# STAR TREK:

## THE NEXT GENERATION®

# BIRTH OF THE FEDERATION™

**MICRO PROSE**®

First Edition, May 1999

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# EXPLORE THE FINAL FRONTIER

Envision a future where the choices you make determine the fate of an entire galaxy. A future where your sense of diplomacy can forge alliances between solar systems. A future where your strategic skills can win battles, and even wars, to save the very galactic society you strive to create.

Explore this future, the future of *Star Trek: The Next Generation*. In the 24th century, five influential empires—the United Federation of Planets, the Klingon Empire, the Romulan Star Empire, the Ferengi Alliance and the Cardassian Union—expand across the galaxy, encountering new races and mapping the unknown territories of space.

As you play *Star Trek: The Next Generation Birth of the Federation*, you command one of those five empires. You determine when to ally your empire with others and when to fight. Each empire has its own specific advantages during gameplay, be it the diplomatic expertise of the Federation in gaining allies or the combat strength of the Klingons in winning battles.

As *Star Trek: The Next Generation* depicted the Federation's progress from its initial encounter with the Vulcans in 2063 to its uneasy truce with the Cardassians in 2367, likewise your decisions guide the actions of an empire as it struggles from the surprises of a first contact to the resolutions of its last treaty.

All you need do is to boldly go where no one has gone before.



XI
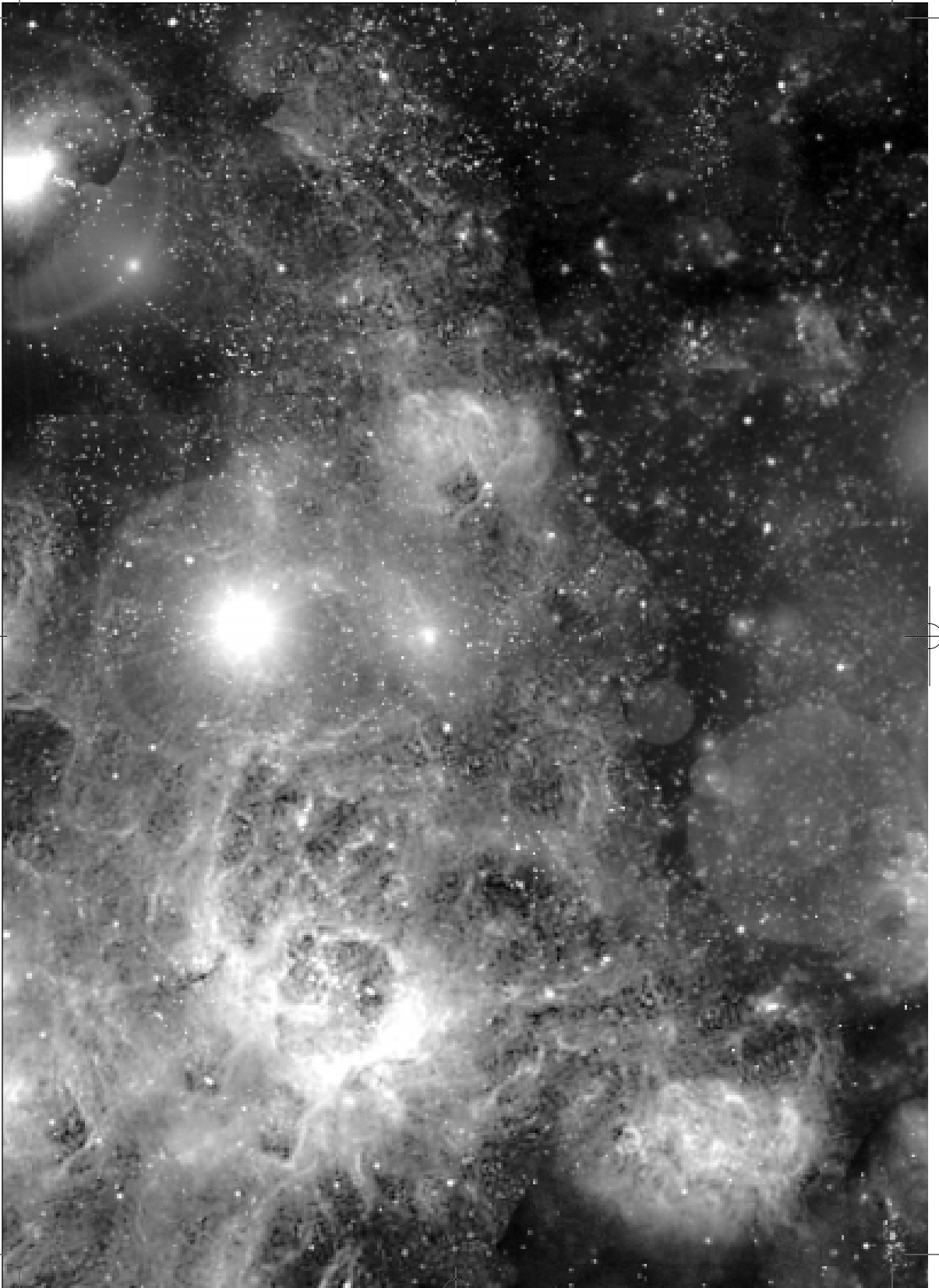
# *Chapter 1*

## GAME INSTALLATION

*You left spacedock
without a tractor beam?*

*–Captain James T. Kirk*


*It won't be installed until
Tuesday.*

*–Captain John Harriman*

# 1 GAME INSTALLATION

# SYSTEM REQUIREMENTS

The minimum system requirements are:

- 166MHz Pentium or faster
- Windows 95 or Windows 98
- DirectX 6.0 or later
- 16MB RAM
- Quad-speed CD-ROM drive
- Hard drive with 160MB free
- High Color graphics for 800 x 600 x 16-bit color (2MB video RAM minimum)
- Mouse
- DirectX-compatible sound card

The recommended system requirements are:

- IBM PC 200MHz Pentium or compatible system
- 32MB RAM
- 8x-speed CD-ROM drive

The multiplayer system requirements are:

- Null-modem serial cable
- Windows-compatible 28.8 kps modem or faster
- LAN with IPX or TCP/IP protocol
- Internet connection with true TCP/IP connection

If your system does not already have DirectX installed, it can be installed from the *Birth of the Federation* CD-ROM.

# INSTALLING THE GAME

**2** To install *Star Trek: The Next Generation, Birth of the Federation*, follow these instructions:

1. Place the *Birth of the Federation* disc in the CD-ROM drive and then close the drive. Since *Birth of the Federation* is a Windows 95/98 AutoPlay CD-ROM program, the installation program will begin at this point.

2. Click on the Install button at the Main Menu to continue the installation process.

3. Next, decide which directory you want to place the game in. The default directory is C:\BOTF. If you wish to install the game to a different directory, type in your own directory path or click the Browse button to find an available directory. Click the Next button to continue.

4. The installation program will copy files from the CD-ROM to your hard drive. The game needs 160MB free on your hard drive.

To play the game, just place the *Birth of the Federation* disc in your CD-ROM drive, click the Start Menu and then click on Programs > MicroProse > Birth of the Federation > Birth of the Federation.

# THE README FILE

*Birth of the Federation* has a ReadMe file with which you can view updated information about the game. To view this file, double-click on README.DOC in the *Birth of the Federation* directory on your hard drive. You can also view the ReadMe file by first clicking on the Start button on your Windows taskbar. Then select Programs > MicroProse > Birth of the Federation > ReadMe.

# USING THE TUTORIALS

We recommend that you learn how to play *Birth of the Federation* by first playing the four tutorial saved games. Playing as the Romulan Star Empire, you will learn how the game plays throughout its different stages. The saved games (labelled "Tutorial #1," "Tutorial #2," "Tutorial #3" and "Tutorial #4") can be found in the Load Game menu.

Click on the Load Game button on the Main Menu, which is the first screen you see after the opening movie. Select the tutorial you want to load by clicking on its slot. The selected tutorial will light up. Then click the Accept button to start that tutorial.

# 1   GAME INSTALLATION



*Saved Tutorial Games*

An online manual covering these tutorial games is included. We recommend that you print this out to read while playing the tutorials. To read this online manual, you will need Adobe Acrobat Reader 3.0 or later. You can install Adobe Acrobat Reader from the *Birth of the Federation* CD-ROM. Then click on the Start button and select Programs > MicroProse > Birth of the Federation > Tutorial Guide.

**Tutorial #1** shows you how to terraform planets, create colonies, build structures and starships, manage your labour resources and how to use the Marker window to move from one game screen to another.

**Tutorial #2** demonstrates how to make first contact with a minor race and establish diplomatic relations with it, how to construct outposts, how to build special structures, how to upgrade and scrap other structures, and how to establish and maintain trade routes with a minor race.

**Tutorial #3** teaches you how to build starships, construct starbases and establish diplomatic relationships with other empires.

**Tutorial #4** shows you how to conduct research, how to engage in intelligence operations, how to command your starships during tactical combat, how to carry out invasions and how to support your starships.

# Chapter 2

## GAME OVERVIEW

*Wasn't it your own Hartley who said "Nothing reveals humanity so well as the games it plays?" Almost right. Actually, you reveal yourselves best in how you play.*

*–Q, a member of the omnipotent Q-Continuum*

# GAME TERMS

This section defines some common game terms since they are used throughout this manual and describe unique aspects of this game.

## SELECTING BUTTONS

In general, left-clicking, or "clicking," your mouse on an onscreen button selects that button. Clicking and holding on to your mouse button, or "dragging," will change settings for onscreen slide bars, or "sliders."

## ACTIVE AND INACTIVE BUTTONS

Buttons are "active" when they can be selected. An active button is lit when your cursor passes over it. Otherwise, the button will be unlit. Buttons are "inactive" when they cannot be selected and will be darkened.

## TOOL TIPS

When you pass your cursor over a button, slider or icon on the screen, a Tool Tip appears. These Tool Tips supply you with information about that specific button and its functions. For more information, see **Chapter 13: Game Options**.

## GAME ARTIFICIAL INTELLIGENCE

"AI" refers to the game's Artificial Intelligence, which controls minor races and empires that are not controlled by human players.

## TURNS

There are two types of turns since *Birth of the Federation* has two game-play modes: strategic and tactical.
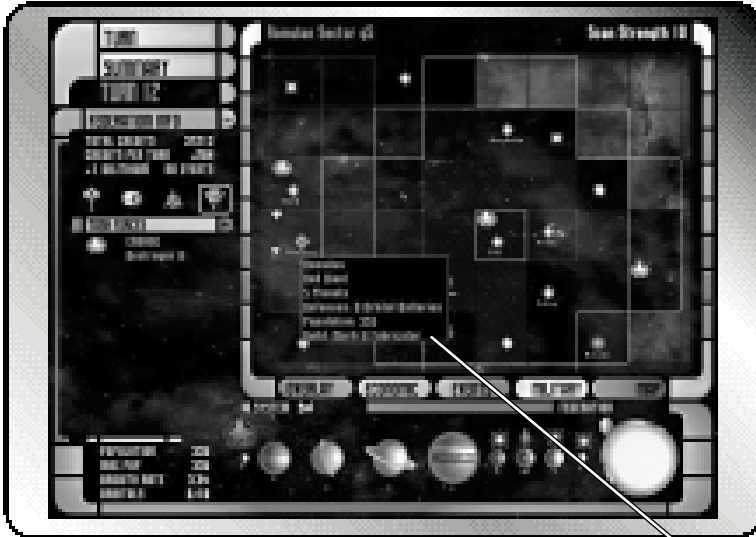
*Tool Tip*

## Strategic Turns

A turn is the time in the game when you can relay orders to your starships, give specific strategic commands, and review your supplies and territory. After the turn is ended, all of your orders are processed.

There are two ways for a strategic turn to end. First, you can decide to end your strategic turn by selecting the Turn button available on the Main Galactic screen. Second, the player who hosts a multiplayer game can set the same strategic turn time limit for all players.

The Strategic Timer defaults to None. For more information, see **Chapter 5: Single Player Game**.

## Tactical Turns

When starship combat between your empire and an enemy race starts, you will go to the Tactical Combat screen. While combat is played out on this screen, the Strategic Timer is paused. Instead, combat is resolved during tactical turns, which is the time when you order tactical commands to your starships in battle. After the tactical turn is ended, all the player's orders are processed.

7

As with a strategic turn, there are two ways for a tactical turn to end. First, you can decide to end your tactical turn by selecting the Turn button available on the Tactical Combat screen. Second, the player who initiates a game can set a tactical turn time limit for all players.

The Tactical Timer defaults to None. For more information, see **Chapter 5: Single Player Game**.

# SCREEN SAVER

When you have been inactive in the game for more than 20 minutes, a screen saver will play. This screen saver features a rotating view of starships and alien monsters. Press any key or move the mouse to deactivate the screen saver and restore the game.

# PLAYING EMPIRES

You must select one of five empires to control in *Birth of the Federation*. The five empires are:

- **The Cardassian Union** is structured around a highly efficient military intelligence organisation that conquers other races to ensure its continued survival.

- **The United Federation of Planets** is based on Earth and is devoted to peaceful relations with other races, the exploration of space and the pursuit of scientific knowledge.

- **The Ferengi Alliance** is mainly an economic power interested in continued financial gain.

- **The Klingon Empire** is a warrior society pledged to honour and strength through conflict.

- **The Romulan Star Empire** is a reclusive society that protects its privacy mainly through its military intelligence agency and cloaked starships.

After you choose an empire to play, you will gain a strategic advantage by basing your strategy on the guiding philosophy of each empire. For further information, see **Chapter 3: Empires**.

In addition to the empires, each game can have up to 30 minor races, each controlled by the game's AI. These minor races will

interact with each empire differently. You may form partnerships with them or fight them in starship battles. For more information, see **Chapter 5: Single Player Game**.
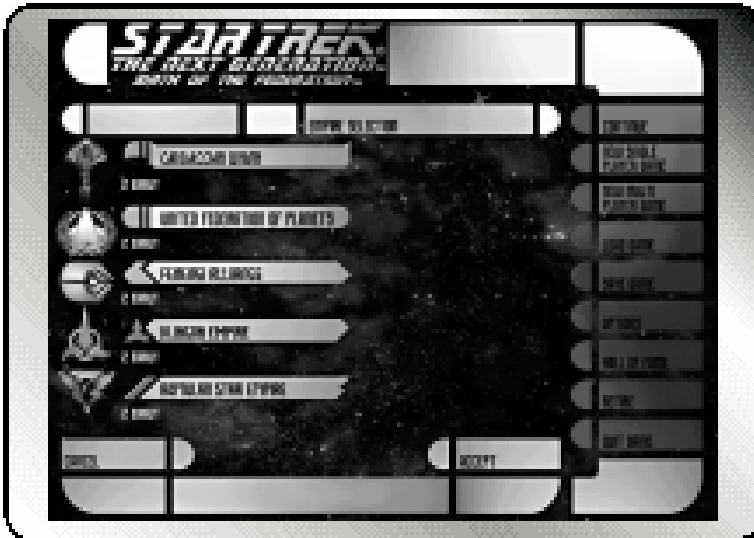


*Empire Selection Screen*

# CURSOR

Your cursor changes to indicate its current function.

**General Cursor**       This cursor is used to click on buttons and select onscreen items.

                                  The General cursor looks like this:

**Move Cursor**           This cursor is a flashing green and purple square with arrows pointing out of all four sides. It appears only on the Galactic Map window when a task force has been ordered to move. The Move cursor changes back to a General cursor when a destination has been selected.

                                    The move cursor looks like this:

# 2  GAME OVERVIEW

**Selection Cursor**    This cursor is used to select all buttons and star-ships on the Tactical Combat screen. While this cursor looks slightly different for each empire, all look like a set of cross hairs.

The Selection cursor looks like this:

**Wait Cursor**    This cursor appears while your commands are being processed. The cursor will change into a rotating icon.

# GAME VICTORY CONDITIONS

The victory conditions determine the criteria for winning vs. other players or the AI. There are three different victory conditions: Domination, Vendetta and Team Play. To choose a specific victory condition, select the Victory Conditions button on the Game Preferences screen. After winning a game, a Confirmation window appears, asking you if you wish to continue playing.

## DOMINATION

The Domination victory condition requires your empire to control 60% of the galaxy's population and inhabited solar systems. If your empire has formed an alliance with another galactic power, then the two of you must collectively control 75% of the existing population and inhabited solar systems to meet the Domination victory condition. You can also win by eradicating all other empires.

## VENDETTA

The Vendetta victory condition requires your empire to eliminate its two mortal enemies. Each empire has two mortal enemies:

**The Federation** vs. the Romulans and the Cardassians

**The Klingons** vs. the Cardassians and the Ferengi

▬◤  **The Romulans** vs. the Federation and the Ferengi

▬◤  **The Ferengi** vs. the Klingons and the Romulans

▬◤  **The Cardassians** vs. the Federation and the Klingons

# TEAM PLAY

The Team Play victory condition can only be selected for multiplayer games. In Team Play, each player selects a team to be in. Empires controlled by the AI will be placed on a team selected by the multiplayer game host. These teams will start out the game with an alliance treaty established between their empires. Each team must control 75% of the existing population and inhabited solar systems to win.

# GAME SCREENS

*Birth of the Federation* has seven main screens.

| | |
|---|---|
| **Main Menu** | From this menu, you set the basic game parameters and save or load games. For further information, see **Chapter 4: Main Menu**. |
| **Main Galactic** | Displaying a grid map of the galaxy, this screen serves as a base of operations from which to move starships, order task forces and receive a summary of game actions. For more information see **Chapter 6: Main Galactic Screen**. |
| **Tactical Combat** | This screen appears when your starship prepares to fight a potentially hostile vessel. All ship-to-ship battles are conducted on this screen. For a complete description, see **Chapter 7: Tactical Combat Screen**. |
| **Solar System** | This screen shows what resources are in each of your solar systems. You also construct buildings and starships here. For a complete description, see **Chapter 8: Solar System Screen**. |
| **Intelligence** | From this screen, you select what espionage and sabotage activities to conduct. For |

more information, see **Chapter 9: Intelligence Screen**.

**Diplomacy**      On this screen, your empire establishes relation-ships with other races. You also review basic information about any race you encounter. For more information, see **Chapter 10: Diplomacy Screen**.

**Technology**     This screen is where you research and review what structures and starships your empire can build. For a complete description, see **Chapter 11: Technology Screen**.

# *MARKER WINDOW*

The Marker window is a menu with six buttons, each identified with an icon for the game screen it represents. With the exception of the Tactical Combat screen, Summary window and Redeployment window, right-clicking on other game screens will bring up the Marker window.



*Main Galactic screen button*

*Technology screen button*

*Solar System screen button*

*Diplomacy screen button*

*Intelligence screen button*

*Main Menu button*
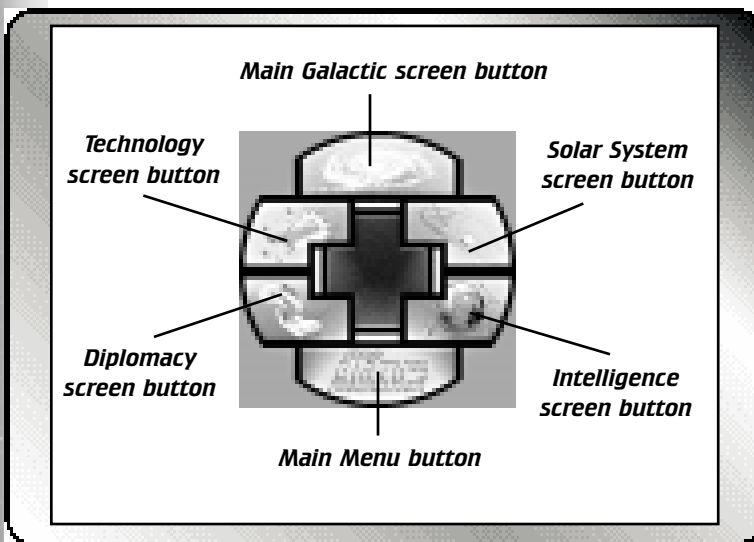
*Marker Window*

Clicking on a button brings up the particular screen:

**Main Galactic screen** for ship movement and summaries of game actions.

**Solar System screen** to view the solar systems your empire controls.

**Intelligence screen** to issue espionage and sabotage commands. You can also read intelligence reports on the other empires.

**Main Menu** to exit the game, save it or start a new one. You can also access the Options screen from the Main Menu.

**Diplomacy screen** to establish relationships with other races.

**Technology screen** to decide what technological research your galactic power will conduct.

Clicking outside of the Marker window or on its centre will close it.

You can also move between screens using these function keys:

F1 for the Main Galactic screen

F2 for the Solar System screen

F3 for the Intelligence screen

F4 for the Technology screen

F5 for the Diplomacy screen

# GAME RESOURCES

In gaining allies or new solar systems, an empire increases its resources, allowing it to build new structures and to power existing ones. The eight basic resources are credits, dilithium, energy, food, industry, intelligence points, population and research. With the exception of population, these six resources can be defined as either system-level resources or empire-level resources. Population acts as both a system-level and an empire-level resource, as explained later in its own section.

# SYSTEM-LEVEL RESOURCES

System-level resources can only be used within the solar system they are generated in. Food, energy and industry are system-level resources. These resources cannot be stockpiled or transferred between solar systems.

## Energy

Energy is needed to power shipyards, dilithium mines and other special structures. Without energy, many special structures will be unable to function.

Energy is generated by energy structures. However, basic structures are self-powered and do not require additional energy from energy structures. (For more information on structures, see **Appendix B: Structures**.)

## Food

Food sustains the population of a solar system. Food shortages lead to starvation and a drop in population. A food surplus stimulates population growth as long as the solar system has not reached its maximum population limit. Food is produced by food structures.

## Industry

Industry is a basic requirement to build structures and starships within a solar system. Each structure and starship costs a certain amount of industry units to build.

If a solar system has 100 industry units, it can construct any structure or starship that has a build cost of 100 units or less in one strategic turn. Likewise, such a solar system can build any structure or starship that has a build cost of 200 units in two strategic turns, and so on.



*Cardassian Assembly Yard*

Industry units are generated by development structures, such as industrial replicators.

This resource will determine the amount of credits produced when

solar systems are ready to build products for trade routes. (For more information on trade routes, see **Chapter 6: Main Galactic Screen**.)

# EMPIRE-LEVEL RESOURCES

Empire-level resources are generated in a specific solar system but can be used by an empire across all its solar systems. These resources are considered to be automatically pooled together and redistributed where needed within the empire's territory. Credits, dilithium, intelligence points and research are considered empire-level resources. These resources, with the exception of credits, cannot be stockpiled.

## Credits

Credits are the galactic unit of currency. They are produced by an empire's population through taxes and by trade routes between solar systems. Credits are automatically stockpiled each strategic turn based on the cash production of the empire. As a result, they can be saved for future use.

Credits support excess starships when the empire's population cannot. Credits are automatically used to maintain the extra starships instead of population units. Whatever support for starships that is generated by population is subtracted from the total maintenance cost, with the balance subtracted from the credit reserve each strategic turn.

*Ferengi Festival of Fun*

Players can buy structures with credits before their standard completion time, thus speeding up their construction. The overall cost is determined by spending one credit per remaining industry unit. For more information, see **Chapter 8: Solar System Screen**.

Credits can buy diplomatic gifts, pay for bribes or be offered with a treaty to enhance diplomatic negotiations with another race. For more information, see **Chapter 10: Diplomacy Screen**.

## Dilithium

Dilithium is a crystalline substance that acts as a reaction catalyst in starship engines. It regulates the matter/antimatter reactions which power a starship's warp propulsion systems, allowing it to travel through space at faster-than-light speeds. Dilithium is produced by dilithium refineries.

The total number of dilithium refineries in an empire determines how many shipyards can build starships. One dilithium refinery can supply a shipyard with enough dilithium to build a fleet, but only if each starship is built one at a time. The more dilithium refineries an empire has, the more shipyards can each construct a starship.
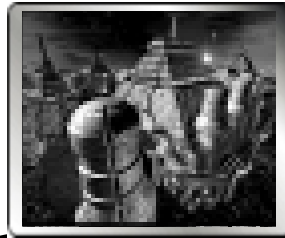
*Klingon Mining Prison*

Since dilithium cannot be stockpiled, an empire must have one dilithium mine or refinery for every starship under construction in a given turn. For more information on dilithium refineries, see **Appendix B: Structures**.

## Intelligence Points

Intelligence points are a basic requirement to conduct espionage and sabotage on other empires. The more intelligence points your empire has, the more resources it has to spy on the other empires. Intelligence points are generated by intelligence structures. For more information, see **Chapter 9: Intelligence Screen**.

## Research

Research is a basic requirement to upgrade an empire's technology level. Each technology level costs a certain amount of research units to reach. Research units are generated by research structures. For further information, see **Chapter 11: Technology Screen**.

*Genesis Research Lab*

# POPULATION

Population is the number of people within a society. Ultimately, population serves as the workforce for each solar system controlled by an empire, and in this sense it functions as a system-level resource.

Population size within each solar system determines what basic structures can be operated there. Ten available units of population can operate one basic structure. The size of a population within a solar system also determines whether trade routes can be established. Depending upon the empire, 125 to 200 available population units are required to support a single trade route. More trade routes may be supported if the population of the solar system is large enough.

As an empire-level resource, the total size of an empire's population indicates what a solar system's tax income will be. Depending upon the empire, each population also has a set percentage that contributes to the tax rate, with the remaining percentage of the population available to support starships without any economic cost to you. Any amount of the population can be assigned to specific structures, still supporting starships and counting towards the tax rate.

## Morale

Each solar system controlled by an empire has its own morale for that sector's population. This morale indicates the population's reaction to your empire's actions, such as starting a war or establishing a peace treaty. The morale reaction depends upon the philosophy of the inhabitants of each solar system. Klingons will react positively to a declaration of war, whereas the Federation responds favorably to successful diplomatic relationships.

Morale affects your empire's production of industry, research and intelligence points. If your morale is very low, unrest events can occur, from riots that destroy structures to a rebellion of an empire's solar system. A high morale can have positive effects, such as a construction boom (which builds a basic structure for free) or an economic boom (which can double credit production for a single turn).

Morale is measured on the Solar System screen, as one of eight terms—fanatic, loyal, pleased, content, apathetic, disgruntled, defiant and rebellious—with fanatic as the best morale for an empire and rebellious the worst.
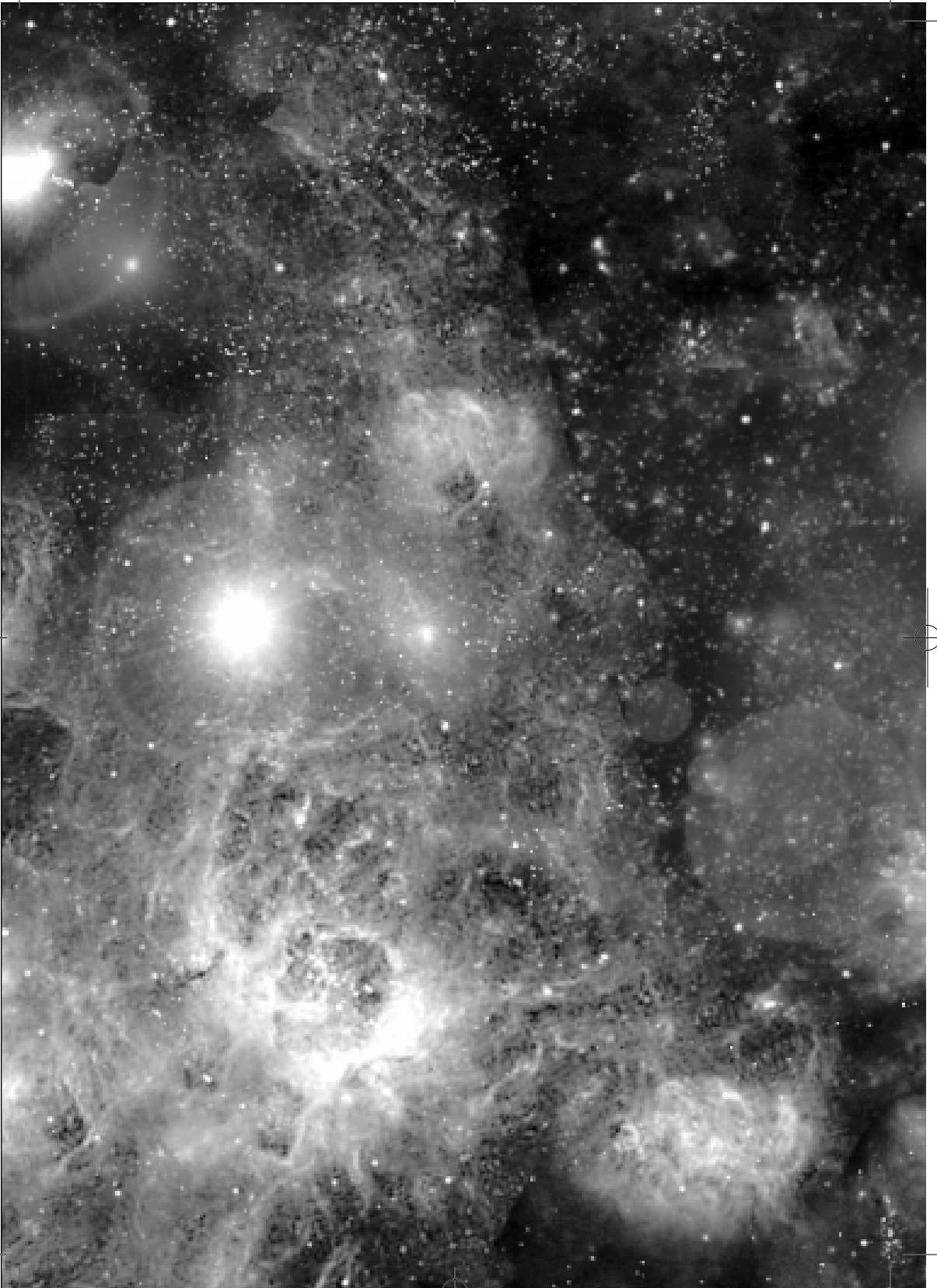
# *Chapter 3*

## EMPIRES

*Know your enemy and know yourself, and victory will always be yours.*

*–Sun Tzu, from The Art of War, as quoted by Cmdr. William Riker*

# 3  EMPIRES

While *Star Trek: The Next Generation* focused on the voyages of the U.S.S. Enterprise, that starship did visit many different planets and encountered many different civilizations. Predominant among these civilizations were, of course, the United Federation of Planets, as well as the Klingon Empire, the Romulan Star Empire, the Ferengi Alliance and the Cardassian Union.

