DEADLOCK II

SHRINE WARS

CYBERLORE™

ACCOLADE™

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And so the race begins...

The debris riddled mass of space known as the Dark Cloud hides an incredible secret - Xythra, the mysterious homeworld of the Ancients. Colony leader, you must guide an expedition deep within this unexplored region to locate this planet. Since navigation within the cloud is difficult and Xythra's location is so remote, habitable worlds will need to be colonized as way stations for our space craft.

It is unfortunate that the Skirineen have forced us into this race. After the Gallius IV conflict, they obtained coordinates of Xythra, selling this powerful information to all space faring races. This set off an urgent competition to be the first to claim Xythra. Doubtless the Skirineen's cloaked ships will shadow us as we head toward the center of the Dark Cloud. Whoever captures Xythra will possess all the knowledge and technologies the mysterious Ancients once knew.

Luckily, all seven races claim that they will still observe the Compact of Gallius IV's core principles, signing the Xythra Accord to formalize the agreement. Thus combat will only occur on planetary sur-faces -- and all races still will stop hostilities when an agreed upon number of City Center are built or all other colonies are driven off. Through intense negotiations, I have also convinced the colony lead-ers that they should observe a special combat victory on planets with shrines. Whoever controls the most shrines shall be declared the owner of the planet.

Use caution though, colony leader. There are whispers that some may not honor the more peaceful elements of the old treaty. Be prepared for any eventuality. The mystery of the Ancient Ones awaits!

--Oolan, Observer of the Xythra Accord

INSTALLATION

1 Place your Deadlock II: Shrine Wars CD into your CD-ROM drive and close the drawer. When you see the question "Do you want to install Deadlock II", select "Yes". The opening setup screen will now appear, reminding you to close all other Windows2 95 programs before proceeding with the installation. It is especially important to close all memory resident programs such as virus protection, desktop utilities and automatic backup programs.

2 Click "Next" to begin the DirectX 5.0 installation. If you have not recently installed DirectX 5.0 during another game installation, select "Install DirectX 5.0" to update your drivers. If you already have DirectX 5.0 on your system, select "Do Not Install DirectX 5.0". In either case, you will move to Setup Type.

3 Select "Typical" to install 60 megabytes of game files to your hard drive. If you do not mind sacrificing a little more hard drive space to improve performance, select "Full" to install all of the main files to the hard drive.

4 Click "Next" to accept the default destination directory, or click "Browse" to select another directory. File transfer will begin at this point.

5 The Electronic Registration Card provides an opportunity to instantly register your copy of Deadlock II. If you have a modem connected, click "Register Now" to proceed with registration. If you do not wish to register your game at this time, click "Register Later" to complete the installation.

6 You will next see the question "Do you wish to read the README file now?" Click "Yes" to view the README file, or click "No" to skip the README file.

7 The Setup process is complete. If you installed DirectX 5.0, click "Yes, I want to restart my computer". If you did not install DirectX 5.0, select "No, I will restart my computer later".

8 Click "Finish" to end the installation.

LOADING THE GAME

Place the Deadlock II: Shrine Wars CD in your CD-ROM drive and close the drawer. Click "Yes" on the opening menu screen.

Or

If the Deadlock II CD is already in your CD-ROM drive, click Start on the Windows 95 desktop. Slide your mouse pointer up to Programs, and select Deadlock II (substitute the name of your folder). Click Deadlock II to load the game.

HOW TO PLAY RIGHT NOW!

Select the Deadlock II TUTORIAL from the Main Menu. This tutorial is designed to introduce you to the basics of colony management. Once the world is loaded, open the Tutorial Guidebook. As you follow the book's instructions, this tutorial will take you through the first few turns. Your Help button on the interface also gives you valuable information.

You may wish to use this manual after you have played the tutorial. This book gives you detailed information on all parts of the game - including statistics on the technologies, buildings, military units, and individual races.

DEADLOCK II TERMS

This manual uses mouse terms to explain how to play the game. Here are all the different command terms:

Click -- Press and release your left mouse button.

Click and drag -- Press and hold your left mouse button. Move the mouse pointer to another part of the screen and then release the left mouse button.

Double click -- Quickly press your left mouse button twice.

Shift click -- Press and hold your keyboard's "Shift" button. Then press your left mouse button.

Control click -- Press and hold your keyboard's "Ctrl" button. Then press your left mouse button.

Right click -- Press and release your right mouse button.

OOLAN'S ADVICE: Right clicking part of the screen or an icon almost always helps you some way. Right clicking either brings you a greater level of control or reveals more detailed information about the item you clicked on.

SETTING UP GAMES

There are different ways to play Deadlock II: Shrine Wars. You can play on a random map, an established scenario, a campaign, or even create your own maps and scenarios.

Scenario - A single map or game world. Scenarios can either be created in the Editor or randomly generated by the game.

OOLAN'S ADVICE: Find out how to use the Editor on page 71.

Campaign - A number of scenarios strung together in a group. Once one scenario is complete, you move on to the next one in the campaign sequence.

World Map - Created in the Editor, this sets up the basic geography of a world. Unlike a scenario, it does not feature any pre-selected choices, such as the races involved or the victory conditions.

PART ONE: THE SEARCH FOR XYTHRA

Colony leader, here are the events that have lead us upon this risky journey to Xythra. I am sure some of you already know many of these details; however this will fill you in on any events you may not have known previously.

THE DEADLOCK OVER GALLIUS IV

Habitable planets are rare in this corner of the galaxy. Many worlds are rapidly overpopulating, filled with social problems and diseases once thought conquered long ago. Considering this, it is easy to understand why the Kesing Runestone drew so much attention. When the two halves of this artifact pointed to an earth type world orbiting Gallius, a star near the edge of the Dark Cloud, all space traveling cultures sent colony ships to that system. Soon all were in conflict over lush Gallius IV -- their aggressive posturing threatening to destroy this world! If the Compact of Gallius IV had not been created, the resulting squabble would doubtless have been reduced this world to ashes.

UNEXPECTED LIFE

But there was more than breathable air on Gallius IV. There were primitive natives who had never even considered the concept of space travel. And then there were the shrines. At first it was believed that the natives built these structures - hieroglyphs carrying the natives' images were found everywhere on them. However, some hieroglyphs on these structures matched the markings on the Kesing Runestone. These shrines had to actually be hundreds of thousands of years old! This lead to an even more perplexing problem. If these shrines were that old, why had they not been ground down to dust ages ago?

Probing more deeply into the shrines, scientists began to form some answers. Underneath the shrines' rocky facade they found an organic core. The shrines were living, yet unintelligent, bio-constructs! These living shrines seemed to have been created as tools, whose true function is not yet understood.

THE SKIRINEEN MAKE A SALE

A slow and detailed process began, separating the ancient hieroglyphs from the native ones. After many months, this study was complete -- forming an incomplete picture of a past long gone. Passages vaguely describe a far advanced culture that employed massive, mythical technologies. These technologies seem almost magical in their power. But most exciting is the discovery of an actual map of the Dark Cloud - the first map of its kind ever known.

Several planets on this large map are labeled with the symbol for "air," indicating that they are habitable. And in the exact center of the enigmatic Dark Cloud is a single planet. The word above the planet translates to "Xythra." The Ancients gave it great significance on their map. If this world still exists, its potential wealth of knowledge would be amazing. Whoever owns this planet could technologically leap above all the other space faring cultures!

The scientists who made the discovery wanted to keep this knowledge from their empires. Eventually they planned on launching a small expedition of their own. Unfortunately for them, a cloaked Skirineen ship was still in orbit around Gallius IV. Their advanced surveillance equipment captured vital images of their research -- including the map of the Dark Cloud.

Secretly contacting the leaders of all the seven major races, the Skirineen offered the revelations chiseled from Gallius IV's shrines. They demanded a large sum from each official, assuring the leader that he/she/it was the sole owner of this knowledge. The Skirineen empire now has abundant wealth.

Will the Skirineen try another conquest? Many fear this will happen. However, the Skirineen learned many cruel lessons from their previous attempt to dominate the galaxy. Perhaps their sole ambition is to rebuild the great empire they once controlled. Their true motivations remain a mystery to all outsiders.

AND SO, INTO THE CLOUD

With Xythra's location revealed to all races, the starlanes became a mad tangle of starcraft. It was obvious that everyone was preparing expeditions into the Dark Cloud. Skirmishes broke out along borders. No race would let another enter the Dark Cloud, causing a massive interstellar deadlock.

I, and my Tolnan brothers and sisters, arranged for an emergency meeting with all the political leaders on Gallius IV. Once again the races agreed to honor the old Compact of Gallius IV - if for the sole reason of allowing each of their expeditions to proceed. They also endorsed an addition to the Compact, now known as the Xythra Accord. This provision protects all shrines that may be found on planets within the Dark Cloud.

Rumors abound that the peaceful elements of these treaties shall be abandoned once planetary conquests begin. Because of this possibility, we Tolnans have decided to accompany the various races to Xythra. Our role is simple: we are to observe and advise. Hopefully we will do justice to these tasks.

Previous expeditions into the Dark Cloud have been few, because of the difficulties of traveling through this space. But with habitable planets used as way stations, we can eventually reach Xythra, uncovering all the secrets that this mysterious world conceals from the galaxy.

THE AMENDED COMPACT OF GALLIUS IV

We, the leaders of the ChCh-t, Cyth, Human, Maug, Re'Lu, Tarth, and Uva Mosk, agree to stop hostilities in space. Since we all wish to claim the terran planets found within the Dark Cloud, the conflict will be moved to each planet's surface and resolved there.

There are no limits on weapons or technologies. The colony leaders should develop resources and military units as fits their strategy. Any colony or colonies that builds the agreed upon number of City Centers or drives the other colonies away is declared the owner of the planet.

Intentional contact with the Skirineen is a direct violation of this treaty. Only Oolan, a Tolnan, may be contacted in space. She will give advice to all colony leaders.

THE XYTHRA ACCORD

Since our primary mission is to examine the ancient shrines found on Xythra and other planets within the Dark Cloud, special provisions will be observed on planets with these shrines. Any colony that finds and controls an agreed upon number of shrines will conquer this planet. As was a agreed upon in the Compact of Gallius IV, there are no limits on weapons and technologies in achieving this goal.

Destruction of these shrines is expressly forbidden. Colony leaders that destroy ancient shrines are in violation of this treaty.

PART TWO: THE RACES

Nine sentient races live in this region of the galaxy. Each race has their own history, culture, and personality. See Table 1 on page 80.

CHCH-T

Home Planet: JkNd-d

Years in Space: 65

Abilities:
This insectoid race rapidly increases its population, letting them overcrowd territories without severely hurting morale. Unfortunately their colonists despise Cloning Centers - these buildings cause huge morale problems. Their land and sea military units are weak, but also very fast. Having developed flight long ago, their aircraft are superior to other races. Because their Hive mentality organizes labor quickly, they also manufacture military units at a faster rate. They do, however, research technology slowly. ChCh-t Scouts can steal resources from enemy territories.

Background:
All ChCh-t hatch with instinctive knowledge for a specific profession. Since most ChCh-t only live between six to nine years, putting a young ChCh-t immediately to work is very important. Usually there is little trouble for a young ChCh-t to find a place for itself. Once its instinct takes hold, the hatchlet has five intense weeks of training. After this brief education, the hatchlet begins its life work. All work is for the hive and the divine glory of the Mother Queen.

Reproduction is handled by the Mother Queen and her Lesser Queens, so the main ChCh-t populace have no gender. The Queens hatch several hundred ChCh-t at a time.

While the Queens provide the ChCh-t with a spiritual focus, the day to day government affairs are handled by the Hive Imperius, who oversees the progress of the drones. Several hatchlets are always born that have potential to become the Hive Imperius. Each of these candidates are evaluated for their administrative skills. The most intelligent hatchlet is given the title "Hive Imperius" while the others become the Hive Imperius' advisors.

ChCh-t society is very fast paced. They waste little time on words, devoting most of their time to work. However, even the busy ChCh-t must eventually slow down and relax. They have great passion for a dangerous sport called stingboxing. Matches are set up between five warriors, their stinger tails dipped in a numbing poison. Each warrior fights for itself, but with five in the ring eventually two must gang up on one. Culture Centers are always packed when a stingboxing tournament begins.

When ChCh-t reach the age of six, they are evaluated for participation in the Dance of Devouring. Invitation to this celebration of life is a huge honor. The ChCh-t are brought before the Queen and begin to dance around her as quickly as they can. Soon, the dancers tire and the Queen eats them whole. These complex proteins give the Queen the needed nutrients for more hatchlets. Several hundred new ChCh-t are born after a Dance of Devouring. This ritual is at the center of the ChCh-t's belief in immortality. They feel their essence -- knowledge and personality -- is reincarnated to the next group of hatchlets.

First discovered by the Cyth, the ChCh-t had not developed space travel yet. They had not even begin serious studies in astronomy! The Cyth were eager to have the ChCh-t join them in space -- Cyth scientists wanted to meet their Mother Queen -- so they gave the ChCh-t space travel before they were fully ready to understand this technology. Since that time, however, the ChCh-t have made great strides in both air and space travel.

CYTH

Home Planet: Unknown

Years in Space: Unknown

Abilities:
The Cyth never become too unhappy, so you may risk taxing them heavily. Because of their special nutritional needs, they do not eat much food. Their Command Corps mind blast enemy military units - turning an enemy's brain to jelly. Cyth Scouts poison land, which destroys half a settlement's food stockpile.

Background:
As the founders and instigators of the former Quadra Alliance's more horrific activities, the Cyth have a harsh reputation. This important but destructive pact was between themselves, their ChCh-t wards, the curious Tarth, and the reluctant Maug. Certainly they committed more than a few atrocities during the Quadra Alliance's heyday -- among their most notorious acts was forcing the Maug off their homeworld -- but many of their actions have been merely misunderstood. The goal of most Cyth is to transform themselves into beings of pure thought, reaching an age of new existence.

Driven by this belief, the Cyth find their bodies a ridiculous nuisance -- they even hate using their feet. Through self-discipline, many Cyth can move by levitation. Older Cyth are so good at this, they can fly through the air for short distances. However, most Cyth never achieve this much mental prowess, they instead combine levitation with a sort of shuffle walk.

The natural psionic ability of the Cyth is small -- almost nothing. They get their psionic powers by ingesting a rare concoction of fluid squeezed from spider eggs. The arachnid that they get the juice from remains unknown; apparently it is a spider only indigenous to their also unknown homeworld. They drink this juice constantly. For some reason, digestion intensifies its psionic effects, so the Cyth apparently regurgitate the fluid and drink it again. After a number of these cycles, the liquid becomes toxic, even to the Cyth, and the foul smelling stuff is jettisoned out of a chest tube.

The Cyth are governed by an appointed psionic master, the Veil Lord, who always the strongest Cyth with the highest mental powers. Only a strongly disciplined Cyth can reach this level.

The Cyth developed on an unidentified planet somewhere just inside the border of the Dark Cloud. Thus, they are highly interested in finding Xythra, as it would be a great place to continue research into their transformation...
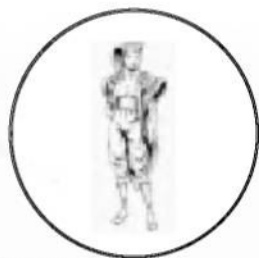
HUMANS

Home Planet Earth

Years in Space 318

Abilities:
These economic geniuses gain high income through trade and taxes.
Resource transportation costs are much less for them than other races. Human
infantry have a berserk battle order which doubles their attack strength, but kills the infantry off after
a battle. Their military units cost more to maintain than other races. Humans are highly susceptible
to Skirineen scandals, which severely lower their morale.

Background:
Early Humans had a strong sense of patriotism. Most of their cultural history recounts war after war.
As Human technology developed and their civilizations matured, these conflicts grew in size and inten-
sity. The Humans repeatedly rebounded from their self-inflicted carnage, displaying the vitality of this
species.

While the power of Human weaponry grew, so did the need for a stable economy. Gradually their
bloodlust was channeled into economic battles. Often these trade wars created huge difficulties, par-
ticularly when relations broke down between countries and embargoes were put in place. However,
these economic hardships rarely became life threatening and most armed conflict ceased. Human
expertise in trade conflict grew as they battled against each other to solidify economic prosperity.

The Human were anxious to get into space. Thanks to their nearby telepathic neighbors, the Re'Lu,
they literally dreamed about space travel. Starting around 1914 (Human date), Re'Lu telepathy beams
began probing Human minds. Unfortunately very few Humans are telepathic. The messages they man-
aged to receive often arrived damaged.

The Re'Lu's miscommunication was compounded because most Humans saw these messages during
their dream state. These contacted Humans imagined themselves being abducted into Re'Lu hovercraft,
getting paralyzed with stun rays, watching cattle get dissected, and so on. The Re'Lu could not precise-
ly tell what effect their messages had, as they only received strangely violent and bizarre return
images. When the Re'Lu and the Humans finally met two hundred years later on Inalga VI, they had a
good laugh over these early "close encounters."

Despite this telepathically induced early contact, space travel had been the goal of many a Human sci-
entist for centuries. Several writers (the Humans call them "science fiction writers") during the twenti-
eth century nurtured this interest in space travel. The popularity of this dream led to the creation of
many entertaining diversions depicting great battles between the Humans and other unknown aliens.
Sadly, many of these predictions came true.

The Quadra Wars nearly brought an end to their civilization. Despite the best efforts of themselves
and their Re'Lu allies, Cyth, Tarth, and ChCh-t forces nearly overwhelmed them. If the technologically
adept Maug had not switched to their side, the Humans and the Re'Lu most likely would have been
conquered. But perhaps the biggest blow to Human culture happened during the Skirineen Conquest.
A quarter of their homeworld's moon was blown apart. A white ring of moon debris now permanently
encircles their Earth - reminding them of just how delicate life is in an overcrowded galaxy.

MAUG

Home Planet Originally Maug-hau, now Arganis X

Years in Space 424
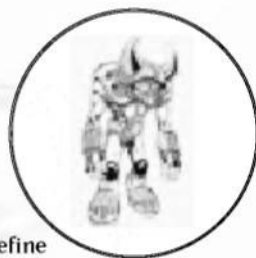
Abilities:

Maug colonists rapidly develop high-tech buildings and units; they even refine larger quantities of metal than other races. Their Scouts steal technology with ease and can also sabotage enemy units and buildings. Maug military units are very good at catching spies; however, their infantry have poor defensive abilities. All Maug are chronically afflicted with a variety of ailments, so when their morale drops, it drops quickly.

Background:

Technological skill has always been the guiding strength driving Maug civilization. Most Maug have a great love for gadgetry of all kinds, and this engineering skill lets them conceptualize complex machinery quickly. When the Cyth forced them off their homeworld to unpleasant Arganis X, this technical aptitude became their only way to survive. If it were it not for the diverse artificial means they developed to sustain themselves, the Maug would now be extinct.

Maug horns have always been a symbol of health and vitality. Sadly, few Maug still carry the stately horns that distinguished this race -- these days they are usually prosthetic. Chronic horn loss and ill health afflicted most Maug immediately upon settling on Arganis X. Now they cannot survive without respirators and environmental suits. Within three to four weeks, all newborn Maug start having incurable health problems.

The reason for these illnesses is still unknown. Somehow Maug DNA has been massively rewritten, perhaps caused by the unusual V9 rays emanating from the sun in the Arganis system. All Maug are chronically afflicted with light ailments such as colds and sore throats, and many spend their whole lives suffering from a mild fever. The average Maug lifespan is half as long as it was during the days of happiness on their former homeworld, Maug-hau.

