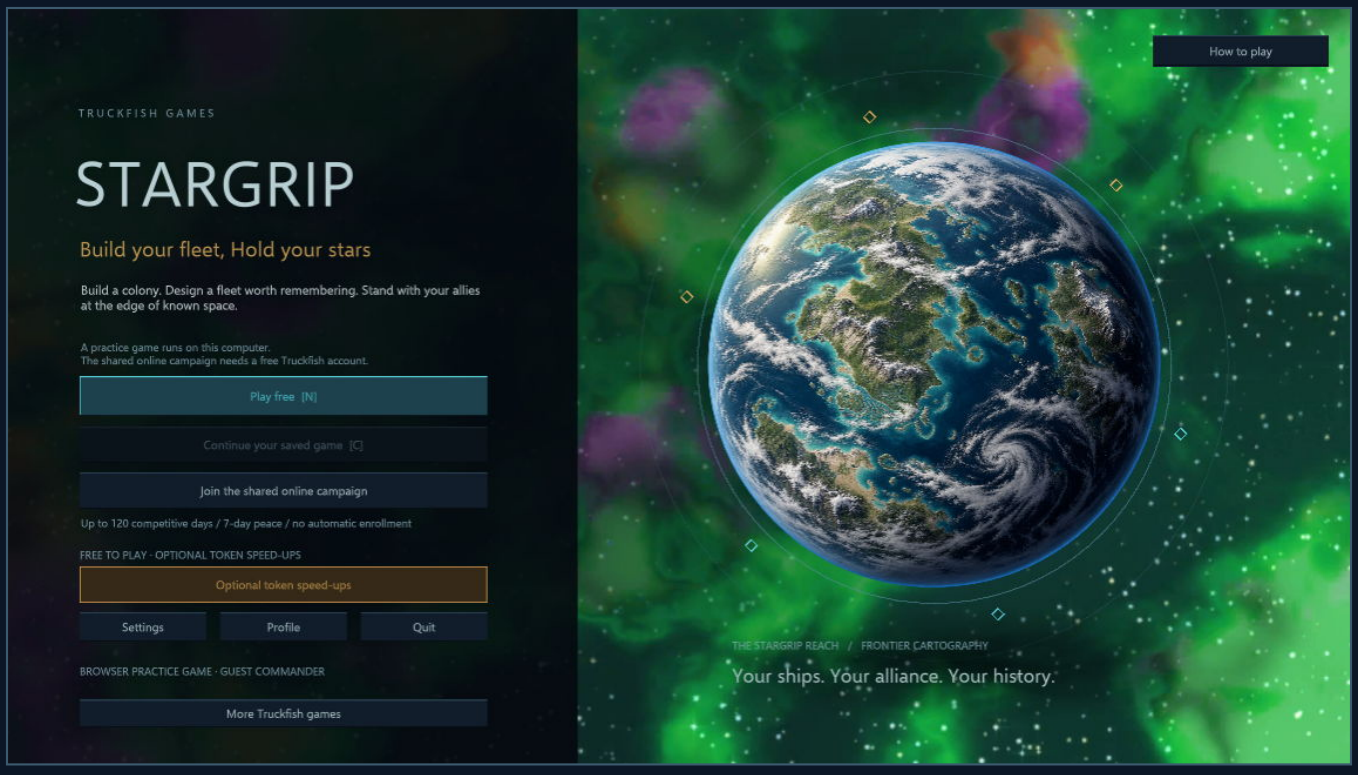
TRUCKFISH GAMES

STARGRIP

Build your fleet. Hold your stars.

Free game booklet



The Stargrip title screen, captured from the live game running in a web browser.

A free space strategy game for your web browser. Settle a planet, design ships and send fleets between star systems. Start a practice game at once, or join the shared online campaign with a free Truckfish account.

PLAY FREE

https://stargrip.truckfishgames.com/

GAME PAGE AND MORE TRUCKFISH GAMES

https://truckfishgames.com/games/stargrip/

https://truckfishgames.com/

Early public release. Build 20261023-0beedede4ffe.

WELCOME

What Stargrip is

Stargrip is a free space strategy game that you play in your web browser. You settle a planet, build up its colony, design your own ships and send fleets across a chart of star systems. Each fleet takes real time to arrive, and the game shows an estimated arrival time before you send it.

There are two ways to play. A practice game runs on your own computer. It starts at once, needs no account and is saved in your browser. The shared online campaign is one world on the Stargrip game server. You join it with a free Truckfish account, and the other commanders who join are in the same world as you.

AT A GLANCE

Price	Free to play. Nothing to install.
Where to play	https://stargrip.truckfishgames.com in a desktop web browser.
Practice game	No account. It runs on your computer and saves in your browser.
Shared online campaign	Free Truckfish account. The game server keeps the world.
Token upgrades	Optional, from $2.99 a pack. Ordinary actions never need them (page 15).
Checked in	Desktop Chromium and Firefox.

EARLY PUBLIC RELEASE

Stargrip is new and still being tested and tuned. A group of players has not playtested it yet, and phones, tablets and older computers have not been tried. If something breaks or confuses you, tell us at https://truckfishgames.com/support/

THE CORE LOOP

1. Your extractors produce Metal, Crystal and Fuel every hour.
2. You spend them on colony upgrades, research and ships.
3. Fleets carry out missions along the lanes. An estimated arrival time is shown before you commit.
4. Alliances coordinate arrivals, and the campaign is decided on three relays.

