

# ALIEN NATIONS

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Certain light effects or flashes may cause loss of consciousness or epileptic fits. Certain graphics and effects in computer games may trigger such an occurrence, even to those not know to have suffered such a fit before. If you or a member of your family is epileptic, please consult your doctor before using this game.

If symptoms as drowsiness, dizziness, flickering of eyes or muscles, unconsciousness, disorientation or any kind of unconscious movement or spasms occur, switch off your computer IMMEDIATELY and consult your doctor before continuing the game.

**Suggestions, proposals, requests...**

Let us know, what you think about this game. You can get hold of us by e-mail at: [jowood@jowood.at](mailto:jowood@jowood.at)

**Latest news**

Visit our web pages. There you find the latest information about all our games:

<http://www.aliennations.com>

<http://www.jowood.com>

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# ALIEN NATIONS

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# ALIEN NATIONS

## Installation

Minimum System Requirements: Pentium 233 MHz processor with 32 MB RAM, 2 MB PCI graphic card, 4x CD ROM drive, 130 MB free space on hard disk, DirectX 6.0 , mouse and keyboard Windows compatible.

Sound and music require SoundBlaster or 100% compatible soundcard, speakers and connecting cable between CD-ROM drive and soundcard.

To install the game, boot your computer, close all other programs and insert the ALIEN NATIONS CD into the CD-ROM drive. If Plug&Play is inactive, click the CD-ROM icon in "My Computer" and then ALIEN NATIONS, otherwise the program will start automatically.

Please read "Information" before installing the game and follow the on screen. If ALIEN NATIONS has not been installed or has been deleted ,then click on "Install ALIEN NATIONS" .

## Background Programs

All other programs should be closed before starting ALIEN NATIONS.

Some screen savers may cause brief problems with your monitor. If activating the screen saver causes problems, we recommend closing it before starting the game.



# Alien NATIONS

## Welcome

Welcome to a world full of life and adventure, a world built and ruled by you, but one you may end up destroying.

Control the nation of your choice. The mushroom farming Pimmons are a race of blue-skinned, chubby and happy beings. They prefer sipping mushroom brandy before developing a prosperous civilisation. The chocolate cake baking Amazons are wild warriors that like nature and an ordered life. Or the worm smoking Sajikis are insects with the instinctive desire to eliminate all other life forms so that only they get all the available food.

You alone determine if your people prosper in peace or if they go to war, plundering the worlds they colonise. Be careful in your choice of location of satellite towns, trading partners and allies.

By now you have an idea of how many possibilities ALIEN NATIONS offers and how complex the interaction in this world is. For a successful game, you have to secure your nation's food supply, make sure you have sufficient inhabitants to pay the tax needed to cover your fixed costs, and build a functioning infrastructure that produces wood, rocks, iron and – if necessary – arms and luxury items. You have to establish diplomatic relations with other peoples, trade with them, and by founding new cities, increase the number of your settlements, and much more.

Have lots of fun with ALIEN NATIONS and success in exploring and developing its worlds.



# ALIEN NATIONS

## Starting the Game

Once you have successfully installed ALIEN NATIONS, to start it, you can either click the START button in Programs/ALIEN NATIONS or insert the ALIEN NATIONS CD into your CD ROM drive. The CD needs to be in the CD ROM drive for the game to run.

After the introduction, you then enter the main menu. You can stop the introduction at any time by pressing the left mouse button or the ESC key.

## Main Menu

The main menu contains the following menu items:

- ◆ **Single Player Mode:** The game options if you want to play on your own.
- ◆ **Multiplayer mode:** If you are linked to a network or have connected two computers with a nil modem cable, you can play with or against up to two friends.
- ◆ **Load ing the game:** If you have saved a single player game previously, you can continue it by clicking here.
- ◆ **Setting:** Click here if you need to change any of your settings to play ALIEN NATIONS.
- ◆ **Exit game:** Returns to Windows.



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## Single Player Mode

In this menu item, you can select any of the following game modes:

- ◆ **Introduction:** You should go through these five games one by one to familiarise yourself with the control and logic of ALIEN NATIONS.
- ◆ **Campaigns:** Each nation has ten campaigns. The first ones are easy, but they get difficult later. You have to finish a mission before proceeding to the next one. First select your nation and then the mission. As the Pimmons are a peaceful nation, their missions are usually peaceful. The Amazons spend a lot of time in military training and constantly expand their territory. The Sajikis are a warrior nation. The level of difficulty of the missions varies accordingly.
- ◆ **Continuous game:** If you are a true pro, you can try to create a whole world, one ruled by your nation. In the continuous game mode, the level of difficulty may be changed by the parameters of the world in which you are playing.

## Basic Set-Ups for the Single Player Mode

- ◆ **Size of World:** The smaller the world, the less space for expansion and the more likely conflicts will break out.
- ◆ **Quantity of Resources:** The less resources there are available, the further your porters, hunters and collectors have to be sent to acquire food and raw materials.
- ◆ **Stage of Development:** The lower the stage of development, the less technologies are already discovered and the longer your game will have to last for your nation to prosper.



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- ◆ **Level of Supplies:** The lower the quantity of your supplies at the beginning of the game, the more infrastructure that needs to be constructed to produce sufficient supplies.