The glories of their past life on Maug-hau are well documented. They once had a nearly perfect society, free from major warfare and intrigue. Most arduous daily tasks were taken care of with a multitude of automated systems. These systems varied from Maug to Maug, as each individual effortlessly customized their computers to fit their personal needs. With the elimination of most drudgery, many Maug were free to pursue scientific and technological disciplines -- rapidly advancing their society. Now they are a shattered culture, still recovering from their damage inflicted by their forced allegiance to the Quadra Alliance.

The Maug try not to dwell on their problems. Almost all of them believe that healthy minds will eventually create healthy Maug. Maug greetings and farewells echo their dedication to positive mental health. Shouts of "May all your earaches heal!", "May your gallstones be small!", and "To you and the health of all Maug-kind!" are heard everywhere.

Even though the Maug have adapted to their troubles, it is the great hope of every Maug to restore their lost health. Maybe one of the mysterious planets within the Dark Cloud will offer a cure to the Maug-pain.

RE'LU

Home Planet Ye'Midi

Years in Space 268

Abilities:
Re'Lu have telepathic powers which let them view the entire planet's surface,
giving them a unique source of information for planning devious strategies. Re'Lu Scouts can subvert
morale in rival territories. Their Command Corps can mind control other units, making them fight for
the Re'Lu during a battle. Their military units are relatively weak compared to other races.

Background:
The Re'Lu are a symbiant race: the Re'ite is the humanoid half while the Lu'ite fang beast is the animal
half. Most Re'ites are quite weak and depend on the strength of their fang beasts for personal
defense. The eyeless Lu'ites also have a strong dependence on the Re'ite, needing to psychically "see"
through the minds of their humanoid partners.

Using their telepathic link, a Re'ite channels all distracting thoughts out of his/her head into the Lu'ite
beast. This allows the Re'ite to mentally focus on a task and solve it quickly. The Lu'ites enjoy the
telepathically projected "distractions" -- finding them soothing. Re'ite thought waves cause the Lu'ites
to coo. Daily life in a Re'Lu settlement is quite relaxing as Lu'ite cooing sounds are heard everywhere.

A supreme telepath, the Overseer, controls all beginning Re'Lu settlements. The Overseer has total con-
trol over a colony until the Supreme Hi'Jer Council feels this telepath's services are no longer required.
Then an elected council runs the colony. Often, the Overseer is given a high position on this council.

The Re'Lu mark their entry into the interstellar age by their contact with the Humans. This began
when a Re'Lu telepathic beam reached the Human homeworld. Discovering that there was intelligent
life in this system, the Re'Lu tried to telepathically connect with them. They projected four images: a
Re'Lu extending their arms in friendship, their hovering aircraft flying through the air, a Re'ite petting
a Lu'ite, and a Re'Lu exiting a landed ship.

The returning images they received from the Humans were very disturbing. Humans were seen hurting
themselves by running away and tripping. A common image was that of Humans firing some sort of
crude metal projectile device in front of them. Of course the tiny bits of metal thrown by this device
would pass right through the Re'Lu's telepathic projections, resulting in the weapon being thrown to
the ground and the Human running away screaming. Many Re'Lu thus concluded that these aliens
were partially insane.

The Re'Lu argued whether or not it was worth contacting these strange beings or not. However, the
Re'Lu Overseers felt it was worth the risk. When the Re'Lu warily met the Humans on Inalga VI, their
tense intergalactic relationship began. They even allied with the Humans to break apart the powerful
Quadra Alliance. This age of Human - Re'Lu dØtente ended when some Human activists felt that the
Re'ites should release their link with the Lu'ites. Although not all Humans believed this should happen,
the Re'Lu were highly offended with this suggestion. Some Re'Lu saw the Humans only as sophisticated
savages and began to regard them with contempt. These prejudices, however, never turned to vio-
lence until the Re'Lu and Humans started fighting each other over Gallius IV. Relations between these

two cultures have now been completely broken.

The Re'Lu quest for knowledge never stops. They are very curious about the ancient civilization that was on Gallius IV and Xythra. Once they get control of Xythra, they will finally carry out their archeological excavations in peace.

TARTH

Home Planet Korga

Years in Space 344

Abilities:
The Tarth are the behemoths of the battlefield. Their military units and defense fortifications all have massive attack and defensive bonuses -- although their sea units are not as powerful as other races' fleets. Tarth infantry units have a juggernaut battle order that quickly crumbles enemy buildings. Driven by the huge Tarth appetite, Tarth farms excel at food production. Their clumsy Scouts make poor spies and are often caught.

Background:
War has always been the drumbeat of Tarth life. Their giant tanks, impressive fortifications, and devastating infantry have plowed through opposition time and time again. A Tarth soldier's grasp is strong enough to turn rocks into sand -- a technique they merrily apply on enemy soldiers' limbs. This warlike tendency has spread to their concept of the universe, believing that the more planets they control, the stronger they will become.

Who controls the government is also decided through combat. When a new settlement is established, all eligible Tarth engage in a battle for the title of Ubergeneral. Combatants fight each other in vicious battles with no rules. The last Tarth left standing becomes the Ubergeneral.

Modern Tarth society was founded by Guh, a warrior-turned-astronomer. Guh was a huge brute, a fit soldier in the swelling ranks of a powerful band. One battle red morning, Guh was running down a large mountain to a attack some rival warriors. He tripped over a rock, impaling himself on a five pronged spear. Presumed dead, his soldiers rallied over his demise and, fortunately for Guh, beat back their enemies.

Darkness fell and the severely wounded Guh regained his senses and gazed into the heavens at the seven beautiful moons that floated above him. As he watched Tunt, a small moon, he saw a volcano erupt. Intrigued, he squinted his eyes to look closer and saw small clouds moving across the moon's surface. Guh decided he needed to see more, so with extreme willpower, he pulled himself loose from the spear and crawled into a ruined Azarga berry field, munching on the crushed fruit. He became the first Tarth astronomer.

After Guh's discovery, moon watching became a major pursuit of many Tarth. Better seeing devices were made and more of the details on Tunt were discovered. Eventually five Tarth astronomers decided to build an immense catapult to launch themselves to Tunt. They thought that if one threw a Tarth far enough into the sky he would pass through "the falling point" where a Tarth would start to fall in the other direction towards the moon.

Unfortunately the moonwatchers could not agree as to who should get thrown to Tunt, so all five ended up on the catapult. The cord was cut and the five Tarth shot up fifty meters into the air before landing into a dead heap on the rocks below. Tarth wisdom from then on stated that "Wise moonwatchers take turns."

Within a few hundred years of Guh's observation, the Tarth were in space, roaming far and wide over the galaxy. Eventually they met the Cyth and helped form the Quadra Alliance. Naturally, the Tarth established a colony on their livable moon, Tunt. The capital of the Tunt colony, Guh, has a giant statue carved in the likeness of their hero. Guh is shown, impaled on a spear, looking up through a telescope at the heavens.

UVA MOSK

Home Planet Moska Bost

Years in Space 470
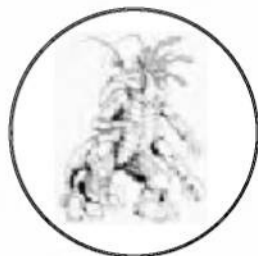
Abilities: Their tie to nature lets the Uva Mosk produce more natural resources than other races. Their Command Corps shaman dance, creating resource bonuses in territories. All Uva Mosk infantry units may spy on other colonies, and they have an improved chance to detect enemy spies. Their military units cost less to maintain, gain experience faster in Military Training Centers, and have an excellent chance of causing damage during combat. The Uva Mosk do pay less taxes than other races, though their commitment to The Cause makes it unlikely that their colonists revolt.

Background:
Uva Mosk culture believes that planets are living things that support life and are always to be treated with absolute devotion. Nature worshippers, the Uva Mosk are horrified by what they feel is the wanton waste by all the other galactic races. Dismayed that these polluting, wasteful beings escaped their homeworlds, the Uva Mosk believe that their way, the Uva Mosk Revolution, will slowly convert all other races to their proper enlightenment.

The Uva Mosk only allow one individual to guide their revolution -- the high shaman, called the Grand Hortus - who watches the well being of the Uva Mosk colony. All military and economic actions become the Grand Hortus' responsibility. Once the colony feels they that no longer require the services of this great shaman, the Grand Hortus retires to tend lush gardens. No official government exists after the Grand Hortus retires.

The name, Uva Mosk, literally means "Of Tree". They believe their species originally bloomed from the Tree of Life. According to their main legend, most of their homeworld was covered by desert. Only a small area supported life -- a tiny, fertile oasis surrounding the Tree of Life. This belief states that the Uva Mosk were created by the Great Tree to tend it and protect it from harsh sandstorms.

Unfortunately, one gardener, named Tuka Dimx, was very lazy. He would rather bask in the shade and dream about all the care he would give the Tree of Life when done napping. The tree grew weak on that side as the slothful Tuka did not work to keep it strong. A fierce sandstorm arose and tossed the Tree of Life about. His weakened section snapped and the Tree of Life crashed on top of the napping Tuka. His name is still reviled in many an Uva Mosk gathering.

Over time the Tree of Life rotted away leaving a deep canyon where it had once lain. This huge canyon is called the Bed of a Thousand Tears. Rotting pieces of the Tree of Life were cut off and moved to other parts of the desert. Small oases sprang up and soon the Uva Mosk turned their planet into a hospitable world.

Uva Mosk civilization developed with little conflict until the time of the Disbelief. A group of sophists came to question the existence of the Tree of Life. They felt the Bed of a Thousand Tears was actually formed by the many rivers that ran through it..

Two factions thus emerged -- the Moska (Treeists) and the Burka (Riverists). Several wars broke out, devastating both Moska and Burka alike. Years of tradition gave the Moska stronger support and the Burka were eventually beaten. Many defeated Burka felt that they were wrong for their sacrilegious beliefs and fled the sophists in droves. Finally even the original radicals decided their beliefs were wrong and came out of hiding. The Moska leadership welcomed their fallen brethren back into their settlements and the sad time of the Disbelief came to an end.

Their homeworld, Moska Bost, is located far away from all the other races, so the Uva Mosk were unknown until about eighty-eight years ago. When the Uva Mosk met Human Scout ships, they reluctantly started to trade with these bipeds. However, the Uva Mosk's deep mistrust of other races kept their interstellar involvement low, watching the Quadra Wars from a distance. Only when the Skirineen began their conquest did they actively join the galactic community.

SKIRINEEN

Home Planet Krinsk

Years in Space 3331

Abilities: Black Market Traders. If you want something, the Skirineen probably have it...

Background:
They sent only one message to the shocked Humans: "We begin." Supernova Warheads sped to Earth's moon, blasting off a quarter of its surface. The debris made a ring around the Earth that still exists to this day. All Skirineen believe in their philosophy of domination called Galactic Qua. This philosophy has three principles: 1) All that a Skirineen sees becomes the property of the Skirineen Empire. 2) Any species that is in Skirineen space must be eliminated. 3) All space will be Skirineen space.

This devious race originally claimed that they were peaceful traders, setting up small trading space stations everywhere. The Skirineen were (and still are) ruthless traders that paid little and charged much. Though all races became frustrated with these poor trade deals, they continued trading with the Skirineen in the interest of galactic peace. Too much bloodshed had happened during the Quadra Wars, and no race wanted to provoke another conflict.

These Skirineen trading bases all attacked their host races simultaneously. A strike force invaded the ChCh-t regal hive, capturing the Mother Queen and holding her hostage. When ChCh-t soldiers tried to rescue their Mother Queen, the Skirineen cut off a piece of her and sent it back to the ChCh-t! Their strategies against many of the races were equally ingenious. Skirineen space fighters flew over

Re'Lu planets, filling the air with a deadly gas that killed many Lu'ite beasts. Large polluting bombs also decimated some bordering Uva Mosk planets, severely intimidating the reclusive Uva Mosk. Much of the Skirineen's cloaked armada massed first against the unprepared Maug, swiftly defeating the developing Maug armada. They had also sold the Cyth special tablets which nullified their fluid, making many of the Cyth's psionic abilities ineffective. It took a long time to restore the potency of the Cyth juice.

The Tarth were attacked conventionally, as the Skirineen felt that they were worthy opponents to confront directly. They did not count on Human resolve, however. The near destruction of Earth's moon worked the Humans up into a near berserk frenzy, and soon the Skirineen were battling against two huge forces on several fronts. When the Uva Mosk unleashed a guerrilla attack and the Maug assisted them with their many technologies, the Skirineen were eventually beaten back to their original space.

Many fear that the Skirineen will rise again. These fears may now be very real, since they recently received a huge influx of wealth for their rebuilding empire.

TOLNANS
Home Planet Koelia III
Years in Space 9
Abilities: Xythra Accord Advisors

Background:
My people, the Tolnans, fell victim to the Skirineen nearly two hundred years ago. The Skirineen mercilessly attacked our planet. We had barely learned space travel and so our weapons were way behind theirs. Those Tolnans who did not escape fled to unknown parts of the galaxy in crude spaceships. A small group of approximately one hundred Tolnans hid in a deep bunker on Koelia III to await an evacuating rocket. The rocket never took off and these Tolnans remained trapped underground. My great-grandparents where among this group.

When the Skirineen were defeated during their last Conquest, Re'Lu and Human archaeologists started excavating Tolnan ruins. A group of them was digging under the city where our bunker was located. A few of us were still living in the slowly failing, contained environment. Our lighting systems and our agricultural plots were becoming infertile. There were only fourteen of us left.

We had never seen the sky, stars, suns, or even horizons -- knowing only of these things from song and story. Thus we all have great interest in your "Above World." Most of us have decided to become ambassadors to each race, though our ultimate quest is to discover more Tolnans or to find clues to where our people may now be.

Tolnans are not humanoid -- our actual appearance has been described as "three oval-shaped spheres connected by a thin orange membrane." We have a limited psionic ability that lets us project different appearances to light-seeing creatures. We never become the actual organism -- the image simply reflects off the surface of an eye. You can identify Tolnan projections by the blue spots that often cover us. We have all taken the form and voice of a Human in honor of the archaeologist who discovered us.

PART THREE: STARTING YOUR COLONY

MAIN MENU

The Main Menu gives you these options -- Single Player Quick Start, Tutorial, High Scores, Load Game, New Single Player Game, New Multiplayer Game, Player Name, Editor, Credits, NetAccolade, and Exit.

SINGLE PLAYER QUICK START

This button takes you right to the planet below, skipping the Game Startup screen. The options will be the same as the game you last played -- same number of players, victory conditions, race abilities, and so on.

TUTORIAL

Let me, Oolan, your advisor, take you through colonizing basics using the Tutorial Guidebook. This is a great way to quickly learn how to create a colony.

NEW SINGLE PLAYER GAME

Play a solo game against your computer. Choose from the following:

Shrine Wars: This option lets you begin playing the Shrine Wars campaign. Embark upon the search for Xythra. Each race has their own unique campaign scenarios that take you on a journey into the Dark Cloud. Will you be able to capture Xythra? Or will your rivals get there first? Campaign scenarios can only be played in single player mode.

OOLAN'S ADVICE: More information about the Shrine Wars campaigns is on page 70.

Custom Scenario: If you have built a scenario in the Editor, you use this option to start playing it.

OOLAN'S ADVICE: Find out how to use the Editor on page 71.

Random Scenario: Deadlock II can generate worlds randomly, giving you an unknown world map to play on. You choose the custom world option on the Game Startup screen if you want to create your own world map. You may also load a pre-created map from the Editor.

NEW MULTIPLAYER GAME

Play against live opponents with this command. You can connect to other people through several ways. Deadlock II can be played over a LAN (Local Area Network), a modem serial connection, or a null modem.

OOLAN'S ADVICE: See PART FOURTEEN: MULTIPLAYER GAMES to connect with Deadlock II games across the country and around the world!

There are two ways to play multiplayer games:

Custom Scenario: Get a group together to play on a scenario created with the Editor. The number of colonies in this custom game must be at least the same as number of players who will be playing. If the scenario has more colonies than players, the remaining races are run by the computer.

Random Scenario: Use the world generator to quickly create a random planet. You may choose the custom world feature to shape some aspects of the map. This option also lets you load a world map

you have created with the Editor. Note that you have full control over the number of colonies that will play in the scenario.

LOAD GAME
Press this button to load both saved games and new scenarios you created in the Editor.

Single Player Game: This will allow you to load a previously saved single player game, based on a random or custom generated map.

Multiplayer Game: Multiplayer games can be saved. You can even restart a multiplayer game if some of the original players cannot join in again. Their colonies are taken over by the computer. However, you may not add additional human players to an active multiplayer game, or add more players to a saved game than there were originally.

Shrine Wars Campaign Game: Select this to continue playing your saved Shrine Wars campaign game.

HIGH SCORES
View both your own top-ten high scores and those of other players who've challenged Deadlock II using your computer. This listing may be cleared out and started fresh at your command.

NETACCOLADE
By clicking here, you will leave the game and enter NetAccolade, the Accolade matching network. This allows you to find other online Deadlock II players to combat. If you do not have an Internet Service Provider(ISP), you will not be able to use this feature.

PLAYER NAME
Just type your name in the space below this label. This is the name that you will be identified by in multiplayer games, as well as in the High Score list.

CREDITS
Press this button to view the Deadlock II: Shrine Wars production team.

EDITOR
You can build a new scenario for solo play, multiplay, or you can create a series of scenarios and place them together into a campaign. Find out how to do this in PART THIRTEEN: CREATE YOUR OWN SCENARIOS on page 71.

GAME STARTUP SCREEN
All single player and multiplayer games are set up on this screen. You can create a vast planetary war or a tiny moon fight. There are also many rules you can change -- including your victory conditions and difficulty levels.

Number of Players -- Pick how many colonies (human, computer, or both) you wish to have in the game.

Victory Conditions -- There are three different ways to play Deadlock II.

❦Manifest Destiny: You win this planet by either destroying all your opponents or building a certain number of City Centers as outlined in the Gallius IV Compact. You may choose among 2, 3, 5, 7, or 10 City Centers.

❦Conquest: The only way to take over the planet is through military muscle. You may ally with another colony and share the victory. Colony production defaults to a fast rate during this pitched battle.

❦Shrine War: This planet has several shrines on its surface - some that you can see and others that are hidden. The first race to find and control enough shrines for an agreed upon number of turns wins. Choose between 2, 3, or 5 shrines and 3, 5, or 8 turns. If enough shrines are destroyed that the victory conditions cannot be achieved, everyone loses!

AI Skill Level -- Choose how smart your computer opponents will be. Give the computer AI a leg up if you want a challenge, or cripple it if it's being too hard on you.

RULES OPTIONS

Random Events -- Turn random events off or on. Chance events will not happen when this option is off.

Allow Alliances -- Turn pacts off or on. When pacts are on, you can ally with other colonies and other colonies can ally against you.

Fast Production -- Choose this option and resource production is double that of a normal game. Games are much faster when this option is selected. Conquest games and Shrine Wars Campaign games always default to fast production.

Use World Resource Amounts -- This causes the type of the world played - Alien, Earthlike, Martian, and so on - to have specific resource shortages and bonuses. This adds to the difficulty of play and is not recommended for use by players unfamiliar with Deadlock II.

ADVANCED OPTIONS

Last Player Has x Seconds -- A multiplayer option only. This timer comes on when all the players except one have finished their turns. If the last player does not end the turn before time runs out, their chance to act is cut short and a new turn is immediately started.

Auto End Turn in x Seconds -- Select this and all your turns end automatically. This can be a wild challenge, trying to keep ahead of the timer as you issue orders to your population. You will have to keep pace with the other colonies planning to destroy you!