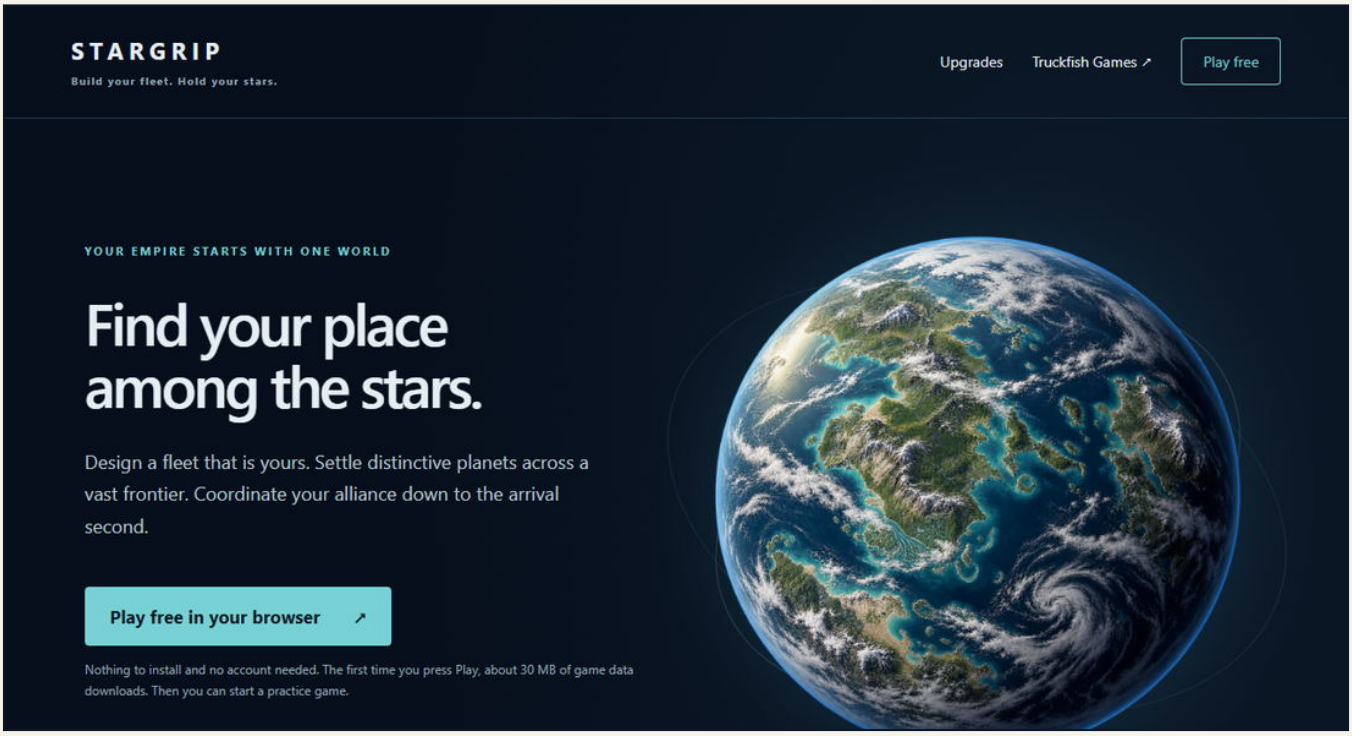
GETTING STARTED

Start a practice game

You need a desktop web browser. You do not need an account or an installer.

1. Open https://stargrip.truckfishgames.com and select "Play free in your browser". About 30 MB of game data downloads when you press the button, so the first start takes longer on a slow connection.
2. A short "Made with Unity" screen appears, then the Truckfish Games startup screen. Select "Continue", or wait a moment and it moves on by itself.
3. On the title screen, select "Play free [N]". A plain page called "How to play" opens (page 5). Select "Start playing". The star chart opens with your first colony already settled.
4. Follow the Next line at the top of the star chart. Select "Save" in the top bar whenever you want to keep your progress. The next time you visit, the title screen offers "Continue your saved game [C]".

Above the game, "Full screen" gives you a bigger view. "Save & return to website" saves your practice game and takes you back to the Stargrip page.



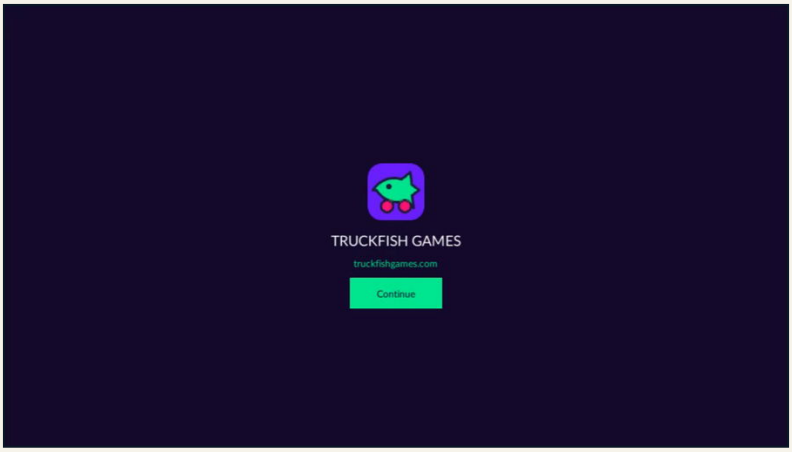
The Stargrip website. "Play free in your browser" opens the game on the same page.

GETTING STARTED

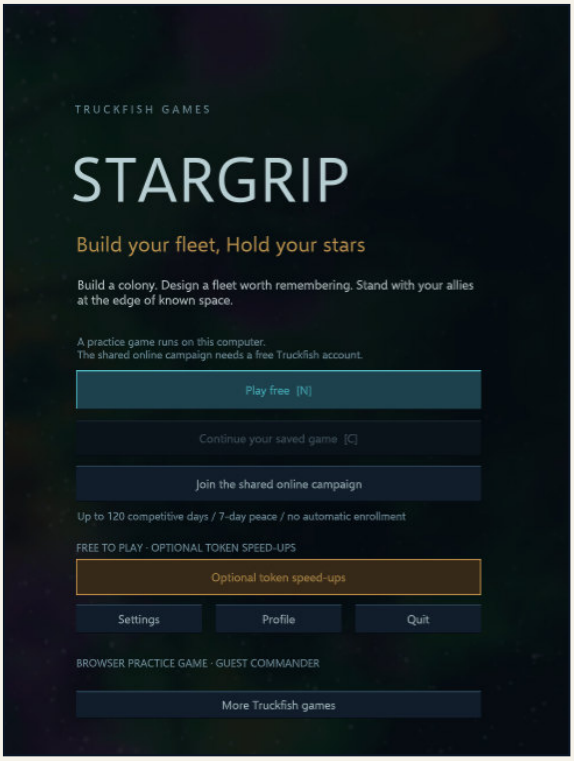
The title screen

After a short "Made with Unity" screen you see the Truckfish Games screen. It shows the Truckfish logo and truckfishgames.com. It moves on by itself after a couple of seconds, or when you select "Continue".

The title screen then opens. The buttons on the left are described below.



The Truckfish Games startup screen.



The title menu on a first visit.

Play free [N]
starts a new practice game. After you have saved once, the button reads "Start a new practice game [N]".

Continue your saved game [C]
loads the practice game saved in this browser. It stays grey until a save exists.

Join the shared online campaign
opens the sign-in for the shared world (page 12).

Optional token speed-ups
is the gold button. It opens the Tokens & upgrades list (page 15).

Settings, Profile, Quit
sit on the next row. Profile asks for a commander name. Saves belong to a profile, so use the same name when you come back.

More Truckfish games
opens the Truckfish Games store.