## Multiplayer mode

To use the multiplayer mode, you need to do the following:

Key in your name.

Select the method of connection:

- ◆ Select the **serial connection** if you are using a nil modem cable to connect two computers.
- ◆ **IPX** may be used for playing in a local network that supports the IPX protocol. IPX is very fast, but sometimes stops for a moment.
- ◆ **TCP/IP** may be used for playing in a local network that supports the TPC/IP protocol, or for playing with others via the internet. TCP/IP is not very fast, but it is largely fail safe.

After this, one of the other players has to register as the server. This is done by clicking on **“New”**.

Then key in the number of players, enter the name of your session –what the game is called in the network – and key in the world parameters (see single player mode / continuous game).

Once this is done, the other players can go to “Search” or wait for a while. After a few seconds the session you installed will appear. They can enter the game by mouse click.

Each player selects his nation. Each nation can only be selected once.

Once all players have selected their nation, they can chat a little in “Chat”. This is not just for fun, it is good for making arrangements if you are not connected by telephone.



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nce all players have logged in, the server starts the game clicking on "**Start Game**".

Please be patient. The game will start once the slowest computer is ready and all necessary data has been transmitted.

## Load Game

With "**Load game**" you can continue to play games you have played before.

The program generates the "automatic save" and "quick save", and the player cannot name them. Once activated in the "**Set-Up**" (see above), the game is saved automatically every couple of minutes. You can "quick save" a game s by pressing the **F12** key. You do not need to enter the save menu.

## Set-up

The following items can be found in the Set-Up menu:

- ◆ **Graphics:** To adjust your computer's graphics.
- ◆ **Sound:** To configure the sound to suit your computer's requirements.
- ◆ **Controls:** To adjust the controls to your requirements.

## Graphics

- ◆ **Hardware acceleration:** If your graphic card supports 3D acceleration, you can switch the hardware acceleration on and off here. This will not effect the game's speed much, but zooming will be much faster.



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- ◆ **Alpha shadow:** If you have a very slow computer, it is advisable to switch off the shadows of buildings and units. It does not look as good, but the running speed is increased.
- ◆ **Solution:** If you have a very fast computer (PII400 and above) and sufficient RAM on your graphic card (at least 4MB), you may set the screen resolution to 1024 x 768. If you have a large monitor (17" or larger), you will have a better view of the terrain and menu.

## Sound

- ◆ **Sound:** Switches the background sounds on and off.
- ◆ **Effects:** Adjusts volume of the sound effects (noise of working, birds, etc.).
- ◆ **Music:** Adjusts volume of the background music.
- ◆ **Speech:** Adjusts volume of mentor. He gives you hints on the current game status during the game.
- ◆ **EAX:** If your computer is equipped with a SoundBlaster Live or better, you may use the EAX facility of ALIEN NATIONS. If you have 4 or 5 speakers connected to your SoundBlaster Live, you can hear 3D sound effects by switching on the EAX.

## Control

- ◆ **Scroll in menu:** If you point the mouse cursor to the edge of the screen, the terrain moves in the corresponding direction. Occasionally, arrows to scroll the menu will appear on the bottom right. This might cause problems for those inexperienced in using a mouse, so you have the option here of switching this scrolling function on and off.

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- ◆ **Automatic save:** Adjusts if and how often the game is to be saved automatically.

## Introduction to the Game

Let us now go through the control of **ALIEN NATIONS** step by step. After a few minutes, once you have got used to the basic principles, you will see how easy the game play is. It remains so throughout the entire game.

Start a single player mission from the menu, go to "**Introduction**" and click "Control Introduction". The following text will appear:

» Welcome to your first tutorial mission.

With the help of the Pimmons you will learn how to lead and control your nation. Take your time to try everything. You are alone on this planet and no one will harm you.

With the left mouse key, you can select buildings, persons, plants, trees, etc. Your own persons may be directed to places in the terrain or buildings with the right mouse key. If you want a porter to collect food, click him with the left mouse key and send him to a shrub with fruit using the right mouse key. He will start and bring the fruit to your city hall.

A control and information bar is situated on the right edge of the screen. There you may control the selected objects. If you have not selected anything in the empty terrain by left click, you will get common information like resident overview, building overview, balance etc. The building function is available all the time.

If you have selected e.g. a residential building, the menu changes. There you might as well call up information about the building status or persons inside the building.



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To keep the overview over the world and cities you may reduce or enlarge the terrain infinitely by using the sliding controller besides the magnifying glass on the right hand side or – if available – the mouse wheel.

Try everything. Inserted at the right bottom of the terrain you always find an explanation for the buttons to be clicked. Watch closely the control bar. You find a map, the list of your cities (there may be more during future missions) and some other functions.

Mission target is to get you acquainted with the control:

Construct two buildings, they will bring you additional residents.

Construct a school to train porters for other jobs.

Gain 15 food units by sending your porters to collect fruit.

Gain 15 rocks by training porters to stonemasons and make them mine rocks.

