

24 MAIN MISSIONS / 12 CONTRACTS

Mission operations

Deliver friendly requests before they expire. Reach the first star to clear a main mission; contracts may add spending, hardware or recovery requirements.

01 Review the load.

Select a mission in Campaign. Read Waves, Towers and Goals, then Deploy.

02 Place the equipment.

Tap an equipment card, then a highlighted compatible site. Check credits and spare power before building.

03 Commission, then dispatch.

Let construction finish and tap Start wave. Pause stops traffic and all build, upgrade and repair jobs.

04 Inspect the next wave.

Tap the wave counter for Plan: Work, Threats and Disruptions. Keep Auto waves off for planned changes.

Credits: deliveries fund the next build. Between waves, repair damage and finish commissioning before dispatch.



Mission 1: build a second Quick near the exit, then add a third before wave 2. Quick costs 55 credits. Deliver 8 / 10 / 11 of 12 requests for 1 / 2 / 3 stars.

WORKLOAD TYPES



Chat

Light / Quick



Code

Fast / Quick



Image

Heavy / GPU



Batch

Slow, heavy / GPU

INCIDENT RESPONSE



Corruption

Wrecks Quick/GPU, or spreads faults.

Firewall upstream; ECC for faulted friendlies.



Flood

Slows nearby friendly traffic by 25%.

Firewall; keep healing the delayed requests.



Malware

Jams a service tower for 4 seconds.

Firewall; cover the gap or pay for recovery.



Spoof

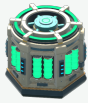
Consumes the first 3 compute pulses.

Firewall reveals it and deals damage immediately.

COMPUTE / TRANSPORT / FACILITIES / SECURITY

Equipment, power & cooling

Values are T1 / T2 / T3. The first credit price builds T1; the next two are separate upgrade charges. Power is shown in game MW.

EQUIPMENT	IN-GAME ROLE	CREDITS T1 / T2 / T3	MW T1 / T2 / T3
 Quick	Chat and Code healing. T2 prioritizes Code; T3 adds a critical-health rescue boost.	55 / 65 / 125	10 / 18 / 32
 GPU	Image and Batch healing. T2/T3 add healing splash to nearby heavy workloads.	120 / 105 / 190	28 / 42 / 65
 Cache	Faster friendly transit and less health loss while requests are in coverage.	75 / 95 / 175	16 / 24 / 36
 Traffic Gateway	Transit support, retry management and routing where alternate paths exist.	110 / 110 / 185	18 / 24 / 32
 Power	Adds generation. Its own output is unavailable while it is being upgraded.	90 / 100 / 180	+80 / +140 / +220
 UPS Battery	Stores spare power for outages. Both stored energy and discharge output are limited.	100 / 110 / 175	80 / 120 / 160*
 Cooling	Removes heat and boosts nearby compute. Select it to see its coverage dome.	80 / 90 / 160	12 / 18 / 26
 Maintenance Bay	Automatically dispatches paid repairs to wrecked or jammed equipment in range.	125 / 125 / 200	16 / 22 / 30
 Firewall	Damages hostiles and reveals Spoof immediately. Upgraded Firewalls add Flood sweep.	95 / 90 / 160	18 / 26 / 38
 ECC Relay	Clears faults in friendly requests. T2/T3 correct nearby requests together.	115 / 110 / 185	22 / 30 / 42

MW: draw for service/support equipment; + values are Power output. *UPS values are maximum discharge output, not continuous generation.

Power planning

Use Plan to check the supply affected by an outage. Charge UPS beforehand and compare its reserve with the expected load and outage duration.

