

# HAEGEMONIA

Legions of Iron

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### 3. SYSTEM REQUIREMENTS

#### 3.1. MINIMUM SYSTEM:

**OPERATING SYSTEM:** PC with Windows 98, Windows ME, Windows XP or Windows 2000 with DirectX8.1

**MINIMUM SYSTEM REQUIREMENTS:** PIII 600Mhz with 192MB RAM, 2nd generation 3D card (GeForce 1, ATI Radeon 7500, Matrox Parhelia or better, higher version cards), direct sound compatible sound system, DVD or quadspeed CD Rom drive

**GAME RESOLUTION:** from 800\*600\*32 bit up to your system's limits

**MULTIPLAYER:** up to 8 players on LAN or Internet (cooperative or player vs. player, player vs. computer).

#### 3.2. RECOMMENDED SYSTEM:

**OPERATING SYSTEM:** PC Windows 98, Windows ME, Windows XP or Windows 2000 with DirectX8.1

**RECOMMENDED SYSTEM REQUIREMENTS:** PIII 1Ghz or better with 256MB RAM, Geforce2 GTS card or better, direct sound compatible sound system, DVD or quad-speed CD Rom drive

**GAME RESOLUTION:** from 800\*600\*32 bit up to your system's limits

**MULTIPLAYER:** up to 8 players on LAN or Internet (cooperative or player vs. player, player vs. computer).

#### 3.3. HAEGEMONIA WELCOME

A game by Digital Reality, creators of Imperium Galactica I and II  
Publisher: Wanadoo and Cryo

Thank you for choosing to play "Haegemonia", a game developed by Digital Reality. As the name suggests, Haegemonia is a game based on conquering, on a galactic scale. You start out as a Captain in the empire, and as you rise through the ranks, you will gain more and more access to resources and will deal with tasks involving more responsibility. Through the entire game you'll discover new enemies; it will be up to you to defeat them choosing from a wide range of military tactics.

### 4. INSTALLATION AND QUICK START

If this is the first time you are playing "Haegemonia", you will first need to install the game on your computer, and configure it for optimal operation.

After the installation process, if you are really familiar with other space strategy games, you can jump right into the action, or you can have a quick look at the section called: "How to Start" (see it at heading 6.1.3). When you are playing the game, moving your mouse over an icon or an object will bring up a tooltip, explaining its function or use. If you need more assistance, all you need to do is press the "F1" key for ingamehelp. This manual will explain the game's features in detail, and can be thought of as a reference guide in case you get stuck in "Haegemonia".

#### NOTE BEFORE INSTALLATION!

Before installing any software, your hard disk should be in proper working order. Running Scandisk and Disk Defragmenter (supplied free with Windows) to fix any problems is recommended before installing "Haegemonia". Windows DirectX8.1 is required to run Haegemonia, if it is not installed on your system, you can choose to install it from the menu.

#### INSTALLATION INSTRUCTIONS

Insert the "Haegemonia" CD into your CD-Rom or DVD drive. The installation program should "autorun", if the feature is enabled in Windows. In case the program does not autorun, refer to the Troubleshooting section (at the end of this manual).

The game's default installation directory is "C:\Program Files\Wanadoo Edition\Haegemonia", but you are able to choose any existing path for installation of the game.

After completing a successful installation of the game you will be presented with the following options:

- > Install Haegemonia (in case you wish to reinstall the game)
- > Play Haegemonia
- > Uninstall Haegemonia
- > Install DirectX 8.1
- > Read Release notes - contains last-minute information not contained in the manual.
- > Exit Installer

# Legions of Iron



## 5. HOW TO START?

### 5.1. START

To start "Haegemonia", simply insert your CD - which should autorun -, and then select Play. Alternatively, you can start the game from the Haegemonia folder in the Start Menu. You will need to have the Haegemonia CD in your CD-ROM to be able start the game.

### 5.2. CONTROLLING THE GAME

"Haegemonia" is controlled by using the mouse and the keyboard. A cursor indicates the mouse's actual position on screen. You can use different mouse clicks to select different options in the game. Some extra features can only be reached by the use of the keyboard, but most of the commonly-used features are accessed via the mouse.

This manual uses the following terms to describe the different ways to use the mouse:

#### 5.2.1.1. Click

Press and release the mouse button

#### 5.2.1.2. Double Click

Press and release the mouse button twice in a quick session

#### 5.2.1.3. Click and Hold

Press the mouse button and keep pressing it

#### 5.2.1.4. Click and Drag

Click the mouse button and move the mouse while continuing to press on the button (usually to drag a box around several units that you wish to select)

#### 5.2.1.5. Release

Release the mouse button (after having pressed it)

#### 5.2.1.6. Click both mouse buttons

At times you are able to click both mouse buttons at the same time. This action can be used to zoom in on the map if you move the mouse up/down at the same time (the same can be achieved by using the roller button on top).

Left or right prefixes/suffixes on some of the commands indicate which mouse button(s) should be pressed.

## 5.3. GAME MENU

As soon as you launch the game, you'll see a menu. Your main choices could be all reached by left-clicking on any of the listed options:

### 5.3.1. Single player campaign

In this menu, you can launch a Single Player Campaign. As you will read from the story (chapter 6), humanity is divided - this is the reason why you can select to either play the **Earth Campaign** or **Mars Campaign**. These two campaigns are different - Mars Campaign being a bit more difficult to play than Earth Campaign. You can set the game's **difficulty levels** between easy, normal and hard. The back button will take you back to the Main Menu.

### 5.3.2. Multi player game

You can play Multiplayer Games either through a LAN or Internet connection, or through the GameSpy servers.

#### 5.3.2.1. Create server, Join and GameSpy

The main idea behind a multiplayer game is that a person can create a server, and the other players can join in and play along. In order to start a game, a server needs to be set up: you can do that by clicking on the create server option. If you wish to join a game in progress, you can do so by clicking on the join game option. If you are playing through a Local Area Network (LAN) you could only select from the available games on LAN. However, if you are playing through the internet, you will need to know the server's IP number to be able to join. This IP number consists of 4 sets of numbers divided by dots. An IP number can look like this: 123.255.18.149. If you have friends through ICQ or MSM (Microsoft Messenger) you can ask for these numbers quite easily from the server. Also, you can check your IP number from the START MENU, then select RUN then type in: IPCONFIG. This will tell you what your machine's IP number is, which you can email to a friend while he is online.

*Note: if you are using a dialup connection, IP numbers change each time you connect to the internet.*

GameSpy is an easy option to play multiplayer Haegemonia. During the installation process, you will have to enter the CD-key received with your "Haegemonia" package. This toolkit allows people who wish to play multiplayer "Haegemonia" to chat and meet up in the GameSpy servers.

#### 5.3.2.2. Playing a Campaign Game in multiplayer:

Select the Campaign Menu then select your difficulty level and the type of campaign you wish to play (Earth or Mars). The Load option allows you to load a game that you previously saved (the single player game campaigns will also save here at the beginning of each mission, enabling you to choose any of these saves to play the selected mission cooperatively). This play mode enables you to play along with a friend: you can share the same empire, tackling the various tasks of the single player experience together.

#### 5.3.2.3. Playing a scenario game in multiplayer or alone

Scenarios are game variations that you can either play in multiplayer or play alone. Usually this game mode is created for multiplayer fun, however, if you



choose the number of opponents and set them all to AI (computer controlled), you can play at home against the computer players. Each scenario has the same goal - Haegemonia: that is to gain control of the systems, to destroy your opponents. In some scenarios you can play in teams (e.g. two teams against each other) and in others everyone will be against one player. Scenarios are made so that you can download new scenarios created from the internet, and copy them into the Haegemonia/Game\_inf/Level folder to play.

The following things are present in a scenario:  
starting money (you can set how much money you want to start out with, usually a server can change the amount for everyone),  
random events (on/off - with this you can have random events turned on and off, positive and negative).  
research point limit, (how many research points you start out with)  
mineral abundance (high, average, low)  
technical level (how many inventions are available at the start)  
pause (none: no-one can pause a multiplayer game, server: only the server can pause a game, yes: anyone can pause or unpause the game at any time).  
AI players (number of AI players)  
AI level (what the AI level will be)  
name (you can type in your empire's name)  
team (select the team, choose from available colours)  
empire (select an empire)  
race (select a race)  
ready (a small hand here will show you if you are ready to start the game or not)

The server can also set start game and back buttons to launch the game or cancel the server creation.

#### **5.3.2.4. Joining a game**

You can simply join a LAN game by clicking on this option, then, if there are several games running on the same LAN, you can choose between them. Once you have clicked on a game, the game parameters (see scenario game) will be listed, and you can see what settings were done (note: you cannot change these). You can choose your race, empire (colour), and set the "thumbs up" to signal the server to start the game. You can also chat with the other players here.

If you are playing through the internet, you will need to know the server's IP-number to be able to join. This IP number consists of 4 sets of numbers divided by dots. An IP-number can look like this: 123.255.18.149. If you have friends through ICQ or MSM (Microsoft Messenger) you can ask for these numbers quite easily from the server. Also, you can check your IP number from the START MENU, select RUN then type in: IPCONFIG. This will tell you what your machine's IP number is, which you can email to a friend while he is online. IP numbers change each time you connect to the internet if you are using a dialup connection.

#### **5.3.2.5. GameSpy**

GameSpy runs its own servers and chat rooms. You can easily find people in the GameSpy chat rooms to start a "Haegemonia" game. The same rules apply when creating servers or joining a game as explained before.

### **5.3.3. Load/ Options**

Clicking on the load icon, you can load a previously saved game. Delete will completely delete the selected saved game. In this menu, you have several options you can set, starting with:

#### **GRAPHICS:**

- > Resolution: from 800\*600 up to 1280\*1024 (and up to 1600\*1200 with a 64Mb 3D card)
- > Texture filtering: You can switch between Mipmap (very low detail, should be used on low end cards, like Geforce MX series). Normal filtering gives you better graphical detail. Trilinear filtering is similar, but slightly better quality than Normal. If your game runs well on Normal filtering you can set it to Trilinear, as it is quite fast and a bit better looking than Normal. Finally, Anisotropic filtering gives you the best quality, using the latest graphics cards - like GeForce 3, ATI Radeon 9700 or Matrox Parhelia.
- > Texture size: You can set it to Low, Medium or High detail. Low should be used with 16MB graphic cards, whereas High could be used with 32, 64 or 128 MB texture memory graphic cards.
- > Level of detail (LOD): Again, you can set Low, Medium and High detail. LOD means Level Of Detail, which mainly depends on the processor and the graphic cards speed. Changing this option sets the number of Polygons on screen: set it to Medium if you have a machine of 1GHZ with a Geforce 2 (or equivalent graphic card), set it to Low if you have a lower system and High if you have a higher end PC specification.
- > Material LOD: Low, Medium and High detail can be set. Set it to high if you have a Geforce 3 or even, or more powerful graphic cards.
- > Particles Num.: Some, Few, More, Lots can be set. These are to be changed to lower particles if you have a slowdown during your battles, or when lots of particles are on screen. We suggest you first set it to More, and then see if you need to lower this setting during gameplay.

#### **SOUND:**

- > Music volume: Adjusts the background music volume.
- > Effect volume: Adjusts the sound effects volume.
- > Speech volume: Adjusts the message speech volume.

#### **GENERAL:**

- > Game difficulty: Can be set to Easy, Normal and Hard levels. Normal should be a good option if you have played similar games before. Hard is specifically for those who are looking for a challenge. It is important to know that you can set only one difficulty level when you start the game, so whenever you load a saved game that same level will be set as default. However, if you wish to change the difficulty level during a game section, please feel free to do so - you can come back to this screen anytime and make the game harder or easier and continue playing. This way, even during a campaign, you can change your current difficulty level and ease your way through the tougher missions.
- > Tooltip delay: Can be set to None, Medium or High. None means the tooltip appears instantly next to your cursor once you place it on an object or an icon of importance - if you want to explore the game, it is quite an easy way to do so. Customize this setting according to your needs. Note: Remember to pause the game if you want to explore and read game content with the help of the tooltip!
- > Reverse mouse: You may wish to reverse the mouse UP/DOWN movement, for this you can choose Normal or Reverse mode.
- > RND event probability: You can customize the random events that are in the game - to None, Low, Medium or High probability.
- > Autosave probability: You can set autosaves - this uses a default savegame slot. The settings can be: None, every 5, 10, 20 or 30 minutes.

### **5.3.4. Credits**

This menu lists the names of all the members of Digital Reality, Cryo, Wanadoo and DreamCatcher who have worked hard to bring you "Haegemonia".

### **5.3.5. Exit**

This will take you back to your Windows Desktop.



## 6. THE STORY

### 6.1. BACKGROUND STORY

#### 6.1.1. History

"Earth...this word meant the same as Mankind...until technology enabled humanity explore space."

As men began to seek adventure and possible lifeground outside the safe boundaries of Earth, the number of colonists who were not born on the home planet grew. Although the preparations took long years, the cream of scientists and architects worked united and motivated together viewing but one goal, the installation of human life on Mars. Leaving Earth was a glorious ceremony where a tremendous amount of people gathered to watch the take-off of the biggest fleet humanity has ever created. The whole planet was breathless until the first news came in informing Earth of the safe arrival and the successful deployment of the colonists...



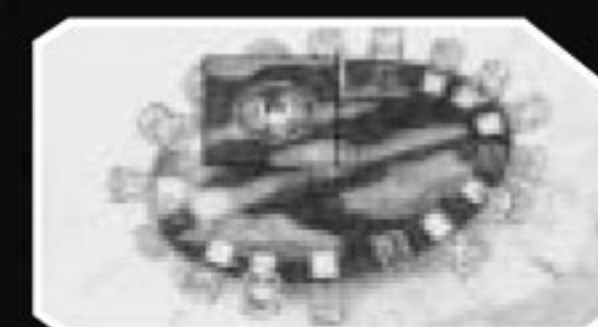
Long years have passed between the accommodation of women, children and men on Mars and the birth of the first child on the new planet. The fact was that there was a problem, but no one could give a clear answer to this question. Some said that perhaps the human genetic code prevented it (but in-depth scientific research into DNA were only a waste of time), others simply blamed human nature, saying that the colonists needed time to adapt and accept the new environment, while some even formed rebel groups and organized manifestations against the colonization of Mars. But one thing was sure: something went wrong. Then, all of a sudden, a child was born - he was immediately baptized Martian Human, and the event created a huge sensation. His case became famous on both planets, but anxiety still reigned. As if this was a sign or a vision, more and more children were born and the phenomenon of birth became more regular. Eventually no-one was counting the cases anymore; relief and peace were regained, and everyday life returned. Later, there were some weak attempts from the media to create a story from the birth of the 100.000th and the 1.000.000th child, but then the numbers became simply too high and the public lost interest. This was how humanity left Earth and started its first steps into space...