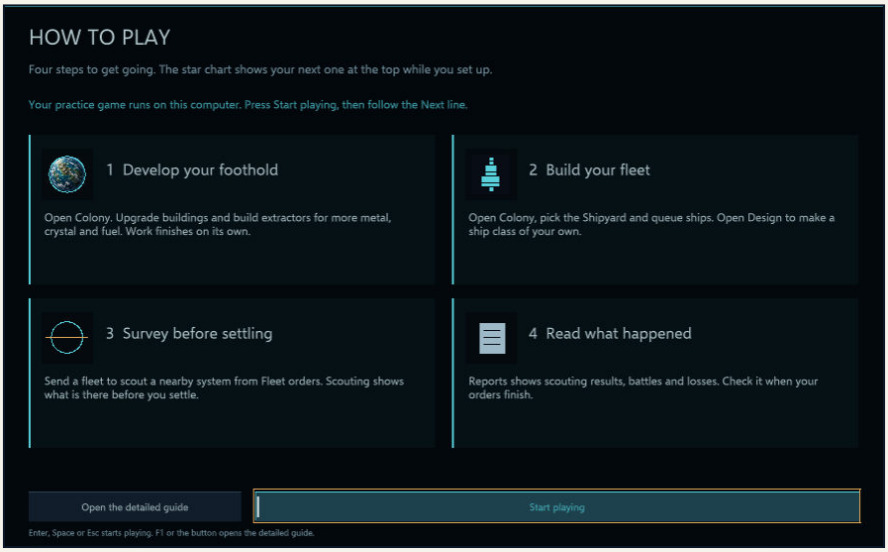
How to play
is at the top right and opens the four-step guide (page 5).

[N] and [C] are keys. Press N or C instead of clicking.

GETTING STARTED

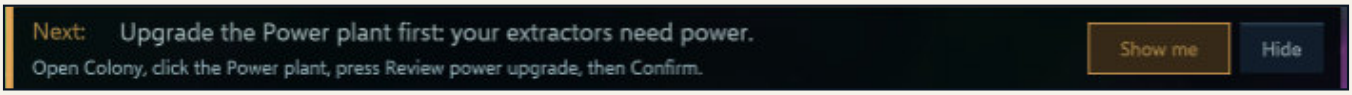
Your first steps

The first time you start a practice game, a plain page called "How to play" opens by itself. It has four cards: Develop your foothold, Build your fleet, Survey before settling and Read what happened. Select "Start playing", or press Enter, Space or Esc. "Open the detailed guide" (or F1) opens the longer help page (page 14). The page opens only the first time. The "How to play" button on the title screen shows it again.



The first-steps page of a new practice game.

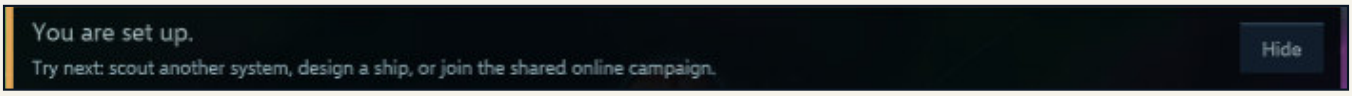
A strip called the Next bar runs across the top of the star chart. It names the clicks for each step, and "Show me" makes the first click for you: it opens the right page, selects the building and puts a gold frame on the button to press. "Hide" puts the strip away for now. The three steps are to upgrade the Power plant, queue your first ship at the Shipyard, and send a scout to a nearby system.



Step 1. Open Colony, click the Power plant, press "Review power upgrade", then "Confirm".



Step 3. Press "Show me", then "Commit scout". Click another planet first if you like.



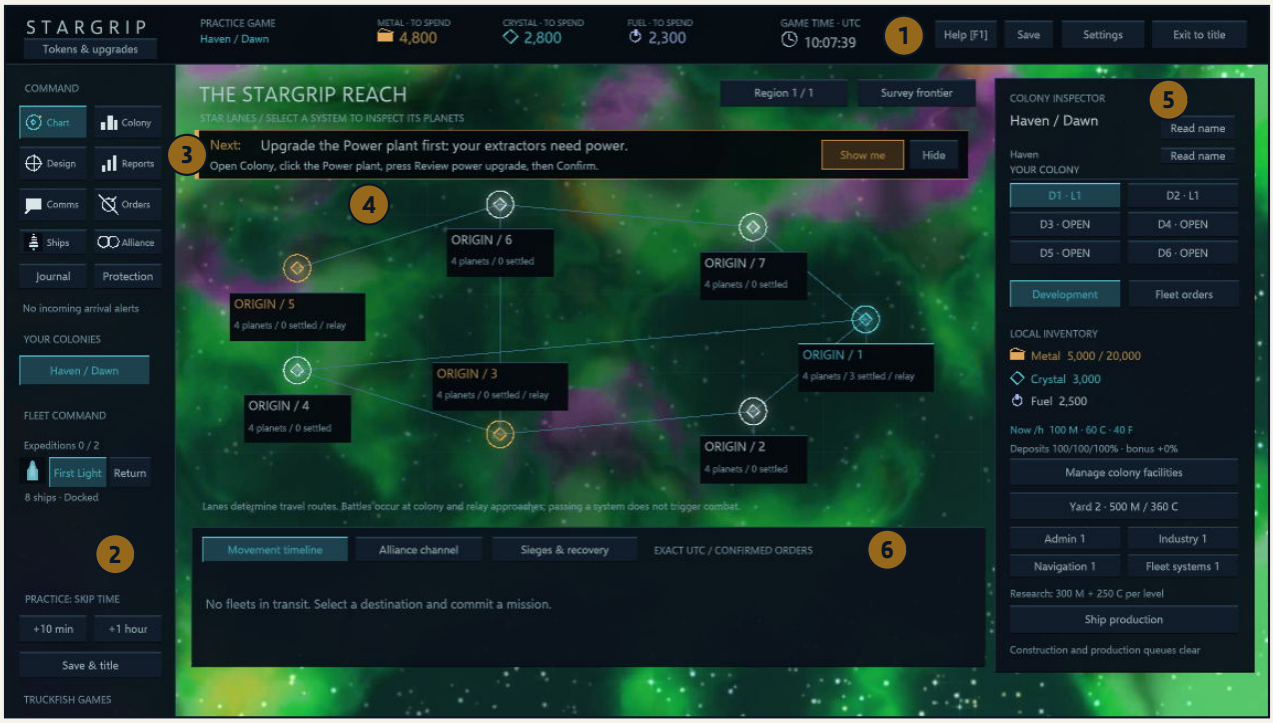
When all three steps are done, a card says "You are set up."

Upgrades and ships take real time. The game says so after you confirm: "Upgrades take real time. PRACTICE: SKIP TIME jumps ahead." The "+10 min" and "+1 hour" buttons in the left rail jump the practice clock forward. The Settings screen has a "Next-step hint" switch for the strip.

PLAYING

Read the star chart

The chart is the main screen. Seven star systems are joined by lanes, and each system holds four planets. Select a system to look at its planets. A label next to each system shows how many of its planets are settled. Three systems are labeled "relay". Those are the campaign's three relay objectives (see the journal, page 11).



A new practice game, default text size. The numbers match the list below.