Perhaps the most important aspect of *Birth of the Federation* is understanding these five cultures. Since each empire has particular gameplay strengths, you should follow its unique philosophy to gain full advantage of its specific strengths. Furthermore, understanding each empire's philosophy will help you in dealing with them, be it through negotiations or through war. But understand that the specific events mentioned in these descriptions have not taken place in the game. These descriptions are to give you the flavour of each empire as you guide its future.

# UNITED FEDERATION OF PLANETS

"To bring light into the darkness."
                          –U.S.S. Stargazer dedication plaque

Founded in 2161, the United Federation of Planets is an alliance of several planets dedicated to peace and scientific exploration. It is governed by the Federation Council, which in turn, is led by the Council President.
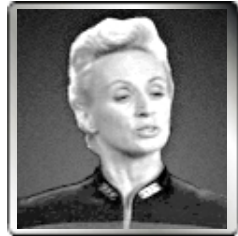
The Federation's organisation for interstellar exploration and defence is Starfleet Command. Starfleet's mission to explore strange new worlds, to seek out new life and new civilizations, is balanced by its Prime Directive: to not interfere in the natural development of any unaligned alien race. As a result, first contact with other races is very important to the Federation. For every successful first contact, such as Zefram Cochrane's peaceful meeting with the Vulcans, there has been a dangerous encounter, such as the one with the Klingon Empire.

The Federation is also known for its history of able diplomacy. Through the Khitomer Peace Accords of 2293, the Federation founded a friendship with their former adversary, the Klingons. Likewise, the Federation has used diplomacy to rein in the

Romulan Star Empire and Cardassian Union by creating buffer zones between their territories and the Federation's.

This reputation for diplomacy is the Federation's most significant gameplay advantage. In diplomacy, the Federation's credits are extremely effective in establishing treaties. Minor races show more sympathy towards the Federation than other empires. In combat, the Federation also has an advantage with strong starship shields and hulls, and it receives a large bonus for liberating inhabited solar systems.

In Vendetta games, both the Romulans and Cardassians, with their active distrust of Starfleet, will always be significant threats for the Federation.

Onscreen, the Federation is represented by

# KLINGON EMPIRE

"So honour the valiant who die 'neath your sword/But pity the warrior who slays all his foes."

   –"The Fall of Kang" by the Klingon poet
G'trock

By killing Molor the Tyrant circa 600 A.D. and defeating the Fek'lhri, Kahless the Unforgettable united his fellow Klingons with his acts of honour and courage. Even now, a clone of Kahless still serves as an inspirational Emperor of the Klingons, although the government is actually led by the Chancellor, who oversees the Klingon High Council from the Klingon homeworld, Qo'noS.

Forged in war, the Klingon Empire has continued to temper itself through conflict. For Klingons, strength and honour in battle is all. Some opponents they recognise as honourable, others they consider treacherous. Respect for an enemy's strength can lead the Klingons to forge a needed alliance.

Sometimes the Klingons fight old allies. Former allies with the Klingons, the Romulans struck at Klingon outposts in 2344 and 2346, respectively. Such situations reinforce the Klingons' belief that the future of their empire rests on battle readiness.

This readiness for battle at any moment is its main gameplay advantage. The Klingon Empire is quite effective in ground combat.

Klingon Colony and Troop Transport starships, unlike those of other empires, are armed for space battle. Their Birds of Prey starships can cloak.

During Vendetta games, the Klingons see a great threat in the Cardassians, who clearly attempt to increase their military strength, and in the Ferengi, who have no honour.

Onscreen, the Klingon Empire is represented by

# ROMULAN STAR EMPIRE

"If we are the strong, is this not the signal for war?"

–Anonymous Romulan Centurion

To understand the Romulans, one must look to the planet Vulcan. In the first century A.D., the Vulcans suffered a series of horrible wars due to their violent and passionate natures. Then came the Time of Awakening, when the Surak taught his people the strength of logic and the peace that came with it. Those Vulcans who rejected Surak's teachings left their homeworld for the planets of Romulus and Remus, founding the Romulan Star Empire.
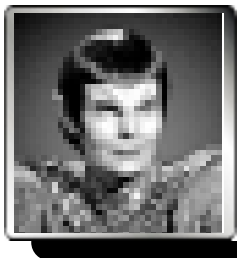
Now the Romulans are governed by a ruler known as the Praetor, who is supported by the Imperial Senate, a parliament led by a Proconsul. The Romulans' military intelligence agency, the Tal Shiar, not only spies on their enemies but also on its own citizens for signs of betrayal.

In playing the Romulans, take advantage of their covert means at undermining their foes. The Romulans secretly helped foster the Klingon Civil War of 2367, attempted a clandestine takeover of Vulcan in 2368, and have highly placed spies, such as the Federation ambassador T'Pel.

To other races, the Romulans prefer to remain a mystery. In their first battle with Earth in 2160, the Romulans kept their appearance hidden from their enemies. By 2266, the Romulans had developed a cloaking device that rendered their starships invisible to enemy sensors. Nevertheless, the Romulans have entered into military alliances with the Klingons and with the Cardassians when these empires shared common foes.

The Romulans' reliance upon their military intelligence and their desire to remain enigmatic serve as their major gameplay advantages. By building special structures, they have effective intelligence operations. Their starships, with the exception of Colony and Troop Transports, can cloak and have efficient targeting systems with powerful plasma torpedoes.

In Vendetta games, the Romulans target the Federation and the Ferengi as being their most significant enemies.

Onscreen, the Romulan Star Empire is represented by

# FERENGI ALLIANCE

"A Ferengi without profit is no Ferengi at all"
    –The 18th Ferengi Rule of Acquisition

Ferengi personal conduct is influenced by the 285 Rules of Acquisition, first of which is "Once you have their money, you never give it back." These rules were formulated by Gint, who led the Ferengi as the first Grand Nagus nearly 10,000 years ago. The current Grand Nagus oversees the Alliance from the homeworld of Ferenginar.

By the time a race has encountered them, the Ferengi have already established a financial foothold into that race's territory. Although the Federation did not meet the Ferengi until 2364, the Ferengi had been salvaging Federation property since 2355. The Ferengi like to deal with those races that are unfamiliar with their reputation for greed. First contacts are excellent opportunities to increase their profit by making deals that are favourable to themselves.

Since they prefer the acquisition of financial power rather than that of political or military power, it is easy to underestimate the Ferengi. This focus upon economic interests gives the Ferengi certain gameplay advantages. They can establish trade routes without treaties and build structures that boost their income. Another advantage is that Ferengi starships have strong shields and carry several torpedoes.

In Vendetta games, the Ferengi see the Romulans and Klingons as their greatest threat since neither galactic power is willing to let the Ferengi do business in their territory.

# 3  EMPIRES

Onscreen, the Ferengi Alliance is represented by

# CARDASSIAN UNION

"Confession is good for the soul."
–Old Cardassian saying

The Cardassian Union was formed by the civilian Detapa Council 300 years before the Federation came into existence. With the Detapa Council controlling both the military units of the Central Command and the spy network of the Obsidian Order, the Cardassian Union grew strong by gaining ter-ritory and technology through war, at the price of several million deaths. Given that before the Union, millions of Cardassians had died due to plague and famine, success through such brutal means seemed to cost no more than life before wars.
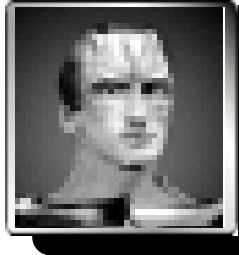
The Cardassian people, however, were once a spiritual culture, deeply interested in peace. Now, that spiritual past is no longer acknowledged in a society that focuses on military order, discipline and conquest. Races, such as the Bajorans, who are conquered by the Cardassians find their worlds strip-mined of all resources in order to support the Union. These actions are seen as acceptable, even efficient, by the Cardassians.

This military efficiency is a gameplay advantage, with their ability to rule other races best through subjugation by constructing special structures. The Cardassians gain a great deal of productivity that other races are unable to do to races they have subjugated. They are also efficient in intel-ligence operations through the development of structures, and their star-ships have extremely powerful beam weapons and strong hulls.

In Vendetta games, Cardassians view both the Federation and the Klingons as enemies due to prolonged wars with each.

Onscreen, the Cardassian Union is represented by

# *Chapter 4*

## MAIN MENU

*All of this might just be an elaborate simulation running inside a little device, sitting on someone's table.*

*–Captain Jean-Luc Picard, on the nature of reality*

# 4 MAIN MENU

After the opening movie, the first screen you will see is the Main Menu. From here, you may save, load, start, retire, quit or change the options for a game. To bypass the opening movie, press the Esc key.
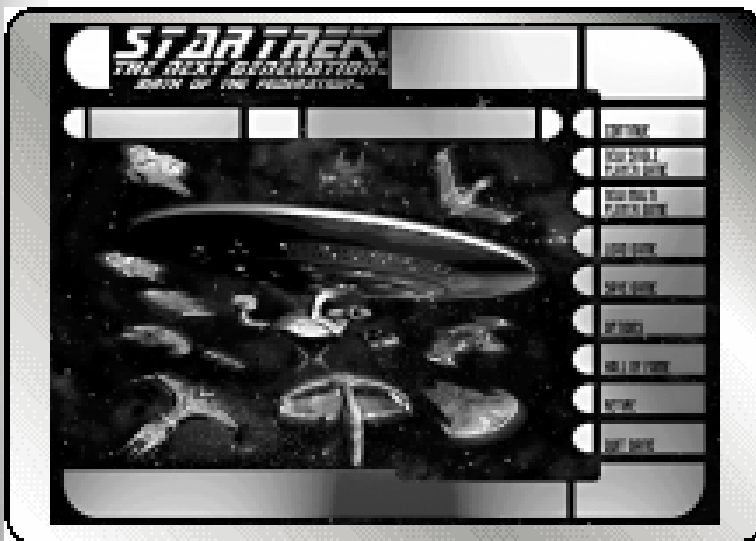


*Main Menu*

# CONTINUE BUTTON

Click on the Continue button to load the last saved game played. To continue a game you have just exited, click on the Continue button.

# NEW SINGLE PLAYER GAME BUTTON

Click on the New Single Player Game button to start a new game for one player. This brings up the Configuration screen, where you set the difficulty and technology levels for the game.

Once you set those game parameters, the Empire Selection screen appears, where you select which empire to play. The other empires will be controlled by the AI. When the game starts, a movie about

26
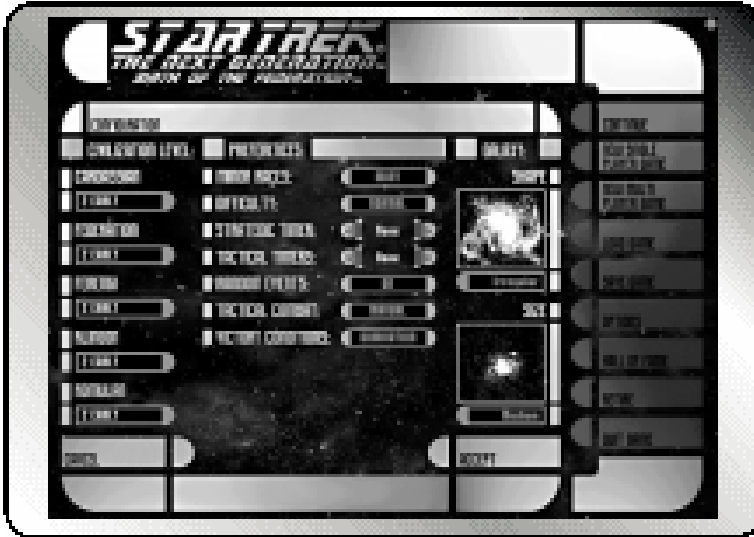
*Configuration Screen*

your empire plays. To bypass the movie, press the Esc key. The Main Galactic screen then appears.

Should you already have a game in progress that you have not saved, it will be erased when you click on the New Single Player Game button.

# NEW MULTIPLAYER GAME BUTTON

Click on the New Multiplayer Game button to start a new game for 2 to 5 players. This will bring up the Multiplayer Setup screen, where the host sets up the desired game for others to join.

The player who initiates the game, known as the host, can set the difficulty and technology levels for all players in the game at the Configuration screen. Each player who joins the game selects which empire to play at the Multiplayer Setup screen. Any remaining empires are controlled by the AI.

Should you already have a game in progress that you have not saved, it will be erased when clicking on the New Multiplayer Game button.

27
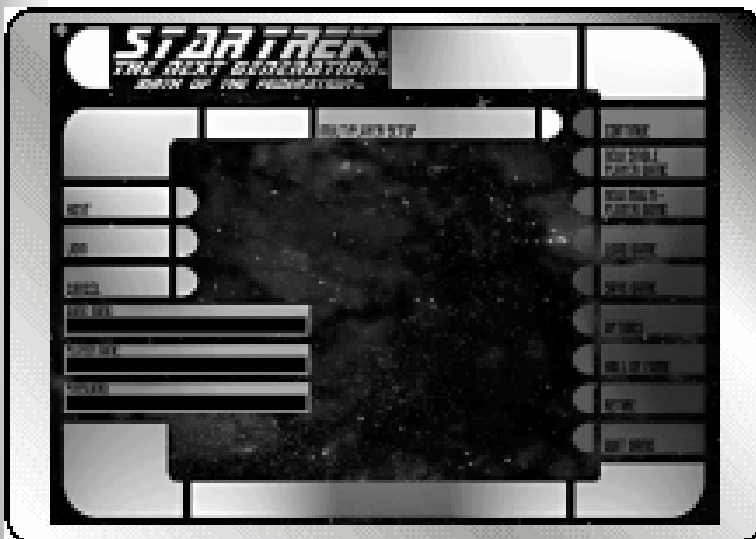
*Multiplayer Setup Screen*

# LOAD GAME BUTTON

To load a game, click on the Load Game button to load any one of the saved games from the Load Game menu. To select the game you want to load, click on its slot and the selected game will light up. Then click the Accept button to start that saved game.

You can also select any of the four tutorial games to play from this menu. For instructions on how to use the tutorials, please read the online guide that is located on your hard drive. To read this online guide, you need Adobe Acrobat Reader 3.0. See "Using the Tutorials" in **Chapter 1: Game Installation** for more information.

# SAVE GAME BUTTON

To save your current game, click on the Save Game button.

In the Save Game menu, you have 12 slots available for saved games. To select a slot, click on the slot in either the Name Field or the Description Field. In the Description Field, the galaxy type of the saved game will appear. If you wish to change the text, click on the

*Save Game Menu*

Description Field and type in your text. Click the Accept button to save the game and to resume play. If you save a new game in an older game's slot, the older game will be erased in favor of the newer game.

Four slots are already used for tutorials. It is recommended that you not use those slots to save new games until you learn the game.

## *OPTIONS BUTTON*

Clicking on the Options button brings up the Options menu, from which you can set various game parameters. For further information, see **Chapter 13: Game Options**.

## *HALL OF FAME BUTTON*

Click on the Hall of Fame button to bring up the Hall of Fame screen, which lists the top 10 games. The name of the winning empire, the description of the victory and the winning score are listed.

You can only edit your entry on the Hall of Fame screen immediately after completing a game. The latest entry will be lit with a blinking

*Hall of Fame*

cursor in the name description box. If you wish to change the name of the empire, click on it and type in your text.

# RETIRE BUTTON

Click on this button to display the Power Graph, which shows the current progress of each empire in relation to each other. Click on the OK button to exit the game.

# QUIT GAME BUTTON

To exit the game and return to Windows, click on the Quit Game button.

# *Chapter 5*

## SINGLE PLAYER GAME

*Destroying an empire to win a war is no victory, and ending a battle to save an empire is no defeat.*

*–Kahless, referring to the unification of the Klingon Empire*
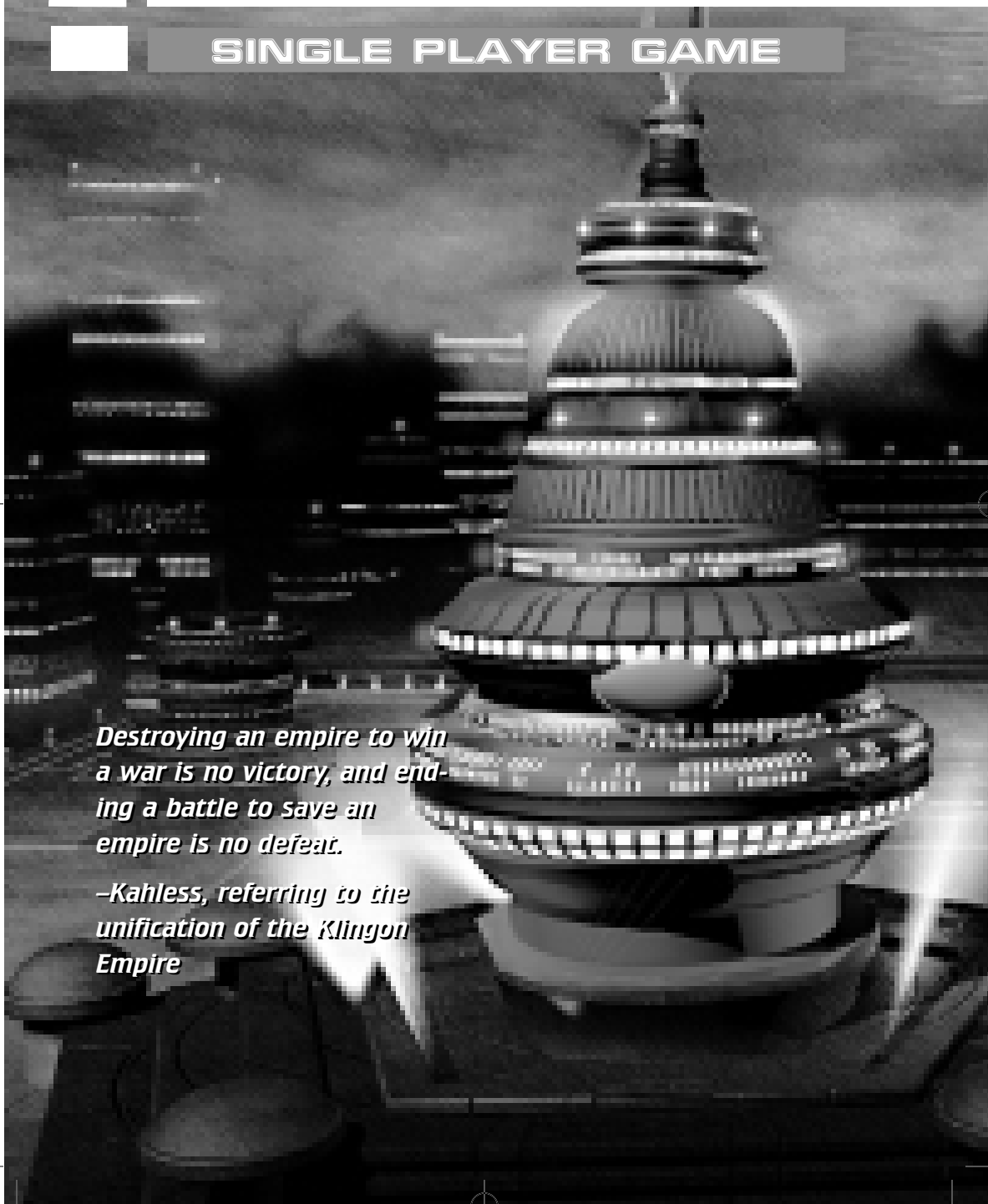
# 5 SINGLE PLAYER GAME

Single player games give you the opportunity to play any empire against the AI. Although the AI controls the other four empires, each empire still acts according to its guiding philosophy.

Whenever you start a new single player game, you erase the current game unless you first save it. For a complete description of saving games, see **Chapter 2: Game Overview**.

# *CONFIGURATION SCREEN*

After you click the New Single Player button, the Configuration screen will appear. Here you can select the technology level of each empire, change the difficulty level, determine the number of minor races in the game, specify the type of galaxy map for that the game and decide the victory conditions of the game. You can also accept the game defaults.
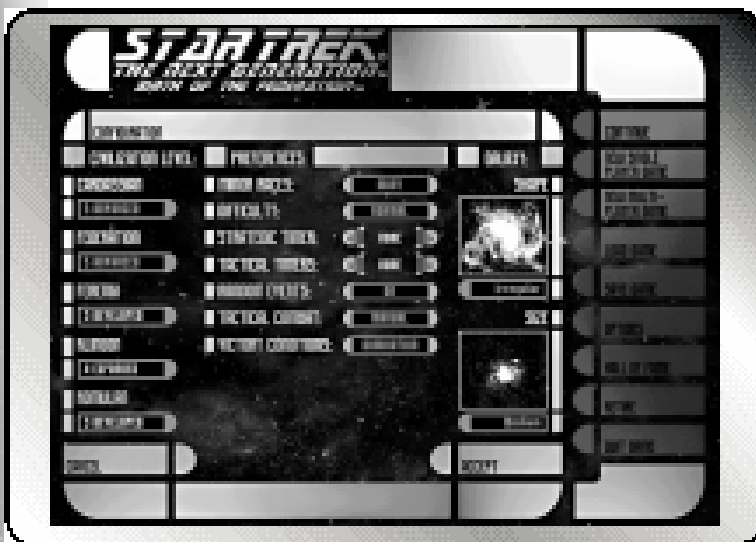


*Configuration Screen*

After choosing the Configuration settings, click on the Accept button to continue to the Empire Selection screen. If you wish to exit

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without saving your changes, select the Cancel button which will return you to the Main Menu.

# CIVILIZATION LEVEL BUTTONS

Located under each empire name, the Civilization Level button determines what type of structures and starships that empire can construct at the start of the game. An empire with a higher civilization level has an advantage over an empire at a lower level.

There are five levels of civilization: Beginning, Early, Developed, Expanded and Advanced.

- **Beginning** is the lowest level of civilization (technology level 1), and you start with a single solar system.

- **Early** (technology level 2) starts with a fully developed homeworld within a single solar system.

- **Developed** (technology level 3) starts the game with a single solar system.

- **Expanded** (technology level 5) starts with two solar systems and a large amount of credits.

- **Advanced** (technology level 8) starts with three solar systems, an extra starship and a large amount of credits.

For more information about technology levels, see **Chapter 11: Technology Screen**.

Civilization Level defaults to Early. To select a Civilization Level, click on the currently listed option to change it. Press the [Shift] key and click on any Civilization Level button to change all empires to the same technology level. Press the [Shift] key and click on any Civilization Level button a second time to change the Civilization Level to the next choice for all empires.

# GAME PREFERENCES

Using the Preferences buttons, you can adjust the overall difficulty of the game by determining the number of races your empire can encounter, the duration of gameplay and other gameplay factors.

**33**
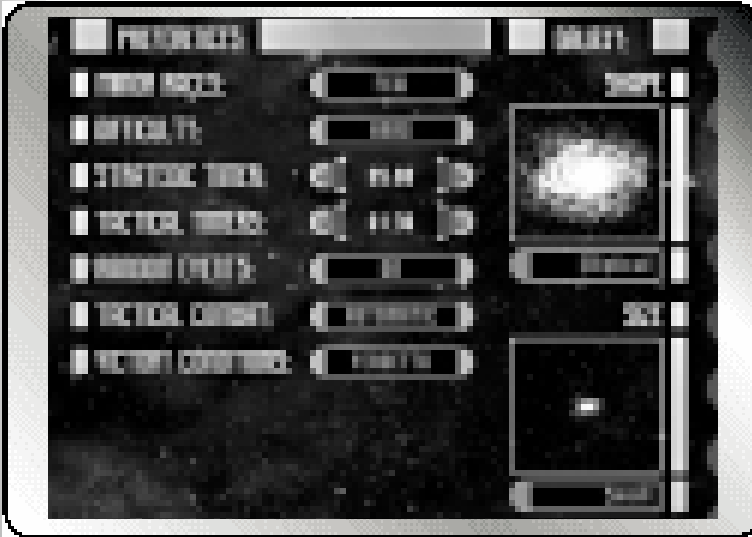
*Preferences Buttons*

## Minor Races Button

You can encounter other races besides the five major empires. Each minor race (which is controlled by the AI) has its own set of characteristics and governing philosophy to allow it to react differently to each society. For instance, the Bajorans are more likely to be favourable to the Federation than they are to the Cardassians. The Nausicaans, with their violent nature, are more likely to be sympathetic towards the Klingons than the Ferengi. Depending upon how your empire treats these minor races throughout the game, any minor race can grow to like your empire more or come to care about it less.

There are four different options for the number of minor races: None, Few, Some and Many. To select the number of minor races, click on the currently listed option to change it. The more minor races you can encounter, the more likely it is that empires can expand through diplomacy or though conquest. Fewer minor races mean that empires have to expand mainly through colonisation. This button defaults to Many.

## *Difficulty Button*

There are five levels of difficulty: Simple, Easy, Normal, Hard and Impossible. When the difficulty level is Simple, random events are infrequent and not very severe. In addition, AI-controlled empires have a small amount of credits and population with low morale. As the difficulty levels increase to Impossible, random events are more frequent and severe. Also AI-controlled empires have a high morale population and a large amount of credits. The default is Normal. To set the difficulty level, click on the currently listed option to change it.

## *Strategic Timer*

You can decide how long each strategic turn is. A strategic turn is the time when you control your starships, give commands, review your supplies and territories, and gather information on other empires.
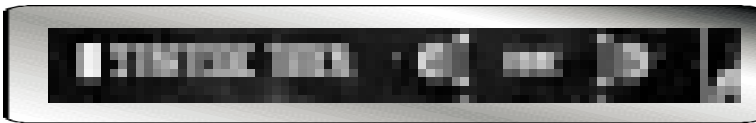


*Strategic Timer*

Select from several different predetermined time limits or None (no time limitation). The selected time limitation will be the same for each player. Click the right arrow to increase the time limit. Click on the left arrow to decrease the timer. The Strategic Timer defaults to None. For more information on strategic turns, see **Chapter 2: Game Overview**.

## *Tactical Timer*

You can decide how long each tactical turn in combat is. A tactical turn is the time when you order tactical commands to your starships in battle. While you are in tactical combat, the Strategic Timer is paused.