For a long time the number of outer colonies was very low - providing the colonists with all they needed to settle into a new environment cost an immense amount of money. But after the first difficulties were overcome, the number of colonists began to rise rapidly and their dependency on Earth began to weaken. New technologies, based on the local conditions, were developed, and the colonies became self-sufficient. No longer was it monetary aid, funding or subsidizing which glued humanity together - it was trade (interchanging goods, minerals and technological skills) which became the most common way of interacting with Mother Earth.

Regardless of the changes, life was still much harsher on the colonies: the people who were ready to accept the conditions were those who wanted to do something, to get away from the dull and boring (although very comfortable) life on Earth. The process took decades, but soon the elite scientists and technicians were all found working in the colonies. Technological advancement was in the hands of the colonies, while the political power still remained firmly within reach of the World Government based on Earth. The unbalanced situation slowly but steadily began to be a source of tension - suddenly everybody remembered the struggle involved in the birth of the first Martian Human. Projects were recalled, expeditions cancelled, high taxes placed on goods not from Earth origin; although these were small things, they were perfectly capable of ruining trust, relations and good will between the parties. Little by little, an organization was beginning to form behind the scenes, an organization which united the colonies, their leader and intermediary in negotiating with Earth was Mars, the eldest and most powerful among them...

In 2104 there were more than 700 million colonists living on Mars. They had their own army of troopers on the planet and huge flotillas in space with defensive military installations (with the knowledge of the World Government, but definitely not with their cheering approval), and their own economy and research (this last was even superior to the one of Earth). They found natural support in the other 150 million colonists scattered around the Solar System. Who knows how long this volatile situation would have lasted, but luckily the leaders of both parties were aware of the threat posed and they agreed to begin negotiations. The emerging will for finding a solution was real from both sides, and they soon appointed the Moon as host for their meeting. As the Moon's leaders accepted this role, they started to prepare for the conference.

3rd July, 2104: The Martian and Earth delegations arrived on the Moon today and negotiations began between the Organization of Colonists and the World Government. Their standpoints are fairly far apart. The colonists wish to declare partial independence and issue delegates in the World Parliament with at least 34% representation (taking inhabitant basis into account they would have rights to 17%, but they want to double it!). They argue primarily with two facts: in the last 30 years 90% of the inventions were made by colonists (practically the entire technological advancement), while Earth was first only in consuming and wasting goods. If the government does not accept these facts and the rightful demands based on them, they are willing to declare full independence.





The Earth accepts that the colonies should have delegates in the parliament (they have practically zero at the moment), or even in the government, but only strictly based on their population size. They would however like to add one special addendum to this: that everyone born on Earth counts as an inhabitant of Earth and not as a colonist. Their argument is based on the primary role of Earth and the effectiveness and peaceful state of the last decades under this kind of governmental lead. If their argument should be accepted, this would mean that the long term authority of Earth would be safe - especially when looking at the current birth ratio between the home planet and the colonies.

11th July, 2104: The conference tends to be very long and tiring each day, but neither party has showed signs of compromise just a lack of comprehension of the others problems. Without even the slightest advancement in matters, the Martian delegation decides to stop negotiations and return to Mars. In response, the other side declares their unhappiness about this decision and even shows signs of disgust.



12th July, 2104: The convoy, just before entering Mars' orbit is being attacked and utterly destroyed. Mars demands immediate investigation, identification and punishment of the attackers. If this is not accomplished within three weeks, the Organization of Colonists "will know what to do".

July 2104: There is no clue as to the identity of the attackers, not a single radar station in the area noticed their arrival and departure, and the attack only took seconds...Mars claims that the World Government is working behind the scenes to remove its most dangerous political counterparts. The official denial is not very convincing, and the indignation among the colonists is growing day by day due to the apparent incompetency and disinterest of the Government. Apparently a private act (but later approved), the Martian military stops several trade ships from Earth and confiscates their goods. After this both parties claim the right to approve similar actions in the future...

1st August 2104: As the deadline of the ultimatum has expired, the Organization of Colonists declare themselves independent from Earth, canceling all treaties -willing only to continue adhering to them after new discussions. The Government drafts another ultimatum for "the rebel forces against the welfare and unity of Humanity" and demands the restoration of the old status quo, giving the rebels two weeks for internal discussions.

15th August, 2104: After the expiration of the ultimatum, war has been officially declared between the Organization of Colonists and the World Government. What no-one imagined would happen again, happened once again - humanity has been divided and is killing their own kind... The numbers speak for Earth, but the colonists are technologically more advanced and are more prepared for a guerilla war - all the signs point to a long and balanced war with predictable winner...

And this is where our story begins...

## 6.1.2. Characters (your heroes)

### PRINCIPAL CHARACTERS



**Captain Nilea Cortilliari (female, 27):**

*one of the possible main characters in the story (if you choose the Martian side)*

Nilea was born on Mars and her father was one of the first officers in the Martian army. He was previously a high ranking officer, a Commander in the UHF, the United Human Forces - the armed forces of Earth. His skills gained in the UHF helped him greatly in founding the core units on Mars and in organizing the planets defences. Her mother was a scientist in one of the secret military laboratories, responsible for projects concerning new radar and detection technologies. Both were well-honored and well-known people on Mars, but killed in a tragic accident when experimenting in their own private laboratory at home. Nilea was their only child, and inherited the organizational skills of her mother as well as the technical skills and logical thinking of her father. She started as technical officer in the Martian army, but rose fast in the ranks until she was promoted to Captain and received one of the newest and strongest ships in the army to command, a corvette. She is not only ambitious, but will defend the Martian's rights at all costs, so she will certainly be a charismatic leader. As well as being open-minded, Nilea is also very sensitive to science, and as such she believes in the existence of other races in the galaxy. Since the death of her parents she has been ever



so determined to learn everything she can in the army (both fighting tactics and special abilities) and uses her skills in eliminating possible threats to the planet Mars: she will never use a harsh word against a Terrain, but is critical of the World Government and their opinion about colonies. It is hard to believe that she will ever join the Terrain army, not even in the case of aliens invading the Solar System, as her home is Mars, so she most likely will defend the latter planet. She is currently under the command of Yoshimo Sakuzo, who she sees as her idol and who she treats like a father, although she has never been courageous enough to express this feeling to him.



**Captain Jack Garner (male, 29):**  
*the other possible main character in the story (if you choose the Terrain side)*

Nothing is known about Jack's past, he was found at the doors of a hospital in Los Angeles, in the USA. He was brought up by the state, and as of his 14th birthday he was entered into a military school, which he liked very much as he felt as if he had found a family within their ranks. After the completion of this basic training he went directly to the United Human Forces Military Academy.

It became clear very early on, that the young cadet had extraordinary piloting skills - he won every single training flight in the academy and finished his training as 1st lieutenant with the best possible classification. Due to his results, he later had the opportunity to make routine flights (only the very best were given these opportunities) in the whole Solar system as wingman then wing leader and - after his promotion - as Captain.

Having only the army to give him education and morale stance, he is definitely loyal to the World Government and the UHF, and is limited in his openness to the colonies and their political and social ideas, even though through voyaging throughout space he has visited every single human installation in the Solar System. He is totally closed with regards to science, which, in his words is "not a setback but a push forward for my military career". As his education taught him, he feels the utmost respect for his superiors and will do what he is told to without hesitation; this means that he's a little too strict, sometimes too much even with himself.



**Captain Emil Kuchera (male, 25):**

Emil's family past was very simple. He was raised by his father, the best stockman in Slovakia, and his mother died at a young age from cancer. He was born in Bratislava, but soon left his hometown to join the army. Back then he was only 18, but it soon became obvious that the teenager had a strong character. This strong character, undoubtedly inherited from his father, caused difficulties in his finding friends: he always made jokes about himself being the best, the strongest, the smartest of all cadets...and his results were outstanding.

At the age of 23 he was already in the elite class, taught by the likes of Commander Artemov, master in the art of spying. He always wanted to be like Commander Artemov and even to surpass his master.



**Colonel Yoshimo Sakuzo (male, 55)**

The ideal soldier himself, Yoshimo raised himself in rank from the bottom to the highest level with discipline, courage and intelligence. Not much is known about his childhood, only that he was born

in Japan, and that his family was forced to leave their home. This case is not closed yet, scattered information is circulating about his father, a brave man who organized a sub-political movement against the still existing feudal trends in Japan. Most certainly this was the reason why they left home suddenly and migrated to Europe, where Yoshimo was raised.

Fortunately, the child performed very well during early school years and so was allowed to visit the best military academies of the UHF. It became obvious early on that he would not tolerate injustice and would fight against oppression. With all the problems developing between Earth and the colonies in the late XXIst century he gave up everything he had built up in his life: his career, his rank, and his home. He joined the cause of Mars very early, and only just escaped arrest when he expressed his opinion too loudly about the Colonies-Earth situation. He flew to Mars, where he was almost immediately contacted by the Martian military forces and quickly rose through their ranks. As a fiery leader and an emotional character, he was soon promoted to Colonel in the USSF (United Space Special Forces). He has several majors and captains under his command but he's particularly interested in one: from the time they began 'working' together he has admired Nilea Cortillari, a very talented young lady, who he wishes to treat like his own daughter.



**Instructor Liana Fordiss (female, 38)**

It was obvious, that Liana's parents would be colonists on Mars, as they were the leaders of the political group named 'Bright Side of Mars' in Dallas, co-operating strongly with the World Government.

This organization shared the thoughts on colonization plans with the people of the region, and to encourage them further, her parents placed themselves in the middle of the plan to travel to the new planet. Her mother was pregnant when they left Earth, and only months after living on Mars, Liana was born. Even as a young woman, she felt an untold desire to become part of the army, so she was educated this way.

Surprisingly, she never wanted to be a highly ranked officer, nor a pawn in fighting with any possible threat, but she always had a vision to teach and inform other people. In her thoughts, the desire and the ability to help others obtain knowledge was the greatest gift of her life. With all her experience in this domain, there were no questions asked when, after declaring war with the Earth, the Martian Army needed an instructor to teach their younger Captains who needed accurate debriefing and specific instruction in becoming adept in fighting battles in the hostile situation.



**Scientist Laura Meloni (female, 36)**

The young and ambitious Italian scientist Laura was attracted to the art of living species and deciphering their way of life at the age of 4. Her parents never cared about her too much - they left home when she was 2 and never ever returned. She was then raised by her grandparents, and, as both of them were veterinarians, she started to have an interest in animals - even after working long hours every day, she passed her evenings watching and caring for the poor bruised beings, while at the same time she developed a keen interest in plants and vegetation.

All her respect and care for living 'things' is rooted to her childhood. From a very young age, she had already pursued biological, geological, anthropological and sociological studies at the University of Science in Rome. At the age of 25 she had already finished her studies (3 years before the normal completion of the university!) and begun her practice: she was amongst the few scientists to team up and discover the missing communication link between dolphins and humans. Mainly, this research opened the doors for her - election in the total undercover government



project working on searching for other civilizations in space was her destiny - a project baptized 'Interplanetary Z'. Their main goal was that should contact be established with one of these races, they would work with them using every means of diplomatic skills available to try and obtain their collaboration, and through this gain the chance to analyze the social structure of their life and the biological nature of their bodies.



**Heinrich Stome, Vice Secretary of the Unified Government (male, 47)**

Son of the chairman of a huge German vehicle-manufacturer, Heinrich was educated with the intention of his following in his father's footsteps. But as the years passed, the young man took more and more disliking to having his future planned for him, and so, before the completion of the 'Munich Technical Academy', he convinced his father to aid him in becoming a politician. The cause of this about-turn was mainly his self-belief and conscience, which kept telling him that he had the power to convince and lead people to achieve higher goals; he was the leader of the student's organization in his academy, and then of the academic alliance.

He was once the 'Social and Educational Minister' of the World Government, but soon after the political misunderstanding with the colonies started, he denounced his title. He began relentlessly seeking a solution of the problems ahead, and even with the declaration of war between the two parties he had not stopped working. That's primarily why he was chosen to become the vice-secretary of the Unified Government, a position he joyfully accepted, immediately starting the process of rebuilding the lost social relations between the colonies and Earth, as well as lending a helping hand in the work of the new United Space Special Forces and their project 'New beginning'.



**Colonel Vincent Codiaque (male, 39)**

Vincent was born in Canada, as only child of his parents. His father was a talented artist, a nearly world-famous sculptor before he was arrested for drug-handling and sentenced by the French Court to leave his country. The ex-patriate, soon after making home in Toronto, met a young girl, a journalist working for the World Government and the UHF. This was the couple responsible for the life of Vincent, who, following in his mother's footsteps, became interested in the ways of the army and political trends.

As he grew older, he decided to leave politics behind and concentrate on the army, as, in his eyes "saving humanity from a possible attack or catastrophe was a holier task". All his efforts were well rewarded when, at the age of 37 he became Colonel of the Space Division of UHF, and this way the superior of a certain Jack Garner...

## 6.2. Your choice

At the beginning of the game you have to choose which one of the two opposing parties you would like to support: Earth or Mars. You will command Captain Jack Garner (Earth side) or Captain Nilea Cortiliari (Mars side) depending on your choice. Your first task will be to restore peace in the Solar System - but don't forget: follow your orders strictly and do not make any hotheaded decisions. The situation is tense and one bad move from either side can cause total annihilation of the human race!

Good luck, Captain! You will need it!

