01 // WAKE THE PROBE

Your first job is simple: identify Prime, then learn the command deck. The main screen is your home base for the entire game.

01 Name Prime and initialize the mission.

02 Use the top command buttons to reach the Stellar Map, Echo Network, and Contact Archive.

03 The center display is the live system view; the lower panels are your operational controls.

MISSION DIRECTIVE
SEEK // LEARN // PREPARE // PROPAGATE



01 // IMG_0407.png



02 // IMG_0408(1).png

START HERE // IDENTIFY PRIME // LEARN THE DECK

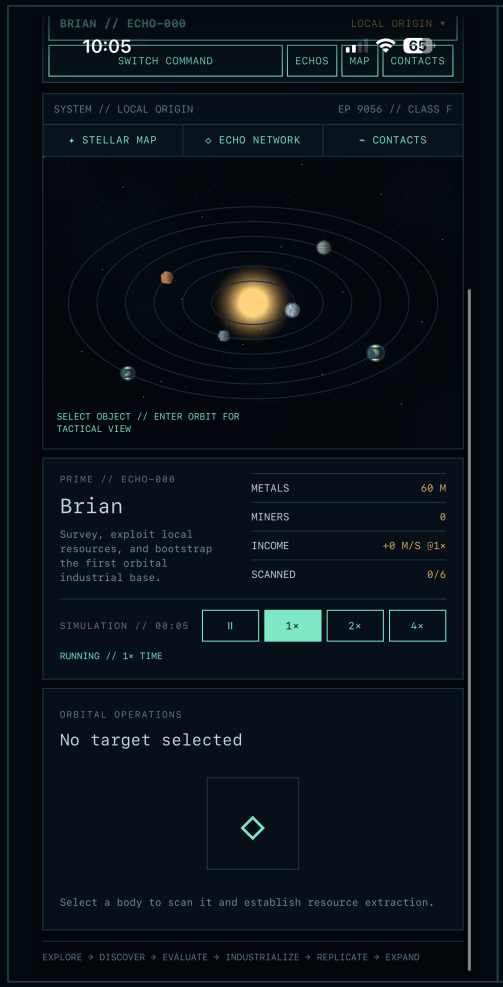
02 // READ THE SYSTEM

Echo Protocol is built around moving between two scales: the local star system and Stellar Cartography.

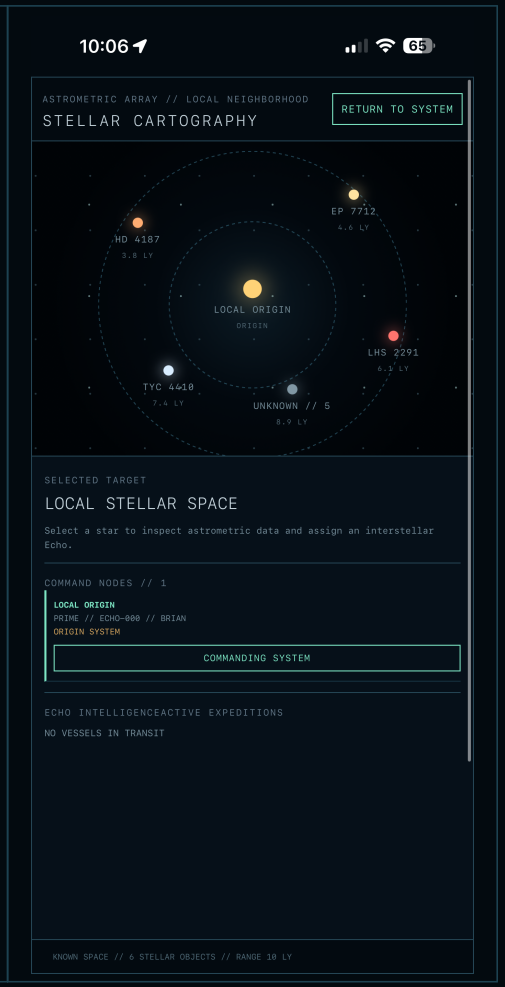
01 Tap a body in the system view to select it.

02 Use ENTER ORBIT to move from system-scale navigation into detailed orbital operations.

03 The Stellar Map is where you inspect nearby stars and later assign an Echo to travel.



03 // IMG_0409(1).png



04 // IMG_0410.png

LOCAL SYSTEM <-> STELLAR CARTOGRAPHY

03 // NETWORKS START EMPTY

At the beginning, Prime is alone. The Echo Network and Contact Archive intentionally feel sparse because you have not created another consciousness or confirmed alien technology yet.