Select from several different predetermined time limits or None (no time limitation). The selected time limitation will be the same for each player. Click the right arrow to increase the duration of a tactical turn. Click

*Tactical Timer*

on the left arrow to decrease the duration. The tactical timer defaults to None. For more information, see **Chapter 2: Game Overview**.

# Random Events Button

Click the Random Events button to set whether you want random circumstances in your game. Click on the currently listed option to change it. The Random Events button defaults to On.

Random events can increase or decrease the population of a solar system, destroy structures, improve or weaken diplomatic relations, add to or take away from your credits, and temporarily block warp travel or trade revenues. These random events can take the form of unusual phenomena, from the destructive Crystalline Entity to the cybernetic Borg collective.

# Tactical Combat Button

Click the Tactical Combat button to set either Manual and Automatic control in tactical combat. Manual gives you control as to how to manoeuvre your starship and plan tactics. Automatic has the combat occur offscreen. If you choose Automatic, you will only see a summary of the combat.

To select a Tactical Combat option, click on the currently listed option to change the choice. The Tactical Combat button defaults to Manual.

# Victory Conditions Button

There are three Victory Conditions options: Domination, Vendetta and Team Play.

**Domination** requires your empire to control 60% of the galaxy's population and inhabited solar systems. If your empire allies with another empire, then 75% of the inhabited galaxy must be under the collective control of you and your ally. In addition, you can win by eliminating all other empires.

> **Vendetta** requires your empire to eliminate its two mortal enemies to win the game.

> **Team Play** requires teams, made up of allied empires, to control 75% of the existing population and inhabited solar systems. This option is only available in a multiplayer game.

To select a Victory Conditions option, click on the currently listed option to change it. The Victory Conditions button defaults to Domination. For more information on victory conditions, see **Chapter 2: Game Overview**.

# GALAXY OPTIONS

The size and shape of the galaxy used as the strategic map affects your game.

## Galaxy Size Button

The size of the galaxy can be Small, Medium or Large. The smaller a galaxy is, the sooner the empires will come into contact with each other and the sooner the game will end. The earlier competing empires meet, the less time there is to develop their strategic strengths. On the other hand, a larger galaxy makes it more likely that the empires will be significantly advanced by the time they encounter each other.

To select a Galaxy Size option, click on the currently listed option to change it. The Galaxy Size button defaults to Medium.
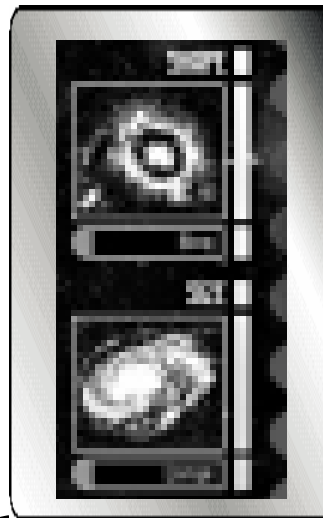


*Galaxy Size and Shape Buttons*

## Galaxy Shape Button

The shape of the galaxy can be Irregular, Elliptical, Ring or Spiral. Each possible shape for the galaxy can affect all the empires' growth. For instance, elliptical galaxies may allow for swift growth in several

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different directions whereas the boundaries of a ring galaxy may require you to build outposts for expansion.

To select the galaxy shape, click on the currently listed option to change it. The Galaxy Shape button defaults to Irregular.

# *EMPIRE SELECTION SCREEN*

Select which empire you wish to play on the Empire Selection screen. When the cursor passes over the empire's icon or name, you will see a description of that galactic power.

Click on the icon or the name of the empire to select it. The empire's name will become highlighted. Click on a different icon to select another empire. After you select which empire to play, click on the Accept button to start the game.
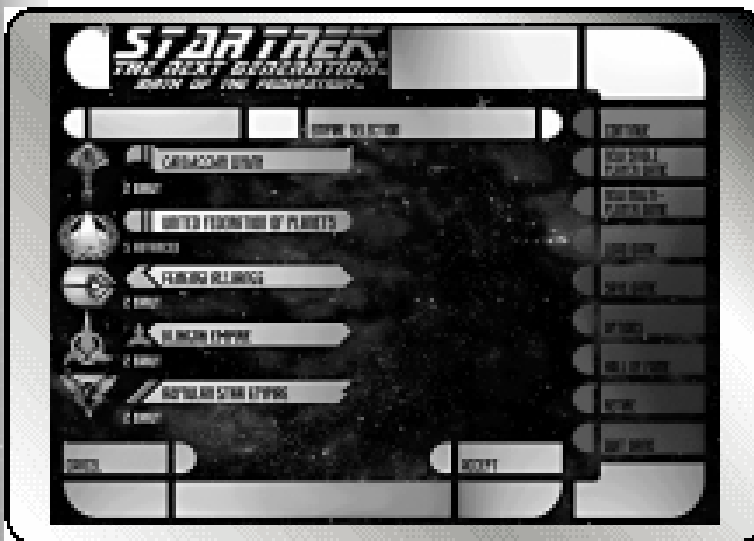


*Empire Selection Screen*

# Chapter 6

## MAIN GALACTIC SCREEN

*You are about to move into areas of the galaxy containing wonders more incredible than you can possibly imagine... and terrors to freeze your soul.*

*–Q, a member of the omnipotent Q-Continuum*

# 6  MAIN GALACTIC SCREEN

*Turn Timer*      *Empire Info panel*      *Galactic Map buttons*

*Main Galactic panel: Task Force Mode*      *Main Galactic window: Galactic Map Mode*      *Main Galactic Information window: Solar System Mode*

*Main Galactic Screen*
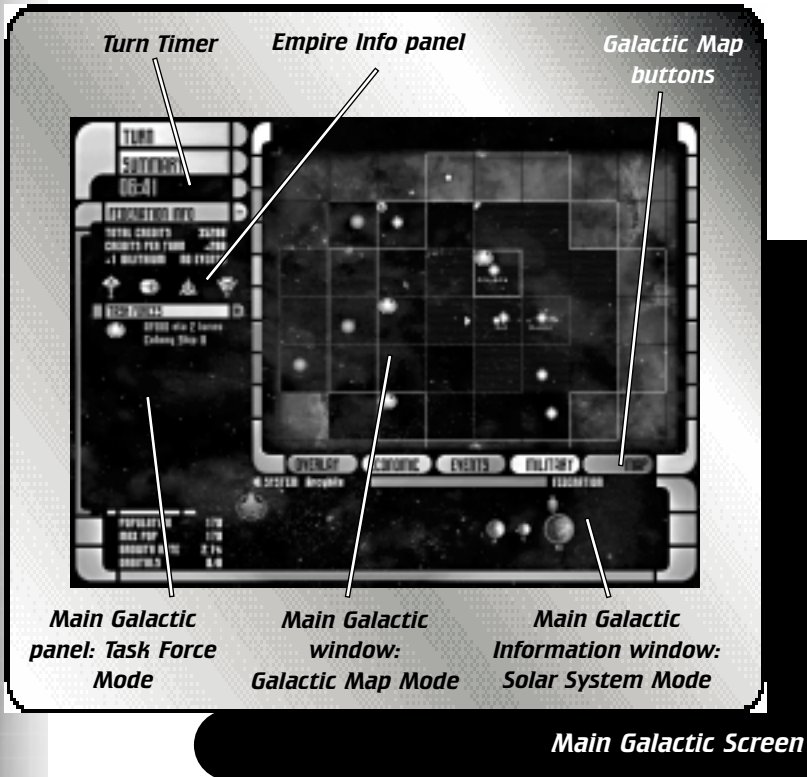
When a game starts, a movie about your empire plays. To bypass the movie, press the [Esc] key. The Main Galactic screen then appears, displaying a map of the galaxy. From here, you can move your empire's starships, order task forces, view explored solar systems and receive summaries of game events.

# MAIN GALACTIC WINDOW

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Most of the screen features the Main Galactic window. Depending upon the game mode, this window alternates between the First

Contact window, the Galactic Map window and the Redeployment window. The Galactic Map window is the default.

# *FIRST CONTACT WINDOW*

Whenever your empire encounters another empire or minor race for the first time, you will be notified of this meeting in the First Contact window. A voice-over also plays to notify you of this first contact.



*First Contact window*

*Sympathy Bar*

*Diplomatic Background*
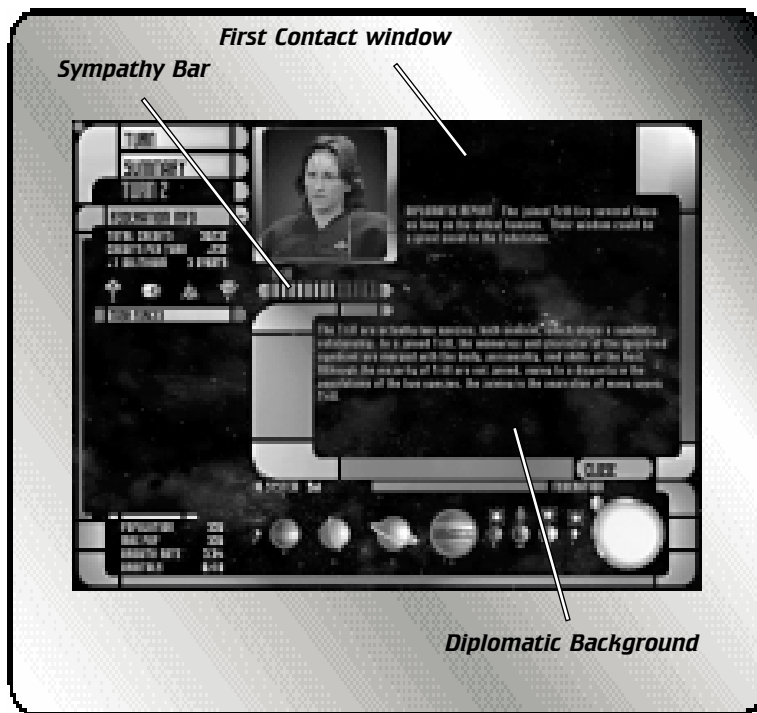
*First Contact Window*

The First Contact window contains a picture of the race your empire has just met. To the right of the race's image is the Diplomatic Report, which is your diplomat's impression of the race. The Diplomatic Report also contains a first contact statement from that empire.

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# 6  MAIN GALACTIC SCREEN

Under the Diplomatic Report is the Diplomatic Background, which usually includes an analysis of how that race tends to interact with other races.

How favourably that race is towards your empire is measured on the Sympathy bar, from left to right. The more of the Sympathy bar that is lit, the greater the sympathy, which means your empire is more likely to establish strong diplomatic relations with that race. For further information, see **Chapter 10: Diplomacy Screen**.

# GALACTIC MAP WINDOW

The Galactic Map window is a map of the galaxy with the position of your starships and territories displayed. Use your ↑, ↓, ← and → keys to scroll the Galactic Map. As you move your starships across the map to explore, you will see more solar systems and starships displayed. Each of your starships is represented by your empire's icon.
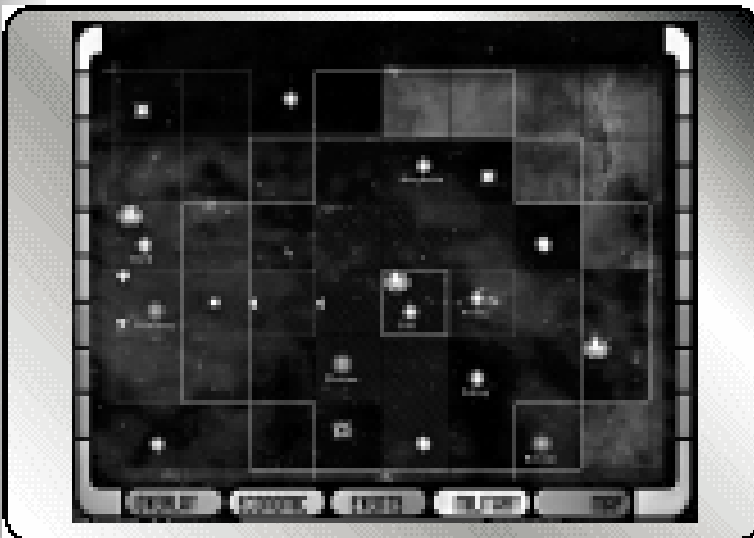


*Galactic Map*

When the cursor passes over a task force, a Tool Tip appears listing the number of task forces belonging to that empire. Whenever your cursor is over the Galactic Map, sector information appears at the

top of the screen, including the ownership status and grid location of the sector, as well as the scanning strength of your starships and solar systems.

## Sectors

Each square on the map grid is called a sector. A sector can contain an entire solar system, which will be labelled by name upon encountering it. The colour of that name indicates whether the solar system is inhabited and who inhabits it.

**Blue** represents a Federation-controlled solar system.

**Green** represents a Romulan-controlled solar system.

**Purple** represents a Cardassian-controlled solar system.

**Orange** means that the solar system is uninhabited, is controlled by a minor race or has broken away from your empire.

**Red** represents a Klingon-controlled solar system.

**Yellow** represents a Ferengi-controlled solar system.

Click on a sector to select it. Double-clicking on a sector will centre the map view on that sector. Move your cursor over a sector to display its grid map location, as well as which empire (if any) has claimed it. If there is a solar system in that sector that your starships have visited, move the cursor over its sun to display a Tool Tip with the solar system name, its star class, its number of planets, its defences and its current population.

At the start of the game, your position will be the sector your empire's home solar system is in. Your initial starship fleet is located here as well.

## Galactic Map Buttons

Below the Galactic Map are five buttons, each of which displays additional information.

### Map Button

Click on the Map button to bring up a menu bar that changes the display size of the sectors on the Galactic Map. The menu bar has two labels, one of which lights up to indicate the current map size.

# 6  MAIN GALACTIC SCREEN

☞ **Large Map:** the full view of the Galactic Map is shown

☞ **Small Map:** a portion of the Galactic Map is enlarged

You can also use the ⌶ key to zoom in and the Ⓞ key to zoom out the map.



*Galactic Map Buttons*

## *Military Button*

Click the Military button to view the Galactic Map in military mode, which displays your task forces and calls up the Task Force panel. Click the Military button again to turn it off.

The Military button default options display all starships with their projected paths and maximum ranges, starbases, outposts and known territories in sensor range of your starships and solar systems. If you want to change the default options, select the Overlay button.

## *Events Button*

Click the Events button to view the Galactic Map in events mode, which brings up the Events panel and identifies which sectors events have occurred in. Move your cursor over the Events icon in those sectors to learn what the event is.
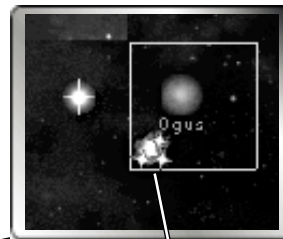


*Events Icon*

Click the Events button again to turn it off. To change the default options for what the Events button displays, select the Overlay button.

## *Economic Button*

Click the Economic button to view the Galactic Map in economic mode, which displays your empire's trade routes and calls up the Trade Routes panel. The known trade routes of other empires are also displayed. To change the default options for what the Economic button displays, select the Overlay button.

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## *Overlay Button*

Click the Overlay button to customise the options for the Military, Events and Economic buttons. When a button on the menu is lit, its information is currently displayed on the Galactic Map for whichever mode of the three—military, events or economic—has been selected. When a button on the Overlay menu is darkened, that specific information is not displayed. Click on a button to either activate or deactivate it.



*Overlay Menu Bar*

The Overlay menu buttons are:

**Build Tasks**          Shows the structures and starships being built in the solar systems you control. It will show the build information under the star in the sector which it is taking place. Build Tasks is on by default for the Economic button.

**Defence**             Displays "OB" for orbital systems or "SH" for shields in that solar system. This information is dependent upon intelligence activities and space exploration.

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# 6    MAIN GALACTIC SCREEN

**Population**      Shows the population of a solar system with a number next to the star in each inhabited sector. This information is dependent upon intelligence activities and space exploration.

**Range**      Shows a series of colour outlines to indicate the maximum distance a starship can travel. A green outline is for short-range starships, a yellow outline is for medium-range starships and a red outline is for long-range starships. Range is on by default for the Military button.

**Ship Paths**      Shows the projected path that you have selected for each of your starships. Small green arrows indicate the direction in the sectors that the starship will pass through; the green box shows which sector is the destination. Ship Paths is on by default for the Military button.

**System Bonus**      Shows known resources abundant in each solar system. A blue crystal means dilithium, a wheat stalk icon means food and a glowing red rock icon means energy. These icons only appear when a given resource is in the solar system. System Bonus is on by default for the Economic button.

**System Names**      Shows the names of all solar systems you control and you have explored. System Names is on by default for the Military, Events and Economic buttons.

**Territory**      Shows the known territories of each empire with a colour-coded shading of the Galactic Map. Blue represents the Federation, green for the Romulans, purple for the Cardassians, red for the Klingons and yellow for the Ferengi. Disputed sectors are multicoloured. Territory is on by default for the Military button.

**Trade Routes**      Shows your empire's trade routes with a line between the two trading sectors. A green line indicates that the trade route originates in a sector controlled by your empire. A yellow line indicates that the trade route originates in a sector not under your empire's control.

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# *REDEPLOYMENT WINDOW*

Use the Redeployment window to move starships from one task force to another. To bring up the Redeployment window, click the Redeploy button in the Task Force Information window. The Redeploy button is only active after you have two or more task forces in the same sector and you have selected a task force. All starships in the same sector as the selected task force are displayed in the Redeployment window.



**Redeployment Viewer**  **Redeployment window**

**Task Force Panel**

**Task Force Information Window**

**Redeployment Window**
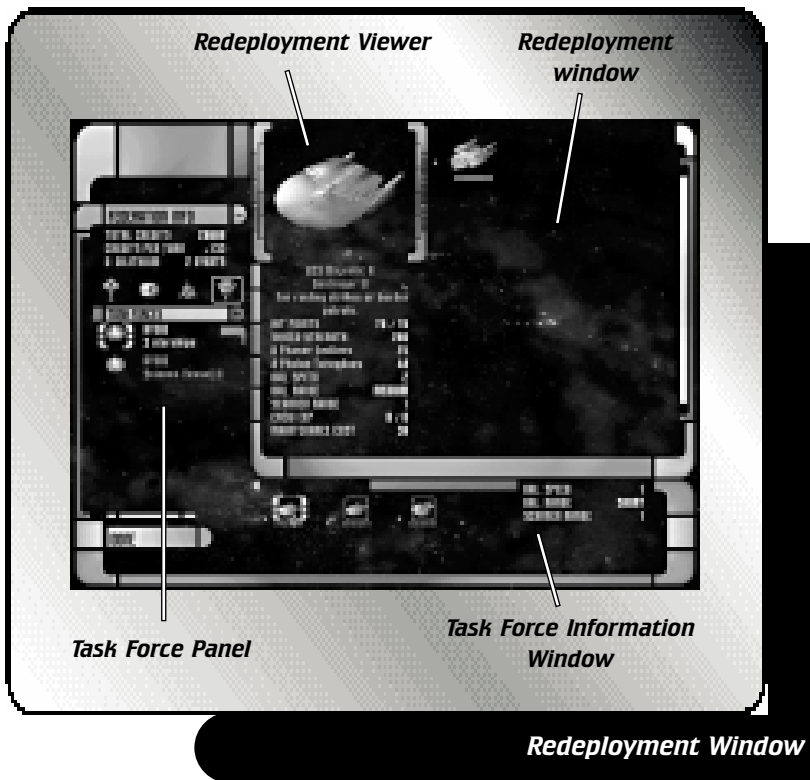
When the cursor moves over a starship in the Redeployment window, its image is prominently displayed in the Redeployment Viewer. Under the viewer are statistics on that starship's hit points, shield strength, number of beam weapons, number of torpedoes, speed, range, scanner range, crew experience and maintenance cost. On the Task Force panel, an arrow will point to the task force a selected starship is assigned to.

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**6**   MAIN GALACTIC SCREEN

## *Redeploying Starships*

To move a starship to the selected task force, click on the starship's icon in the Redeployment window. To release a starship from the selected task force, click on the starship's icon in the Task Force Information window. This starship will then be considered to be a new task force.

To select another task force to change, click its icon in the Task Force panel.

To accept the redeployments and exit the Redeployment window, click the Done button. On the Galactic Map window, you can give orders to the selected task force.

# TURN BUTTON

Click the Turn button or press the ⊤ key to end the current strategic turn. In a single player game, the AI will then give its orders, after which, the strategic turn will be processed, resolving all orders. In a multiplayer game, the strategic turn will not be processed until all players have ended their turn or the Strategic Timer runs out. You will want to complete giving orders to all your task forces before clicking on the Turn button.

# SUMMARY BUTTON

Click on the Summary button to bring up the Summary window, a review of your empire in its present state. The three Summary window buttons are:

**Events** lists all events that took place since your last strategic turn.

**Relationships** lists all known treaties established between empires and minor races.

**Systems** lists the solar systems under your control, along with their industry, food units, population morale and current build lists. When there are short supplies of food and energy, they are highlighted and appear in red. When there is an abundance of supplies, they will appear in green.

The Summary button is also located on every other screen except for the Tactical Combat screen.

# TURN TIMER

Under the Summary button is the Turn Timer. It keeps track of how much time you have before your strategic turn ends if you set a limit using the Strategic Timer. If a time limit has not been set, the Turn Timer will not be displayed. For more information about setting a time limit on strategic turns, see **Chapter 5: Single Player Game**.
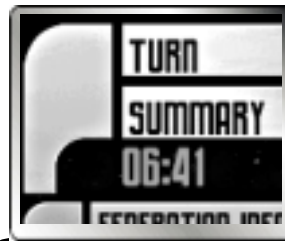
# EMPIRE INFO PANEL



*Turn Timer*

Located above the Main Galactic panel is the Empire Info panel. Here, some basic figures are supplied about your empire. Click on the button under the Turn Timer to open and close the Empire Info panel.

Under that button are listed your empire's credits, dilithium, event occurrences and current build. Two numbers are displayed for your empire's credits. The first is the total number of credits your empire has; the second is the number of credits per strategic turn your empire has. The number for dilithium indicates your empire's dilithium balance. A positive number indicates that you are producing more dilithium than the shipyards need. A negative number appears in red. The number for events indicates how many have occurred this strategic turn. The number for the current build of a structure is how many turns remain before completing the build.

# 6 MAIN GALACTIC SCREEN



*Empire Information Panel*

# MAIN GALACTIC PANEL

On the lower left side of the Main Galactic screen is the Main Galactic panel, which alternates between the Events panel, Task Force panel and Trade Routes panel. The Task Force panel is the default for the Main Galactic screen.

# EVENTS PANEL

Click the Event button on the Galactic Map window to bring up the Events panel. The Events panel lists all the events that occurred in the previous strategic turn, such as changes in population growth in one of your solar systems or the establishment of a trade route.
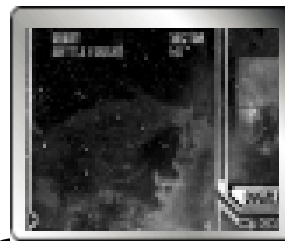


*Events Panel*

# TASK FORCE PANEL

Your starships can be assigned into a task force. A task force can be just one lone starship or several grouped together.

Click on a task force on the Galactic Map to bring up the Task Force panel. This panel displays information on each task force's name, its current orders and the number of starships assigned to it. Your empire icon will be displayed to the left of this information. When the task force has more than one starship assigned to it, only the first starship in the task force will be shown on the panel.



*Task Force Panel*

Located to the left of the Task Force panel is a scroll bar, for looking at all your task forces. Click on a task force to display all its starships in the Task Force Information window.

## Moving Task Forces

To move a task force, click on its icon in either the Galactic Map window or the Task Force panel. Then click on another sector to indicate the intended destination.

A series of purple arrows indicates the task force's path with a purple square marking the destination point. Also, a colour outline of its maximum range appears on the Galactic Map window. The task force's range will temporarily cause any other displayed ranges to vanish. A task force cannot move beyond its maximum range.

When a task force has been selected to move and the cursor is over the Galactic Map window, the cursor will change into a Move cursor (which is a flashing green and purple square with arrows pointing out all four sides). The cursor returns to a General cursor when a destination has been selected.

If a sector has more than one task force, then you can only move one through clicking on the Galactic Map window. To move the other task forces and give them orders, you must select them from the Task Force panel.

# 6 MAIN GALACTIC SCREEN



*Move cursor*

*Destination arrows*

*Destination location*

*Maximum range outline*
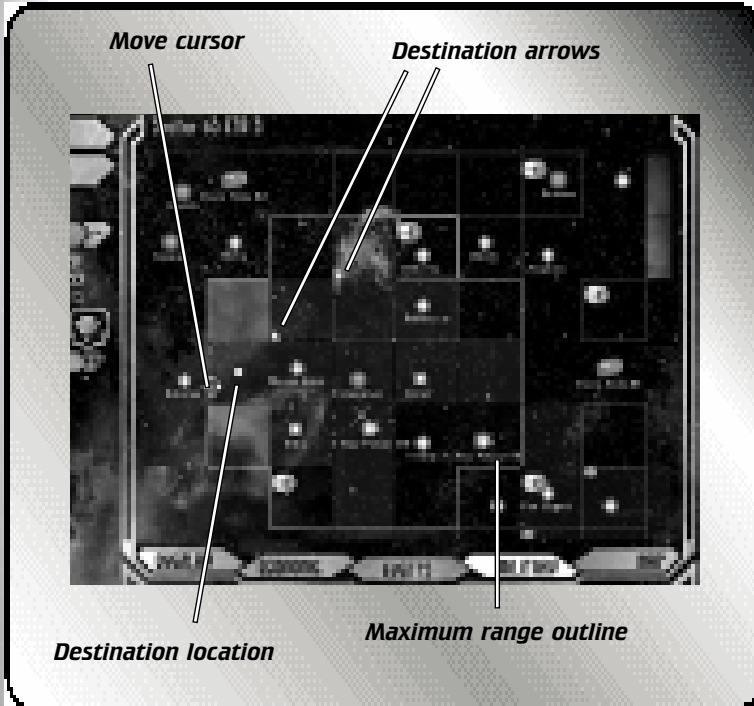
*Moving Task Forces*

## Attacking Solar Systems

Solar systems you wish to attack must belong to a race or empire you have declared war against on the Diplomacy screen. To order a task force to invade an enemy's solar system, move the task force to the solar system you wish to attack. Next, select the Orders button from the Task Force panel and click on the Attack System button.

If you select a solar system where an enemy that has subjugated the inhabitants, a window will appear asking if you plan to liberate the solar system. If you click Yes, then you agree to set free the solar system's inhabitants if you defeat your enemy. During the attack, the inhabitants might even help you. If successful, that solar system will not be aligned with you unless you establish diplomatic relations with it. If you click No, then you indicate that you will subjugate that solar system and force its inhabitants to work under your rule.

In an attack, armed starships in the task force will first attempt to destroy orbital batteries and shield generators and then bombard planets. Troop transports will deploy armies on habitable planets for ground combat to gain control of the sector. During any attack, some assigned troop transports will be destroyed in ground combat or by orbital batteries. The success of any attack will be measured by your task force's experience, technology level and size against your enemy's defences.

# TRADE ROUTES PANEL

Click the Economic button to bring up the Trade Routes panel on the Main Galactic panel. Select any of your solar systems, and the Trade Routes panel displays that solar system's name, its population morale,



*Trade Routes*
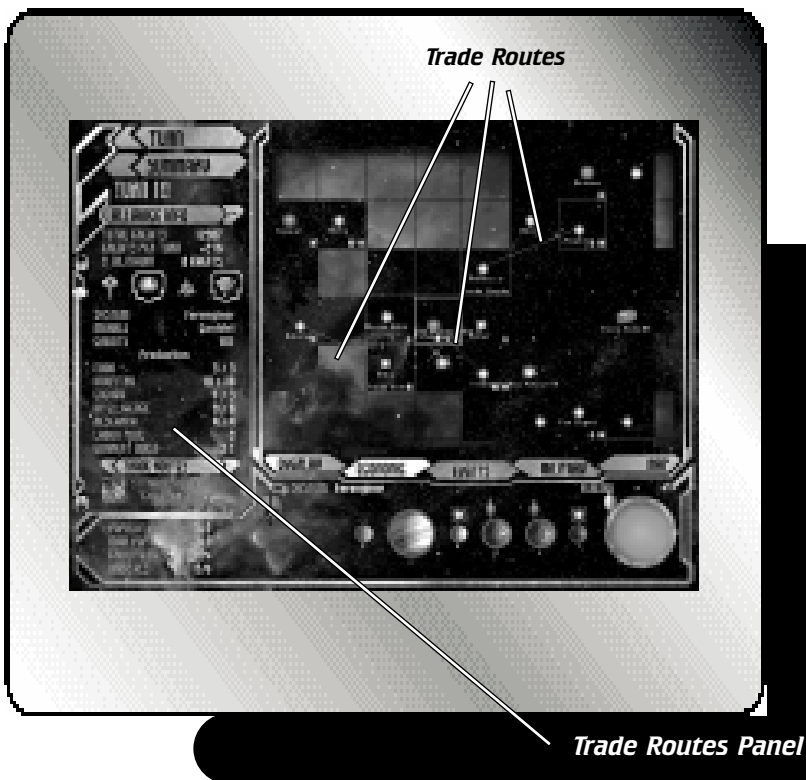
*Trade Routes Panel*

amount of credits, amount of food, amount of energy, industry and current build lists.