Racial Abilities -- Change the advantages of each race. Standard abilities gives each race their unique abilities and weaknesses. No abilities shuts off the racial advantages. All have best gives every race the strongest abilities of each race.

PLANET SIZE

There are four sizes of planets to choose from -- small to huge. You may also choose to create a Custom Planet, changing all its features to the way you want it. Choosing Custom Planet gives you control over your planet's size, terrain types, and planetary environment. Choosing Load Map will allow you to select a world map that you created with the Editor.

The Environments

Different environments provide different strategic challenges. Choose from tropical to arctic - alien to desert. If Use World Resource Amounts is checked in the Game Startup screen, the choice of planet type modifies the game's resource abundance, as detailed below.

¥Alien: High Endurium (a metal), Low Iron

¥Volcanic: High Metals/ High Energy

¥Earth-like: Balanced Resources

¥Tropical: High Food/ Low Metals

¥Martian: Low Energy

¥Icy: Low Wood

¥Dry: Low Food

SELECT YOUR RACE

Each race has their own special abilities and weaknesses. Choose the race you want to play. There are seven races - the ChCh-t, Cyth, Humans, Maug, Re'Lu, Tarth, and Uva Mosk. In a multiplayer game, options will be available for each player to give themselves an additional advantage if they are a novice player, or an additional disadvantage if they are an experienced player.

You may also adjust your own play difficulty, using the Player Skill Level settings. In multiplayer games, this allows players to even out the battle. A novice player can boost his abilities, while a more experienced player may handicap himself.

SELECT A LANDING SITE

Select a territory where you will begin your colony. There are four terrain types you can land on -- plains, forests, mountains, and swamps. Click any territory to get more detailed information on it. The information will appear in the box below the map. When you're satisfied with your choice, press

OOLAN S ADVICE: If the world that is generated does not meet your needs, use the Regenerate Map button. Pressing this button will generate a new map, still using the same settings.

Plains -- These flatlands are ideal for creating a large population and producing food. Unfortunately, plains have poor iron and energy production.

Forests -- These territories produce every natural resource in moderate amounts. Unfortunately, they never have large quantities of anything.

Swamps -- Marshlands produce the most energy. However, population growth is very slow, so it is difficult to create a large population in these territories. Swamps also have very poor iron production.

Mountains -- These rocky areas are perfect for mining iron, but food and energy are difficult to produce. Population grows slowly as well, so it takes a while to have many colonists in these territories.

OOLAN'S ADVICE: You are not able to land on oceans or wastelands. You may also not land in territories bordering another colony unless there are no other territories open. Territories you cannot land in are grayed out.

Special Territories--

There are two other territory types on the world map -- oceans and wastelands.

¥Wastelands: These dry rocky deserts can only be settled by a few colonists. They have no resources and very few buildings can be constructed in these territories. Military units can move through them normally.

¥Oceans: Coastal oceans can be settled by your colonists when you use a Sea Platform Builder to construct a Sea Platform. These platforms house several special buildings. Ocean territories that do not border land territories are too deep to allow Sea Platforms to be built. Coastal oceans are the only regions that contain hidden sea shrines.

OOLAN'S ADVICE: Read page 36 to find out more about Sea Platform Buildings and page 24 to get information on Shrines.

BEGINNING COLONY SIZE
You will now see your fledgling colony. New single player games begin with a City Center, 400 colonists (4 icons), 500 credits, 100 food, 75 wood, 100 energy, 150 iron, and a Colonizer -- your first military unit.

THE MAIN INTERFACE

You will see your colony from two different levels - the Planet View and the Territory View.

The Planet View displays the entire world. This includes your territories, those of your enemies, your allies, and neutral lands.

The Territory View is your closest look at the world. It shows individual buildings and colonists. One colonist icon in this view is really 100 actual colonists.

No matter which of these two views you are in, the Control Bar on the bottom of the screen is always here. You control your colony from this main interface. Some parts of the interface only work in either the Territory or Planet Views. Other buttons also work differently -- depending upon which of the two views are on your screen.
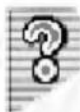
Help -- Clicking this button gives you access to a stockpile of useful game information and tips. When you use this feature on the main interface, you can choose from a complete list of game topics. When you use it from any other screen, the Help text will appear focused on the description for that screen. However, you may still glance through any Help topic using the navigation buttons.

Game Options - Press this button to change your settings and control your game files. You can save games, load games, exit the game, or access a detailed Play Settings menu.

Scenario Status - Check your progress on this planet's victory conditions by pressing this button. This shows you a list of scenario goals, indicating which ones you have completed and which ones you have left to do. Your current score is also shown, along with a list of all players and any handicaps they may have in this conflict.

Buildings - This button works only in the Territory View. Click this button to construct buildings. A list of available buildings appears. How much each building costs in resources, money, and technology is also displayed.

If you choose the Display All Buildings button, it will show all the buildings available in the game. If any technology or resource is listed in red, it is unavailable - either you do not have enough of a resource or a necessary technology is not yet finished. Resources listed in gray must be moved from another territory; this transport cost is added into the price of the building.

Select the building you wish to make. Now press the Build button. Your pointer appears with the building attached to it. Click over an open square or squares. Construction on that building now begins.

Demolish -- This button works in both the Planet and Territory Views! You can destroy unwanted buildings in the Territory View or entire settlements on the Planet View. Once you press this button you may click on the building or settlement you wish demolished. You are asked if you are sure about this. Press (ACCEPT ICON) and the building or settlement is gone. You will get back half the resources that was used to construct either this building or the settlement.

Black Market -- Contact the Skirineen when you wish to buy or sell something illegally. This violates the Compact of Gallius IV, but a deal with them might get you ahead. You may buy resources, information, technology, and military units from them. You can even sell them resources! Plan ahead though. The Skirineen are an undependable bunch. It may take them a few turns to respond.

OOLAN'S WARNING: Secret deals with the Skirineen may cause a scandal. A scandal seriously lowers your colonists' morale, possibly inciting them to revolt. Penalties get more severe each time you are caught.

Pacts -- There are several different treaties you can make with other colonies. You can form a Non Aggression Pact, a Military Pact, an Intelligence Pact, and a Technology Pact. You can even share victory conditions with another colony by creating a full Victory Pact.

Event Log -- This button lets you see all the events that happened this turn. These events are organized by type, using a row of subject buttons. Click on the button relating to the event type you wish to see. You'll get a list of event headlines. Click on a headline and you'll get greater detail. The Event Log is also where you view battles, among other key colonial developments. You can adjust when the Event Log is automatically displayed by changing the settings in the Play Settings menu.

Research - Check up on or even change your technology's research. Choosing this button lets you see the entire technology tree. You can give your colonists a series of consecutive technologies to work on, or just choose a new technology each time a technology has been completed.

Right below the Choose Research button is the Technology Progress Bar. This bar shows how close a technology is to being finished. The green section tells you how much research that has been done on the technology. The yellow section indicates how much research will be completed next turn. A red bar shows that the research will be completed at the end of this turn. If you have the Electronics technology and you are producing more research than is needed to complete the current technology being researched, the extra manpower will automatically be converted into producing electronic parts.

OOLAN'S ADVICE: You may only start researching technologies after you build a University or claim certain Shrines. You must then assign colonists to do Research.

Send Message -- Insult, threaten, brag to, complain, or even praise your rivals. Do this by first choosing the category of message you wish to send, then pick a specific phrase by scrolling through the choices. When you have selected the phrase you want to send, select which races will receive the message, then press the Send button. If you don't select a specific phrase, a random one will be selected from the chosen category when you send the message. You can also write and send your own messages. Choose Custom as a message type, and write your phrase in the message space at the screen's bottom.

Treasury - This button shows you your total treasury as well as how much money your treasury will change by during the turn. This number does not take shipping charges into effect. You also set your colony's tax rate by pressing this button. Change the overall tax rate for your colony or adjust taxes for individual settlements. This lets you give one territory a tax break while heavily fleecing another.

OOLAN'S ADVICE: Keep an eye on your morale indicator while adjusting taxes. Asking too much from your colonists can make them unhappy.

Zoom In/Out -- This toggle lets you switch between the Planet and Territory views. Double clicking in either view also lets you switch between them.

Satellite Map -- This small map is visible in both the Planet and Territory Views. The selected territory is highlighted. When you are on the Planet View, a red rectangle outlines the map section you currently see. Click anywhere on this map and your Planet View changes. The Satellite Map also lets you move between different settlements in the Territory View. Click on another territory on the Satellite Map. The settlement you see now changes.

OOLAN'S ADVICE: Normally you may only look at territories you occupy, territories next to your colony, and territories you are spying in.

The Satellite Map can also be used to move resources and military units between territories - provided they are not blockaded by rival colonies or troops. Click and drag resource icons or military units from the Planet or Territory Views onto a Satellite Map territory. The items are moved to the new territory.

Resources/Military Units Pressing this toggle in the Planet View lets you see either your military units or your resource icons. In the Territory view, you will see icons representing all the resource values of each of the territory's squares.

Displaying resources lets you manually move them between your territories. Normally resources are automatically transported for you, but your strategies could call for additional resources to be moved. Move resources by first toggling your resources on. Next click and drag the resource to the desired territory in either the Planet View or the Satellite Map. A box will ask you how many resources you wish to move. Type in the amount and press the DONE icon. The resources will be transported -- unless they are stopped by a bordering enemy territory.

You may also drag resources from one of your territories to one of the other races' territory. This lets you trade resources with another colony.

OOLAN'S ADVICE: Moving resources costs money. Regardless of whether you or your colony transports them, you may only move as much as your treasury allows.

While the resource icons are shown, your military units are hidden from your view. Press the Resources/Military Units toggle again and they reappear.

Settlement/Colony Resource Focus Toggle - This special instrument lets you see your colony's entire resource stockpile or a specific settlement's resources.

When the arrows point inward and the disk surrounding is in full color, you are viewing your colony's total resources. These resources are displayed in the Resource Bar at the bottom of the screen.

Once these arrows point outward and the planetary disk is darkened, you are seeing only the selected settlement's resources. Click on different territories on the Planet or Satellite Map to see each settlement's resources. They are displayed in the Resource Bar at the bottom of the screen.

The Resource Bar displays each resource. The top number indicates how much of each resource you have. The bottom number shows how much of this resource you will lose or gain this turn.

Flat/Resource View Toggle -- This specialized view allows you to quickly assess the numerical resource values of a given territory. This is very useful when placing buildings whose production varies depending on the resources it sits upon. The first time the button is pressed, you'll be sent to the Flat/Resource View. The icon on the button changes to represent the resource to be viewed. A graphic will be displayed in the lower right section of the territory area to show which resource values are being viewed. As the button is clicked, it cycles through all of the available resources: Iron, Endurium, Energy, Food, and Wood. Once you have cycled through all of the resources, the game will return to the normal view.

Morale Indicator - Keeping your colonists happy is crucial for your success. Unhappy colonists eventually revolt and tear down your settlements. This area lets you check morale in each settlement.

Click on a territory. The morale change for the next turn is shown on the gauge. If your morale will increase, the green area will be lit. The red area is lit if morale will drop. If the blue bar at the center is glowing, your morale will stay the same. The greater amount of red or green showing, the bigger the morale change.

Clicking on the indicator will bring up detailed information about your morale. Expensive taxes, no food, and overpopulation are some of the things that cause colonists to rebel. Low taxes, culture, and art objects all raise morale.

There is a pair of colonist icons to the right of the Morale Indicator. The one on the top represents the territory's happy colonists, while the irate colonists appear on the icon below. This shows your settlement's current morale. Numbers next to these icons detail how many colonists are in your territory.

Turn Information - There are two boxes here. The End Turn button is the right box. Press this button to complete your current turn and move onto the next one. If there is a turn time limit in this game, it will be counting down inside this button. During multiplayer games a turn does not end until all the players are done or the timer runs out.

The left box tells you what turn you are on in the scenario. This could be crucial if you need to finish an objective before a certain turn.

Colony Assistant -- As your colony grows, it becomes more demanding to manage individual territories. You may then want to use your Colony Assistant. The Colony Assistant lets you have total control over all of a settlement's operation without having to micromanage every building in the Territory View.

OOLAN'S ADVICE: More details on its function are given in PART SIX: BUILDINGS on page 29.

Unit Orders -- Selecting Unit Orders calls up the Army Window. See page 53.

PLANET VIEW DETAILS
You move military units and resources on the Planet View. Important icons are shown on this view as well.

LOOK OVER THE PLANET VIEW
Scroll around the Planet View by moving your mouse arrow to any side of the screen. The map scrolls in this direction until you pull your mouse arrow away from the edge.

COLONY FLAGS -- Each race's territory is indicated by a flag. Here are the races and their flag colors:

ChCh-t -- Yellow	Cyth -- Black	Human -- Gray	Maug -- Dark Blue
Re'Lu -- Greenish Blue	Tarth -- Red	Uva Mosk -- Green	

Beside each flag is an icon representing the settlement's size. A beginning settlement is very small. As that settlement's population grows, this icon grows larger as well.

CITY CENTERS
Every colony's starting City Center is shown on the map. Any new City Centers built during the game are also displayed.

SHRINES
When a shrine is found it appears on the Planet View.
There are three types of shrines: Great Shrines, Hidden Shrines, and Underwater Shrines.

SPECIAL WORLD ICONS

There are several special icons that can also appear on your world map.

Port -- This shows that there is a Shipyard or a Hydroport in this settlement.

Airfield -- This displays that there is an Airport or a Military Airbase in this settlement.

Sea Platform -- A coastal ocean that has a Sea Platform in it will display this icon.

Fuel Depot -- This settlement has a Fuel Depot in it.

Energy Shortage -- This settlement needs more energy.

Plague -- Any settlement that is infected with a deadly plague has this icon. The icon is placed over that settlement's population.

Crop Plague -- Settlements that have a crop plague have this icon placed over that settlement's food stockpile.

Minefield - If a territory - land or sea - has minefields planted, it is indicated by this icon in the Planet View.

TERRITORY POPULATION

Every territory you own shows you how many colonists live in it. The icon's number is the territory's population. Each number equals one hundred colonists.

Moving colonists -- Click and drag colonists between territories you have settled. A box will come up, asking you how many colonists you'd like to move. This costs you 25 credits per colonist, but it builds up a new settlement's population quickly.

OOLAN'S ADVICE: You may only move colonists between territories you own. A Colonizer or a Sea Platform Builder must build a settlement in a neutral territory before colonists can be moved into it.

MILITARY UNIT STACKS

Unlike colonists, your military units can move into territories you do not own. The military units in the Planet View represent stacks of units. Each stack has a number placed next to it. This number tells you how many units are in the stack. These army stacks can be moved by clicking and dragging them into neighboring territories. You move a specific group of units in a stack - land, sea, air, missile, or special units.

If you want to control individual units in a stack, use the Army Window. Right clicking a military unit stack brings this window up. Give your military units specific battle orders and missions from here. You can also move units out of this stack by dragging and dropping them on a target territory.

You may also move armies from the Planet View onto a territory in the Satellite Map.

OOLAN'S ADVICE: You can see a rival army's stacks if you have Orbital Surveillance technology or if the stack is in range. Re'Lu colony leaders can always see enemy armies.

LOOK AT THE WORLD DIFFERENTLY
Press the Game Options button, then choose Play Settings. From here you can toggle between a 3-D angled view to a top down view of the world map. There is no difference between these two views. Which one you use depends on what you like.

TERRITORY VIEW DETAILS
You may Zoom In on your territories, territories next to your colony, or territories you are spying in. Here is where you create your colony. Each terrain feature produces a different resource.

Flat Land -- These are excellent places for growing food.

Squares Next to Water -- The ample water supply gives you great food production.

Light Forest -- These areas make fair amounts of wood and endurium.

Dense Forest -- You can cut a lot of wood in dense forests.

Rocky Soil -- These areas are great sources of iron.

Cracked Earth -- These areas generate the most energy.

Buildings draw resources from squares they cover.

Bonus Squares
Some squares produce extra resources -- depending on their environmental conditions. If any resource icon is on top of a square, place an appropriate building there. That building will produce more resources than normal. For instance, your settlement has a food bonus square in it. Place a Farm over this square. Your Farm's food production is now increased to 150% of normal!

OOLAN'S ADVICE: You will only get a resource bonus if the building covers the bonus square.

CONSTRUCTION SITES
When you set down a new building, a construction site appears. You may immediately move colonists onto the site to start construction. No labor will occur without colonists there. Right click this site to see more details about it.

If you do not have enough resources in that territory for the building, the construction site automatically gathers them from the rest of your colony.

BUILDINGS
Each building produces something different for your colony. Some buildings make military units, others make resources, while even a few other buildings create trade and culture. Right click on a building to see its box. From inside this box you control what the building produces.

Buildings that are being upgraded to a higher level will have this displayed over them.

Buildings that have been shut down will have this displayed over them.

MOVING COLONISTS
Moving colonists to other buildings increases or decreases a building's production and construction time. Click and drag your colonists to the buildings you want them to work in. You can also move colonists by groups. If you wish to move all of the colonists from one building to another, hold down the ALT key, click on a colonist icon, and drag it to the building where you wish to move the colonists.

MILITARY UNIT STACKS
Any military unit stacks stationed in a settlement are shown on the upper left of the Territory View. Right clicking a stack will bring up its Army Window. This is the same army window that can be brought up in the Planet View. Individual units can then be dragged to the Satellite View if you wish to move them to other territories.

OOLAN'S ADVICE: Find out more about military unit stacks on page 25.

PART FIVE: RESOURCES
Use your resources well or your colony will not survive. Some resources are natural to the planet and can be grown or mined immediately. Others cannot be made until certain technologies are researched.

COLONIST RESOURCES

CREDITS (MONEY)-- Taxing your colonists gives you income each turn. The higher the tax the more money you get, but this also hurts morale. City Centers, Factories, Airports, Sea Platforms, and Shipyards all make money through trade. You can also gain money by selling resources to other colonies or to the Black Market.

OOLAN'S WARNING: Selling resources to the Skirineen Black Market is risky! If you are caught making deals with the Skirineen, it could cause your colonists to riot.

LABOR -- Your colonists are your labor force. Each building, military unit, resource, or technology has a labor cost necessary for its production. The more colonists you put on a building or a construction site, the better its production. Each building and construction site has a maximum number of colonists it can hold.

Morale
Only happy colonists will work. Unhappy colonists stay at home in protest, reducing how much labor you can use. These unhappy colonists are outlined in red in your settlement. The population icon in the Planet View will be outlined in red if this settlement has morale problems.

Several things harm your colony's morale. High taxes make your colonists angry. Once your food stockpile gets below zero, your colonists start to starve. Colonists also get disgruntled when a unit is ordered to patrol for spies, or when Minefields and Cloning Centers are built in a settlement. Destroying a shrine will severely lower morale in your entire colony. Overpopulation makes everyone miserable, causing a drop in morale.

Different territory types experience overpopulation at different population levels. Plains can have 2,000 colonists (20 icons). Forests support 1,500 colonists (15 icons). Mountains and swamps can handle 1,000 colonists (10 icons). Wastelands and Sea Platforms feel the crunch at 500 colonists (5 icons). The maximum population any territory can have is 5,000 (50) colonists. This total depends on the number of the territory's buildable squares. Water and wasteland squares reduce your population limit.

 OOLAN'S ADVICE: Due to their diminutive size, ChCh-t settlements can hold twice as many colonist as other races before they begin to feel overpopulation. They are, however, limited to 5,000 colonists (50 icons) per territory as is every other race.

When morale descends too low, there is a chance your colonists will revolt and start destroying buildings.

By creating culture, lowering taxes, or making art objects, you raise your colonists' morale. Culture is created in Hospitals, Culture Centers and Museums. You make art objects in Art Complexes.

