


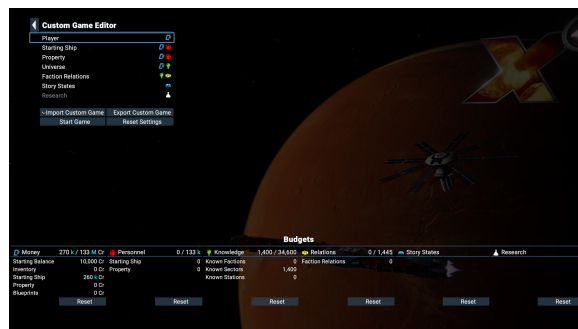
# Custom Game Starts

 Updated for version 5.10

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## Overview

Custom Game Starts were introduced in the 4.10 update and allow for greater flexibility in getting into X4. Custom game starts can be broken down into two types: **Budgeted** and **Creative** Custom gamestarts with the former allowing players to create a start with a few restrictions and will not incur a **modified** tag. The latter is, as its name implies, far more creative and unrestricted but will incur a **modified** tag (preventing online functionality). If players are running mods they will not be able to access the budgeted custom game start and will instead have to play through one of the [starting scenarios](#) or the creative custom start.



## Budgeted Custom Game Starts

Budgeted Custom Game Starts require the player to load an existing **unmodified** save before becoming functional, this requirement is based on the need for the budget limits to be calculated on game progress. Budget areas include:

- Monetary Budget
- Knowledge
- Personnel
- Relations
- Research and Plot outcomes

How the budgets are calculated and how to optimise them is outlined [below](#)

## Creative Custom Game Starts

Creative Custom Gamestarts do not require the player to load an existing save and players can experiment from the outset. Creative custom game starts permit the creation of a game start in the exact same way as a budgeted one but without any of the budgetary restrictions (although the player still has a 10,000,000Cr limit). The player also has full control over which plots and research items are completed even if they have not been completed in an un-modified game. Additionally, the player can adjust their faction relations with otherwise locked factions like the [Xenon](#), [Kha'ak](#) and [Scale Plate Pact](#) (although this can often have unintended and undesirable consequences). Finally, players can choose whether or not they want highways enabled or disabled and can enable and disable local and ring highways separately.

## Custom Start Metrics

### Monetary Budget Factors

Variable	Explanation	Score per	Limit	Number
base_budget	Base budget	300,000 Cr	300,000 Cr	1
money_builtmodule_production	Has production modules	500,000 Cr	6,500,000 Cr	13

### Monetary Costs

money_builtmodule_pier	Has pier modules	600,000 Cr	4,200,000 Cr	7
money_builtmodule_dock	Has dock modules	80,000 Cr	1,680,000 Cr	21
money_builtmodule_luxurydock	Has a luxury dock module	150,000 Cr	150,000 Cr	1
money_builtmodule_storage_s_m	Has S and M storage modules	90,000 Cr	810,000 Cr	9
money_builtmodule_storage_l	Has L storage modules	150,000 Cr	1,050,000 Cr	7
money_builtmodule_buildmodule_s	Has S ship build modules	21,000,000 Cr	21,000,000 Cr	1
money_tradeamount_100k	Sold > 100k worth of goods at once	20,000 Cr	1,400,000 Cr	70
money_tradeamount_1mil	Sold > 1mil worth of goods at once	200,000 Cr	7,000,000 Cr	35
money_boughtship_m	Bought an M ship	400,000 Cr	5,200,000 Cr	13
money_boughtship_l	Bought an L ship	1,800,000 Cr	12,600,000 Cr	7
money_boughtship_xl	Bought an XL ship	20,000,000 Cr	20,000,000 Cr	1
money_boughtship_carrier	Bought a carrier	27,000,000 Cr	27,000,000 Cr	1
money_boughtship_supply	Bought a supply ship	25,000,000 Cr	25,000,000 Cr	1
		Sum	133,890,000 Cr	

Increasing the financial budget would intuitively increase the player's starting balance, however, it becomes quickly apparent that that is not the case. This is evidenced by the restriction of the player's starting balance to 10,000,000Cr which leaves a massive 123,890,000Cr left over when the maximum budget has been reached. Instead the overwhelming majority of the monetary budget is consumed by inventory items (limited to a select range that excludes paintmods, and technology modification components), ships and starting stations. Prices of stations and ships are taken to be that of the average cost and the player cannot select the Syn or the Asgard for their starting ship or other property. Finally, having any pre-built stations will require funds for the blueprint cost on top of the cost of the station's built components.