## 7. GENERAL RULES OF HANDLING THE GAME

### 7.1.1. General mouse handling

The following mouse control functions are used throughout the game:

- > **Left click** is the selection button.
- > **Right click** is the activation (movement, attack, special action) button: the cursor will change shape where such actions can be performed. For example the cursor will change into a "shield" icon if pointing on a friendly spaceship, or into a "cross-hair" sign if pointing on an enemy spaceship.
- > **Double click** will move the camera to the targeted object or will open another, detailed, screen.
- > **Dragging a box:** holding the left mouse button down (pointing to the left upper corner of the box) and moving the mouse (which is connected to the lower right corner of the box) around, thus defining a box. This will be the usual method for selecting more units or targets.
- > **Keeping both mouse buttons pressed and move mouse:** Will allow you to change the camera angle and zoom in and out.

### 7.1.2. Keyboard shortcuts

**IMPORTANT:** The keyboard is a great supplement to the mouse as some features are very easy to access through the keyboard. We therefore think that using the keyboard and the mouse together will be more effective than using only one of the two devices.

There are some shortcuts that you will use very often on the keyboard:

**"SPACE bar":** brings up the tactical overview map of the current solar system. All friendly units, bases and planets are shown with small icons, as well as all hostile units within radar range. You will notice that the radar range is fully 3D, so don't be surprised if you experience attacks from units appearing in the middle of your radar range - enemies could swarm up on you from above or below!

**"PAUSE button":** this is exactly what it says - it freezes the action completely, so you can handle the situation and determine your next moves. You can assign orders to units, rearrange production or research while in pause mode. Pressing the button again will get you back to the heart of the action.

**" +/- buttons":** accelerate/decelerate time. There will be moments when you do not need to handle your ships or planets (they are on their way, all your production options are set ready to go, and you'd like to accelerate time). In this case, you can speed up the game up to 4x its normal time.

These are only the most important keyboard shortcuts, but you can find a complete list of them in the appendix part of this manual, or review them anytime when playing the game by activating the in-game help system by pushing the "F1" button.



### 7.1.3. How to start (spoiler!)

This short section describes the first missions of both sides, with some additional information about game handling and useful tactics. If you would like to play these missions alone, please skip to the next section!

#### 7.1.3.1. Episode 1 Earth 1

After reading/hearing the mission briefing click on the "✓" icon to continue. You will find yourself on the starmap (the most important screen in the game) focusing on your mission critical spacecraft (called: Icarus) and your squad of 7 fighters (called: Faithful). Since the story starts near Earth, you will see several other fleets you cannot select or control (they are defending Earth, so you cannot pull them away!). The only ships you can control in this mission are the squad of 7 fighters. First, let's see what is on the starmap! In the upper left hand corner there is an icon with rotating planets on it.



This is the solar system selection button. Clicking on it and keeping the left mouse button pressed will bring up a submenu with all the planets in the system.

Move the cursor over Earth and below its icon with all the moons orbiting around it will appear (in this case: Moon). Just keep the mouse button pressed and cycle through the planets - the camera will immediately jump to the planet under the cursor.

*Note: this selection method (with keeping the mouse button pressed) seems a bit unconventional, but it is very useful for fast selecting - you will get used to it in no time!*



In the lower left corner you'll find three further icons: they are representing your military units, spy units (you will have access to these later) and special units (not available now, but you will meet a mining base in the 2nd mission). The selection method is the same as for the planets.

Generally, if you left-click on something in the window, it will be selected. For multiple selections, use the drag method (see above). Once a unit or units are selected, a rotating circle will appear around them. This circle shows additional information: its colour represents the owner empire (your units are light blue, other units nearby - including Icarus - are dark blue as they belong to Earth, and are not under your direct control). This circle will also show the Hit Points of the unit - if it is damaged parts of this circle will disappear. Using the right mouse button you can now click on objects in the window - if your selected units can interact with that object, they will act accordingly. For now, select your fighters and right-click on Icarus to activate defend mode.



As you may have noticed already, in the upper right corner there is a small information box, which always gives some brief information about the currently selected spaceship or planet. If nothing is selected (you clicked for example in empty space), there is some general information about your empire in this window.

While your ships are following Icarus, try to select other squads and planets to see how the content of this window changes! If you click on this window, you will get a more detailed information window of

that object (for example you will go to the "planet info and production" window if you click on it while a planet is selected). Try it out!

The last menu is in the lower right corner, which enables you to reach other screens in the game (empire info, planet info and production, research and options).

Sooner or later you will get a report, that hostile ships have been detected near Icarus! It's time to move swiftly! Select your squad quickly if you do not have them in vision (use the icons in the lower left corner for example). If you think you need some more time, just press the PAUSE button on the keyboard to stop time, make your selection and then press PAUSE again. Now switch to tactical overview mode with the SPACE bar! You will see a small yellow icon moving swiftly towards Icarus!

There are 4 fighters in this squad and their primary target is Icarus, so your fighters should have no problem to defeat them. If your squad is selected (icon blinking on the map), right click on the oncoming fighters. You will see a red arrow pointing onto the enemy, showing that your squadron got the orders. Names are also displayed on the tactical map if you move your cursor over the enemies (or these will appear after some seconds). Pressing N can toggle the name display on or off. Now press SPACE again or double click on any unit to return to starmap mode.

*Note: as your units are in guard mode, it is not necessary to give them the attack order directly! After Icarus is hit for the first time, they will engage the enemy immediately and automatically. If you gave them orders, you need to put them in guard mode again (select the squad and right click on Icarus).*



After the attackers are dispatched, follow Icarus again towards the Sun. Soon you will get a warning (in a short cinematic sequence) that a meteorite is approaching... Don't react hastily! If you give orders to your squad just after you received the message, you will reach the asteroid too close to the Sun! Just wait a bit or move towards the asteroid, but stop within a safe distance of the Sun (you will get a warning about this). Once you have chosen the right attack spot, send your fighters in (select them and right click on the asteroid).

If you done everything well, you will have been able to destroy the asteroid before it could collide with Icarus and completed your first mission!

#### 7.1.3.2. Episode 1 Mars 1

This mission is a bit harder to complete, with a built-in sub-quest too! Well, let's see...



You start with your squadron from Mars and you can see the 5 suspicious trader ships heading for Jupiter. Just select your squad (see the Episode 1 Earth 1 mission for how to do this) and press "CTRL"+right click on one of the traders. This special attack mode is called "forced attack" - you will need it when you want to attack neutral ships or objects. It is advised to attack the one nearest to Jupiter.



Against large ships, there are several options for attack. You can find these by right-clicking on any of your units (pause the game if necessary). In the menu select "aggressive" attack mode and target "engines". Now your squad will go to point blank range and will concentrate fire on the engines of the enemy. If they are slowed down, it will be easier to force them to turn back...

*Note: targeting sub-systems on large ships is very useful, but the hit chance is considerably lower than by just targeting the hull! So, you have to decide if you go for the maximum damage or try to disable some systems first. In this case, targeting the engines is a good decision, but not essential.*

After the merchant's hitpoints are down to 50%, he will turn back. You can stop firing on it and swiftly target the next one (you can destroy 1 or 2 merchants, but be careful - you only received orders to turn them back! Maybe your superiors will be unhappy to see unnecessary bloodshed!).

While you are busy with the 4th merchant, an escapee from Mars will head to Earth. You can stop him for some extra experience points if you want. He is running with a fighter, but your main hero's skill speeds up your ships (this happens automatically), so you can catch him.

If you have chosen to do so, the last merchants can be dangerously close to the battle stations when you turn back, but don't worry, some merchants are allowed to slip through - you can still be successful in the mission. Anyway, under no circumstances go into the firing range of the military bases! They will annihilate your squad in a few seconds!

*Note: it is possible to turn back all the merchants and catch the escapee too, just try!*

After you have turned back the necessary number of merchants (and you have no more opportunities to turn back more as the rest have arrived at the bases), you will see a short in-game animation, where the base-commander is complaining about the supplies! Good job, Captain! They will not forget you easily! Now, you have to return to Mars immediately! Simply choose your squad and right click on Mars (guard mode) or press "ALT"+right click on Mars (forced move to something). In either case your squad will start to move to Mars, where you will receive your next briefing. Congratulations, you have mastered this mission!

## 8. SCREENS - DETAILED

### 8.1. STARMAP (F2)

The game is played mostly on the starmap. At any time only one solar system is visible to the player, but he can freely switch between them.

At the edge of each system there are wormholes that lead to other systems. The player can move fleets through them to explore, colonize, and attack his enemies.



#### 8.1.1. Solar system selection icons

Every system has an icon on the top left of the screen with which the system can be selected (there is only one in the beginning of the game, but many more will be available later on). Clicking and holding the button pressed on any of the system icons will bring up all the planets in it. Moving with the cursor over the planet causes the camera to jump accordingly in the starmap screen to the selected planet. Releasing the button over a planet or moon will leave the camera at that spot.

If a planet has moons, they will appear below the planet when the cursor is over the planet.

The owner of the planet is shown with a little icon - engine blaze colour and type are different for each and every empire in the game. Generally the player's colour is light blue, Earth is dark blue, Mars is yellow, pirates are red etc.



Planet in the solar system selector

Below the planet you can see its moons if you move your cursor over the planet. Other solar systems (below the Panola system) appear if you have already explored them.



### 8.1.2. Ship selection icons

In the lower left corner of the screen there are three more icons. The selection method is the same as for the solar systems. On every level, your number of squads is limited in each category, so you only have to decide within these categories what to build. You can always scrap any ship to free up a slot in the appropriate category and replace them with new ones you desire.



*For example: if you can build 6 normal military units, 1 spy unit and 3 other units in a mission, then building no spy units will give you no extra spot in the normal ships category (you cannot build 7). But if you build 2 traders and 1 mining base, then you cannot build a military base (all of these are in the special ship category).*



**Military ship selection icon:** all of your military squads are listed here. There are four possible squad types: fighters (maximum of 7 in a squad), corvettes (maximum of 4 in a squad), cruisers (maximum of 2 in a squad) and battleships (maximum of 1 in a squad).



**Spy ship selection icon:** all of your spy ships can be reached here. Spies are completely different to normal ships, they have special abilities and missions - that's why they are handled in a different way.



**Special ship selection icon:** mining bases, military bases, trader ships, probes etc. are all listed in this category. Sometimes it will be very difficult to decide what to build - but you need to make your own decisions!



**Group assignment reminder:** you can assign squads into groups (with the "CTRL"+number buttons) and recall them later (number buttons). The group number selected last, which the unit belongs to, is shown here.



**Ships remaining in the category:** It is mostly a positive number, showing that you can still produce more units into the selected category. The maximum number of ships is dependent on your rank and your development status (you cannot have spy ships for example before you got the proper technology).



**Squad strength:** the current and maximum number of ships in the squad



**Unit in fight reminder:** if a unit is fighting, a small icon will appear under its own icon



**Production queue reminder:** if a unit is in the production queue, this icon will appear. These units cannot move until they are removed from the queue or the production/refill is complete.

### 8.1.3. Short info box

In the top right corner of the starmap screen there is an information box, providing some essential information about the currently selected unit. The content always depends on the type of unit selected, as follows:

#### 8.1.3.1. Nothing special selected\*

*\*(general information about empire). Clicking on the window takes you to the general empire info screen (see later).*



[1] Total amount of money: if your total amount of money is less than your expenditures, the colour will change to red.

[2] Income/Expenditures: Normally your income should be higher and your money will accumulate. If this isn't the case, expenditures will show the current amount and a red number in brackets will show the necessary amount. If you do not have money to cover your expenses, your ships will suffer first: their hitpoints will be lowered until your income covers their upkeep costs. Then your heroes (who need upkeep of course) will go on strike and cease working. If this happens you need to balance your finances very fast or your empire will collapse!

[3] If there is a global research project being carried out, the name of the project and its current status will be also shown in this window.

#### 8.1.3.2. Ship selected\*

*\* Clicking on the window takes you to ship information screen (see later).*

Type of squad

Experience level  
(3 bronze stars)



Name of Squad (Cobra)  
Refill status (3/4)

Owner icon (pirate)

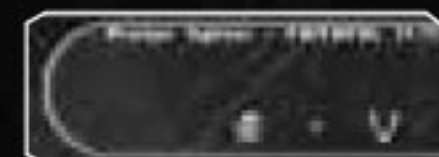
**Type of the squad:** "T" means ships with turrets (generally good against small targets), while "B" means ships with blasters (good against big targets and planets). Weapon type is also mentioned here.

**Name of the squad:** you can see the selected squad's name.

**Refill status:** current/maximum number of ships in squad

**Owner icon:** colour and form is unique for each empire

**Experience level:** there are 9 different experience levels a unit can reach in the game. They are marked with bronze stars (maximum 3), then silver and finally gold stars. Every level gained will boost the unit's accuracy, hit points and damage capability.



**Hero icon:** if there is a hero in the selected squad, a small icon will show you that.



### 8.1.3.3. Planet selected\*

\* Clicking on the window takes you to the planet information and production screen (see later).



Planet name and type

Population and Growth  
Owner icon

**Top of production queue:** production can be set on each planet individually. The top element of the queue and its status are both listed here

**Population and population growth:** population directly affects the production and research capability, that's why it is so important to keep track of it!

**Owner icon:** colour and form is unique for each empire

**Hero icon:** if there is a hero assigned to the planet, a small icon will show you that.

### 8.1.4. Menu bar

You can reach the other screens of Haegemonia via this menu. These screens will be described in detail later in this manual.

**Research screen (or F5):** brings you to the screen where you can select the next invention goal for your empire dependent on your research points.



**Empire info screen:** same as clicking on the short info box (or F6), when nothing important is selected.

**Options screen (or ESC button):** you can save/load as well as change various options (graphic detail, sound options, difficulty, etc.) of the game.

**Planet info/squad info:** (depending on the selected object only one of these appears - you can reach these menus by pushing the F3 or F4 keys).

## 8.2. PLANET INFO (F3)

This screen gives you more detailed information about a planet and also gives you access to its production options. You can also cycle through your planets with the PAGE UP/PAGE DOWN buttons once you are in this screen, manage your heroes (dismiss or assign them) and also set production on the planet.

**Planets play an important part in the game.** Controlling, keeping and advancing your planets are key elements in accomplishing tasks and winning the campaigns. Since you have a colony on the planet, you will have to take care of your people. If they enjoy staying on the planet (their morale increases), you will have a thriving population. More people mean more taxes and income for you, as well as more people who can work on research and production.

### 8.2.1. Screen layout

[1] Your empire logo and the name of the planet (Beta Prime)

Assign people to production/research.  
(see section: 8.2.2.3.)