INCREASING COLONIST POPULATION
A settlement's population is increased by constructing Housing. The more dwellings you have the more colonists that can live in your territory, up to the 5,000 colonist maximum. Note these buildings cannot be destroyed, only damaged.

Only the most basic housing unit - Housing - can be chosen from the Buildings List. The higher level buildings which support more colonists must be upgraded from Housing.

Some territories have areas taken up by ocean or wasteland squares. These squares reduce your maximum population, making these territories less ideal than others.

NATURAL RESOURCES
These resources can be taken from the planet without researching anything.

FOOD -- A farm grows food. Farms placed on plains or forests produce best, but farms can also grow food in mountains and swamps. Food is necessary to keep your colonists from starving and rioting!

WOOD -- This resource is also produced by farms. Farms built on trees cut the most wood.

ENERGY -- Power plants generate this resource. Swamp territories and broken ground squares produce the most energy.

IRON -- This common ore is found in mountain territories and rocky ground. Mines produce iron.

ART OBJECTS -- A resource that can only be created in Art Complexes. Unlike other resources that are produced every turn, Art Complexes have a chance of creating art objects. Each art object increases that settlement's morale by 2 points. You may raise 10 morale points in each settlement with art objects; so each settlement can have up to five art objects. Art objects are also worth a lot of money to other colonies, but the Skirineen will pay an even higher price....

PROCESSED RESOURCES
Research technologies to manufacture these resources.

STEEL -- When Metallurgy is developed, factories convert iron into steel. Steel has five times the metal value of iron, letting you make more buildings and units.

OOLAN'S ADVICE: Iron, steel, endurium, and triidium are all metals. The higher a metal's value, the less of it you need to make buildings and units. To build an Automated Factory, you need 100 metal. Since iron is the basic metal, you need 100 iron; however it only takes 20 steel to construct this building! Also because fewer resources need to be moved, you save money in transportation costs.

ELECTRONIC PARTS -- A resource manufactured by Universities, Tech Labs, and Collective Tech Labs. Developing Electronics lets you to produce this resource.

ENDURIUM -- An ore that has five times the metal value of iron. Mines produce endurium once Endurium Mining is researched. Endurium is commonly found in forest territories.

TRIIDIUM -- Factories refine this strong metal. When Triidium Processing is developed factories convert endurium into triidium. Triidium has ten times the metal value of iron.

$$10 \times \text{(iron)} = 2 \times \text{(steel)} = 2 \times \text{(endurium)} = \text{(triidium)}$$

ANTI-MATTER PODS -- Anti-Matter Containment technology makes this energy resource possible. All power plants generate anti-matter pods. This resource is important for manufacturing many weapons.

PART SIX: BUILDINGS

The more advanced your buildings are, the stronger your colony is. You land with limited resources and technologies, so at first you can only construct a few buildings. As your resources and technology grows, you can build better structures. Some allow you to make resources faster, others do the same job but with less space and fewer colonists. An efficient colony always has the best buildings you can afford to construct.

FINDING A GOOD SPOT TO BUILD

Press the Flat/Resource View toggle to find out how much resource of each type each square produces. The maximum resource production for each square is shown. This can help you decide where you want to place certain buildings.

You construct buildings in the Territory View. Pressing the build button on your interface brings up the Select Buildings dialog box. This box shows what you need to make each building.

Choose a building to see if you are able to construct it. You may have enough of some resources but lack others. Each resource or technology is shown in a color, as follows:

Green -- You have this resource in this settlement. If you have researched this technology, it is also shown in black.

Gray -- You have this resources in another territory. It will be automatically moved to this territory, but it will costs you extra money. This cost is added into the price of the building.

Red -- Your colony does not have this resource or technology.

OOLAN'S ADVICE: Choose Show All Buildings to see all the buildings in the game and what it takes to make them!

CONSTRUCTING YOUR BUILDINGS

Select the building you want and then press the DONE icon. Once you have selected the building, it appears on the mouse pointer. Click an open square or squares on the Territory View and the building's construction site is placed.

Some buildings take up four squares on your settlement map. A building cannot be placed down if any part of it overlaps another building, is placed outside the settlement squares, or is set down over water or wasteland. When you place a Farm, Hydroponic Farm or Surface Mine, it averages the resources from the four squares that the building resides. If you upgrade the building to a single square building, it will choose the best square of the four to place the upgraded building.

Right clicking a construction site brings up its Building Properties Box.

This box shows how many colonists are building the site and the number of turns it will take them to finish it. Adding more colonists to the site speeds up construction.

You may not have enough resources in the territory to make the building. Unless the Show All Buildings button is checked, you are only able to view the buildings you have the technology and resources to construct.

The construction site automatically gathers the resources it needs. Resources that are not in your territory yet will be shipped in. You may also move resources yourself. Do this in the Planet View by

pressing your Resources/Military Units Toggle to reveal your resources. Next click and drag them to the needy territory. You can also drag resources from the Resource Bar to the territory onto either the Planet View or the Satellite Map.

You can stop construction on a building. Right click the building and choose the Shut Down button. The construction site is turned off when the electric socket on the button is unplugged.

Just like when you demolish buildings, demolishing a construction site gives you back half the resources you put in it.

BUILDING PRODUCTION
Right click any building on the Territory View and you see its Building Properties Box.

This box shows what the building is producing. Change the building's production in this box.


The two windows at the top of the screen tell you general information about the building. An image of the building is shown in the top left window. The top right window displays both how many colonists currently work in and the maximum that can work here. How much energy the building uses each turn is also shown.

Task Buttons - All buildings have one or more task buttons. Each button represents a task the building can do and carries that task's name. The number of colonists working on this task is also shown, along with the potential number of colonists that can be assigned to this task and the current production of each task.

When a task button is clicked, all the colonists currently working on this task are displayed in the labor pool window below. Clicking a different task button changes the focus of that display, revealing how many colonists work on this task.

Task buttons are broken up into four areas.
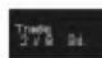
The Drop Zone -- Colonists may be dragged on or off this area. This lets you change how many colonists are assigned to this task.

Activate Task Switch -- Pressing this area puts all that task's colonists into the labor pool window below. Clicking another switch changes the labor pool window, revealing the colonists working on this new task.

Lock Switch -- Using the lock switch freezes how many colonists can work on a task. When more colonists are dropped onto this building, they will not work on any task that is locked.

OOLAN'S ADVICE: Task buttons in the Colony Assistant do not have the Lock Switch.

 Though the housing pool button appears in each building, it is only a task showing the idle colonists in your Housing. This button appears in all buildings so that you are easily able to pull these idle colonists to a desired task.

Moving Colonists to Different Task Buttons - There are several ways colonists are moved from task to task.

Task to Task -- Click and drag a single colonist from one task to another.

Housing Button -- Potential workers may just be lounging about in their homes. Click and drag colonists from this housing button to the task you need them on. You also can drag colonists off a task onto the housing button. Do this if you want to free up colonists for other buildings.

The Tasks' Labor Pool - Select a task to display its workers in the labor pool window. Drag single or multiple colonists from the colonist labor pool onto your different tasks.

The Satellite Map - Use the Satellite Map to drag a single colonist from one territory to a task button. You can also move a single colonist out of the building onto another territory.

 OOLAN'S ADVICE: Moving 1 (100) colonists between territories costs 25 credits.

Adding Task Buttons
Some technologies give buildings more task buttons. At first a University only has a research task button. Once you have studied Electronics technology, your University will also have an electronic parts button. You may then produce this resource.

Production Queue - The large box in the upper right is your production queue. This displays different information depending on the selected task button. City Centers, factories, shipyards, and airports all manufacture military units. Their "Build _ Units" task button queues units up in their production order.

 Delete Unit removes a military unit from the queue.

 Choose Circular Queue and when the building finishes the current unit, it will start working on the next unit, while adding another unit like the unit just built to the bottom of the queue -- providing you have enough credits and resources.

 Start manufacturing a military unit by pressing the Add button. The Build Units box appears.

This scroll box displays all the military units this building can manufacture. Choose the unit you want and press the ACCEPT icon. The unit now appears in the unit queue. Press the CANCEL icon to remove your choice. You may also choose units that you do not have enough resources for yet. Once you get the resources, construction begins on this unit. Any units that have enough resources are manufactured first.

CANCEL   ACCEPT

Pressing the Show All Units button displays all the possible military units you can make in this building.

Back to the Building Box -- When you have chosen your military units press the DONE icon to return to the building's main screen. Your new units -- followed by how many turns it will take to build them -- now appears in the queue box on the upper right.

OOLAN'S ADVICE: Be sure your build units task button has colonists assigned to it. Otherwise your military unit will not be manufactured.

UPGRADING OLD BUILDINGS

Some new technologies let you change an old building into a more advanced one. When this occurs, an upgrade task button appears in the building's production box, and an upgrade arrow appears over the building in the Territory View. Add colonists to this task button and the old building will eventually become the more advanced one. It costs more in money and time to upgrade buildings to build new ones. However, you do save much in resources.

For example, you just researched Synthetic Fertilizer. Right click a farm and you will see the upgrade task. Assign some colonists to this button and eventually the Farm turns into a Hydroponic Farm.

Buildings which are capable of being upgraded display a red "up arrow" when viewed in the Territory View. Once labor is assigned to upgrading these structures, the red arrow is replaced by a green one, indicating that an upgrade is in progress.

Pressing the DONE icon returns you to the main interface.

THE COLONY ASSISTANT

As your colony grows, it becomes more demanding to manage individual territories. You may then want to use your Colony Assistant. The Colony Assistant lets you have total control over all of a settlement's operation without having to micromanage every building in the Territory View.

OOLAN'S ADVICE: The Colony Assistant is an advanced feature. You should probably get used to managing individual buildings before using this powerful tool.

Use the assistant by first making sure the territory you wish to manage is selected. Then press the colony assistant button. This screen appears:

All the settlement's production is shown on this screen. The abilities of all your buildings are represented by the 24 task buttons. Unlike the task buttons in the Building Properties boxes, these represent the combined production of that settlement's buildings. This allows you to easily control the settlement's functions.

Assigning Tasks

The Task Buttons give you control of each job in your colony. There are buttons for food production, manufacturing ground units, and converting iron to steel, and so on. Work is done only when colonists are assigned to these tasks.

 Task Button - This gives you the name of the task, followed by two numbers. The left number shows you how many colonists are working on that task. The number on the right displays the maximum number of colonists that can be assigned to work on that job.

When you select a task, it does two things. First, it displays all the workers currently assigned to that job in the Task Window. Empty colonist slots show how many more workers could be assigned to the job. Second, information related to the task is shown in the queue on right of the screen. The type of information varies from task to task.

Following is a complete list of colony assistant tasks:

Construction - Assigns labor to construct new buildings.

Upgrade - Places labor on buildings that can be upgraded into better buildings.

Mine Iron - Sets labor to dig up this important natural resource.

Mine Endurium - Instructs crews to unearth this valuable metal.

Research - Develops the technology you are set to research.

Electronic Parts - Orders your tech labs to manufacture this high-tech resource.

Culture - Entertains your colonists and increases your settlement's morale.

Create Art - Creates art items which can boost morale -- or be sold for profit.

House Populace - This displays your available, idle workforce.

Iron to Steel - Refines iron into more valuable steel.

Endurium to Triidium - Refines endurium into the most valuable metal, triidium.

Food - Creates food to sustain your colonists and troops.

Wood - Harvests this resource, which is useful for many production needs.

Trade - Creates credits (money).

Energy - Generates power for your more advanced buildings.

Anti-Matter Pods - Produces the anti-matter needed for advanced weapon systems.

Clone - This task grows your population quickly.

Train Units - Gives experience to units set on the Train mission.

Heal Militia - Assigns your hospital workers to heal injured colonists.

Build Land Units - Creates Armor and Infantry units.

Build Sea Units - Labor will create ships for you.

Build Air Units - Instructs labor to build aircraft for your colony.

Build Missiles - Creates missiles for colony defense and offense.

Build Special Units - Lets you build Medics, Colonizers, Scouts, and Command Corps.

 OOLAN'S ADVICE: Choosing a Build Units task brings up a production queue.

Moving Colonists Between Task Buttons - There are two ways to move colonists between different task buttons. First, you can click and drag from one task button to another. This moves one colonist at a time. Another way is to click a task button. The colonists working on that task are displayed in the Task Window on the lower half of the screen. Colonists can be dragged from this window and dropped on other tasks.

While moving colonists between tasks, changes in resource production are shown in the Resource Bar at the bottom of the screen. For example, if you move a colonist from your Upgrade task to your Iron to Steel button, you will notice that more will be made next turn.

Military Unit Manufacturing
Selecting one of the manufacturing tasks - Build Ground Units, Build Air Units, Build Sea Units, or Build Special Units - fills your production queue with information on which military units are being manufactured. Change the queue's contents by using the Add and Delete buttons. You can change the production order by clicking and dragging the units within the queue.

 Add Unit - Pressing this button lets you add a military unit to production queue.

 Remove Unit - Highlight a unit and then press this button to remove it from the queue.

 Circular Queue -- The same queue can be manufactured over and over. Press the circular queue button. When all of the units in the queue are done, the queue will reset to the top and restart.

The production queue in the Colony Assistant is similar to that displayed in an individual Building Properties Box. In the Colony Assistant, the queue is activated by clicking a unit production task. All the units of that type - Land, Sea, Air, Special, or Missile units under construction in your territory are displayed.

Using the Satellite Map

Clicking on different territories in the Satellite Map changes the settlement in the Colony Assistant, letting you switch to another territory. Use the Satellite Map to also move colonists quickly between territories. Click and drag colonists from the task window onto a territory in the Satellite Map.

OOLAN'S ADVICE: You cannot make new buildings with the Colony Assistant. New building construction has to be started in the Territory View.

Looking at Resources

While you tweak production tasks, you often will want to see what changes are being made in your resource stockpile. The resource bar is visible at the bottom of the screen. It has the Settlement/Colony Resource Focus Toggle from the main interface, letting you view either your territory's or colony's resources.

All adjustments made in the Colony Assistant take place instantly. Once you finish your changes, press the Return to Main View button.

Optimize -- Selecting Optimize will move your colonists around in the territory to try to get the best productivity out of that territory.

BUILDINGS LIST (illustrations are Human, where buildings are racially specific)
Here are all the buildings you can construct in your colony:

SPECIAL BUILDINGS

City Center
Technology Needed: None
Main Abilities: Trade Income, Raise Morale, Build Special Units
Construct enough of these buildings and, in some situations, you will conquer the planet! These buildings give you a small amount of trade income. City Centers also double the income other trade making buildings produce in this territory.

Sea Platform (Sea Building Only)
Technology Needed: Advanced Structures
Main Abilities: Can Be Built in Coastal Oceans; Holds Up to 1500 (15) Colonists; produces Trade and Culture
Just like a Colonizer is needed to start a land settlement, a Sea Platform Builder is necessary to construct a Sea Platform. These structures can only be erected in oceans that border a land territory. Sea Platforms are equipped with a SeaHab -- a Housing/Culture Center that can hold up to 1500 (15 icons) colonists. The platform has four open squares on which buildings may be constructed. If the SeaHab is destroyed the entire platform sinks.

COLONIST DWELLINGS

Housing
Technology Needed: None
Main Abilities: Increase Settlement Population and House Idle Workers
These small buildings hold 500 (5 icons) colonists.

Apartment Complexes
Technology Needed: None - Building must be upgraded from Housing
Main Abilities: Increase Settlement Population and House Idle Workers
Colonists eventually upgrade Housing into Apartment Complexes -- which support 1,000 (10 icons) colonists each.

Luxury Housing
Technology Needed: None - Building must be upgraded from Apartment Complex
Main Abilities: Increase Settlement Population and House Idle Workers
Colonists upgrade Apartment Complexes into Luxury Housing. These villas hold up to 1,500 (15 icons) colonists.

Cloning Centers
Technology Needed: Cloning
Main Abilities: Increase Settlement Population
These centers rapidly increase population. Unfortunately your "natural" colonists hate clones, causing settlement morale to drop when such facilities are in a territory. This morale drop does not get worse if more Cloning Centers are built. Shutting down a Cloning Center stops the unrest.

COLONIST AND MILITARY UNIT HEALTH CENTERS

Civilian Defense Bunker
Technology Needed: Advanced Structures
Main Abilities: Protects Colonists During Combat
These bunkers can hold all of your settlement's population during an attack. They will be safe - unless the bunker is destroyed or your settlement is taken over. Colonists inside this refuge do not become militia.

Hospital
Technology Needed: Advanced Medicine
Main Abilities: Stop Colonist Plagues, Heal Militia, Create Medic Units
Hospitals end all plagues (except crop plagues) in the settlement and heal militia that are wounded in combat. This can partially restore your settlement's population after a battle. Hospitals also add to its territories' morale.

Military Training Center
Technology Needed: None
Main Abilities: Train Military Units
This building lets your military units gain experience without bloodshed. When a Military Training Center is built, all inexperienced and veteran military units in the settlement get the train mission. These units then gain experience. Note that units can never train up to elite status -- this level can only be won on the battlefield.

FOOD AND WOOD PRODUCTION

Farm
Technology Needed: None
Main Abilities: Produce Food and Wood
Farms make food and wood. They produce more on plains territories, forest territories, and resource square bonuses.

Hydroponic Farm
Technology Needed: Synthetic Fertilizer
Main Abilities: Produce Food and Wood
Hydroponic Farms produce much more food and wood than a Farm.

Food Replicator
Technology Needed: Food Replication
Main Abilities: Produce Food and Wood
These one square facilities create even more food and wood than a Hydroponic Farm.

Kelp Farm (Sea Platform Building)
Technology Needed: None
Main abilities: Produces Food
This facility harvests plants from the coastal shallows, producing about as much food as a Hydroponic Farm.

IRON and ENDURIUM PRODUCTION

Surface Mine
Technology Needed: None
Main Abilities: Produces Iron and Endurium
Surface Mines produce iron. Once Endurium Mining technology is researched, Surface Mines can produce endurium.

Mantle Drill
Technology Needed: Molecular Bonding
Main Abilities: Produces Iron and Endurium
Mantle Drills produce more iron and endurium (with Endurium Mining technology) than a Surface Mine.

Sub-Space Magnet
Technology Needed: Sub-Space Scanner
Main Abilities: Produces Iron and Endurium
This building produces even more iron and endurium (with Endurium Mining technology) than the Mantle Drill.

ENERGY and ANTI-MATTER PRODUCTION

Nuclear Plant
Technology Needed: None
Main Abilities: Produces Energy and Anti-Matter Pods
Nuclear Plants produce energy. Once Anti-Matter Containment technology is achieved, you may produce anti-matter pods. Swamps are the best territories for energy production.

Fusion Plant
Technology Needed: Nuclear Fusion
Main Abilities: Produces Energy and Anti-Matter Pods
Fusion Plants make more energy and anti-matter (with Anti-Matter Containment technology) than a Nuclear Plant.

Tidal Energy Plant (Sea Platform Building)
Technology Needed: None
Main Abilities: Produces Energy
Harnessing the power of ocean tides, this efficient plant produces as much energy and anti-matter (with Anti-Matter Containment technology) as a Fusion Plant.

Anti-Matter Plant
Technology Needed: Anti-Matter Containment
Main Abilities: Produces Energy and Anti-Matter Pods
These structures produce the most energy and anti-matter for your colony.

ELECTRONIC PARTS MANUFACTURING AND TECHNOLOGY DEVELOPMENT

University
Technology Needed: None
Main Abilities: Researches Technologies
Universities let you research technologies. With Electronics technology, these buildings make electronic parts.