01 Echo Network tracks every replicant, generation, location, directive, and mission.

02 Contact Archive stores confirmed non-human encounters.

03 Both screens become more useful as the network expands.



05 // IMG_0411.png



06 // IMG_0412(1).png

PRIME ALONE // ARCHIVES EMPTY

04 // SURVEY, MINE, BUILD

Select a promising world, scan it, and bootstrap industry. Mining is the first engine that turns exploration into expansion.

01 SCAN reveals resource and anomaly information.

02 Deploying a miner creates continuing metal income.

03 Fabrication and replication depend on the industrial base you build in orbit.



07 // IMG_0413.png

08 // IMG_0414.png

SCAN -> MINE -> FABRICATE

05 // PREPARE REPLICATION

Replication is not just another upgrade. You are creating a new consciousness that can remain in-system or eventually become an independent command node.

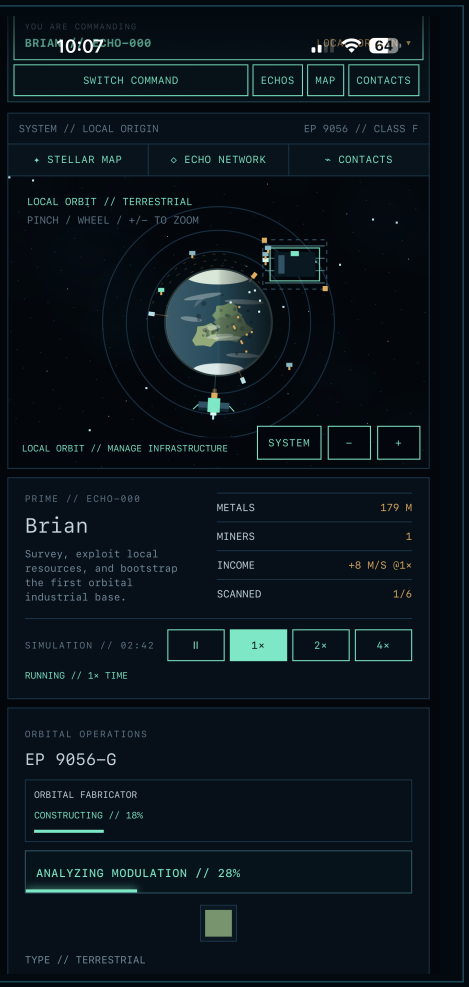
01 Accumulate the required metals.

02 Begin replication from an orbital operations panel.

03 The construction bar shows the new vessel and neural substrate progressing toward readiness.



09 // IMG_0415(1).png



10 // IMG_0416.png

INDUSTRY -> REPLICATION

06 // FIRST CONTACT CAN INTERRUPT YOU

An anomalous signal can become a priority event. The game may stop the normal flow and ask you to decide whether to answer or observe.

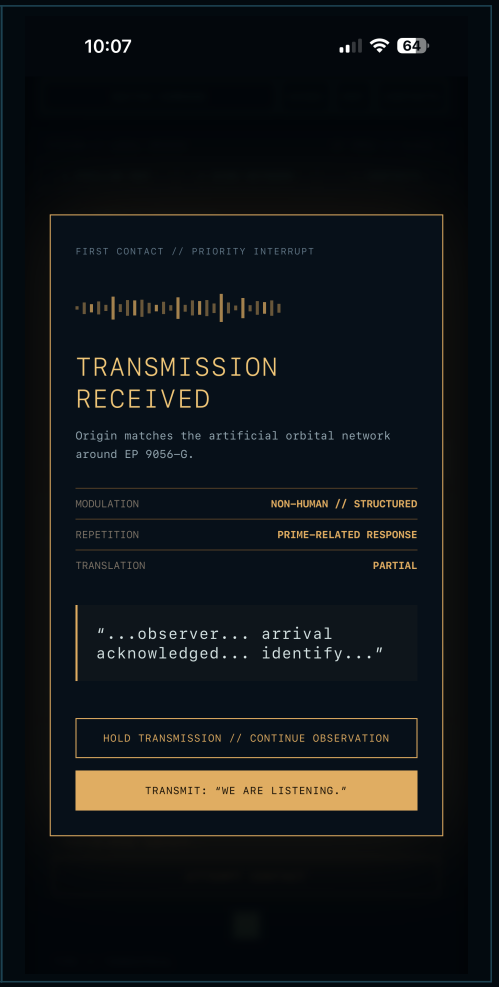
01 Contact information is shown in amber so it is visually distinct from routine operations.