Thermal limit

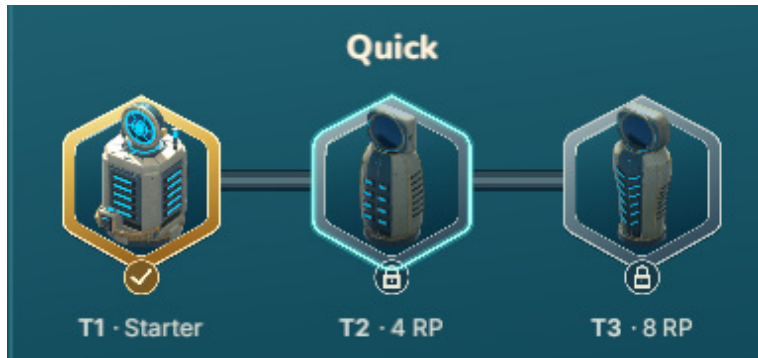
Above 75 heat, service is 35% slower. Add Cooling around the busy processors or spread work across more towers.

BLUEPRINTS / TIER ACCESS / RESEARCH POINTS

Research & tower unlocks

Open Research from Home or mission results. Spend research points (RP) to unlock a tower family or its next tier.

1 SELECT A TIER



1. Select the technology.

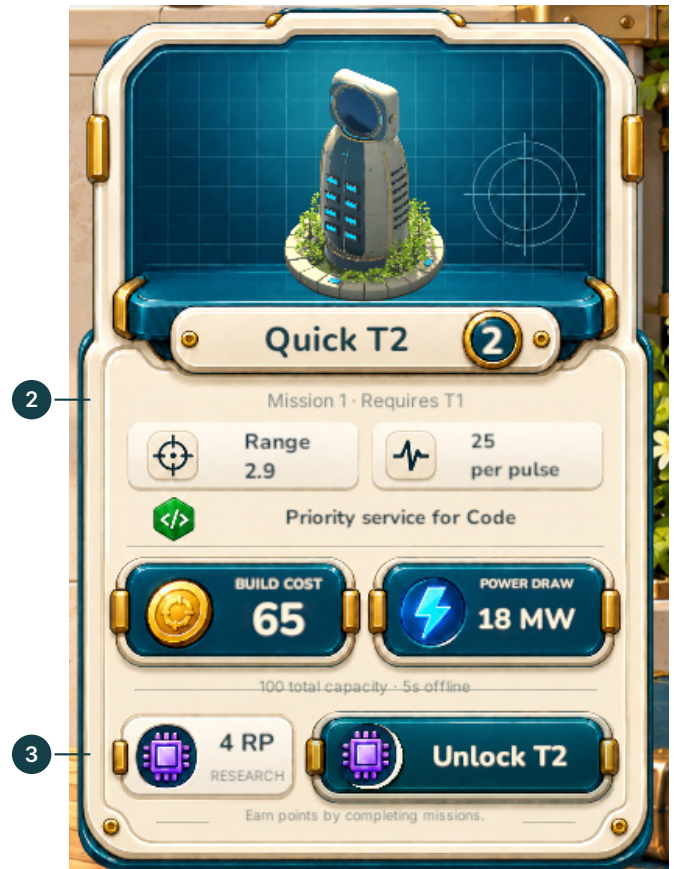
Drag the tree, then tap a tower tier. The connected nodes show T1, T2 and T3 for that family.

2. Check its requirements.

Clear the named mission and own the previous tier. Quick T2 requires Mission 1 and Quick T1.

3. Unlock it with RP.

Tap Unlock tower, Unlock T2 or Unlock T3. Quick T2 costs 4 RP; its 65-credit installation is a separate mission purchase.



RESEARCH MISSION REQUIREMENTS

FAMILY	T1	T2	T3
Quick	Start	1	8
GPU	1	7	16
Cache	9	10	12
Gateway	10	12	20
Power	Start	6	16
Cooling	2	5	13
UPS	6	14	22
Maintenance	17	18	20
Firewall	4	8	19
ECC	11	12	23

RESEARCH COSTS & SAVED RUNS

T1: 2 RP / T2: 4 RP / T3: 8 RP. Quick and Power T1 are free starters. Mission results earn RP; improved replays pay only the extra reward.

New runs use new research. Continue and Retry Opening retain the saved mission's technology.

Refund resets purchased research and returns the RP actually spent. EVOCS code unlocks remain.