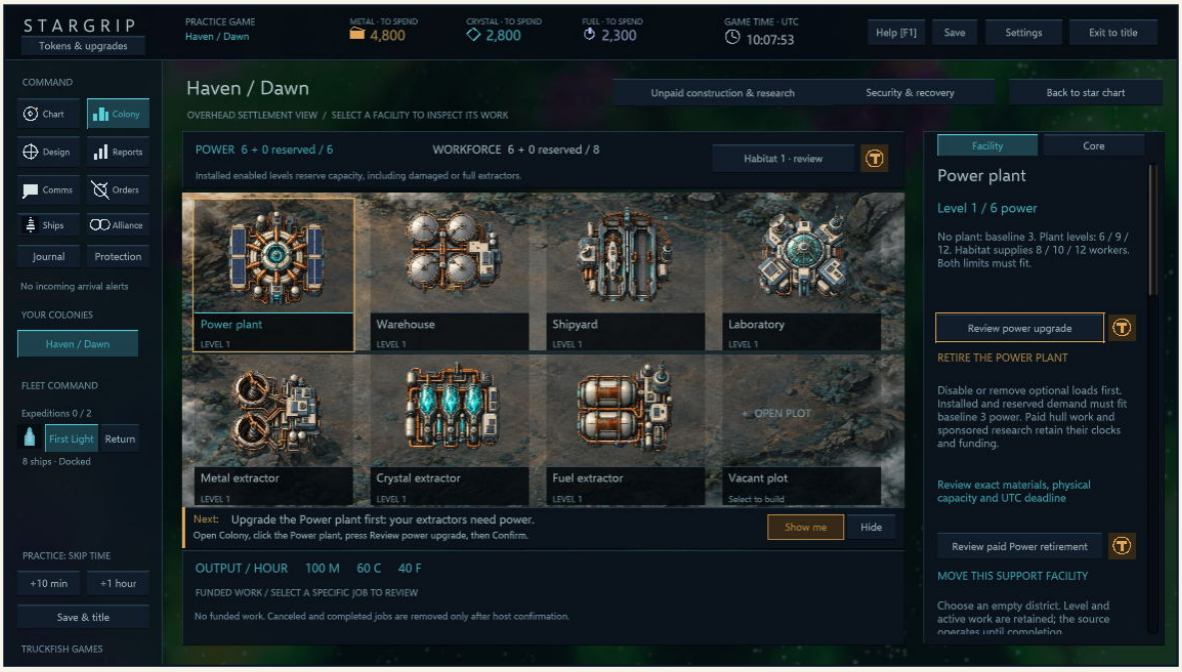
1. Top bar: the Metal, Crystal and Fuel you can spend, each with an icon, the game clock in UTC, and the Help, Save, Settings and Exit to title buttons. "Tokens & upgrades" sits under the Stargrip logo.
2. Command rail: Chart, Colony, Design, Reports, Comms, Orders, Ships, Alliance, Journal and Protection. Below the buttons are your colonies, your fleet with its Return button, and the "PRACTICE: SKIP TIME" buttons.
3. Next bar: the next step, with "Show me" and "Hide" (page 5).
4. Star chart: the systems and the lanes between them. "Lanes determine travel routes. Battles occur at colony and relay approaches; passing a system does not trigger combat."
5. Colony inspector: the selected colony's six districts, its stock and hourly output, and buttons for facilities, the yard, research and ship production. Its "Fleet orders" tab sends your fleet out (page 10).
6. Movement timeline: fleets in flight with their confirmed arrival times in UTC. The tabs beside it open the alliance channel and sieges.

Your practice game starts with one colony, Haven / Dawn, and a fleet of eight ships called First Light. The shared online campaign runs in real time and has no skip-time buttons.

PLAYING

Build up your colony

Select "Colony" in the command rail to see your settlement from above. A new colony has eight plots: a power plant, a warehouse, a shipyard, a laboratory, a metal extractor, a crystal extractor, a fuel extractor and one open plot.



The colony page after "Show me" in step 1. Gold frames mark the Power plant and its "Review power upgrade" button.

Select a facility to see its level and its actions on the right. Power and workforce limit what you can run. The line above the plots shows how much of each is in use, for example "POWER 6 + 0 reserved / 6". Extractors produce Metal, Crystal and Fuel every hour, and the output line under the plots shows the current rate.

Every upgrade, conversion and repair starts with a review button. The review shows the cost, the effect and the time before you confirm, and it opens with the Confirm button in view. Confirmed work appears in the funded-work list at the bottom with its completion time.

The star chart's colony inspector has four research buttons: Admin, Industry, Navigation and Fleet systems. The price per level is shown under them. Administration research unlocks more colony slots, and Fleet systems research raises how many fleets you can have out at once.

Round gold token buttons beside some reviews open an optional token upgrade (page 15). Ordinary upgrades never need tokens.

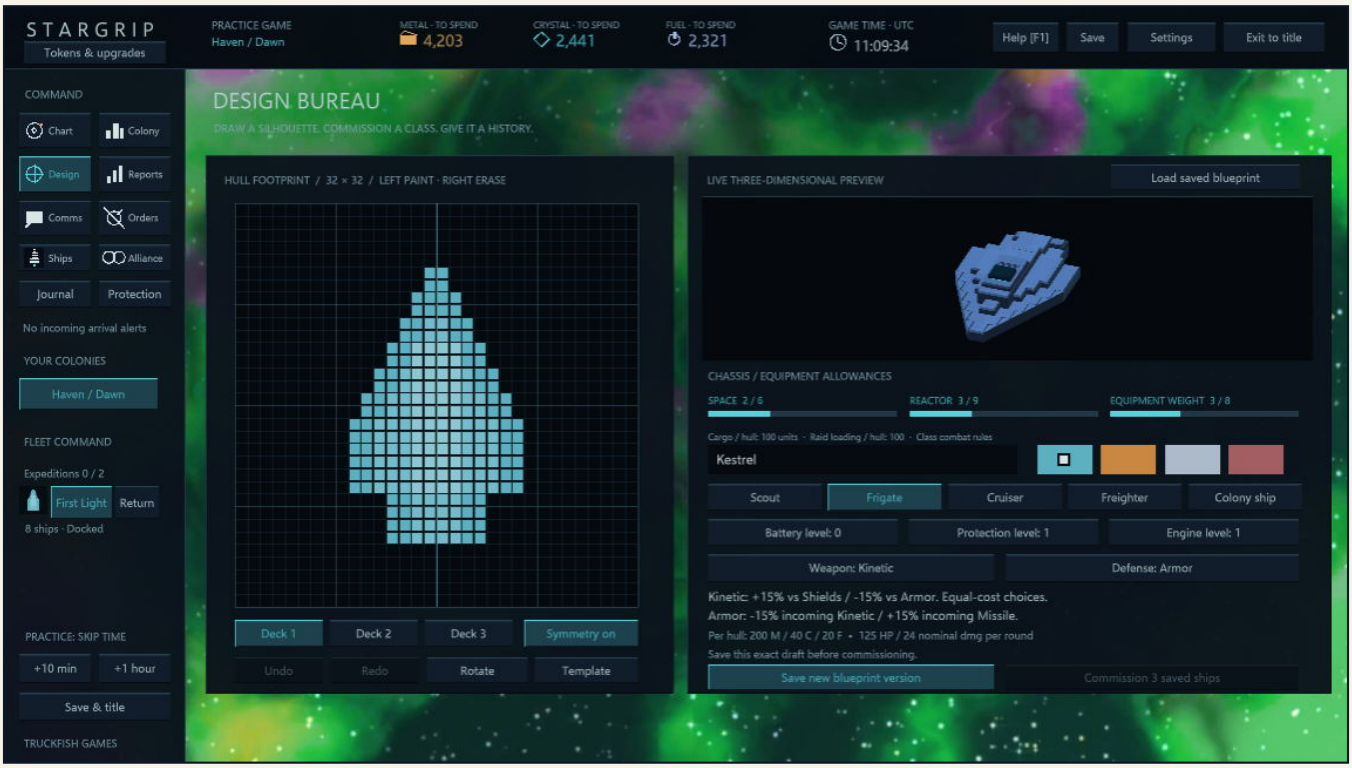


A review opens scrolled to its Confirm button.