Tech Lab (Land and Sea Platform Building)
Technology Needed: Chaos Computers
Main Abilities: Researches Technologies
Technology research and electronic parts production (with Electronics technology) is much faster in a Tech Lab than in a University.

Collective Tech Lab (Land and Sea Platform Building)
Technology Needed: Cortex Scanner
Main Abilities: Researches Technologies
These structures research technologies the fastest and produce the most electronic parts (with Electronics technology).

ART OBJECTS AND CULTURE CREATION

Culture Center
Technology Needed: None
Main Abilities: Raises Colonist Morale
Culture Centers produce culture - a resource necessary for maintaining colony morale. Each culture point offsets one negative morale point.

Museums
Technology Needed: None - Building must be upgraded from Culture Centers
Main Abilities: Raise Settlement Morale
Colonists eventually upgrade Culture Centers to Museums. Museums raise morale faster than Culture Centers.

Art Complex
Technology Needed: Endurium Mining
Main Abilities: Produce Art Objects
Each turn there is a chance an Art Complex will produce an art object. One art object increases settlement morale by 2 points. You can also sell art objects for a high price to other colonies or the Skirineen.

STEEL and TRIIDIUM PROCESSING; INFANTRY and ARMOR PRODUCTION

Factory
Technology Needed: None
Main Abilities: Increases money through trade, manufactures ground units, makes steel and triidium
Factories make infantry and armor units. Once you have researched Metallurgy, your Factories produce steel. When Triidium Processing is mastered, your Factories make triidium. These buildings also create trade income.

Automated Factory
Technology Needed: Automation
Main Abilities: Increases money through trade, manufactures ground units, makes steel and triidium
Production of military units, steel, and triidium happens at a much faster rate in an Automated Factory. Trade income is also higher here than in a Factory.

Metal Replication Station
Technology Needed: Metal Replication
Main Abilities: Increases money through trade, manufactures ground units, makes steel and triidium
The Replication Station has the best military unit, steel, triidium, and trade production.

SHIP PRODUCTION

Shipyard (Land and Sea Platform Building)
Technology Needed: None
Main Abilities: Manufactures Certain Sea Units; Produces Trade Income
Shipyards are built on coastal territories, letting you build sea units. When a shipyard is finished, you must choose the ocean territory from which it will launch its ships.

Hydroport (Land and Sea Platform Building)
Technology Needed: Shockwave Projector
Main Abilities: Manufactures All Sea Units; Produces Trade Income
Hydroports rapidly manufacture all sea units.

AIRPLANE PRODUCTION

Airport
Technology Needed: None
Main Abilities: Manufactures Air Units; Produces Trade Income
Airports manufacture all air units and give you a large amount of trade income each turn as well.

Military Airbase
Technology Needed: Neutrionic Fuel
Main Abilities: Manufactures Air Units; Produces Trade Income
Military Airbases build air units much faster than an Airport. All airplanes also can fly an additional territory.

MISSILE PRODUCTION

Missile Base (Land and Sea Platform Building)
Technology Needed: Rocketry
Main Abilities: Manufactures Missile Units
These buildings can manufacture all missile units.

Anti-Colony Assault Silo (Land and Sea Platform Building)
Technology Needed: Orbital Surveillance
Main Abilities: Manufactures Missile Units
This building greatly increases your missile unit production.

DEFENSE FORTIFICATIONS

Laser Defense
Technology Needed: None
Main Abilities: Defends a Settlement
These fortifications are about as powerful as a Laser Cannon. They drain some energy each turn.

Energy Defense
Technology Needed: Energy Defense
Main Abilities: Defends a Settlement
Energy Defense fortifications are about equal in strength to a Fusion Cannon.

Anti-Matter Defense
Technology Needed: Anti-Matter Defense
Main Abilities: Defends a Settlement
This is the strongest defense system you can build, having about the same power as a Disruptor Cannon.

Flak Launcher (Land and Sea Platform Building)
Technology Needed: Flak
Main Abilities: Defends a Settlement Against an Air Unit Attack
These small fortifications hurl flak rounds at invading air units. Flak has a high chance of taking out air and missile units. However, they do no damage to ground units.

Torpedo Fort (Sea Platform Building)
Technology Needed: None
Main Abilities: Defends the Sea Platform
This defense installation launches torpedoes from Sea Platforms at attacking ships. It cannot damage air units.

Tidal Vortex Generator (Sea Platform Building)
Technology Needed: Vortex Emitters
Main Abilities: Sinks Ships
These Sea Platform emitters increase ocean currents in all neighboring territories. All enemy ships in these territories have a chance of being sunk, unless the territory is also occupied by a vessel owned by the race with the emitter.

Weather Control Station (Sea Platform Building)
Technology Needed: Mesotronic Generators
Main Abilities: Attacks Planes; Helps or Harms Adjacent Settlements
This emitter affects the air currents over the territory with the station as well as all territories adjoining it, often bringing down air units which are not in a friendly unit's territory. Friendly settlements have improved farm production and their details are hidden from Orbital Surveillance technology. Unfriendly settlements may be flooded - causing much damage.

COLONY TRANSPORTATION

Fuel Depot (Land and Sea Platform Building)
Technology Needed: None
Main Abilities: Increases the Range of Ground and Air Units
When any armor or infantry units move into a territory that has one of these useful buildings, they can move ahead one territory. Air units that end a turn within range of a Fuel Depot do not crash.

Hoverway
Technology Needed: Hoverway
Main Abilities: Transport Resources Between Territories
Hoverways reduce transportation costs by one third. Rival colonies can tear up Hoverways, blockading your settlements from each other and your allies.

Transporters
Technology Needed: Transporters
Main Abilities: Transport Resources Between Territories; Can Avoid Blockades
Transporters negate enemy blockades and reduces transport costs by two-thirds. All military units can be refueled with a transporter, increasing each military unit's range by one territory.

PART SEVEN: TECHNOLOGIES
HOW TO RESEARCH TECHNOLOGIES
You must build a University or other building with research capability and assign colonists to this building before you can research technologies. Most technologies let you construct more advanced military units and buildings. Some technologies enhance your military units, letting them move further or even gain additional missions.

Pressing your Research button reveals this box:

Begin research on a technology by clicking on it. Right clicking on a technology will give a detailed description of the technology. How long it will take to complete is shown in the Research Bar. At first you can only choose between four technologies - Advanced Medicine, Metallurgy, Nuclear Fusion, and Electronics. Once you finish researching any one of these technologies you will have more advanced ones ready to study.

OOLAN'S ADVICE: Most advanced technologies cannot be researched until all the technologies leading into them have been developed. Plan your path of technological progress. It will shape how well your colony advances.

CREATE YOUR RESEARCH PLAN

The Tech Tree displays all the technologies, illustrating the path in which they can be researched. If a technology has multiple paths leading to it, that means all those lead-in technologies must be finished before you can research the higher level technology.

The Tech Tree shows which technologies you have researched. Each technology on the tree is displayed with a name, picture, queue number, and status light. Different colors show you the research state of the technology.

Done - This technology is finished. The status light is green.

Being Researched - Your colony is currently researching this technology. The number 1 is over the status light.

Queued - A technology that is coming up in your research plan. There is a number over the status light.

Available - This technology is not selected, but it is available to research. The status light glows amber.

Unavailable - This technology cannot be studied until a previous technology is completed. The status light is red.

Adding Technologies to Your Research Plan - Just click on a technology to add or delete it from your technology plan. When a technology is placed on the plan, a number one appears in the technology's status light.

Now click on another technology. A number two shows up next to this technology. This means this will be the second technology that will be researched. If you change your mind, just click the technology again to remove it from your plan.

If a lower level, lead-in technology has not been chosen, you cannot select the higher level technology above it. Choose the supporting technologies first, then select the advanced one. Once you have made your choices, just click the Accept button.

OOLAN'S ADVICE: After you make your technological choices, review the workforce that you have assigned to the Research task. Labor must be assigned to research or else no technologies will be developed.

Removing Technologies from Your Research Plan - Click on one of the technologies you had previously picked. Doing this removes it from your research strategy. The order of your plan adjusts to fill in any gaps. If you remove a technology that was needed to research a higher level technology, this advanced technology is removed.

Getting Rid of the Plan and Starting Over - Tired of your research plan? Select the Clear All button. This erases all your technology choices, leaving your current research subject untouched. You may then create an all new plan.

Once you have made your choices press the DONE icon. Your colonists will notify you when they finish one technology and have started on another.

IMPROVE YOUR COLONY'S RESEARCH RATE

Speed up your colony's research rate by constructing better research centers. Until you have more advanced technologies, the only research center you may build is the University. Once you have researched Chaos Computers technology, you may then construct the more efficient Tech Lab. The fastest research center you can make is the Collective Tech Lab. Build this after you have Cortex Scanners technology.

WHAT BECOMES OF EXTRA RESEARCH

At times you may find you've applied more than enough research points to develop a given technology. Instead of having these research points evaporate, excess research is converted into electronic parts. The transmutation from research to electronic parts is performed using the conversion ratio for a University, regardless of the building(s) actually processing the change.

TECHNOLOGY LIST

Here are all the available technologies and what they do (see also Table 2 in the Appendix):

RESOURCE TECHNOLOGIES

FOOD and WOOD

Synthetic Fertilizer
Base Technologies: Metallurgy and Advanced Medicine
This effective mixture of hydrocarbons and ammonia allows your colonists to build Hydroponic Farms.

Food Replication
Base Technologies: Power Cells and Anti-Matter Rifles
Food Replicators far exceed the food and wood production of a Hydroponic Farm.

ENERGY and ANTI-MATTER

Nuclear Fusion
Base Technologies: None
This technology allows you to build the Fusion Plant, a highly powerful energy generator.

Anti-Matter Containment (Creates Two or More Advances)
Base Technologies: Flak and Chaos Computer
This containment field lets your power plants produce anti-matter pods. This technology also lets you construct the Anti-Matter Plant - the most efficient power plant you can build for your colony.

IRON and ENDURIUM

Molecular Bonding
Base Technology: Metallurgy
The Mantle Drill is equipped with polyporized surfaces that drastically increase iron and endurium production.

Sub-Space Scanner
Base Technology: Energy Defense
The Sub-Space Magnet is the best iron and endurium mining device known in this sector.

Endurium Mining
Base Technologies: Fusion Cannon and Neutronic Fuel
Endurium is a metamorphic ore found under forest beds. Endurium has five times the metal value of iron.

STEEL and TRIIDIUM TECHNOLOGIES

Metallurgy
Base Technologies: None
Metallurgy lets your factories transform iron into steel. Steel has five times more metal value than iron.

Triidium Processing
Base Technology: Endurium Mining
With this technology, factories refine endurium into triidium. This alloy has ten times the metal value of iron.

ELECTRONICS TECHNOLOGIES

Electronics (Creates Two or More Advances)
Base Technologies: None
Research centers are all able to make electronic parts with this technology. Electronic parts are necessary to build Command Corps, Sea Commands, Air Commands, and Scouts.

BUILDING TECHNOLOGIES

RESEARCH UPGRADES

Chaos Computer
Base Technologies: Electronics and Nuclear Fusion
Necessary before Tech Labs can be constructed, these computers greatly speed up research.

Cortex Scanner
Base Technologies: Targeting Computers and Anti-Matter Containment
This mind link lets you create Collective Tech Labs. Group minds and computers work in complete harmony -solving complex problems in an environment of pure data sharing.

FACTORY UPGRADE

Automation
Base Technology: Metallurgy
This technology will let you build the more advanced Automated Factory.

Metal Replication
Base Technologies: Triidium Processing and Psi Helmet
This technology allows you to build Metal Replication Stations - the most efficient factory you can construct.

SHIPYARD UPGRADE

Shockwave Projectors (Creates Two or More Advances)
Base Technology: Advanced Medicine
The gunboat that these weapons are mounted on is the powerful Shockwave Dreadnought. Shockwave Projectors are also necessary for Hydroport construction.

AIRBASE UPGRADE

Neutrionic Fuel (Creates Two or More Advances)
Base Technology: Nuclear Fusion
Neutrionic Fuel increases the distance your airplanes can travel by one territory. This fuel must be stored inside a Military Airbase - which can be built when this technology is complete.
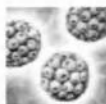
HOUSING UPGRADE

Cloning
Base Technology: Advanced Medicine
Once your Cloning Centers are operational, new colonists will rapidly appear in your settlement. Unfortunately, your "natural" colonists will object to the clones -- causing your settlement's morale to drop slightly.

ALL PURPOSE UPGRADE

Advanced Structures (Creates Two or More Advances)
Base Technologies: Hoverway and Molecular Bonding
This technology significantly reduces any damage done to your buildings. You may also build Sea Platforms in shallow coastal oceans and Civilian Combat Bunkers that shield your colonists from battle.

COLONY TRANSPORTATION

Hoverway
Base Technology: Metallurgy
These high tech roads reduce your transportation costs by one third.

Transporters (Creates Two or More Advances)
Base Technologies: Advanced Cloaking, Uncloaking, and Anti-Matter Beams
Transporters reduce transportation costs by two-thirds and eliminate trade blockades by rival forces. Transporters also increase the distance all units may travel by one territory.

COLONIST HEALTH SERVICES

Advanced Medicine
Base Technologies: None
Advanced Medicine lets you build Hospitals that prevent plagues (except crop plagues) from happening in its territory. These buildings heal wounded militia, saving you many of the settlement's colonists after a battle. Hospitals also let you train Medics in your City Center. Medics heal infantry.

COLONY DEFENSE SYSTEMS

Energy Defense
Base Technology: SAM Missiles
These beams are about as effective as a Fusion Cannon, making Energy Defense a strong defensive system.

Anti-Matter Deflectors
Base Technology: Cortex Scanner and Orbital Surveillance
Anti-Matter Defense installations are strongest defense system you can build for your colony.

Flak (Creates Two or More Advances)
Base Technology: Nuclear Fusion
Flak has many anti-aircraft applications - it is used by both the land and sea based Flak Launcher. The deadly Flak Ship also uses this system to make quick work of attacking planes and missiles.

Targeting Computers (Creates Two or More Advances)
Base Technologies: Chaos Computer and Rocketry
Laser Defense, Energy Defense, Anti-Matter Defense, and Flak Launchers have an increased chance to hit targets with this technology. All missile units also become able to target specific building types.

Vortex Emitters
Base Technologies: Ion Weapons and Power Cells
Tidal Vortex Generators control the currents around a Sea Platform, churning up rough waters strong enough to sink nearby ships. Only ships inside a Sea Platform territory are protected from the vortex.

Mesotronic Generators
Base Technologies: Native Languages and Vortex Emitters
Weather Control Stations affect the atmosphere in all adjacent territories, tearing aircraft out of the sky. Weather over nearby land territories is also affected. Friendly territories get a food bonus and are shielded from enemy Orbital Surveillance technology. Unfriendly land territories are flooded - causing much damage in the territory.

INFORMATION GATHERING

Native Languages (Creates Two or More Advances)
Base Technology: Ion Weapons
For still unknown reasons, every planet that has a shrine also has a native tribe. Once you learn the natives' language, they will reveal all Hidden Shrines to you on the planet. Additionally, the secrets of how to properly use the shrines are revealed, doubling the speed of research and production in these buildings.
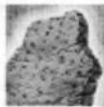
Orbital Surveillance System (Creates Two or More Advances)
Base Technologies: Proximity Detectors and Targeting Computers
Technologies Its Leads To: Cloaking; Metal Replication
These satellites let you see many details in the Planet View. You can also build the Anti-Colony Assault Silo.

MILITARY TECHNOLOGIES

INFANTRY ADVANCES

Surface-Air Missiles
Base Technology: Electronics
These missiles have a sophisticated radar system, allowing infantry to target aircraft. A platoon of SAM Troopers are often as successful at shooting down enemy planes and warheads as they are at blasting apart Laser Cannons.

Anti-Matter Rifles
Base Technologies: Advanced Structures and Endurium Mining
Battle Troopers are armed with these devastating rifles; they can easily eliminate SAM Troopers.

Assault Armor
Base Technologies: Anti-Matter Rifles
Assault Armor is a very effective defense system. Assault Troopers are the toughest infantry units possible.

OOLAN'S ADVICE: Electronics and Advanced Medicine technology also let you make two specialized infantry units - the Command Corps and the Medic.

ARMOR ADVANCES

Fusion Cannon (Creates Two or More Advances)
Base Technologies: Nuclear Fusion and Metallurgy
Fusion Cannon technology allows you to build Fusion Cannon in your factories and AAVs in your shipyards.

Disruptor Beam
Base Technology: Triidium Processing
Disruptor Cannons are vicious land units, easily searing through Energy Defense, Laser Tanks, and Fusion Cannons.

Anti-Matter Beam (Creates Two or More Advances)
Base Technologies: Disruptor Beam and Sub-Space Scanner
The aptly named Holocaust Cannon often changes the balance of power on the battlefield. The ultimate weapon this technology creates, however, is the Supernova Warhead.

NAVAL ADVANCES

Zero Friction Hulls
Base Technologies: Shockwave Projector and Cloning
This technology lets you build Attack Submarines - submersible ships that have deadly attack potential.
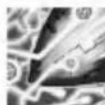
Underwater Tracking
Base Technologies: Synthetic Fertilizer and Automation
Destroyers scan the murky body of an ocean. They hunt and destroy spying or hunting Attack Submarines.

Ion Weapons (Creates Two or More Advances)
Base Technology: Zero Friction Hulls
Shockwave Carriers are armed with these weapons. The Groundbreaker Warhead also uses an ion beam to burrow into the ground before exploding.

OOLAN'S ADVICE: Electronics, Shockwave Projectors, and Fusion Cannon technology let you build specialized sea units; respectively these are the Sea Command, Shockwave Destroyer, and AAV units.

AIRCRAFT ADVANCES

Starflare Bomb
Base Technologies: Neutrionic Fuel and Flak
These bombs are fired from a Starflare Bomber - air units that are excellent for softening defensive resistance.

Cloaking
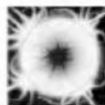Base Technologies: Cortex Scanner and Psi Helmet
The Supernova Spyjet makes good use of cloaking; cloaking gives it the ability to spy on other territories.

OOLAN'S ADVICE: Electronics technology also lets you build Air Command units.

MINEFIELDS

Proximity Detectors
Base Technologies: Rocketry and SAM Missiles
This technology gives Colonizers and Sea Transports the Lay Mines mission.

WARHEAD ADVANCES

Rocketry (Creates Two or More Advances)
Base Technology: Electronics
This technology lets you build a Missile Base - a building that can immediately manufacture Scatterpack Warheads.

OOLAN'S ADVICE: Ion Weapons technology lets you build Groundbreaker Warheads while Anti-Matter Beam technology allows your missiles bases to manufacture Supernova Warheads.

UNIT ENHANCEMENTS

Advanced Cloaking
Base Technologies: Food Replication and Assault Armor
This technology gives infantry units, Colonizers, and Sea Transports the ability to cloak themselves.

Uncloaking
Base Technology: Sub-Space Scanner
Units that are set on an uncloak mission force cloaked units to fight - canceling their invisibility.

Power Cells (Creates Two or More Advances)
Base Technologies: Underwater Tracking and Advanced Structures
Once this technology is finished, all military units increase their combat speed and their rate of fire.

Psi Helmet
Base Technology: Anti-Matter Containment and Starflare Bombs
Psi Helmets shield infantry units from the mind control and mind blast waves used by the Cyth and Re'Lu Command Corps. Psi Helmets can also, however, dramatically increase the mind powers of Cyth and Re'Lu Command Corps.