Morale and change in morale.  
(see section: 8.2.2.5.)

Production categories (3)  
(see section: 8.2.3.)



Tax rate setting.  
(see section: 8.2.2.4.)

Current and maximum population  
(see section: 8.2.2.6.)

Cycle through heroes/assign heroes  
(see section: 8.2.2.7.)

Production slots (see section: 8.2.3.)

### 8.2.2. Planet management

#### 8.2.2.1. General overview

The important things about planets are:

- > **Population:** Your colonists will pay taxes to you, which you can spend in many ways.
- > **Research:** You can determine the percentage of the population who will contribute to your empire's research. The remaining scientists will work on production. There is a slider bar to determine the balance between research and production.
- > **Production:** People will produce ships and other things for you (for a fee of course!). Once you have produced something, you will see it built above the planet (except projects, that will boost other things, see section 8.2.3 for more details).
- > **Planetary guns and other defences:** They resemble to military bases and can be quite effective in defending planets.
- > **Heroes:** You can also assign "heroes" to planets. They will become governors and their attributes can influence the population (better morale) or give a bonus to production.

#### 8.2.2.2. Environments

There are certain types of environments (gravity, atmosphere, surface type), which determine the overall hostility of a planet or a race. Most of the races can alter these attributes to create a more suitable home for themselves.

The population is represented in millions (see Planet types and bonuses for details). The population is visible on the planets - as there are more and more



people on the planet, you will see bigger cities and more and more lights will become visible on the dark side of the planet. This way it is easy to distinguish large population centers from new colonies.



#### 8.2.2.3. The balance between Production and Research



A planet's **production and research capacity** can be divided by using the slider bar, sharing your workforce between production and research. The icon where you see a planet and 3 other planets indicates that you can set the division of production and research between all your planets in the solar system. The actual setting will slowly follow the desired setting. If there is no research project, the slider will slowly move back to full production - minimizing the loss of production power.

**Research** is also linked to the planet, and is dependent on the number of people living on it - the more people you have on the planet, the more scientists are able to work on your research, and the faster you will finish a project. It is important to know that all of your planets' scientists will contribute to the current research project - so changing one planet's research/production slider might not result in a visible change in research speed!

#### 8.2.2.4. Taxation and Tax rates



The tax rate directly affects morale and population growth. Increasing tax rates will lower morale (thus production) and population growth (of course), but will increase your income.

*Note: Planets with low morale could mean easy prey for your enemy!*

#### 8.2.2.5. Morale factors:



As you see on this picture, morale is average on this planet, the green arrow indicates that it is currently increasing. The number in brackets [46] shows the percentage of morale. In

the beginning of the game, morale has a maximum value of 100, but as you progress, and research technologies for your population, this value can be boosted above 100 in certain situations.

- > Inventions - can raise the maximum morale level
- > Spy actions - successful actions against your empire can lower the morale significantly
- > Random events - can have a positive or negative effect on any of your planets
- > Number of inhabitants - more people on a planet tend to be less happy
- > Tax level - can be set on every planet. Higher taxes will result in lower morale (but more income) and vice versa.

#### 8.2.2.6. Population



The population is represented in millions (see section Planet types and bonuses for details). The first number shows the actual population count and the second number, the maximum number of people on the planet. The (+6) shows a growth rate. The number of inhabitants and their morale influences this growth rate.

#### 8.2.2.7. Heroes on the planet

Dismiss hero (with the exception of your main heroes)

Assign/change hero from the pool and add to the planet

Cycle backward between Heroes



Cycle forward between Heroes

Assign heroes to a planet/unit.

Heroes can remain in your HQ (unassigned) or can be assigned to a planet/unit (see planet's name next to heroes name). Heroes far away from the selected planet/unit will appear with grey colour, while the hero on the selected planet will appear in bright white letters.

### 8.2.3. Production on Planets

#### 8.2.3.1. Production and production queue:



Production is carried out on planets: mining platforms, planetary defences, spaceships, and space stations are all built here.

You can set your production orders in a queue of up to 4 items. Once the first production order has been completed, the next one will be automatically set.


If you don't set any production orders, you can still use the **production capacity** of the planet to boost various aspects of your empire: to produce spare parts for a nearby planet, or to increase morale for a short time by producing luxuries. You must remember that this setting generally affects the people who would carry out production orders, but who will work on other things until you assign them a new production order. So setting production of **spare parts**





(which will make these people on the planet work to help another planet) or setting **luxury project** (which will create luxury items for the population, raising their morale) will not allow you to produce ships for example - the queuing will not work this way.

#### 8.2.3.2. Production categories: Military ships, Special Ships and Planetary Installations

In the production queue, there are 3 categories you can start production in. You must select these categories first, then the specific invention. The three territories are:

 Military ship production

 Special ships/bases production

 Planetary installations production and choosing projects.

- > **Military ships:** these mean normal fighting units (fighters, corvettes, cruisers or battleships) and military bases (will be a stationary unit if once deployed).
- > **Special ships/bases:** these ships come in special squads. These are: probe, population transport (will be dismantled upon arrival), colonization ship (will be dismantled upon arrival to establish the new colony), and mining base (will be a stationary unit if deployed once).
- > **Planetary installations:** (there are limited locations to place these, the locations are marked with a "0")
  - o **Planetary missile defences:** a missile launcher that has a high hit point value and unlimited homing missiles available. These missile bases are automatically equipped with the latest technology in missiles, are stationed in the planet's atmosphere and cannot be moved.
  - o **Planetary "gun" defences:** the term "gun" is used here because it can actually have more production options depending on the technology you have chosen (ion defences, proton defences etc.). Similar to missile defences.
  - o **Planetary shield defences:** this shield is very similar to the systems found on ship - only the size is somewhat bigger. They give permanent defence for each system on the planet (missile and gun installations) and keep morale at a relatively high level even when the planet is under siege.
  - o **Terraforming:** if the appropriate technology is available you can start a terraforming process to change the surface type to a more suitable one. You can only improve to the level limited by your technology (see terraforming later in this section).
  - o **Projects:** these are produced as long as the production order is not changed or deleted. If you don't need anything, you can switch to the following to use the production capacity of the planet. -(the projects do not cost ore, only use up the production capacity of a planet):
    - o **Housing:** will increase the population on the planet up to its maximum
    - o **Military training:** will give a small amount of XP to all units in the system
    - o **Spare parts production:** adds own production to all other projects in the system. If there are no other projects in the system, the planet will lose production.

#### 8.2.4. General tips on production

- > Do not worry about unit upgrade! When you finish a project, all ships will be equipped with it - no need to upgrade your units or scrap them and rebuild your forces!
- > Generally, you will need to produce full squads (this is the default option), but you can cancel the production and build up partial squads.
- > You can fill up squads close to the planet's maximum. For this, there will be an extra option in the production list.
- > Producing buildings on planets lowers the number of taxpayers on the planet! Therefore it is advised to doublecheck what is worth building and what is not.
- > There is practically an infinitenumber of production options. They are the so-called projects. If you do not need to build units or buildings, it is highly advised to switch on one of these!

### 8.3. SHIP INFORMATION (F4)

On this screen you can check the status of your ships and manage your heroes with a limited number of options to be set. .

#### 8.3.1.1. Ranks or experience

Ships gain experience which will be reflected in their ranks. The more ships you can spare the better they become. With skills and ranks the damage dealt by these units increases, as well as their targeting accuracy.

Double arrows  
will assign heroes  
to the unit

Cycle backward  
through heroes  
using the arrows

Cycle through  
squads

Info about assigned  
hero with list of skills  
(see later)

Your empire icon



Cycle forward through  
heroes using the arrows

Red "X": dismiss  
hero (with the  
exception of  
main heroes)

Info about squad  
(all equipment,  
special weapons,  
shield status, etc.)

Unit rank (experience)  
(from 1 to 9, marked  
by 3 bronze, 3 silver  
or 3 golden stars)



## 8.4. RESEARCH SCREEN (F5)

On this screen you can see the current status of your development and give orders to your scientists to research new technologies/inventions.

### 8.4.1. General overview, features

Only one invention can be researched at a time, as research is based on empire level (not on planet level).

Most of the technologies can be developed through numerous levels (there will be new and improved variations for older technologies, too). This way, the relatively few basic technologies can differ greatly, but the number of technologies available will be many (at around 250 in the whole game).

Each and every technology requires the player to spend research points (RP) on them. At the start of every mission, there are some (additional) points that can be spent on research.

*Note: RPs are transferable between missions, as all fully developed technologies are transferred to the next mission!*

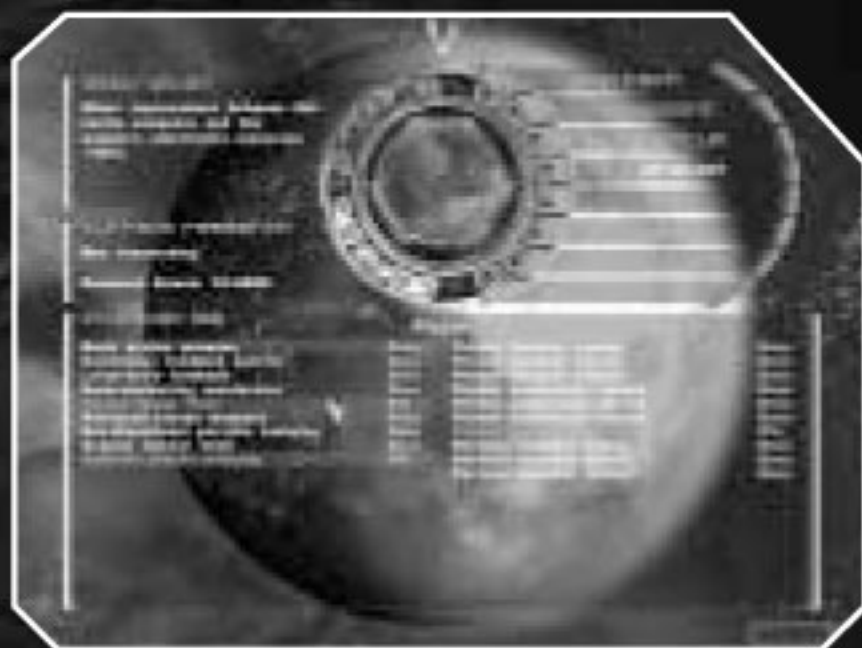
It is also necessary that some portion of the population is assigned to research. The time needed to research a technology depends on the number and the efficiency (morale) of the people assigned.

The first level of every technology costs more than subsequent levels; but with progress on the tech-tree, development costs rise again. In some research areas there are certain technologies that costs more RPs.

The progress of the research process will be shown with a progress bar (it is possible to stop, cancel or restart a research process any time), and the RP-cost will only be deducted if the project is completed.

*Note: Starting a project is only possible if there is enough RPs to finish it!*

*Example: the player has 350RPs and decides to start a 200RP project. In the meantime he realizes that it was a bad decision and cancels the project at 80%. He still has 350RPs and can start another project for - lets say - 300RP. Later he stops this new project as well and restarts the previous one again. The 20% remaining from the first attempt is quickly completed and at the end he has 150RPs remaining in his pool (and of course it is not possible to restart the 300RP project anymore). These so-called 'cancelled' projects will not be carried over to the next scenario - they have to be started once again from the beginning!*



### IMPORTANT ISSUES:

- > If the player acquires a technology by spying he will receive a prototype (and can manufacture it, upgrade it etc.), it could be developed much faster and for the half of the normal RP-price!
- > Stolen inventions can be used in the current scenario, but cannot be carried over to the next ones!
- > The first invention in a new technology field will be always expensive (in RP). This is the extra effort you have to finance to learn the basics of that technology field.

### 8.4.2. Research requirements

These requirements must be fulfilled before a new invention can be developed:

- > The player must have the full amount of RP to finish the research.
- > All required technology/technologies must be available and developed (including the technology field).

If the player hasn't got enough RP, the invention will be listed, however, if there is a prerequisite technology missing, the invention won't appear in the technology list at all.

### 8.4.3. Research in other game modes

All other game modes (single player skirmish, multiplayer, scenarios) use the same system as the Single Player Campaign, but there is no RP or invention transfer between these games (scenarios). The available RP (and/or technologies) is a starting point for each player, all other rules remain the same.

### 8.4.4. Screen layout

*Description: short information box giving an explanation about the currently selected invention*

*Status of the current research: you can compare the necessary research points to your current total, as well as see the status of the current project.*

*Currently selected project*



*Category selectors*

*List of inventions in the selected category*

Colouring of inventions: if the name of the invention is displayed in **white**, it is already completed. If it is in **red**, research can be started. Even if you start a research project, you can stop it, and resume from the same status later. Grey names in research will indicate that you could start this research, however you either lack RP (Research Points) or the necessary funds (Cash) to complete it.



Technology entry levels: there could be a basic planet technology that you must "pay" before the planet technology names appear. Only after this, can you enter the advanced planet technology field. Researching some inventions will make new inventions appear in the same field.

Start/stop button of research.



Empire selection buttons (arrows): if you have information about other empires (from a spy for example), you can consult it here.

Category icon (center of the circle): clicking on this will trigger a new screen, where the technology tree is represented.

### 8.4.5. General tips on research

- > Every race has some basic knowledge in one of the weapon fields. Humans preferred proton weapons in the past, Kariaks the ion weapons, and Darzoks the quantum weapons - none of them neglected missile weapons. However these are only guidelines! You can start any weapon field - the research point cost is not high at the beginning.
- > Laser weapons (basic weapon): before you have the chance to develop any further technologies, your ships will be equipped with good old laser technology. They are very weak in every aspect, so you better start replacing them with one of the other technologies.
- > Proton weapons (human standard) are capable of piercing through shields, which makes them generally strong throughout the game. They are inaccurate though and don't deal the biggest damage.
- > Ion weapons (Kariak standard) are 100% accurate, but weak. They are useful if you want to destroy weapons and engines of big ships and researching them is fairly cheap. Later in the game, this technology will get shield disabling, which makes them extremely useful towards the end of the campaign.
- > Quantum weapons (Darzok standard) are very strong in damage and create an area effect on a ship. Once the shields are down they simply tear the enemy apart.
- > Missile weapons are fairly good in damage and they always find their target - if not disabled by an ECM-system. Their special strength is against planets: the weakest missiles can cause more harm to a planet than the strongest weapons in the above-listed categories! If you plan to conquer planets in your game, it is advised to put some effort into research of this field.
- > Do not specialize only in weapons! Ship equipment, as well as planetary bonuses can be very useful in the latter stages of the campaign. Of what use is your fleet, if you have no money to pay for its upkeep? With reduced HP they will simply perish from the very first shot of the enemy...