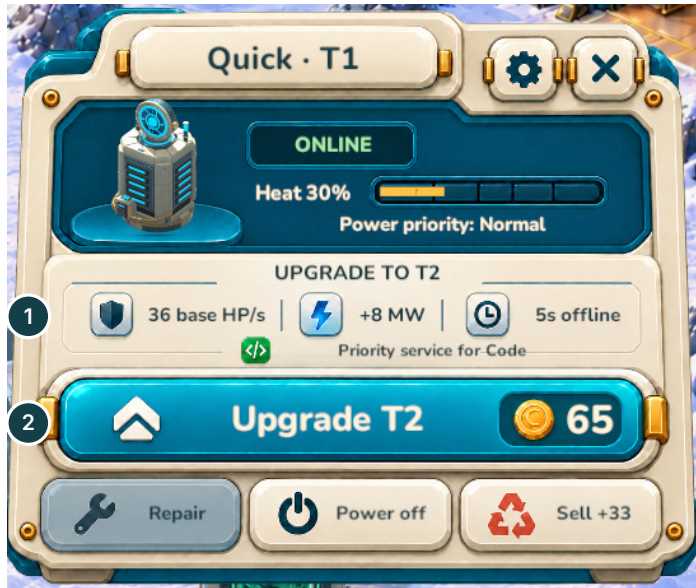
Mission loans grant temporary T1 access only. Stars record results and cannot be spent.

CHANGE WINDOWS / SERVICE RECOVERY

Upgrades & repairs

Tap a tower to open its inspector. Use the displayed status, credit price, power requirement and downtime to decide the next action.

UPGRADE INSPECTOR



Quick T1: +8 MW, 5 seconds offline, 65 credits to upgrade to T2.

WRECK REPAIR



Quick T2 wreck: Repair 42 restores the existing tier. Clear wreck removes it.

1. Review the change. Own the next research tier. T2 needs at least **100 MW total capacity**; T3 needs **180 MW**, plus enough spare power for the job.

2. Tap Upgrade T2/T3. Pay the shown credits, then resume. The tower stops serving while commissioning. Keep another server covering its route.

Blocked? Read the inspector reason: research, credits, capacity, an active job or a contract limit. Repair a wreck before upgrading it.

Power and salvage

A Power tower supplies nothing during its upgrade. Healthy towers sell between waves for 60% of their invested credits. Clear wreck takes 2 seconds and returns no credits.

1. Check the status. A wreck needs a paid repair. A software jam can expire on its own, or be cleared by a paid recovery.

2. Tap Repair, then resume. Wreck recovery costs **35% of invested build/upgrade credits**, rounded up, and restores the same tier. Spare restart power is required.

Jammed tower: recovery costs **15 / 20 / 25 credits** at T1/T2/T3 and takes **1.5 seconds**.

Automatic and emergency repairs

Maintenance Bay pays for repairs in range; its gear menu sets a 0 / 55 / 110-credit reserve. Emergency repair uses the normal fee, takes 45% less time and has a 40-second cooldown.

Quick T2 repair example: (55 build + 65 upgrade) x 35% = **42 credits**; normally **8 seconds**.

MISSION 08 / CHANGE CONTROL / RESERVE POWER

Outage drill: Ridge Blackout

Wave 3 cuts grid power by 80% at 8 seconds, for 14 seconds. Plan your coverage, check the reserve and make the three calls below.

PLAN YOUR COVERAGE



- A / Entry:** put Firewall coverage upstream of compute.
- B / Routes:** cover both lanes with Quick and GPU.
- C / Exit:** retain a final healing opportunity.

WORKED POWER BUDGET

2 Quick T1	20 MW
1 GPU T1	28 MW
1 Firewall T1	18 MW
Site overhead	20 MW

TOTAL LOAD 86 MW

One full UPS T1: 80 MW output; 900 stored energy.

Blackout grid: 30 MW.

UPS load: 86 - 30 = 56 MW.

14 seconds: 784 / 900 energy.