You can call up this page any time in the Option menu under "mission objectives"!«

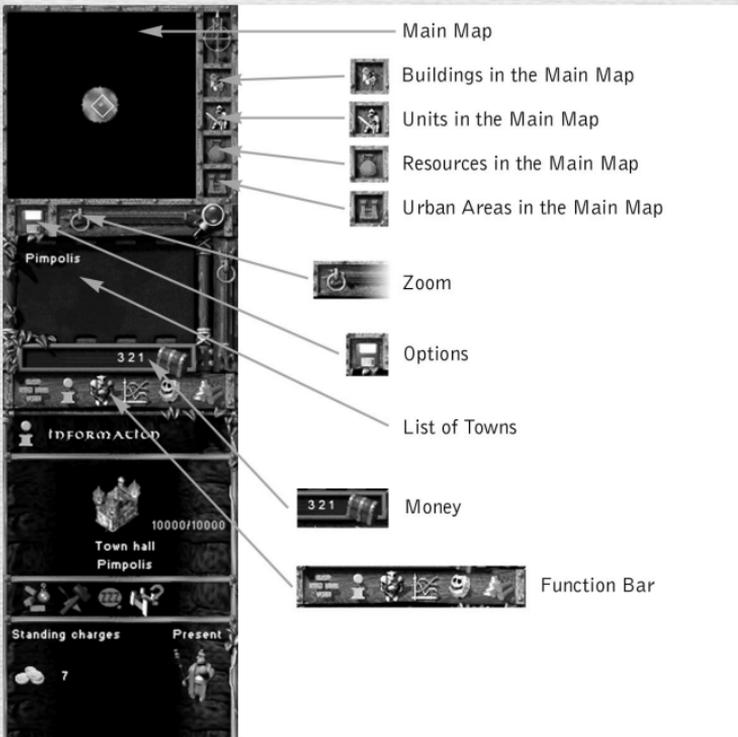
Now you have the opportunity to select another mission by clicking "Back". Print the text above on your printer by clicking "Print" to avoid calling up the options menu during the game to read mission items. To accept the mission, click OK.

Of course you have these opportunities in all tutorial missions and campaigns.

After clicking OK the mission is loaded, depending on your computer's speed this may take from a few seconds up to 1 minute.



# Alien Nations



# ALIEN NATIONS

## Control

### The side menu

You can now see your first town hall . Your first master builder is leaving the town hall accompanied by your first two porters .

If your mouse has a wheel, turn it. You will see that the camera view zooms in and out , depending on the direction you turn it.. By using the infinite zoom function ,you can view your cities constantly. You can also zoom without a mouse wheel, and this will be covered later.

Now move the cursor to the edge of the screen. When it touches the edge of the screen, the terrain starts moving in the direction the cursor is moving. To scroll the terrain diagonally, go to the relevant corner. The menu bar is on the right hand side. With it you can control all the game functions. If the mouse cursor goes over a symbol that controls a function, it will change colour and a text box will appear in the terrain explaining what this symbol does.

### Main Map

At the top right , you will find the main map. This displays an overview of the whole world in which you are currently playing. The black areas are those not yet explored, dark areas are those with which you have come into contact once, but are not currently observing. You cannot see if alien units are there at the moment.

Next to the map you will find some symbols. You can determine what is displayed in the main map by clicking these symbols.



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## **Buildings in the Main Map**

To turn the buildings on or off in the main map, click the house symbol. Pimmon buildings are blue, Amazon buildings red and the Sajiki buildings yellow. The same goes for units and city boundaries.

## **Units in the Main Map**

Click the unit symbol will show all units (including your opponent's as well) in the main map.

## **Resources in the Main Map**

Click the resource symbol to turn the resources (trees, rocks, shrubs and animals) on or off.

## **Urban Areas in the Main Map**

Includes "Towns". Urban areas are marked in the national colour on the terrain and by border stones. The Pimmons, the nation in this tutorial mission, are blue, the Amazons red and the Sajikis yellow.

It is best to try out as much as possible in the tutorial mission. This helps you to find your way around quickly and understand the new symbols and functions that are added during the game. You can't do anything wrong in the tutorials. If you have made your nation totally unhappy, just restart the mission. There are no other nations in the first three tutorial games. You don't have to worry and can take your time.



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The following important symbols are found in the menu bar:

## Options

Click the disk symbol to get to the options menu. In this menu you can load and save or change graphic and sound settings and end or restart the game.



## Zoom

You can zoom in and out of the game terrain infinitely. Click the ring, keep the left mouse key pressed down and move the ring to the left or right. The terrain will be enlarged or reduced accordingly.



All units and buildings can be clicked on and selected at every zoom level.

## List of Towns

All of your nation's towns are in the list of towns. Yellow letters indicate the town selected.

To select a town, click its name with the left mouse key.

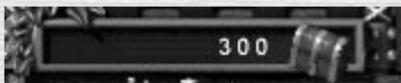
To select a town and simultaneously centre the game view on its town hall, click on its name with the right mouse key.



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## Money

The amount of money you have available is shown next to the money chest..



Your GNP (gross national product) is paid into a money chest of of which all costs are also paid.

## Function Bar

The function bar is underneath the money display. If you have not clicked anything else, you will see:



- ◆ Construction of Buildings
- ◆ Buildings
- ◆ Town Dwellers
- ◆ Finances
- ◆ Needs
- ◆ Raw Materials

More about this in a while.

Below is a short summary of your stocks of wood, rock and iron.

Below are some buildings. You may construct the two highlighted buildings. The raw materials required are listed on the right. More specific information will be given later.