## 8.5. EMPIRE INFO SCREEN (F6)

There is no interaction on this screen, it is mainly used to consult your financial situation as well as check out the other empires you have information on.

### 8.5.1. Screen layout

General empire information.

Income: the possible resources are listed here. (see below)

Empire selector heads: you can see the same information about other empires (if they are allied to you or if you have acquired information via a spy)



Expenditure: here is a list of what you have to pay upkeep for. (see below).

Relationship indicator: shows the relationship between you and the selected empire. The facial expressions also reflect this.

**Relationship indicator:** The relationship cannot be changed in single player, however in multiplayer, it will be the lowest value selected by the two parties.

### 8.5.2. Sources of income

There is only one resource in the game to keep track of: money (everything is measured in billion credits or "bcr"). Used for building and the upkeep of your units.

Tax can be collected from your colonies, mining can be performed on asteroids with mining bases, and trader ships generate trade income automatically after they have been built. Other income sources can be recycling (via special ships from wrecks floating in space) or direct money transfer from another empire.

#### 8.5.2.1. Taxing

**Tax comes from colonies.** The thumb rule is very simple: the more (taxpaying) colonists you have, the more tax income you can receive! However high tax rates can have negative effects on morale, so keeping the rates at an insane level may be a bad decision in the long term.

Building installations on a planet will decrease the number of taxpayers considerably, as a new installation needs a crew in order to operate. It is very simple - the number of taxpayers is decreased by 250 million per building, so you need to decide what is more important to you: the bonus provided by that particular building or the extra income.

#### 8.5.2.2. Mining

Mining is accomplished with a **mining platform**. The platforms are manufactured on planets, then must be moved and deployed to start the operation.



These stations will have additional hyperdrives when manufactured (only enough for limited use - for example little droids can attach to the hull and function as thrusters) and have only limited command options: move and deploy. Moving is permitted anywhere (through wormholes as well). If the destination is a mining spot (the cursor's shape changes at hot spots), deployment is automatic. Once a mining station is deployed, it cannot be moved again so it will need to be dismantled!

For one resource field, there is only one possible location to place a mining platform. The mining platform operates at a set rate, depending on the abundance of ore at that particular location.

#### IMPORTANT NOTES:

- > Mining platforms are practically sitting ducks against attacks - they have generous armour, but no defences at all.
- > Mining platforms can be dismantled (recycled) only after deployment; they cannot be moved to another location
- > The ore supply level can be changed by random events. This can happen in an asteroid field (or a new vein is discovered by your miners, etc.).

#### 8.5.2.3. Trade

Trade is very simple: you only have to build trade ships and they will generate income for you with each arrival. Traders are neutral to every empire by default. They can be attacked however, but no empire likes to see that, so you can expect retaliation if you do that... There are two types of trader ships: interplanetary traders work in one system only, while interstellar traders can use jumpnodes.

#### 8.5.2.4. Other income sources

Sometimes you can receive monetary transfer from a friendly empire or you can recycle ore from wrecks with special ships. These factors could help you immensely in your campaign/mission!

### 8.5.3. Expenditures

**Expenditure:** If you cannot afford something, a red number will appear at that category and the status of those units will be disabled or partially disabled - as a result heroes and buildings will not have their bonuses, and ships will lose hit points. When your monetary situation is balanced, they will operate at full hit points.

For each squad, starbase and planetary system the player must pay upkeep in resources. This amount is subtracted upfront from the income, so the player won't see a sudden reduction of the funds later.

Upkeep has a priority over production, and is paid before production is paid. If the upkeep cost cannot be subtracted from the current pool, the current income/upkeep ratio is calculated. All objects that need upkeep will have their HP reduced to that ratio.

*Example: if the income/upkeep ratio is 70% then a ship with 100 HP will be reduced to 70HP. Repair is not possible beyond 70% in this situation. When the upkeep can be paid again, the HP is restored.*

## 8.6. TACTICAL OVERVIEW MAP

The same movement options are available here as in normal starmap mode. All units and bases in the area you have detected so far are marked with a small icon. Bases remain detected even after they are not in radar range!

*NB: Although the map looks 2D, it represents the world in 3 dimensions. This means that a ship can remain undetected and appear in the middle of your radar range suddenly if it comes from above or below!*



Units with orders to move/attack have a red (attack) or green (move) line drawn towards their destination.





Names are also displayed on the tactical map if you move your cursor over the enemies (these will appear after some seconds). Pressing the "N" key can toggle the name display on or off.

## 8.7. CONTROLLING THE GAME






### 8.7.1. Movement

Movement and unit controlling are very easy in Haegemonia. The left mouse button is used for selection and the right mouse button for commands.

The cursor has a "hot-spot" function as well: it changes shape if it points to an object where any action can be carried out. Here are the possibilities:

-  Attack (pointing to an enemy unit)
-  Deploy mining platform (miner base selected and pointing to a possible mining location)
-  Deploy mines (with appropriate research)
-  Colonize a planet (colonization ship selected and pointing on a habitable planet)



-  Guard (friendly ships)
-  Jump (pointing to a wormhole)
-  Reallocate production (planet selected and pointing on any other object). This means ships or other objects will move to the redirected position (fleet, planet, base etc.)
-  Spy (spy ship selected and pointing on enemy planet or ship)
-  Transfer population (population transfer ship selected and pointing on a colonized planet)

### 8.7.2. Time

Time can be adjusted by the <+> and <-> buttons from between normal, 2x and 4x accelerated time. These speed settings can be set directly on the numeric keypad as well (1=normal speed, 2=double speed, 3=quadruple speed).

The <PAUSE> key will always stop the action and pause the game!

In the case of multiplayer games, speed and pause settings work as in single player mode (the last setting is valid). However, there is a parameter at the beginning of the game, which prevents players from pausing the game (allowing the server only to pause or not pause at all).

### 8.7.3. Camera controls, views

You see the game through the camera, which can be moved freely in the game-world, but there are a few pre-defined views that make navigation easier. There are basically 2 modes the camera can be in: free mode and focus mode. When the camera is in free mode, it can be moved, rotated, and zoomed. When it is in focus mode, it always moves with the selected object, but can still be rotated or zoomed. The transition between the 2 modes is always fluid and not just a jump to another view. Generally, the camera only jumps to another location if the new location is in a different solar system. All other transitions are executed fluidly. The following functions/movements can be done in Haegemonia:

- > **Camera zoom in / zoom out:** mouse wheel or "+" / "-" on numeric keypad
- > **Move:** cursor keys, mouse scroll (when the mouse is moved to the edge of the screen it scrolls the view)
- > **Rotate camera horizontally:** move mouse left/right while right button is pressed
- > **Rotate camera vertically:** mouse up and down while right button is pressed
- > **Focus:** <F>, this key focuses the camera on the currently selected object. In this mode, the mouse can be used to rotate the camera.
- > **Other camera modes:** <G> several other camera modes can be activated to show the selected object from other views. This button cycles through them, while <Shift+G> deactivates this mode.

## 9. PLANETS

### 9.1. PLANET ATTRIBUTES

#### 9.1.1. Surface types

Planet surface type is the major factor determining max. population and population growth. There is an ideal planet type for each race.

The current population mainly determines population growth.

Max. population is calculated from the homeplanet of each race - the green numbers are absolute values in millions!

*Example: if the Kariaks have an ideal normal size planet (their homeworld for example), there will be 2500 million aliens there. On a similar sized, but oceanic planet only  $0.6 \cdot 2500 = 1500$  million (if no other factors exist).*

The planet surface type can be changed with terraforming (see later in this section).

Planet surface type	HUMANS*	KARIAKS	DARZOKS
Barren	20%	60%	125%
Acid	20%	70%	100% (2500)
Volcanic	30%	125% (2500)	100%
Rocky	30%	90%	100%
Desert	50%	100%	60%
Arctic	40%	30%	80%
Plains	60%	80%	60%
Swamp	70%	70%	40%
Forest	70%	60%	40%
Ocean	80%	60%	30%
Terrain	100% (3000)	50%	20%
Gaia	125%	50%	20%
Gas-giant	-	-	-

- > Humans have a special racial bonus, so they can have 20% more population on any kind of planet.

#### 9.1.2. Size

Size is the additional major modifier of population size. There can be 4 planet sizes in the game: small planet, medium planet, large planet and huge planet.

The size of a planet strongly determines the maximum population. Size cannot be modified in the game, so this is a given condition the player must live with.

Size	MAX population modifier
Small	35%
Medium	65%
Large	100%
Huge	150%



## 9.2. TERRAFORMING

Terraforming changes the surface type to a better one suiting your race. Each new technology allows one step in the appropriate direction of the "line", trying to reach the best terrain for your race.

While terraforming is a production type (it is done on the planet - all your resources are focusing on this process, you cannot produce new units while this is in progress!), all kinds of planets can be terraformed where there is some production capacity available. Only the owner of the planet can initiate a terraforming process.

While the planet is being terraformed, big clouds (lightning and thunderstorms) will be seen on the planet and a gradual fading into the new texture which represents the new surface. If the terraforming is successful, all bonuses will change according to the new surface.

If a terraforming process is cancelled for any reason, the planet will fall back into the previous state immediately (graphics will change accordingly).

Unluckily the main enemy, the Darzoks, use the inverse line of terraforming, so they will ruin the planets! Luckily reverse terraformed planets can be terraformed again to the level allowed by the player's technology.

## 9.3. COLONIZATION OF PLANETS

There are inventions that will allow the player to colonize certain types of planets. The colonization ship can be improved with new technologies as they become available. More advanced technologies can be used to colonize better planets, of course. For example, with advanced colonization (Colonization2), humans can colonize rocky, volcanic, arctic, desert, plains, swamp and forest and ocean planets.

The following technologies are needed to colonize different planets for each race:

Planet type	Humans	Kariaks	Darzoks
Barren	Colonization3	None	None
Acid	Colonization3	None	None
Rocky	Colonization2	None	None
Volcanic	Colonization2	None	None
Arctic	Colonization2	None	None
Desert	Colonization2	None	None
Plains, swamp	Colonization1	None	Colonization1
Ocean, forest	None	None	Colonization2
Terrain	None	None	Colonization3
Gaia	None	None	Colonization3

The colonization procedure is quite simple: if you target a "deserted" planet with a colonization ship (cursor changes accordingly), the ship will travel there and establish a new colony with 30 million colonists. The ship itself will disappear, as the internal systems will be used to build up the basic buildings there. You receive a message that the colony on planet "X" was successfully established.

## 9.4. ENEMY PLANETS AND COMBAT

### 9.4.1. Movement near planets

Squads can be ordered to move to a planet by right clicking on the planet after a squad has been selected. The squad moves from its current location to directly above the planet.

Movement is slowed down near planets (and other objects with a gravity field), while ships in free space can move faster. Outside the gravity field the speed can be accelerated (doubled) to decrease the time needed for movement between planets.

### 9.4.2. Taking planets (siege)

Enemy planets can be taken over with spaceship squads. First it is advised to take down the enemy's defensive installations (by targeting the "weapons" of the planet). Once the attackers arrive, the space bases and fleets around the planet will join the battle. This battle is played exactly the same way as normal space battles. If the planet has defensive installations, it means that the units on the planet will fire upwards to the enemy. Therefore if you attack the planet (by selecting the attack weapons mode on your ships), you will shoot at these units first, and once these units are destroyed, shots will start damaging the shields.

All shots hitting the planet's surface may cause the death of the inhabitants, thus decreasing morale. Ships equipped with **blaster weapons (e.g. corvette with a "B" indication)** have a good chance of penetrating the atmosphere as well as all kinds of **missile weapons**! If the morale reaches a critical level (10% usually), there is a good chance that the planet will revolt and join the attacker empire. Therefore, planets with high morale and lots of inhabitants will take much more time to conquer - even with a considerably strong task force.

Legions  
of Iron



## 10. HEROES

### 10.1. ABOUT HEROES IN GENERAL

The player can assign heroes to two places in the empire: to squads (as commanders) and to planets (as governors). Both options are handled on the appropriate screen- the ship information and planet production screen. There are also specialized heroes such as spies and scientists.

There are heroes who possess bonuses for planets and ships at the same time - it will be the player's decision where and how to profit from these skills.

The main heroes are vital for completing the game, and have their fate decided, so you cannot let them die somewhere in outer space. For the most part, they will have the best skills and you will need to use them wisely during the time they are with you.

Heroes also **gain experience**: commanders together with their crew, and governors as colony leaders.

**Heroes in the pool** (i.e. unassigned to any task) are waiting for you to decide where you wish to use them- and do not gain experience. Later pool or hero pool will be used to indicate unassigned heroes.

When they gain a level, heroes can gain a **new skill** or improve one of their skills to a higher level. **Local skills** affect the squad or planet of the hero, **System skills** affect all the ships/planets of the system the hero is in (with a 50% penalty), while **Global skills** affect all of your ships/planets (with a 75% penalty).

#### 10.1.1. Messages about heroes

There are two basic types of messages related to heroes. You will receive a message from a hero in connection with recruitment.

There will be other types of messages, regarding any change in condition of a particular hero:

- > Gained a level.
- > Nearly died, but escaped in an escape pod. He will be free for you to assign to a new place.
- > Has been killed by a spy.
- > Was killed when his unit was destroyed (or his planet taken).

#### 10.1.2. Wounding and death

There can be situations where your heroes cannot come out unscathed. Injuries can happen when the hero's ship is destroyed or the planet where he resides is taken over. Injury time is random (anywhere between 1-12 game months). You will receive a message about the injury and its specific conditions.

Death of heroes: if a hero is not critical to the mission he can die if his squad or planet is completely destroyed, or if the enemy's assassin spy kills him! You will receive a message in both cases.

#### 10.1.3. Reassign delay

In being reassigned, heroes will have travel time, preventing continuous changing of heroes on planets under siege or fleets in battle. The portrait of the hero is shown at the new destination, but dimmed and with the message "en route".