PLAYING

Design a ship

Select "Design" to draw a ship. The grid is a hull footprint of 32 by 32 cells. Paint cells with the left mouse button and erase them with the right. The Deck 1, Deck 2 and Deck 3 buttons set the height of the cells you paint. Symmetry mirrors your strokes across the center line, and Undo, Redo, Rotate and Template help you shape the hull. The panel on the right shows a live 3D preview.



The Design Bureau with the Frigate class selected.

Choose a class (Scout, Frigate, Cruiser, Freighter or Colony ship), a name and a color. The fitting bars show how much space, reactor power and equipment weight the design uses against the limits of its class. You can also set battery, protection and engine levels, a weapon and a defense. The text under those buttons explains the matchup. In the screenshot, "Kinetic: +15% vs Shields / -15% vs Armor".

Select "Save new blueprint version" to keep the design. A saved design is a blueprint that a shipyard can build. A hull with disconnected cells, or a fitting that is over its limits, cannot be built. "Load saved blueprint" brings an earlier design back for editing.

Ships you have already built keep the design they were built with. Changing a drawing later does not change them.

PLAYING

Build ships at the shipyard

In Colony, select the Shipyard tile. The panel on the right lists your saved designs under "SHIP PRODUCTION". Pick a design, set how many ships you want with the plus and minus buttons or MAX, and read the cost and the "Starts" and "Completes" times. "Queue 1 ship" pays for the order.

The shipyard builds one ship at a time, and its queue holds up to 30 ships. The line under the button shows your yard queue and your hangar space, here "YARD 0 / 30 · HANGAR 8 / 120". Materials are committed when you queue a ship.

Your practice game starts with the design "Wayfarer Frigate" and eight ships built from it. Open "Ships" in the command rail to see your register. Every ship has its own name, its class and a service history. You can rename ships, and "Organize named ships" splits a docked fleet into smaller formations or joins ships of the same design at the same dock.

The shipyard itself can be upgraded from its panel. A damaged ship can be repaired or refitted to a compatible saved design at a yard. Each of those actions has its own review with cost and time.

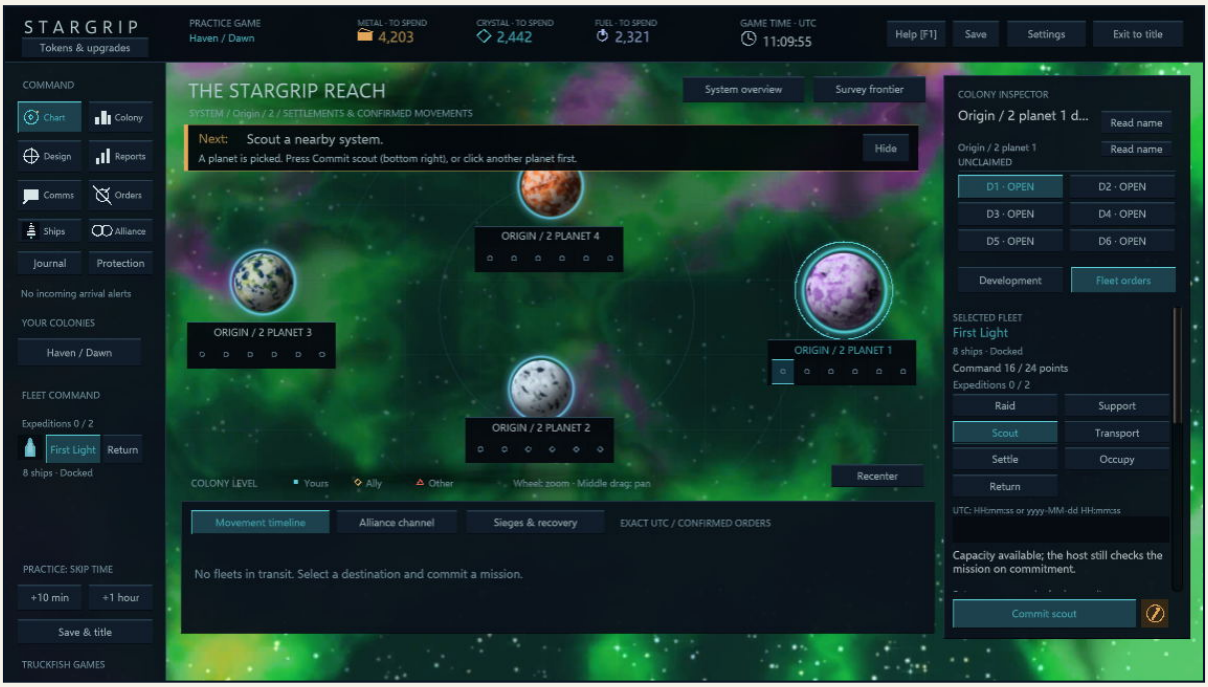


The shipyard panel on the colony page. In step 2 the Next bar frames "Queue 1 ship" in gold.

PLAYING

Send a fleet

Fleets travel along the lanes. To send one, select your fleet in the left rail and a destination on the chart, then open the "Fleet orders" tab of the colony inspector. Choose a mission, enter an arrival time if you want a specific one, and select the commit button at the bottom ("Commit scout" in the screenshot). In step 3 of the first steps, "Show me" does the selecting for you.



Fleet orders with Scout selected and a planet picked. The Next bar says "A planet is picked. Press Commit scout (bottom right), or click another planet first."

"Scout" sends a scout-class ship to look at a target. It reports coarse resource and defense information and returns without fighting.

"Transport" carries Metal, Crystal and Fuel to a colony. Travel fuel is extra.

"Support" sends ships to reinforce a friendly colony.

"Raid" and "Occupy" are attacks. A raid carries off resources. An occupation lands marines to hold the colony.

"Settle" founds a new colony. It needs a colony ship, a settlement package and fuel.

"Return" brings a fleet home.

Before you commit, the order panel shows the estimated earliest arrival in UTC, the fuel cost and the route. The confirmed departure and arrival times appear on the movement timeline afterwards. Fleets that arrive at the same second fight in one battle, so allies can plan arrivals together. A reinforcement that arrives in the same second joins that battle's defense. A later arrival cannot change a result that is already settled.

