YourCORP Foundation

Build Your Very Own Corporation

Name YourCORP Foundation

Mod version 1.1

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Latest Compatible Game version 1.7

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Official Thread

This Thread is contain some announcement of mod update for YourCORP

[YourCORP Mod in Forums](#)

How to Download?

You can download directly to this [link](#)

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, and then 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	- Warehouse - Agricultural Station - Recycler Center - Habitat Station
Standard	15000	- Material Factory - Mining Colony - Equipment Dealer - Fuel Depot
Illegal	30000	- Drug Cartel Lab - Black Market
Advanced	45000	- Luxury Hotel - Depot Facility - Manufacturing Plant - Shipyard - Insurance Facility
Complex	135000	- Mercenaries Fortress - Research Facility

How to get a profit?

It's simply just collect a profit to your station, and you will get a number of wads, packs, cases, or even a chest of credits. It's based your station's level, Basic station will give you a wads while Advanced station can give you a case.
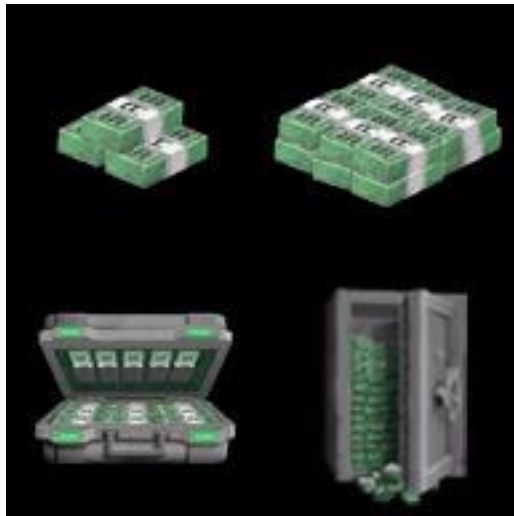
If you want a quick cash, you can drop some items to stations that needs material. Founding a station may sacrifice much credits, but it should be fine as they can give you amount of money continuously.

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 want to replace YourCORP station, you can rebuild it. Check your station properties.

The station that can be built?

Stations	License Level	Value	Side Function
Warehouse	Basic	16000	Storing and Load Cargo
Agricultural Station	Basic	31000	Selling Agriculture Items
Recycler Center	Basic	28000	Custom Work, Selling Damaged Items
Habitat Station	Basic	13000	-
Material Factory	Standard	91000	Selling Resources Items
Mining Colony	Standard	94000	Selling Ores, Buying Mining Equipment
Equipment Dealer	Standard	90000	-
Fuel Depot	Standard	92000	Refueling
Drug Cartel Lab	Illegal	91000	-
Black Market	Illegal	780000	Trading Illegal Items
Luxury Hotel	Advanced	670000	-
Depot Facility	Advanced	710000	Order Items
Manufacturing Plant	Advanced	680000	Buying Starship Equipment, Limited Dock Services
Shipyard	Advanced	700000	Dock Services
Insurance Facility	Advanced	730000	Purchasing Insurances
Mercenaries Fortress	Complex	1380000	Hiring Mercenaries, Dock Services
Research Facility	Complex	2400000	-

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 equiped 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/D	30000	(Random level 5)	Random launcher, with random ammunition	(Random level 4)	(Random level 5)
Ronin/E	65000	(Random level 6)	Random launcher, with random ammunition	(Random level 5)	(Random level 6)
Wolfen/S	90000	(Random level 7)	Random launcher, with random ammunition	(Random level 6)	(Random level 7)
Centurion/XL	190000	(Random level 8)	Random launcher, with random ammunition	(Random level 7)	(Random level 8)
Centurion/LX	260000	(Random level 9)	Random launcher, with random ammunition	(Random level 8)	(Random level 9)
Britannia/X	400000	(Random level 10)	Random launcher, with random ammunition	(Random level 9)	(Random level 10)

Extension

We have been collaborate with Semesta I.G.C. Their sentinels, can be launched from YourCORP station to guard the station.

We also 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
  - o For the ideas for a mod
  - o For making the mod
- ➢ George Moromisato
  - o The Creator of Transcendence
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  - o For Cash Image Resources
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