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Right at the bottom you will see a red arrow. By clicking on it, you can move the list of buildings by one line per click. Once you have scrolled to the bottom, the right arrow turns red and you can scroll back upwards with it. By scrolling you can see how many different buildings will appear and be built during the game.

Note:

- ◆ »Click« always means a left mouse-click, unless stated otherwise.
- ◆ »Scroll« allows you to move everything possible – e.g. terrain, menus, etc.
- ◆ Anything you can click changes colour if touched by the cursor (this applies only to the menu, not to the terrain)
- ◆ Each symbol you can click and almost every other symbol displays a description at the bottom right to help you understand the symbols quickly.

## Options

Now click the options menu (the blue disk).

In it are the following menu items:

- ◆ **Mission objectives:** Allows you to read again or print your mission objectives.
- ◆ **Save game:** Here you can save your game to continue it later (see also load game)
- ◆ **Load game:** To load and continue a game which has been saved before.
- ◆ **Settings:** See also "Settings" in the main menu.

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- ◆ **Restart mission:** If you believe your nation has too many problems for you to finish the mission successfully, you can restart the mission from the very beginning.
- ◆ **Return to game:** Returns to the game terrain.
- ◆ **End game:** Finishes the game and returns to the main menu.

Now click „Return to game“.

## Choosing Buildings and Units

Click on one of your porters as he moves around. He will be highlighted blue and the menu bar will give you information about him. The main menu changes and only information on the construction of buildings (always available, regardless of your choice) and on what is active at the moment. Is given.

The information about the porter shows you his condition (50/50: That means he can withstand 50 out of 50 injuries. If he has been injured e.g. by a criminal, it might show 40/50. In this case, he needs a priest to cure him), his profession (Porter) and his home town (Pimpolis). Below you find another menu currently displaying "Home". In this bar, there are additional functions covering buildings and other units. If you click "Home", then this porter will – regardless of his location – go to the town hall of his home town. Just feel free to try it.



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Below this bar is information about what he is doing at the moment, where he is going and what he is carrying (food, wood, rock ...)

If you want to send this porter or any unit to anywhere, just right click the desired destination. North of the town hall is an open space. Scroll there and right click this space. The selected porter will go there immediately.

Now try to select other objects with the left mouse key – e.g. shrubs close to a little lake, trees, rocks, your buildings or other units. For each object you will get information by clicking on the information symbol in the main menu bar. You will get to know the other functions later.

You might have noticed that there is food in the form of fruit on the shrubs. Your porters can collect this food. Click on a porter with the right mouse key and send him to one of the shrubs. He will start harvesting the fruit and will then bring the food to the town hall. In the shrub information bar, you can see the quantity of food decreasing. The porter information bar indicates the food he is carrying. If you want a porter to throw away what he is carrying, clicking on the rubbish bin. Don't forget, this item is irretrievably lost. Note: When a porter is busy picking fruit, he will not go to a building site to help there unless you tell him to! You can release him from his fruit picking mission by clicking on him and sending him to an open space (not to a bush, tree or equivalent).

## Calling Up Basic Functions

To get back to the main menu, click on an open space with the left mouse key. This way, no house, unit, etc. is selected and the five basic functions are available again.



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Note:

- ◆ You can select Units/Buildings/Trees etc. with the left mouse key.
- ◆ You can send units to places or assign jobs (e.g. porter bush -> pick fruit, hunter animal -> hunt) with the right mouse key).
- ◆ Units with a job do not automatically help to construct a building or with other jobs! You have to send them to "nowhere" first to cancel this job.
- ◆ To have the five basic functions available you just have to click on an open space.

## Constructing Buildings

Click the construction symbol (Brick) if you want to construct a new building. This symbol is available at all times.



Now select "School" from of the buildings by clicking on it.

The school turns red and is now attached to your cursor. Move it to where you want to place it. You will notice that it sometimes changes colour from green to red. Red means you cannot construct this building at that place. This could be because there is insufficient space, or a person is standing there, or the terrain is too steep (you cannot build on mountain slopes). If the house is green, you can place it with left click. Then you will see your builder going to the foundations and waiting for two porters to take the building materials from the town hall and bring it to him. Once the first materials have arrived, construction can start. Take the time to watch your people building their first school, it is fun!



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Once they have finished, you will notice that your stocks of wood are reduced by two units and rocks by four. These materials have been used up building the school. Every time a porter not carrying anything went to the storage facility, he took one unit.

## Buildings

Click the symbol "buildings" at the right side of "constructing a building" to see a list of all residents of a selected town. This function is only available when nobody in the building has been selected!



Next is a list with all buildings in your town, including the town hall and a school. At the top is the total number of buildings and current building sites. At the moment, you have two buildings and no building site:

Now go to the menu bar and right click the town hall and school. The terrain will centre on the building concerned. If you left click a building now, the terrain will centre on the building as well. The building will also be selected.

Click on an open space now to cancel the choice of building .

## Town Dwellers

To see a list of residents of the town selected, click on the "Town Dwellers" symbol next to "Buildings". This function can only be used when neither a person nor building has been selected!



Here is a list of all your town's residents. There are two porters, one builder and one town founder. Above this is the total number of residents and porters free. There are four residents free, but probably only one porter, as the second one is still busy picking fruit. The town founder – sitting in the town hall – is acting as the mayor and is not visible at the moment.