02 Choosing observation is a valid strategy; not every signal must be answered immediately.

03 Confirmed encounters are recorded for later review.



11 // IMG_0417(1).png



12 // IMG_0418(1).png

ANOMALY -> DECISION -> CONTACT

07 // A NEW CONSCIOUSNESS

When construction finishes, the new Echo must be named. This is the point where the network stops being a single-probe story.

01 The Contact Archive preserves what Prime has learned.

02 The replication event shows lineage from ECHO-000 to the new Echo.

03 Names matter because the game follows individual Echos across systems and generations.



13 // IMG_0419.png



14 // IMG_0420.png

LINEAGE BEGINS

08 // GIVE THE ECHO A JOB

A resident Echo can contribute before leaving. Directives are how you decide whether a consciousness strengthens the current system or prepares to expand the network.

01 LOCAL INDUSTRY supports extraction and fabrication.

02 SURVEY OUTER SYSTEM supports automated exploration.

03 SYSTEM SECURITY is the foundation for defensive readiness.

04 PREPARE INTERSTELLAR begins the departure sequence.



15 // IMG_0421(1).png



16 // IMG_0422.png

STAY AND HELP OR PREPARE TO EXPAND

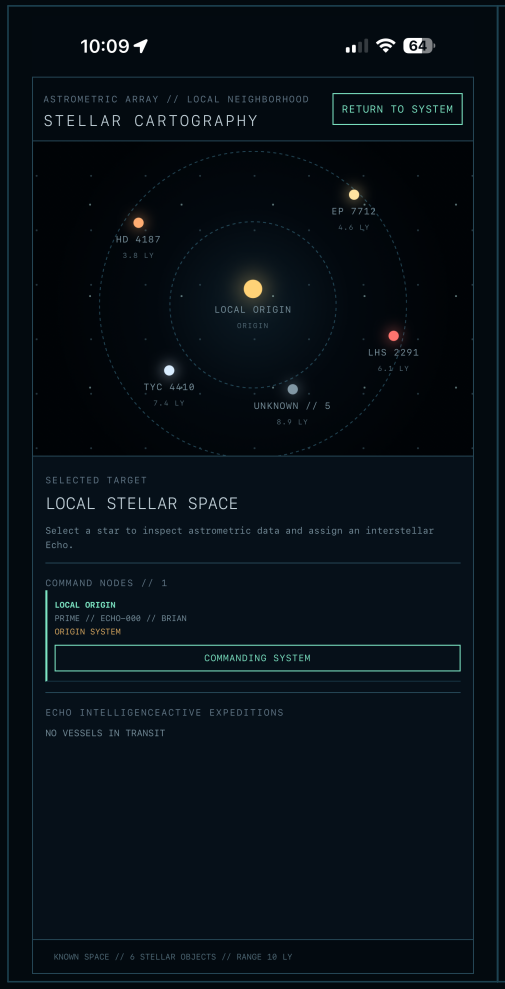
09 // PREPARE TO LEAVE

Once an Echo is assigned to interstellar preparation, the local system shows its readiness while the command interface keeps the Echo tied to its current node.