### 10.2. HERO SKILLS

#### 10.2.1. Commander skills

The following bonuses are for Commanders:

- > **Brilliance**: +10% bonus XP/level
- > **Gunner**: +10% accuracy/level, negative effects on planet
- > **Navigator**: +5% speed/level
- > **Strategist**: +5% weapon damage/level, 2% shield absorb/level
- > **Fire coordinator**: +10% weapon damage/level
- > **Engineer**: +10% regeneration rate/level, +5% HP for the ship/level, +5% production/level
- > **Squad leader**: +3% radar range/level, +2% speed/level, +5% turn rate/level, +5% bonus XP/level
- > **Explorer**: +10% radar range/level, +2% speed/level
- > **Weapon master**: +5% weapon range/level, +3% accuracy/level
- > **Shield master**: +2% absorb/level, +2% shield lifespan/level

There are some additional skills which especially useful for spies. Heroes, whose skills are picked from the pool are the so-called spy heroes. They can possess the following skills:

- > **Spy master**: -5% action time/level (all missions)
- > **Propaganda expert**: +2% success chance/level for propaganda missions, also lowers mission time
- > **Technology grabber**: +2% success chance/level for technology steals, also lowers mission time
- > **Infomaster**: +2% success chance/level for information gathering, also lowers mission time
- > **Saboteur**: +2% success chance/level for sabotage missions, also lowers mission time
- > **Assassin**: +3% chance to kill an enemy hero/level
- > **Spy hunter**: lowers the time for hunting down enemy spies

#### 10.2.2. Commander ranks

Commanders have the following ranks (same as crew experience level):

- > Cadet (no skill)
- > 2<sup>nd</sup> lieutenant
- > 1<sup>st</sup> lieutenant
- > Captain
- > Major
- > Lieutenant Colonel
- > Colonel
- > Commander
- > Lieutenant General
- > General
- > Supreme Commander (cannot be reached in "Haegemonia")



### 10.2.3. Governor skills

Governors are heroes assigned to your planets, charged with the responsibility of leading your colonies and making them prosperous and strong.

*Note: They give bonuses like higher production rate, higher reproduction rate, higher morale etc., which are added to those bonuses gained from technological advancements.*

These heroes can have the following bonuses:

- > **Gifted governor:** +5% maximum morale bonus/level, +1% extra morale growth, +2% production/level
- > **Politician:** +2% morale and 3% maximum morale/level, +2% tax/level
- > **Healer:** +10% population growth/level
- > **Miner:** +10% mining income/level, +2% production/level
- > **Assimilator:** +5% extra morale/level, 2% population growth/level
- > **Scientist:** +3%/level research capacity, extra RP for inventions/level
- > **Environmentalist:** +5% population growth/level, +5% production/level
- > **Economist:** 3% less upkeep/level, 8% tax bonus/level
- > **Tyrant:** -7% morale/level, +15% production/level

## 11. SPYING

### 11.1. GENERAL OVERVIEW

Spying is the main information source in the game, and the only opportunity to gain advantage over the enemy without direct fighting. Spies in general have a lot of special abilities, and can perform special actions, but are also very vulnerable if detected. Spying commanders also exist; like their military counterparts, they also have additional bonuses (added to the abilities of the spy ship's crew).

Information is very valuable in the game. The player can see info on allied races as if it were his own. For enemy empires he can only see the following without spying:

- > Ships: depending on scanner technology
- > Planets: only the owner

With spying, he will be able to make the right decisions on the starmap by getting to know the actual status of the enemy before attacking it. Below, you will find information retrieval tools for spy missions:



Spies can be produced like regular ships. They reside in a class II hull (corvette), but work alone, and not in a group. The spy ship has no radar range, as this would reveal its location to the enemy, but it has the speed equivalent of fighters and both turn speed and acceleration are normal (class II). In fact, spy ships cannot be detected by normal ships at all, only other spies can hinder their activities and/or catch/kill them. If a spy fails his mission, he will be revealed.

After the spy ships are ready, they can be moved like regular ships, but instead of the standard attack and formation options, they have various other possibilities (the spy starts his activities in the vicinity of a possible target until it is in range). Unless otherwise noted, after the order has been selected, the cursor changes into a different icon and the desired target must be right-clicked. The target of the activity is generally an enemy planet, sometimes an enemy ship.



Information:

- Spy heroes can be killed/wounded as normal heroes, if this happens, they will be brought to hospital until full recovery. The spy ship (if unharmed) can continue spying, but without the special bonuses of the hero.
- Spy missions have no financial cost, but take upvaluable time of the spy and of the upkeep of his ship.
- Spy missions can be aborted at any time by simply giving a new order (move or other spying task) to the spy. The effort put into the current mission will be lost - it will be a guaranteed failure.
- Experience can be achieved for successful missions as well as for unsuccessful ones (25% of the success rate).

## 11.2. SPY MISSIONS

Each mission has different minimum level requirements as well as a specific time before the mission is performed.

- > **Steal money:** fairly easy method of gaining a slight advantage while hurting the enemy! The amount stolen depends on the level of the spy. After the mission is completed, the exact sum is displayed. Money can be stolen from any enemy owned planet (target could be a planet).
  - o **Minimum level: 1**
- > **Propaganda:** morale will be lowered on the target planet. The morale suffers a one-time 10-30% decrease when the mission is completed (the progress bar fills up). On 10% (or below) morale level, the inhabitants are so angry that they start to revolt against their empire - production halts, too. This is a pretty ugly mission (for the enemy), therefore be performed only by high-level spies...
  - o **Minimum level: 6**
- > **Acquire empire information:** one of the basic missions - gives general information about another empire. It consists of the same information as the own empire information screen (the same screen is used, labelled with the relevant empire's name). After the successful mission the screen immediately appears and is accessible for 5 minutes, after which it will dim.. The target can be any planet in the selected empire.
  - o **Minimum level: 3**
- > **Acquire planet information:** one of the other basic mission types - retrieves detailed information about the targeted planet. After successful completion of the mission, the player can bring up the management screen of the planet - in same way as it works for his own planets - for 5 minutes. Of course, he cannot set production on enemy planets and sees only the top of the production queue.
  - o **Minimum level: 1**
- > **Acquire system military information:** this mission is more difficult as it retrieves data about planets, starbases and fleets in the current system. Ships and bases will become visible for a while and their info-screen can also be accessed. Leaders, HP of ships, HP of bases, ship types and starbase-types can be seen too. For any planet in the chosen system.
  - o **Minimum level: 3**
- > **Acquire tech-tree:** the spy steals the tech-tree for a given technology area (available from any planet of the enemy). The technology-tree can be accessed via the research

screen. Information is available from the moment the spy successfully steals the tech-tree and will disappear after 5 minutes.

- o **Minimum level: 4**

- > **Steal invention:** the spy tries to pilfer some plans from the targeted planet. If no new technology has been found you will get a message. Inventions stolen are accessed as prototypes and can be freely used in the current mission, but must be researched to be carried over to further missions.
  - o **Minimum level: 4**
- > **Sabotage defences:** Destroys some (randomly chosen) installation(s) on a planet.
  - o **Minimum level: 4**
- > **Sabotage ship:** An enemy ship is the target for this order. The spy triggers the self-destruct system of a nearby ship. If the spy is killed or driven away (out of reach) before the explosion, his ship is rescued. The targeted unit will be damaged, but not always destroyed!
  - o **Minimum level: 4**
- > **Assassinate leader:** Target is an enemy squad or planet that has a leader. The chance of success depends strongly upon the level of the spy and the target hero.
  - o **Minimum level: 7**
- > **Counter-intelligence:** spies on this mission will increase the chance of capturing enemy spies in the same system (all systems have a very low rate of capturing enemy spies).
  - o **Minimum level: 1**
- > **Detect enemy spy:** this is a special version of counter-intelligence, where the defending spy tries to reveal the location of an enemy spy.
  - o **Minimum level: 3**

## 11.3. PROGRESSING WITH SPY MISSIONS, TIME

After the spy has reached his/her destination near the target, a "counter" starts to tick on the screen. The player sees a progress bar (like HP bar), indicating that the mission has been started. Once this counter reaches 100%, the spy has finished the mission. This "counter" can be checked on the short info screen of the spy ship. After this mission has been completed, (and in some cases if the type of the mission needs it), the owner of the spy will receive a message about the outcome.



## 12. DIPLOMACY

### 12.1. DIPLOMACY IN SINGLE PLAYER

As the campaign is based on missions and set situations, diplomacy is very limited in the campaign game. There will be "diplomatic-like" actions, but they will be driven by the story only. Mostly, these will be messages, threats or simply information from other empires - no specific change can be made in the line of action (e.g. it is not possible to sign a peace treaty with the main enemy for example).

Information about the current relations between the empires can be followed on the empire info screen (on taskbars for each empire). The three status options, which are explicitly shown, are war, neutral and allied.

### 12.2. DIPLOMACY IN MULTIPLAYER

Real diplomacy only exists in multiplayer where up to 8 empires are fighting for the control of a sector. In this situation, it is imperative that the players interact and negotiate with each other. There is no way to prevent players from acting as they wish (regardless of relations), but at least there will be a chance to foresee the AI's actions.

The displayed information on the empire info screen will be very similar to the Single Player Campaign, but there will be one major difference: the player can actively change the setting, which will represent the status he/she wishes to reach with the other empire. The actual valid relation between the empires will be the lowest set value between the two empires (for example if one side sets the slider to war, the other can set what he/she wants - there will be war between them. If both of them set neutral for example, then they will be neutral towards each other).

Every player can see not only his own setting, but also the actual status between the two empires. Major changes in relations will be confirmed with messages as well. These are:

- > Declare war (for example: "XY has declared war on us!")
- > Make peace (for example: "Peace treaty signed with XY!")
- > Sign alliance (for example: "We signed an alliance with XY!")
- > Break alliance, but no war (for example: "The alliance between us and XY has been broken")

**Extreme relations (war or alliance) have benefits and drawbacks for both sides:**

Benefits for an alliance:

- > Allied empires can repair their ships at their ally's bases.
- > They can trade with each other (their merchant ships can and will choose the other's planets as target - and both of them will get extra trade bonus).
- > They can see each other's systems (as if they were their own).

Benefits for neutral co-existence:

- > Trade is allowed between the empires, but without bonuses.

Drawbacks for war:

- > Trade suffers a serious setback and income receives penalty for both sides.
- > There is a one-time morale decrease of 10 percent (on all planets) when declaring war on another empire.

## 13. SHIPS

### 13.1. GENERAL DESCRIPTION

Ships play the most important role in the game. You will need ships to explore the galaxy, to defend your empire, and to expand into new territories. Ships can be divided into classes, with each class having a certain size hull. Ships "alone" are not too powerful, but they will become powerful once you start to equip them with the latest inventions.

We can differentiate three large groups of ships based on how they function in the game:

- > Military ships: fighters, corvettes, cruisers, battle ships and military bases.
- > Spy ships
- > Special ships/units: colonization ships, population transport ships, recycle ships, merchant ships, mining bases, minelayer, dronelayer, etc.

### 13.2. SHIP PRODUCTION

Ship production is a key issue in the game! Ships can be produced only in squads within the same solar system and only in the vicinity of its planets. The reason for this is quite simple: ships have to reach their destination squad as soon as possible after completion (or handling the squads will be quite impossible).

There is always the possibility of creating a new squad by production (if there is a free spot). There are no additional problems in this case: the set number of ships will be produced and a new squad will be established.

If the player wants to resupply an existing squad with new units, the target squad must be near the planet for refilling.

*Note: Squads in the production queue cannot move and can be attacked! It is therefore advisable to stop production if you see enemy units approaching and try to drive them off before continuing. The other option is to quickly produce 1-2 unit squads and drop them into the thick of the battle.*

### 13.3. SHIP "DESIGN": HULLS, SHIP DRIVES AND WEAPON SYSTEMS

The basic attributes of a ship will be determined by its "hull" and weapon systems, and by the special systems it can be equipped with. The hull types will be pre-defined, supplemented by the actual equipment. The latter defines the type of the ship, e.g. Ion fighter.

The attributes of a hull:

- > HP: representing the toughness of the ship
- > Maneuverability: the agility of the ship (turn rate), measured in degrees/sec
- > Repair rate: measured in HP/sec



The other system, which can be found on each and every ship, is "**the drive**". Drives generally have the following attributes:

- > Speed: the maximum speed, measured in m/s. Actual speed is dependent on the size of the ship.
- > Acceleration: measured in m/s<sup>2</sup>
- > Turn speed: actual turn speed is engine + hull turn speed, measured in degrees/sec

Weapon systems will determine the firepower of the ship while other special systems can improve any of the previously mentioned attributes or even provide new ones.

## 13.4. CONTROLLING SHIPS, INTERFACE

### 13.4.1. Squads and ship classes

Ships in the game are organized into groups (squads), class 1 ships into groups of 7, class 2 into groups of 4 and class 3 into groups of 2. Class 4 ships are alone. The player is able to give commands only to groups; he has no control over individual ships, but these groups can be arranged into several formations.

All squads have pre-defined names (coming from a name generator used in "Hae-gemonia") which are also used in production and control.

In the game, the player will control 1-25 of these groups. There are normal military units (1 initially, then eventually up to 12) and special units (non-deployed bases or mining stations, probes etc.), which will be used as AI controlled units after deployment.

Normal military units will be split into two categories: core and auxiliary units. Core units can be transferred between missions (the player's rank defines how much can he controls), while auxiliary units will only be available for the current mission. The maximum number of these will be defined by the story and will increase as the story unfolds.

### 13.4.2. Unit selection

Each squad the player controls is represented on the screen in full 3D and by an icon at the bottom. Clicking on any ship in the squad or its related icon selects the squad. Individual ships cannot be selected. The icon and the 3D model are equivalent in every way, the same options are available, and the same commands can be issued. If more than one squad is selected, a list from the selected squads is displayed (with the name of each squad), thus enabling the player to have an overall view of the task force, he has selected.

If the player drags a box using left click, every squad that has at least one ship in the selection field will become part of the selection.

Left clicking on the info-box or pressing the "**F4**" key brings up the info screen for the selected squad, right click brings up the submenu of the unit. Planets, space stations and other objects can also be selected with the left mouse button. For these objects the info box shows detailed information as well.