Now right click the people and you will see the terrain centring over these units. As you have two porters, you can click the porter symbol marked with a small "2" several times. The centring will move between these two



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porters. If you left click a resident now, the terrain centres over him and he is selected as well.

Click an open space now to cancel the choice of the resident.

## Finances

Click the symbol "Finances" next to "Town Dwellers" to display the finance control bar of the city selected. This function can only be used when neither a person nor building has been selected!



Here is your town's budgets. Under "Income", you will find tax revenues. Each round, every resident pays seven coins in tax. Each round, this money is used to cover expenses such as the "Motivation bonus", "Research funds" and "Overheads".

Overheads are the sum of all the maintenance costs of your buildings. If you click on your building information, you will see the overheads of each building when operational. Motivation bonuses and research funds can be adjusted with the controls found in "Investments". You cannot spend more money on motivation and research than the sum of tax revenues. You may pay the overheads out of savings. More about this later.

The sum of these factors shows a positive or negative balance. If you have played as described so far, you should have 28 income points and only 12 overhead points and therefore be collecting 16 coins per round.



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## Needs

Now click on the symbol "Needs" next "Finances" to get an idea of the public happiness in the selected town. This function can only be used when neither a person nor building has been selected!



Here is the general condition of your citizens.

- ◆ Crime shows you how many criminals you have in relation to your population. Criminals come into the game when your population increases and / or is unhappy.
- ◆ The next line shows your population growth. If you create new living space, your population grows. If your people are unhappy, it grows slower. At this moment, the line should read "population grows and prospers".
- ◆ The condition of your buildings is the average condition of all your buildings in the city. Buildings can be "injured" – better damaged – as well as persons. A builder can repair the damage, but this costs money. Buildings are damaged either by fighting, or when they are not maintained (maintenance costs).
- ◆ Food consumption is the quantity of food eaten by your people per round.
- ◆ Food production is the quantity of food produced (gathered, harvested, shot) by your people per round.



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- ◆ Other needs are "luxuries", such as facilities your people want, e.g. a tavern.

If your nation has needs you cannot satisfy, making it unhappy, you can pay out motivation payments (see "Finance"). This does not satisfy the needs, but does reduce the unhappiness a little.

## Resources

Now click on "Resources" next to "Needs" to see how many resources are available in the town selected. This function can only be used when neither a person nor building has been selected!



You can monitor stocks of every product in the town selected .

The first line shows "Stock capacity 25/type". This means you can stock a maximum of 25 units of each product, regardless whether it is wood, rock, food, etc. You may increase this capacity later by building new warehouses. Each warehouse increases the space available by 25 units.

Below are symbols for wood, rock, iron, etc. with a number showing the stocks of each. Again you can move your mouse cursor to these symbols and get an explanation of the product at the bottom right of the screen.

Right at the bottom is a ring for adjusting the number of mushrooms to be made into food. Pimmons can cultivate mushrooms after researching agriculture and mushroom farms. These mushrooms are stored and later made into mushroom brandy. If there is a food shortage, these mushrooms may be eaten. One mushroom processed 100% gives two por-



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tions of food. If you already have stocks of mushrooms but no food, you may make the total stock into food immediately by using the symbol on the right of the control. But be careful! Once mushrooms have been made into food, they cannot be changed back!

Note:

You have to create living space by constructing houses that then attract new residents.

Now enter the building menu and construct an additional house. In this little building, three new residents are born. Eventually, they leave the house. Wait for the building to be finished and carry on to the next steps.

As you can see, the house and the school are marked red in the building menu. Next to it is the small rock symbol, also marked red. That means you know how to build this house, but you have not enough rocks available. We will now remedy this.

## Training

Click on the school.

The main menu shows "Constructing Buildings", "Information", "Under Construction" and "Training" again.

Now click "Under Construction". You get an empty menu because nobody is inside the building at the moment. If you select this menu e.g. at the town hall, you will see the founder inside the building. In this menu you can have people leave the building (except the founder, who may not leave the town hall). This way, you can peek into the tavern occasionally and remind the porters to go back to work!

Back to school: Click on "Training". You get a list of skills that are currently available to be taught. As there is a shortage of rocks at the moment, scroll down one line with the little red arrow and click on the stonemason. To the right of the stonemason are the training costs - 40 units.



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Wait a while and you will see a free porter making his way to school by himself to start his education. Once the porter is trained as a stonemason, he leaves the school and waits in front of it. for instructions.

Now right click on the stonemason and send him to the rocks south of the town hall. He will start quarrying rocks and will bring them to the town hall . Here porters will pick them up and bring them to the building sites.

You can select any specialist and with the right mouse key send him to school to be retrained. However, during training he loses his old profession!



Note:

- ◆ Porters are the "lowest" unit in your nation, but are nevertheless but very important. They are born in houses and receive their professional training at school. Without them, your towns would not have a functioning transport system.
- ◆ Each specialist will carry out the task assigned to him until you give him a new one, or he is unable to carry on with his job (e.g. everything is harvested). Porters and other professions can carry out their tasks automatically. You always have the option to allocate tasks as you wish. The routes your workers take are not always ideal. However, the basic jobs to be done in your absence (e.g. when you are looking after another town), provided you have enough residents.
- ◆ Every unit may be retrained as porters. To retrain somebody as a porter, just send them back to school. manually. The higher professions never go to school on their own. Of course you may retrain them to any other profession.