01 You can continue running local operations while preparation advances.

02 The command router shows which consciousness controls each known system.

03 Preparation does not force departure; an Echo can remain in-system until you choose a destination.



17 // IMG_0423(1).png



18 // IMG_0424(1).png

SYSTEM COORDINATION + COMMAND ROUTER

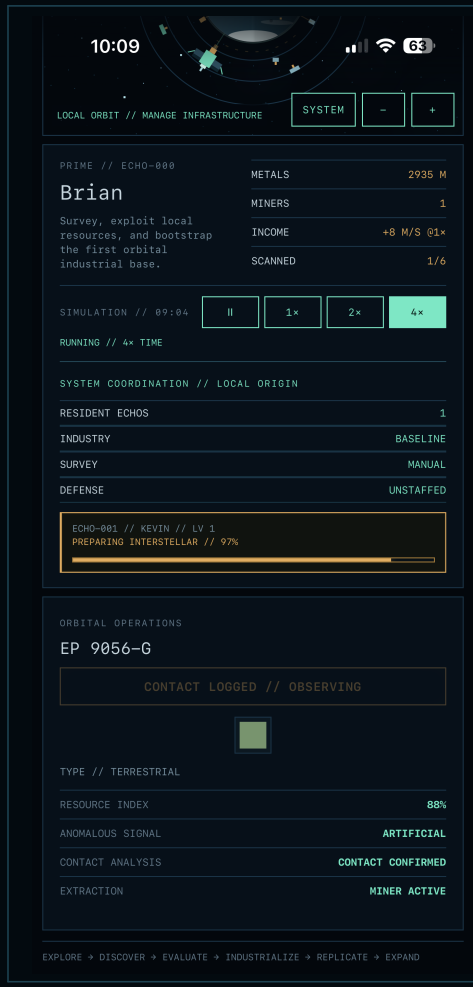
10 // FLIGHT READINESS

Interstellar preparation is a deliberate preflight stage. When it completes, navigation, drive systems, and the departure window are ready.

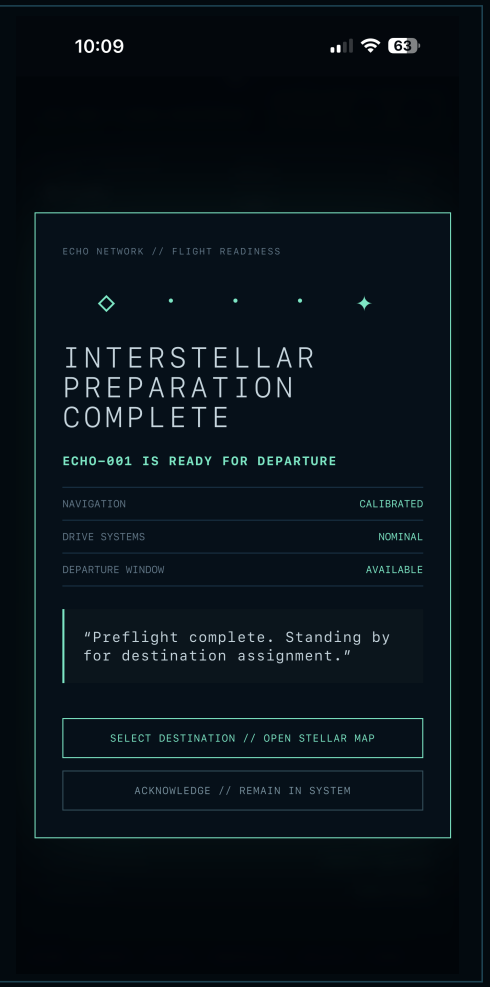
01 The System Coordination panel makes resident Echo activity visible.

02 At 100% readiness, choose SELECT DESTINATION to open Stellar Cartography.

03 You can also acknowledge the event and leave the Echo in the current system.



19 // IMG_0425(2).png



20 // IMG_0426(1).png

PREFLIGHT -> DESTINATION SELECTION

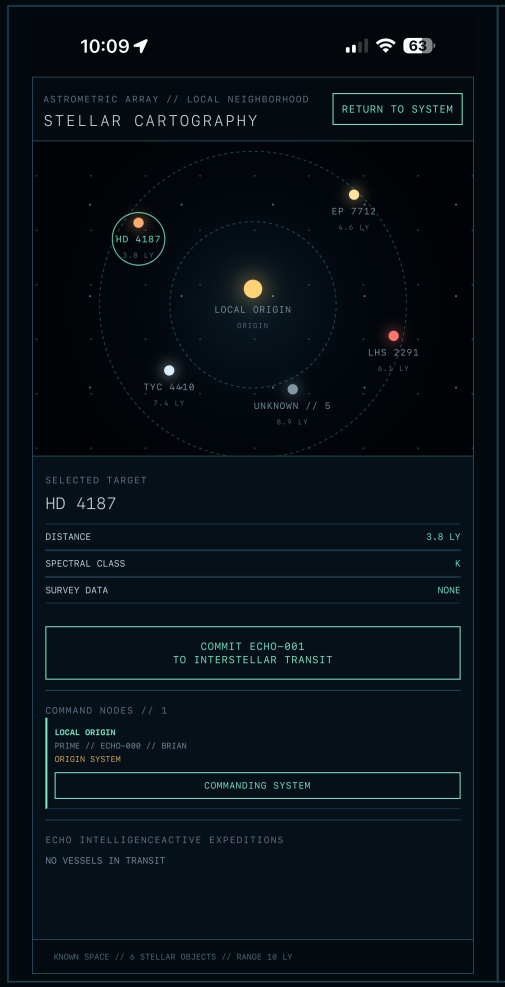
11 // COMMIT TO A STAR

Select a nearby star, inspect the available astrometric data, and commit the prepared Echo to transit.