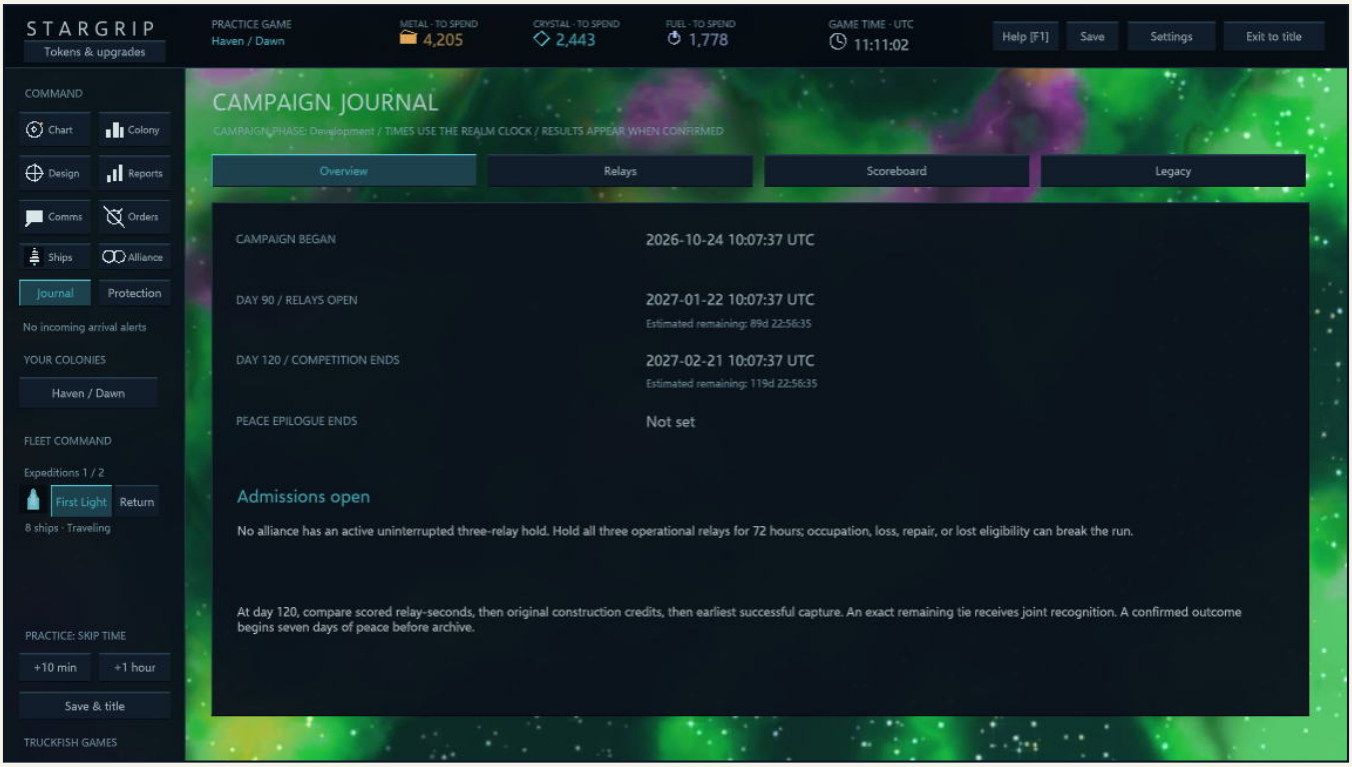
The inspector also shows how many fleets you can have out at once ("Expeditions 0 / 2") and how many command points your fleet uses ("Command 16 / 24 points"). Fleet systems research raises both limits. "Reports" lists resolved battles, and "Intelligence" holds your private scouting reports. In a practice game, "Advance to next arrival" on the Reports page moves the clock to the next fleet arrival.

PLAYING

Allies, messages and the journal

"Alliance" is where you found or join an alliance, invite commanders and manage officers. An invitation expires after 48 hours, and a new member waits 48 hours before economic eligibility starts. Leaders and officers manage invitations and membership, and nobody can launch another commander's fleet.

"Comms" has private messages, group messages and alliance forum threads. "Orders" holds shared plans for an alliance. A plan never sends anyone's fleet. Only each fleet's owner can commit its movement.



The campaign journal, Overview tab, in a practice game. The Relays, Scoreboard and Legacy tabs sit beside it.

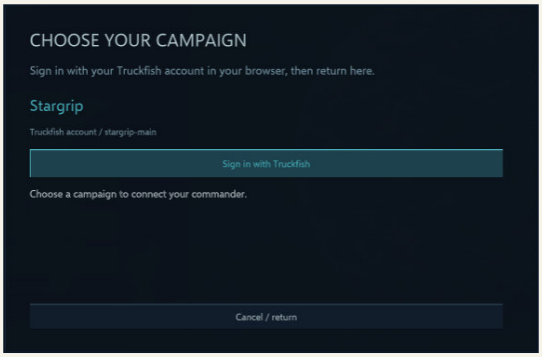
The journal shows the campaign calendar, the three relays and the scoreboard. A campaign runs for up to 120 days. Relay competition opens on day 90, and admissions close when it does. An alliance that holds all three operational relays for 72 hours ends the competition. Otherwise the day-120 scoreboard decides: scored relay-seconds first, then original construction credits, then the earliest successful capture. Seven days of peace follow before the world is archived.

"Protection" covers a new commander's first colony in the shared online campaign. For seven days after admission, you can build, research, send messages and join an alliance, but attacks, scouting of other players and support missions are restricted. Later colonies are not protected. You can end protection early after a separate confirmation.

ONLINE

Play in the shared online campaign

The shared online campaign is one world on the Stargrip game server. The server keeps the world, applies every order and decides every arrival. Opening the website never enrolls you. You join only when you choose a campaign and approve it.



The "Choose your campaign" panel, opened from "Join the shared online campaign".

1. On the title screen, select "Join the shared online campaign". The panel lists the campaign, called Stargrip, with a "Sign in with Truckfish" button.
2. Select the button. A Truckfish page opens in your browser. Sign in with your free Truckfish account, or create one, and approve the campaign you chose. Approve only the campaign you picked in the game.
3. Go back to the game tab. When the server confirms, the game says "Connected to Stargrip." and your commander appears with a first colony and a starting fleet.

- Approval has to be given within 5 minutes. A sign-in lasts 15 minutes, and then you sign in again. Your commander is still there.
- The game refreshes the world every 15 seconds while you are idle, and right after each order. The left rail shows the age of the last snapshot. Countdowns between snapshots are estimates.
- A practice game stays in your browser and is not uploaded when you join. The server stores your commander, which belongs to your Truckfish account, and the state of the campaign.