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You can now finish this mission simply by building one more house , with your porters and stonemasons producing 15 units of food and rocks.

Now start the next tutorial mission "Research Tutorial".

Build a school and la house and send your stonemasons to build your town's foundations.

## Research

Construct a research lab.

The lab is the first building that needs a person to run it to get it to function. To make it work you have to train a scientist in your school. After finishing his training, he will go to the lab automatically and start working. If you click on the lab before, its functional symbols are dark and cannot be selected. In the information next to the running costs – which are only deducted if the lab is operational – you can see which profession is needed.

Once the scientist has started to work you may then click on "Research" and "History" in the main menu.

Click on "Research".

In one line you see the invention currently under research. At the moment it reads "No current research".

Below is a list – as usual with a ring – of what can currently be researched. Go through the different items and read what you this invention will bring you. The figure in brackets indicates the money required to complete the research. Remember, under "Finance" you can select how much money you are going to spend per round on research. Once you have spent the total given in brackets on a research project, it is completed. The more you invest per round, the faster the research will proceed. However, spending money alone will not suffice as reasearch also takes time.

You can start or interrupt a research project with the symbols "Start



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Research" and "Interrupt Research". If you interrupt it, the knowledge gained is stored. If you continue that project later, you will already have accrued part of the knowledge.

The progress of a research project can be monitored on the percent bar at the top.

If you have researched something already, look in "History" for the files of known inventions for information.

You may only build one lab per city because the total knowledge of the people on any subject is limited.



Note:

- ◆ Buildings needing an operator only require more money when in use.
- ◆ You may stop using a building by removing the operator or clicking on "Stop Operation".
- ◆ If you have removed an operator manually, no one else will start working in this building automatically.
- ◆ In the building information you can see the profession required if an operator is necessary.
- ◆ Research is the basis for the development of your nation.

## Food supply

You can train hunters to supply your nation with sufficient food. They can either shoot game in the nearby forests or build farms. Hunters bring the food directly to the camp, farmers cultivate mushrooms, cocoa or worms. These are harvested and processed into food by the porters (see also "Resources").



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## Crime

Crime occurs when your population reaches a certain point of growth or becomes unhappy. Criminals also need food and living space, but they do not pay taxes and attack innocent porters.

You can fight crime by researching writing and law and then educating a policeman. If you send the policeman after a criminal, the criminal will try to kill him. If you build a police station and let the policeman run it, he will go and chase the criminals automatically, without instructions from you. He will catch them and "persuade" them to go to jail. After a while, the reformed criminal will leave jail as a rehabilitated porter whom you can put to use.

Note:

- ◆ In the fight against crime, you will need a police station and a policeman to run it.

## Trade

If you have more than one town or if you want to trade with other nations, you will need a market place and a merchant.

You can adjust your terms of buying and selling by clicking the market place.

Now click on "Sale".

Here you can click through the shaded goods. Let us assume you want to sell food for a price of 10 and you want to keep at least 15 in your store.

Now click on Food. On the left top, the food symbol will appear. Now adjust the minimum stock of 15. Then adjust the minimum sale price of 10.

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If you have finished setting, click on "Release Sale" on the top right. The food symbol at the bottom is then highlighted to show you what goods you are offering for sale. If you want to withdraw your offer, just click on "Stop sale". The food symbol will darken and no merchant can take these goods.

The same applies to buying. Here you set the maximum stock level – that is the stock level you want to attain – so not to buy too much, and the maximum buying price you are prepared to pay.

To trade, you need a merchant. Additionally more than one market places is necessary to be able to trade. If you want to trade with other nations, you have to be at a state of peace with them (see also Embassy).

Now click the merchant.

Click "Trade route".

You have two lists to set. This first determines from which town he will start and the second to where he has to go. The nation symbols represent the different nations and –of course – your own nation. The lists show the towns of the nations that have market places. Do not be surprised if there are say 10 cities and nothing in the list. That means none of the 10 cities has a market place yet. It is worthwhile conducting trade between your own cities. You cannot earn money this way, but you can build trade routes to supply a remote city with say iron or food.

If you have selected the town of origin and the destination (not be the same town!), you may "Start trade route". The merchant will proceed to his starting market and will take his goods with him (he can carry a maximum of five items at a time), if the game allows him to do so. He will conduct trade between these two cities until you give him another order, or click on the symbol "Stop Trade route", or one of the market places is destroyed, or the state of peace with the trading partner ends, or he is attacked.



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He will continue to conduct trade on this route even if stocks of goods have run out and he goes empty. He does not know if anything is available at his destination. He buys and sells at the same terms as at his departure from the market place!

Trading can also take place if your trading partner has a only merchant and you have only a market place.

To display offers from foreign market s, click on them the same way as your own. You cannot adjust any of their settings.

Note:

- ◆ For trading to take place, there must be at least two cities with market places and one merchant.
- ◆ You can only make profit if you trade with another nation.
- ◆ You can only trade with other nations with which you are at a state of peace.

## Diplomacy

If there are other nations on your world, ensure that you establish diplomatic relations so that trading can be conducted and attacks prevented. For diplomacy, you must construct an embassy for your diplomat to live in.