## *Trade Routes*

Trade routes are shipping lanes you establish to share products with those empires and minor races with which you have a Friendship Treaty. (If you play the Ferengi, however, you do not require a Friendship Treaty to establish a trade route with another race.) You can only establish one trade route to each solar system. For more information on Friendship Treaties, see **Chapter 10: Diplomacy Screen**.

Trade routes supply credits for those solar systems that export goods. Trade routes also influence the receiver towards being sympathetic to the exporter, creating positive diplomatic benefits.

Trade routes are supported by the current population of a solar system. Depending upon the empire, 125 to 200 population units are required to support a single trade route. More trade routes can be supported if the population of the solar system is large enough. Trade routes become available automatically when the population is large enough to support them.

If a solar system with a trade route is attacked by raiding starships, then those starships steal all the credits produced by the trade route. When the raiding starships leave or are destroyed, the exporter then again receives the full revenue generated from the trade route.

## *Trade Routes Button*

To establish a trade route, select the sector you wish to start it from. Then click on the Trade Routes button, located under the Trade Routes panel, to select the trade route icon. Then select the sector you want the trade route to end at by clicking on it.

When the route path is yellow, it is connected to solar systems capable of trade. When it is red, the trade route is connected to a solar system that you cannot trade with. To cancel an intended trade route, right-click on the Galactic Map window and then click on the trade route's icon.

# MAIN GALACTIC INFORMATION WINDOW

Along the bottom of the Main Galactic screen is the Main Galactic Information window, which alternates between the Solar System Information window and the Task Force Information window. The Solar System Information window is the default for the Main Galactic screen.

## SOLAR SYSTEM INFORMATION WINDOW

The Solar System Information window displays a diagram of any explored solar system you have selected on the Galactic Map. That diagram shows planetary icons representing the number, relative size and type of planets present in the solar system. Above the diagram is the name of the solar system and its inhabitants. To the left of the diagram is the icon of the empire that controls the sector.
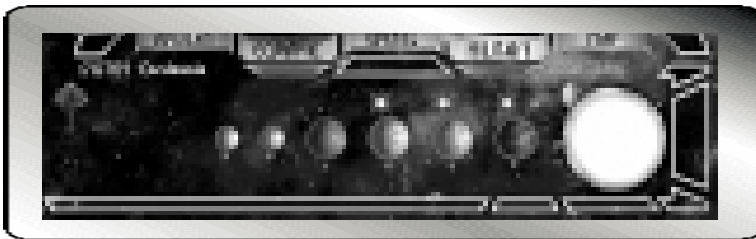


*Solar System Information Window*

One of three symbols can appear over a planet or sun icon to indicate special resources that planet can offer. Place the cursor over the icon to bring up a Tool Tip that shows the exact amount of that resource.

means there is dilithium that can be mined.

means there is an abundance of energy.

means there is an abundance of food.

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# 6 MAIN GALACTIC SCREEN

If a sector that contains some unusual phenomenon is selected, a picture of the phenomenon is displayed in the Solar System Information window along with a description.

## Solar System Statistics

To the left of the solar system diagram are statistics about that solar system: its population, maximum population, population growth rate, number of active orbital batteries and total number of orbital batteries. The number for population indicates its current size, while the number for maximum population notes how large it can grow.
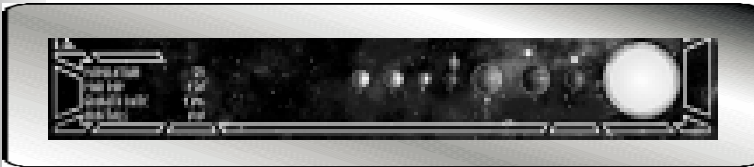


*Solar System Statistics*

Place the cursor over any planetary icon to call up the following statistics: the planet's name, its specific type, its maximum population, its rate of growth, the race occupying it and its habitability status (if it has not been terraformed).
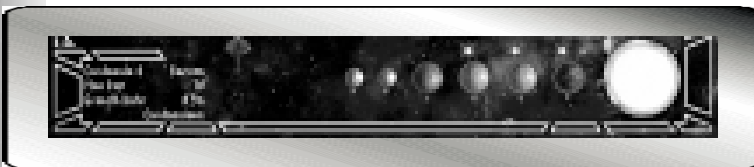


*Planetary Statistics*

## Terraforming

Knowing the specific conditions of a planet is important for terraforming. The information in the Solar System Information is helpful in determining what planets can be terraformed. Planets

that may be habitable list their status on the left side of the window when the cursor is passed over them.

Planets that are uninhabitable or unable to be terraformed, such as gas giants, have a green "B" under them in the Solar System Information window. Planets that can be terraformed are designated with a red "P" (Arctic), "J" (barren), "G" (desert), "L" (jungle), "O" (oceanic), "M" (terrestrial) or "Y" (volcanic). If the letter is yellow, that planet is being terraformed.

How quickly a colony ship can terraform a selected planet is determined by the number of colony ships and their technology level. A planet must be terraformed or already habitable before a colony can be established in the solar system. Other planets must be terraformed before their special resources can be used or allow the population to grow in the solar system.

To order a colony ship to terraform a specific solar system, move the starship to that sector. Next, select the Orders button from the Task Force panel and click on the Terraform button. Then click on the selected planet in the Solar System Information window to terraform it.

# TASK FORCE INFORMATION WINDOW

Select a task force from either the Task Force panel or the Galactic Map screen to bring up the Task Force Information window. All its starships from the selected task force are displayed in this window. The Task Force Information window contains an icon of each starship in the task force with a listing of its ship type and shield status.
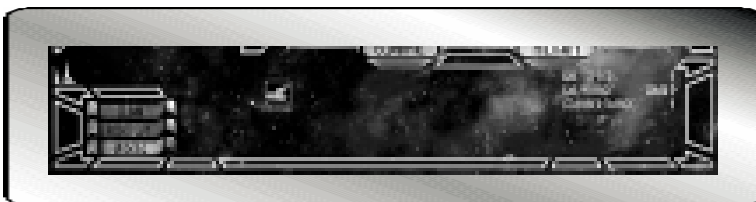


*Task Force Information Window*

To the left of the Task Force Information window are three buttons: Cloak, Redeploy and Orders. Use these buttons to give specific commands to your task force.

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**6**   MAIN GALACTIC SCREEN

## Cloak Button

Click on the Cloak button to command the task force to use their cloaking devices to become invisible to enemy starship sensors. Planetary scanners, however, may be able to detect any cloaked starship. This command will only work if every ship in the task force has a cloaking device.

## Orders Button

Click the Orders button to give new commands to your task forces or change old ones. The Orders menu lists several specific mission commands. The orders available to your selected task force are displayed.

| | |
|---|---|
| **Attack System** | Armed starships in the task force will first attack the selected enemy solar system's orbital batteries and shield generators and then bombard planets. Next, troop transports in the task force will deploy armies on habitable planets for ground combat to gain control of the sector. During any attack, some assigned troop transports will be destroyed in ground combat or by orbital batteries. The success of any attack will be measured by your task force's experience, technology level and size against your enemy's defences. |
| **Avoid** | The task force will keep its current position or course and avoids engaging enemy ships. |
| **Build Outpost** | A troop transport in the task force will convert itself into the basic resources for an outpost. The number and technology level of the transports used in construction determine how many strategic turns it takes to build an outpost. During construction, an outpost is vulnerable to attacks. This order is only effective for task forces with troop transports. |
| **Build Starbase** | A troop transport in the task force will convert itself into the basic resources for a starbase. The number and technology level of the transports used in construction determine how many strategic turns it takes to build a starbase. During this |

construction, a starbase is vulnerable to attacks. This order is only effective for task forces with troop transports and can only be given in a sector with an operational outpost.

**Colonize**  A colony ship in the task force will convert itself into the basic resources for the new colony. Then a colony comes into existence. This order is effective only for task forces with colony ships.

**Engage**  The task force will fight any enemy starships it encounters. While following this order, the task force will move wherever it is commanded.

**Enter Wormhole**  The task force will travel through a wormhole in the same sector as it is. Not all wormholes, however, have two sides. Some wormholes are unstable, and only have an entry point but not an exit point. All starships entering unstable wormholes are lost. Wormholes remain stable or unstable for the duration of the game. The only way to distinguish between the two is by trial and error. Travel though a wormhole takes only one strategic turn. To extend starship range on the other side of a wormhole, a starbase must be constructed there.

**Intercept**  The task force will not move until another race's starship enters a sector that it can reach in a single strategic turn. Then the task force will move to encounter that starship. This order is effective only in sectors that your empire has scanned and controls.

**Raid**  The task force will attack an enemy solar system within one sector to steal their credits. If the solar system has a trade route, then the raid takes the credits collected from the trade route and halts those trade routes. Raiding starships also steal all trade goods and a number of credits equal to the size of the population. The success of a raid depends upon the size of the raiding task force and the amount of credits in the selected sector. This order is not effective with colony and transport ships.

| | |
|---|---|
| **Scrap** | The task force will destroy all its starships. If this order is given in a solar system under your control, then you receive credits for the scrapped task force. |
| **Terraform** | Colony ships will terraform any selected habitable planet you choose. This order is effective only for task forces with colony ships. The number and technology level of the colony ships used in construction determines how many strategic turns it takes to terraform. The base rate for a beginning-level colony ship is 100 points per strategic turn. |
| **Train Crew** | The task force will upgrade the experience of its crews. For the duration of this order, the task force is effectively avoiding all enemy starships and will not engage in combat. This order can only be given in a solar system under your control that has a training facility. The experience levels are green, regular, veteran, elite and legendary. While only Klingons can train to legendary, all other empires can reach that level through combat experience. |

## *Redeploy Button*

Click the Redeploy button to open the Redeployment window to move starships from one task force to another. This button is only active after you have two or more task forces in the same sector and you have selected a task force from either the Task Force panel or from the Galactic Map.

# Chapter 7

## TACTICAL COMBAT SCREEN

*In war, there is nothing more honourable than victory.*

*–Klingon maxim*
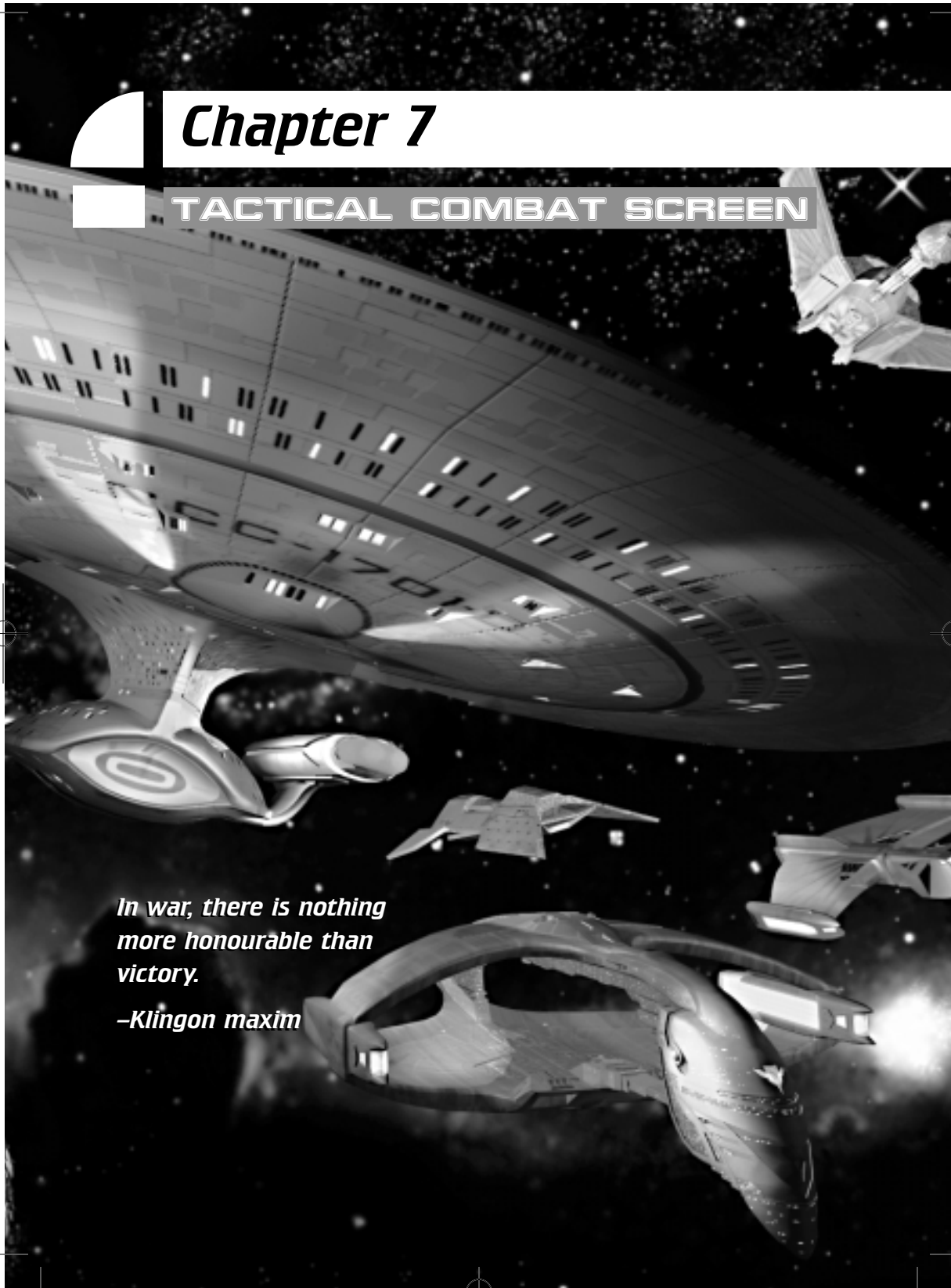
# 7   TACTICAL COMBAT SCREEN

# *INITIATE COMBAT WINDOW*

When your task force encounters an enemy task force in the same sector on the Main Galactic screen, the Initiate Combat window appears with a description of the initial combat situation and three buttons: Hail, Fight and Auto.
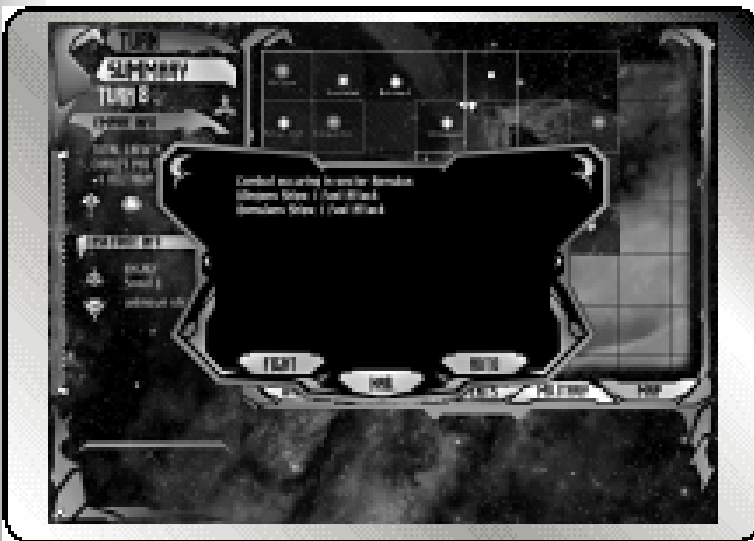


*Initiate Combat Window*

Click on the Hail button to signal the enemy starship to avoid a fight before entering the Tactical Combat screen. If all parties involved hail each other, then the impending battle is called off and you return to the Main Galactic screen.

Click on the Auto button to display the results of combat without show- ing the actual combat.

Click on the Fight button to bring up the Tactical Combat screen. Here, you can either give specific commands or allow the AI to con- trol your starships during battle.

*Strategic Turn Timer*

*Tactical Combat window*

*Tactical Panel*

*Tactical Events window*
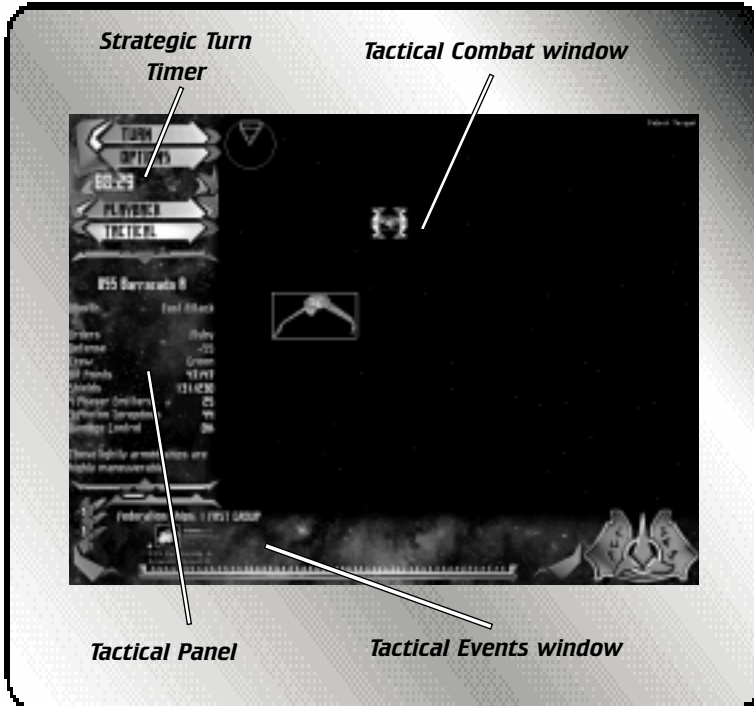
*Tactical Combat Screen*

The Tactical Combat screen also appears when two other races fight in an inhabited solar system under your control. In this case, you can only view the battle, not participate in it.

# TACTICAL COMBAT WINDOW

The Tactical Combat window shows where your starships and your enemy's starships are located in relation to each other. For the duration of Tactical Combat, your starships are no longer in task forces, but in groups of like classes instead. You can view the combat between groups as your starships carry out your commands.

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# 7  TACTICAL COMBAT SCREEN

Click on the Tactical Viewpoint buttons to change your point of view of the combat. You can replay the battle by selecting the Playback button.

# TACTICAL COMMANDS MENU

To issue tactical commands, click on the starship you want to send orders to. This selects a group of similar starships belonging to you and brings up the Tactical Commands menu. Since not all tactical commands are available to all starship types, the menu only lists the available tactics for your task force.
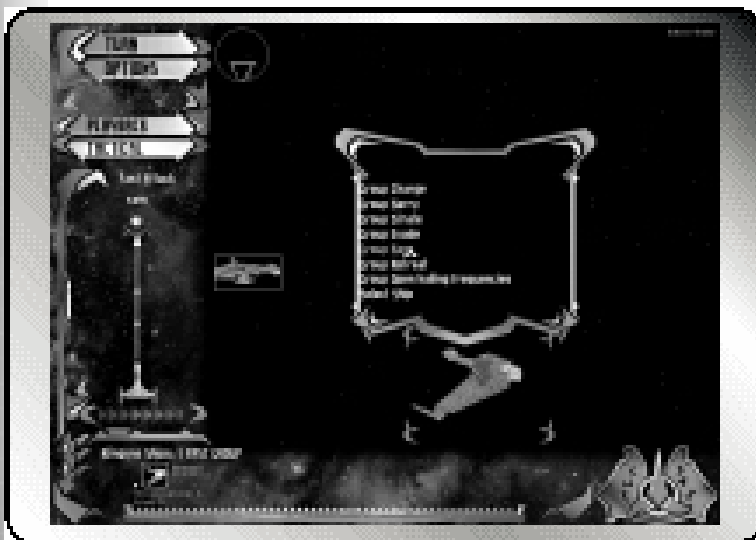


*Tactical Commands Menu*

Click on the tactic to select it. Then click on the enemy starship to target it and all enemy starships of the same class. If your group was cloaked before Tactical Combat began, they will automatically uncloak when you assign them a tactic. The available tactics are:

**Assault**        The selected group will approach the selected target to fire at medium range.

| | |
|---|---|
| **Charge** | The selected group will approach the selected target to fire at close range. |
| **Circle** | The selected group will remain within weapons range of the selected target by circling it while firing at long range. |
| **Evade** | The selected group will take evasive action from enemy starships but not retreat. The selected group will only fire weapons if enemy vessels approach within weapons range. |
| **Flyby** | The selected group will fly past the selected target while firing at medium range. |
| **Harry** | The selected group will remain close to the selected target by circling it while firing at close range. |
| **Open Hailing Frequencies** | The selected group will hail the selected target in hopes of establishing a peaceful encounter. If all potential combat participants hail each other, then the combat ends. |
| **Ram** | The selected group will set a collision course with the selected target. |
| **Retreat** | The selected group will withdraw from combat. |
| **Select Group** | Use this to give orders to all your starships that are of the same class as the currently selected starship. This command is available only when a single starship is selected. |
| **Select Ship** | Use this to give orders to only one of your starships in a group. This command is available only when a group of starships is selected. |
| **Strafe** | The selected group will fly by the selected target while firing at close range. |

If your group includes starbases, those starbases have some tactics available to them as well. If your group includes command-class starships, they can target individual enemy starships.

Move the cursor over each tactical option to display a diagram on the Tactical Combat panel. The diagram shows how the tactical

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manoeuvre is supposed to work. The actual success of the manoeuvre depends upon the combat situation as well as your starship's type, technology and experience vs. those of the enemy's starship.

Move your cursor over a starship to display its statistics and current condition on the Starship Statistics panel.

# TURN BUTTON

Click the Turn button to end the current tactical turn. In a single player game, the AI will give its tactical commands, after which the tactical turn will be processed, resolving all orders. In a multiplayer game, the tactical turn will not be processed until all players have clicked the Turn button or the Tactical Timer runs out. You will want to complete giving all your tactical orders before clicking on the Turn button.

Selecting the Turn button does not end the tactical combat. Combat can last several tactical turns before it is resolved with a clear victory. When combat is finished, the Turn button changes into an End button. Click the End button to exit from this screen.

While combat is happening on the Tactical Combat screen, the Strategic Timer for the rest of the game is paused. The Strategic Timer resumes when you exit the Tactical Combat screen.

# OPTIONS BUTTON

Click on the Options button to adjust game settings. For further information, see **Chapter 13: Game Options**.

# TACTICAL TURN TIMER

Under the Options button is the Turn Timer. It keeps track of how much time you have before your tactical turn ends. If you did not set a time
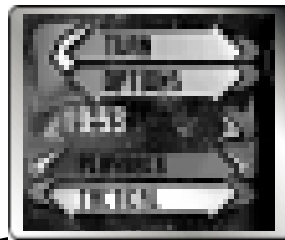


*Strategic Turn Timer*

limit, the Turn Timer will not be displayed. For more information, see **Chapter 5: Single Player Game**.

# PLAYBACK BUTTON

Click on the Playback button to view the previous actions taken in tactical combat. When a battle is resolved, the playback footage is automatically displayed on the Tactical Combat window.

To end the playback, click on the Playback button again. If that combat is resolved, click on the End button to return to the Main Galactic screen or continue to the next battle.
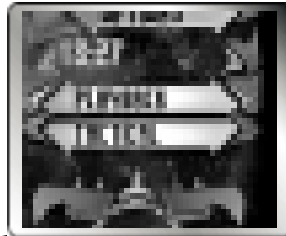


*Playback Button*

## PLAYBACK PANEL

When you click on the Playback button, a Playback panel appears under the Tactical Viewpoint panel. Control your viewing with these playback controls.

rewinds the playback footage to the start of battle.

rewinds the playback footage to the previous turn of battle.

plays the playback footage. When playing the footage, click on this button to stop the playback.

forwards the playback footage to the next turn of battle.

forwards the playback footage to the current turn.

# TACTICAL BUTTON

Click on the Tactical button to display a mini-radar display in the upper left-hand corner of the Tactical Combat window. The outline

of a sphere is a three-dimensional representation of the sector in which the combat occurs. Green, yellow and red dots represent, respectively, your empire's starships, allied starships and enemy starships. Within the sphere is an outline of the field of view displayed on the Tactical Combat window.
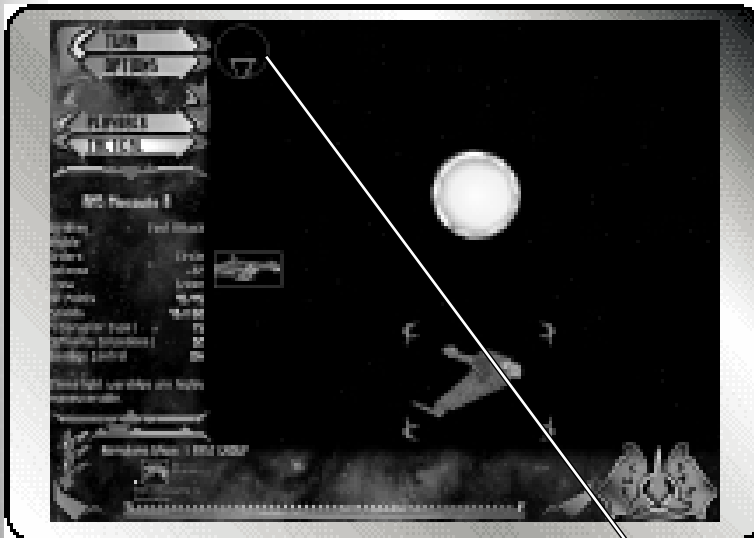


*Mini-Radar*

# TACTICAL COMBAT PANEL

Under the Tactical button is the Tactical Combat panel. This panel alternates between the Starship Statistics panel and the Tactical Viewpoint panel. The Tactical Viewpoint panel is the default for this screen.

# STARSHIP STATISTICS PANEL

Move your cursor over a starship to display the statistics and current condition of the selected starship. The specific statistics include the starship's name and class, current tactical command, defences, crew's experience, current hit points, shields status, phaser banks status, photon torpedoes status, damage control status, and the starship's specific design capabilities and strengths. If you have a scout starship in your group, you can also view these statistics for enemy starships.
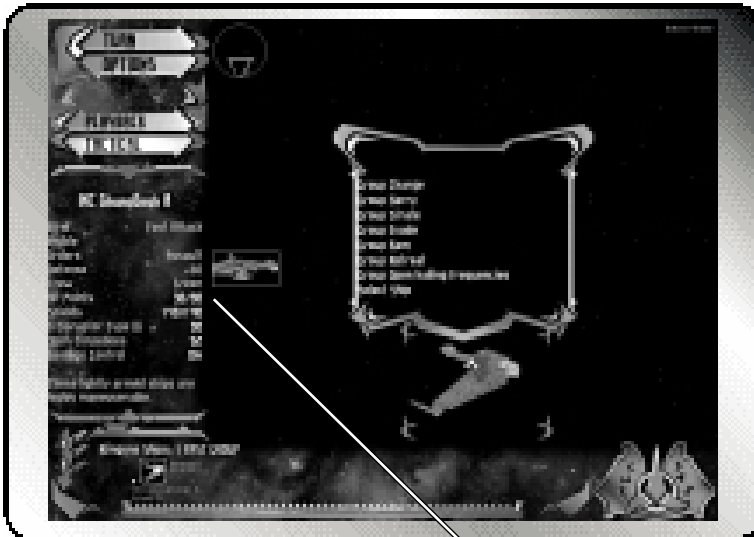


*Starship Statistics Panel*

# TACTICAL VIEWPOINT PANEL

During combat, when the cursor isn't over a starship or when playback footage is on the Tactical Combat window, the Tactical Viewpoint panel is onscreen in the Tactical Combat panel. From the Tactical Viewpoint panel, you control what perspective to view either the

# 7 TACTICAL COMBAT SCREEN

*Tactical Viewpoint panel*



*Viewpoint focus buttons*        *Viewpoint zoom buttons*
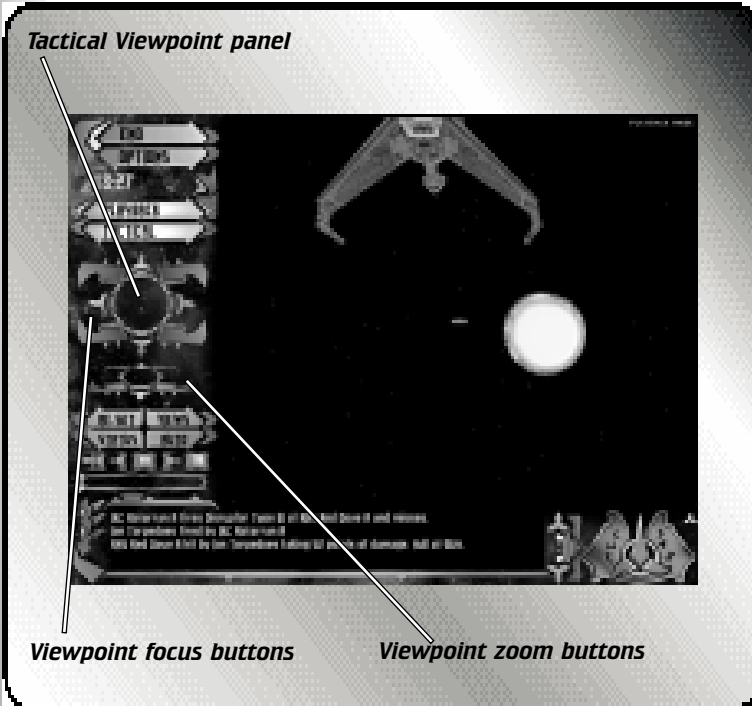
*Tactical Viewpoint Panel*

actual combat or the playback footage. You can also display additional information about any starship onscreen.