PRACTICE GAME AND SHARED ONLINE CAMPAIGN

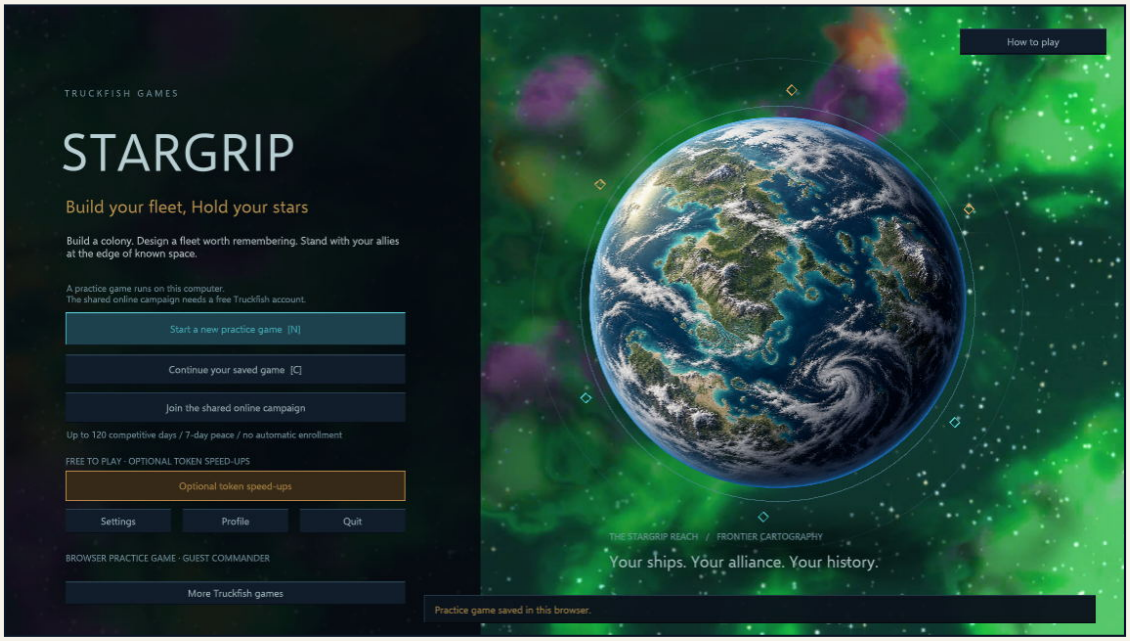
	Practice game	Shared online campaign
Where it runs	In your browser, on your computer	On the Stargrip game server
Account	None	Free Truckfish account
Saving	"Save" button, stored in this browser	The server keeps the world. Save is disabled
Time	Skip-time buttons can jump ahead	Real time, with no skipping ahead
Other players	Not in your world	Share the world with you
Token upgrades	Not used	Optional, on sale (page 15)

This page describes the sign-in as the game shows it. A person has not played this build's online campaign through in a browser yet, so the steps after sign-in come from the game's own text and from checks of an earlier build.

SAVING

Save and continue

In a practice game, select "Save" in the top bar. The game writes the save to your browser's storage and shows "Practice game saved in this browser." Wait for that notice before you close or reload the tab.



The title screen after "Save" and "Exit to title". "Continue your saved game [C]" is now available, and "Play free" reads "Start a new practice game [N]".

On the title screen, "Continue your saved game [C]" loads the save, and after a reload the game shows "Local snapshot restored." Saves belong to the commander profile you chose, so use the same profile name when you come back. "Start a new practice game [N]" begins a fresh game, and your next save replaces the old one.

An unsaved practice game is lost when you reload or close the tab. F5 reloads a browser page, so use the "Save" button first.

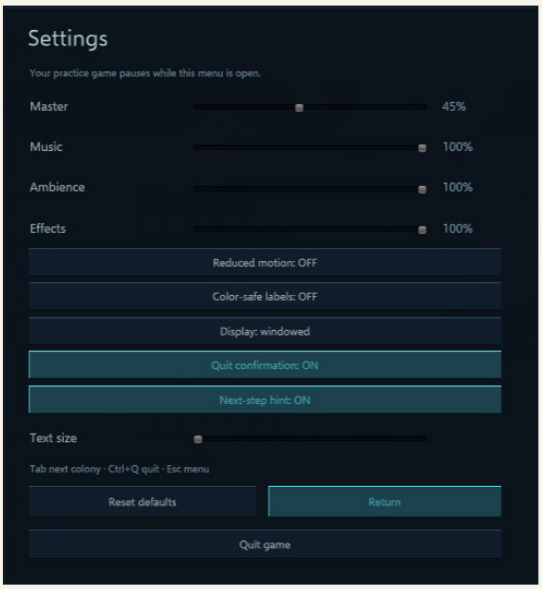
The save lives in this browser only. Clearing this site's data removes it, and a private window, another browser or another computer does not have it. Nothing backs it up. Your ship designs are part of the saved game.

Stargrip runs in one tab per browser profile. If you open a second tab, it shows "Stargrip is already open in another tab in this browser profile. Use Save & return there, then try Play here." Do that in the first tab, then start the game in the new one.

"Exit to title" in the top bar returns you to the title screen. "Save & title" in the left rail saves first and then returns to the title screen.

SETTINGS AND HELP

Settings and help

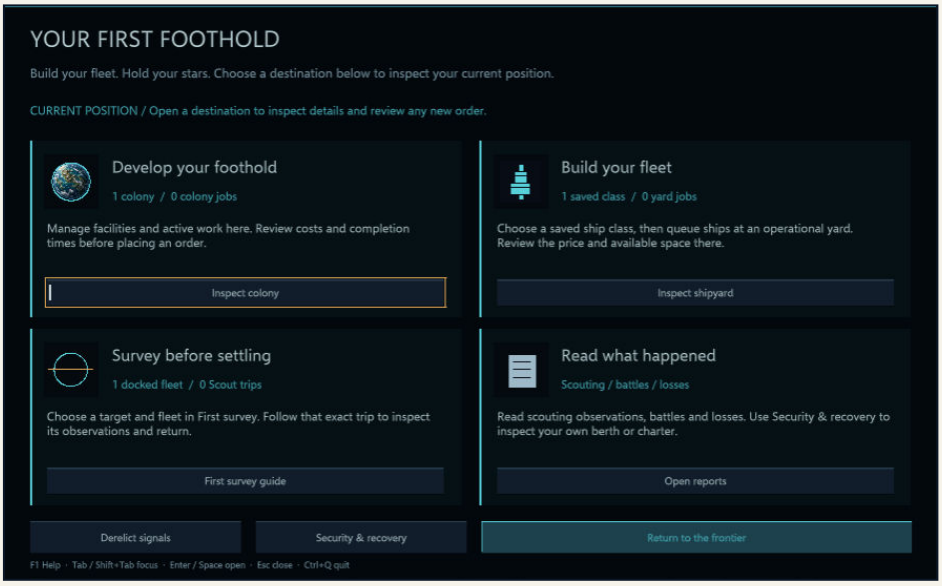


Settings, default text size.

Open "Settings" from the top bar or the title screen. In a practice game the game pauses while Settings is open.

