

# Christmas Stars

A yearly event, Christmas Stars spawn between 24th December 000000 UTC to 25th December 235959 UTC.

Christmas Stars only spawn on unoccupied space fuel tiles (meaning there is no planet, starbase, building, wreck, worm/x/y-hole on the tile), and not in the Pardus sector.

Christmas Stars change locations frequently, so don't waste too many action points searching for them - instead just look at the Nav screen from time to time.

Clicking on a Christmas Star results in a bonus being gifted to the player.

These are possible gifts:

## **Player Bonuses**

Advanced skill - permanently learning a new Priming Skill or Effective Skill

Competency - boost to competency

Experience Points - certain amount of Experience Points

Popularity - boost to popularity on a specific planet

Skills - (conditions attached - observed only for new/younger pilots, possibly below a certain skill threshold)

Trophy Points

x2 AP regeneration - next 48 hours

## **Ship/Equipment/Crew/Orbiter Bonuses**

Crew members - usually at much lower pay than normal, almost always same race as you

Leech - acceleration of current leech's repair rate

Paint - includes chance of getting your own current paint. This is temporary.

Pardus armour - temporary

## **Goods/Credits**

Bodypart (various)

Credits

Drug

Exotic Crystal

Feral Egg

Glitter

Leech baby

Neural Stimulator

Slaves

Stim Chip (various)

X-993 Repair Drone

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