Click on "Diplomacy" in the embassy.

You can only establish diplomatic relations when another nation has an embassy. Once there are embassies established, the foreign embassies will appear on your map and you can to click on them. The others can see your embassy as well.

On the top line, you can see the other nations that have built an embassy. When you click on them, you can see the current state of diplomatic relations.



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In the field below, you can select any offers you want to accept. You cannot refuse a declaration of war, but you can decline offers of peace and cease fires. The red tick indicates your acceptance.

You can also send out ambassadors to make offers. Depending on the current state of diplomatic relations, you can offer peace or cease fire or declare war. Your ambassador will then go to the nearest embassy of the country concerned and start negotiating. Each nation will decide to accept your offer not (except for a declaration of war).

Do be careful: The third nation might try to undermine your diplomatic relations by capturing your ambassador!

When your ambassador is on his way, you can always recall him with the symbol to where he started. He will then interrupt his journey and return.

Note:

- ◆ To uphold diplomatic ties, each nation with which you want to establish contact, has to have a functioning embassy.
- ◆ To trade with a nation and see its market places without scouts, you have to be at a state of peace with it.
- ◆ If you close your embassy, you break your diplomatic ties with other nations!

## Specialist Buildings

Certain goods such as mushroom brandy, iron, arms, etc. have to be manufactured. There are specialist production buildings for this and they all function in a similar way. Let us, as an example, examine a distillery.

First construct the distillery. A distiller is needed to operate it. As soon as the building is operational, it will order the materials required. Click on "Production" in the distillery.

On the top line, you can see how what and how many resources are requi-



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red. In the distillery you need 2x mushrooms + 1x wood = 1 bottle of mushroom brandy. That means your porters have to bring two mushrooms and one piece of wood (for the furnace) to your distillery to start production.

In the centre you can see the brandy's production status in the distillery's filtering system, including the stock of the raw materials required by the distillery. If say wood is missing, the bottom line shows 2 mushrooms and 0 wood. If 1 bottle is standing on the right, that means 1 bottle is ready to be collected. The nearest porter available will fetch it and bring it to the nearest warehouse.

All other production facilities such as mines, armouries, etc., work to the same principle. It will be just as easy to get to know how they work.

Note:

- ◆ All that is needed to run specialist buildings is an operator. You do not need to worry about supply and despatch.
- ◆ Porters react to orders to build or be trained in preference to orders to supply the specialist buildings. Make sure you have enough porters over and above those working on building sites.

## Barracks and Combat Units

Wars will occur during the game. Hunters and policemen can fight as well, but they are as effective as a trained soldier.

You need to build barracks to train combat units. Barracks and other such buildings (ordnance factory, horse farm ...) work in the same way as schools. However, combat units require additional resources (wood, arms) .

Certain combat units are armed with long distance weapons (archer ...) and others are equipped for close combat (sword fighters ...). It is a good idea to position small units with long distance weapons as outposts to defend a wider area. However, do not equip them with cannons, as they



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are too large.

Magicians, Alchemists, etc. are combat units too. You will familiarise yourself with each of these units while playing the game.

## Patrolling

Patrolling is one of special feature of combat units.

Click on the combat unit and you will find "Patrol" in the lower menu bar.

In Patrol Mode, combat units move between two way-points defined by you and attack all alien units with which you are at war. They will not attack units of nations with you you are in a state of peace or with which you have a cease fire.

Now send your combat unit to the starting point. Click on "Patrol" and LEFT click the second point. (because it is carrying out a function and not an ordinary move). The unit will now patrol between these two points.

Just two way points are few. If you want to set more, use the keyboard. Move your unit to the point of origin and click on "Patrol". Then press one of the STRG keys on the keyboard and hold it as long as necessary to set new way-points. Up to eight are possible. Now LEFT click on all way-points your unit is to cover, such as the perimeter of your town). Release the STRG key and click on the last way-point. The unit will patrol around the town until you give it another assignment.

## Forming Groups of Units

By holding down the left mouse key, you can draw a frame around a group to select it. You may want to select just one unit from this group or remove one unit from it. To select one unit, left click on the right of the group window. Doing this will also deselected all the other units. If you want to remove a unit, use the right mouse key. If you want to add a units to the group, press the SHIFT and STRG keys and click on it n the terrain. A group can consist of up to 12 units.



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A battle group can be formed from number of groups. You can form up to 10 battle groups. Form a group and press STRG+1 up to STRG+0 on the keyboard to select the 10 groups. By pressing 1, 2, 3 ... up to 0, you can select the assigned group. If you press that group's key again, you will centre the terrain around it.

## Experience Bonus

Combat units gain experience in battle. The more they fight, the harder they strike. A small start in the information bar indicates their experience level. A bronze star indicates some experience and increases their combat factor by 25%. A silver star indicates more experience and increases the combat factor by 50%. Finally, a gold star indicates a highly experienced and increases the combat factor by 100%.

Note:

- ◆ Use small units with long range weapons to form outposts.
- ◆ Only combat units can patrol.
- ◆ Experienced combat units fight better.

## Healing Units

Priests can heal injured units. You need to build a temple to train priests. Priests can then run the temple and heal residents. To do this, click on the priest and send him – with the right mouse key – to the injured unit. If another injured unit is nearby, the priest will heal it automatically.

