Flight manual

A practical guide for new commanders



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Take command



Open wardrome.com/technocracy on desktop. Sign in with your Wardrome account. New commanders confirm their email through Wardrome.com. On phones and tablets, install Technocracy from a supported browser, open it from the home screen and turn the device sideways. If asked to confirm access in the browser, complete the sign-in there and copy the confirmation code back to the installed app.

The Founder can occupy available ADAM₀ and EVE₀ bodies. Speak to a controllable unit and ask to take control. Your consciousness moves to that body where it stands. Physical transport instead moves the current body and any assigned companions to another location.

Move and talk



On foot, use the arrow keys or click a walkable point on desktop. Use the joystick or tap the floor on mobile. Automatic doors, stairs and lifts connect rooms and decks. Use the onboard navigator to pick a room and follow a route.

Approach an officer to talk. Type or use browser dictation when supported. During an episode, the objective and contextual buttons describe what you can do. Review the dialogue history if you missed a line. Adjust speech, music and effects in settings.

Start and finish a mission



Open Missions and choose an available report, then select Participate. Watch the briefing. Follow the navigator or the officer's instruction when the operation starts elsewhere. Pay attention to the place, objective, time limit and any supply requirements.

Use the contextual orders and perform physical objectives as they appear. Review the ending and open completed missions for the record. For free exploration, leave the ship or enter the sector independently of a mission.

Explore and land



Open Explore to pilot the fleet. Use Map to choose a system and plot a route. Follow the gates to another sector. Select nearby objects to see relevant actions. Use the laser and extraction controls on eligible asteroids to obtain materials.

Scan a planet before attempting to land. Travel into range and select an available landing method. A transporter or a shuttle may be required. On a suitable surface, interact with the settlement beacon, operations centre or depot when present. Use the return command to go back to the ship.

Train and build



Visit the hangar to launch a fighter for training. Read the local flight HUD, acquire a target, then fire. The training HUD shows shields, hull and target direction. Return to the carrier when the sortie ends.

In the gym, select martial arts or fencing and choose an available sparring partner. On desktop combine WASD and arrow directions. On mobile use the two controls displayed in combat. Open the Ship Computer to see research prerequisites, costs, duration and the upgrades each entry unlocks.

Meet other commanders



Use Chat, Mail or Guild to coordinate. In Explore, bring the two online fleets into the same sector and within two cells. Select the other fleet and choose Contact, or open Encounters. Invite the commander aboard, propose a joint rescue or challenge them to a real-time duel. Both players confirm before a visit or duel begins.

When a compatible mission is in progress, a nearby commander may offer allied assistance. Each commander retains control of their own campaign. A valid bounty is a separate encounter with its own conditions.

Solve common problems



If the mobile page asks you to install the app, reopen Technocracy from its home-screen icon after installation. If voice input is missing, type your message or check the browser's microphone support and permissions. If a route or action is unavailable, confirm your destination, proximity, mission objective and resources. If a live order reports a lost response, use the displayed recovery action when available before submitting it again.

If the issue persists, open the in-game bug reporter and include what you were doing and an optional screenshot. Keep private messages and account details out of attachments.