## *Tactical View Controls*

Located under the Tactical button are four directional buttons. Click on these buttons to rotate the Tactical Combat window in a specific direction.



*Viewpoint Focus Buttons*

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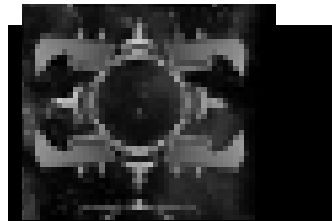
  Click the top button to rotate the Tactical Combat window upward.

  Click the right button to rotate the Tactical Combat window to the right.

  Click the bottom button to rotate the Tactical Combat window downward.

  Click the left button to rotate the Tactical Combat window to the left.

  Click and hold down the mouse button on a Tactical View to keep rotating that direction.

You can also use your ⬆, ⬇, ⬅ and ➡ keys to rotate the Tactical View.



*Viewpoint Zoom Buttons*

Click on the two buttons underneath to change the display size of the combat.

  Click on the top button to enlarge a portion of the Tactical Combat window. Hold down the mouse button to keep zooming in.

  Click on the bottom button to reduce the view of the Tactical Combat window. Hold down the mouse button to keep zooming out.

You can also use the ⬜I key to zoom in and the ⬜O key to zoom out.

## *Tactical Viewpoint Panel Buttons*

Use the Tactical Viewpoint panel buttons to change your viewing perspective or access additional information about the engaged task forces.

### *Reset Button*

Click the Reset button to restore the original perspective of the Tactical Combat window to a panoramic view. When playback footage is onscreen, click the Reset button to restore the original perspective of the footage.

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**7** ## TACTICAL COMBAT SCREEN

### *Views Button*

Click the Views button to bring up the Views menu, so you can select a
new perspective to view either the actual combat or playback footage. To
select a view and close the Views menu, click on a button.



*Views Menu*

**Top View** shows the starship combat from overhead, above all
the opposing task forces or a selected starship in the sector.

**Chasing View** shows the selected starship from its rear.

**Reverse Angle** shows, from its front, the selected starship.

**From Target** shows the combat from your enemy's perspective.

**Towards Target** shows the selected starship's target.

Press the [Tab] key to cycle the view between all starships onscreen. Press
the [<] key to cycle to the previous friendly starship or the [>] key to cycle
to the next friendly starship. Press the [[] key to cycle to the previous
enemy starship or the []] key to cycle to the next enemy starship.

### *Status Button*

Click the Status button to list the specific name and class of all starships under each specific starship on the Tactical Combat window. Under the name and class is displayed the hull integrity in red and the shield strengths in green of all starships under each specific starship. Click the Status button a second time to remove that data from the screen.

### *Auto Button*

If you want to view the combat but allow the AI to select tactics for your starships, then click the Auto button and then select the Turn button. To regain control of your starships, click the Auto button a second time before selecting the Turn button. Once the Turn button is selected, the AI will select tactics until that combat is completed.

### *Fleets Button*

Click the Fleet button to bring up a list of your task forces. This button is inactive when watching playback footage.

### *Enemy Button*

Click the Enemy button to bring up a list of the enemy task forces. This button is inactive when watching playback footage.



*Tactical Events Window*

# TACTICAL EVENTS WINDOW

Located under the Tactical Viewpoint buttons at the bottom of the screen is the Tactical Events window. The Tactical Events window lists every action, and which task forces were involved, that occurs during combat.

Should there be more events than there is room in the window, use the slider to scroll through the combat events. Click on the top or bottom of the slider to scroll the text upward or downward.

# *EXITING THE TACTICAL COMBAT SCREEN*

To exit the Tactical Combat screen, order all your task forces to retreat if you are losing. If all potential combat participants hail each other, then the combat will end. If the combat last 50 turns, that battle is considered a draw and ends.

Otherwise, when the last round of combat is finished and there is a clear victor, the End button will appear instead of the Turn button. Click the End button to return to the Main Galactic screen.

# Chapter 8

## SOLAR SYSTEM SCREEN

*Every member of the
Federation entered as a
unified world... and that
unity said something
about them.*

*—Captain Jean-Luc Picard*

# 8  SOLAR SYSTEM SCREEN

Click the Solar System button on the Marker window to bring up the Solar System screen. This screen displays the solar system you are currently in or have selected on the Main Galactic screen, with the name of that solar system at the top of the screen.



**Turn Timer**

**Build List**

**Solar System window: Build List Mode**
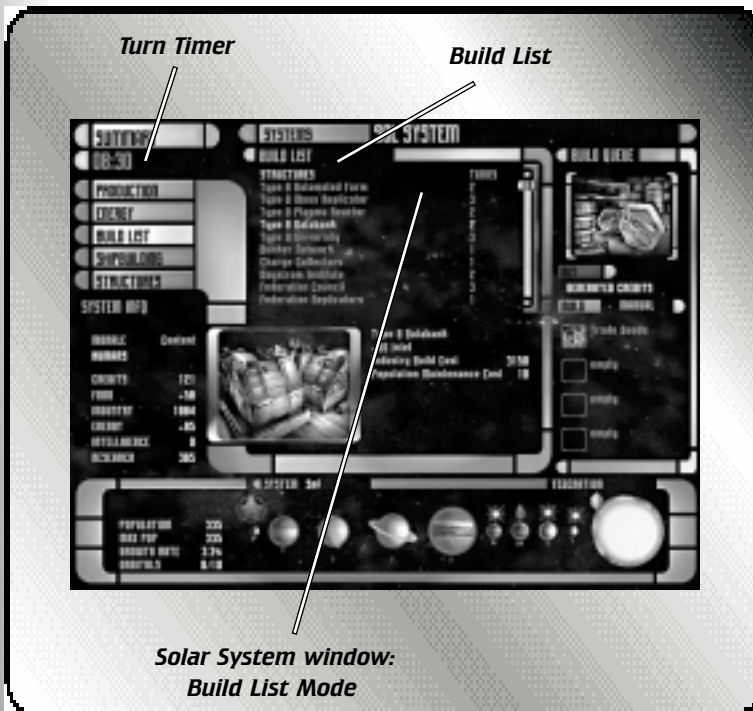
**Solar System Screen**

On the upper left corner is the Summary button, which brings up the Summary window, and the Turn Timer, which indicates how much time you have left in your strategic turn. If a time limit has not been set, the Turn Timer will not be displayed. For further information about both functions, see **Chapter 6: Main Galactic Screen**.

Along the bottom of the screen is the Solar System Information window, showing all the planets in the selected solar system and their resources. For further information about this window, see **Chapter 6: Main Galactic Screen**.

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# *SYSTEMS BUTTON*

To view another solar system that you control, click on the Systems button at the top of the screen. This brings up a Solar System Inventory window with a list of all your solar systems. Clicking on a solar system name selects it, presenting its data on the Solar System screen. Instead of the Systems button, you can press the ← or → keys to cycle through solar systems.
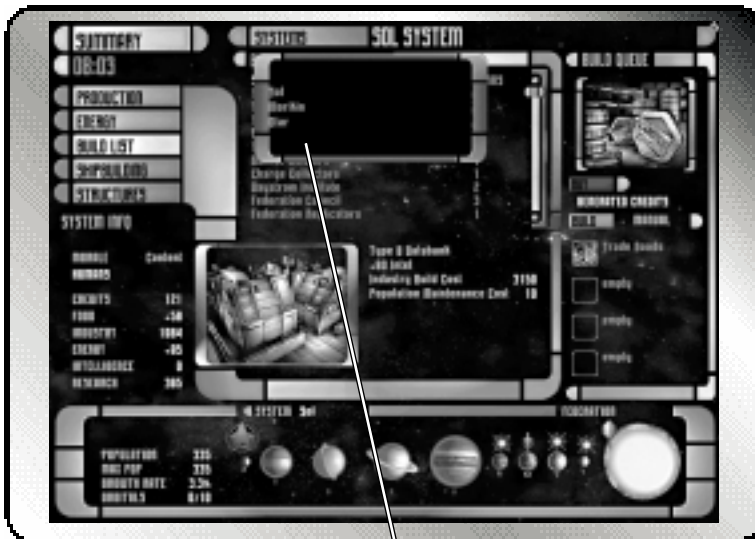


*Solar System Inventory Window*

# *SOLAR SYSTEM SCREEN BUTTONS*

Under the Summary button and Turn Timer are five buttons:

**Production** brings up the Production Summary in the Solar System window.

**Energy** brings up the Energy Management window.

**Build List** brings up the Build List window.

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**Shipbuilding** brings up the Ship List window.

**Structures** brings up the Structures window.

# SOLAR SYSTEM WINDOW

The Solar System window alternates between the Production Summary, the Energy Management window, the Build List window, the Ship List window and the Current Structures window, depending upon your activity. The Build List window is the default for this screen.

# PRODUCTION SUMMARY

Click on the Production button to bring up the Production Summary in the Solar System window. This summary is where you can allocate the population of your empire to produce five types of resources: food, industry, energy, intelligence and research productivity.

Each type of resource is represented by a related picture of a structure. Above that picture is the current number of structures that you have and their technology level. Food is represented by food structures, industry by development structures, energy by energy structures, intelligence by defence structures and research by research structures.

To the right is the current output of those structures. The output shows how much of a specific resource it supplies.

# PRODUCTION SUMMARY SLIDERS

The Production Summary sliders next to each structure picture show how much of the population is operating those structures. The left end of the slider represents the minimum number of population at work for that structure type; the right end represents the maximum number of population at work.

**Production Summary slider**



**Labour Pool slider**
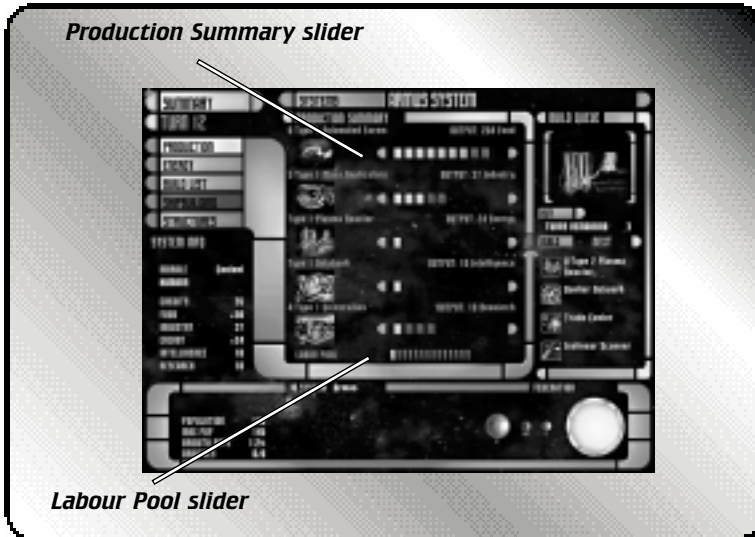
**Production Summary Window**

Each lit bar on the slider represents 10 population points, the minimum number required to operate one basic structure. Unlit bars represent unoccupied structures. If there are no unoccupied structures, build more to assign more of the population to the intended resource production.

To increase or decrease the amount of the population at work in any labour, click on the slider or on the buttons to the left and right of the slider.

# LABOUR POOL SLIDER

At the bottom of the Production Summary is the Labour Pool slider. This slider shows the unemployed amount of population remaining in your empire's labour pool by the number of lit bars on it. The unlit bars on the Labour Pool Slider represent the employed amount of the population.

# 8  SOLAR SYSTEM SCREEN

# *ENERGY MANAGEMENT WINDOW*

Click on the Energy button to bring up the Energy Management window where you can allocate energy to each of your empire's special and defensive structures. Basic structures do not need energy. If there is not enough energy to supply all the structures, the structures will be deactivated until there is a balance.
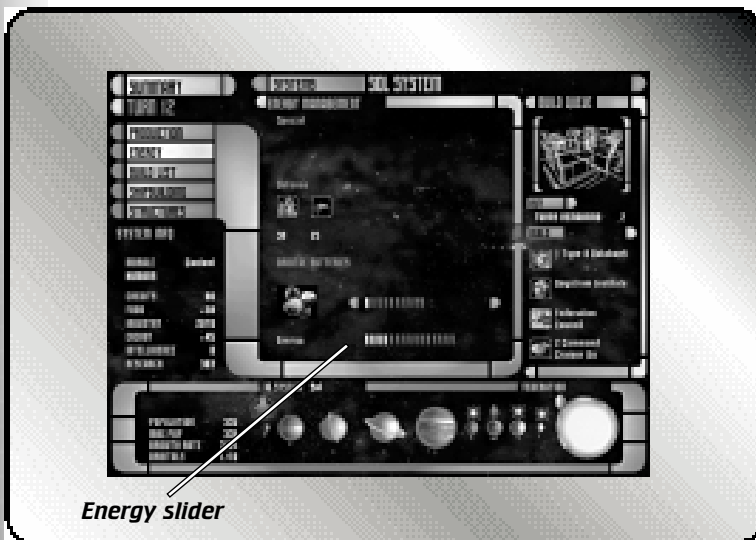


**Energy slider**

*Energy Management Window*

The Energy Management window is divided into Special, Defence and Orbital Batteries.

**Special**        This section displays special structures. Each structure is represented by a picture with a number under it showing its energy cost. Click on a structure to deactivate it and turn the power cost red. Click on it again to activate it. When you hold the cursor over a structure, the structure's name is displayed. When a structure is active, it

uses energy. Inactive structures require no energy and provide no benefits. If you deactivate a shipyard, you will be asked to confirm your decision, since shutting down shipyards can strand starships whose range they extended.

**Defence**  This section displays defence structures. Each structure is represented by a picture with a number under it to indicate how much energy it is using. Click on a structure to deactivate it. Click on it again to activate it. When a structure is active, it uses energy. Inactive structures require no energy and provide no benefits.

**Orbital Batteries**  The slider controls how many orbital batteries are active. The left end of the slider represents the minimum number of active orbital batteries; the right end represents the maximum number of active batteries. Click on the slider to change the number.

# ENERGY SLIDER

At the bottom of the Energy Management window is the Energy Slider.

This slider, by the number of lit bars, shows the available amount of energy to be used for your empire's structures. The unlit bars on the Energy slider represent the energy that is being used for your empire's structures.

# BUILD LIST WINDOW

Click on the Build List button to bring up the Build List window. This window lists all available structures that can be built and what they cost in industry and the time required to build them. To sort the available structures by type or price, click on the Structures or Cost titles above your preferred list. From this window, select which structures and upgrades you want to build. You can also create trade goods and countermeasures for unrest events from here.

The basic structures are listed in order of the resources they provide, with food producing structures first, industry second, energy third,

# 8  SOLAR SYSTEM SCREEN

*Build List Window*

intelligence fourth and research fifth. Above the basic structures on the list are all available upgrades. Special structures are listed below the basic structures in alphabetical order. Each structure is accompanied by a number showing how many strategic turns are needed to build it. You can reduce the number of turns to construct a structure by spending credits in the Build Queue window or by allocating more resources to development structures.

Move the cursor over a structure type to view it. The selected structure has a picture displayed in the bottom left corner. Next to the picture is data that indicates its name, its benefits, the industry build cost, the energy maintenance cost and any restrictions involving the structure.

To build a structure, click on a structure type to place it in the Build Queue. Unique builds, such as structure upgrades and one-time items, are removed from the Build List as they are placed in the Build Queue.

# SHIP LIST WINDOW

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Click on the Shipbuilding button to bring up the Ship List window. This window lists all available starships that can be built, what they

*Ship List Window*

cost and the time required to build them. To sort the available starships by type or price, click on the Ships or Cost titles above your preferred list. From this window, select which starships you want to build.

The starships are listed in alphabetical order of class. Each listed starship has a number that indicates how many strategic turns are needed to build it. You can reduce the number of turns to construct a starship by spending credits in the Build Queue window or by allocating more resources to development structures.

Move the cursor over a starship class to view it. The selected starship has a picture displayed in the bottom left corner. Next to that picture are statistics for the starship's class, its specific purpose, the industry build cost, its hit points and shields, number of beam weapons, number of photon torpedoes, its speed, its range and its maintenance cost.

To construct a starship, click on a starship class to place it in the Build Queue. As your empire's technology level increases, starships are automatically upgraded in between strategic turns so there are no upgrades listed for purchase.

# STRUCTURES WINDOW

Click on the Structures button to bring up the Structures window. This window displays all the structures within the selected solar system in two columns, with four structures in each column.
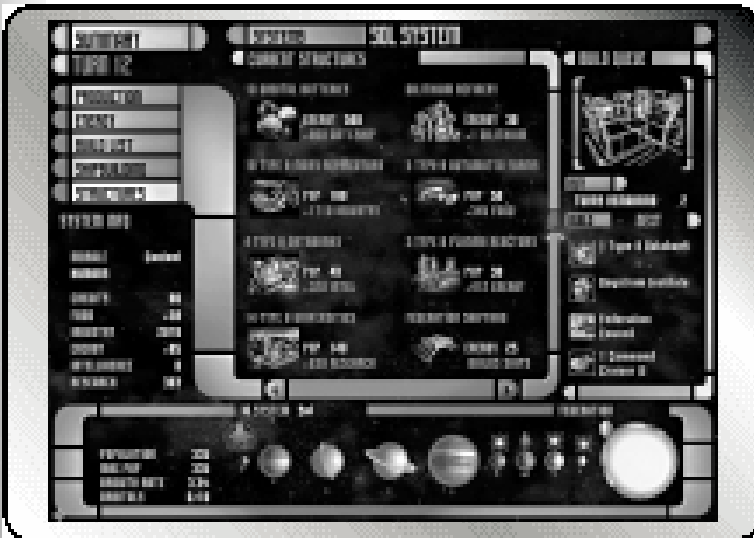


*Structures Window*

Each structure type has the name and number of the structure type along with a picture of the structure. To the right of the structure's picture are statistics about the structure's population, energy requirements and its resource benefits.

If there are more structures in the solar system than can be displayed in both columns, use the arrow buttons at the bottom of the screen to move to additional pages of structures. The right arrow scrolls to the next page, while the left arrow scrolls to the previous page. Click on either arrow to scroll through the windows.

Click on a structure's picture to bring up the Scrap and Cancel buttons.

# SCRAP WINDOW

Use the Scrap function to determine how many of those specific structure types you wish to destroy or scrap.
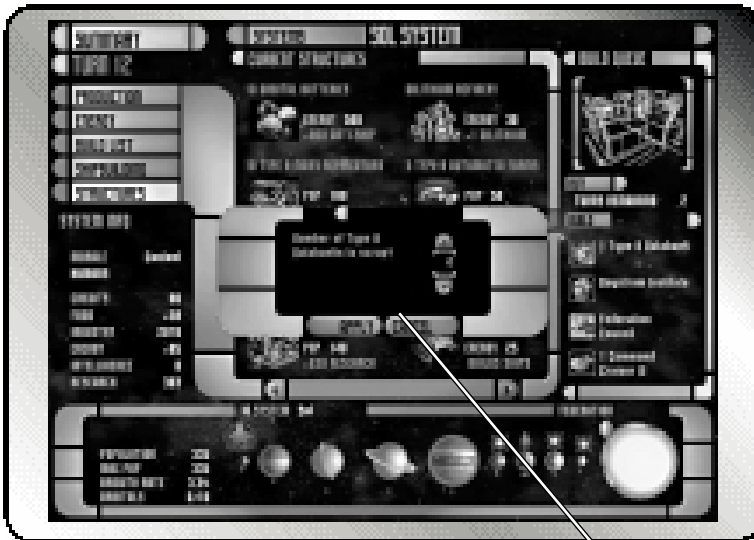


*Scrap Window*

When you upgrade specific structures, you pay the difference in the construction cost from the old technology level to the new one for all structures of the same type, even if you are not using all of them. If you scrap a number of the same structures, then you will not have to pay for their upgrade. Since upgraded structures are more efficient in their resource output than those of lower technology levels, you do not need to keep the same number of a structure type when upgrading. You also receive a partial refund in credits for the construction costs of scrapped structures.

Click on the arrows to scroll through the number of structures you wish to scrap. Click the top (or right) arrow to increase the number of structures, or click on the bottom (or left) arrow to decrease them. You cannot scrap more structures than you have.

Click on the Cancel button to stop the scrap function. Click the Apply button to scrap the selected number and type of structures.

# 8  SOLAR SYSTEM SCREEN

# *SYSTEM INFO WINDOW*

Located under the Structures button, the System Info window supplies statistics on the currently selected solar system controlled by your empire. It lists the population morale and the inhabitants of the selected solar system, as well as its current amount of credits, food, industry, energy, intelligence and research units.

# *BUILD QUEUE*

On the upper right corner of the Solar System screen is the Build Queue, where you construct a structure or a starship. The current item to be built is displayed at the top of the window.



*Build Queue*

*Confirmation Window*
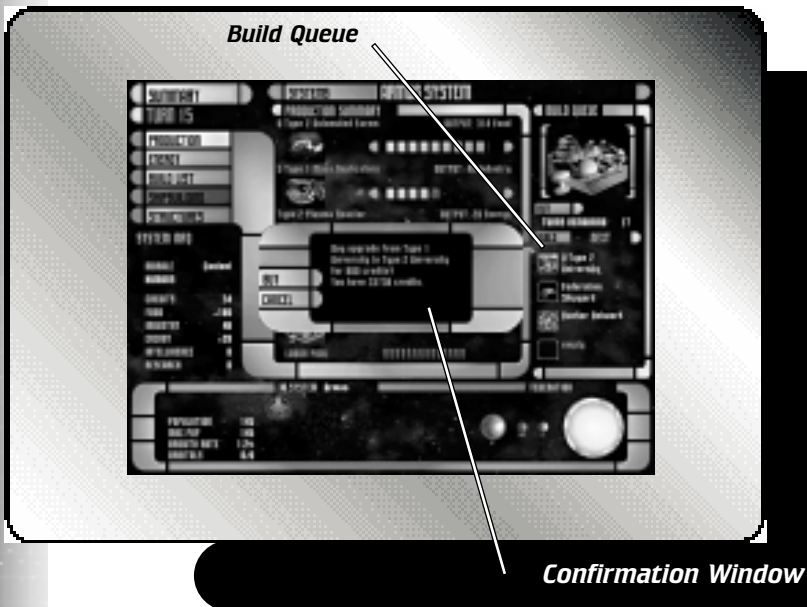
Click the Buy button, under the picture, to speed up construction for completion in a single strategic turn. If your empire has the credits, a Confirmation window shows you how many credits it will cost, how many credits your empire currently has and asks if you want

to buy it. Click the Buy button to confirm. Click the Cancel button to cancel the buy request and return to the Solar System screen.

If your empire does not have enough credits, a Buy Denied window appears, showing how many credits your empire needs to successfully purchase the constructed item. Click the Close button to cancel the buy request and return to the Solar System screen.
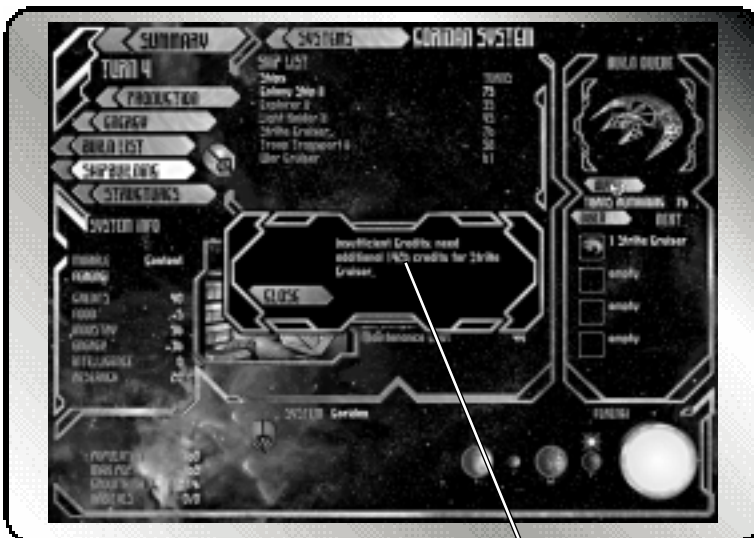


*Buy Denied Window*

Under the Buy button is the Build button and a display of four items to be built, in order of planned construction. Each item is represented by its icon, its name and the number of that item you plan to build. Only one structure type can be built at a time. Click the Build button to place the Build Queue in automatic mode, and the AI will determine which structures need to be built in that solar system.

To select a structure or starship to build, click on its name from the Build List or Ship List to place it in the Build Queue. To remove a structure or starship from the Build Queue, click on its icon under the Build button. Trade Goods is the default for the first item to be built.

# 8    SOLAR SYSTEM SCREEN

To build more than one structure of a specific type consecutively, select the structure as many times as you desire before moving on to other structures. All the structures of that type will be represented by the same icon.

To remove more than one structure of a specific type at once, press the [Shift] key as you click on its icon under the Build button.



*Planned Items*

# *Chapter 9*

## INTELLIGENCE SCREEN

*First, study the enemy, seek weakness.*

*–Anonymous Romulan Commander*

# 9 INTELLIGENCE SCREEN

Click on the Intelligence View button on the Marker window to bring up the Intelligence screen. From this screen, your empire can conduct acts of espionage and sabotage against other empires. You can also review reports on the other empires and their technological, military and economic development.

On the upper left corner is the Summary button, which opens up the Summary window, and the Turn Timer, which indicates how much time you have left in your strategic turn. If a time limit has not been set, the Turn Timer will not be displayed. For further information about both functions, see **Chapter 6: Main Galactic Screen**.



*Turn Timer*

*Intelligence window:
Management mode*

*Empire Intelligence
Information window*
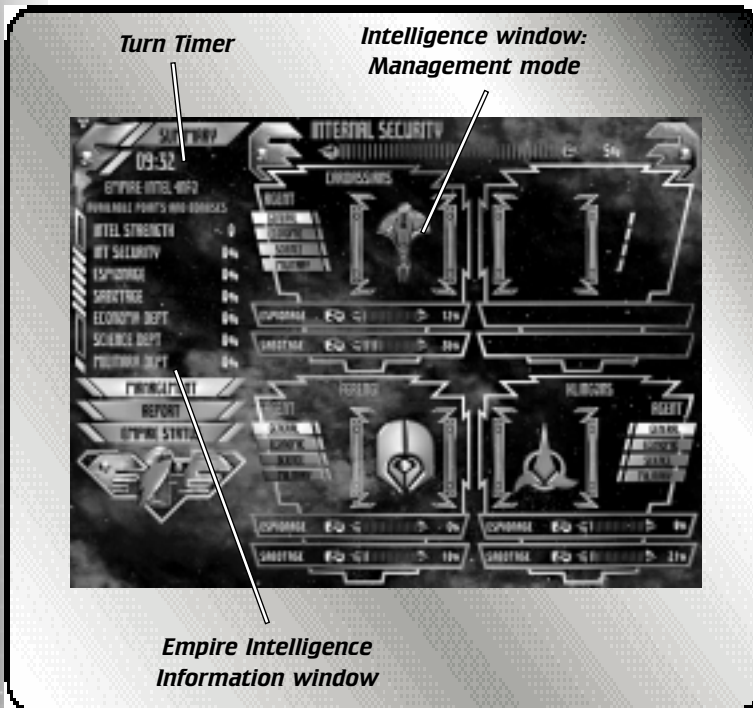
*Intelligence Screen*

# *INTELLIGENCE WINDOW*

Most of the screen features the Intelligence window, which alternates between the Empire Status window, the Management window or the Report window. The Management window is the default for this screen.