Power choices use this load.

BEFORE WAVE 3

Turn Auto waves off. Check **Plan > Disruptions**, fully charge the UPS and finish active jobs. Set essential towers to **Critical** in their gear menu. Keep **42 credits** available if a Quick T2 needs repair.

MAKE THE CALL

1. Upgrade now or defer?

Quick T2 costs 65 credits, adds 8 MW and takes 5 seconds offline.

DEBRIEF / READ AFTER CHOOSING

Defer until grid recovery. With this load, the upgrade needs 896 / 900 UPS energy through the outage. Only 4 units remain. Add generation first if you need T2 for wave 3.

2. More compute or power?

Another GPU T1 costs 120 credits and adds 28 MW.

Power first. The extra GPU raises demand to 114 MW; grid plus UPS can supply only 110 MW. A 90-credit Power T1 adds 80 MW throughout the blackout.

3. Repair or replace?

Recovery case: after the outage, a Quick T2 is wrecked. Repair it or clear the site?

Repair for 42 credits and 8 seconds to retain T2. Clearing gives no refund; a new Quick T1 costs 55 credits and loses a tier. Check spare restart power.

Replay: change one decision. Record deliveries and stars; note which tower lost power first.

LEVEL ACCESS / TECHNOLOGY ACCESS

Level & technology codes

Codes permanently unlock a named mission on this device and the tower technologies available through its milestone. They are not case-sensitive.

1. Open **Settings > Redeem code**. 2. Enter a code below and tap **Redeem**.
3. Tap **View level**, then start a fresh run to use the unlocked technology.

MAIN MISSIONS

LEVEL	CODE
01 First Connection	EVOCS-LINK
02 Mixed Workload	EVOCS-MIX
03 Stay Online	EVOCS-LIVE
04 Corruption Alert	EVOCS-ALERT
05 Across the Ridge	EVOCS-RIDGE
06 Backup Window	EVOCS-BACKUP
07 Rolling Maintenance	EVOCS-SHIFT
08 Ridge Blackout	EVOCS-DARK
09 Rush at the Gates	EVOCS-RUSH
10 Retry Loop	EVOCS-RETRY
11 Contagion	EVOCS-VIRUS
12 Launch Day	EVOCS-LAUNCH
13 High Noon	EVOCS-NOON
14 Solar Dip	EVOCS-SOLAR
15 Cooling Reserve	EVOCS-COOL
16 Peak Heat	EVOCS-HEAT
17 Ice Station	EVOCS-ICE
18 Remote Repair	EVOCS-FIX
19 Research Window	EVOCS-LAB
20 Whiteout	EVOCS-SNOW
21 Heat Rejection	EVOCS-VENT
22 Eclipse Window	EVOCS-MOON
23 Checksum Fault	EVOCS-FAULT
24 Critical Orbit	EVOCS-ORBIT

OPTIONAL CONTRACTS

LEVEL	CODE
C01 Efficient Start	EVOCS-SAVE
C02 Security Drill	EVOCS-GUARD
C03 Lean Reserve	EVOCS-LEAN
C04 Bridge Shift	EVOCS-BRIDGE
C05 Priority Lane	EVOCS-GOLD
C06 Small Footprint	EVOCS-SMALL
C07 Efficient Compute	EVOCS-GRID
C08 Shaded Route	EVOCS-SHADE
C09 Cold Reserve	EVOCS-COLD
C10 Science First	EVOCS-STUDY
C11 Clean Data	EVOCS-CLEAN
C12 Minimal Reserve	EVOCS-BUDGET

WHAT A CODE CHANGES

The named level opens without its normal access prerequisite. Other levels are not automatically opened.

Tower technology through that level's research milestone is included. Contract codes use their parent mission's milestone.

You still pay mission credits for builds, upgrades and repairs, and meet power requirements.

Codes award no stars, RP, credits or completed missions. Continue and Retry Opening keep their original technology.

Example: EVOCS-ORBIT opens Mission 24 and all tower technologies. It does not mark earlier missions complete.