OOLAN'S ADVICE: Neutrionic Fuel technology increases the distance air and ground units cover by one territory; Targeting Computers technology also allows missile units to target specific buildings.

PART EIGHT: MILITARY UNITS

A strong military is crucial to your colony's success. Whether you are defending your territories or attacking your rivals, a powerful military can put you in the lead.

MANUFACTURING MILITARY UNITS

Military units are manufactured in different buildings. Factories manufacture infantry and armor units, shipyards make sea units, air units are constructed in airports, and warheads are manufactured in missiles bases. Four special units, the Colonizer, the Scout, the Medic, and the Command Corps are made in City Centers.

MAINTAINING YOUR MILITARY UNITS

Size and Cost of Your Military
Your military can be as large as you want it to be - each settlement holds as many military units as you can build. The only exceptions to this are missile units, Minefields, and Sea Transports. Settlements only are able to maintain four missiles at one time, only one minefield may be built in a territory, and Sea Transports are limited to carrying three units across ocean territories.

Every military unit costs a few credits each turn. If your treasury runs out of money, units will disband. The higher the unit's class, the more expensive it is to maintain - so a Laser Cannon is cheaper than a Fusion Cannon. The cost of maintaining a military is cumulative and increases dramatically with larger forces.

You also need to feed your troops. If your military force gets cut off behind a blockade, they could starve and be lost.

COMMANDING YOUR MILITARY UNITS
Military units are shown in stacks, or armies. These armies are divided by type. So in each territory, all ground units are in one stack, air units are in another stack, and so on.

Infantry -- All infantry units including the Laser Squads, SAM Troopers, Battle Troopers and Assault Troopers.

Armor -- All armored units including Laser Cannons, Fusion Cannons, Disruptor Cannons and Holocaust Cannons.

Air -- All air units including Turbo Wing Fighters, Starflare Bombers and Supernova Spyjets.

Missiles -- All missile units including Scatterpack, Groundbreaker and Supernova Warheads.

Special -- All specialty units including Command Corps, Scouts, and Colonizers.

Ships -- All ship units except for the Sea Transport units.

Transports -- All Sea Transport units. There are separate icons for empty and full transports.

The number appearing next to an army icon shows you how many units are in that stack.

Army Movement
Each army may move through a certain number of territories per turn - depending upon the slowest moving unit in that stack. Ground and sea armies that enter a territory they do not own uses up all of that army's movement points. However, air units are not limited by this and may move as far as their points allow.

AIRCRAFT OPERATIONS
Aircraft have a number of unique advantages and disadvantages. They can always travel using all their movement points, regardless of whether they move over friendly, unfriendly, or even neutral territories. This makes them valuable on the battlefield, as they can quickly get to areas which need them.

OOLAN'S ADVICE: Combining your land or sea units with air support gives your forces a potent bite.

Aircraft movement is limited by refueling range. If an air unit flies outside of its range, it will crash on the following turn. A plane's movement points are its range. If an aircraft moves more than this number away from an Airport, Military Airbase, Fuel Depot, or a Shockwave Carrier it will be lost - crashing because it ran out of fuel.

Strategically place your refueling bases or ships so that when your aircraft leaves one refueling zone, it enters another. This way your air units have a huge path of supported movement. Since Shockwave Carriers are mobile, they let your air units fly far from your settlements.

THE ARMY WINDOW
Right clicking an army reveals this window. You may do this in either the Planet View or the Territory View.

This window displays all of your units in the current territory. They are grouped by class. For sea units, Sea Transports are lined up on the left side, with the units they carry are displayed directly to the right of them. This also true for Siege Cruisers and their missiles.

You may click and drag units out of this stack into other regions on the Planet or Territory View. Units may also be moved by clicking and dragging them to a territory on the Satellite Map. If the unit has enough movement points, it reaches the territory this turn. If it does not have enough points, it will move as far as it can each turn until it reaches the destination.

OOLAN'S ADVICE: You can select a group of military units. Press "Ctrl" click to choose a group of units one by one. Or you can click on one unit, then move to another and "Shift" click. Those units and all the ones between them are now selected.

You may also view enemy units in a territory by right clicking their territory race icon.

DISBANDING UNITS
You can get rid of unwanted military units in the Army Window - or complete Army Stacks in the Planet or Territory Views. First select the military units you want disbanded. Then just press the DISBAND UNIT button or the "Delete" key. They disappear, returning to you half the resources that were used to make them.

BATTLE ORDERS AND MISSIONS
The units all have different battle orders and missions they can carry out. A battle order tells the unit how to fight. A mission gives the unit a task to perform such as spying or stealing technology.

When you see a unit in the Army Window, it can be right clicked to give it an individual battle order or mission. You can give group battle orders and missions as well. First select a group of units. Then right click the highlighted group. Right clicking groups or individual units brings up the Unit Status box.

All possible battle orders and missions for the selected unit are listed. Choose the battle order and mission you want carried out. If you have selected a group of units, some missions may be gray. This means that only some of the units in this group can perform the mission -- however you may still choose it. All units able to carry out the mission will do it, while all other units continue with the previous mission assigned to them.

BATTLE ORDERS, MISSIONS, AND ABILITIES
Every military unit has special battle orders, missions, and abilities that it can perform. Some races give unique abilities to certain units.

Battle Orders
Choose how a unit will fight in a battle.

Attack All -- All units except missiles. The unit attacks the nearest target -- a building or a unit.

Attack Buildings -- All units except missiles. This unit only attacks buildings.

Attack Specific Buildings -- All units except missiles that do not have Targeting Computer technology. This command tells the unit to destroy a specific kind of building -- such as power plants or farms. When missiles have Targeting Computers they too can carry out this mission.

Attack Units Only -- Your unit attacks opposing units and leaves buildings alone. This is the default order for most units.

Berserk -- Human Infantry only. These units attack at double strength, but die when the battle is over. Juggernaut - Tarth Infantry only. When given this order, Tarth infantry destroy buildings with ease.

Combat Support -- All units. This allows the unit to enter a battle, but stay at the rear of the combat, keeping them away from the more damaging parts of the conflict. All Medic, Command Corps, Air Command, and Sea Command units default to Combat Support.

Avoid Mines: All units except aircraft. This order tells units to cautiously advance across a battlefield at reduced speed. This reduces the chances that mines will be detonated, but it decreases the unit s combat attack effectiveness.

Missions
Select a task for the unit to carry out.

No Mission -- All units. The unit does no special actions.

Train - All units. Units may only train in a settlement with a Military Training Center. Sea units may train from ocean territories next to a Military Training Center. Units gain experience when set to this mission. However they may not become elite units - they must earn this experience on the battlefield.

Build Settlement -- Colonizers only. This mission lets you take over a new territory.

Build Sea Platform -- Sea Platform Builder units only. This mission lets you build a Sea Platform in a coastal ocean territory.

Disarm Mines -- Scouts only. When given these orders, the Spies will search the territory for enemy mines and if found, try to disarm them. If you use more experienced units, they have a higher chance of success, and less chance of detection.

Spy -- Scouts, Uva Mosk infantry, and Supernova Spyjets only. The unit is made completely invisible from your enemies. A successful spy mission lets you view settlements that would normally be hidden from you.

Steal Technology -- Scout units only. A risky mission, but if it is successful you get a free technology. Maug Scouts are especially good at this mission.

Sabotage -- Maug Scouts only. Maug Scouts can damage enemy armor units, air units, and buildings. This mission also subverts warheads, making them attack the enemy's own territory! If there are no units in the territory, the Scout does damage to nearby buildings instead.

Subvert -- Re'Lu Scouts only. This mission lowers morale in a rival settlement.

Steal Resources -- ChCh-t Scouts only. This mission steals a resource's entire stockpile from a territory.

Poison Land -- Cyth Scouts only. This mission cuts a territory's food stockpile in half.

Patrol -- All units. This unit has a better chance of catching spying units. Patrolling units unfortunately lower morale.

Hunt -- Attack Submarines only. Submarines on this mission hide beneath the surface of the ocean, immediately attacking any enemy unit that enters its territory.

Silent Running - Attack Submarines use this mission to operate in a stealth mode. They are not visible to other units and can then spy on an ocean territory. If detected by a Destroyer, they are forced into combat.

Underwater Search -- Destroyer units only. These units have a 50% chance of finding submarines hidden with the Silent Running mission. If a submarine is discovered a battle between the two units begins.

Lay Mines -- Colonizers and Sea Transports Only. Once your colony has completed Proximity Detector technology, minefields may be laid in a territory with your Colonizers and Sea Transports. Once the mines have been laid the unit disbands.

Cloak -- Infantry and Colonizers only. Researching Advanced Cloaking makes your infantry and Colonizer units invisible.

Uncloak - Command Corps, Air Command, and Sea Command units only. Uncloaking technology makes all cloaked units visible in a territory. This forces these units to fight.

Repair -- All units. This mission fixes the battle damage done to a unit, completely restoring the unit after one turn. Units should not move while they are set to the repair mission. If they are moved, no damage will be fixed. Damaged units default to this mission.

Shaman Dance-- Uva Mosk Command Corps only. This mission has a chance of creating a resource bonus in a territory.

Suppress Population -- All units. You can force rioting colonists back to work with this mission. This only helps you temporarily. Suppressed colonists may defect to another colony, taking a prize technology with them!

Transfer To... -- All units. This gives the unit to another colony. Select the race to whom you wish to give the unit. Now move that unit to a territory that you do not own within the unit's movement range. The next turn your ally takes control of the unit.

Special Abilities

Special units have innate abilities. These abilities automatically happen either during combat or normal gameplay.

Advanced Intelligence -- Air Command units only. These airships can see Territory Views on all settlements within two territories of its starting location.

Mind Blast -- Cyth Command Corps only. Their long range mind rays can fatally damage opposing units, blasting their minds into blobs of foul smelling jelly.

Mind Control -- Re'Lu Command Corps only. This attack forces successfully mind controlled enemy units to fight for the Re'Lu.

RETREATING UNITS

All units, except berserking and mind controlled units, may retreat from the battlefield. This is based on a unit's defense points - the unit retreats when a certain percentage of these points are gone. Retreating units do not gain experience.

Set your unit's retreat value in the Unit Status box. If the unit is set to retreat at 50% damage it will leave the battle when half of its defense points are gone. Units set to 100% never retreat. Units set to 0% retreat immediately.

For instance, a unit has 4 defense points. If the unit is set to retreat at 50% damage it will leave the battle when it has taken 2 points of damage.

COMBAT

When two or more opposing units are in the same territory, a battle happens. Forces advance from the direction that they entered the territory -- except when mountains block ground troops, forcing them to attack from another direction. Depending upon unit strengths, abilities, missions, and battle orders (and a little dose of luck) the winner is determined.

 OOLAN'S ADVICE: Units set on Spy, Combat Support, Steal Technology, Sabotage, Poison Land, or Subvert missions do not fight unless attacked.

Battles appear in your event log, where you can choose the battles you want to see. A battle's results are not displayed until you watch it. The battles which have occurred this turn are presented. Clicking on any contested territory brings up the Combat screen. If you choose to view only the combat results and skip watching the battles, you can just click on the SHOW ALL COMBAT RESULTS button. Normally the battles' results will not be displayed until they are watched.

Control which battle you watch with the Combat screen buttons.

 Previous Battle - Press this to see a battle you fought earlier this turn.

 Next Battle - Lets you skip the current battle and move on to the next one.

❚❚ Pause - Freezes the onscreen action.

◁◁ Rewind - Takes you backwards through the battle.

▷▷ Fast Forward -- Moves you quickly through the battle.

◁▣ Done -- Lets you leave the battlefield.

THE BATTLEFIELD

Strategy is the key to victory on the battlefield. Knowing the following information will help you maximize your attack and defensive plans.

Picking Targets

Units aim at the closest target. A unit will always switch targets to fight an enemy unit that is shooting at it. If two or more units are close by, the attacking unit takes on any damaged units first.

Units ordered to attack buildings always go to the closest building. If two buildings are the same distance, the unit attacks the weaker (usually smaller) building.

Missiles attack colony defense fortifications first. If there are no more fortifications left standing, they attack other buildings that are in the area. Once you have Targeting Computer technology, you are able to choose your missiles' targets.

Accuracy And Unit Experience

A military unit has a base 50% chance of hitting a target. Terrain features, weapon ranges, racial advantages, racial disadvantages, and unit experience affect this percentage. Experience greatly increases a unit's chance of dealing damage.

When a unit is first manufactured it is a green unit that has no accuracy bonus. When it gains enough experience, through training or battles to earn 100 points, it becomes a veteran unit. Veteran units have a 15% better chance of dishing out damage. If a unit is lucky enough to earn 400 experience points, it gains elite status, giving it a 30% accuracy advantage.

Surviving combats and training at Military Training Centers are the only ways your units gain experience. The Military Training Center trains units to just below Elite status. Units may only become Elite in combat.

OOLAN'S ADVICE: Units which retreat before the battle has ended do not gain experience.

Command Corps, Air Command, and Sea Command units increase target accuracy. Ground, air, and sea units fighting with their appropriate command unit have their target accuracy improved.

Special Combat Rules

Ground units cannot attack through a territory's mountain border. If they are ordered to attack from a direction in which a mountain range appears in the target's Territory View, they will enter the target territory from a side that does not border this mountain range. Air units, however, can attack over mountains.

When ground forces are cut off from their colony by an enemy territory, their supply line is broken. They must soon be moved into a territory that either touches their colony or is linked to their colony by several neutral territories. If they remain cut off from their colony, they soon disband due to lack of pay and food.

Minefields

An excellent defensive installation, mines may be laid in both friendly or neutral land and ocean territories. These weapons detonate when enemy units approach them. Minefields may be created by Sea Transports (in ocean territories) and Colonizers (on land) set on the Lay Mines mission.

Minefields may be defused in two ways. If an invading force takes over a territory, the defending players minefields are removed. The second way is the Disarm Mines mission, which is available to Scout units.

 OOLAN'S ADVICE: Morale will drop slightly in territories with mines in them.

All land and sea units can be set to the Avoid Mines battle order. This order greatly reduces their chance of detonating mines. However, it does cut their combat speed in half, making them easy targets, as well as reduce their combat effectiveness.

MILITARY UNITS LIST

Here are all the military units available to you. (See also Table 2 in the Appendix).

UNIT STATISTICS

All units have several statistics that help you judge their combat performance.

Type: There are four types of units -- ground, sea, air, and special units.

Move points: Each unit moves only a limited distance each turn. Entering friendly territories costs less than moving into unfriendly territories. Moving into territories you do not own uses up all a ground or sea unit's movement points. Air units do not have this limitation. They may fly great distances as long as they are near airports, Fuel Depots, and Shockwave Carriers.

Attack: This is how many points of damage this unit does when hitting another unit.

Defense: This number is how much damage the unit can take before being destroyed. You can set the unit to retreat when a certain percentage of these points are gone.

Speed: This indicates how fast or slow a unit moves in combat.

Firing Rate: A unit's firing rate is measured in rounds per second. The more rapidly it fires, the better its chances of scoring a hit.

Range: Each unit's range is measured by the number of squares ahead of itself the unit can fire.

COLONY DEFENSE

Militia and defense fortifications protect your settlements from invaders. Any military units placed in a territory will also defend a settlement.

Militia
Technology Needed: None
Your colonists will defend your colony when attacked. Each dead militia unit equals one hundred dead colonists.

Civilian Defense Bunkers
Technology Needed: Advanced Structures
Colonists inside a bunker do not become militia. If the bunker is destroyed the colonists inside are also killed.

Laser Defense
Technology Needed: None
The cheapest defensive post, these are useful in repelling Laser Cannon units.

Energy Defense
Technology Needed: Energy Deflectors
Energy Defense fortifications can hold off assaults from a Fusion Cannon.

Anti-Matter Defense
Technology Needed: Anti-Matter Deflectors
The Anti-Matter Defense system can easily hold off a Disruptor Cannon attack.

Flak Launchers (Land and Sea Platform Building)
Technology Needed: Flak
These buildings knock down air and missile unit attacks.

Torpedo Forts (Sea Platform Building)
Technology Needed: None
Once a Sea Platform is built, you can defend it from enemy naval attacks by building these fortifications.

Tidal Vortex Generator (Sea Platform Building)
Technology Needed: Vortex Emitters
Unique to the Sea Platform, this powerful defense system sinks ships in adjacent ocean territories.

Weather Control Station (Sea Platform Building)
Technology Needed: Mesotronic Generators
One of the Sea Platform's most powerful buildings, it strikes down aircraft flying in adjacent territories.

CITY CENTER UNITS

Colonizer
Technology Needed: None
Special Missions: Builds a New Settlement, Lays Mines
When a Colonizer builds a new settlement, it will have one hundred colonists and a Housing building. Colonizers can also Lay Mines once Proximity Detector technology is researched.

Medic

Technology Needed: Advanced Medicine

Special Missions: Prevents Damage in a Battle.

This weak unit reduces the damage infantry units take in a battle. Medics must
survive the battle to heal damaged units. If medics retreat from the battle they heal no one.

Scout

Technology Needed: Electronics

Special Missions: Spy, Steal Technology, Sabotage (Maug), Subvert (Re'Lu), Steal
Resources (ChCh-t), Poison Land (Cyth)

Scouts can sneak across a border to spy on a colony. They also steal technology, adding a free tech-
nology to your colony. Maug Scouts are especially good at stealing technologies. Scouts perform race
specific missions as well. Maug Scouts sabotage enemy buildings, armor, airplanes, and missiles. If
there are no military units to sabotage, the Maug Scout can destroy enemy buildings. Re'Lu Scouts sub-
vert morale. This causes morale to drop in the territory -- eventually colonists may even revolt! ChCh-t
Scouts steal resources from other settlements. They steal from the resource that has the largest stock-
pile. Cyth Scouts can poison land, cutting a settlement's food supply in half.

Command Corps

Technology Needed: Electronics

Special Missions: Increases Ground Unit Attack Abilities, Mind Blast (Cyth), Mind
Control (Re'Lu), Shaman Dance (Uva Mosk)

A Command Corps guides attacking and defending grounds units, making these units 20% better at hit-
ting targets. A single Command Corps enhances the abilities of up to ten ground units. If you want larg-
er forces to have this bonus, more Command Corps units must be used. These units do not give attack
bonuses to defense installations. When Command Corps units retreat from the battlefield or are killed,
all ground units lose their attack bonus. When first built, these units default to the Combat Support
battle order, which keeps them out of the battle.

Some Command Corps units have special abilities. Cyth Command Corps mind blast opposing units.
They emit a bolt of neural energy that causes a tremendous amount of damage to an enemy unit. Re'Lu
Command Corps mind control units, forcing these units to turn against their colony and fight for the
Re'Lu. If a mind controlled unit survives the battle, it becomes a Re'Lu unit. Uva Mosk Command Corps
perform the shaman dance, letting them find new resource bonus squares in a territory.

FACTORY UNITS

Laser Squad

Technology Needed: None

Special Missions: Berserk (Humans), Spy (Uva Mosk), Juggernaut (Tarth)

Laser Squads are the basic ground unit; they can only hit ground targets. Some races can give these
units special battle orders and missions. Human troops may go berserk, giving them extra strength and
speed. Unfortunately a berserking unit dies at the end of combat. Tarth infantry units all have a jug-
gernaut battle order. This lets them easily destroy enemy buildings. Uva Mosk Laser Squads can spy on
other territories, revealing Territory View intelligence.

SAM Troopers
Technology Needed: Surface-Air Missiles
Special Missions: Berserk (Humans), Spy (Uva Mosk), Juggernaut (Tarth)
SAM troopers are unique infantry because they can effectively damage both air and ground targets. SAM Troopers can also spy (Uva Mosk) , go berserk (Humans), and juggernaut (Tarth) buildings.