# *EMPIRE INTELLIGENCE INFORMATION WINDOW*

Under the Summary window and the Turn Timer is the Empire Intelligence Information, which shows your empire's percentage bonuses in six areas that can affect its intelligence efforts, as well as its total intelligence strength.

Intel Strength measures total intelligence strength, which is the available amount of intelligence points from active defence structures in all the solar systems in your empire. The intelligence strength percentage bonuses come from special structures and minor races that have joined you. These bonuses reflect modifiers applied to their respective fields of intelligence operations.

- **Int Security** is the percentage bonus modifying internal security.

- **Espionage** is the percentage bonus modifying spying efforts on other empires.

- **Sabotage** is the percentage bonus modifying covert destruction of other empires' structures, research, economy and diplomatic relationships.

- **Economy Dept.** is the percentage bonus modifying intelligence attacks regarding economic issues, such as stealing credits or discovering an opponent's economic status.

- **Science Dept.** is the percentage bonus modifying intelligence attacks regarding research issues, such as stealing research.

- **Military Dept.** is the percentage bonus modifying intelligence attacks regarding military issues, such as destroying starships or discovering an opponent's military status.

## 9  INTELLIGENCE SCREEN

# MANAGEMENT BUTTON

Click on the Management button to bring up the Management window. From here, you can allocate how much of your intelligence strength is spent for espionage and sabotage on each of the opposing empires. Sliders and other intelligence information only appear for other empires that you have encountered.

*Internal Security slider*
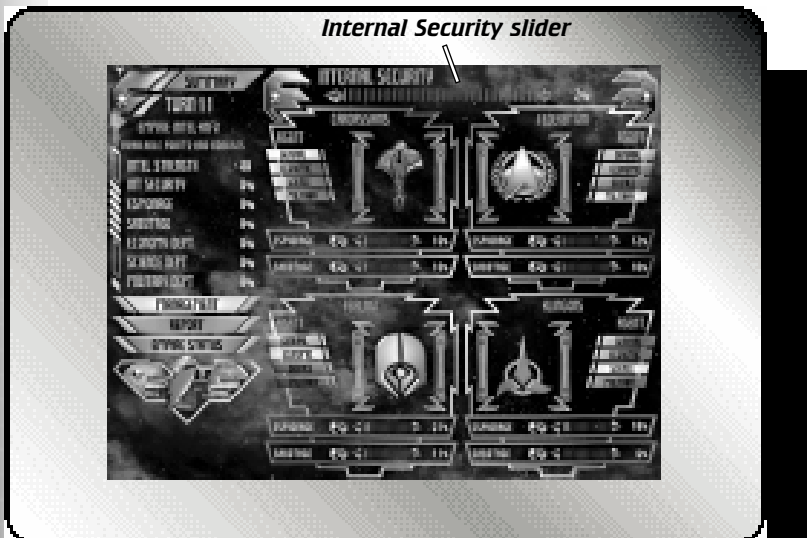


*Management Window*

# INTERNAL SECURITY SLIDER

At the top of the Management window is the Internal Security slider, which controls how many intelligence points are spent to resist espionage attempts by opposing empires. The more intelligence points spent, the more difficult it is for your empire to be spied on. This expenditure, however, affects the amount of intelligence points allocated to espionage and sabotage. The percentage of intelligence strength spent appears to the right of the slider.

To select how many intelligence points to allocate, click on the slider. The slider's right represents the highest level of intelligence points, while the left is the lowest level that can be allocated. The only way to increase the intelligence points allocated to either espionage or sabotage is to decrease the intelligence points allocated to internal security.

When you have no intelligence points allocated to internal security, enemy intelligence efforts can still be prevented if that enemy has not allocated many intelligence points towards sabotaging or spying on you.

# *ESPIONAGE AND SABOTAGE SLIDERS*

Under the Internal Security slider are four displays, one for each of the opposing four empires. Each empire is represented by its icon and its name. Use each display to determine how much espionage and sabotage you wish to engage in against those empires.
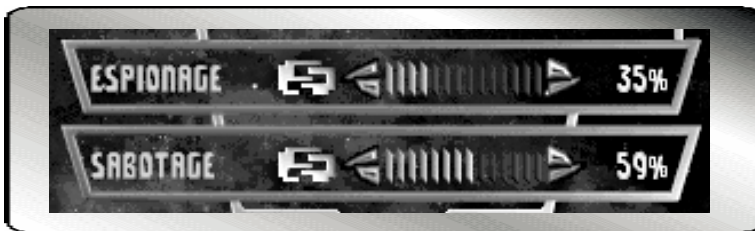


*Espionage and Sabotage Sliders*

Under the empire icon are two sliders, Espionage and Sabotage:

**Espionage** determines the amount of intelligence points spent to gain secret information about an opposing empire. It also allows you to duplicate enemy research.

**Sabotage** determines the number of intelligence points spent to destroy an opposing empire's structure or slow down its construction efforts. It also allows the theft or complete destruction of enemy research and can affect an enemy's credit output, population, diplomatic relations, intelligence efforts, starships and starbases.

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# 9   INTELLIGENCE SCREEN

Next to each slider is a lock. When the lock is open, the slider can be changed. When it is closed, the slider cannot be changed. The default setting for all locks is open. Also next to each slider is the percentage of intelligence strength spent.

To select how many intelligence points to allocate, click on the slider. The slider's right represents the highest level of intelligence points, while the left represents the lowest level that can be set.

# AGENT SPECIALTY

For each of the opposing empires, you can determine what the agent specialty is, which is what specific enemy area you want to spy on or damage through your intelligence efforts. Since it takes time to train agents, several strategic turns may pass before the specialty is ready.



*Agent Specialty*

➥ **General** means no specific focus for espionage or sabotage efforts, although diplomatic relations and morale status of other empires will be spied and sabotaged as much as economy, science and the military.

➥ **Economy** focuses on structures and plans that affect the enemy's economy. Espionage will report on enemy economic events. Sabotage will steal or destroy credits and also attack trade and economic structures.

➥ **Science** concentrates on structures and plans that affect the enemy's technology. Espionage will copy enemy research and report on technological level achievements and research directions. Sabotage will destroy or steal enemy research and also attack science structures.

➥ **Military** focuses on structures and plans that affect the enemy's military strength. Espionage will report on enemy starship and planetary defence strength as well as enemy intelligence efforts. Sabotage will attack starship construction, intelligence structures and defence structures as well as damage, destroy or steal enemy starships.

# *REPORT BUTTON*

Click the Report button to bring up the Report window, where you can review the last 30 intelligence reports on the enemy empires. These intelligence reports are the result of intelligence efforts and tips from other races allied with the one you control.



*Report Window*

The summary indicates how many strategic turns ago the report was generated, the report's source, what department (internal security, economy, science or military) supplied the report, the target of the report and location of the reported event. The report can be a description of your empire's intelligence efforts or a description of an enemy empire's intelligence efforts against you. When you are allied with another empire, the report can be a description of your ally's intelligence efforts.

The window displays a summary of the intelligence report. Click on a summary to view the fully detailed report, which is shown at the bottom of the screen. Scroll through the report using the slider to the right. Clicking on the top or bottom of the slider moves the text upward or downward.

# 9 INTELLIGENCE SCREEN

After the intelligence report on an especially damaging act of sabotage is displayed, a Frame dialog box will appear to ask you to select which of the other empires you want to blame the sabotage on.

# *EMPIRE STATUS BUTTON*

Click on the Empire Status button to bring up the Empire Status window. This window displays your empire and the other empires as icons, alongside six panels that show their relative strengths in various areas.
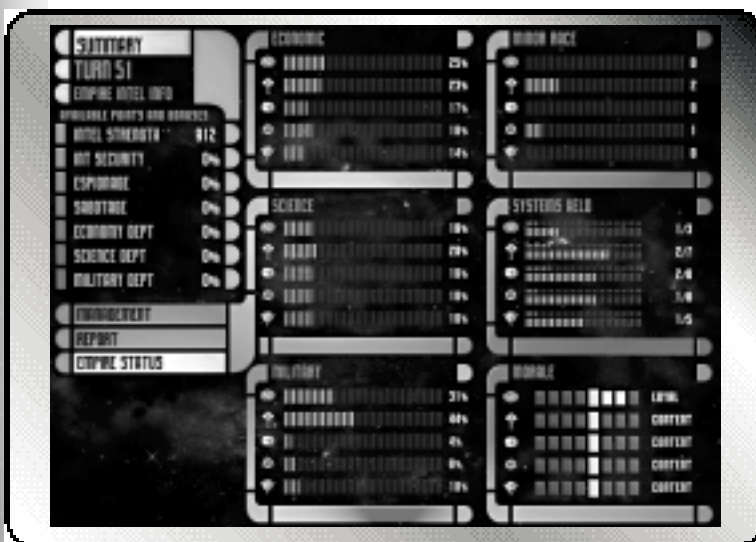


*Empire Status Window*

The six areas are economic, science, military, minor race, systems held and unrest. A slider shows each empire's strength in the specific area.

**Economic** is the economic strength of each empire, based on its credits and income.

**Science** is the technological strength of each empire.

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- **Military** is the military strength of each empire, based on the overall strength of its starships and its defence systems.

- **Minor Race** lists the number of minor races allied with each empire.

- **System** lists the number of solar systems with dilithium in each empire's territory and the total number of solar systems in its territory.

- **Morale** is the degree of unrest among the citizens of each empire.

This information is based on the latest and best data received from your empire's sensors, intelligence operations and diplomatic relationships. Information that is unavailable will be darkened.
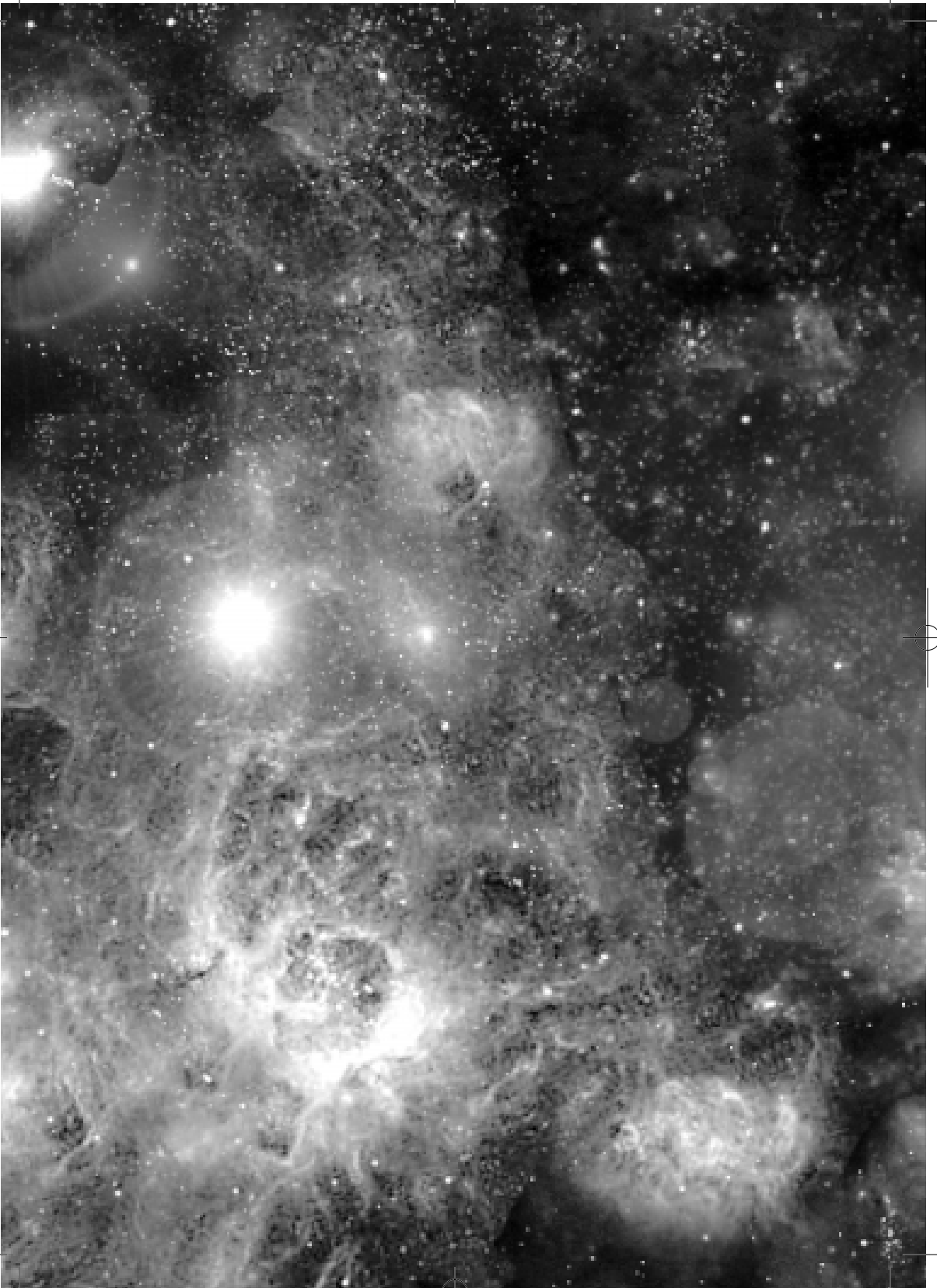
# *Chapter 10*

## DIPLOMACY SCREEN

*A deal is a deal... until a better one comes along.*

*–The 16th Ferengi Rule of Acquisition*

# 10 DIPLOMACY SCREEN

Diplomatic negotiations occur when your empire first encounters other major and minor races. To make a diplomatic first contact with another empire, you must either enter their territory, they must enter yours or your two starships must meet in another's territory.

When you click the Diplomacy button on the Marker window, you bring up the Diplomacy screen where you establish diplomatic relationships with other races that you have encountered. You can also review basic information about each race.



**Turn Timer**

**Race Description window**

**Sympathy bar**

**Diplomatic Relations window**

**Diplomatic Summary window**
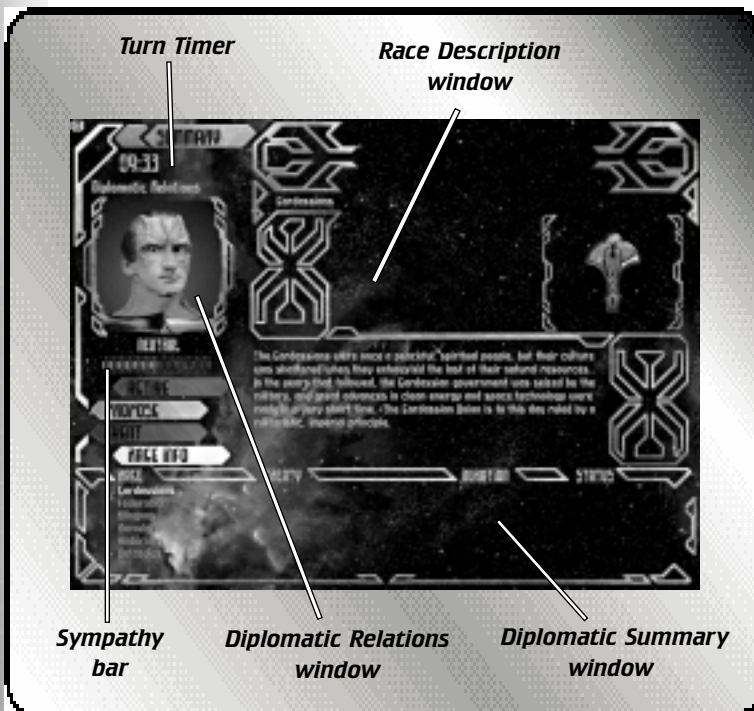
*Diplomacy Screen*

In the upper left corner is the Summary button, which opens up the Summary window, and the Turn Timer, which indicates how much time you have left in your strategic turn. If a time limit has not been set, the Turn Timer will not be displayed. For further information about both functions, see **Chapter 6: Main Galactic Screen**.

# DIPLOMATIC RELATIONS WINDOW

Under the Turn Timer is the Diplomatic Relations window which shows a picture of a representative of the alien race your empire is contacting. Whenever you talk with a race, this picture will change to represent that race.

## SYMPATHY BAR

Under the race's picture is a description of how sympathetic that race is towards your empire. This sympathy is described using one of nine terms: worshipful, enthusiastic, cordial, receptive, neutral, uncooperative, icy, hostile and enraged. Worshipful is the best possible, sympathy and enraged the worst.

That race's sympathy is also measured on the Sympathy bar under the text description. The Sympathy bar lights up from left to right. The more of the Sympathy bar that is lit, the greater the sympathy, which means your empire is more likely to establish strong diplomatic relations with that race.

# DIPLOMACY WINDOW

The majority of the screen features the Diplomacy window. This window alternates between the Active window, the Propose window, the Event window and the Race Information window. The Propose window is the default for this screen.

# ACTIVE BUTTON

Click on the Active button to bring up the Active window. From this window, you can see the specific type of each treaty you established between your empire and another race. The main text of the treaty and its duration is displayed underneath.

# 10 DIPLOMACY SCREEN

To select which race or empire you wish to view in the Active window, click on their name in the Diplomatic Summary window at the bottom of the screen.
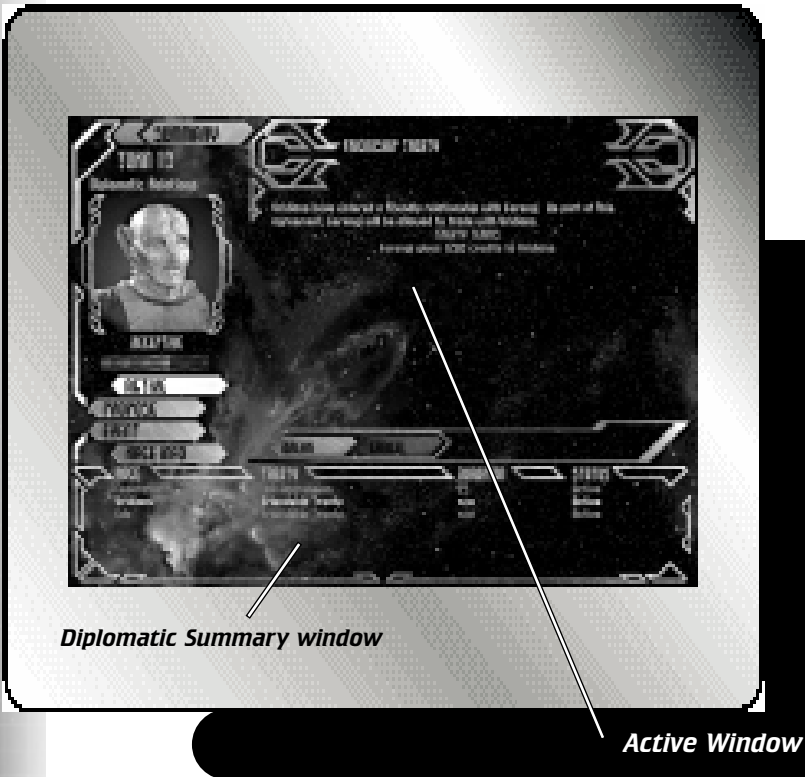


*Diplomatic Summary window*

*Active Window*

# PROPOSE BUTTON

Click on the Propose button to bring up the Propose window in the Diplomacy window. You can select a specific treaty type to establish with any race you have encountered. Treaties between empires are quite different from treaties with minor races. Each proposed treaty comes with a message relaying the attitude you wish to establish in your dealings with a race or empire. In proposing or accepting treaties,

understand that breaking a treaty has repercussions. These repercussions can be a drop in sympathy or a declaration of war. Races not involved with the treaty can drop in their sympathy towards you when you demonstrate signs of untrustworthiness.



*Diplomatic Summary*
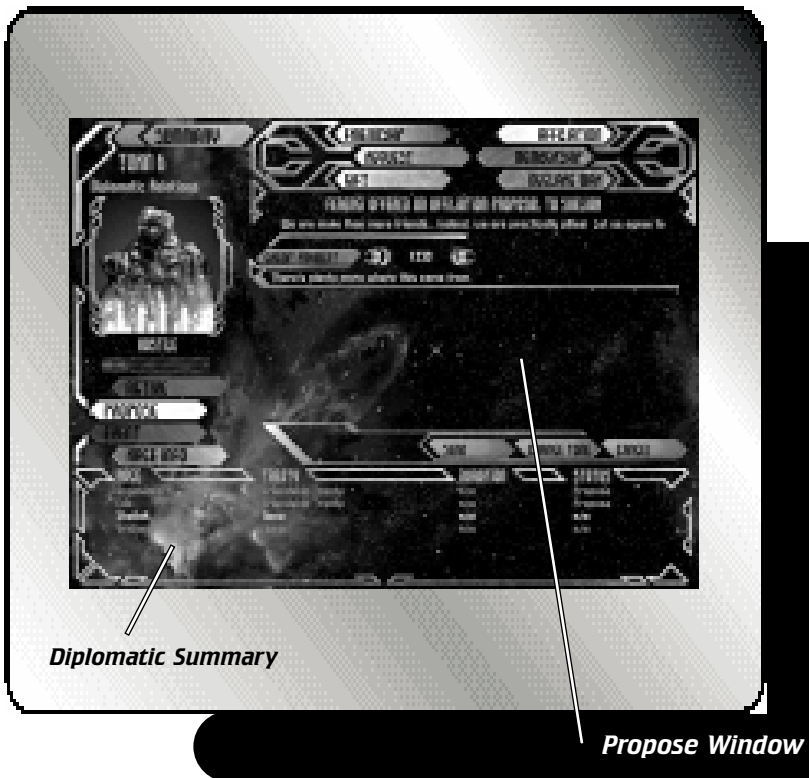
*Propose Window*

At the bottom of the Propose window are three buttons: Send, Change Tone and Cancel.

**Send** relays the proposed treaty to the selected race or empire. Click the button to send the proposed treaty.

**Change Tone** changes the attitude of the message that accompanies the treaty. Click on Change Tone to cycle through the potential messages.

☞ **Cancel** rejects the treaty you were considering. Click the button to select another treaty.

To select which race or empire you wish to view in the Propose window, click on their name in the Diplomatic Summary window at the bottom of the screen.

# *TREATIES WITH EMPIRES*

You can establish six types of treaties with each empire. These six treaty types are represented by buttons at the top of the Diplomacy screen, which only appear after an empire has been selected and the Propose button has been clicked.



*Peace Treaty on the Propose Window*

**Peace Treaty**          This treaty acknowledges mutual goodwill between the two empires to establish a Non-aggression, Friendship or Affiliation Treaty. A Non-aggression Treaty is a mutual recognition of each empire's territory. A Friendship treaty is a mutual recognition of each empire's territory and

allows trade routes to be established between the two empires. In both a Non-aggression and Friendship Treaty, each empire cannot send starships into the other's territory. An Affiliation Treaty allows for trade routes and for each empire's starships to enter the other's territory to make use of their outposts, starbases and shipyards. Encounters between affiliated empires' starships do not lead to tactical combat unless an outside party is involved.

| | |
|---|---|
| **Request** | This treaty is a demand for credits or territory from another empire. The other empire may refuse this treaty, but at the risk of starting a war. |
| **Gift** | This treaty is the payment of credits or territory to another empire in the hopes of influencing that empire to be more sympathetic. |
| **Alliance** | This treaty offers all the benefits of an Affiliation Treaty between empires (as established under a Peace Treaty). With an Alliance Treaty, the two empires can share their intelligence operations. It also allows the two empires to share victory of a game. An Alliance Treaty automatically supersedes all other treaties. |
| **War Pact** | This treaty is an agreement between two empires to attack another empire. The accepting empire will declare war against the targeted empire. The empire that proposed the War Pact can also decide to declare war against the targeted empire. The two empires that have agreed to a War Pact can share their intelligence gathering. War Pacts have no effect on other treaties between the two allied empires. |
| **Declare War** | This is a formal declaration of war against another empire. Declare War ends any diplomatic relationship between those two empires. |

Whether an empire accepts a treaty from your empire depends upon their compatibility with your empire and the specific terms of the treaty, which you can modify.

# 10  DIPLOMACY SCREEN

# *TREATIES WITH MINOR RACES*

You can establish six types of treaties with each minor race. These six treaty types are represented by buttons at the top of the Diplomacy screen. These buttons appear only after a minor race has been selected and the Propose button has been clicked.



*Friendship Treaty on the Propose Window*

| **Friendship** | This treaty of mutual goodwill allows your empire to establish a trade route with the minor race. If you have a Friendship Treaty with a minor race, that race is more likely to accept an Affiliation or Membership Treaty. Friendship Treaties cannot be established with a minor race that already has an Affiliation or Membership Treaty with another empire. |
|---|---|
| **Request** | This treaty is a bribe to a minor race to end its diplomatic relationship with another empire. |

| | |
|---|---|
| **Gift** | This treaty is the payment of credits to a minor race in the hopes of influencing that race to be more sympathetic to your empire. |
| **Affiliation** | This treaty of a military alliance allows your empire to establish a trade route with the minor race and to use the race's shipyards to extend your starships' range. It also allows you to build starbases in that race's sector. An Affiliation Treaty established with a minor race makes that race end its diplomatic relationship with another empire. Affiliation Treaties cannot be established with a minor race that already has an Affiliation or Membership Treaty with another empire. |
| **Membership** | This treaty places the minor race and its resources at your empire's disposal. At that point, you manage the minor race and its resources. Although trade routes cannot be formed between your empire and that race, you do receive a tax revenue from that race. You can also use its shipyard or build one there to extend your starships' range. You get the benefits of any special structure it has. A Membership Treaty established with a minor race will make that race end its diplomatic relationship with another empire. Membership Treaties cannot be established with a minor race that already has an Affiliation or Membership Treaty with another empire. |
| **Declare War** | This is a formal declaration of war against a minor race. Declare War ends any diplomatic relationship between that race and your empire. |

Whether a minor race will accept a treaty (except Declare War) from your empire will depend upon their compatibility with your empire and the specific terms of the treaty, which you can modify. No diplomatic relationships can be established with races that are subjugated by another empire.

# TERMS OF TREATIES

Six factors can influence the success of a proposed treaty: Credit Payment, Frequency, Duration, Enemy and Declare War. Not all of

these factors will be used for each specific treaty, but it is best to be familiar with each of them when they are necessary.

**Credit Payment**   For most treaties, this factor is the amount of credits the treaty proponent will pay the recipient. In a Demand, this amount is what the recipient is being asked to pay. This factor is the only term that can be altered in a proposed treaty with a minor race. Next to the Credit Payment option are two arrows. Click the right-hand arrow to increase the amount you offer. Click on the left-hand arrow to decrease the amount.

**Frequency**   This factor determines whether the Credit Payment will be paid immediately after the treaty is agreed to or on each strategic turn the treaty is active. If Frequency is unavailable, the credit payment is immediate by default. Click on the Frequency button to select either: Immediately or Per Turn.

**Territory**   For most treaties, this factor indicates which territories the treaty proponent will offer the recipient. In a Demand Treaty, the recipient is asked to surrender disputed territories to the treaty proponent. Click on the Territory button to select an option: Yes or No.

**Duration**   This factor determines the length of the treaty. A treaty can last for 25, 50 or 100 strategic turns or be Indefinite. If a treaty is Indefinite, it will last until it is broken by one of the involved parties or superseded by another treaty. Indefinite treaties that are broken have diplomatic repercussions. Alliance treaties are automatically Indefinite and supersede all other treaties.