## Knowledge Budget Factors

Variable	Explanation	Score per	Limit	Number
base_budget	Base budget	5,000	5,000	1
known_lockbox_normal	Opened a normal <a href="#">lockbox</a> (1 lock)	100	10,000	100
known_lockbox_rare	Opened a rare lockbox (4 or more locks)	500	30,000	60
known_aqueduct	Target an aqueduct	2,000	2,000	1
known_khaak_hive	Target a <a href="#">Kha'ak</a> Hive	3,000	3,000	1
known_sector	Enter a new sector	200	39,000	195 (As of CoH and SV v4.10)
known_sector_xenon	Enter a <a href="#">Xenon</a> sector	2,000	2,000	1
known_datavault	Target a Data Vault	3,000	3,000	1
known_timeline_unlock	Unlock a timeline entry	1,000	30,000	30
		Sum	124,000	

## Knowledge Costs

The Knowledge component of the Budget determines whether or not a faction or a sector is initially known to a player and in the case of sectors if all stations are known. Knowledge of a faction is a fixed value of 2,000 points per faction but the cost of knowing a sector is variable with more remote sectors having a greater cost (this is important as players can only start in known sectors). Finally, the cost of whether or not all stations in a given sector is also a fixed cost like faction knowledge and is set at 1,800 points per sector.

## Personnel Budget Factors

Variable	Explanation	Score per	Limit	Number
base_budget	Base Budget	1,000	1,000	1
people_pilot_2_star	Promoted a 2 star pilot to 3 stars with a seminar	500	25,000	50

## Personnel Costs

The personnel budget affects the quality of the crew on ships and managers on stations. If a crew level is not set in the custom game start editor a random level crew will be generated. Crew cost factors in both the quantity of crew and the quality, quantity is considered linearly but the cost of quality crew grows exponentially. The cost of crew is roughly equal to  $((\text{star level})/3)^{3.5}$  for levels over 1/3, this means a five star crew member will cost 13,070 points.

people_pilot_3star	Promoted a 3 star pilot to 4 stars with a seminar	2,500	75,000	30
people_pilot_4star	Promoted a 4 star pilot to 5 stars with a seminar	5,000	100,000	20
people_manager_2star	Promoted a 2 star manager to 3 stars with a seminar	500	25,000	50
people_manager_3star	Promoted a 3 star manager to 4 stars with a seminar	2,500	75,000	30
people_manager_4star	Promoted a 4 star manager to 5 stars with a seminar	5,000	100,000	20
people_pilot_4star_onload	Has a 4 star pilot	1,500	30,000	20
people_pilot_5star_onload	Has a 5 star pilot	3,000	60,000	20
people_manager_4star_onload	Has a 4 star manager	1,500	30,000	20
people_manager_5star_onload	Has a 5 star manager	3,000	60,000	20
people_crew_count	Total number of crew	20	60,000	3000
Sum			641,000	

## Relations Budget Factors

Variable	Explanation	Score per	Limit	Number
base_budget	Base budget	10	10	1
relation_war_joinedfaction	Joined a war effort	10	10	1
relation_war_joinedopposition	Joined a war effort opposing another one	20	20	1
relation_tradeguild	Joined a trade guild	20	20	1
relation_pirateguild	Joined a pirate guild (currently only offered by the <a href="#">Scale Plate Pact</a> )	30	30	1
relation_leak_mission_easy	Completed an easy leak mission	10	10	1
relation_leak_mission_hard	Completed a hard leak mission	30	30	1
relation_ceremony_10	First level 10 reputation ceremony bonus	20	20	1
relation_ceremony_10	Subsequent level 10 reputation ceremonies	5	75	15
relation_ceremony_20	First level 20 reputation ceremony bonus	100	100	1
relation_ceremony_20	Subsequent level 20 reputation ceremonies	25	250	10
relation_27	Reached +27 with one faction	500	500	1
relation_27	Reached +27 with subsequent factions	75	525	7
Sum			1,600	

**TODO:**

## Relations Costs

Relations points exclusively affect relations with factions and can only be used to manipulate how the player interacts with the amicable [factions](#). The default relations in the editor is identical to the 'Young gun' starting scenario with most factions preset and a value of 0 with the exception of the [Free Families](#), [Fallen Families](#), [Terran Protectorate](#), [Yaki](#) and [Zyarth Patriarchy](#) which are set at -5, -5, -15, -25 and -15 respectively.

Changing relations comes at a cost of 1 point per reputation level between 1 and 10 (raising negative reputation levels up to 0 currently incurs no cost). Between 11 and 20 inclusive raising reputation by 1 level costs 10 points. Between 21 and 26 inclusive costs 100 points per level, the jump between 26 and 27 costs 300 points and for every level over 27 it costs 200 points. The total cost of maximising a factions reputation is hence 1,610 points and is impossible to do.

- Change: In Money *Has S and M storage modules Has S or M storage modules?*
- Where are the variables stored and how exactly are they updated?
  - userdata.xml contains all variables needed for a budgeted game start, but some personnel budget-related ones are named \*\_onload with the comment *Crew status, checked on loading*,
  - ~~Test by starting the game and screenshotting the budget screen. Then load a saved game and compare the values.~~ Tested by Manoeuvring with Difficulty, Peteran and V3T

## References

- `libraries/gamestarts.xml`