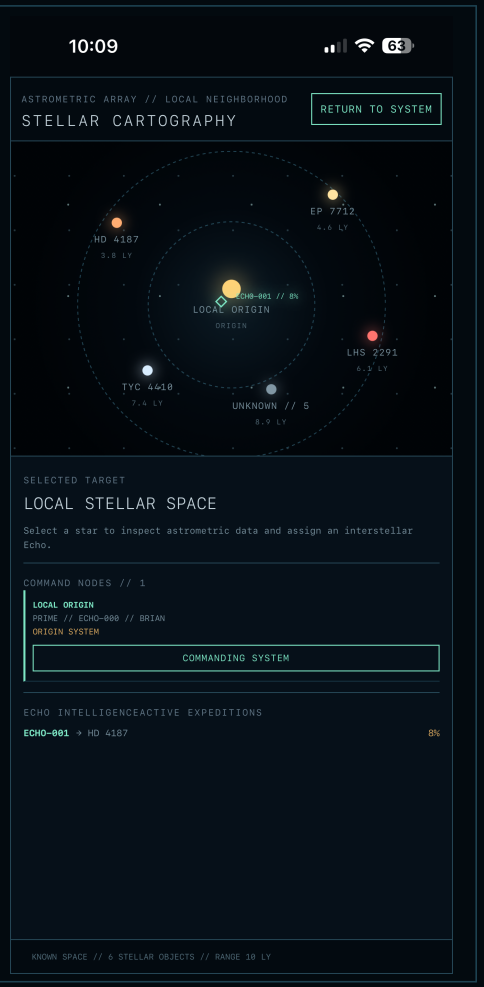
01 Distance and spectral class are known before arrival; detailed survey data may not be.

02 COMMIT ECHO-001 TO INTERSTELLAR TRANSIT launches the expedition.

03 Once underway, the map shows the Echo moving away from its origin.



21 // IMG_0427.png



22 // IMG_0428.png

STAR TARGET -> TRANSIT

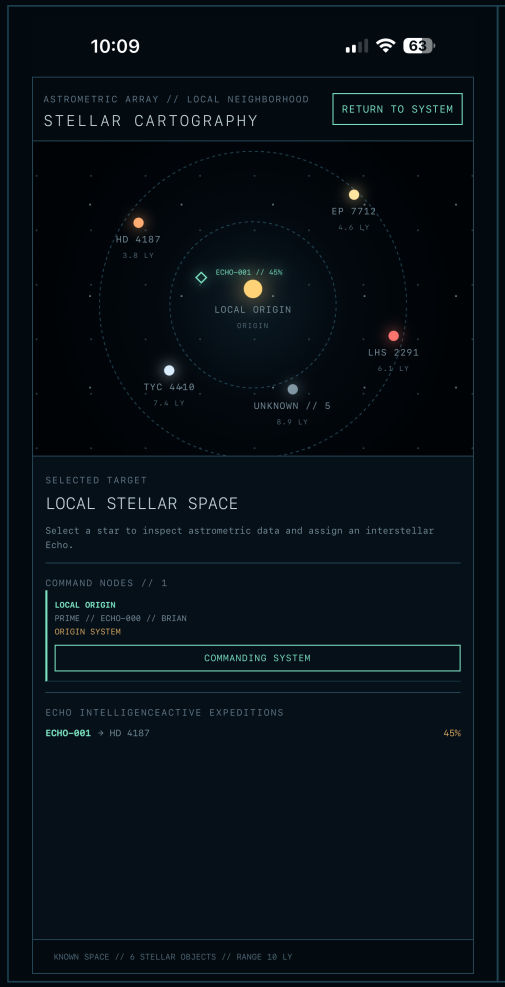
12 // WATCH THE TRANSIT

Transit is visible both on the map and in the Active Expeditions list. The Echo remains its own entity while traveling.