**Enemy**   This factor identifies a third party empire identified as an enemy for the terms of the treaty. Click on the Enemy button to select one empire to designate as the enemy. In a War Pact, this selection determines which empire is attacked. In a Bribe, this selection indicates which empire a minor race is to break their current treaty with.

**Declare War**          This factor is only used in a War Pact to declare war on a selected enemy. Click on the Declare War button to select either: Yes or No.

# EVENT BUTTON

Click on the Event button to bring up the Event window in the Diplomacy window. In the Event window, you can see what specific diplomatic events have taken place with any race you have encountered.



*Diplomatic Summary*

*Event Window*
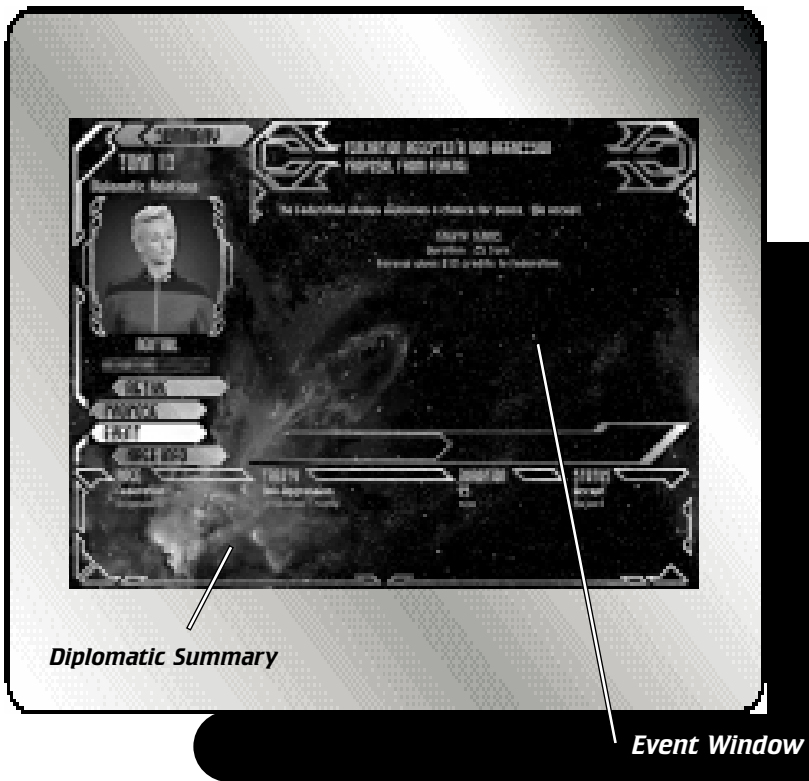
# 10 DIPLOMACY SCREEN

To select which race or empire you wish to view in this window, click on their name in the Diplomatic Summary at the bottom of the screen.

# *RACE INFORMATION BUTTON*

Click on the Race Info button to bring up the Race Information window in the Diplomacy window. In the Race Information window, you can view data about each race you have encountered. The information displayed about other empires is slightly different from that information about with minor races.



*Diplomatic Summary*

*Race Information Window*

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For an empire, the centre of the screen displays a description of that empire, with the empire's icon underneath.

For a minor race, the centre of the screen displays a description of that minor race. Under that description will be information about a minor race's special structures and the benefits it can offer.

To select which race or empire you wish to view in the Race Information window, click on their name in the Diplomatic Summary at the bottom of the screen.

# DIPLOMATIC SUMMARY

At the bottom of the Diplomacy screen is the Diplomatic Summary, which lists all the races you have established a treaty with. Also listed are the specific type, the length of duration and the status of each treaty you have made. Click on the name of a specific race or empire in this window to view them on the Diplomacy screen.



*Diplomatic Summary*
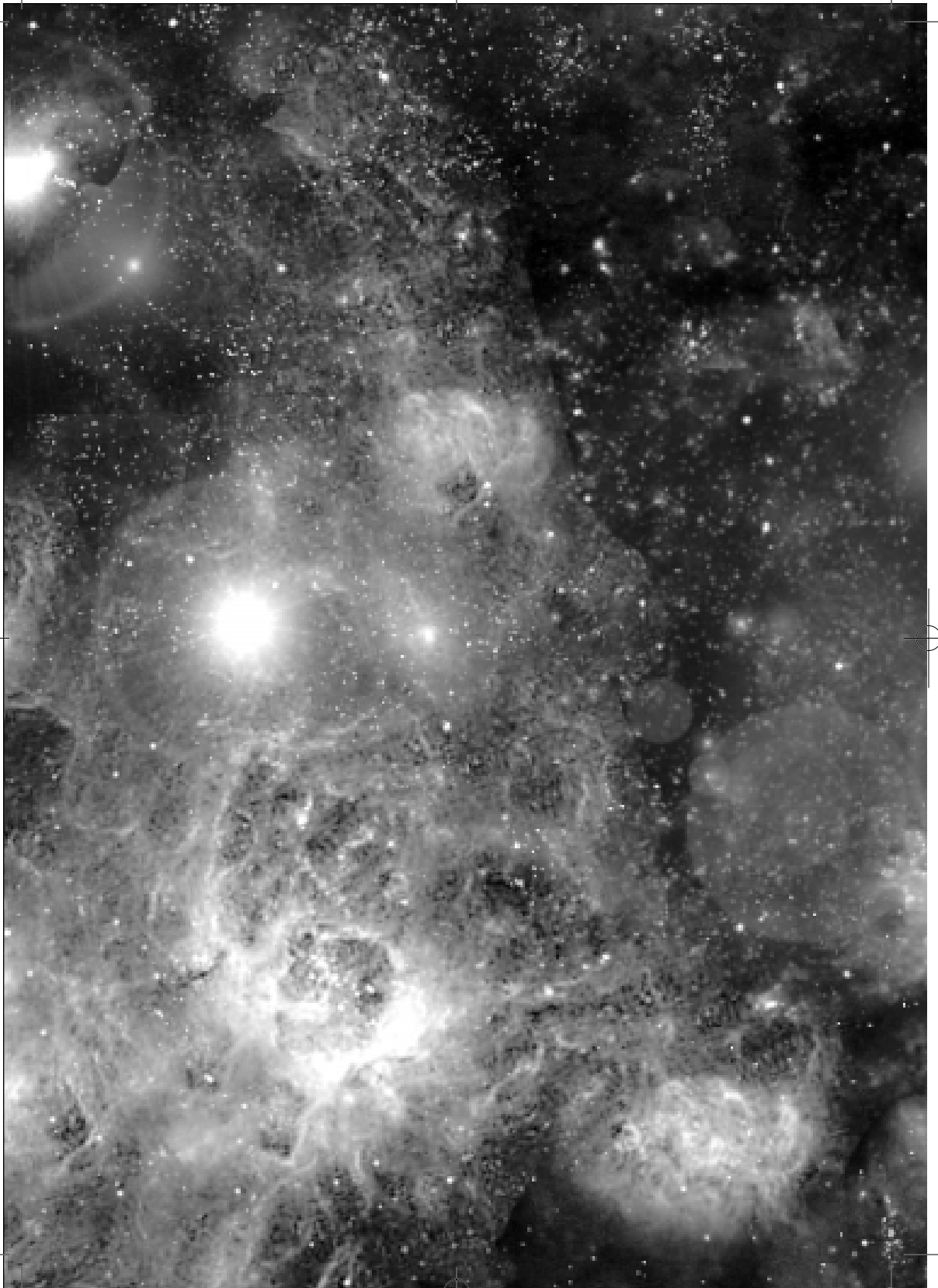
# Chapter 11

## TECHNOLOGY SCREEN

*ex astris, scientia*

*—Starfleet Academy Motto,
Latin for "From the stars,
knowledge"*

# 11 TECHNOLOGY SCREEN

When you click the Technology button on the Marker window, you bring up the Technology screen, from which you can determine your empire's technological focus. You can also access the Technology Field Database and Object Database from here.



**Turn Timer**

**Technology window: Object Database mode**

**Empire Technology Information window**

*Technology Screen*
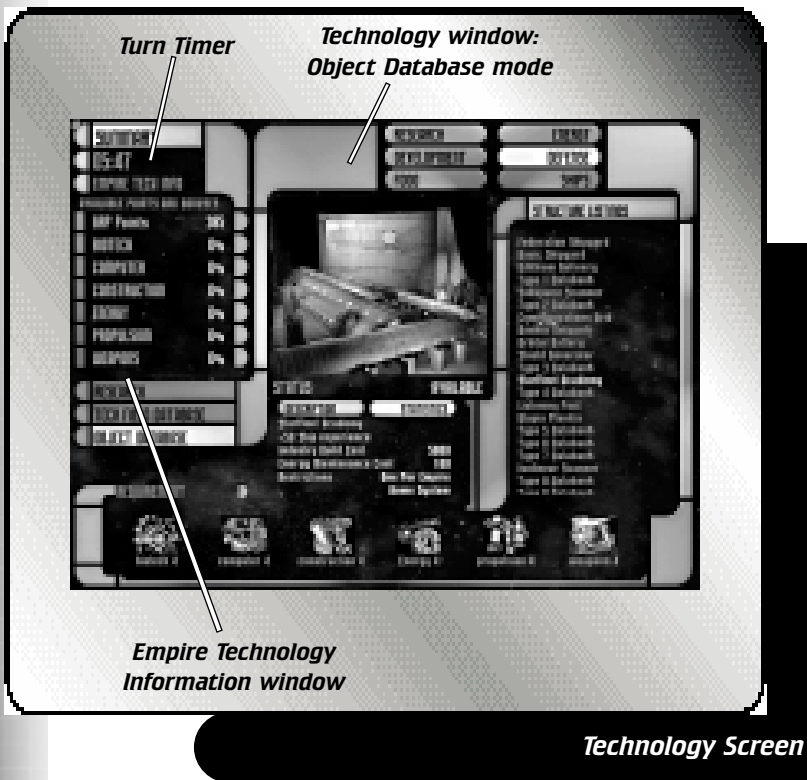
In the upper left corner of this screen is the Summary button, which opens up the Summary window, and the Turn Timer, which indicates how much time you have left in your strategic turn. If a time limit was not set, the Turn Timer will not be displayed. For further information about both functions, see **Chapter 6: Main Galactic Screen**.

# EMPIRE TECHNOLOGY INFORMATION

Located below the Summary window and the Turn Timer, the Empire Technology Information shows numerical information about your empire's current pace of research in terms of available bonuses and points that can be used in specific technological fields.

At the top of the list is GRP Points, or Gross Research Product Points, which are the total output of research from Research Structures in all the solar systems you control. The GRP is allocated to each tech field. The GRP figure does not include any bonuses for specific technological fields.

Below GRP Points is a listing of the bonuses that do count towards specific fields of study: Biotech, Computer, Construction, Energy, Propulsion and Weapons. These field bonuses are based on your empire's special structures as well as from the structures of minor races that have joined your empire.

# TECHNOLOGY WINDOW

Most of the screen features the Technology window. This window alternates between the Research window, the Technology Field Database window or the Object Database window.

# MANAGEMENT BUTTON

Under the Empire Tech Info is the Management button. Click this button to bring up the Management Research window. From this window, you distribute technology points to each of the six research fields—Biotech, Computer, Construction, Energy, Propulsion and Weapons—using a GRP Allocation Slider.

Each specific research field has a technological icon to represent it. Also, each field has a label identifying the current technology level for the research field and the technology level being researched.

Under the GRP Allocation Slider is a progress indicator. Progress is measured in what percentage of the research has been conducted.

*Research Window*

# GRP ALLOCATION SLIDER

Click the GRP allocation slider to adjust it. You can also adjust the slider with the buttons on either side. The right button increases the research allocated, while the left one decreases.

Next to each slider is a lock. You can lock each field, which keeps the allocation the same for that field while others are being adjusted. To lock or unlock a field, just click on the icon next to the slider. When the lock is open, the slider can be changed. When it is closed, the slider cannot be changed. The default setting for all locks is open.



*GRP Allocation Slider*

Also next to the slider is a percentage figure that indicates how much of GRP is being used to conduct research in this field. GRP Points spent in all six fields add up to 100%.

# TECHNOLOGY FIELD DATABASE

Click on the Technology Field Database button to bring up the Technology Field Database window. Double-clicking on a technology field's picture on the Object Database window also brings up this window. On this window, you can view descriptions for every level of each specific technological field. You can also learn how many research points each technological level costs and what structures are available for each technological level.



**Technology Field**

**Database List**

**Requirements list**

**Database Description**
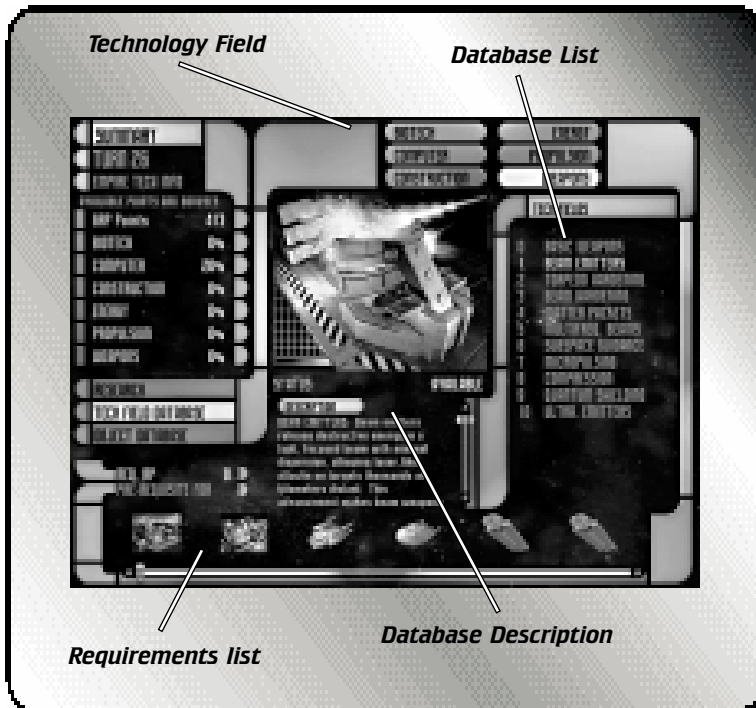
*Technology Field Database Window*

At the top of the Tech Field Database window are six buttons, each representing one of the specific technological fields: Biotech, Computer, Construction, Energy, Propulsion and Weapons.

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## 11  TECHNOLOGY SCREEN

Click on one of the buttons to display the Database list for that specific technological field.

# *OBJECT DATABASE*

Click on the Object Database button to bring up the Object Database. Clicking on an object's picture on the Technology Field Database also brings up this window.



**Object Field**

**Technology Requirement list**     **Database Description**     **Database List**
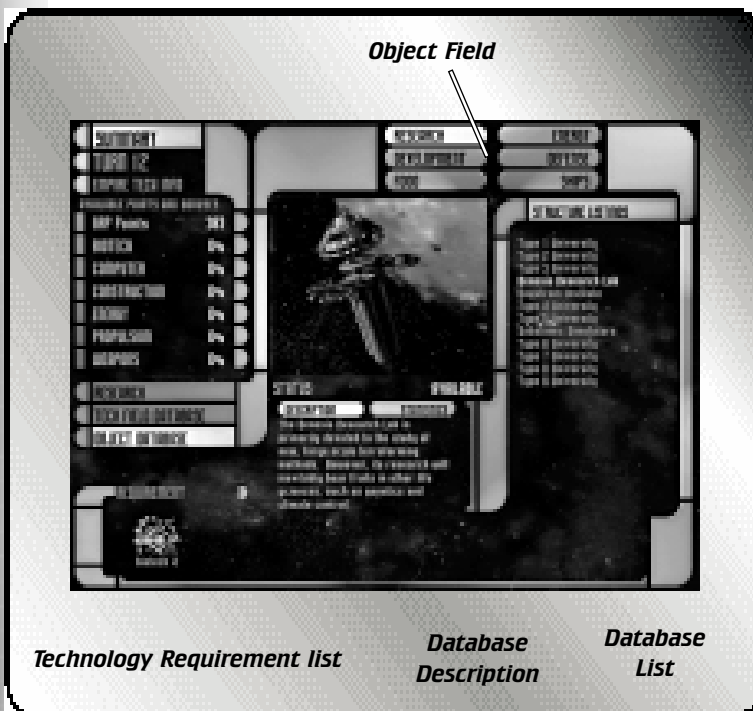
*Object Database Window*

From the Object Database window, you view statistics and textual information about any structure. You can also find out what technological level is required to build a structure or starship.

At the top of the Object Database window are six buttons representing one of the specific technological fields: Research, Development, Food, Energy, Defence and Ships. Click on one of the buttons to display the Database list for that structure type. This list is displayed to the right of the Object Database window.

# DATABASE LIST

The Database list is displayed to the right of the Technology Field Database and Object Database windows. For the Technology Field Database, it lists all technological levels for a selected technological field.

For the Object Database, it lists the possible structures for a technology field.

To the left of that list are a picture and description of the selected technology level, structure or starship. Technology level zero is the default displayed when the Technology Field Database is brought up. To view a different level or structure, click on the displayed list.

When looking at starships, the Database list has a slider to its right, so you can scroll through the list in case not all the entries fit onscreen. Click on the top or bottom of the slider to move the text upward or downward.

# DATABASE DESCRIPTION

The description of a selected technology item or structure appears in the Database Description. To the right of the Database Description is a slider, so you can scroll through the technology level or structure description. Click on the top or bottom of the slider to move the text downward or upward.

For structures and starships, their description can be changed into statistics by clicking on the Statistics button. For a structure, the statistics are its name, resource bonus, industry build cost and population maintenance cost. For a starship, the statistics are its class, designed purpose, industry build cost, hit points and shields, beam weapons, photon torpedoes, speed and range. Click the Description Mode button to return to the text description.

Above the Database Description is a Status indicator. For the Technology Field Database, this indicator tells you whether the technology level is available or, if it is not, how many tech levels away it is. For the Object Database, this indicator tells you whether the selected item is available or not.

# *SHIPS FILTER*

When the Ships button is selected, the Ships Filter appears underneath to let you control the view of the starship.



*Ships Filter*

The Ships Filter consists of four directional buttons. The top and bottom buttons make the starship picture rotate vertically, upward and downward respectively. The right and left buttons make the starship picture rotate horizontally, to the right and to the left respectively.

# *REQUIREMENTS LIST*

Along the bottom of the window is the Requirements list. For the Technology Field Database, the Requirements list has pictures of each structure available at the selected technology level and field. Above the list is the number of required research points needed to reach that technology level. For some structures, more than one technology field may be needed as a requirement to build. To view one of those structures, click on its picture and it will be displayed in the Object Database.
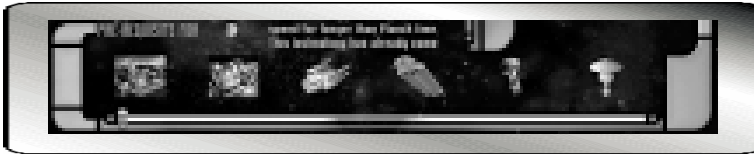


*Prerequisite Structures List*

For the Object Database, the Requirements list has pictures of the technology level requirements for the selected structure. To view one of those technology levels, click on its picture and it will be displayed on the Tech Field Database.
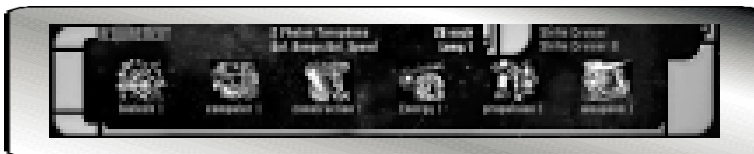


*Technology Level Requirements List*

# Chapter 12

## MULTIPLAYER GAME

*Enemies make
dangerous friends.*

*—Old Cardassian proverb*

# 12  MULTIPLAYER GAME

Multiplayer games allow you to play against 1 to 4 other players. The AI will control any empire not selected by a player, as well as the reactions of the minor races towards each player.

In a multiplayer game, determine in advance which player will be the host for the game. The host is responsible the multiplayer setup and configuration for the game.
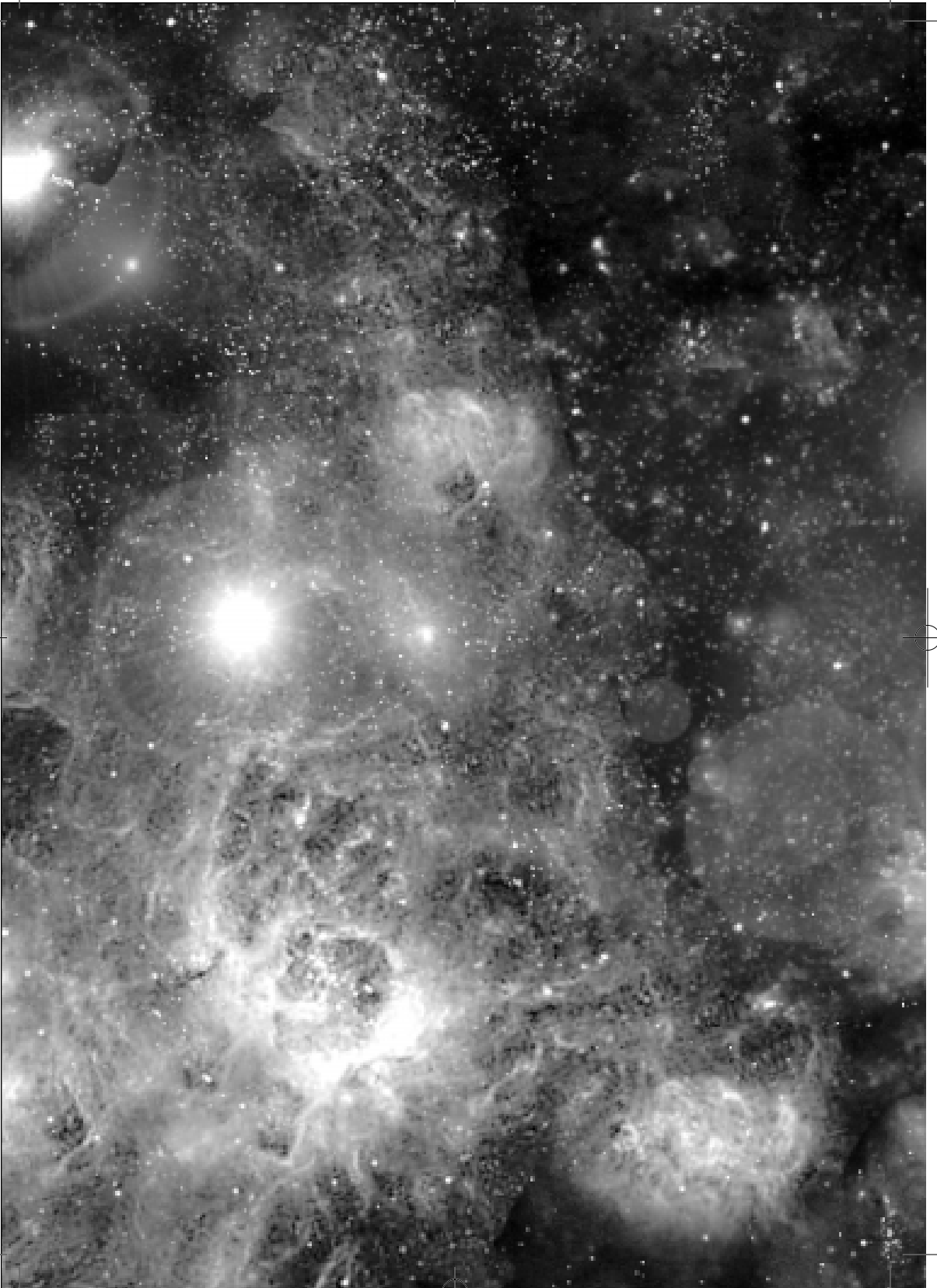
When you start a new multiplayer game, you will erase any previous game in progress unless you save that previous game. For further information, see **Chapter 2: Game Overview**.

# *MULTIPLAYER VICTORY CONDITIONS*

Another difference between single and multiplayer games is that there are three possible victory conditions: Domination, Vendetta and Team Play.

Domination requires your empire to control 60% of the galaxy's population and inhabited solar systems. If your empire allies with another empire, then 75% of the inhabited galaxy must be under the collective control of those two empires. In addition, you win if you eradicate all other empires.

Vendetta requires your empire to eliminate its two mortal enemies to win.

- **The Federation** will defend themselves against the Romulans and the Cardassians.

- **The Klingons** believe that the Cardassians and Ferengi have no honour.

- **The Romulans** distrust the Federation and the Ferengi.

- **The Ferengi** see no profit in working with the Klingons or Romulans.

- **The Cardassians** are willing to go to war against the Federation and the Klingons.

Team Play requires each player to join a team. AI-controlled empires can be placed on a team selected by the host. These teams will start with an alliance treaty established between their empires. Each team must control 75% of the inhabited galaxy to win.

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Victory conditions are determined by the host on the Game Preferences screen. For more information, see **Chapter 5: Single Player Game**.

# *MULTIPLAYER SETUP SCREEN*

After you select the New Multiplayer button from the Main Menu, the Multiplayer Setup screen appears. Then, a player logs in as the host, while the other players log in as guests.
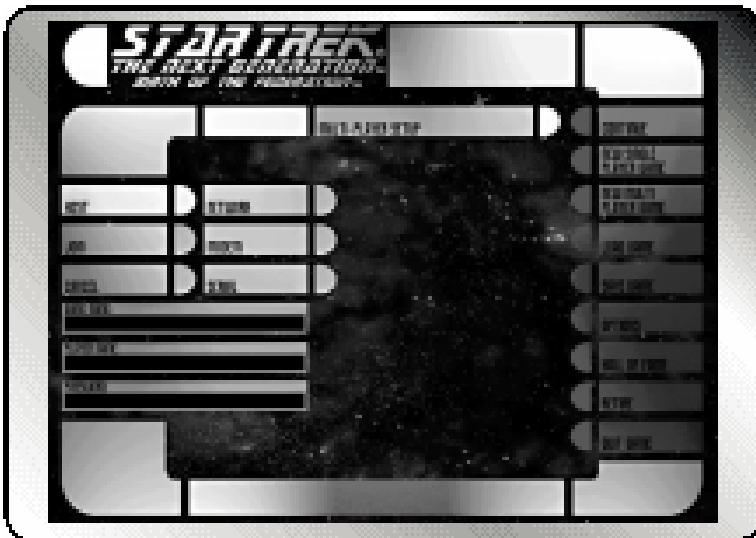


*Multiplayer Setup Screen*

Click the Host button to host the game. The host determines the connection, sets various game parameters and names your multiplayer game.

Click the Join button to join the game as a guest. The guest players can select which empire they wish to play, but cannot alter the difficulty or technology levels set by the host.

Under the Cancel button are three fields:

> **Game Name** is where the host names the multiplayer game. This name identifies the game for other players.

> **Player Name** is where you enter the name that identifies you in a multiplayer game when selecting empires and chatting.

> **Password** is where you enter a password, no longer than 13 characters. If a password is entered by the host, players need the correct password to enter that game. This field is optional.

You can move from field to field by clicking on a new field or pressing your Tab key.

# TYPES OF MULTIPLAYER CONNECTIONS

The host must select one of three connection types for a multiplayer game: Network, Modem or Serial. After selecting the type of connection, click the Connect button to continue. The area under the Connect button displays status connection messages as each player logs into the multiplayer game.

## Network Button

Select the Network button if the game will be played using a LAN (Local Area Network) or Internet connection. To use this option, you need to know what network protocol your computer uses. *Birth of the Federation* supports either TCP/IP or IPX for LAN play, but only supports TCP/IP for Internet play. If you are behind a firewall, you may not be able to play the game over the Internet.

After you click the Network button, select the TCP/IP or IPX button. You must connect to your network before starting the game if you have Dial-Up Networking.