Master, Music, Ambience and Effects set the volume. "Reduced motion" freezes animated effects. "Color-safe labels" draws colonies of other alliances in purple instead of red. "Display" changes between windowed and full screen, and "Quit confirmation" asks before you leave. "Next-step hint" turns the Next bar on or off. The "Text size" slider enlarges the interface text, and "Reset defaults" puts everything back.

If the text is small on your screen, raise the text size first.



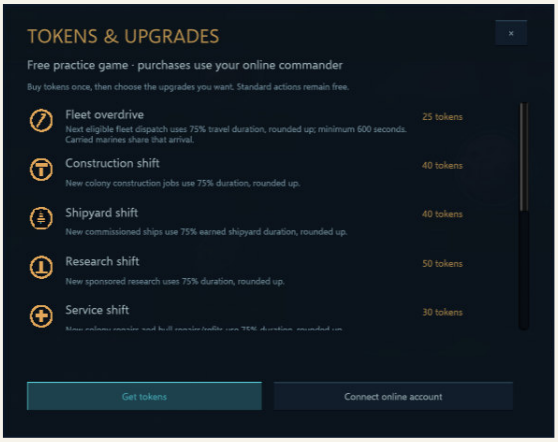
"Your first foothold", opened with "Open the detailed guide" or "Help [F1]".

Select "Help [F1]" in the top bar, or "Open the detailed guide" on the first-steps page, to open "Your first foothold". It has four cards: Develop your foothold, Build your fleet, Survey before settling and Read what happened. Each card shows your current numbers and a button that takes you to the right screen ("Inspect colony", "Inspect shipyard", "First survey guide" and "Open reports"). "Derelict signals" and "Security & recovery" open two more reviews, and "Return to the frontier" closes the help.

OPTIONAL EXTRAS

Token upgrades

Stargrip is free to play, and every ordinary action in it works without tokens. Tokens are optional. In the shared online campaign they shorten the timer on some new orders to 75% of the usual time. They add no resources, ships or weapons.



The Tokens & upgrades panel.

How to get tokens

Open the Tokens & upgrades panel and select "Get tokens", or go to https://truckfishgames.com/tokens/ directly. Sign in with your free Truckfish account, pick a pack and pay on Stripe's page. The tokens wait in your Truckfish wallet until you spend them in the shared online campaign. A practice game runs on your computer and does not use them.

In the game, the panel opens from the gold "Optional token speed-ups" button on the title screen or the "Tokens & upgrades" button under the logo. A round gold button beside an order opens the matching upgrade.

TOKEN PACKS

Pack	Tokens	Price (US dollars)
Spark	100	$2.99
Squadron	300	$7.99
Armada	700	$16.99
Dominion	1,600	$34.99

One-time payments, no subscription. Any taxes charged are shown at checkout.

FIVE UPGRADES

Upgrade	Cost	What it does
Fleet overdrive	25 tokens	Your next fleet dispatch flies for 75% of its usual time, with a minimum of 600 seconds. One dispatch, within 24 hours.
Construction shift	40 tokens	New building work at one colony takes 75% of its usual time for 12 hours.
Shipyard shift	40 tokens	New ships at one colony take 75% of the usual build time per ship for 12 hours.
Research shift	50 tokens	New research you sponsor takes 75% of its usual time for 12 hours.
Service shift	30 tokens	New repairs and refits at one colony take 75% of their usual time for 12 hours.

An upgrade applies only to orders you place while it is active. Using the same upgrade again while it is active does not stack or extend it.

Tokens have no cash value, and you cannot transfer or sell them. You must be 13 or older to buy tokens. If you are under 18, a parent or guardian must agree to the terms and approve the purchase. You can ask for a refund of unspent tokens within 14 days of buying them. Tokens you have already spent are not refunded. How refunds work: https://truckfishgames.com/support/

REFERENCE

Controls, tips and troubleshooting

CONTROLS

Select a colony, system or fleet	Left click
Zoom the chart	Mouse wheel
Pan the chart	Drag with the middle mouse button
Paint or erase in Design	Left button or right button
Next colony	Tab
Help	The "Help [F1]" button, or F1
Start playing, or back out of a panel	Enter, Space or Esc
New or continue on the title screen	N or C

The mouse wheel, middle-button pan and most keyboard shortcuts come from the game's own controls. The browser checks so far used mouse clicks on the buttons, so these have not been tried in a browser. Use the on-screen buttons if a key does something unexpected.

TIPS

- Read the Next bar and press "Show me" when you are unsure what to click.
- Read each review before you confirm. It shows the cost and the time.
- Watch power and workforce. They limit how many facilities you can run.
- Save a design before you try to build it, and check the fitting bars for an overload.
- Send a scout before you raid. A scout reports coarse resource and defense information and comes back without fighting.

TROUBLESHOOTING

- The game stays black or never starts. The game needs a browser with WebGL 2. Try the current Firefox or a Chromium-based browser such as Chrome, and update your graphics driver.
- A second tab says Stargrip is already open. Finish with the first tab using "Save & return to website", then try again.
- "Continue your saved game" is grey. This browser has no save for the profile you chose. Check the browser, the profile name and whether site data was cleared.
- The Next bar is gone. Open Settings and check "Next-step hint". The bar also stays away for that game once you hide the "You are set up." card.
- Sign-in says "Account approval did not match this campaign" or "The campaign returned an invalid account session". Cancel and start sign-in again. If it keeps failing, check that your computer's clock is set automatically and synced to internet time.
- Anything else, including a question about a token purchase: https://truckfishgames.com/support/

STATUS AND CREDITS

Status, support and credits

Stargrip is an early public release. This booklet describes the live build 20261023-0beedede4ffe. The game is free to play. Token upgrades are optional, on sale and described on page 15.

What has been checked: the game starts and runs in desktop Chromium and Firefox, a practice game starts, saves and continues, and the first steps play through to the "You are set up." card. On an earlier build, two accounts signed in to the shared world, each received a colony, formed and dissolved an alliance and saw each other's changes.

What has not: a playtest by a group of players, this build's online campaign played through by a person, phones and tablets, older or low-power computers, Safari and Edge, sound in the browser build, and the wheel, pan and keyboard controls in a browser.

If something breaks, tell us at https://truckfishgames.com/support/ and name the build number above.

LINKS

Play free	**https://stargrip.truckfishgames.com/**
Game page	**https://truckfishgames.com/games/stargrip/**
Token upgrades	**https://truckfishgames.com/tokens/**
More Truckfish games	**https://truckfishgames.com/**
Support	**https://truckfishgames.com/support/**

CREDITS

Stargrip is a Truckfish Games game made with Unity. Planet and facility artwork was generated with an AI image tool. Sound effects, music and ship voice lines were generated with ElevenLabs. The interface font and the font of this booklet are Selawik, copyright 2015 Microsoft Corporation, used under the SIL Open Font License 1.1. The screenshots come from the live game running in a desktop browser.