Battle Troopers
Technology Needed: Anti-Matter Rifles
Special Missions: Berserk (Humans), Spy (Uva Mosk), Juggernaut (Tarth)
Battle Troopers easily take out units like SAM Troopers and Fusion Cannon. Battle Troopers also perform race specific abilities -- they can spy (Uva Mosk), go berserk (Humans), and juggernaut (Tarth) buildings.

Assault Troopers
Technology Needed: Assault Armor
Special Missions: Berserk (Humans), Spy (Uva Mosk), Juggernaut (Tarth)
Assault Troopers are the strongest infantry units you can put on the battlefield. Assault Troopers also have race specific abilities -- they can spy (Uva Mosk) , go berserk (Humans), and juggernaut (Tarth) buildings.

Laser Cannon
Technology Needed: None
Special Missions: None
Laser Cannon are basic armor units. They are effective against Laser Squads.

Fusion Cannon
Technology Needed: Fusion Cannon
Special Missions: None
These units can easily eliminate laser armed infantry and cannon.

Disruptor Cannon
Technology Needed: Disruptor Beam
Special Missions: None
Disruptor Cannon are especially good at searing through Energy Defense fortifications and Fusion Cannon.

Holocaust Cannon
Technology Needed: Anti-Matter Beam
Special Missions: None
Holocaust Cannon are terrifying ground units; they can take out Anti-Matter Defense systems with ease.

SHIPYARD AND HYDROPORT UNITS

Sea Transport
Technology Needed: None
Special Missions: Carries Ground Units Across Ocean Territories, Lays Mines
Sea Transports are large ships that can carry up to three ground units. If a Sea Transport sinks the ground units sink with it. Sea Transports can Lay Mines in ocean territories once you have Proximity Detector technology.

Sea Platform Builder
Technology Needed: Advanced Structures
Special Missions: Builds Sea Platforms
These large, slow moving ships construct Sea Platforms.

Flak Ship
Technology Needed: Flak
Special Missions: Takes Out Invading Air Units
A seaborne Flak Launcher, this ship pumps out rounds of flak at enemy airplanes and missiles.

Shockwave Dreadnought
Technology Needed: Shockwave Projector
Special Missions: None
Shockwave Dreadnoughts are excellent for harassing shipping or guarding Sea Transports. This is the most heavily armed ship you can build.

Shockwave Carrier
Technology Needed: Ion Weapons
Special Missions: Can Refuel Air Units
Shockwave Carriers refuel airplanes, so any aircraft that is within range of a Shockwave Carrier will not crash at the end of a turn. These mammoth aircraft carriers can withstand tremendous damage before they break apart.

Attack Submarine
Technology Needed: Frictionless Hulls
Special Missions: Silent Running Mission, Hunt Mission
This unit has two special missions - silent running and hunt. Submarines set to silent running spy on ocean territories. Submarines on the hunt mission hide underwater, waiting to destroy enemy ships that enter their territories.

Destroyer
Technology Needed: Underwater Tracking
Special Missions: Underwater Search
When set to the Underwater Search mission, destroyers have a high chance of detecting spying submarines. Multiple Destroyers increase the chance of detecting and attacking hidden subs.

Siege Cruiser
Technology Needed: Rocketry
Special Missions: Launches Missiles on Nearby Territory
This sea unit fires a cluster of missiles into a single bordering territory. These missiles are nearly as strong as Scatterpack Warheads. Until you research Targeting Computers they are directed at random targets. Note that this ship must either launch missiles or move to another territory; it cannot do both in the same turn.

Sea Command

Technology Needed: Electronics

Special Missions: Sea Units Accompanying It Get Attack bonus; Discovers Undersea Shrines

A Sea Command increases the firing range and attack accuracy of up to ten friendly sea units by 15%. Multiple Sea Command units are necessary to support more than ten vessels. When a Sea Command unit retreats from battle or is destroyed, this attack bonus is lost. When built, these units default to the Combat Support battle order. The Sea Command has a high chance of discovering Undersea Shrines.

Amphibious Assault Vehicle (AAV)

Technology Needed: Fusion Cannon

Special Missions: Can Travel on Land and Ocean Territories. Can not Disarm Mines.

The AAV can be built in a Shipyard after Fusion Cannon technology is achieved. This unit has the same attack strength as a Fusion Cannon, though it can move on both ground and ocean territories.

AIRPORT UNITS

Due to their power and movement range, a strong air force will give you a superior edge on any planet. Air units do have some important limitations. Air units cannot land without an airfield, so settlements they conquer will remain neutral until your sea or ground forces move in. Also, if airplanes are not within range of an Airport, Military Airbase, a Fuel Depot, or a Shockwave Carrier at the end of a turn -- they crash.

Turbo Wing Fighter

Technology Needed: None

Special Missions: Combat Bonus when Attacking Other Air Units

Turbo Wing Fighters are designed to attack aircraft; they are not as effective at attacking ground targets.

Starflare Bomber

Technology Needed: Starflare Bomb

Special Missions: Combat Bonus when Attacking Ground Targets

The Starflare Bomber is a powerful air unit. These large airplanes excel at hitting ground targets.

Supernova Spyjet

Technology Needed: Cloaking

Special Missions: Spy Mission

Spyjets rule the skies, doing very well against both air and ground attacks. The Supernova Spyjet can cloak itself, spying over a rival settlement. They reveal the same information as a Scout.

Air Command
Technology Needed: Electronics
Special Missions: Gives Air Units Attack bonus; Can Spy, Discovers Hidden Shrines
This special unit increases the attack accuracy of up to 10 air units within its
territory. Multiple Air Command units are necessary to improve the abilities of larger forces. When an
Air Command retreats from a battle or is destroyed, the attack bonus is lost. These units spy at a range
within two territories of its starting location. The Air Command also has a high chance of discovering
Hidden Shrines by just flying over the territory! When built, Air Command units default to the Combat
Support battle order - which keeps this valuable unit out of the direct battle.

MISSILE BASE WARHEADS
Missile attacks generally target defense installations first. Once scientists research Targeting
Computers, missile units can be given specific targets.

Scatterpack Warhead
Technology Needed: Rocketry
Special Missions: Each Unit Can Only Be Used Once
These warheads are effective at destroying Laser Defense installations and other lightly defended
structures.

Groundbreaker Warhead
Technology Needed: Ion Weapons
Special Missions: Each Unit Can Only Be Used Once
With sophisticated terrain-following sensors, the Groundbreaker is excellent at
avoiding flak defense. It commonly takes out Energy Defense installations.

Supernova Warhead
Technology Needed: Anti-Matter Beam
Special Missions: Each Unit Can Only Be Used Once
The most powerful weapon in the galaxy is the Supernova Warhead. It can carbonize anything.

PART NINE: DIPLOMATIC RELATIONS
You can send messages, trade resources, trade military units, and form pacts with other colonies.
Please note that computer players keep track of their feelings towards you. All your interactions -
including sending threats or closing a minor trade deal - will influence computer player attitudes
towards you.

OOLAN'S ADVICE: There are a number of ways you can butter up a computer controlled
colony. Showering the colony with praise is an easy way. You may also offer these colonists
trade deals, give them military units, and avoid all combat with them. You soon may find that
the computer colony is your ally.

SENDING MESSAGES
Antagonize rivals with a choice insult, complain to powerful colonies, or threaten
upstart colonies muscling in on you. Once you bring up the send message box, you
have the option of sending insults, brags, threats, complaints, or even praises to your
enemies.

Choose the insult, complaint, threat, brag, or compliment you wish to send. A variety of specific phrases in each category are available. If you don't select a specific phrase, a random one will be selected from the category when you send the message. Next, select the race or races who will hear your message. When you press the SEND icon your rival or rivals immediately receive the animated message.

Writing Personal Messages - Choose the Custom Message button to write your own messages. Type your message in the box and select whom you want to see your message. Then press the (SEND ICON) button.

OOLAN'S ADVICE: You can tell how your computer opponents feel about you by the messages they send.

TRADING RESOURCES AND MILITARY UNITS
Selling Resources to Other Colonies
Sell resources to another colony by dragging a resource icon from your territory to the seller's. You will be asked how many of that resource you want to sell and what price you wish to charge. Make your choices and press the DONE icon. The other colony instantly sees your offer and will either accept or reject it.

Buying Resources From Other Colonies
When another colony offers you resources, you must decide between two choices.

ACCEPT   CANCEL

You can Accept or Cancel the offer. If you accept, the transaction happens immediately. The resources move to the territory that he offered the resources and the credits are withdrawn from your treasury. As the buyer, you pay for the transport costs. If you do not have enough money, the transaction will be rejected.

OOLAN'S WARNING: Colony leaders can only trade if their colonies are next to each other, or if both colonies are connected by an unbroken line of neutral territories.

Giving Military Units To Other Colonies
Hand over military units to other colonies using the Transfer To... mission. First right click an army stack in either the Planet View or the Territory View. This brings up the Army Window.

Right click a unit or a group of units and the Unit Status box appears. Now choose the appropriate Transfer To... mission for the desired race and exit this box. Click and drag your unit or units to a neutral territory or one of your ally's territories. You may do this on either the Planet View or the Satellite Map.

OOLAN'S ADVICE: Transferring military units to a computer controlled race will improve your relationship with him.

Military units with the Transfer To... mission head towards the territory you select, but they can only travel as far as their movement points allow. It may take a few turns for your units to reach your ally. They are not controlled by the other player until they reach a territory you do not own.

Blockades

Blockades disrupt the flow of resources between friendly territories; blockaded troops also will disband due to lack of money and food. You are cut off when a rival controls enough territories between your settlements or allies. However, neutral and ocean territories allow trade and transportation to pass through. A blockade needs to completely seal off a player from other territories before the blockade is successful.

Driving the opponent out of the blocking territory will reopen the trade route. Developing Transporter technology also lets you bridge a blockade.

OOLAN'S ADVICE: Settlements within your own colony can also be blockaded from each other. These settlements no longer automatically ship resources to your other settlements until the blockade is broken.

PACTS

Forge pacts with one or more colonies to gain technologies, military units, or other advantages. You can even team up with one other colony to share a planet's victory. These are the different pacts you may propose:

Non-Aggression Pact - A colony leader following this pact cannot move his military units into a territory held by the other pact members. When two pact members enter the same territory, they will both be bounced back to their starting locations. A Non Aggression pact is automatically canceled when a Military or Victory pact is formed.

Military Pact - This pact allows the allies' military units to peacefully sit in each other's territories. These two colonies' military units fight together when they are attacking or defending. The only limitation is that pact partners cannot move military units into settlements that have City Centers. Once a Military Pact is formed it dissolves any Non-Aggression Pact the players may have previously shared.

Intelligence Pact - These pact partners can see what each other sees in both the Planet and Territory Views. This shared viewing does not happen instantly. If an ally moves a Scout into a new territory, the pact partner cannot see this new information until next turn.

Technology Pact - Participating colonies share their research, giving all new technologies to both players. Technologies discovered before the pact was created are not shared. If a player holds technology pacts with two different players, technical knowledge developed by one pact is not given to members of the unrelated pact.

Victory Pact - These two colonies share everything - benefits from the above pacts and all victory conditions! Unlike the Military Pact, these allies can even move military units into each other's City Center settlements. Note that when determining victory conditions, City Center and Shrine totals do not add up between the colonies. If one colony wins through capturing shrines or building City Centers, they both win.

OOLAN'S ADVICE: You may have multiple Non Aggression, Military, Intelligence, or Technology Pacts, you can only forge a Victory Pact with one colony. When you are in a Victory Pact, no other pacts with other players are allowed.

PACT SCREEN OVERVIEW

The Pact screen displays the current diplomatic relations of all the colonies. Where two races intersect there is a box showing the pacts they share.

These boxes are divided into four smaller ones. Each small box has an icon indicating a specific pact's status. Pacts are displayed here in five ways:

Inactive: The players do not share this pact.

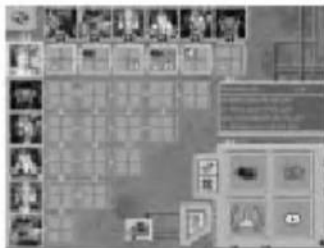**Proposed:** A pact is currently being proposed by one player to another.

Active: The two players are following this pact.

Broken: The pact has been broken diplomatically -- both players know that their treaty is over.

Backstabbed: You have ended the pact, but your partner will not know this until the next turn.

Each pact has its currently status displayed over it.

Change Your Pact's Status

If you want to change a pact, click on that pact's icon. It will now have a red outline. A detailed description of that pact appears in the Diplomatic Mission Display on the right of the screen.

Listed at the top of this screen are two race names -- yours and the race you are dealing with. Below that is a description of the pacts you have with this colony.

The Diplomatic Mission Display lets you cycle through all the available states for your pacts. Not all states will be available. For instance, if you have not agreed to a given pact, you cannot Break or Backstab it.

OOLAN'S ADVICE: Backstabbing a pact with a computer player can hurt you. This dramatically sours that computer colony's feelings towards you.

Once you are happy with your changes, press the ACCEPT icon. This sends these changes to your pact partner. If you do not like what you have done, press the CANCEL icon. The pacts return to the way they were before.

Once you are finished with one race's pacts, you may then click another race's pacts to change agreements you have - or want to have - with this colony.

When you are done with this screen press the DONE icon. This returns you to the game.

OOLAN'S ADVICE: Offering a pact to a rival computer-controlled player can improve their feelings towards you, even if they reject your offering. However, if you offer a pact multiple times within a turn, they will not be very happy.

PART TEN: THE BLACK MARKET

The Skirineen are the only race who refused to sign either the Compact of Gallius IV or the Xythra Accord. Because of this, they are not allowed to land on any planet within the Dark Cloud. They have secretly announced to all races, however, that they are offering goods and services to any colony that needs help....

Your colonists will be less than pleased if they find out you have been dealing with the Skirineen. The more money that exchanges hands (or claws) between you and the Skirineen, the more likely it is that a scandal will erupt. A scandal drastically lowers colony morale. But if you are in a tough situation, a quick black market deal might just be what you need to get ahead.

Click the Black Market button on the interface. Eventually the Skirineen respond, although it may take a few turns - they have their own timetable. You may buy resources, information, military units, and technology. You can also sell resources to the Skirineen. Each of these categories has its own screen on the Black Market screen. By pressing the buttons at the top of the screen, you can choose the category in which you wish to do business. The default always starts the Skirineen contact on the Resource Buy/Sell screen.

RESOURCE DEALS

Each resource is displayed with a buy price, a sell price, and a quantity. The stock number tells you how much of that resource the Skirineen have in supply. Some resources may not be available -- yet. When another colony sells a resource to the Skirineen, it becomes available for you to buy.

Buying Resources

Click on the Buy button next to the desired resource. You are asked how much of this resource you wish to buy. Choose the amount and press the DONE icon.

Selling Resources

In a similar manner to buying resources, click on the Sell button next to the resource you want to sell. Choose the amount and then press the DONE icon. These funds are automatically added to your treasury.

PURCHASING SECRET INFORMATION
Due to their advanced surveillance systems, the Skirineen constantly spy on all the colonies. They will sell you information on a territory for 100 credits. This allows you to Zoom In to a rival territory with Spy-Level Vision and take a peek at what they are up to.

Press the Purchase Information button, then choose the territory you wish to see on the Satellite Map. Once you have left the Black Market screen, you may Zoom In on this settlement's Territory View. This lasts only for one turn.

The Skirineen might have technologies they can sell you. If any technologies are available they are displayed in this box - along with their price tags. Click on the technology and it is added to your bill. Right-click on the technology icon for information on that technology.

BUYING MILITARY UNITS
The Skirineen may also be able to sell you military units. When they have military units to offer, they are listed in this box. Click the Purchase Units button. The military unit will immediately land in the highlighted territory.

OOLAN'S ADVICE: Buying or selling resources is the least likely Skirineen deal to cause a scandal. Buying military units from them has the highest chance of creating a scandal.

PART ELEVEN: RANDOM EVENTS

The unexplored worlds you encounter within the Dark Cloud will throw many problems and benefits your way. The following are the unexpected occurrences that may happen.

BAD EVENTS

Plague -- This terrible disease can kill off much of a settlement's population. Each turn, the plague has a chance to spread to adjacent territories. Plagues can only be stopped by the presence of a Hospital in the territory.

Crop Plague -- Your crops die from a horrible mold, destroying half of your food stockpile in that territory. Moving food out of the afflicted settlement may spread the disease to other territories.

Earthquakes -- An earthquake will damage buildings and kill off many colonists.

Ion Storms -- These unusual storms prevent Orbital Surveillance System technology from scanning the planet.

Floods - Floods cause harm to your settlements, as large volumes of water scour your streets and foundations -- damaging both colonists and buildings. Weather Control Stations can direct torrential rains onto enemy settlements, creating these floods.

GOOD EVENTS

Celebration -- Your colonists rally around you and donate credits to your treasury.

New Resources Discovered - One of your territories gets a resource bonus square.

Natives Join You - Shrine natives join your colony, adding more colonists to your population. They are represented by your normal race colonist icons.

PART TWELVE: CAMPAIGN PLAY

There are forty-two campaigns - six for each race. Each campaign has a different set of unique challenges. Plus, the victory conditions have more variety than a regular single or multiplayer Deadlock II game.

The campaigns unfold the quest for Xythra. Some battles even take place on the same planet - but from different perspectives! You will play the ChCh-t side in one battle and the Cyth side on the same planet in another. Once all seven campaigns are complete, the secret of the Ancients shall be revealed.

To play Shrine Wars campaigns, select New Shrine Wars Campaign from the start menu. You then choose which race's campaign to play. Once you have picked a race, the first scenario's objectives are revealed and the race begins.

You save campaign games using the Save Game feature under Game Options. Your saved game can be loaded by using the Load Game option on the Main Menu and choosing Load Shrine Wars Campaign. Your campaign picks up where you left off.

Once you finish a each campaign, you can select which race's campaign you wish to play next.

PART THIRTEEN: CREATE YOUR OWN SCENARIOS

You can design your own planet map, or a new solo or multiplay scenario! Press the Editor button to see your choices. The World Map Editor lets you shape the terrain of your world map. The Scenario Editor lets you customize maps by assigning specific races, units, or buildings.

The World Map Editor

Your customized world can be loaded from the Custom Planet button in the Game Startup screen. These can be used in both single and multiplayer games, but can not be used in a campaign. You control these features:

* World Type - The planet's environment -- Alien, Tropical, Dry, and so on.

* Territory Type - Pick the type of terrain each territory will be. Choose between ocean, wasteland, plains, mountains, swamps, or forests.

Save your map when you are finished. Then play it by using the Load button on the Custom Map screen when creating a single or multiplayer random scenario.

The Scenario Editor

Create a complete scenario with this editor. Here is what you can change:

* Victory conditions, as well all Game Startup options - including the victory conditions.

* The races that will be in the scenario. If this is a solo player scenario, assign which race is controlled by the player.

* Key features on the world map. Change territory types, shrine locations, and territory names.

* The starting number and type of military units, buildings, colony population, pacts, and technologies.

The Deadlock II Scenario/Map Editor is activated by pressing the Editor button on the Main Interface. The Editor can save your creations as a "Map" or "Scenario". Maps (.MAP files) are loaded using the Load Map button on the Custom World screen and hold only geographic data. Scenarios (.SCE files) contain that information, plus settlement and unit data. Scenarios are loaded from the New Single Player Game button on the Main Menu.