Double left clicking on any of the icons or objects focusses the camera on the object.

### 13.4.3. Moving and attacking

Generally the left mouse button is the "selection" button, and the right mouse button performs all the actions. Moving and attacking happens in a very similar way (right clicking on the target), the action depends on the target you've clicked on. Right clicking on friendly or neutral objects moves the selected squads near to the object and the command is taken as a guard command. Right clicking on enemy objects results in the selected squads attacking that object. Right clicking on empty space will move the selected squad(s) to that location.

If the **<M>** button is pressed, the **reference grid** appears. It is a square grid plane - the same plane where the selected squad (or average of multiple squads) is right now. On this grid, all selected squads have a line pointing from their current position to the current destination point - it is really the projection of the 3D line between departure point and destination. All objects important to the story have a line pointing towards the reference plane, ending in a small circle. The colour of the line is different, reflecting whether the object is below or above the grid plane. The target destination can be dragged anywhere while the right mouse button is held.

If the **<Shift>** key is pressed at the same time, it is possible to **set the Z coordinate** of the destination, relative to the reference plane. The movement is represented by a line, starting from the projected destination point (on the reference plane) and ending at the actual destination point (in 3D space). This makes moving up and down possible in the gameworld.

Releasing the right mouse button hides the reference grid and executes the action. Canceling the order to move is possible by hitting the **<ESC>** button, but this will also cancel the current selection.

Waypoints can also be given to squads. To achieve this, the **<W>** button must be pressed to enter waypoint mode. In waypoint mode, the previous orders to move are not deleted as would be the case when giving new orders to a squad, but the last destination will be set as the starting point for the next step. Canceling an order to move in waypoint mode will delete all waypoints as well as the selection. Press **<W>** to cancel the Waypoint mode and return to "normal movement mode".

*Note: If there are valid targets near any waypoint, the cursor will change to attack mode while you are setting the waypoint. Waypoints could be used to clear out several enemy installations, one after another.*

### 13.4.4. Fleet selection

Squads can be grouped together as fleets and marked with a number. For example "**CTRL**"+"1" puts all selected units into fleet number 1, "**CTRL**"+"2" into fleet 2 etc. Recalling the selection is simply touching button "1", "2" and so on. A small number is visible by the icons of the squads, showing their fleet hotkey.

*Note: A squad can be assigned to several fleets, but only the last section will be visible at the icons.*



### 13.4.5. Commands and formations in detail

When a unit is selected, you can **right click** on it to bring up a new menu to decide the following things: "attack mode" and "targeting mode". Read on to know more about these possibilities and their advantages.



#### 13.4.5.1. Targeting mode

This setting can be activated for any squad or squads. The default setting is "hull", which means that the squads will fire at the enemy with no concern for what they are hitting. After the given subsystem is destroyed on the target, the ships will keep on attacking, but they will not target specific systems.

Available options in this menu:

- > Weapons :weakening a ship from one side could result in much less damage taken during the fight.
- > Engine : usually ships cannot move without engines - excellent idea to prevent them from retreating
- > Hull : default - attacking the hull. This option gives the biggest chance of hitting the target, although without any advantage gained)

#### 13.4.5.2. Attack modes / formations

In the game, it is possible to choose attack modes/formations for individual squads. Attack mode defines the behavior of the squad - the aggressive setting tends to move ships closer to the enemy and retreat very late (or never), while at the cautious setting, ships fire on the enemy from a greater distance and leave the battle with minimal HP loss. The ships in the squad will enter these attack modes/formations immediately after being ordered to do so.

*Note: During battles formations may break up, in this case the ships will assume the formation again when the battle is over.*

### 13.5. STAR BASES

Star base types:

- > Mining platform
- > Battlestation (and repair station)

Star bases can be manufactured at planets. They leave the planet as ships and take up a special squad slot. They can be moved until deployed at a very low speed. Once deployed, they can never move again.



If deployed near planets, star bases practically stay at the same spot, while the planet is rotating. This way one battlestation cannot defend an entire planet - the player will need at least two of them.

You can bring up the **star base submenu** by right clicking on a base. There is also a recycle button for each starbase - in this case the base is destroyed and you can earn some funds.

### 13.6. COMBAT

**Combat is ongoing** in space, its exact location can be zoomed from the starmap. Battlefields involving the same opponents are never scattered- if the opposing forces move too close to each other, combat will start, and if they move away from each other, the battle will end.

In battle all ships are represented individually, although they can only be controlled on squad level. Squads always perform their attack based on their formations and their current numbers - but the actual movement is calculated by the AI.

*Example: fighters in a wall formation will always try to attack from one side, but they will evade, rotate and fire individually.*

All ships pull a "line" - engine exhaustion effect - to visualize their movement and maneuvers.

At the beginning of the battle, the AI checks the relative fleet strengths, the surroundings (is there a special area nearby where the battle can be fought with a better chance of winning), the escape options (if overpowered), or the presence of any special equipment that could be used. Depending on these factors (and the units' attributes), the orders will be set at group level for the best available tactics for the computer played empires (the computer could decide to employ hit and fade tactics, for example). The battle will be decided by the rules of combat (see below), and will continue until the retreat conditions for the AI are met, or until the player retreats, or until one of the combatants is utterly destroyed.

*Note: After a ship has been destroyed, XP is immediately and evenly distributed among all squads who contributed in its destruction. After the battle, wrecks will remain on the battlefield, waiting for pickup and recycle!*

### 13.7. WEAPON SYSTEMS

There are **4 different weapon** systems that ships can possess: ion, quantum, proton and missile. For each system type researched, the player gets a new hull type (hull size is also an invention). For example, if "ion cannon" and "fighter hull" are successfully researched, the player will get the "ion fighter hull". If later "proton cannon" is researched as well, he automatically gets "proton fighters" (name will differ as it means: a "fighter with proton weapons").

In each area, there are basically 3 types of weapons: cannons for the fighters and turrets and blasters for larger ships, all of them having different levels of development. If the player gets a hull, there are pre-defined numbers of pods (invisible in the game), which determine the number and type of equipment that that hull can carry. For example "shield pod", "ECM pod", etc. The related type of pod is defined for each and every weapon and equipment, so if a new invention is successfully researched, it can be immediately equipped (see upgrade section) on the appropriate ships.

*Note: The description of inventions gives a clue as to which types of ships (hulls) can use that specific invention.*



### 13.7.1. Damage and destruction of ships

Bigger ships have several parts: there will be a "main part", the "hull" and "additional parts" (the wings). Wings also have HP and can be destroyed individually with all the equipment on them. After a ship has been hit (shield or the hull), the hull and the wings will take damage and as the amount increases, there will be an increase in the explosion effects so that the player can visualize the damage.

The remnants of the ship may remain operational and can continue fighting, with limited firepower and maneuverability though, until the wings or the hull itself are destroyed. The wreck of the hull remains floating in space (instead of the ship object) and can be recycled.

*Note: Smaller ships only have one part: the "hull". Fighters will be destroyed completely; only class 3 or higher ships will leave a wreck.*

## 13.8. SPECIAL SHIPS

Special ships are considered special for two reasons: they have a special command (like minelayer ships) or they are treated in a different way to normal ships (like space bases). You can only have a limited number of normal squads and special squads at any given time (depending on your rank), therefore it is vital to know every bit of information on these special ships:

#### 13.8.1.1. Probe:

Probes are small sized ships that are equipped with radar - which means you can use them for detecting certain movements in space. They move individually and are even smaller than fighters. They can be produced as normal ships, and when they reached their destination, they start to send signals- they are your eyes and ears in the specified area. Probes operate for a limited time only, but they can also not be detected or destroyed by normal units. They are considered as special squads.

#### 13.8.1.2. Wormhole inhibitor probe (you can only produce one):

Similar in size to the normal probe and with the same attributes - except that if it is sent into a wormhole, it will prevent any movement through it, while functioning at the same time. Using this probe can consequently shut down a wormhole completely... It is available only to the Darzoks, and has limited lifespan.

#### 13.8.1.3. Jump signaler probe (you can only produce one):

The human response to the Darzok inhibitor technology, this probe can go through wormholes while remaining completely undetected. When deployed, it will start sending beacon signals through hyperspace and any fleet equipped with a wormhole creator can jump to this point. Only one can be active (deployed) at a time and they have a limited lifespan, as "normal" probes. Using them is risky though - the ships usually suffer great damage while warping through hyperspace! Therefore it is not advisable to use this technology with low HP ships...

#### 13.8.1.4. Minelayer ship:

A special pod on this class 2 ship allows the deployment of 20 mines. A special command is available for these ships to deploy mines - they will do it continuously until the command is changed or their reserve is exhausted. If a ship receives a command to deploy its mines elsewhere, the previously deployed mines will explode! Mines hone in on enemy ships in the vicinity. Their speed and damage depends on technology level. Normal units cannot detect mines. A special ability of minelayers is the deployment of mines through wormholes (a very nasty surprise for any stationary targets on the other side!). Minelayers are considered as special squads.

#### 13.8.1.5. Population transport:

As planets are very different and populations grow slowly, there is an option to use these ships to transport your people from a well-established colony to a new one. These gigantic ships can transfer 200 million hibernating colonists for long distances. They are fairly cheap, but can only be used once! The ship's remains are recycled at the destination colony. Population transport ships are considered as special squads as long as they are en-route.

#### 13.8.1.6. Colonization ship:

After the proper technology has been researched, the player can colonize any planet (in the beginning only those similar to his home environment). These ships transfer 30 million colonists and all necessary equipment to establish a new colony and survive in hostile environments. Colonization ships are considered as special squads as long as they are en-route.

#### 13.8.1.7. Wreckage recycler:

Unused mining stations, lost bases and ships, or even wreckages of enemy ships are excellent sources of metal that will immediately be converted into credits! This ship collects them automatically in a system (will not use wormholes). These ships are huge, but very vulnerable and it is advisable to defend them if enemy activity is seen. They will be in the special squad group.

#### 13.8.1.8. Mining bases:

They can be built as ships and must be deployed at their point of activity. There are 2 methods for deployment: a deploy command (or button), which works in a similar way to military bases, and by right clicking a valid target for the base (the cursor will change shape over valid targets). Mining bases are treated as special squads until deployed.

#### 13.8.1.9. Military bases:

These huge stationary space objects are very well defended and can repair and resupply any ship in their vicinity. They are excellent for planet defensive roles and can guard tactically important places very well (such as wormholes or resources). They can be deployed anywhere with the deploy command (button). They repair nearby friendly ships at a higher rate. Military bases are constructed similarly to mining bases: they can't be moved after deployment. They appear as special squads until deployed.



### 13.9. SHIP ATTRIBUTES

A ship's attributes are based mainly on the pods it is equipped with. **Hull** defines the HP and number of pods, the **weapon pods** define the firepower and rate of fire, and the **engines** define the maximum velocity, acceleration and maneuverability.

*Note: There exist of course inner systems (special pods) to improve one or more of these attributes.*

The crew's experience (or level) is independent to the pods system and is connected to the existence of the ship itself (if the ship is destroyed, the crew's experience will be lost forever). Resupplied units do not lose experience however - all units will get the experience of the squad.

Another important "attribute" is the regeneration rate of the ship -the crew's ability to repair the ship after battle. A more expert crew, special inventions and/or a talented leader, can increase its normal rate.

Detailed description of the ships' attributes :

- > **HP:** represents the possible damage taken by a pod or the hull itself. The overall HP is graphically represented for the player at all times with a selection ring around the unit/s.
- > **Firepower (damage):** represents the amount of damage the weapon (pod) is capable of inflicting.
- > **Rate of fire:** the other primary attribute of weapons. It is measured in shot per second.
- > **Speed:** mainly defined by the engines of the ship (and maybe some other inner equipment).
- > **Acceleration:** the other main attribute dependent on the engines.
- > **Maneuverability:** defined mainly by the hull size. The engines and some special equipment can affect maneuverability, but don't expect miracles...
- > **Crew's experience:** means the overall handling of the ship - having more experience has a positive influence on almost all attributes!

### 13.10. REPAIR, RESUPPLY

Ships in the game repair themselves automatically. This rate can be modified by inventions.

Starbases and supply ships repair at a much better rate. Whilst repairing, small drones are launched out to visit each ship in each squad while they are in range.

Drones leave their base every time a damaged ship (squad) comes into range. The drones will visit the squad that has the lowest average HP first; and in that squad they will start out with the mostly damaged ship.

*Note: The drones themselves are invincible and cannot be attacked, but if their homebase is destroyed, they self-destruct.*

### 13.11. CREW EXPERIENCE (DETAILED)

Gaining levels happens on the basis of an XP system, hidden from the player. For every defeated foe and completed mission, the crew gains experience and once a certain amounts gathered XP is reached, they will gain a new level. The level is always displayed on the starmap on the squad's icon.

Every gained level automatically adds bonuses onto the ship's attributes as follows:

- +10% firepower (damage) - better use of weapons
- +2% accuracy
- +5% hitpoints (better overall handling of the ship)

Additional bonuses for spies:

- 2% time needed for missions

### 13.12. VISIBILITY, RADAR RANGE, FOG OF WAR

Radar range is displayed with a blue transparent circle around the unit and can only be seen in radar mode (SPACE). Anything inside radar range is visible, except for spies who can hide away out of radar range. As you research inventions, you will be able to extend this radar range, as well as produce probes (cheap units) that are invisible to your enemy, but that can provide you with extra radar range. Remember that the lifespan of these probes is limited, and they will be destroyed after use (you can also research technology to advance their lifespan).

In the game, the player can consult information on the following :

- > His own squads and installations
- > All natural space objects (planets, suns, clouds, etc.)
- > Previously discovered wormholes (in each mission there may be some wormholes that are marked as discovered at the start)
- > Previously discovered static installations (mines, space stations, probes, etc.)
- > All enemy and neutral spaceships that are in radar range of a friendly unit (allied, too!)

*Note: Every squad, planet and space station has a radar range, built on the best radar technology available.*



## 14. OTHER, NON-PLAYER CONTROLLED (NPC) UNITS AND TRADE

### 14.1. TRADE

Trade will become part of the game if the player has at least two colonies (including allies), and if the player builds additional merchant ships. There are two kinds of trade ships: interplanetary and interstellar merchant ships. The latter are bigger and can travel through wormholes. Merchant ships automatically go back and forth between the player's and his allies' colonies and they generate income until they are shot down. Under normal circumstances merchants are not attacked by anyone... that is, under normal circumstances...