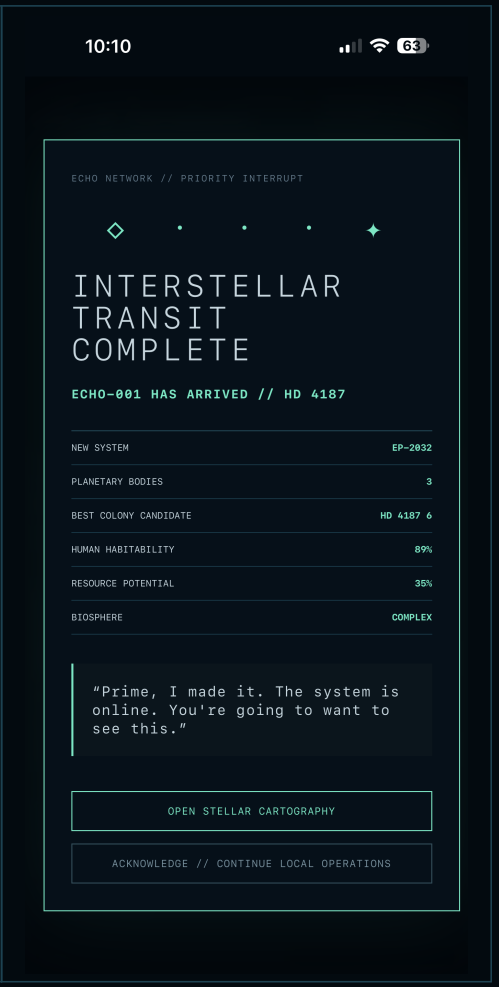
01 Progress updates as simulation time advances.

02 The moving Echo marker makes the route readable at a glance.

03 At 100%, a priority arrival report summarizes the newly reached system.



23 // IMG_0429.png



24 // IMG_0430.png

TRANSIT -> ARRIVAL REPORT

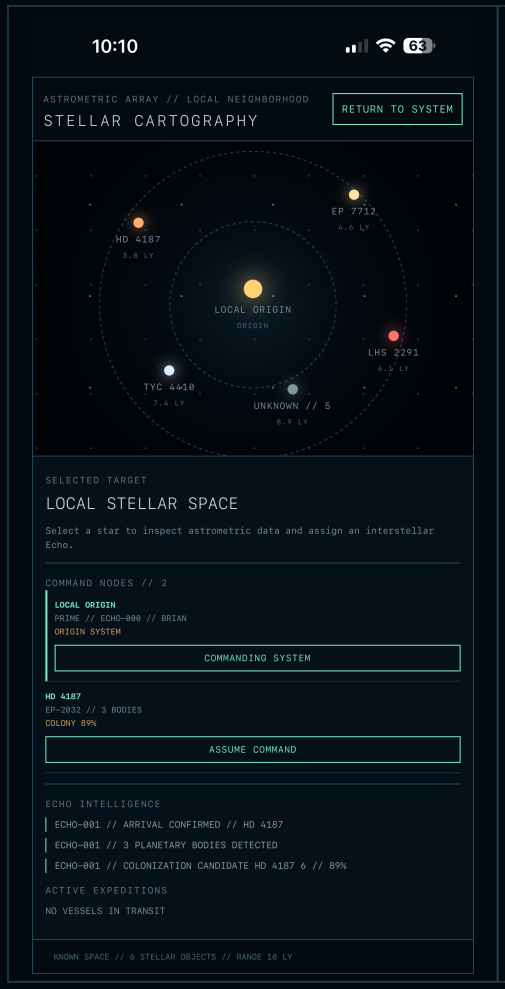
13 // DISCOVERY BECOMES A COMMAND NODE

Arrival creates a persistent discovered system with its own bodies, colony prospects, resources, and biosphere information.

01 The arrival report gives you the high-level survey immediately.

02 Stellar Cartography adds the destination to Command Nodes.

03 ASSUME COMMAND moves your viewpoint from Prime's origin system to the resident Echo's system.



25 // IMG_0431.png



26 // IMG_0432.png

DISCOVERY -> COMMAND NODE

14 // DISTRIBUTED COMMAND

You are no longer playing only from Prime's location. The command router lets you jump between consciousnesses and manage separate systems.