CHANGE TERRITORY TYPES

As you create a new scenario or map, you will get the Change Territory Types menu after the setup screens. This allows you to make large scale modification to the geography of your world. The six types of territories are listed. Choose one by clicking the button next to it. Now click on a territory on the menu's map. That territory is changed to the new territory type.

Use this process of selecting territory types and clicking the map until you have the layout of the world as you want it. Once you accept the changes made here, you can not get back to this screen without creating a new world.

TERRITORY/RACE SELECTION

When you add units or buildings, their ownership is determined by the currently selected territory. If a neutral territory is highlighted, the editor will build units belonging to the race last selected.

EDITOR COMMAND FEATURES

Game Menus

Only some of the the Game options work in the Scenario/Map Editor; Help, Game Options, Add/Delete Buildings, Create Pacts, Tech Tree, Set Taxes and Morale. All of the features work as in the game with the following exceptions.

¥Game Options - You load and save scenarios or maps from this menu.

¥Add Buildings - Placing a building will build that building in the square or squares that you picked. All buildings except a Shrine if it is placed in a neutral territory, are owned by the current player race.

¥Create Pacts - The selected territory determines the player race when entering the pact screen. Any pacts proposed in the editor are automatically accepted.

¥Tech Tree - Clicking a technology will give it to the selected race, while clicking an existing technology will remove it. A technology can not be queued in the Editor.

Editor Specific Menu Options

¥Add a Race - Puts a race of your choice in the selected territory.

¥Toggle Player Race - This has the same effect as selecting a different race's territory. Each time the key combination is pressed, it selects a different active race.

¥Game Set-Up Screen - This brings you back to the Game Set-Up screen, letting you change victory conditions, AI skill levels, as well as other key scenario settings.

✠Territory Resources - A territory's resource stockpile, population, morale, and treasury are modified as desired using this text entry box. Unlike the other items, your amount of credits are a global number, showing your colony total.

✠Add Units - Using this, you can add any military units desired, in any quantity. The units' racial identity will be either the race owning the territory or, in the case of a neutral territory, the race last selected.

OOLAN S ADVICE: If you add a lot of military units to a colony, make sure you give them a large enough treasury to support their troops. If you don't, their units will disband soon after the game starts.

✠Rename Territory - You may rename any territories desired, using this text entry box.

✠Toggle Race Identity - Once a race is added, its identity can be toggled using Toggle Race Identity. Cycle through the races until you get the race you want. As the identity toggles, so does that of all its associated units and buildings.

✠Delete All Races - The only way races can be removed from a scenario is to take ALL of them off. If you attempt to remove a race by disbanding all its units and destroying every building, the scenario file will become corrupt.

MODIFY RESOURCE POTENTIAL
Right-clicking any land square in the Territory View will call up menu allowing you to change the land type for that plot of land. A resource bonus may also be granted. The nature of a bonus is tied to the land type, for instance a bonus on a Rough square will always be for Energy.

OOLAN S ADVICE: Make sure that your colonies are well supplied with enough power and morale-generating buildings. Do this by making sure your energy stockpiles are not a negative numbers and that your morale readouts are not showing a drop.

DETERMINING THE PLAYER RACE
The player race is defined by whichever race owns the selected territory as you save your scenario. Forgetting to select the player race's territory when saving is probably the most common error when using the editor. If a different race is selected, the scenario will still load, but will start with that different race.

Once you have made your new scenario, save the scenario using the Save Game choice from the GAME OPTIONS button. When you are ready to play, choose New Single Player Game or New Multiplayer Game on the Main Menu.

PART FOURTEEN: MULTIPLAYER GAMES
You can play against up to six other human opponents in multiplayer action. Deadlock II lets you connect with other players through the Internet, a LAN (Local Area Network), a modem serial connection, or a null modem

PREPARING FOR INTERNET PLAY
To play over the Internet, you'll need a modem and access to an Internet Service Provider. This will allow you to play against players with similar Internet access.

Special TCP/IP Instructions

If using TCP/IP, you must first make sure that Connect on Demand is set to off in your Internet Control Panel. If this is not done, a conflict with Direct X will cause a crash. If your Windows 95 does not have an Internet Control Panel, it's probably Release 1, which did not have this conflict problem. In this case, you don't need to worry about it.

PREPARING FOR MODEM

Follow your installation instructions so that your modem is hooked up to an open phone line. Note the baud rate of your modem, and what COM port it is on. If you do not know your baud rate, try 9600. Your modem manufacturer or Windows 95 customer support can help with modem setup problems.

PREPARING FOR DIRECT CONNECT (NULL MODEM)

Two computers near each other can be directly linked together with a null modem cable. Each computer must have a free serial port and open COM port. To connect the computers, use a serial cable plus a "Null modem" adapter which attaches to the cable. You many want to note the baud rate of you serial card; if you must guess, use 9600. Your PC manufacturer or Windows 95 customer support can help with problems setting up your serial cable.

STARTING A MULTIPLAYER GAME

Once you are hooked up through the Internet, a LAN, a serial modem, or a null modem, you can create a multiplayer game. Select NEW MULTIPLAYER GAME from the Main Menu. This set up screen appears:

Be sure the Start New Game button is selected. Next choose whether your game will be set up through a TCP/IP connection (the Internet), IPX (a local area network) or a Modem/Serial Link (Modem or Null Modem). Your computer will now become the host, or main computer, for the game.

Next you must set up the type of game you want using the Game Startup screen. See the Game Startup screen on page 16 for details on all these options.

You will then get the Host a Net Game box. Name your game so other players can identify it. You will then be given the familiar Game Startup screen, followed by the Planet Selection sequence.

Special Modem/Serial Instructions

For modem or serial games, you will get a screen letting you set them up. Be sure to check the Enable box next to the COM port you want to use. If are using a modem to start the game, select Answer Modem. Fill in any special modem commands. You must hit OK to leave this screen before someone's modem can call you up to join the game. If you are using a serial connection, select Direct Connect; ignore the special modem commands and phone number.

Other Players Join You

You will now wait for the other players to join the game. This Waiting for Players box tells you how many players have joined the game so far. Once all of the players have joined, the game will start automatically. If you press the DONE icon before everyone has joined, any unfilled positions will be run by computer AI players.

The world is now generated. You, the game's host, have the option of accepting the world, or having

the computer generate a new one. When a planet is okayed, each player must choose a Race, Player Skill Level and landing territory. When all player have made their choices, then the multiplayer battle begins!

 OOLAN'S ADVICE: There may be a delay as all computers synchronize.

JOINING A MULTIPLAYER GAME
Select New Multiplayer Game button from the Main Menu. Select the Join Game button, then choose whether your game will be run through a TCP/IP connection (the Internet), IPX (a local area network) or a Modem/Serial Link (Modem or Null Modem). Your computer will now become a slave, or connecting computer, to the PC that is hosting the game.

Special Modem/Serial Instructions
For modem or serial games, you will next get a screen letting you set them up. Be sure to check the Enable box next to the COM port you want to use. If are using a modem to start the game select Call on Modem. Fill in any special modem commands and the phone number of the person who has started the game. If you are using a serial connection, select Direct Connect; ignore the special modem commands and phone number.

Finding the Host Game

A game or a series of games will appear in this box. Pick the game you wish to join and press the DONE icon.

If you are using an Internet connection, you will need to enter a host server's TCP/IP address. Once the address is entered, you will be able to connect with all the waiting games on this host machine.

You are told when you have connected to a host computer. Once the host starts the game you are taken to the Game Startup screen.

All players are on this screen together. Negotiate everything from victory conditions to turn time limits. Each player also selects advantages or disadvantages. Choosing an advantage lowers your final score, while choosing a disadvantage raises it. Experienced players may also handicap themselves on this screen.

 OOLAN'S ADVICE: See the Game Startup screen on page 16 for details on all these options.

The starting player, or host, controls when the game starts. You will be prompted to select your Race, Player Skill Level, and landing territory. Once everyone makes their choices, the game will start.

MULTIPLAYER GAMES WITH ONE CD
Up to four players can interact with one Deadlock II: Shrine Wars CD. Just be sure that the host computer has the CD in the CD-ROM drive. Then you and your friends are ready to go! Two Deadlock II CDs will bring you up to the maximum number of players (7).

IF A PLAYER QUITS A GAME

Players may leave a multiplayer game at any point. When a player leaves a network game, their colony is automatically taken over by the computer. All other players will receive a message indicating that the colony has been taken over by the computer. A human player may not rejoin a game in progress. If a player wants to rejoin a game, the host player must save the game and restart it, allowing the player to join the game.

RESTORING MULTIPLAYER GAMES

If a multiplayer game gets disconnected, the host must reload the game. Select Load Game from the Main Menu, then Load Multiplayer Game. This brings up a selection window allowing you to choose a saved game file and a connection protocol. Once chosen, you are then presented with the Waiting for Players box. Follow all other procedures as stated under STARTING A MULTIPLAYER GAME AND JOINING A MULTIPLAYER GAME.

¥NOTES ¥

CUSTOMER SUPPORT

You can ask for help with your Accolade game by reaching us by Phone, Fax, Online and Mail:

PHONE: Accolade can help you by phone between the following hours:
                Monday - Thursday 8:00am - 5:00pm PST and
                Friday 9:00am - 5:00pm PST
                (408) 296-8400

FAX: Faxes may be sent anytime to: (408) 246-0231

ONLINE: Website: http://www.accolade.com
                Email: techelp@accolade.com

Mail: Accolade Tech Support
                5300 Stevens Creek Blvd.
                Suite 500
                San Jose, CA 95129

For Deadlock II: Shrine Wars Hints & Tips
Call Accolade Direct
1-900-454-HINT
$.99/minute — If you are under 18, please get your parents permission
before making this call.

90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and work-manship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90 day period without charge. To receive warranty service:

1. DO NOT return your defective compact disc to the retailer.

2. Notify Accolade Customer Service of the problem by calling (408)296-8400 between the hours of 8am and 5pm (Pacific Time) Monday through Friday. Please do not send your compact disc to Accolade before calling. Accolade can also be reached 24 hours a day by FAX at (408)246-0231, or by email at techelp@accolade.com. heck us out on the World Wide Web at http://www.accolade.com.

3. If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your compact disc (be sure your packaging is at least 4 x6 , as many shipping companies will not ship anything smaller). Send the compact disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Service, Accolade, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129.

After the 90-day period, defective media may be replaced in the United States for $10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

LICENSE AGREEMENT

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JBI International Communication and Localization

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Combat Sequence Theme
Setup Screen Music
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Opening Cinematic Score
Victory and Defeat Cinematic Scores
Greg Weber and David Nowlin at Webtone Productions

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Uva Mosk
Baomi Butts-Bhanji

Skirineen
Human Pilot (Intro Cinematic)
Roy Allen Blumenfeld

Human
Human Air General (Intro Cinematic)
Lise Bruneau

ChCh-t
Christiane Crawford

Human Air Commander (Intro Cinematic)
Sean Fish

Tarth
J. S. Gilbert

Human Commander (Intro Cinematic)
Randy Hauser

Cyth
Cyth Captain, Human Sergeant, Cyth Advisor, Veil Lord (Intro Cinematic)
Julian Lopez-Morillas

Oolan
Jan Carty Marsh

Re'Lu
Alexander Van Frank

Maug
Human Bosun (Intro Cinematic)
Gary R. Voss

Cyth Underling (Intro Cinematic)
Greg Weber

Special Thanks
Jim Barnett, David Grenewetzki, Stan Roach, Neil Johnston, Kathie Tompkins, Mike Yuen, Dale Mauk, Allen Edwards, and Glynn Anderson

Table 1	ChCh-t	Cyth	Humans
General Strengths	Colonials multiply quickly	Morale rarely changes	Double the trade income of other races
	Housing holds double the number of colonists	Only need half the food of other races	Gain more from income tax than other races
	Increased speed of unit production		Reduced transport costs
General Weaknesses	Slow researchers	Pacts are difficult to achieve	Prone to scandals when dealing with the Skirineen
	Gain less income tax than other races	Can never use full work force due to fixed morale	
Military Strengths	Scouts steal resources	Scouts can poison land	Infantry have Berserk battle order
	More effective air units	Command Corps can Mind Blast opponents	
	Units move faster		
Military Weaknesses	Weaker units		Costs more to maintain military forces

Maug	Re'Lu	Tarth	Uva Mosk
Produced Electronics faster	Can see more detail of other colonies in the Planet View	Faster food production	Produce more natural resources than other races
Faster research ability			Command Corps have Shaman mission to create resources
Colonists rebel more readily			Generate little income from taxes
Scouts can sabotage units and steal technologies	Command Corps have Mind Control ability	Strongest military force of any race	All infantry units can use the covert Spy mission
Make military units faster	Scouts can subvert enemy population's morale	Infantry can devastate enemy buildings with the Juggernaut mission	Can maintain larger military forces with lower expenses
			Improved combat accuracy for all units
Weaker Infantry units	Weak units	Weak naval units	
		Scouts do not Spy well and are easily caught	

Type of Unit	Resources Needed	Technology Needed
SPECIAL		
Militia	None	None
Medic	5 iron, 5 electronic parts	Advanced Medicine
Scout	10 iron, 1 electronic part	Electronics
Command Corp	5 iron, 5 electronic parts	Electronics
Colonizer	10 wood	None
INFANTRY		
Laser Squad	None	None
SAM Trooper	10 iron, 5 electronic parts	SAM Missile
Battle Trooper	25 iron, 8 electronic parts, 2 anti-matter pods	Anti-matter Rifle
Assault Trooper	50 iron, 10 electronic parts, 10 anti-matter pods	Assault Armor
ARMOR		
Laser Cannon	25 iron	None
Fusion Cannon	50 iron	Fusion Cannon
AAV	75 iron	Fusion Cannon
Disruptor Cannon	100 iron, 5 electronic parts, 10 anti-matter pods	Disruptor Cannon
Holocaust Cannon	250 iron, 10 electronic parts, 20 anti-matter pods	Anti-matter Beam
SHIPS		
Sea Transport	25 iron	None
Destroyer	30 iron	Underwater Tracking
Submarine	150 iron, 10 electronic parts	Frictionless Hulls
Flak Ship	100 iron	Flak
Sea Command	100 iron, 10 electronic parts	Electronics
Shockwave Dreadnought	100 iron	Shockwave Projector
Shockwave Carrier	200 iron, 10 anti-matter pods	Ion Weapons
Siege Cruiser	200 iron, 20 electronic parts	Rocketry
AIRCRAFT		
Turbo Wing Fighter	50 iron	None
Air Command Plane	150 iron, 15 electronic parts	Electronics
Starflare Bomber	100 iron, 10 electronic parts	Starflare Bombs
Supernova Spyjet	250 iron, 20 electronic parts, 10 anti-matter pods	Cloaking
MISSILES		
Scatterpack Warhead	25 iron	Rocketry
Siege Cruiser Warhead	N/A	N/A
Groundbreaker Warhead	50 iron, 5 electronic parts, 10 anti-matter pods	Ion Weapons
Supernova Warhead	100 iron, 10 electronic parts, 20 anti-matter pods	Anti-Matter Beam
MINES		
Land Mines	N/A	Proximity Detectors
Sea Mines	N/A	Proximity Detectors
DEFENSE BUILDINGS		
Laser Tower	15 iron	None
Flak Launcher	50 iron, 5 electronic parts, 5 energy	Flak
Energy Defense	50 iron, 10 electronic parts, 5 energy	Energy Defense
Anti-Matter Defense	100 iron, 10 electronic parts, 10 energy, 10 anti-matter pods	Anti-matter Deflectors
Torpedo Fort	50 iron, 5 electronic parts	None

Cost	Support Cost/Turn	Movement Points	Attack Value	Defense Value	Speed	Firing Rate	Firing Range
SPECIAL							
0	0	N/A	2	2	Very Slow	25 RPS	1 square
250 CR	1 CR	3	1	5	Ultra Slow	25 RPS	1 square
100 CR	0	3	2	5	Very Slow	25 RPS	1 square
250 CR	1 CR	3	2	5	Ultra Slow	25 RPS	1 square
50 CR	0	3	2	2	Very Slow	25 RPS	1 square
INFANTRY							
35 CR	0	3	2	5	Slow	25 RPS	1 square
60 CR	1 CR	3	4	12	Slow	25 RPS	1 square
100 CR	2 CR	3	8	24	Fast	25 RPS	1.3 squares
200 CR	5 CR	3	12	36	Fast	33 RPS	1.3 squares
ARMOR							
75 CR	1 CR	4	4	10	Slow	25 RPS	1.3 squares
100 CR	2 CR	4	8	20	Slow	33 RPS	1.3 squares
200 CR	3 CR	4	8	20	Fast	25 RPS	1.5 squares
200 CR	5 CR	4	15	40	Slow	33 RPS	1.6 squares
500 CR	10 CR	4	25	60	Fast	33 RPS	2 squares
SHIPS							
50 CR	1 CR	4	2	25	Slow	17 RPS	1.3 squares
100 CR	1 CR	4	10	25	Fast	25 RPS	1.3 squares
250 CR	2 CR	4	10	15	Slow	33 RPS	2 squares
150 CR	1 CR	4	10 air / 2 gmd	20	Slow	17 RPS	1.8 squares
250 CR	2 CR	4	6	35	Slow	25 RPS	1.3 squares
150 CR	1 CR	4	10	40	Fast	25 RPS	1.6 squares
300 CR	2 CR	4	6	60	Fast	40 RPS	1.6 squares
300 CR	5 CR	4	5	30	Slow	25 RPS	1.3 squares
AIRCRAFT							
75 CR	1 CR	2	5 air / 2 gmd	10	Very Fast	50 RPS	1.3 squares
200 CR	3 CR	3	2	12	Very Fast	50 RPS	1.6 squares
100 CR	2 CR	3	2 air / 6 gmd	20	Very Fast	50 RPS	1.6 squares
350 CR	12 CR	4	14 air / 2 gmd	30	Very Fast	50 RPS	1.8 squares
MISSILES							
100 CR	0	3	20	4	Ultra Fast	N/A	N/A
N/A	0	1	10	4	Ultra Fast	N/A	N/A
125 CR	0	4	20	6	Ultra Fast	N/A	N/A
150 CR	0	5	30	8	Ultra Fast	N/A	N/A
MINES							
N/A	0	N/A	50	N/A	N/A	N/A	1 square
N/A	0	N/A	50	N/A	N/A	N/A	1 square
DEFENSE BUILDINGS							
75 CR	2 CR	N/A	4	25	N/A	5 RPS	2.3 squares
100 CR	2 CR	N/A	8 air/4 gmd	25	N/A	25 RPS	2.4 squares
100 CR	5 CR	N/A	6	35	N/A	17 RPS	2.6 squares
150 CR	10 CR	N/A	12	50	N/A	17 RPS	3 squares
100 CR	5 CR	N/A	30	30	N/A	5 RPS	3 squares

Load Game	Ctrl · L
Save Game	Ctrl · S
New Game	Ctrl · N
End Turn	Enter
Army Box of Selected Territory	Space
Toggle Flat/Resource View	Insert
Toggle Planet/Territory View	Home
Toggle Military/Resource View	End
Next Territory	TAB
Previous Territory	SHIFT TAB
Disband Unit / Demolish Building	Delete
Cancel Current Operation/Menu	Escape
Help	F1
Game Options	F2
Scenario Status	F3
Buildings	F4
Pacts	F5
Event Log	F6
Research	F7
Chat Screen	F8
Taxes	F9
Black Market	F10
Colony Assistant	F11
Combat Screen	F12
Zoom out to Planet View	-
Zoom in to Territory View	.
Scroll Map Left	Left Arrow
Scroll Map Right	Right Arrow
Scroll Map Up	Up Arrow
Scroll Map Down	Down Arrow
Scenario Editor only	