In a single player game, the player will have allies based on the story, and in a multi-player game, an allied status will automatically result in trade agreements. In this case - if possible - up to half of the merchant ships are going to trade with allied partners and the income of these actions will be doubled!

#### 14.1.1. Trade mechanism

Trade ships have a high amount of HP, so it takes considerable time or a decent fleet to destroy one. The reason for this is simple: to allow the player go to the rescue of his trade ships if they are attacked.

Interplanetary merchant ships always stay in the system where they were built. When they start out for a new destination, the target planet will be selected randomly. When leaving the player's planet they choose an allied planet belonging to another empire (if there are any). When leaving an allied planet they always head for an own planet (if possible). When they reach their destination, they add money to their owner's pool, and to the owner of the targeted planet (if both are the same, these amounts will not be added together). The ships also add a morale bonus to the destination planet.

### 14.2. CIVIL UNITS

There will be some civil units in the game (for example passenger ships, ambassadors, etc.), but all of them will be story-driven and pre-scripted.

You can find other units as well, roaming in space. They can be attacked but the player cannot gain anything from them.

## 15. SPACE OBJECTS

### 15.1. GENERAL OVERVIEW

Space objects are abundant. Some of them are produced by the player (bases, minefields, drones - these are the so called "deployed" objects); others are in space naturally (wormholes, asteroids, nebulae, ancient ship wreckage, comets, moons, etc). The main purpose of all of these elements is to give opportunities to gain tactical advantage in a battle.

### 15.2. LIST OF POSSIBLE SPACE OBJECTS AND THEIR EFFECTS IN THE VICINITY

#### 15.2.1. Sun

Practically all systems have a sun. Their radii can differ greatly, as can their colour. All ships and installations entering within approximately double the distance of a sun's radius will be damaged. There will be a warning message for the player, if he moves his ships dangerously close to a sun.

Suns are present at the center of every system and their size and colour depend on their type.

Sun types:

Red dwarf . . . . . small red flare  
White dwarf . . . . . small white flare  
Sun type . . . . . average size, bright white flare  
Red giant . . . . . big and red flare  
Young star . . . . . light blue flare

#### 15.2.2. Wormhole

Wormholes are the gates between solar systems - like tunnels. Right clicking on them with any unit (mobile bases, probes, squads) will result in warping that unit through the hole. They are represented graphically by a whirling ring.

The name of the system where they lead to is visible if the label function is active. Wormholes can also be selected with the left mouse button. In this case features and status information will be visible in the info box along with the system the wormhole is leading to.

There are several parameters a wormhole can have - it's not necessary to use them all, but the game can handle all:

- > Travel time: can be slow, medium and fast.
- > Active/inactive status: this could be the result of a natural phenomenon (random event) or from a technology (Darzok).
- > One-way ticket: some wormholes may be one-way only.
- > Illegal: access to the wormhole is not allowed (visually visible).

Legions  
of Iron



### 15.2.3. Microasteroids

ALL ships are negatively affected in a microasteroid field - greater ships will also be damaged. The impacts are seen as small flashes on the ship's surface.

A microasteroid field has the following effects on units:

- > 50% ship speed
- > 50% radar range
- 2% damage per second for class 2 (and bigger) ships

The graphical representation of a microasteroid field is like a dust field, containing rocks.

*Note: entering this field will be advantageous if you have small ships and try to take on bigger enemies, as they will suffer damage entering into the field*

### 15.2.4. Asteroids/mineable asteroids (static)

Asteroids are huge rocks in space. Some of them can be the size of small moons, some as big as a spaceship.

A few of them have valuable minerals inside (they have special texture, too), mining stations could be deployed to mine ore and generate income on their surface.

### 15.2.5. Nebulae

In "Haegemonia" a nebulae is a coloured fog with some dust and some particle effects. Ship speed is reduced by 75% inside a nebulae and radars will almost cease functioning (-75%).

### 15.2.6. Black hole

Several systems have a black hole instead of a sun. Visually these "planets" are surrounded by a swirl of material that falls into a sphere of blackness. Planets in a system containing a black hole are extremely rare and temperatures are very low. There is a constant force pulling any ship into the hole - thus reducing ship speed immensely (-90%) and damaging ALL ships.

### 15.2.7. Asteroid (mobile)

It appears randomly in the game and can destroy ships and planets in a blink of an eye!

## 16. RANDOM EVENTS

Random events are special happenings which do not modify the plot, but add "external circumstances" to the otherwise fairly predictable game environment.

Example: you may find floating wreckages that containing special inventions or other usable items, or a small explosion from a human error might damage your ship so you will have to recall it for repair, etc.

### 16.1. LIST OF RANDOM EVENTS

#### 16.1.1. Colony goes independent

- > Colony breakaway could happen if a colony's morale is below 50%.
- > Pirates can blockade a planet that has no defences or only a shield defence. If the morale drops to zero, the planet will go independent.

#### 16.1.2. Scientific events

- > One of your scientists had a superb idea and the current research is speeded up considerably (you get the invention immediately)
- > A virus was discovered in the main research-computer and all data of the current project is lost (you have to start it all over again)
- > New possibilities were discovered by gathering data from all the research institutes in the empire. Research possibilities are broadened : you get some free RP (it is not that much, that it would give you a huge advantage, but at least it provides you with more options)

#### 16.1.3. Increased sun activity

Increased sun activity may occur in any system. The effect is a serious loss in production and mining. It will end as abruptly as it started.

#### 16.1.4. Changes on asteroids/planets

Here are the events, which could change one or more of the basic parameters on a planet or asteroid:

- > The ore content on asteroids/planets might change positively or negatively by 50 or 100%.
- > A planet's atmosphere might become polluted, temporarily decreasing the planet's production.
- > A sudden shift in the axis of a planet may result in a positive/negative climatic change, as if the planet would be terraformed.
- > A sudden morale boost on a planet.
- > Ratification of the new "birth regulation law" results in a sudden boost of population growth on a planet. Population growth will be doubled or quadrupled.
- > Local political abuses of power lead to open demonstrations. Morale drops on the entire planet.



### 16.1.5. Wreck found

There can be several benefits from wrecks found in space- but we will not list them all here!

### 16.1.6. Raids

Pirates can be so impudent, that they can raid your treasury - and sometimes with success! They will take a random percent of the available money for themselves.

### 16.1.7. Pirate base takeover

This event can come randomly, but can also be setup after you have pillaged a known pirate base. You can find various treasures there.

### 16.1.8. Hero events

Several things can happen to a poor hero while on duty. Here are the possibilities:

- > A hero appears and offers his/her services to an empire.
- > Two heroes can meet and remember the old times they've spent together, and exchange tactical and strategic information.

### 16.1.9. Wormhole events

Wormholes can sometimes change their status by themselves (illegal wormholes do not count here!), and this can be beneficial, or can serve as a drawback for one or both sides:

- > All wormholes are disabled for an indefinite period of time (hyperspace flux) and time becomes random and unstable.
- > All wormholes are slowed down (i.e. travel is slow in any of them).
- > A specific wormhole is disabled for an indefinite period of time (hyperspace flux) and time becomes random and unstable.
- > A specific wormhole is slowed down (i.e. travel is slow, if it was not this kind before).

### 16.1.10. Accident

- > There exist numerous possibilities for something to go wrong in a highly technological society.

## 17. RACES AND RACE ABILITIES

### 17.1. GENERAL OVERVIEW

In "Haegemonia", there are 4 races, known as Humans (divided into Earth and Martian colonies at the start), the Kariaks (a humanoid race), the Darzoks (your main enemy - an ugly bug-like race) and the Solons, a technologically advanced race. Solons do not appear in the game as a race as they have lived in the galaxy in the past, but their abandoned ships and installations are waiting for explorers like you! Only the human race can be played in campaign mode, but all three can be played in the scenarios, skirmish or multiplayer games, all of them having their unique abilities in the game:

**Visual differences:** The empires are differentiated by colour, so that a player can see it instantly (from far away) which empire he is dealing with. Naturally, all empires in the galaxy will have different spaceships. This is reflected by the overall "style and ship design" of the empire in question. There will be some characters and heroes who only appear if you play one race - thus playing a multiplayer game with another race will mean you will meet the new graphics, new heroes and lots of interesting features you cannot see in the Single Player Campaign.

**Technological differences:** All empires will have specific technologies that only they can research. This will add extra gameplay value when playing a multiplayer game or a scenario, as new and very different strategies would be developed by players. All ships of the 4 races are different, therefore their firepower/speed/turning times/shields statistics differ, too and they are all very important aspects of your fleet.

Example: a corvette from the Human Empire will not have the same statistics and weaponry as a corvette from an alien race.

**Ability differences:** Each race possesses special abilities that can only be exploited upon if you play with that race.

### 17.2. HUMANS (EARTHLINGS AND MARTIANS)



Both of them begin in the Solar System, standing against each other; both claiming their way is the best for the future of mankind. In the first missions they have to decide which way is the right one - humanity can accept only one leader to explore the stars and stand strong against all the threats waiting "outside".

Technologically they share almost the same inventions (both of them have some unique technologies, but generally they are the same), but the Martians are more advanced in this domain at the beginning, nevertheless Earth has more resources (ore and people). Humans have the normal terraforming queue (see planets section for details).

#### Racial bonuses:

- > 20% more population on planets
- > 20% bonus on research (RP, time)



### 17.3. KARIAKS (HUMANOID RACE)



This race had a completely different evolution than humans. They evolved on a planet without oxygen and very poor in resources. They had to adapt to harsh conditions and lack of minerals - therefore they use their body as natural resources and on a higher level of development they genetically modified themselves for special tasks! They are definitely more advanced in biology and sociology than humans, but their physical abilities has suffered disadvantages.

They can live on almost any type of planet without serious penalties.

They have a unique ability as well: they automatically terraform the planet they live on - they simply use up minerals and produce atmosphere and living conditions for themselves. This automatic process is counted, so that they simply have to produce anything on the planet.

#### Racial bonuses:

- > Automatic terraforming - can colonize every planet
- > Trade and income bonus (20%)
- > Faster learning (+50% XP)
- > Lighter ships: they are faster, but have less hitpoints

### 17.4. DARZOK (BUG-LIKE RACE)



This race is even more alien to humans than the Kariaks. They prefer barren planets where no atmosphere, water, plants or whatsoever could disturb them.

Their technology tree is similar to the one of humans (they use metal to create spaceships, too), but they have special weapon technologies, as they are highly adept in warfare - even more than humans.

#### Racial bonus:

- > +20% production bonus
- > +20% population growth bonus
- > Bulky ships: more HP, but slower

### 17.5. SOLONS (ADVANCED SPACE-FARING RACE)

This race possesses several technological advantages over the other races, but they mysteriously disappeared from the Galaxy several hundred years ago. No one knows where and why they have gone, only some relics remained showing the clear technological superiority of their race. As some legends say, they were humanoids, but this information may not be correct. Some Solon bases remained well hidden throughout the Galaxy, not because no one wanted to plunder them... Simply most of the intruders never returned and the few who did, never wanted to return to these spots once again. That's why most of the rumored locations of these bases are incorrect...you have to find them for yourself!

The Solons are not playable in the game; they will only appear in the Single Player Campaign.

## 18. APPENDIX A: LIST OF KEYBOARD COMMANDS:

### 18.1. SCREENS

Red dwarf .....	small red flare
F1 .....	Help screen
F2 .....	Starmap screen
F3 .....	Planet info
F4 .....	Ship info
F5 .....	Research screen
F6 .....	Empire screen
ESC .....	Game options/back to starmap
SPACE .....	Map mode on/off
` (backquote) .....	Chat window (on QWERTY keyboard)
ü .....	Chat window (on AZERTY keyboard)

### 18.2. SQUAD CONTROL

M + Lmb click .....	Move units
S .....	Stop unit action
J .....	Jump unit or all selected units to signaler (if present)
W .....	Set waypoint
Right click on unit .....	Perform special action depending on target
.....	(attack, mine, guard etc.)
Right click (planet selected) .....	Set production redirection target
Alt + Rmb click .....	Moving next to the selected unit/empty space
Ctrl + Rmb click on unit .....	Forced attack
Shift + Rmb click on unit .....	Guard, Follow unit

### 18.3. UNIT SELECTION COMMANDS

CTRL + 0-9 .....	Memorize multiple selection
0-9 .....	Recall multiple selection
Z, X, C .....	Selecting ALL military/spy/special ships
Home/End .....	Select previous/next squad
Page up/down .....	Select next/previous planet (only player's ones)
SHIFT + Page up/down .....	Select next/previous planet (regardless of owner)

### 18.4. TIME CONTROL

Pause key .....	Pause/ resume time
+/- .....	Time acceleration/deceleration (only on QWERTY keyboard)
Ü/Ó .....	Time acceleration/deceleration (on Hungarian keyboards)
Numpad 1, 2, 3 .....	Set 1x/2x/4x speed directly



## 18.5. CAMERA CONTROL

Cursor left.....	Rotate camera left
Cursor right.....	Rotate camera right
Cursor up.....	Pitch camera up
Cursor down.....	Pitch camera down
Shift + cursor up.....	Camera up Z axis
Shift + cursor down.....	Camera down Z axis
Numeric +.....	Zoom in
. (dot).....	Alternate Zoom in (on QWERTY keyboard)
:.....	Alternate Zoom in (on AZERTY keyboard)
Numeric -.....	Zoom out
, (hyphen).....	Alternate Zoom out (on QWERTY keyboard)
;.....	Alternate Zoom out (on AZERTY keyboard)
Mouse wheel.....	Zoom in and out
F.....	Focus mode on unit on/off
G/Shift+G.....	Switching special camera mode on/off
Shift + C.....	Center screen
D.....	Center screen on selected entity

## 18.6. VISUAL COMMANDS

N.....	Entity name labels on/off
I.....	Small info on/off
Print Screen.....	Save screenshot (overwrites old ones in the same directory!)
L/Shift+L.....	Switching on/off hitpoint bars temporarily/always

## 19. APPENDIX B- CREDITS

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