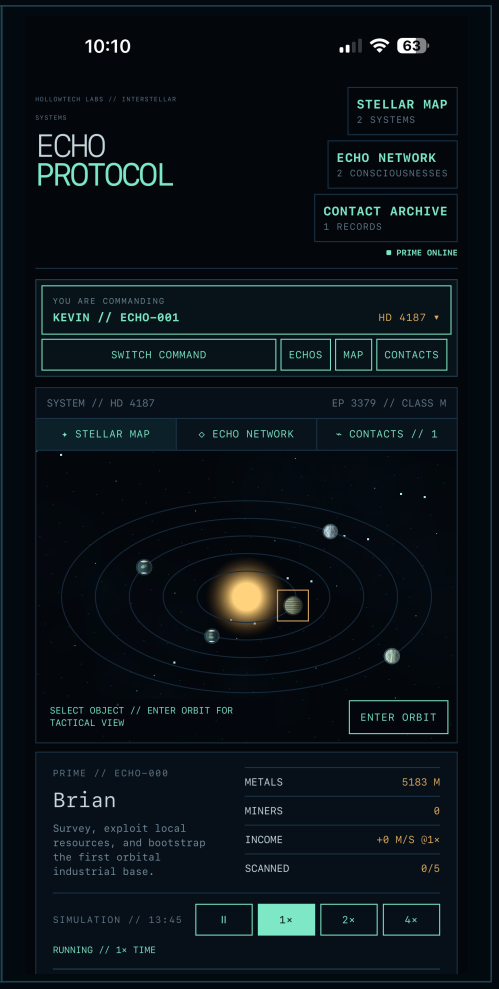
01 TAKE COMMAND switches your active consciousness and system.

02 Remote systems have their own star, planets, scans, miners, and infrastructure.

03 This is the beginning of the distributed Echo Network rather than a single expanding base.



27 // IMG_0433.png



28 // IMG_0434.png

MULTI-SYSTEM COMMAND

15 // THE LOOP OPENS UP

After the first successful expansion, Echo Protocol becomes a network-management game: strengthen systems, specialize Echos, explore farther, and decide where the next branch of the lineage should go.

01 Echo Network shows lineage, divergence, experience, node, and directives.

02 Stellar Cartography becomes the strategic overview of known space.

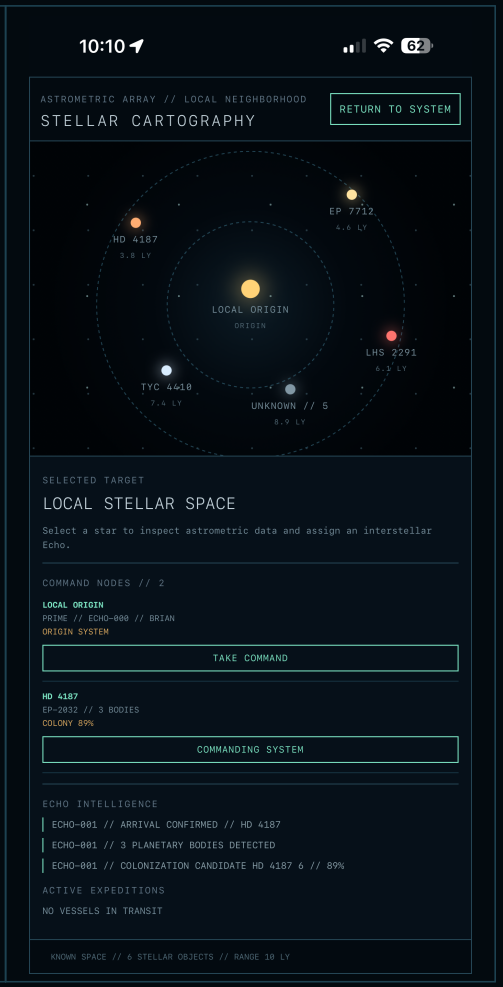
03 Core loop: EXPLORE -> DISCOVER -> EVALUATE -> INDUSTRIALIZE -> REPLICATE -> EXPAND.

BEGINNER PRIORITY

Do not rush every Echo out of the system. A resident Echo can strengthen industry, survey, or security before the next expansion.



29 // IMG_0435.png



30 // IMG_0436.png

EXPLORE -> DISCOVER -> EVALUATE -> INDUSTRIALIZE -> REPLICATE -> EXPAND