more messy.
- 2) Start Transcendence.exe
 - a. The mod must running in compactible game version, some older or newer version may denied YourCORP mod. Keep track our update or Transcendence update.
- 3) Activate this mod by enabling YourCORP

What is YourCORP?

Have you dreamt that you can founding a corporation in Transcendence? Then this is the mods for you.

This mods will enabling you the great ability to build and investing a station, the stations will generating some profit that you can collect everytime.

How to build a station?

To build a YourCORP station, you must get a license. The license can be bought in your ship interior, go to download panes to obtain licenses. Without license, you can't even build yet. The licenses only build a station that unlocked by themselves, and requiring very much credits to build one. Find any destroyed station, and then you can choose what your station that you want to build.

Here are following licenses that can be acquired.

License Level	Value	Unlocking
Basic	5000	<ul style="list-style-type: none">- Warehouse- Agricultural Station- Recycler Center- Habitat Station- Material Factory
Standard	20000	<ul style="list-style-type: none">- Mining Colony- Equipment Dealer- Fuel Depot- Depot Facility- Auton Manufactory
Illegal	40000	<ul style="list-style-type: none">- Bandit Camp- Drug Cartel Lab- Black Market
Advanced	80000	<ul style="list-style-type: none">- Luxury Hotel- Manufacturing Plant- Shipyard- Insurance Facility- Mercenaries Fortress

How to get a profit?

It's simply just wait for a transport ship coming to your station. Everytime the transport ship dock to any station, they will give you credits based on level of station. You might voluntary defend transport ship from all pirates attack.

If you want a quick cash, you can drop some items to stations that needs material. Founding a station may sacrifice much money, but it should be fine as they can give you fair amounts of credits continuously.

Side function?

Yes, there are several side function almost every station. You can store and load cargo at Warehouse, refuel at Fuel Depot, order items in Depot, or even hire a mercenaries in Mercenaries Fortress.

Station properties?

YourCORP stations can be renamed to suite your needs, hire some guards, and even build a turrets and barricades around it. Also, if you is not happy with YourCORP station, you can rebuild it. Check your station properties.

The station that can be built?

Stations	License Level	Value	Bonus Profit	Side Function/Bonuses
Warehouse	Basic	16000	x3	Storing And Load Cargo
Agricultural Station	Basic	20000	x5	Selling Agriculture Items Up To 150%
Recycler Center	Basic	18000	x2	Custom Work, Selling Damaged Items
Habitat Station	Basic	10000	x1	-
Material Factory	Basic	84000	x30	Selling Resources Items
Mining Colony	Standard	90000	x50	Selling Ores,Buying Mining Equipment
Equipment Dealer	Standard	80000	x20	-
Fuel Depot	Standard	87000	x40	Refueling Discount Up To 30%
Depot Facility	Standard	92000	x10	Order Items Infinitely
Auton	Standard	84000	x20	Auton Discount Up To 10%
Manufactory				
Bandit Camp	Illegal	15000	x6	-
Drug Cartel Lab	Illegal	82000	x60	Drug Discount Up To 40%
Black Market	Illegal	650000	x600	Trading Illegal Items
Luxury Hotel	Advanced	600000	x400	-
Manufacturing Plant	Advanced	620000	x300	Buying Starship Equipment, Limited Dock Services
Shipyards	Advanced	640000	x300	Dock Services, Ship Broker
Insurance Facility	Advanced	700000	x500	Purchasing Insurances
Mercenaries Fortress	Advanced	680000	x200	Hiring Mercenaries, Dock Services

Mercenaries System

What make this mods is unique is a Mercenaries Fortress.

Mercenaries is a wingman that can be hired in Mercenaries Fortress.

The Mercenaries (Or simply, Merc) are different than common wingman, they can response the player with dynamical responses.

Mostly, they are elite gunship, which equipped with advanced dynamical weapon, launcher, shields, and even shield; including 'third party' equipments. Also, they can ordered to explore the systems.

Here are following ships that can be hired in the Mercenaries Fortress:

Ship Class	Value	Weapons	Launcher	Shield	Armor
Ronin/Y	65000	(Random level 5-6)	Random launcher, with random ammunition	(Random level 4-5)	(Random level 5-6)
Wolfen/Y	90000	(Random level 6-7)	Random launcher, with random ammunition	(Random level 5-6)	(Random level 6-7)
Centurion/Y	190000	(Random level 7-8)	Random launcher, with random ammunition	(Random level 6-7)	(Random level 7-8)
Britannia/Y	30000	(Random level 8-9)	Random launcher, with random ammunition	(Random level 7-8)	(Random level 8-9)

Extension

We support other 'third party' extension from any equipments, mercenaries will uses various weapon and shield, including weapon that using ammo.

Special Thanks

- **My self Xd**
 - For the ideas for a mod
 - For making the mod
- **George Moromisato**
 - The Creator of Transcendence
 - Providing the code and image resources
- **Members of Transcendence forums**
 - For discovering bugs and inspiration
- **Mods from Xelerus**
 - For inspiration and giving me ideas
 - For a reference
- **My parent**
 - Not directly but support anything to me
- **My god (Allah SWT)**
 - For everything he provide to us