

Buildings

Explore the different buildings of Cosmo Crafter and their capabilities.

Buildings unlock new features.

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Command Center

Mission Control

From the Mission Control tab you can send your fleets on missions.

1. Choose the fleet that you want to send on a mission;
2. Select the destination, by either selecting one of your favourite destinations or entering the coordinates manually;
3. Select the mission that you want to perform;
4. Click "Go on Mission", this will open a popup;
5. Configure the velocity of the fleet;
6. Setup the fuel that your fleet will require to travel until its destination;
7. If you're doing a transport mission, you can also select the cargo that you'll be transporting;

The screenshot displays the 'Mission Control' interface. On the left, under 'Spacecrafts', there is a list of 'FLEET OF SPACECRAFTS' with columns for name, type, and a count. A 'Clear' button is visible. On the right, the 'NAVIGATION' section includes 'Favorite Destinations' (Mining spot), 'Universe Coordinates' (22198,135513), 'Target planet' (Pluto), and 'Settlement Coordinates' (10, -10). Below this is the 'MISSION' section with 'Select one:' (ExtractResources) and a 'Go on a mission' button. At the bottom, 'MISSION DETAILS' shows 'Attack' with a note: 'You can only place attacks on settlements colonized by other'.

Spacecrafts	Defenses
Magma Mover Mining Vessel	9
Dominion Dreadlord Battlecruiser	8 > 0
Evasive Eagle Stealth Ship	8 > 0
Yield Ymir Bomber	26 > 0
Ozone Overdrive Fighter	58 > 0
Peregrine Paladin Frigate	5 > 0
Starry Seed Colony Ship	5 > 0
Behemoth's Breath Titan	10 > 0
Wolf Warden Destroyer	4 > 0

NAVIGATION

Favorite Destinations: Mining spot

Universe Coordinates: 22198,135513

Target planet: Pluto

Settlement Coordinates: 10 -10

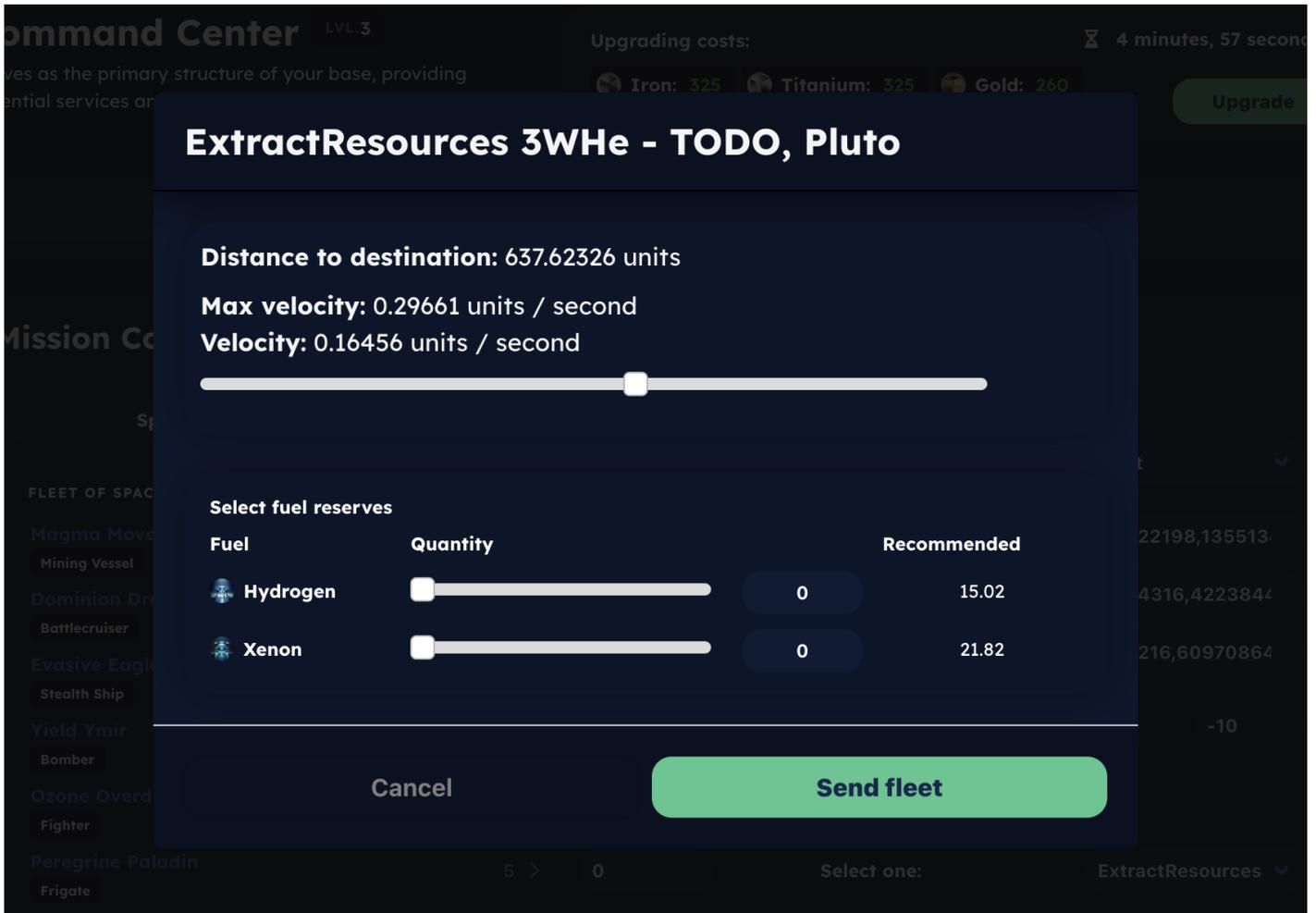
MISSION

Select one: ExtractResources

Go on a mission

MISSION DETAILS

Attack: You can only place attacks on settlements colonized by other



Remember that the fastest your fleet travels, the more fuel it will require, yet, when travelling through space, keep in mind that planets position is dynamic. Each planet has a velocity too and you need to take this into consideration when selecting the velocity of your fleet.

Command Center

Radar

From the radar you can find nearby settlements, planets and fleets that are on their way to missions.

Mining Facility

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Research Lab

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Shipyard

Shipyards

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