You must also enter the host's IP address if you are joining the game via an Internet connection.
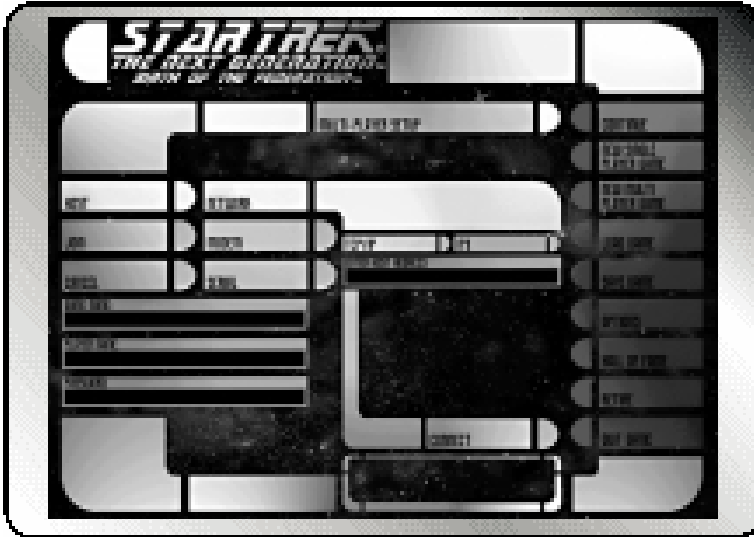
*Network Button*

## *How to Find Your IP Address Using Windows 95/98*

To find your IP address so that you can communicate it to other players, follow the steps detailed below:

1. Connect to your ISP (Internet Service Provider). *This* **must** *be done before continuing.*

2. Click on the Start button on your Windows taskbar, and then click on "Run."

3. When the Run dialog box appears, type **winipcfg** and click OK.

4. The box labeled "IP Address" is your IP address for that session. Note: Your IP address may change each time you log on depending on your ISP.

5. If you are hosting the game, you must communicate your current IP address to the other players wishing to join the game. You can do this via one of the following methods:

       **E-mail:** Use your e-mail program to send your IP address to other players.

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☞ **Phone:** Call the other players and tell them your IP address before playing.

☞ **Chat or Instant Message Programs:** Use programs such as ICQ or AOL Instant Messenger to send your IP address to the other players. (For info on ICQ, see www.mirabilis.com; for information on AOL Instant Messenger, visit www.aol.com/aim/.)

Note: For games that are playable on the MSN Gaming Zone, IP address information is automatically exchanged between players via the Zone.

## *Modem Button*

Click the Modem button if you have a modem connected to a phone line and a computer serial port.
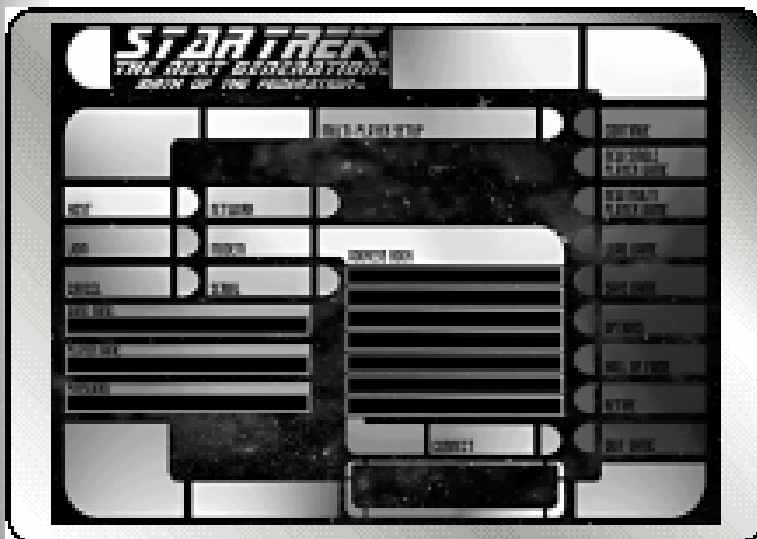


*Modem Button*

The game will query Windows to determine the baud rate and the serial port used by your modem. Phone numbers are automatically entered in the Address Book, which will save them for later use.

## *Serial Button*

Click on the Serial button if you have a direct serial port connection between the two computers. You must use a null-modem serial cable, not a regular serial cable. You can set the baud rate and the serial port.
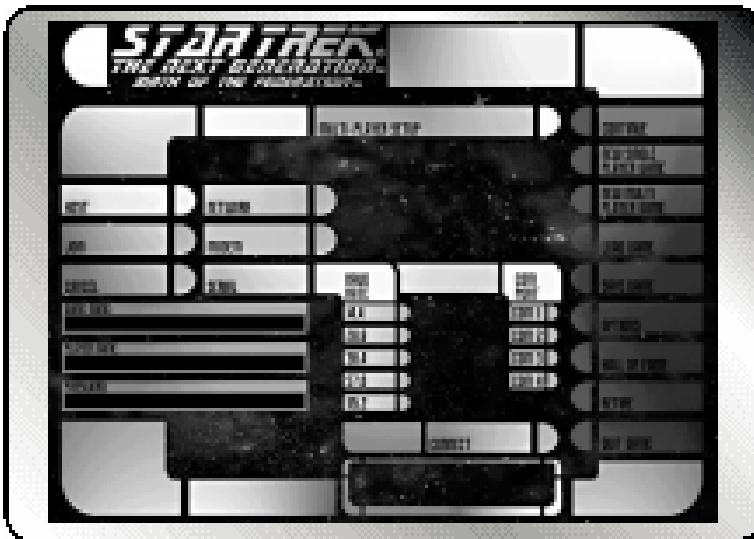


*Serial Button*

# *CONFIGURATION SCREEN*

The host is the only player for whom this screen will appear. As in a single player game, the host selects the technology levels for each empire, the difficulty levels for the game, the number of minor races, and the type and size of galaxy.

# MULTIPLAYER LOBBY SCREEN

After other players have joined the game, they will first see the Multiplayer Lobby screen. This screen contains a menu of all available multiplayer games. These games are listed by the game names specified by the hosts.

The menu has a slider to its right, so you can scroll through the list if not all the entries fit onscreen. Click on the top or bottom of the slider to move the text downward or upward.

To select a multiplayer game, click on the game name. To enter the multi-player game, click on the Join button.

# EMPIRE SELECTION SCREEN

On this screen, each player selects which empire to play from the five available choices. After all players in the game have selected an empire, the host clicks on the Accept button to start the game. For further infor-mation, see **Chapter 5: Single Player Game**.

# CHAT WINDOW

During a multiplayer game, players can chat with each other by using the Chat window. To bring up the chat window, click on the Chat empire icon next to the Turn Timer on the Main Galactic screen. If you are in the Configuration or Empire Selection screens, press the [C] key.

To send a message, type it and the message will appear in a message win-dow on the Chat window. To send that message, click the Send Message button. The sent message will appear below the Message window along with all the other messages that have been posted.

The display has a slider to its right, so you can scroll through the list of messages should they not all fit onscreen. Click on the top or bot-tom of the slider to move the text upward or downward.

*Message window*

*Chat Window*

Above the Message window are icons of all the other empires controlled by other players. Click on the Ignore button to stop sending or receiving messages for that empire. Clicking the Ignore button again restores the line of communication.

Click the End Transmission button to close the Chat window and return to the game.

## 12  MULTIPLAYER GAME

# MSN GAMING ZONE

If you are looking for an opponent, visit MSN Gaming Zone to meet fellow *Birth of the Federation* players. Free of charge, MSN Gaming Zone offers chat areas, tournaments and more. You must log onto the MSN Gaming Zone before starting *Birth of the Federation.*

If you are already a registered MSN Gaming Zone user:

1.  To log onto MSN Gaming Zone, select the Start button and choose Programs > MicroProse > Birth of the Federation > MSN Gaming Zone. This will launch your web browser.

2.  Click "Play Games."

3.  From the list, choose "Strategy."

4.  From the "Strategy Games" list, choose "Birth of the Federation."

5.  Click on the game room you want to play in.

6.  Log onto MSN Gaming Zone and you will enter that game room.

7.  Choose the multiplayer game you want to join. If you want to host, click on an empty slot.

8.  *Birth of the Federation* should then start loading. Follow the multiplayer instructions above.

If you are not a registered MSN Gaming Zone user:

1.  To log onto MSN Gaming Zone, select the Start button and choose Programs > MicroProse > Birth of the Federation > MSN Gaming Zone. This will launch your web browser.

2.  Click "New Zone Users – Signup to play games."

3.  Follow the onscreen instructions to register for play on MSN Gaming Zone.

The MSN Gaming Zone is an independent gaming service run by Microsoft Corporation. Hasbro Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the MSN Gaming Zone and any content on or available through the MSN Gaming Zone, including, without limitation, links to other web sites or comments or other contact between users of the MSN Gaming Zone.

# Chapter 13

## GAME OPTIONS

*I changed my mind.*
*Captain's prerogative.*

*–Captain Jean-Luc Picard*

# 12  MULTIPLAYER GAME

From the Options menu, you can adjust default settings for volume, Tactical Combat, Random Events and turn duration. To enter the Options menu, click the Options button on the Main Menu.
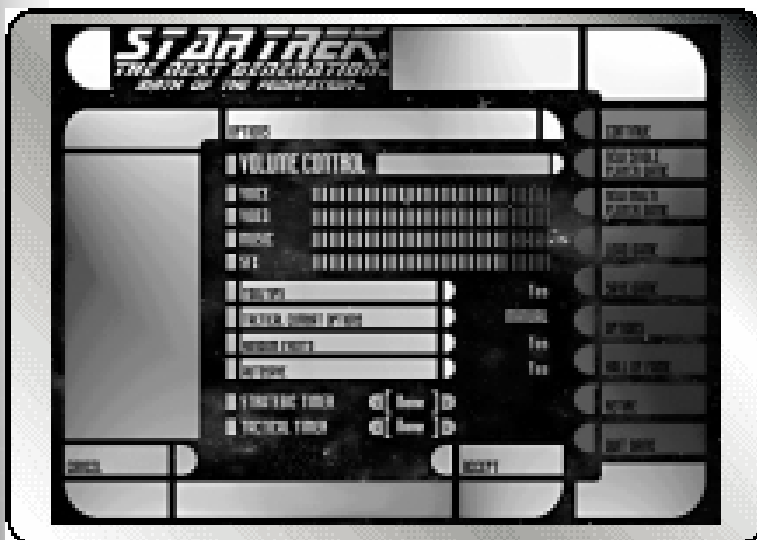


*Options Menu*

After making changes in the Option settings, click on the Accept button to put those options into effect and exit this screen. If you wish to exit the Options screen without saving your changes, select the Cancel button.

# *SOUND OPTIONS*

Use the Sound options to control the volume of sound during gameplay. Off is at the left end of the slider, and loud is at the right end. After you adjust a volume slider, a sound sample will play so you can hear the new volume level.

**Voice** changes the volume of the voice samples.

**Video Playback** changes the volume of the video playback.

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⊐    **Background Music** changes the volume of the background
     music.

⊐    **Sound Effects** changes the volume of the sound effects.

# GAME PREFERENCES

You can change the settings for Random Events, Tactical Combat
Options, the Strategic Timer and the Tactical Timer buttons here at the
Options menu or on the Configuration screen. For more information, see
**Chapter 5: Single Player Game**.

Tool Tips and Autosave are only found on the Game Options screen.

## TOOL TIPS BUTTON

Use the Tool Tips button to set whether Tool Tips appear onscreen. When
your cursor pauses over a button, Tool Tips appear, supplying you with
information on that button's specific function.

The Tool Tips button offers two options: Yes and No. Yes means that Tool
Tips will appear; No means Tool Tips will not be displayed. Tool Tips
defaults to Yes. Turning off Tool Tips can speed up gameplay.

## RANDOM EVENTS BUTTON

Click the Random Events button to determine whether or not you want
random circumstances to occur in the game. The Random Events button
offers two options: Yes and No. Yes allows random events to take place,
while No prevents them from occurring. Random Events defaults to Yes.

## TACTICAL COMBAT OPTIONS
## BUTTON

Click the Tactical Combat Options button to set Manual or Automatic
control in tactical combat. Manual gives you control as to how to manoeu-
vre your starship and plan its tactical strategies. Automatic has the
combat occur off screen while you are on the Main Galactic screen.
If you choose Automatic, you will only see the summarised results of
the combat. Tactical Combat Options defaults to Manual.

# AUTOSAVE BUTTON

Autosave means the program will automatically save the game for you in between strategic turns (except when you are on the Tactical Combat screen). If you exit a game to enter the Main Menu without saving, select the Continue button to resume that game.

The Autosave button offers two options: Yes and No. Yes turns on the Autosave feature; No turns off the Autosave function, which can accelerate turn processing. Autosave defaults to Yes.

# *Appendix A*

## STARSHIPS AND STARBASES

*Don't let them do anything
that takes you off the bridge
of that ship, because while
you are there, you can make
a difference.*

*—Captain James T. Kirk to
Captain Jean-Luc Picard*

Each empire is dependent upon a diverse, robust fleet of starships to expand its frontiers, as well as a reliable support system of starbases to repair and maintain those prized starships.

In *Birth of the Federation*, seven basic classes of starships are available. Each type of starship has its own unique functions that you should know. These starships can be supported by two types of starbases.
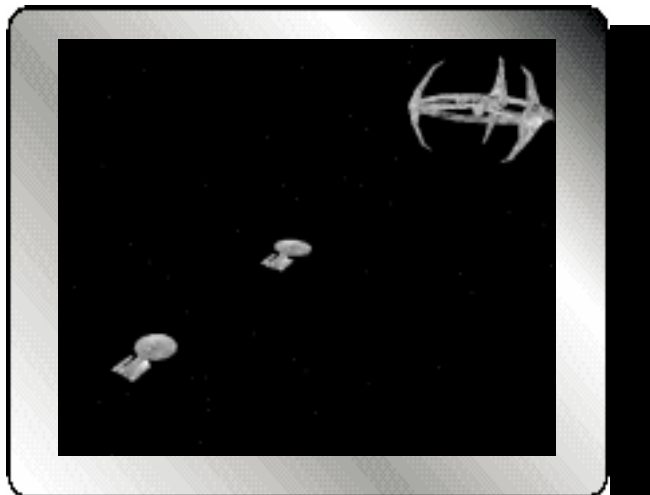


**Starships and Structures**

# STARSHIPS

Starships are automatically upgraded to the next technological level in between strategic turns. Upgrading occurs when your empire has all the technological requirements necessary for the next level of starship. All starships under construction will be upgraded, with an additional construction cost to be paid before the starship can be used. The earlier level of starship will no longer be available at the Shipbuilding window.

All starships are also automatically repaired when they are damaged. The rate of repair is determined by where the starship is located and the experience level of its crew.

For instance, starships at outposts and starbases repair themselves faster.

The experience levels of a starship's crew are green, regular, veteran, elite and legendary (green being the lowest level and legendary being the highest). While only Klingons can train to legendary, all other empires can reach that level through combat experience. The higher the experience level, the more efficient the starship in battle and in repair operations.

## COLONY

Colony starships are intended to ter-raform uninhabited planets. As a result, they have terraforming equip-ment, but carry no armaments (with the exception of Klingon colony starships). Although they are medium-range star-ships, they cannot outmanoeuvre starships designed for combat and are dependent upon an escort for protection. Romulan colony starships cannot cloak.
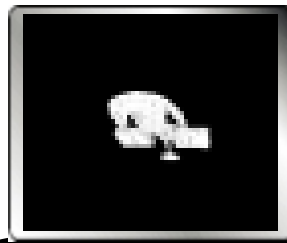


**Cardassian Colony Starship**

The Ranol class is a colony starship for the Cardassians, the Edward for the Federation, the Tomax for the Ferengi, the LI'wI for the Klingons and the D'retex for the Romulans.

## COMMAND

Command-class starships are built to lead Warships into battle and are often the best known starships of each empire. While they have capable weapons systems, they also have better drive systems and naviga-tional arrays to make them more manoeu-vrable in battle. On the Tactical Combat screen, they allow targeting of individual enemy starships. Battleships are included in this classification.



**Federation Command Starship**

All command-class vessels are short-range starships. Romulan command-class starships can cloak.

The Galor class is a command-class starship for the Cardassians, the Galaxy and the Dreadnought-type starship for the Federation, the D'Kora Marauder for the Ferengi, the Vor'cha for the Klingons and the D'Deridex Warbird for the Romulans.

# RAIDER

Raider starships serve as medium-range escort vessels for other, less protected starships, as they combine speed with reliable armaments. Destroyers are considered to be Raider-class starships. Romulan raider-class starships can cloak.



*Ferengi Raider*

The Netel class is a raider-class starship for the Cardassians, the Miranda for the Federation, the Ngort and Tokorn for the Ferengi, the May'Duj for the Klingons and the D'ridren for the Romulans.

# SCOUT

Since scout starships are designed primarily for exploration, they are long-range starships with more accurate sensors than most other vessels. Romulan scout-class starships can cloak. On the Tactical Combat screen, you can use scout starships to view the statistics for enemy starships.



*Federation Scout*

The Nerok class is a raider-class starship for the Cardassians, the Oberth science vessels for the Federation, the Bronta for the Ferengi, the B'rel for the Klingons and the D'renet for the Romulans.

# STRIKE CRUISER

Strike cruisers carry large-scale, long-range torpedoes, which are powerful enough to destroy an enemy starship with one successful hit. With such effective firepower, these starships are useful for planetary bombardment when attacking an enemy solar system. However, strike cruisers are short-range starships. Romulan strike cruisers can cloak.

The Keldon class is a raider-class starship for the Cardassians, the Nebula for the Federation, the Ooron for the Ferengi, the Negh'Var for the Klingons and the R'tan for the Romulans.
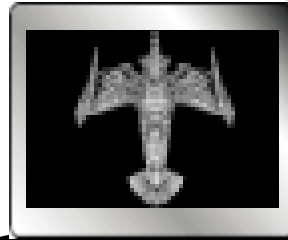


*Klingon Strike Cruiser*

# TROOP TRANSPORT

Troop transports are intended to follow other combat starships into battle by ferrying troops for planetary combat. Troop transports can also build outposts and starbases. As medium-range starships, they are dependent upon an escort starship for protection since they carry no armaments (with the exception of Klingon troop transports). Romulan troop transports cannot cloak.

The Ranol class is a troop transport for the Cardassians, the London for the Federation, the Tomax for the Ferengi, the ChorghwI' for the Klingons and the D'retex for the Romulans.
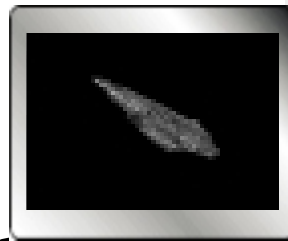


*Romulan Troop Transport*

# WARSHIP

Warships are designed to perform one function: to destroy enemy starships. Heavy destroyers and heavy cruisers are included in this class of medium-range starships, which are given the best weapons,

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armour, and shields to carry out their intended task. Romulan warships and Klingon Bird of Preys can cloak.

The Neterok and Telok class are warships for the Cardassians, the Ambassador, Constellation and Galaxy-X for the Federation, the Goront for the Ferengi, the K'Vort Bird of Prey and K'T'inga for the Klingons, and the D'dredar and R'derex for the Romulans.



*Romulan Warship*

# STARBASES

## OUTPOST

Outposts are designed as depots for deep-space exploratory starships. As such, they help increase the range of starships. While outposts can aid in a solar system's defence, they are not intended to counter attacks on their own. One troop transport is expended to build an outpost.



*Federation Outpost*

## STARBASE

Starbases are large space stations that repair starships, have long-range scanners, enhance a starship's range, and add significant defensive capacity to a solar system against attacks. A starbase also enhances the rate of repair to damaged starships docked there. One troop transport and outpost is expended to build a starbase.
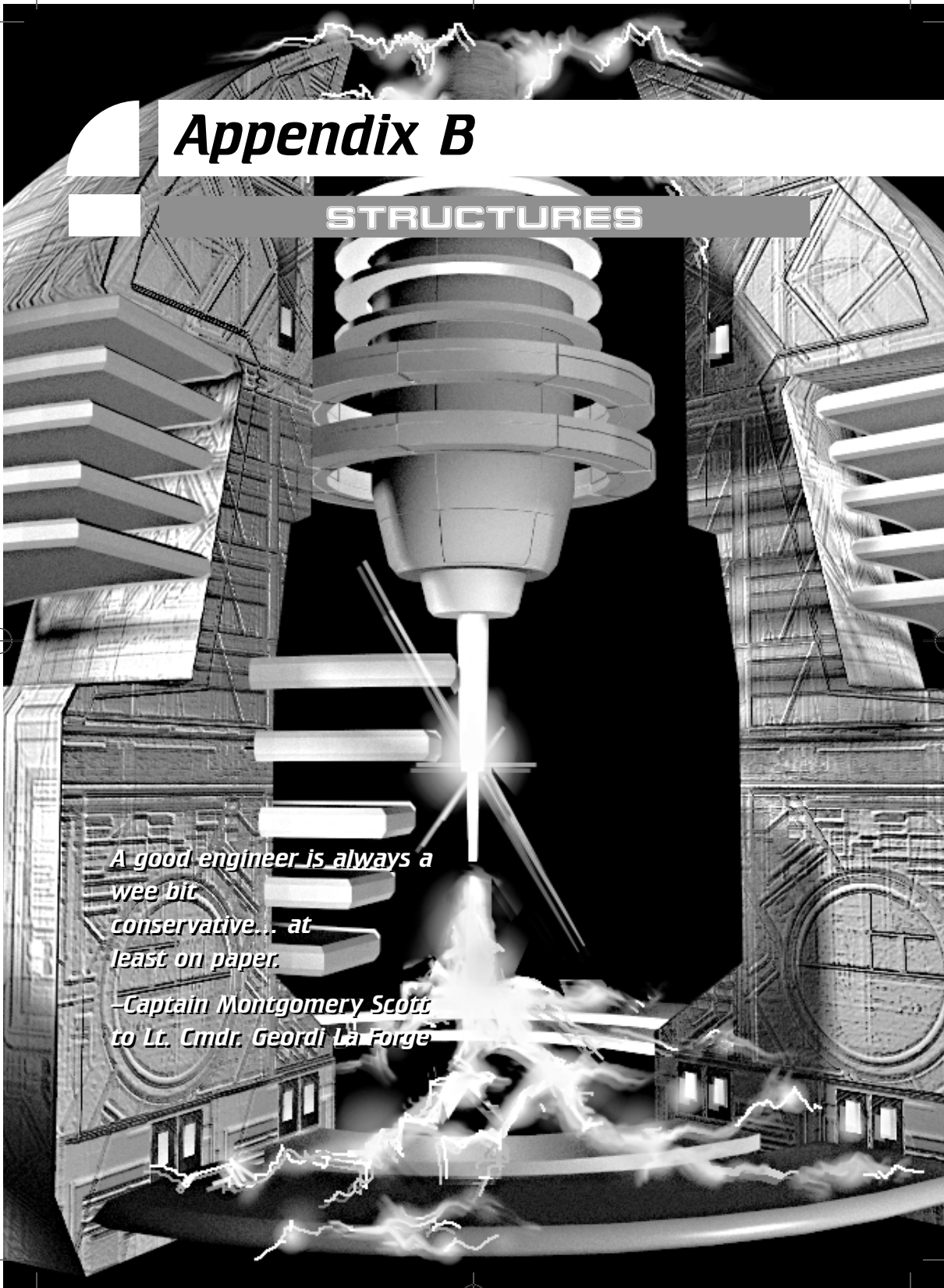


*Cardassian Starbase*

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# *Appendix B*

## STRUCTURES

*A good engineer is always a wee bit conservative... at least on paper.*

*–Captain Montgomery Scott to Lt. Cmdr. Geordi La Forge*

While each empire constructs buildings that reflect its unique culture, these buildings are nevertheless one of a type of structure available to be constructed and used by almost any empire. There are three types of structures: basic, special and race-specific.

# BASIC

These structures are self-powered but require 10 available units of population to operate. These structures supply empires with five resources: food, industry, energy, intelligence and research. Each basic structure only supplies one of those resources, with the amount varying according to the specific resource, the structure's technology level, planet type and empire type.

# DEFENCE STRUCTURES

Defence structures are structures used to conduct spy operations and, as such, supply intelligence points to empires. Advanced defence structures produce more intelligence per structure.

Shadow teams are defence structures for the Cardassians, databanks for the Federation, data brokerages for the Ferengi, security centres for the Klingons and intel centres for the Romulans.



**Romulan Naval Academy**

# DEVELOPMENT STRUCTURES

Development structures are buildings that make raw materials into finished products. As such they supply empires and races with industry. Development structures with higher technology levels produce more industry per structure. Industry production is also increased by a population with a positive morale.

Assembly yards are development structures for the Cardassians, mass replicators for the Federation, machining guilds for the Ferengi, foundries for the Klingons and fabricators for the Romulans.

# ENERGY STRUCTURES

Energy structures are structures that produce energy to power other structures. Advanced energy structures are able to supply more energy per structure.

Fusion plants are energy structures for the Cardassians, plasma reactors for the Federation, power exchanges for the Ferengi, matter furnaces for the Klingons and gravitic turbines for the Romulans.

# FOOD STRUCTURES

Food structures supply populations with food, allowing empires to increase their population size. They therefore supply empires and races with industry. Advanced food structures supply more food per structure.
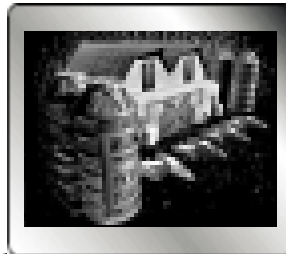
Hydroponic farms are food structures for the Cardassians, automated farms for the Federation, grower's markets for the Ferengi, hunting grounds for the Klingons and organics plants for the Romulans.



*Ferengi Machining Guild*



*Klingon Power Plants*



*Cardassian Farm*

# RESEARCH STRUCTURES

Research structures explore scientific theories and expand understanding of the universe, As such, they produce research for empires. Advanced research structures produce more research per structure. Research production is also increased by a population with a positive morale.

Science centres are research structures for the Cardassians, universities for the Federation, research labs



*Daystrom Institute*

for the Ferengi, halls of learning for the Klingons and laboratories for the Romulans.

# SPECIAL

These structures provide services such as scanning, planetary defence or starship construction.

While special structures do not require a population to run, they do require outside sources of energy, such as energy structures, to function.

# DILITHIUM REFINERIES

Dilithium refineries are built in solar systems where dilithium is located. These refineries are crucial in the construction of starships, since without them, it is not possible to use dilithium in building starships. Each empire's homeworld starts the game with this structure.
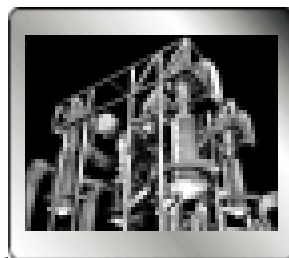


*Klingon Dilithium Refinery*

# ORBITAL BATTERIES

Orbital batteries are designed to attack enemy starships that attack the solar system the batteries located in. Multiple orbital batteries work together to defend against invading starships. Until orbital batteries are destroyed, a solar system is difficult to invade.



**Cardassian Orbital Battery**

# SCANNERS

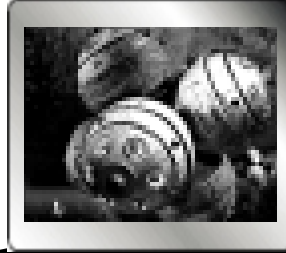Scanners search nearby sectors of space for enemy starships and display their location on the Galactic Map. Enemy starships in unscanned sectors are not shown on the map. Depending upon their technology level, some scanners might be able to detect cloaked starships.



**Ferengi Scanner**

# SHIELD GENERATORS

Shield generators reduce the damage caused by starships bombarding a solar system. These structures also reduce the amount of troops that can be deployed by a troop transport for a ground invasion, making invasions difficult until they have been destroyed.



**Klingon Planetary Shield**

# SHIPYARDS

Shipyards are facilities that allow an empire to construct starships. To build them, construction is the required technology field. Each empire's homeworld starts the game with this structure.

A shipyard cannot build starships unless there is sufficient dilithium available. Active shipyards also extend the range of a starship and enhance the rate of repair to damaged starships docked there.

# OTHER STRUCTURES



**Federation Shipyard**

Depending on the empire you play and the planets that exist in your solar systems, you may have several other structures available to you that enhance the output of system-level resources, such as aquaculture centres that can be built on aquatic worlds. These will appear on the Build List when available.

# RACE-SPECIFIC

These structures are unique to each empire or race. Their benefits, therefore, vary from empire to empire, race to race.

These structures can be enhanced versions of basic structures, such as the Utopia Planitia Shipyard, or can provide bonuses to resources, such as the Romulan Astrophysics Academy. Others can train starship crews, such as the Andorian War College, or improve morale, such as the Bajoran Jalanda Forum. Each empire has five race-specific structures it can build, and each minor race has one race-specific structure that can be built by an empire that controls it.

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|---|---|
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