Add priests to combat units as injured combat units call for him automatically.

Note:

- ◆ Only priests can heal injured units.

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## Hints and Tricks

Here are some tips and tricks. You can go through this list when necessary.

### Multiplayer Game

When a multiplayer game is running and the player whose PC has been installed as the server must NOT click on OK and finish the game if the other two want to continue. If he does, he will also finish the game for the other two players.

It is best to install the fastest computer install as the server in the multiplayer mode as the server has to carry out more computing operations than the client computers.

### Hidden Units

If a unit is hidden behind a building, you still can click on it even if you can't see it. This prevents units from hiding behind buildings or trees. If you have completely lost sight of a unit, then use the function "Units in Town" and clicking on the corresponding unit symbol in the menu bar until the lost unit is centred on the screen.

### Management of Stores

You do not need to manage each warehouse separately as all the warehouses in a town are linked to save you time. For example, if you run out of wood and a piece of wood is delivered to your north eastern warehouse, a porter may then take a piece of wood from any warehouse. Each warehouse can send out all of a town's products at the same time.



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## **Mouse Cursor**

The mouse cursor changes depending on the type of unit you have selected. For combat units it takes the form of a sword, a patrol symbol for patrolling etc. This is to help you recognise the type of unit you are currently controlling.

## **Queues at the Town Hall**

If a queue is formed in front of your town hall, a building site or anywhere else, it may be advisable to select the whole group and send it away.

## **Insufficient Porters**

If you have too few porters you can speed up construction or other work by sending lumberjacks, stonemasons, etc. directly to the building site along with their products. As they will not work again automatically, you will have to send them back to work, but this may help you over shortages.

## **Homeless**

If you demolish or lose inhabited residential buildings, or when one of your towns is destroyed and the residents flee to another, they become homeless and you have to construct new living space for them. The homeless eat and work, but they do not pay taxes.

## **Raw Materials from Demolished Buildings**

If you have run out of rocks, you may demolish houses and collect the rubble. The rocks can be used again, but the wood is destroyed.

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## **Relocation of Residents**

To relocate residents, send them manually to houses in another town.

## **Chosing Targets for Units on the Main Map**

You can send units on the map on the top right as well. Just send them to the desired position with a right mouse click. This makes sense for scouts particularly.

## **Hunters**

A hunter does not go hunting automatically and you will have to send him at least once. You can leave hunters in your towns as reserve combat units without having worrying that they will suddenly go hunting.



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## Key Codes

The keyboard can be used to operate some of the game functions. If you have a PC Dash Graphic Command Pad, you can use it to play ALIEN NATIONS. The set-up file can be found in the "PC-Dash" directory on the ALIEN NATIONS CD.

The functions below can be operated with the following keys and key combinations:

F12 .....	Quick save
+ (Numerical block) .....	Zoom out
- (Numerical block) .....	Zoom in
Arrow upwards .....	Scroll up
Arrow left .....	Scroll left
Arrow right .....	Scroll right
Arrow down .....	Scroll down
Page up .....	Minimum zoom
Page down .....	Maximum zoom
STRG+1 .....	Install group 1
STRG+2 .....	Install group 2
STRG+3 .....	Install group 3
STRG+4 .....	Install group 4
STRG+5 .....	Install group 5
STRG+6 .....	Install group 6
STRG+7 .....	Install group 7
STRG+8 .....	Install group 8
STRG+9 .....	Install group 9
STRG+0 .....	Install group 0



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- 1 .....Select group 1
- 2 .....Select group 2
- 3 .....Select group 3
- 4 .....Select group 4
- 5 .....Select group 5
- 6 .....Select group 6
- 7 .....Select group 7
- 8 .....Select group 8
- 9 .....Select group 9
- 0 .....Select group 0
- F1 .....Multiplayer chat to Amazons
- F2 .....Multiplayer chat to Pimmons
- F3 .....Multiplayer chat to Sajiki
- F4 .....Multiplayer chat to all players
- ESC.....Call up options menu / Pause



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## Solutions for technical problems

**ALIEN NATIONS** requires MS DirectX6, MS Direct Media as well as Intel Indeo® video 5. Parts of these system components are only available in English. This has no influence on other versions of the game. Windows and requests opened by these components during installation will appear in English.

Reading the Intel Indeo® Video 5 Software "Release Notes" can cause delays of a few minutes. Unfortunately **ALIEN NATIONS** cannot compensate for this problem. Either do not read these notes or wait until the text appears.

If you have set the font to "large font", the start-up menu might appear double sized and you might not be able to read all menu items.

Switching between different applications during the game may cause the game to crash. We therefore advise you not to switch between different applications.

AWE 64 sound cards may cause problems under certain system configurations, causing your PC to crash if you have installed the AWE64 driver. If these problems occur, please install the AWE 32 driver instead. The AWE 32 driver will not reduce your sound card's performance, and you may find that other products will run better too.

Some computers with some kinds of "exotic" sound cards may cause problems with DirectSound. If such a sound card is detected during starting the game, the sound is switched off as a precaution. You are free to switch on the sound at your own risk.

In case of problems, refer to the ALIEN NATIONS homepage:  
<http://www.aliennations.at>

Further information can be found at:  
<http://www.neo.at>  
<http://www.jowood.com>



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